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NAVMC DIRECTIVE 3500.87

Subj: INFANTRY TRAINING AND READINESS MANUAL

Ref: (a) MCO P3500.72A
(b) MCO 1553.3A
(c) MCRP 3-0A
(d) MCRP 3-0B
(e) MCO 3500.27A
(f) MCO 3400.3F
(g) MCO 3500.70

Encl: (1) Locator Sheet

1. PURPOSE. Per reference (a), this manual establishes training standards, regulations, and practices regarding the training of Marines and assigned Navy personnel performing Infantry functions.

2. CANCELLATION. MCO 3501.34 and MCO 1510.85A.

3. INFORMATION

a. The training events in this Directive will be used to standardize unit training throughout the community, focus on Mission Essential Tasks for the community, and establish a framework for assessment of unit and individual training readiness. It includes unit and individual training standards to be used by unit commanders and formal schools for the development of training plans, curricula, and records of training accomplished in order to establish a framework for identifying training achievements, training gaps, and objective assessments of readiness associated with the training of Marines.

b. CG, TECOM will update this T&R Manual as necessary to provide current and relevant training standards to commanders. Commanders will incorporate these training events into their training plans to the extent that the events support their unit’s Mission Essential Tasks and to the extent that time and other resources are available.

c. All questions pertaining to the Marine Corps Ground T&R Program and Unit Training Management should be directed to: CG, TECOM (C 469), 3300 Russell Road, Quantico, VA 22134.

4. SCOPE

a. Commanders will review, update, and submit unit Mission Essential Task Lists (METL) per references (b) and (c).

b. Per reference (b), commanders shall conduct an internal assessment of the unit’s ability to execute each MET and prepare a definitive plan of

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attack to achieve MET proficiency by developing long-, mid-, and short-range training plans to achieve proficiency in each MET.

c. Using this T&R Manual and other pertinent references, commanders will conduct evaluations (informal and formal) of their unit’s ability to accomplish their METs. These training evaluations will be conducted at appropriate points in the unit's training cycle to determine MET proficiency and adjust training priorities.

d. Formal school directors and commanders will establish or review programs of instruction per reference (d) to ensure compliance with core individual training requirements as set forth in this Order.

5. COMMAND. This Directive is applicable to the Marine Corps Total Force.

6. CERTIFICATION. This Directive is reviewed and approved this date.

T. S. JONES
By direction

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RECORD OF CHANGES

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Change Number	Date of Change	Date Entered	Signature of Person Incorporating Change

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CHAPTER 1

OVERVIEW

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1000. INTRODUCTION

1. The T&R Program has become the Corps' primary tool for planning, conducting, and evaluating training, and for assessing training readiness. Subject matter experts (SMEs) from the operating forces have developed Mission Essential Task Lists (METLs) for ground communities using Marine Corps doctrine, T/O missions, Operations Plans, contingency plans, and tactics, techniques, and procedures (TTP). T&R manuals are built around these METLs; all events contained in T&R manuals relate directly back to this METL. 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 is a single document that seeks to capture 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 seeks to identify the minimum standards that Marines must be able to perform in combat. The T&R Manual provides a fundamental tool for commanders to build and maintain unit combat readiness. Using this tool, training managers 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 can be found in reference (a).

1010. CORNERSTONE ORDERS

Guidance for all training and evaluation in the Marine Corps, from entry-level training at the formal schools to advanced PME for senior enlisted and officers, is found in what are called the Cornerstone Orders. All training and evaluation programs throughout the Marine Corps were designed based on the guidance provided in these orders. The Cornerstone Orders are:

- MCO 1553.1B The Marine Corps Education and Training System
- MCO 1553.2A Management of Marine Corps Formal Schools and Training Detachments
- MCO 1553.3A Unit Training Management
- MCO P1553.4A Professional Military Education

1020. 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 readiness 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 an organization 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. Regardless of current manning, the unit must maintain the ability to accomplish its assigned mission.

2. Commanders will ensure that all tactical training is focused on their combat mission. The T&R Manual serves as a tool to help develop the unit's

training plan. Tactical training shall support the unit METL 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 shall 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.

1030. UNIT TRAINING MANAGEMENT

1. Unit Training Management (UTM) is the application of the Systems Approach to Training (SAT) and the Marine Corps Training Principles 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 focuses training on the tasks that are essential to a unit's wartime capabilities. The SAT process provides commanders with the requisite tools and techniques to analyze, design, develop, implement and evaluate the training of their unit. The Marine Corps Training Principles 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. In order to maintain an efficient, effective training program, it is imperative that commanders at every level fully understand and implement UTM. Guidance for UTM and the process for establishing effective UTM programs are contained in references (c), (d), and (e), MCO 1553.3A, Unit Training Management, MCRP 3-0A, Unit Training Management Guide, and MCRP 3-0B, How to Conduct Training.

1040. EVALUATION OF TRAINING

1. Evaluation is a continuous process. Evaluation is integral to training management and is conducted by leaders at every level and during all phases of the planning and conduct of training. Training evaluations measure individual and collective ability to perform events specified in the respective T&R Manuals. To ensure training is efficient and effective, it is imperative that evaluation is an integral part of the training plan.

2. The purpose of formal and informal evaluation is to provide commanders with a process to determine a unit's proficiency in the tasks it must successfully perform in combat. Informal evaluations should be 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 (c), MCO P3500.72A and MCO 1553.3A, provide further guidance on the conduct of informal and formal evaluations utilizing the Marine Corps Ground T&R Program.

1050. ORGANIZATION

1. T&R Manuals are organized in one of two methods: unit-based or community-based. Unit-based are written to support a type unit (i.e., Infantry, Artillery, Tanks, etc). Community-based are written to support an Occupational Field, a group of related Military Occupational Specialties (MOSs), or billets within an organization (i.e. EOD, NBC, Intel, etc). T&R Manuals are comprised of chapters that contain unit METs, collective training standards (CTS), and individual training standards (ITS) for each MOS, billet, etc.

2. The Infantry T&R Manual is comprised of 15 chapters. Chapter 2 lists METS and their related Battalion and Company-level events. Chapters 3 through 6 contain collective events. Chapters 7 through 15 contain individual events.

1060. T&R EVENT CODING

T&R events are coded for ease of reference. Each event has 4-4-4-digit identifier. The first four digits represent the occupation function (e.g. INF, 0302, 8541, etc.). The second four digits represent the functional or duty area (e.g. PAT, MOBL, OFF, etc.). The last four digits represent the level and sequence of the event. The T&R levels are shown in Figure 1. An example of the T&R coding used in this Manual is shown in Figure 2.

Individual Formal School Training Entry-Level (Core Skills)	**Individual Training & Career Progression MOJT, Career-level or Advanced-level School (Core Plus Skills)**	**Collective Training Fire Team/Section/ Crew/Team (Core Capabilities)**	**Collective Training SQUAD**
1000-Level	2000-Level	3000-Level	4000-Level
Collective Training PLATOON	**Collective Training COMPANY**	**Collective Training BATTALION**	**Collective Training REG/BDE/MEU**
5000-Level	6000-Level	7000-Level	8000-Level

Figure 1: T&R Event Levels

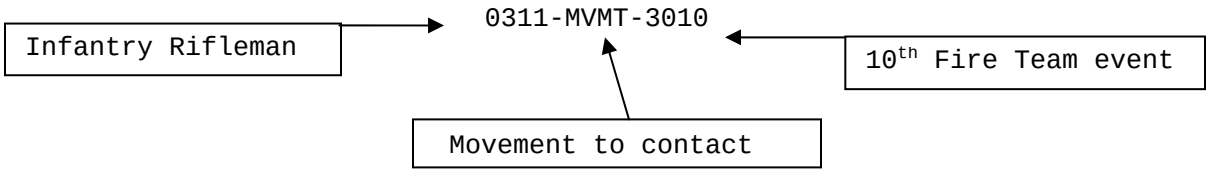

Figure 2: T&R Event Coding

1070. EVALUATION-CODED (E-CODED) EVENTS

1. Every unit in the Marine Corps maintains a minimum level of readiness based on a combination of 1000-level training (entry level/Formal School) and individual MOJT, follow-on school training, and the experience of the Marines in the unit. Even units that have never trained together are capable of accomplishing some portion of their mission. There is no CRP associated with this baseline level of readiness. Only collective events that are critical components of a mission essential task (MET) or are key indicators of a unit's readiness generate CRP for a MET; these events are Evaluation-Coded (E-coded). Only E-coded events are used to calculate CRP for each MET.

2. Per reference (c), MCO 1553.3A, all commanders in the operating forces are required to develop a unit METL based on the Universal Joint Task List (UJTL), Universal Navy Task List (UNTL), Marine Corps Task List (MCTL), doctrine, T/O mission statement, higher headquarters' METLs, contingency plans and the assigned mission. The use of a METL-based training program allows the commander discretion in training and makes the T&R Manual a training tool rather than a prescriptive checklist.

3. Typically, not all units will have an identical METL, based on environmental factors, roles and missions, and training focus. Therefore, only the E-coded events that support a unit's approved METL will be used to calculate CRP. The commander, based on his assessment of the unit's proficiency and the assigned mission, develops the METL for the unit. For example, there may be a total of 7 METs in the T&R Manual, but only 5 are on the commander's approved METL for his specific unit. Unit CRP is based on only the 5 events on the approved METL.

1080. CRP CALCULATION

1. Collective training begins at the 3000 level (team, section, crew or equivalent). Unit training plans shall be designed to accomplish the events that support the unit METL while simultaneously sustaining proficiency in individual core skills. Using the battalion-based (unit) model, the battalion (7000-level) has collective events that directly support a MET on the unit's METL. These collective events are E-coded and are the only events that contribute to unit CRP. This is done to assist commanders in prioritizing the training toward their unit's 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 4 E-coded events; each contributes 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%

1090. T&R EVENT COMPOSITION

1. 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 will have several additional components not found in unit-based T&R manuals.

a. **Event Code** (see Sect 1060). The event code is a 4-4-4 character set: For Individual Training Events, the first 4 characters indicate the Occupational function. The second 4 characters indicate functional area (e.g. MVMT, DEF, NBC, etc.).

b. **Event Title**. The event title is the name of the event.

c. **E-coded**. This is a “yes/no” category to indicate whether or not the event is E-coded. If yes, the event contributes toward the CRP of the associated MET. The value of each E-coded event is based on number of E-coded events for that MET. Refer to paragraph 1070 for a more detailed explanation of E-Coded events.

d. **Supported MET(s).** List all METs that are supported by the training event. The first MET listed is primary MET supported.

e. **Sustainment Interval**. This is the period, expressed in number of months, between evaluation or retraining requirements. Skills 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.

f. **Billet**. N/A

g. **Event Description**. Provide a description of the event purpose, objectives, goals, and requirements. It is a general description of an action requiring learned skills and knowledge, e.g., engage fixed target with crew-served weapons.

h. **Condition**. Describe the condition(s), real world or combat circumstances, in which the tasks are to be performed. They indicate what is provided (i.e., equipment, materials, manuals, aids, etc.), environmental constraints or conditions under which the task is performed, and any specific cues or indicators to which the performer must respond. When resources or safety requirements limit the conditions, this should be stated.

i. **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; while the standard for individual events will more specifically describe to what proficiency level, specified in terms of accuracy, speed, sequencing, quality of performance, adherence to procedural guidelines, etc., the event is to be accomplished.

j. **Event Components**. Describe the actions composing the event, or provide 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

k. **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.

l. **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.

m. **Related ITSs**. Provide a list of all of the Individual Training Standards that support that event.

n. **References**. The training references shall be utilized to determine task performance steps, grading criteria, and ensure standardization of training procedures. They assist the trainee in satisfying the performance standards, or the trainer in evaluating the effectiveness of task completion. References are also important to the development of detailed training plans.

o. **Distance Learning Products** (IMI, CBT, MCI, etc.). Include this component when the event can be taught via one of these media methods vice attending a formal course of instruction or receiving MOJT.

p. **Support Requirements**. This is a list of the external and internal support the unit and Marines will need to complete the event. The list includes, but is not limited to:

- Range(s)/Training Area
- Ordnance
- Equipment
- Materials
- Other Units/Personnel

q. **Miscellaneous**. Provide any additional information that will assist in the planning and execution of the event. Miscellaneous information may include, but is not limited to:

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

1100. NBC TRAINING

All personnel assigned to the operating force must be trained in NBCD in order to survive and continue their mission in an NBC 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 NBC attacks. Basic operating standards are those that the individual, and collectively the unit, must be capable of performing to continue operations in an NBC environment. In order to develop and maintain the ability to operate in an NBC environment, NBC defense training should be an integral part of the training plan and events in this T&R Manual should be trained under NBC conditions whenever possible. Per reference (f), MCO 3400.3F (NBCD Training Order), all units must be capable of accomplishing their assigned mission in a contaminated environment. Additionally, reference (g), MCO 3500.70 (NBCD T&R Manual) outlines collective unit NBC defense events that all units must be able to conduct.

1110. NIGHT TRAINING

While it is understood that all personnel and units of the operating force must be 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. To ensure units are capable of accomplishing their mission at night as well as during the day, they must train under the more difficult limited visibility conditions. All events in this T&R Manual should be conducted during both day and night or under conditions of limited visibility. When there is limited training time available, night training should be conducted in lieu of day training.

1120. OPERATIONAL RISK MANAGEMENT (ORM)

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. Commanders, leaders, maintainers, planners, and schedulers shall 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 can be found in references (b), MCO 1553.3A Marine Corps Unit Training Management, and (e), MCO 3500.27B Operational Risk Management.

1130. MARINE CORPS GROUND T&R PROGRAM

The Marine Corps Ground T&R Program continues to evolve. The vision for this program is to the Uniform Joint Task List (UJTL), the Uniform Navy Task List (UNTL), and the Marine Corps Task List (MCTL) to METLs and unit training. In doing so, tying all training and training resources directly to unit missions. The Defense Readiness Reporting System (DRRS) is currently being developed and will eventually encompass ESORTS. The purpose of this system is to measure and report on the readiness of military forces and the supporting infrastructure to meet missions and goals assigned by the Secretary of Defense. Training readiness in DRRS will be based primarily on METs. 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 commanders’ METLs.

INFANTRY T&R MANUAL

CHAPTER 2

MISSION ESSENTIAL TASKS

	PARAGRAPH	PAGE
BATTALION LEVEL MISSION ESSENTIAL TASK LIST	2000	2-1

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2000. INFANTRY MISSION ESSENTIAL TASK LIST

The list below includes a sample Battalion-Level Mission Essential Task List and the Battalion-Level Events that support each MET.

MET 1 – OPERATE A COC

INF-OFF-6101	Process known or suspected enemy personnel
INF-COMM-6201	Operate without radio communications
INF-FSPT-6301	Conduct fire support planning
INF-FSTP-6302	Conduct Fire Support Team operations
INF-OPS-6401	Prepare for combat operations
INF-OPS-6402	Operate a command post
INF-LOG-6410	Conduct tactical logistics
INF-MED-6430	Process casualties
INF-INT-6440	Plan intelligence collection
INF-INT-6441	Direct the intelligence effort
INF-OPS-6610	Employ mortars
INF-AMPH-6902	Participate in an amphibious assault
INF-COMM-7201	Employ Command, Control, Communications and Computers (C4) suite
INF-FSPT-7301	Operate the Fire Support Coordination Center or equivalent
INF-INT-7401	Direct the intelligence effort
INF-AMPH-7903	Conduct an amphibious assault

MET 2 – CONDUCT PLANNING

INF-OFF-6101	Process known or suspected enemy personnel
INF-COMM-6201	Operate without radio communications
INF-FSPT-6301	Conduct fire support planning
INF-FSTP-6302	Conduct Fire Support Team operations
INF-OPS-6401	Prepare for combat operations
INF-OPS-6402	Operate a command post
INF-LOG-6410	Conduct tactical logistics
INF-MED-6430	Process casualties
INF-INT-6440	Plan intelligence collection
INF-INT-6441	Direct the intelligence effort
INF-OPS-6610	Employ mortars
INF-AMPH-6901	Prepare for amphibious operations
INF-INT–7401	Direct the intelligence effort
INF-AMPH-7901	Conduct amphibious staff planning
INF-AMPH-7902	Develop the landing plan

MET 3 – CONDUCT PASSAGE OF LINES

INF-OFF-6101	Process known or suspected enemy personnel
INF-OFF-6102	Conduct passage of lines as a moving unit
INF-OFF-6103	Conduct a passage of lines (POL) as a stationary unit
INF-OFF-6107	React to a meeting engagement
INF-OFF-6118	Consolidate and reorganize
INF-FSTP-6302	Conduct Fire Support Team operations
INF-OPS-6401	Prepare for combat operations
INF-MED-6430	Process casualties
INF-INT-6441	Direct the intelligence effort
INF-OTO-6711	Conduct a tactical march

INF-OFF-7103	Conduct a passage of lines as either stationary or moving unit
INF-OFF-7107	React to a meeting engagement
INF-OFF-7118	Consolidate and reorganize
INF-INT-7401	Direct the intelligence effort

MET 4 – CONDUCT RELIEF IN PLACE

INF-OFF-6101	Process known or suspected enemy personnel
INF-OFF-6107	React to a meeting engagement
INF-OFF-6110	Conduct a relief in place
INF-OFF-6118	Consolidate and reorganize
INF-FSTP-6302	Conduct Fire Support Team operations
INF-OPS-6401	Prepare for combat operations
INF-MED-6430	Process casualties
INF-INT-6441	Direct the intelligence effort
INF-OTO-6711	Conduct a tactical march
INF-OFF-7107	React to a meeting engagement
INF-OFF-7110	Conduct a relief in place
INF-OFF-7118	Consolidate and reorganize
INF-INT-7401	Direct the intelligence effort

MET 5 – CONDUCT LINK UP OPERATIONS

INF-OFF-6101	Process known or suspected enemy personnel
INF-OFF-6107	React to a meeting engagement
INF-OFF-6118	Consolidate and reorganize
INF-FSTP-6302	Conduct Fire Support Team operations
INF-OPS-6401	Prepare for combat operations
INF-MED-6430	Process casualties
INF-INT-6440	Plan intelligence collection
INF-INT-6441	Direct the intelligence effort
INF-OTO-6711	Conduct a tactical march
INF-OFF-7107	React to a meeting engagement
INF-OFF-7118	Consolidate and reorganize
INF-INT-7401	Direct the intelligence effort

MET 6 – CONDUCT OPERATIONS IN URBAN TERRAIN

INF-OFF-6101	Process known or suspected enemy personnel
INF-OFF-6105	Occupy an assembly area
INF-OFF-6108	Conduct a patrol
INF-OFF-6109	Occupy a patrol base
INF-OFF-6114	Conduct a motorized attack
INF-OFF-6118	Consolidate and reorganize
INF-OFF-6119	Conduct a counterattack
INF-FSTP-6302	Conduct Fire Support Team operations
INF-OPS-6401	Prepare for combat operations
INF-MED-6430	Process casualties
INF-MED-6431	Perform field sanitation
INF-INT-6441	Direct the intelligence effort
INF-OPS-6610	Employ mortars
INF-OTO-6710	Conduct a cordon and search
INF-OTO-6711	Conduct a tactical march
INF-MOUT-6801	Conduct an urban attack
INF-MOUT-6802	Conduct an urban defense

INF-MOUT-6803	Conduct urban patrolling
INF-MOUT-6804	Establish an urban patrol base
INF-MOUT-6805	Conduct an urban movement to contact
INF-MOUT-6806	Conduct urban fire support
INF-OFF-7105	Occupy an assembly area
INF-OFF-7103	Conduct a passage of lines as either stationary or moving unit
INF-OFF-7114	Conduct a motorized attack
INF-OFF-7118	Consolidate and reorganize
INF-OFF-7119	Conduct a counterattack
INF-FSPT-7301	Operate the Fire Support Coordination Center or equivalent
INF-FSPT-7302	Conduct fire support coordination
INF-INT-7401	Direct the intelligence effort
INF-MOUT-7801	Conduct an urban attack
INF-MOUT-7802	Conduct an urban defense

MET 7 – CONDUCT OFFENSIVE OPERATIONS

INF-OFF-6101	Process known or suspected enemy personnel
INF-OFF-6104	Conduct obstacle breaching
INF-OFF-6105	Occupy an assembly area
INF-OFF-6106	Overwatch/Support by fire
INF-OFF-6107	React to a meeting engagement
INF-OFF-6108	Conduct a patrol
INF-OFF-6109	Occupy a patrol base
INF-OFF-6111	Conduct a deliberate attack
INF-OFF-6112	Conduct a deliberate night attack
INF-OFF-6113	Conduct a raid
INF-OFF-6114	Conduct a motorized attack
INF-OFF-6115	Conduct tank infantry attack
INF-OFF-6116	Conduct a mechanized attack
INF-OFF-6117	Conduct a helicopter-borne assault
INF-OFF-6118	Consolidate and reorganize
INF-OFF-6119	Conduct a counterattack
INF-MOBL-6151	Conduct a screen to flank or rear
INF-MOBL-6152	Conduct a screen forward of a stationary unit
INF-MOBL-6153	Participate in guard operations
INF-FSTP-6302	Conduct Fire Support Team operations
INF-OPS-6401	Prepare for combat operations
INF-MED-6430	Process casualties
INF-INT-6441	Direct the intelligence effort
INF-OPS-6610	Employ mortars
INF-OTO-6710	Conduct a cordon and search
INF-OTO-6711	Conduct a tactical march
INF-OFF-7104	Conduct obstacle breaching
INF-OFF-7105	Occupy an assembly area
INF-OFF-7106	Overwatch/support by fire
INF-OFF-7107	React to a meeting engagement
INF-OFF-7111	Conduct a deliberate attack
INF-OFF-7112	Conduct a deliberate night attack
INF-OFF-7113	Conduct a raid
INF-OFF-7114	Conduct a motorized attack
INF-OFF-7115	Conduct tank infantry attack
INF-OFF-7116	Conduct a mechanized attack
INF-OFF-7117	Conduct a helicopter-borne assault
INF-OFF-7118	Consolidate and reorganize

INF-OFF-7119	Conduct a counterattack
INF-OFF-7120	Conduct a movement to contact
INF-FSPT-7301	Operate the Fire Support Coordination Center or equivalent
INF-FSPT-7302	Conduct fire support coordination
INF-INT-7401	Direct the intelligence effort
INF-MOUT-7801	Conduct an urban attack

MET 8 – CONDUCT AMPHIBIOUS OPERATIONS

INF-OFF-6101	Process known or suspected enemy personnel
INF-OFF-6116	Conduct a mechanized attack
INF-OFF-6117	Conduct a helicopter-borne assault
INF-OFF-6118	Consolidate and reorganize
INF-OFF-6119	Conduct a counterattack
INF-FSTP-6302	Conduct Fire Support Team operations
INF-OPS-6401	Prepare for combat operations
INF-MED-6430	Process casualties
INF-INT-6441	Direct the intelligence effort
INF-OPS-6610	Employ mortars
INF-AMPH-6901	Prepare for amphibious operations
INF-AMPH-6902	Participate in an amphibious assault
INF-AMPH-6903	Conduct an amphibious raid
INF-OFF-7116	Conduct a mechanized attack
INF-OFF-7117	Conduct a helicopter-borne assault
INF-OFF-7118	Consolidate and reorganize
INF-OFF-7119	Conduct a counterattack
INF-FSPT-7301	Operate the Fire Support Coordination Center or equivalent
INF-FSPT-7302	Conduct fire support coordination
INF-AMPH-7903	Conduct an amphibious assault
INF-INT-7401	Direct the intelligence effort
INF-AMPH-7901	Conduct amphibious staff planning
INF-AMPH-7902	Develop the landing plan
INF-AMPH-7904	Conduct amphibious withdrawal

MET 9 – CONDUCT DEFENSIVE OPERATIONS

INF-OFF-6101	Process known or suspected enemy personnel
INF-OFF-6108	Conduct a patrol
INF-OFF-6109	Occupy a patrol base
INF-OFF-6118	Consolidate and reorganize
INF-OFF-6119	Conduct a counterattack
INF-DEF-6130	Conduct remain behind operations
INF-DEF-6131	Conduct a defense from a battle position
INF-DEF-6132	Conduct a defense in sector
INF-DEF-6133	Conduct a withdrawal under/not under enemy pressure
INF-DEF-6134	Conduct a delaying action
INF-MOBL-6151	Conduct a screen to flank or rear
INF-MOBL-6152	Conduct a screen forward of a stationary unit
INF-MOBL-6153	Participate in guard operations
INF-FSTP-6302	Conduct Fire Support Team operations
INF-OPS-6401	Prepare for combat operations
INF-MED-6430	Process casualties
INF-MED-6431	Perform field sanitation
INF-INT-6441	Direct the intelligence effort
INF-OPS-6610	Employ mortars
INF-OTO-6711	Conduct a tactical march

INF-OFF-7118	Consolidate and reorganize
INF-OFF-7119	Conduct a counterattack
INF-DEF-7131	Conduct a defense from a battle position
INF-DEF-7132	Conduct a defense in sector
INF-DEF-7133	Conduct a withdrawal under/not under enemy pressure
INF-DEF-7134	Conduct a delaying action
INF-FSPT-7301	Operate the Fire Support Coordination Center or equivalent
INF-FSPT-7302	Conduct fire support coordination
INF-INT-7401	Direct the intelligence effort
INF-MOUT-7802	Conduct an urban defense

MET 10 – CONDUCT SECURITY OPERATIONS

INF-OFF-6101	Process known or suspected enemy personnel
INF-OFF-6105	Occupy an assembly area
INF-OFF-6108	Conduct a patrol
INF-OFF-6109	Occupy a patrol base
INF-OFF-6118	Consolidate and reorganize
INF-DEF-6130	Conduct remain behind operations
INF-DEF-6133	Conduct a withdrawal under/not under enemy pressure
INF-DEF-6134	Conduct a delaying action
INF-MOBL-6150	Conduct convoy operations
INF-MOBL-6151	Conduct a screen to flank or rear
INF-MOBL-6152	Conduct a screen forward of a stationary unit
INF-MOBL-6153	Participate in guard operations
INF-FSTP-6302	Conduct Fire Support Team operations
INF-OPS-6401	Prepare for combat operations
INF-MED-6430	Process casualties
INF-INT-6441	Direct the intelligence effort
INF-OPS-6610	Employ mortars
INF-OTO-6710	Conduct a cordon and search
INF-OTO-6711	Conduct a tactical march
INF-OFF-7105	Occupy an assembly area
INF-OFF-7118	Consolidate and reorganize
INF-DEF-7133	Conduct a withdrawal under/not under enemy pressure
INF-DEF-7134	Conduct a delaying action
INF-FSPT-7301	Operate the Fire Support Coordination Center or equivalent
INF-FSPT-7302	Conduct fire support coordination
INF-INT-7401	Direct the intelligence effort

MET 11 – CONDUCT RECONNAISSANCE OPERATIONS

INF-OFF-6101	Process known or suspected enemy personnel
INF-OFF-6108	Conduct a patrol
INF-OFF-6109	Occupy a patrol base
INF-OFF-6118	Consolidate and reorganize
INF-PAT-6141	Participate in route security
INF-PAT-6142	Conduct area security
INF-PAT-6143	Conduct an area reconnaissance
INF-PAT-6144	Conduct a zone reconnaissance
INF-PAT-6145	Conduct a route reconnaissance
INF-MOBL-6151	Conduct a screen to flank or rear
INF-MOBL-6152	Conduct a screen forward of a stationary unit
INF-MOBL-6153	Participate in guard operations
INF-FSTP-6302	Conduct Fire Support Team operations
INF-OPS-6401	Prepare for combat operations

INF-MED-6430	Process casualties
INF-INT-6441	Direct the intelligence effort
INF-OTO-6711	Conduct a tactical march
INF-OFF-7118	Consolidate and reorganize
INF-OFF-7120	Conduct a movement to contact
INF-PAT-7145	Conduct route reconnaissance
INF-FSPT-7301	Operate the Fire Support Coordination Center or equivalent
INF-FSPT-7302	Conduct fire support coordination
INF-INT-7401	Direct the intelligence effort

MET 12 – CONDUCT MOOTW (NEO, SITE SECURITY)

INF-OFF-6101	Process known or suspected enemy personnel
INF-FSTP-6302	Conduct Fire Support Team operations
INF-OPS-6401	Prepare for combat operations
INF-MED-6430	Process casualties
INF-INT-6441	Direct the intelligence effort
INF-OOTW-6701	Conduct civil disturbance operations
INF-OOTW-6702	Conduct Foreign International Defense (FID)
INF-OOTW-6703	Conduct Non-Combatant Evacuation Operations (NEO)
INF-OOTW-6704	Conduct a Tactical Recovery of Aircraft and Personnel (TRAP)
INF-INT-7401	Direct the intelligence effort

MET 13 – CONDUCT LOGISTICS OPERATIONS

INF-OFF-6101	Process known or suspected enemy personnel
INF-OPS-6401	Prepare for combat operations
INF-LOG-6410	Conduct tactical logistics
INF-MED-6430	Process casualties
INF-INT-6441	Direct the intelligence effort
INF-INT-7401	Direct the intelligence effort

MET 14 – CONDUCT OPERATIONS IN NBC ENVIRONMENT

INF-OFF-6101	Process known or suspected enemy personnel
INF-OPS-6401	Prepare for combat operations
INF-MED-6430	Process casualties
INF-INT-6441	Direct the intelligence effort
INF-NBC-6501	Conduct monitor survey operations
INF-NBC-6502	React to chemical/biological attack
INF-NBC-6503	Cross chemically/biologically contaminated area
INF-NBC-6504	Conduct MOPP gear exchange
INF-INT-7401	Direct the intelligence effort
INF-NBC-7501	Operate in an NBC environment

CHAPTER 3

COLLECTIVE TRAINING

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INFANTRY BATTALION COLLECTIVE EVENTS
7000 LEVEL

3000. PURPOSE

This chapter contains the Battalion level infantry unit events, and illustrates the relationship between unit competencies [Mission Essential Tasks (METs)] and unit training (Collective Events). Unit training managers can isolate all training relevant to each MET and devise training to support their competencies as needed. Lastly, this chapter serves as the focal point for the Company and Platoon training, detailed in the subsequent chapters.

3010. EVENT CODING

Events in the T&R manual are depicted with a 12 field alphanumeric system, i.e. xxxx-xxxx-xxxx. This chapter utilizes the following methodology:

a. Field one – Each event starts with “INF” indicating that the event is for units in the Infantry Occupational Field.

b. Field two – This field is alpha characters indicating a functional area. Functional areas used at the Battalion level are:

OFF – Offensive Operations	PAT - Patrolling
DEF – Defensive Operations	NBC – Nuclear, Biological, Chemical
COMM – Communication	MOUT – Mil Ops in Urban Terrain
FSPT – Fire Support	AMPH – Amphibious Operations
INT – Intelligence	

c. Field three - This field provides unit level at which the event is accomplished and numerical sequencing.

3020. ADMINISTRATIVE NOTES

1. Commanders should select which Battalion and/or Company collective events under a MET will be E-coded for purposes of recording and calculating Combat Readiness Percentages.

2. Each Event contains a paragraph that describes internal and external Support Requirements the unit and Marines will need to complete the event. Ranges/Training Areas are described in this section with plain-language description. They are also described using the Range/Facility Codes that identify the type of range and/or training area needed to accomplish the Event. Marines can use the codes to find information about available ranges at their geographic location by using the web-based Range/Training Area Management System (see TECOM website). Ultimate use of the Range/Training Area Code is to relate ranges to readiness by identifying those Events that cannot be accomplished at a certain location due to lack of ranges.

3030. COLLECTIVE DESCRIPTION/CORE CAPABILITY

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

2. Prepares for and conducts patrolling operations.

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

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

5. Conducts continuing and immediate actions.

6. Supports another unit by fire.

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

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

9. Constructs and breaches obstacles and field fortifications.

10. Prepares for, participates in, and conducts, foot, mechanized, motorized, and helicopter-borne movement.

11. Defends against air attack.

12. Processes enemy prisoners of war.

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

14. Processes and evacuates casualties.

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

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

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

18. Processes intelligence information.

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

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

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

22. Logistically sustain the battalion.

3040. INDEX OF COLLECTIVE EVENTS BY FUNCTIONAL AREA

Event Code		Event	Page
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INF-OFF-7110		Conduct a relief in place	3-8
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INF-DEF-7131		Conduct a defense from a battle position	3-19
INF-DEF-7132		Conduct a defense in sector	3-21
INF-DEF-7133		Conduct a withdrawal under/not under enemy pressure	3-22
INF-DEF-7134		Conduct a delaying action	3-24
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INF-COMM-7201		Employ Command, Control, Communications, and Computers (C4) suite	3-27
INF-FSPT-7301		Operate the Fire Support Operations Center or equivalent	3-28
INF-FSTP-7302		Conduct fire support coordination	3-29
INF-INT-7401		Direct the intelligence effort	3-31
INF-NBC-7501		Operate in an NBC environment	3-32
INF-MOUT-7801		Conduct an urban attack	3-33
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INF-AMPH-7901		Conduct amphibious staff planning	3-36
INF-AMPH-7902		Develop the landing plan	3-37
INF-AMPH-7903		Conduct an amphibious assault	3-39
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3050. BATTALION LEVEL COLLECTIVE EVENTS

INF-OFF-7103: Conduct a passage of lines as either stationary or moving unit

SUPPORTED MET(S): 3

EVALUATION CODED: NO **SUSTAINMENT INTERVAL**: 6 Months

CONDITION: Given an order to conduct a planned passage of lines.

STANDARD: Unit maintains integrity and combat effectiveness.

COMPONENT EVENTS:
1. Exchange liaison personnel early in the planning.
2. Provide an operations overlay and a copy of the fragmentary order.
3. Employ reconnaissance and surveillance assets forward of the stationary unit in the direction of the attack.
4. Use additional deception techniques during all phases of the passage to include: planning, preparation, and execution.
5. Displace a tactical command post (CP) forward to coordinate the passage.
6. Co-locate both commanders to observe critical areas, to make timely decisions during the passage, and to facilitate passage of responsibility for the passage of control.
7. Execute movement according to the schedule and the plan.
8. Ensure command relationships and responsibilities are well understood.
9. Move all personnel, equipment, and supplies through the friendly unit at the coordinated point(s), within the time specified by the order.
10. Use covered and concealed routes for movement.
11. Ensure forces remain dispersed and all-round security is maintained.
12. Deploy a security element to clear the area forward of the release points to the first covered and concealed position(s).
13. Account for all personnel, supplies, and equipment.
14. Consider employment of smoke to obscure the passage.
15. Responds to enemy actions, i.e., indirect fire, enemy contacts according to plan.
16. Employ Electronic Warfare (EW) to reduce the enemy's C3 capabilities.
17. Units conduct the passage with minimum delay or confusion.
18. Submit tactical reports in a timely and accurate manner.

REFERENCES:
1. FMFM 6-3 Marine Infantry Battalion
2. MWCP 3-11.1 Marine Rifle Company/Platoon
3. FM 17-95 Cavalry

SUPPORT REQUIREMENTS:

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

INF-OFF-7104: Conduct obstacle breaching

SUPPORTED MET(S): 7

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

CONDITION: The unit is performing tactical operations when an obstacle it cannot bypass stops it. The unit is operating as part of a larger force and must provide its own local security. The obstacle is covered by enemy observation and/or fire. The unit has required breaching materials and may have engineers attached.

STANDARD: As part of an attack, the unit successfully reduces the obstacle, moves through the breach site and continues the attack with minimal delay.

COMPONENT EVENTS:
1. Unit leader reports the obstacle to higher headquarters.
2. The lead element (individuals) occupies the best available position to overwatch the obstacle. The remainder of the unit maintains local security.
3. Conduct leader's reconnaissance and designate a breach point.
4. Employ obscuration smoke to conceal breach effort and movement.
5. Breach element moves to the breach point using available cover and concealment and conducts an inspection for and marks any booby traps.
6. Barriers, wire or other obstacles are breached.
7. Mark unexploded mines on the hear side.
8. Unit clears the breach lane, conducts a limited assault/security beyond the breach, and conducts a search for mines and booby traps.
9. Mark the route to the breach, the breach lane, and the route beyond the obstacle. f breach will be used at night (or limited visibility), mark accordingly.
10. Remove/Destroy or clearly mark all remaining mines on the far side.
11. Remaining elements move through the breach.
12. Reports to higher headquarters the location of the breach.

REFERENCES:
1. FM 5-250 Explosives and Demolitions
2. TM 9-1375-213-12 Demolition Materials
3. MCWP 3-35.3 Military Operations on Urbanized Terrain
4. MCWP 3-17 Engineer Operations
5. FMFM 6-5 Marine Rifle Platoon/Squad
6. MCWP 3-11.1 Marine Rifle Company/Platoon

SUPPORT REQUIREMENTS:
Note: Range must support dud-producing ordinance, overhead fire, indirect fire, and all company weapons and appropriate reinforcements. Us also support specified breaching material(s).

RANGE/TRAINING AREA:
Facility Code 17420 Maneuver/Training Area; Heavy Forces
Facility Code 17830 Light Demolition Range

INF-OFF-7105: Occupy an assembly area

SUPPORTED MET(S): 6, 7, 10

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

CONDITION: The unit is conducting a tactical operation that requires it to occupy an assembly area.

STANDARD: The unit occupies an assembly area, establishes security and is prepared to conduct the follow-on operations at the appropriate time.

COMPONENT EVENTS:
1. Map reconnaissance is conducted and tentative positions are identified.
2. The quartering party is organized and reconnoiters the tentative assembly area.
3. As the unit approaches, quartering party members guides it to selected or designated areas.
4. Sectors are assigned to subordinate units of the perimeter to ensure mutual support and to cover all gaps by observation and fire.
5. The priorities of work are established and followed.
6. Security plan (to include patrols) is established.
7. Coordinate with higher and adjacent units.
8. A sector sketch is forwarded to higher headquarters. Unit retains a copy to use.

REFERENCES:
1. FMFM 6-5 Marine Rifle Platoon/Squad
2. MCWP 3-11.1 Marine Rifle Company/Platoon
3. MCDP 1-0 Marine Corps Operations

SUPPORT REQUIREMENTS:
Note: Can be completed with blank ammunition.

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

INF-OFF-7106: Overwatch/Support by fire

SUPPORTED MET(S): 7

EVALUATION CODED: NO **SUSTAINMENT INTERVAL**: 12 Months

CONDITION: The unit is overwatching or supporting by fire the movement of another unit or element during movement or an assault of an enemy unit. The primary direction of fire and tentative support position has been designated to the overwatching/supporting unit.

STANDARD: Unit leaders maximize the use of direct and indirect weapons to support the supported unit. The unit completes the overwatch or effectively supports the maneuvering unit, makes necessary adjustments to the plan as the situation develops and changes, and achieves the commander's intent. Unit prepares for follow-on missions at the conclusion of the attack.

COMPONENT EVENTS:
1. Reconnoiter the tentative position and the routes to it.
2. Ensure the position provides observation of the objective and overwatch of the assault element.
3. Ensure position enables the support element to place suppressive fire on the objective.
4. Assign positions, sectors of fire, and other fire control measures (TRP, FPL, rates of fire, target engagement criteria and priorities, etc.)
5. Maintains continuous communications with, and, if possible, observation of, the assault element, and its route.
6. Alerts the assault element of any detected/observed enemy or changes in situation.
7. Initiates, lifts or shifts fire on signal or when the assault begins in accordance with standard operating procedures or operations order.

REFERENCES:
1. FMFM 6-4 Marine Rifle Company
2. FMFM 6-5 Marine Rifle Platoon/Squad
3. MCWP 3-15.1 Machine Guns and machine Gun Gunnery

SUPPORT REQUIREMENTS:
Note: Range will need to support battalion level attack. Range must support all company weapons and attached weapons, to include dud-producing ordnance and overhead fires.

RANGE/TRAINING AREA:
Facility Code 17420 Maneuver/Training Area; Heavy Forces
Facility Code 17430 Impact Area; Dudded
Facility Code 17581 Machinegun Field Firing Range
Facility Code 17631 Light Antiarmor Weapons Range; Live Fire
Facility Code 17670 Mortar Range
Facility Code 17671 Field Artillery Indirect Fire Range
Facility Code 17730 Fire and Movement Range
Facility Code 17936 Close Air Support Range

INF-OFF-7107: React to a meeting engagement

SUPPORTED MET(S): 3, 4, 5, 7

EVALUATION CODED: NO **SUSTAINMENT INTERVAL**: 12 Months

CONDITION: The unit is conducting a tactical movement. Elements have either observed or been engaged by enemy forces. The enemy can be moving or stationary.

STANDARD: As part of a tactical movement or movement to contact, the unit reacts to the enemy and the situation based on the commander's intent (e.g., defeats the enemy, conducts a withdrawal, establishes hasty defensive positions), maintaining control of all elements and awareness of subordinate and adjacent unit positions and actions.

COMPONENT EVENTS:
1. React per developed Standard Operating Procedures (SOPs), rehearsed battle drills, and commander's guidance.
2. Elements take the nearest covered and concealed positions.
3. Elements maintain awareness of adjacent unit locations.
4. Forward an initial SITREP.
5. Determine the enemy's location and disposition.
6. Gain immediate fire superiority by employing direct and indirect fires.
7. Conduct an assessment of the situation and issue a verbal fragmentary order that specifies an objective and provides control measures.
8. Develop and execute a hasty fire support plan to support the scheme of maneuver.
9. Carefully monitor reports from engaged units to avoid being drawn into a decisive engagement with a superior force.
10. Consolidate, reorganize, and submit reports per Standard Operating Procedures (SOPs).

REFERENCES:
1. FMFM 6-4 Marine Rifle Company
2. FMFM 6-3 Marine Infantry Battalion

SUPPORT REQUIREMENTS:
Note: Range must support all company weapons and attached weapons to include dud-producing ordnance and overhead fires.

RANGE/TRAINING AREA:
Facility Code 17420 Maneuver/Training Area; Heavy Forces
Facility Code 17430 Impact Area; Dudded
Facility Code 17581 Machinegun Field Firing Range
Facility Code 17631 Light Antiarmor Weapons Range; Live Fire
Facility Code 17670 Mortar Range
Facility Code 17671 Field Artillery Indirect Fire Range
Facility Code 17730 Fire and Movement Range
Facility Code 17936 Close Air Support Range

INF-OFF-7110: Conduct a relief in place

SUPPORTED MET(S): 4

EVALUATION CODED: NO **SUSTAINMENT INTERVAL**: 6 Months

CONDITION: The unit has been ordered to conduct the planned relief in place.

STANDARD: Relief in place accomplished IAW higher headquarter commander's intent and without disruption of operational tempo. Relief completed within time allotted.

COMPONENT EVENTS:
1. Exchange liaison personnel early in the planning.
2. Provide an operations overlay and a copy of the fragmentary order to the relieving unit.
3. Conduct detailed coordination and liaison between representatives of fire support units in support of both units at the command post command post (CP)/combat operations center (COC) of the unit to be relieved.
4. Provide fire plan sketches or overlays to the incoming units.
5. Maintain security elements at a normal level of activity.
6. Maintain the normal level of communications traffic throughout the relief.
7. Displace a command post (CP) to coordinate the relief.
8. Conduct the movement of units, based on the planned sequence of movement over the planned routes.
9. Maintain noise and light discipline and the dispersion of forces throughout movement.
10. Use guides effectively to lead incoming units into positions and to lead units out of position.
11. Relieve local security units last.
12. Keep fire support assets in position throughout the relief of maneuver units. Ensure they are prepared to support both units.
13. Keep liaison personnel in position until the incoming unit is in.
14. Every Marine briefs the Marine he is relieving as to his sectors of fire, coordination points, etc.
15. Relieve crew served weapons personnel after rifle units.
16. Utilize assembly areas that provide cover and concealment and are large enough to allow for the dispersion of units.
17. Maintain all-round security throughout the entire relief units.
18. Employ Electronic Warfare (EW) to reduce the enemy's C3 capabilities.
19. Respond to enemy actions, i.e., indirect fire, enemy contact, according

to the plan.
20. Account for all personnel, supplies, and equipment.
21. Execute tactical deception during the relief.
22. Relinquish responsibility for the area upon agreement by the 2 commanders and after approval from the higher commander.
23. Submit tactical reports in a timely and accurate manner.
24. Coordinate the transfer or exchange of supplies and equipment to include: communication, wire lines, radio antennas, and POL (petroleum, oils, and lubricants).

REFERENCES:
1. MCWP 3-11.1 Marine Rifle Company/Platoon
2. FM 17-95 Cavalry
3. FMFM 6-3 Marine Infantry Battalion

SUPPORT REQUIREMENTS:

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

INF-OFF-7111: Conduct a deliberate attack

SUPPORTED MET(S): 7

EVALUATION CODED: NO **SUSTAINMENT INTERVAL**: 3 Months

CONDITION: Given an order to conduct a deliberate attack, the unit leaders have conducted deliberate planning, developed a tactical plan, and are prepared to conduct the attack.

STANDARD: The unit conducts a deliberate attack, makes necessary adjustments to the plan as the situation develops and changes, achieves the commander's intent, and prepares for follow-on missions at the conclusion of the attack.

COMPONENT EVENTS:
1. Employ reconnaissance and surveillance elements to detect enemy forces, positions, movement, and obstacles, and submit reports in a timely manner.
2. Preparatory fires are initiated per the fire support plan.
3. Cross the Line of Departure (LD) at the specified time.
4. Attacking units use covered and concealed routes to approach the enemy, and when taken under fire, they advance by fire and maneuver.
5. Bypass or rapidly breach obstacles encountered enroute to the objective.
6. Remain dispersed unless required to mass to overcome resistance, in which case, disperse as soon as the requirement for concentration ceases.
7. Commander maintains status on the progress of the attack and the enemy situation. He continues to move to positions where, depending on the battle, he is able to alter the organization for combat, maneuver his forces, reallocate and shift fires, or use his reserve.
8. Employ supporting arms to engage targets of opportunity.
9. Gain and maintain fire superiority by employing direct and indirect fires.
10. Position crew served weapons, maximizing the effectiveness of their fires with respect to the target/ground.
11. Displace supporting weapons to provide continuous support.
12. Treat and evacuate casualties.

13. Handle EPW/Detainees as per unit SOP.
14. Reduce fortified positions and clear trench lines.
15. Exploit success by executing a pursuit, to effect the destruction of the enemy force that is in the process of disengaging.
16. When a pursuit is not employed, assault elements assume a hasty defensive posture. Upon seizure of the objective, continue to fire on withdrawing enemy, and prepare for possible counterattack.
17. Unit consolidates and re-organizes when the objective is attained.
18. Issue a fragmentary order (FRAGO), as necessary, to alter the plan of attack.

REFERENCES:
1. FMFM 6-3 Marine Infantry Battalion
2. MCDP 1-0 Marine Corps Operations
3. MCRP 3-16 Techniques and Procedures for Fire Support Coordination

SUPPORT REQUIRMENTS:
Note: Range must support all company weapons and attached weapons, to include dud-producing ordnance and overhead fires.

RANGE/TRAINING AREA:
Facility Code 17420 Maneuver/Training Area; Heavy Forces
Facility Code 17430 Impact Area; Dudded
Facility Code 17581 Machinegun Field Firing Range
Facility Code 17631 Light Antiarmor Weapons Range; Live Fire
Facility Code 17670 Mortar Range
Facility Code 17671 Field Artillery Indirect Fire Range
Facility Code 17730 Fire and Movement Range
Facility Code 17936 Close Air Support Range

INF-OFF-7112: Conduct a deliberate night attack

SUPPORTED MET(S): 7

EVALUATION CODED: NO **SUSTAINMENT INTERVAL**: 6 Months

CONDITION: The unit has been ordered to conduct a planned night attack. The unit leaders have conducted deliberate planning, developed a sound tactical plan, and are prepared to conduct a night attack.

STANDARD: The unit conducts a night attack in accordance with their SOP, makes necessary adjustments to the plan as the situation develops and changes and achieves the commander’s intent.

COMPONENT EVENTS:
1. Employ reconnaissance and surveillance elements to detect enemy forces, positions, movement, and obstacles, and submit reports in a timely manner.
2. Occupy attack position only long enough to effect any required final coordination.
3. Unit crosses the Line of Departure (LD) on time.
4. Control measures are used that allow the rapid deployment of forces in support of the mission.
5. Subordinate unit leaders maintain direction of attack and control over the movement of their units.
6. Guides follow previously reconnoitered/marked routes of advance, and lead units to designated release points.

7. Forward reconnaissance/security elements maintain surveillance of enemy disposition and report as required.
8. Assault element avoids unnecessary delay at the PLD.
9. Give the signal to launch the attack after all elements report their readiness, or when the situation requires an immediate assault.
10. Employ supporting fires with the execution of the assault.
11. Assault element halts forward movement no further than the limit of advance and pursues the enemy by small arms and supporting fires.
12. Assault element immediately establishes local security, consolidates, reorganizes, prepares to continue the attack, and marks cleared lanes through obstacles.
13. Displace crew served weapons forward to ensure continuous support of maneuver/assault elements.
14. Adjust defensive positions as visibility improves.
15. Elements maintain strict noise and light discipline.

REFERENCES:
1. FMFM 6-3 Marine Infantry Battalion
2. MCWP 3-11.1 Marine Rifle Company/Platoon
3. MCDP 1-0 Marine Corps Operations

SUPPORT REQUIRMENTS:
Note: Range must support all company weapons and attached weapons, to include dud-producing ordnance and overhead fires.

RANGE/TRAINING AREA:
Facility Code 17420 Maneuver/Training Area; Heavy Forces
Facility Code 17430 Impact Area; Dudded
Facility Code 17581 Machinegun Field Firing Range
Facility Code 17631 Light Antiarmor Weapons Range; Live Fire
Facility Code 17670 Mortar Range
Facility Code 17671 Field Artillery Indirect Fire Range
Facility Code 17730 Fire and Movement Range
Facility Code 17936 Close Air Support Range

INF-OFF-7113: Conduct a raid

SUPPORTED MET(S): 7

EVALUATION CODED: NO **SUSTAINMENT INTERVAL**: 6 **Months**

CONDITION: Given a tactical scenario and directed to conduct a raid. The unit is operating separately or as part of a larger force.

STANDARD: The unit conducts the raid, makes necessary adjustments to the plan as the situation develops and changes, achieves the commander’s intent and executes a planned withdrawal.

COMPONENT EVENTS:
1. Organize for the raid and arrange for a planned withdrawal.
2. Conduct a reconnaissance of the objective.
3. Assign each element a withdrawal plan.
4. Ensure security elements occupy designated positions to the flanks and rear of the unit and along high-speed avenues of approach to the objective.
5. Move support element to a covered and concealed position from which fire can be placed on the objective.

6. Move assault element to the designated assault position. The assault position should be close enough to the objective for immediate assault, if detected before the planned assault.
7. Plan indirect, suppressive, or obscuration fires on known and suspected enemy position(s).
8. Ensure security element prevents enemy entry into or escape from the objective area.
9. Ensure assault element fights through, consolidates, and reorganizes on the objective.
10. On order, the unit withdraws from the objective to a designated rally point.
11. Account for all personnel prior to the final withdrawal.
12. Execute withdrawal.

REFERENCES:
1. FMFM 6-3 Marine Infantry Battalion
2. FMFM 7-32 Raid Operations

SUPPORT REQUIREMENTS:
Note: range must support all company weapons and attached weapons, to include dud-producing ordnance and overhead fires.

RANGE/TRAINING AREA:
Facility Code 17420 Maneuver/Training Area; Heavy Forces
Facility Code 17430 Impact Area; Dudded
Facility Code 17581 Machinegun Field Firing Range
Facility Code 17631 Light Antiarmor Weapons Range; Live Fire
Facility Code 17670 Mortar Range
Facility Code 17671 Field Artillery Indirect Fire Range
Facility Code 17730 Fire and Movement Range
Facility Code 17936 Close Air Support Range

INF-OFF-7114: Conduct a motorized attack

SUPPORTED MET(S): 6, 7

EVALUATION CODED: NO **SUSTAINMENT INTERVAL**: 6 Months

CONDITION: The unit is ordered to conduct a motorized attack as the assault element of a larger force. The unit has additional vehicles attached.

STANDARD: The unit conducts the attack and achieves the commander’s intent.

COMPONENT EVENTS:
1. Commander determines rates of march, dispersion, dismount and remount/ link-up points, and load/bump plan.
2. Disperse vehicles to covered and concealed positions prior to launching the attack.
3. Elements move using the designated movement techniques.
4. Ensure drivers use correct terrain driving techniques, i.e., make maximum use of cover and concealment, avoid being skylined, and avoid open areas.
5. Use appropriate techniques of movement when crossing danger areas.
6. Ensure vehicles' primary weapons engage appropriate targets.
7. Vehicle commanders maintain orientation along the designated route or axis and maneuvers so the vehicle mounted weapons can engage enemy positions.
8. If the unit receives effective fire, unit dismounts and continues the

attack.
9. Use tactical control measures, as required, to assist in movement control and report arrival at established control points.
10. Ensure all vehicle commanders and embarked Unit Leaders are able to give their locations.
11. Coordinate the movement of vehicles to maximize the use of their armor protection, firepower, mobility, speed, and shock action.
12. Take appropriate actions to handle disabled combat vehicles.
13. Consolidate and reorganize on the objective.
14. During consolidation, withdraw combat vehicles from the point of furthest advance and positions in hull defilade, or position them to most effectively employ their weapons systems.

REFERENCES:
1. FM 17-95 Cavalry
2. MCDP 1-10 Marine Corps Operations
3. FMFM 6-3 Marine Infantry Battalion

SUPPORT REQUIREMENTS:
Note: Range must support all company weapons and attached weapons, to include dud-producing ordnance and overhead fires. Range must support live fire as well.

RANGE/TRAINING AREA:
Facility Code 17420 Maneuver/Training Area; Heavy Forces
Facility Code 17430 Impact Area; Dudded
Facility Code 17581 Machinegun Field Firing Range
Facility Code 17631 Light Antiarmor Weapons Range; Live Fire
Facility Code 17670 Mortar Range
Facility Code 17671 Field Artillery Indirect Fire Range
Facility Code 17730 Fire and Movement Range
Facility Code 17906 Wheeled Vehicle Drivers Course
Facility Code 17936 Close Air Support Range

INF-OFF-7115: Conduct tank infantry attack

SUPPORTED MET(S): 7

EVALUATION CODED: NO **SUSTAINMENT INTERVAL**: 6 Months

CONDITION: The unit has been ordered to conduct a planned tank infantry attack. The unit has tanks and/or AAV's attached.

STANDARD: The unit leaders incorporate armor unit leaders in the planning phase. The unit conducts the attack, maximizing the use of the armor protection and firepower of attached armor units, makes necessary adjustments to the plan as the situation develops and changes, achieves the commander's intent and prepares for follow-on missions at the conclusion of the attack.

COMPONENT EVENTS:
1. Deploy reconnaissance and surveillance teams in forward operating areas.
2. Cross the line of departure (LD) at the specified time.
3. Ensure security for tanks is provided throughout the attack.
4. Maintain positive control over lead, flank, and rear security elements.
5. Continually adjust movement techniques, depending upon the situation and the terrain.

6. Use appropriate techniques of movement when crossing danger areas.
7. Use control measures that provide positive control of movement and fires.
8. Breach obstacles as required.
9. Coordinate the movement of tanks and infantry to maximize the use of the tanks' armor protected firepower, mobility, speed, and shock action.
10. Ensure tank/infantry communications are effective and redundant throughout the movement and attack.
11. Consolidate and reorganize on the objective.
12. In consolidation, position tanks where they are protected but can still maximize their capabilities.

REFERENCES:
1. FMFM 6-3 Marine Infantry Battalion
2. MCDP 1-0 Marine Corps Operations

SUPPORT REQUIREMENTS:
1. Trafficable roads/trails
2. Tank Unit

Note: Range must support all company weapons and attached weapons, to include dud-producing ordnance, 120mm main gun and overhead fires. Include appropriate 120mm ammo.

RANGE/TRAINING AREA:
Facility Code 17420 Maneuver/Training Area; Heavy Forces
Facility Code 17430 Impact Area; Dudded
Facility Code 17581 Machinegun Field Firing Range
Facility Code 17631 Light Antiarmor Weapons Range; Live Fire
Facility Code 17670 Mortar Range
Facility Code 17671 Field Artillery Indirect Fire Range
Facility Code 17730 Fire and Movement Range
Facility Code 17907 Tracked Vehicle Drivers Course
Facility Code 17936 Close Air Support Range

INF-OFF-7116: Conduct a mechanized attack

SUPPORTED MET(S): 7, 8

EVALUATION CODED: NO **SUSTAINMENT INTERVAL**: 6 Months

CONDITION: Given the order to conduct a planned mechanized attack. The unit has mechanized vehicles attached.

STANDARD: The unit conducts the attack maximizing the mobility, protection and firepower of attached armor units, makes necessary adjustments to the plan as the situation develops and changes, achieves the commander’s intent and prepares for follow-on missions at the conclusion of the attack.

COMPONENT EVENTS:
1. Determine tentative dismount and link-up/remount points, and load/bump plan.
2. Cross the line of departure (LD) at the determined time.
3. Provide security for the vehicles throughout the attack.
4. Maintain positive control over lead, flank, and rear security elements.
5. Continually adjust movement techniques, depending upon the situation and terrain. If the unit receives effective fire, the unit may dismount and continue the attack.

6. Use appropriate techniques of movement when crossing danger areas.
7. Use control measures for control of movement and fires.
8. Breach or bypass obstacles.
9. Ensure all vehicle commanders and embarked Unit Leaders are able to give their locations when asked.
10. Consolidate and reorganize on the objective.
11. During consolidation, withdraw AAVs, tanks, and other combat vehicles from the point of furthest advance and positions in hull defilade, or where they can best employ their weapons.
12. Take appropriate actions to handle disabled tanks, AAVs, and other combat vehicles.

REFERENCES:
1. FMFM 6-3 Marine Infantry Battalion
2. FM 17-95 Cavalry

SUPPORT REQUIREMENTS:
1. Trafficable roads/trails
2. AAV Unit
3. Tank Unit

Note: Range must support all company weapons and attached weapons, to include dud-producing ordnance and overhead fires.

RANGE/TRAINING AREA:
Facility Code 17420 Maneuver/Training Area; Heavy Forces
Facility Code 17430 Impact Area; Dudded
Facility Code 17581 Machinegun Field Firing Range
Facility Code 17631 Light Antiarmor Weapons Range; Live Fire
Facility Code 17670 Mortar Range
Facility Code 17671 Field Artillery Indirect Fire Range
Facility Code 17730 Fire and Movement Range
Facility Code 17907 Tracked Vehicle Drivers Course
Facility Code 17936 Close Air Support Range

INF-OFF-7117: Conduct a helicopter-borne assault

SUPPORTED MET(S): 7, 8

EVALUATION CODED: NO **SUSTAINMENT INTERVAL**: 6 Months

CONDITION: Given a tactical scenario and directed to conduct a helicopter-borne assault, the unit is operating separately or as part of a larger force.

STANDARD: The unit conducts the attack, makes necessary adjustments to the plan as the situation develops and changes, achieves the commander's intent and prepares for follow-on missions at the conclusion of the attack.

COMPONENT EVENTS:
1. Conduct ground or aerial reconnaissance to identify obstacles, landing sites, establish terminal guidance system and navigation aids.
2. Ensure TRAP force is properly prepared and briefed.
3. Develop an accurate system for manifesting all Marines to ensure accountability throughout the operation.
4. Maintain security during loading.
5. Create (and execute if required) a bump plan in the event of changes to helicopter availability or downed aircraft, to ensure essential troops and

equipment are landed ahead of less critical loads.
6. Use the preplanned GO/NO GO matrix to determine required changes and/or to abort actions.
7. Suppress enemy air defenses as required.
8. Ensure helicopter-borne force lands at the proper place, at the correct time.
9. Ensure designated landing zones (LZ) are adequate in size, free from obstacles and have surface conditions that support the aircraft.
10. Divert Helicopter-borne force to the alternate LZ if the situation dictates.
11. Upon landing, lead elements provide security for subsequent waves.
12. Build up combat power in the zone.
13. Maintain security during landing and adjust unit and weapons positions as required.
14. Coordinate fires in support of the attack.
15. Reduce obstacles and mines in the vicinity of the LZ.
16. Task helicopter support teams (HSTs) and equip them to conduct external loading and unloading and to relieve any ITG teams.

REFERENCES:
1. MCWP 3-11.4 Tactical Fundamentals of Helicopterborne Operations (FMFM 6-21)
2. FMFM 6-4 Marine Rifle Company
3. MCWP 3-11.1 Marine Rifle Company/Platoon
4. FMFM 6-3 Marine Infantry Battalion

SUPPORT REQUIREMENTS:
1. Helicopter support
2. Suitable helicopter landing zone

Note: Range must support all company weapons and attached weapons, to include dud-producing ordnance and overhead fires.

RANGE/TRAINING AREA:
Facility Code 17420 Maneuver/Training Area; Heavy Forces
Facility Code 17430 Impact Area; Dudded
Facility Code 17581 Machinegun Field Firing Range
Facility Code 17631 Light Antiarmor Weapons Range; Live Fire
Facility Code 17670 Mortar Range
Facility Code 17671 Field Artillery Indirect Fire Range
Facility Code 17730 Fire and Movement Range
Facility Code 17936 Close Air Support Range

INF-OFF-7118: Consolidate and reorganize

SUPPORTED MET(S): 3, 4, 5, 6, 7, 8, 9, 10, 11

EVALUATION CODED: NO **SUSTAINMENT INTERVAL**: 12 Months

CONDITION: The unit has either reached an objective, arrived at a new position, repelled an enemy attack, or restored defensive positions following a counterattack of enemy forces. The unit has been directed to consolidate and reorganize.

STANDARD: At the conclusion of an offensive operation, the unit establishes local security, positions forces to best defeat counterattack or other offensive enemy action, evacuates casualties, and redistributes ammunition

and other required supplies. Unit is prepared to establish a deliberate defense or continue the attack (either by fire or maneuver).

COMPONENTS EVENTS:
1. Assume defensive positions covering likely dismounted and mounted avenues of approach and commence work to improve positions.
2. Displace supporting arms/crew served weapons and reserves forward, to add strength and ensure continuous fire support.
3. Adjust initial positions as a result of the ground reconnaissance and changes in the enemy situation.
4. Establish both active and passive security measures upon occupying the position.
5. Process casualties.
6. Process enemy prisoners of war (EPWs).
7. Redistribute personnel, supplies, and equipment to offset any losses, and conduct resupply as required.
8. Integrate the use of natural obstacles, and prepare barriers and man-made obstacles.
9. Position command and control facilities to control the consolidation and to facilitate the conduct of future operations.
10. Establish counterattack plan.
11. Submit reports, to include fire plan sketch, to higher as required.
12. Conduct preparation for follow on missions.
13. Ensure coordination with adjacent and supported units.

REFERENCES:
1. FMFM 6-4 Marine Rifle Company
2. FMFM 6-3 Marine Infantry Battalion

SUPPORT REQUIREMENTS:

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

INF-OFF-7119: Conduct a counterattack

SUPPORTED MET(S): 6, 7, 8, 9

EVALUATION CODED: NO **SUSTAINMENT INTERVAL**: 12 Months

CONDITION: The unit has been ordered to conduct a planned counterattack. The enemy has attacked a friendly unit.

STANDARD: Unit conducts passage of lines, and either defeats the enemy or closes the penetration the enemy has created in the friendly unit’s defenses. Unit achieves the commander’s intent and is prepared to re-establish defensive positions or continue the attack as directed.

COMPONENT EVENTS:
1. Initiate and coordinate movement to designated attack position.
2. Organize, position, and equip blocking positions in sufficient strength to delay the enemy.
3. Conduct a successful passage of lines in those occupied areas that cannot be avoided by the counterattack unit.
4. Coordinate the delivery of direct and indirect fires in support of the counterattack.

5. Maneuver force commander controls all troops and fires within the area of penetration.
6. Ensure specified control measures are adequate to control movement and fires.
7. Ensure maneuver forces do not attack forward of the limit of advance.
8. Reestablish local security measures.
9. Consolidate the defense and read just defensive assignments as required.
10. Report expulsion of the enemy force and reestablishment of the FEBA to higher command elements.

REFERENCES:
1. FMFM 6-3 Marine Infantry Battalion
2. FMFM 6-4 Marine Rifle Company

SUPPORT REQUIREMENTS:
Note: Range must support all company weapons and attached weapons, to include dud-producing ordnance and overhead fires.

RANGE/TRAINING AREA:
Facility Code 17420 Maneuver/Training Area; Heavy Forces
Facility Code 17430 Impact Area; Dudded
Facility Code 17581 Machinegun Field Firing Range
Facility Code 17631 Light Antiarmor Weapons Range; Live Fire
Facility Code 17670 Mortar Range
Facility Code 17671 Field Artillery Indirect Fire Range
Facility Code 17730 Fire and Movement Range
Facility Code 17936 Close Air Support Range

INF-OFF-7120: Conduct a movement to contact

SUPPORTED MET(S): 7, 11

EVALUATIOJN CODED: NO **SUSTAINMENT INTERVAL**: 6 Months

CONDITION: The unit has been ordered to conduct a movement to contact, or the commander decides to do so based on his estimate of the situation. Enemy location and disposition are unknown.

STANDARD: Unit leaders maximize the use of speed and firepower of any incorporated combat vehicles. The unit conducts the attack, makes necessary adjustments to the plan as the situation develops and changes, achieves the commander’s intent and prepares for follow-on missions at the conclusion of the attack.

COMPONENT EVENTS:
1. Coordinate with adjacent and supporting units throughout the operation.
2. Place the command group where it can best control the formation.
3. Begin the movement on time and in the specified formation.
4. Deploy advance guard in a formation that is based on the probability of enemy contact and far enough forward to provide time and space for the commander to react to enemy contact or obstacles.
5. All units use movement techniques appropriate for the terrain and probability of enemy contact.
6. The overall formation permits a part of the force to provide suppressive fire from overwatch positions while the advancing elements make full use of covered and concealed routes.

7. Retain the bulk of combat power in an uncommitted status during movement to permit its rapid deployment on contact.
8. Reduce obstacles that cannot be bypassed.
9. Coordinate the delivery of fire support (direct and indirect) according to plan and in a responsive manner.
10. Use and report control measures that provide control for elements and fires, and are appropriate to the enemy situation and terrain.
11. Leaders are able to give their positions/location.
12. Evacuate casualties.
13. Conduct resupply and recovery operations as required.
14. Ensure reconnaissance elements are kept advised of main body rate of movement.
15. Process EPWs.

REFERENCES:
1. FMFM 6-4 Marine Rifle Company

SUPPORT REQUIREMENTS:
1. Trafficable roads/trails
Note: Appropriate to means of transportation, i.e., foot-mobile or motorized/mechanized.
Note: Range must support all company weapons and attached weapons, to include dud-producing ordnance and overhead fires.

RANGE/TRAINING AREA:
Facility Code 17420 Maneuver/Training Area; Heavy Forces
Facility Code 17430 Impact Area; Dudded
Facility Code 17581 Machinegun Field Firing Range
Facility Code 17631 Light Antiarmor Weapons Range; Live Fire
Facility Code 17670 Mortar Range
Facility Code 17671 Field Artillery Indirect Fire Range
Facility Code 17730 Fire and Movement Range
Facility Code 17936 Close Air Support Range

INF-DEF_7131: Conduct a defense from a battle position

SUPPORTED MET(S): 9

EVALUATION CODED: NO **SUSTAINMENT INTERVAL**: 12 Months

CONDITION: Given an order to conduct a defense from a battle position, the unit leaders have developed a sound tactical plan, and have the required construction/obstacle materials and tools.

STANDARD: The defense defeats the enemy assault. The unit achieves the commander’s intent and either retains or destroys the enemy.

COMPONENT EVENTS:
1. Coordinate with higher, adjacent, and supporting units.
2. Conduct a reconnaissance of the tentative defensive position.
3. Assign tentative positions to subordinate units.
4. Designate combat operation center (COC) position.
5. Assign and rehearse movement to alternate and supplementary positions for subordinate units and plan for a counter-attack.
6. Compile fire plan sketches.
7. Establish and initiate priorities of work for the company.

8. Use natural and man-made obstacles.
9. Ensure the safety and the geometry of fire for all positions, i.e., cold and hot positions for SMAW, forward observation posts, machine-gun PDF's.
10. Forward position sketches to higher headquarters.
11. Withdraw security forces before they become decisively engaged.
12. Coordinate, control, and integrate both direct and indirect fire to defeat the enemy's assault.
13. Control the firing of the final protective fire (FPF).
14. Process EPWs and casualties as required.
15. Submit reports to higher headquarters as required.

REFERENCES:
1. FMFM 6-3 Marine infantry Battalion
2. MCRP 3-16 Techniques and Procedures for Fire Support Coordination

SUPPORT REQUIREMENTS:
1. Live fire and maneuver range that supports organic weapons and non-organic supporting arms
2. Training area where digging is permitted

RANGE/TRAINING AREA:
Facility Code 17420 Maneuver/Training Area; Heavy Forces
Facility Code 17430 Impact Area; Dudded
Facility Code 17560 Sniper Field Fire Range
Facility Code 17581 Machinegun Field Firing Range
Facility Code 17610 Grenade Launcher Range
Facility Code 17631 Light Antiarmor Weapons Range; Live Fire
Facility Code 17670 Mortar Range
Facility Code 17671 Field Artillery Indirect Fire Range
Facility Code 17730 Fire and Movement Range
Facility Code 17830 Light Demolition Range
Facility Code 17905 Mine Warfare Area
Facility Code 17936 Close Air Support Range

WEAPONS AND ORDNANCE:

Weapon	M136 AT-4
C995	ROCKET 84MM AT-4
Weapon	M16 Series 5.56mm Service Rifle
A059	CTG, 5.56MM, BALL, M855
A063	CTG, 5.56MM, TRACER, M856
Weapon	M203 40mm Grenade Launcher
B504	CTG, 40MM, GREEN STAR PARACHUTE
B505	CTG, 40MM, RED STAR PARACHUTE
B519	CTG, 40MM, PRACTICE, M781
B535	CTG, 40MM, WHITE STAR PARACHUTE
Weapon	M224 60mm Lightweight Mortar
B643	CTG, 60MM, HE, W/FZ PD M935
B646	CTG, 60MM, SMOKE, WP (LWCMS)
Weapon	M240G 7.62mm Medium Machinegun
A131	CTG, 7.62MM, LINKED 4&1
Weapon	M249 5.56mm Light Machinegun - Squad Automatic Weapon
A064	CTG, 5.56MM, 4&1 LINKED, F/SAW

Weapon	Mk153 SMAW
AX11	CTG, 9MM, SPOTTING RIFLE,(SMAW)
HX07	RKT 83MM, COMMON PRACTICE (SMAW)

Weapon	Munitions/Demolitions
K143	MINE, APERS, M18A1, W/ACCES

INF-DEF-7132: Conduct a defense in sector

SUPPORTED MET(S): 9

EVALUATION CODED: NO **SUSTAINMENT INTERVAL**: 12 Months

CONDITION: Given an order to conduct a defense in sector, the unit leaders have developed a sound tactical plan, and have a detailed understanding of the plan. The unit achieves the commander's intent and either retains key terrain or destroys the enemy.

STANDARD: The unit is prepared to defend by the time specified in the Operations Order. Subordinate leaders have a detailed understanding of the plan. The unit achieves the commander's intent and either retains key terrain or destroys the enemy.

COMPONENT EVENTS:
1. Conduct a reconnaissance with key subordinates of assigned sectors.
2. Designate combat operations center (COC) position.
3. Make coordination with adjacent or co-located units.
4. Issue an operation order.
5. Conduct preliminary movement and positioning of forward security personnel, scout sniper elements, barrier materials, supplies, and equipment.
6. Priorities of work commence within assigned sectors.
7. If feasible, conduct a CPX or a staff rehearsal.
8. If feasible, conduct a rehearsal of planned counterattacks by fire and movement.
9. Coordinate pre-positioning of direct support, indirect firearms.
10. Subordinate Unit Leaders prepare and issue orders.
11. Establish NBC detection measures.
12. Ensure the safety and the geometry of fire for all sectors and positions within each sector.
13. Forward position sketches to higher headquarters.
14. Coordinate, control, and integrate both direct and indirect fire to defeat the enemy's assault.
15. Adjust subordinate elements to changes in the enemy's scheme of maneuver to include planning for movement from initial to subsequent positions.
16. Process EPWs and casualties as required.
17. Conduct a counterattack to repulse enemy forces as necessary.
18. Submit reports to higher headquarters as required.

REFERENCES:
1. FMFM 6-3 Marine Infantry Battalion
2. MCRP 3-16 Techniques and Procedures for Fire Support Coordination
3. FM 17-95 Cavalry
4. FM 17-97 Regimental Armored Cavalry Troop

SUPPORT REQUIREMENTS:

1. Live fire and maneuver range that supports organic weapons and non-organic supporting arms
2. Training area where digging is permitted

RANGE/TRAINING AREA:
Facility Code 17420 Maneuver/Training Area; Heavy Forces
Facility Code 17430 Impact Area; Dudded
Facility Code 17560 Sniper Field Fire Range
Facility Code 17581 Machinegun Field Firing Range
Facility Code 17610 Grenade Launcher Range
Facility Code 17631 Light Antiarmor Weapons Range; Live Fire
Facility Code 17670 Mortar Range
Facility Code 17671 Field Artillery Indirect Fire Range
Facility Code 17730 Fire and Movement Range
Facility Code 17830 Light Demolition Range
Facility Code 17905 Mine Warfare Area
Facility Code 17936 Close Air Support Range

WEAPONS AND ORDNANCE:

Weapon	M136 AT-4
C995	ROCKET 84MM AT-4
Weapon	M16 Series 5.56mm Service Rifle
A059	CTG, 5.56MM, BALL, M855
A063	CTG, 5.56MM, TRACER, M856
Weapon	M203 40mm Grenade Launcher
B477	CTG, 40MM, WHITE SMOKE
B504	CTG, 40MM, GREEN STAR PARACHUTE
B505	CTG, 40MM, RED STAR PARACHUTE
B506	CTG, 40MM, RED SMOKE GROUND
B508	CTG, 40MM GREEN SMOKE GROUND
B509	CTG, 40MM, YELLOW SMOKE GROUND
B519	CTG, 40MM, PRACTICE, M781
B535	CTG, 40MM, WHITE STAR PARACHUTE
Weapon	M224 60mm Lightweight Mortar
B643	CTG, 60MM, HE, W/FZ PD M935
B646	CTG, 60MM, SMOKE, WP (LWCMS)
Weapon	M240G 7.62mm Medium Machinegun
A131	CTG, 7.62MM, LINKED 4&1
Weapon	M249 5.56mm Light Machinegun – Squad Automatic Weapon
A064	CTG, 5.56MM, 4&1 LINKED, F/SAW
Weapon	Mk153 SMAW
AX11	CTG, 9MM, SPOTTING RIFLE (SMAW)
HX07	RKT 83MM, COMMON PRACTICE (SMAW)
Weapon	Munitions/Demolitions
K143	MINE, APERS, M18A1, W/ACCES

INF-DEF-7133: Conduct a withdrawal under/not under enemy pressure

SUPPORTED MET(S): 9, 10

EVALUATION CODED: NO **SUSTAINMENT INTERVAL**: 12 Months

CONDITION: Given an order to conduct a withdrawal under/not under enemy pressure, the unit leaders have developed a sound tactical plan, during the day or with limited visibility.

STANDARD: The event is complete when the company has moved to an area where further withdrawal is no longer required. This can occur per the company order to a specific location or when the enemy situation is no longer an immediate threat. The company must not become decisively engaged.

COMPONENT EVENTS:
1. Designated security force moves and occupies delaying positions.
2. Ensure security force positions afford good observation and fields of fire and allow for the delivery of supporting fires.
3. If under enemy pressure, concentrate all direct and indirect fires in support of disengaging forward elements.
4. Commence the withdrawal on time, signal and withdraw forward units simultaneously, or withdraw the least engaged units first.
5. Security forces provide flank, advance, or rear guard.
6. Report initiation of withdrawal to the higher command element.
7. If under enemy pressure, withdraw prior to becoming decisively engaged.
8. If not under enemy pressure, maintain contact with enemy forces through deployed reconnaissance teams or elements of the defense left in contact.
9. If not under enemy pressure, all elements are withdrawn simultaneously at the time specified or on order of the commander.
10. Create a temporary mobility advantage over the enemy by use of fires, obstacles, or terrain.
11. Maximize the speed of withdrawal.
12. Use combat patrols and other aggressive action on the forward edge of the battle area to mask the withdrawal.
13. Forward elements withdraw avoiding any complicated maneuver.
14. Ensure control measures are sufficient to allow for decentralized control.
15. Ensure sectors of withdrawal allow for the dispersion of forces throughout the movement.

REFERENCES:
1. FMFM 6-3 Marine Infantry Battalion
2. MCRP 3-16 Techniques and Procedures for Fire Support Coordination

SUPPORT REQUIREMENTS:
1. Live fire and maneuver range that supports organic weapons and non-organic supporting arms
2. Training area where digging is permitted

RANGE/TRAINING AREA:
Facility Code 17420 Maneuver/Training Area; Heavy Forces
Facility Code 17430 Impact Area; Dudded
Facility Code 17560 Sniper Field Fire Range
Facility Code 17581 Machinegun Field Firing Range
Facility Code 17610 Grenade Launcher Range
Facility Code 17631 Light Antiarmor Weapons Range; Live Fire
Facility Code 17670 Mortar Range
Facility Code 17671 Field Artillery Indirect Fire Range
Facility Code 17730 Fire and Movement Range

Facility Code 17830 Light Demolition Range
Facility Code 17905 Mine Warfare Area
Facility Code 17936 Close Air Support Range

WEAPONS AND ORDNANCE:

Weapon	M136 AT-4
C995	ROCKET 84MM AT-4
Weapon	M16 Series 5.56mm Service Rifle
A059	CTG, 5.56MM, BALL, M855
A063	CTG, 5.56MM, TRACER, M856
Weapon	M203 40mm Grenade Launcher
B477	CTG, 40MM, WHITE SMOKE
B504	CTG, 40MM, GREEN STAR PARACHUTE
B505	CTG, 40MM, RED STAR PARACHUTE
B506	CTG, 40MM, RED SMOKE GROUND
B508	CTG, 40MM GREEN SMOKE GROUND
B509	CTG, 40MM, YELLOW SMOKE GROUND
B519	CTG, 40MM, PRACTICE, M781
B535	CTG, 40MM, WHITE STAR PARACHUTE
Weapon	M224 60mm Lightweight Mortar
B643	CTG, 60MM, HE, W/FZ PD M935
B646	CTG, 60MM, SMOKE, WP (LWCMS)
Weapon	M240G 7.62mm Medium Machinegun
A131	CTG, 7.62MM, LINKED 4&1
Weapon	M249 5.56mm Light Machinegun – Squad Automatic Weapon
A064	CTG, 5.56MM, 4&1 LINKED, F/SAW
Weapon	Mk153 SMAW
AX11	CTG, 9MM, SPOTTING RIFLE (SMAW)
HX07	RKT 83MM, COMMON PRACTICE (SMAW)

INF-DEF-7134: Conduct a delaying action

SUPPORTED MET(S): 9, 10

EVALUATION CODED: NO **SUSTAINMENT INTERVAL**: 12 Months

CONDITION: Given an order to conduct a delaying action, the unit leaders have developed a tactical plan, during the day or with limited visibility.

STANDARD: The battalion will conduct the component events to support the actions of one or more adjacent units. It may also conduct the component events to support its own scheme. Success is achieved when all movement is complete and the enemy has been delayed in its pursuit of the friendly forces involved. Subordinate elements must not become decisively engaged if conducting the delay in support of the company scheme.

COMPONENT EVENTS:
1. Organize a line of resistance and occupy positions that control key terrain before withdrawal to the next delay position.
2. Conduct the coordinated use of direct and indirect fires to disrupt the

enemy's momentum.
3. Commence the withdrawal on time or signal, and withdraw forward units simultaneously, or withdraw the least engaged units first.
4. Subordinate commanders should designate interim delay positions for their units, dependent on the area available.
5. Security forces should provide flank, advance, or rear guard.
6. Subordinates keep the higher headquarters informed of the situation at all times.
7. Report initiation of withdrawal to the higher command element.
8. The withdrawal should commence prior to the company becoming decisively engaged.
9. Ensure reserves occupy positions that afford good observation and fields of fire and allows for the delivery of over watching fires.
10. Employ reconnaissance and surveillance assets forward of the forward edge of the battle area to maintain contact with the enemy.
11. Cover the intervals between units with fire and obstacles.
12. Withdraw forward elements avoiding any complicated maneuver.
13. Consolidate new delay positions and commence with the new priorities of work.
14. Ensure sectors of withdrawal allow for the dispersion of forces throughout the movement.
15. Maintain contact with the enemy throughout the delay.
16. Plan to execute counterattacks.
17. Avoid becoming decisively engaged throughout the conduct of the defense.

REFERENCES:
1. FMFM 6-3 Marine Infantry Battalion
2. MCRP 3-16 Techniques and Procedures for Fire Support Coordination

SUPPORT REQUIREMENTS:
1. Live fire and maneuver range approved for overhead fire
Note: Live fire range should allow for the coordinated employment of mortars, artillery, close air support and NSFS.
2. Training area where digging is permitted

RANGE/TRAINING AREA:
Facility Code 17420 Maneuver/Training Area; Heavy Forces
Facility Code 17430 Impact Area; Dudded
Facility Code 17560 Sniper Field Fire Range
Facility Code 17581 Machinegun Field Firing Range
Facility Code 17610 Grenade Launcher Range
Facility Code 17631 Light Antiarmor Weapons Range; Live Fire
Facility Code 17670 Mortar Range
Facility Code 17671 Field Artillery Indirect Fire Range
Facility Code 17730 Fire and Movement Range
Facility Code 17830 Light Demolition Range
Facility Code 17905 Mine Warfare Area
Facility Code 17936 Close Air Support Range

WEAPONS AND ORDNANCE:

Weapon	M136 AT-4
C995	ROCKET 84MM AT-4

Weapon	M16 Series 5.56mm Service Rifle
A059	CTG, 5.56MM, BALL, M855
A063	CTG, 5.56MM, TRACER, M856

Weapon	M203 40mm Grenade Launcher
B477	CTG, 40MM, WHITE SMOKE
B504	CTG, 40MM, GREEN STAR PARACHUTE
B505	CTG, 40MM, RED STAR PARACHUTE
B506	CTG, 40MM, RED SMOKE GROUND
B508	CTG, 40MM GREEN SMOKE GROUND
B509	CTG, 40MM, YELLOW SMOKE GROUND
B519	CTG, 40MM, PRACTICE, M781
B535	CTG, 40MM, WHITE STAR PARACHUTE
Weapon	M224 60mm Lightweight Mortar
B643	CTG, 60MM, HE, W/FZ PD M935
B646	CTG, 60MM, SMOKE, WP (LWCMS)
Weapon	M240G 7.62mm Medium Machinegun
A131	CTG, 7.62MM, LINKED 4&1
Weapon	M249 5.56mm Light Machinegun – Squad Automatic Weapon
A064	CTG, 5.56MM, 4&1 LINKED, F/SAW
Weapon	Mk153 SMAW
AX11	CTG, 9MM, SPOTTING RIFLE (SMAW)
HX07	RKT 83MM, COMMON PRACTICE (SMAW)

INF-PAT-7145: Conduct route reconnaissance

SUPPORTED MET(S): 11

EVALUATION CODED: NO **SUSTAINMENT INTERVAL**: 6 Months

CONDITION: The unit is ordered to conduct a route reconnaissance. The unit is operating as the lead element of a larger unit's movement or separately as a security element in advance of the main body's movement. The unit provides its own security.

STANDARD: Unit prepared for operation, collected and reported all information about the route, adjacent terrain, and enemy forces. Prepared and submitted route classification overlay. Completed the mission within designated start and completion times, maintaining control and accountability of unit, and protecting the force.

COMPONENT EVENTS:
1. Prepare for the mission in conjunction with higher headquarters. Conduct a coordinated map reconnaissance, identifying key areas of interest to be reconnoitered.
2. Collect and report information about the route.
3. Collect and report information about the adjacent terrain.
4. Collect and report information about the enemy forces that can influence the route.
5. Prepare a route classification overlay.
6. Submit the route classification overlay and any obstacle, bypass, or ford reports.

REFERENCES:
1. FM 5-36 Route Reconnaissance and Classification
2. FM 17-95 Cavalry

3. FM 17-97 Regimental Armored Cavalry Troop

SUPPORT REQUIREMENTS:
1. Trafficable roads/trails
2. MILES Gear
Note: Appropriate blank ammunition is required.

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

INF-COMM-7201: Employ Command, Control, Communications, and Computers (C4) suite

SUPPORTED MET(S): 1

EVALUATION CODED: NO **SUSTAINMENT INTERVAL**: 4 Months

CONDITION: Given an operation order, including a higher Communication-Electronics Operations Instructions (CEOI), analog and digital voice and data communications equipment, while deployed in a tactical environment.

STANDARD: Develop and integrate communication procedures and equipment that enable the effective command and control of the unit in the accomplishment of the commander’s intent.

COMPONENT EVENTS:
1. Determine communication, electronics, and information support requirements based on higher tasks and mission tasking, subordinate needs, propagation and mission analysis. Include personnel and equipment support, augmentation, and liaison requirements.
2. Prioritize and allocate communication and information support as part of an integrated command and control plan.
3. Establish communication and information control procedures, to include controlling communication nets and information networks, security measures, restoration priorities and efforts, maintenance, and logistical requirements.
4. Allow for the displacement of communications and information management capabilities, provide redundancy for critical communication or information requirements based on the commander's guidance, ensure safe employment of unit communication assets, and employ electronic counter measures as required.
5. Manage communication, electronic, and information systems to allow for the effective command and control of the unit during all phases of the operation.
6. Receive and prepare communications status reports, supporting subordinate unit requirements in accordance with capabilities.

REFERENCES:
1. FMFM 6-3 Marine Infantry Battalion
2. MCRP 3-1 Ground Combat Operations
3. MCDP 6 Command and Control

SUPPORT REQUIREMENTS:
1. Communications Suite
Note: Includes requirements for interoperable communication equipment and nets from subordinate through higher and adjacent units.

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

ADMINISTRATIVE INSTRUCTIONS:
1. Evaluation requires higher, adjacent, and subordinate role player support and connectivity.

INF-FSPT-7301: Operate the Fires Support Coordination Center or equivalent

SUPPORTED MET(S): 1, 6, 7, 8, 9, 10, 11

EVALUATION CODED: NO **SUSTAINMENT INTERVAL**: 3 Months

CONDITION: Given an operation order and higher fire support plan, the unit conducts tactical operations to include: amphibious, offensive, and defensive operations. Air, artillery, naval gunfire, Electronic Warfare (EW), and organic mortars support the unit. The operations can occur during daylight or under limited visibility conditions. The enemy has indirect and direct fire weapons, rotary- and fixed-wing aircraft, and EW capabilities.

STANDARD: In accordance with the higher fire support plan and unit operations order, establishes, operates, and displaces the Fire Support Coordination Center to enable the effective coordination of supporting fires. Operates in conjunction with the Combat Operations Center. Establishes and coordinates procedures for the rapid deconfliction and requests for fires.

COMPONENT EVENTS:
1. Ensure the Fire Support Coordination Center (FSCC) is staffed and equipped.
2. Ensure FSCC configuration is established (both in layout and within time limits) in accordance with unit SOPs and the references.
3. Each liaison is capable of providing technical expertise on the fire support means he represents, and has direct communications links to that asset.
4. Plan, establish, and operate equipment as part of a larger C4 equipment suite.
5. Establish methods to disseminate information to subordinate elements.
6. Establish procedures to ensure requests for preplanned supporting arms fire support and communications and non-communications jamming are made through the appropriate channels in a timely manner, recorded and staffed to avoid duplication, and examined to ensure proper weapons selection.
7. Establish procedures to ensure the timely receipt of the daily Air Tasking Order (ATO), submission and confirmation of artillery, mortar, and Naval Surface Fire Support targeting lists and plans, and the coordination of electronic attack and information operations.
8. Displaces by the appropriate method to allow continuous operation, control, and deconfliction of fires (i.e., by forward and main echelon displacement).

REFERENCES:
1. FMFM 6-3 Marine Infantry Battalion
2. MCWP 3-16 Techniques and Procedures for Fire Support Coordination
3. MCWP 3-16.2 MCFSS Techniques and Procedures
4. MCWP 3-16.6A J-Fire Multiservice Procedures for the Joint Application of Firepower (ALSA)
5. MCWP 3-31.1 Supporting Arms in Amphibious Operations (Dual Designate)

SUPPORT REQUIREMENTS:
1. Mortar/Artillery Unit
2. Naval Surface Fires Platform
3. Close Air Support (CAS) Aircraft/Forward Air Controller (FAC)
4. CAST - Combined Arms Staff Trainer

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

INF-FSTP-7302: Conduct fire support coordination

SUPPORTED MET(S): 6, 7, 8, 9, 10, 11

EVALUATION CODED: NO **SUSTAINMENT INTERVAL**: 3 Months

CONDITION: Given an operation order and higher fire support plan, the unit conducts tactical operations to include: amphibious, offensive, and defensive operations. Air, artillery, naval gunfire, Electronic Warfare (EW), and organic mortars support the unit. The operations can occur during daylight or under limited visibility conditions. The enemy has indirect and direct fire weapons, rotary- and fixed-wing aircraft, and EW capabilities. A Fire Support Coordination Center (FSCC) is either established and controlling fires or preparing to assume control.

STANDARD: Coordinates, deconflicts, and executes indirect fire missions in support of the battalion's scheme of maneuver/concept of operations to achieve the commander's intent. Assist in coordinating direct and indirect fire plans, obstacle plans, and maneuver to achieve efficient combined arms effects.

COMPONENT EVENTS:
1. Establish watchbill and reliable and uninterrupted communications on required nets with both subordinate elements and fire support agencies within time frame established by unit SOP after arrival on the beach during expeditionary operations.
2. Request transfer of responsibility for control and coordination of supporting fires during amphibious operations after communications are established and phasing control checklists are completed.
3. Per the operation order, assume responsibility for the overall coordination of air, naval gunfire, battalion mortars, and artillery.
4. Establish, based on unit SOP and METT-TSL, if units will route requests for fire support utilizing centralized or decentralized method.
5. Establish a common method for timing the delivery of fires within the unit. The method established may be synchronization using either "Zulu" or "local" time zone.
6. Maintain current status on the tactical situation and fire support coordination measures in effect.
7. Conduct fire support coordination using the unit's Standard Operating Procedure (SOP) and in accordance with the references.
8. Use/Display graphic or electronic aids to help in fire support (FS) coordination, i.e., attack guidance matrix or target precedence list, fire support status chart (ammunition, location, firing capability), situation map, overlays, fire support plan, fire support matrix, and other support plans and ensure their timely update.
9. Ensure all FSCMs are clearly marked on fire plan overlays, and disseminated to subordinate, higher and adjacent unit commanders.

10. Maintain/Display the fire support, operations, intelligence, airspace coordination measures, and overlays.
11. Maintain a detailed plot of friendly positions, civilian population concentrations, activities (particularly the location of lead elements), and places protected by the law of war.
12. Approve or deny request for fire support, based on METT-TSL, unit SOP, and proper fratricide avoidance techniques and weaponeering.
13. Minimize coordination problems caused by the simultaneous flight of aircraft and the delivery of other supporting arms, by carefully considering the location and types of targets, firing positions for artillery and mortars, and fire support areas for naval surface fire support ships.
14. Based on the tactical situation and when appropriate, integrate air and surface delivered fires, using either formal or informal airspace coordination measures.
15. Coordinate with adjacent or higher units' Fire Support Coordination Center (FSCC) if fires or the effects of those fires impact in another unit's zone or come within the constraints imposed by the higher FSCC.
16. Provide recommendations for the changing or shifting of fire support coordination measures, and those designated maneuver control measures which best facilitates maneuver actions and provides safeguards to protect friendly units.
17. Coordinate the attack of targets in the priority established in the operations order or according to the commander's changes based on the tactical situation.
18. Manage the flow of information in the Fire Support Coordination Center (FSCC) so critical information is exchanged in a timely manner.
19. Integrate supporting arms by coordinating a Close Air Support (CAS) mission and Suppression of Enemy Air Defense (SEAD) fires, if required.
20. Adjust the schedule of fires based on the advance of maneuver units, changes in priorities, and any changes to the scheme of maneuver.
21. Respond quickly to targeting data and immediate fire support requests to coordinate the delivery of fire support on high payoff targets.
22. Resolve fire support conflicts between elements of the landing force, as well as conflicts between direct air support (DAS)/CAS missions and indirect fire missions.
23. Coordinate the movement of ground based fire support.
24. Maintain the status of remaining air sorties allocated, aircraft on call, and all preplanned air missions for the next 24 hours.
25. Request additional fire support and Electronic Warfare (EW) support from higher command and supporting forces, if required.
26. Utilize the TACP to aid in the quick response of aircraft to changes in the tactical situation.
27. Submit and Forward the shelling reports (SHELREPs) and enemy order of battle overlays to Counter-Fire HQ to develop counter battery and counter mortar fire data.
28. Determine if any temporary fire support coordination measures are required. Cancel or submit for cancellation those no longer required to facilitate attack of targets or provide troop safety.
29. Maintain a record of targets fired on, Battle Damage Assessment (BDA) assessed, and targets not engaged. Inform the S-2, S-3, and the command element (Fires Journal) according to unit SOP.
30. Designate priority targets for engagement, and update these targets as the situation changes.
31. Demonstrate the ability to displace the FSCC by echelon, without a loss of control or degradation of support as per unit SOP.
32. Anticipate close air support (CAS) requirements, and coordinate the assignment of air alert status.

REFERENCES:
1. FMFM 6-3 Marine Infantry Battalion
2. MCRP 3-16 Techniques and Procedures for Fire Support Coordination
3. MCRP 3-16.1A Tactics, Techniques and Procedures for Field Artillery Target Acquisition (Dual Designate)
4. MCRP 3-16.6 Multiservice Procedures for the Joint Application of Firepower (J-Fires)
5. MCRP 3-15.2A Mortars (Dual Designate)
6. JP 3-02.1 Joint Doctrine for Landing Force Operations
7. JP 3-09.3 Joint Tactics, Techniques and Procedures for Close Air Support
8. MCRP 3-16C Tactics, Techniques and Procedures for Fire Support for the Combined Arms Commander (Dual Designate)
9. MCWP 3-16 Techniques and Procedures for Fire Support Coordination

SUPPORT REQUIREMENTS:
1. Live fire and maneuver range capable of supporting air, surface and naval indirect fires
Note: Requires capability to employ laser targeting/designating devices.
2. Mortar/Artillery Unit
3. Close Air Support (CAS) Aircraft/Forward Air Controller (FAC)
4. Naval Surface Fires Platform
5. CAST - Combined Arms Staff Trainer

RANGE/TRAINING AREA:
Facility Code 17420 Maneuver/Training Area; Heavy Forces
Facility Code 17430 Impact Area; Dudded
Facility Code 17581 Machinegun Field Firing Range
Facility Code 17610 Grenade Launcher Range
Facility Code 17631 Light Antiarmor Weapons Range; Live Fire
Facility Code 17670 Mortar Range
Facility Code 17671 Field Artillery Indirect Fire Range
Facility Code 17730 Fire and Movement Range
Facility Code 17936 Close Air Support Range

INF-INT-7401: Direct the intelligence effort

SUPPORTED MET(S): 1 - 14

EVALUATION CODED: NO **SUSTAINMENT INTERVAL**: 3 Months

CONDITION: Given an operations order and higher intelligence, reconnaissance, and surveillance plan, the unit is participating in combat operations and is supported by organic and non-organic reconnaissance and surveillance elements, and has connectivity to support the integration of higher and supporting analysis, intelligence, and collection assets.

STANDARD: The unit directs the tactical intelligence effort in support of combat operations, to include: collection, dissemination, counterintelligence, and security. Collects and disseminates information requirements based on a collection plan. Consolidates and reports intelligence information to higher headquarters.

COMPONENT EVENTS:
1. Develops a collection plan based on the commander's CCIR for organic, non-organic, and supporting collection assets that provides for the

continuous collection of information throughout all phases of the operation. Identify information shortfalls from the original Essential Elements of Information (EEIs) requested.
2. Coordinates, collects, and evaluate information through a systematic collection and analysis process.
3. Uses all organic collection assets and requests collection support to meet the commander's intent and specified and implied tasks.
4. Integrates the collected information with other information, disseminates to subordinates units, and reports information to higher headquarters.
5. Coordinates and supports information requirements to commander, staff and subordinate units, including: maps, charts, terrain models, aerial imagery, and other graphic aids; analysis of enemy, friendly, and terrain and weather data; and deconflicts and supports subordinate unit collection efforts.
6. Assists in conducting targeting in support of fires.
7. Coordinates the insertion, direction, reporting, and recovery of organic reconnaissance and surveillance assets.
8. Coordinates active and passive counterintelligence efforts and measures.
9. Assists in directing counter-reconnaissance efforts.
10. Assists in the processing of captured personnel and equipment.
11. Implements access control measures for the security of friendly information.
12. Provides intelligence reports to higher headquarters as required.
13. Request ISR assets from HHQ (e.g CI/HET, SST, etc) and manage their employment.

REFERENCES:
1. FMFM 6-3 Marine Infantry Battalion
2. MCO 3500.32 Intelligence Training and Readiness Manual
3. MCRP 2-12A Intelligence Preparation of the Battlefield (Dual Designate)
4. MCRP 2-15.3 Ground Reconnaissance Operations
5. MCRP 2-15.3B Reconnaissance Reports Guide
6. MCWP 2-1 Intelligence Operations
7. MCWP 2-12 MAGTF Intelligence Production and Analysis
8. MCWP 2-12.1 Geographic Intelligence
9. MCWP 2-13, MAGTF Intelligence Dissemination
10. MCWP 2-14 Counterintelligence
11. MCWP 2-15.1 Remote Sensor Operations
12. MCWP 2-15.3 Ground Reconnaissance Operations

SUPPORT REQUIREMENTS:
1. CAST - Combined Arms Staff Trainer

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

ADMINISTRATIVE INSTRUCTIONS:
1. Scenario events that support evaluation of the task must be developed and integrated into an exercise; e.g., civilian role players, enemy units, higher collection and intelligence information.

INF-NBC-7501: Operate in an NBC environment

SUPPORTED MET(S): 14

EVALUATION CODED: NO **SUSTAINMENT INTERVAL**: 6 Months

CONDITION: Given an order, accomplish the assigned mission while operating in an NBC environment.

STANDARD: Presence of chemical or biological agent identified and battalion dons MOPP 4 in time to prevent casualties. Battalion dons MOPP 4 in required time limit. Battalion continues operations with no casualties due to improperly worn protective equipment or increased heat stress. Presence of radiological contamination and battalion takes appropriate protective measures. Battalion crosses contaminated area with no casualties due to improperly worn protective equipment. Battalion conducts MOPP gear exchange with no casualties due to improperly worn protective equipment or improper procedures (cross-contamination), and maintains security.

COMPONENT EVENTS:
1. Conduct monitor survey operations.
2. React to Nuclear/Chemical/Biological attack.
3. Conduct offensive and defensive operations in a chemical/biological/radiological contaminated area.
4. Cross chemical/biological/radiological contaminated area.
5. Conduct MOPP gear exchange.

REFERENCES:
1. FMFM 6-3 Marine Infantry Battalion
2. MCWP 3-37.3 NBC Decontamination
3. MCWP 3-37.2 MTTPs for NBC Protection
4. MCRP 3-37.A NBC Handbook

SUPPORT REQUIREMENTS:
1. Training Area where employment of DoD approved riot control agents are authorized (I.E. G963 & K765)
2. MOPP suits / NBC equipment

RANGE/TRAINING AREA:
Facility Code 17230 Gas Chamber
Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17932 Decontamination Training Site

WEAPONS AND ORDNANCE:

Weapon	Munitions/Demolitions
G924	GRENADE, HAND, RIOT, CS-1, M25
G930	GRENADE, HAND, SMOKE, WHITE
G963	GRENADE, HAND, SMOKE, CS, M7A3
K765	CHEMICAL AGENT, CS1

INF-MOUT-7801: Conduct an urban attack

SUPPORTED MET(S): 6, 7

EVALUATION CODED: NO **SUSTAINMENT INTERVAL**: 6 Months

CONDITION: Given an objective within urban environment and an order with a mission to conduct operations in urbanized terrain.

STANDARD: To accomplish the intent of the higher headquarters' order.

COMPONENT EVENTS:
1. Initiate reconnaissance plan ahead of attack to gain and maintain observation of enemy.
2. Task organize the unit to include assault element, security element, and support element.
3. Execute tactical deception, if planned.
4. Isolate the object through direct and indirect fires.
5. Initiate prearranged fires, to include suppression and obscuration fires on enemy observation posts.
6. Cross line of departure at the specified time.
7. Gain a foothold in limited objectives.
8. Maintain communications with subordinate units.
9. Report crossing of tactical control measures and securing interim objectives to higher headquarters.
10. Adjust, shift, and cease direct and indirect fires to support successes.
11. Breach obstacles, create friendly building accesses, and close off unnecessary accesses, without committing additional forces.
12. Maintain momentum of the attack by rotating lead unit and supplies.
13. Seize the assigned objective.
14. Report status of the attack to higher headquarters.
15. Issue fragmentary orders to units in preparation for follow-on missions.

REFERENCES:
1. FMFM 6-5 Marine Rifle Platoon/Squad
2. MCWP 3-35.3 Military Operations on Urbanized Terrain
3. FMFM 6-4 Marine Rifle Company
4. FM 90-10-1 Infantryman's Guide to Combat in Built-Up Areas

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17963 MOUT Collective Training Area, Large (>24 Buildings)

WEAPONS AND ORDNANCE:

Weapon	M16 Series 5.56mm Service Rifle
A080	CTG, 5.56MM, BLANK

Weapon	Munitions/Demolitions
G811	GRENADE, HAND, PRACTICE (BODY)
G878	FUZE, DELAY, F/G811 PRAC GREN
G930	GRENADE, HAND, SMOKE, WHITE
G940	GRENADE, HAND, SMOKE, GREEN
G945	GRENADE, HAND, SMOKE, YELLOW
L307	SIGNAL, WHITE STAR CLUSTER
L312	SIGNAL, WHITE STAR PARACHUTE
L314	SIGNAL, GREEN STAR CLUSTER
L324	SIGNAL, GREEN PARACHUTE
L596	SIMULATOR, FLASH ARTILLERY

Weapon	M203 40mm Grenade launcher
B504	CTG, 40MM, GREEN STAR PARACHUTE
B508	CTG, 40MM, GREEN SMOKE GROUND
B509	CTG, 40MM, YELLOW SMOKE GROUND

Weapon	M240G 7.62mm Medium Machinegun
A111	CTG, 7.62MM, BLANK LINKED, M82
Weapon	M249 5.56mm Light Machinegun – Squad Automatic Weapon
A075	CTG, 5.56MM, BLANK, LINKED
Weapon	Mk153 SMAW
LX21	SIMULATOR, NOISE (SMAW)

INF-MOUT-7802: Conduct an urban defense

SUPPORTED MET(S): 6, 9

EVALUATION CODED: NO **SUSTAINMENT INTERVAL**: 6 Months

CONDITION: The unit is ordered to occupy a defensive position in a built-up area. The unit is operating separately or as part of a larger force, but must provide its own security. Friendly and enemy units have indirect fire available.

STANDARD: The defense accomplishes all essential tasks and achieves the commander's intent.

COMPONENT EVENTS:
1. Establish listening post (LP)/observation post (OP).
2. Leaders conduct reconnaissance of the positions with subordinate leaders.
3. Assign sectors and observation post locations.
4. Emplace early warning system or devices before dark or limited visibility. Cover devices by observation and fire.
5. Position anti-armor weapons to cover armored avenues of approach.
6. Ensure weapons inside buildings have adequate space and ventilation for backblast (on upper floors, if possible, for long-range top shots).
7. Position automatic weapons to cover dismounted avenues of approach. Place them near ground level to maximize grazing fires. If ground rubble obstructs grazing fires, place M240Gs/SAWs in the upper stories of the building.
8. Tie in, by fire, with adjacent units.
9. Assign each member a position with primary and secondary sectors of fire.
10. Emplace sandbags for overhead and all-round protection.
11. Place wire mesh over windows (open at the bottom to allow grenades to be dropped out).
12. Construct loopholes.
13. Take fire prevention measures.
14. Install wire communications to higher headquarters and between subordinate units and LP/OPs.
15. Construct barriers and obstacles to deny the enemy access to streets, underground passages, buildings, and to slow his movement (including rooftops and in all buildings). Cover barriers and obstacles by fire.
16. Designate routes to/from alternate and supplementary positions. Improve alternate and supplementary positions, as time permits.
17. Mark movement routes within and through the unit in a manner that does not give the positions away to the enemy and can be employed at night.
18. Prepare and rehearse counterattack plan.
19. Prepare and rehearse the withdrawal plan.

REFERENCES:
1. FM 21-75 Combat Skills of the Soldier
2. MCWP 3-11.1 Marine Rifle Company/Platoon

SUPPORT REQUIREMENTS:
1. MILES Gear
Note: Appropriate blank ammunition is required.

RANGE/TRAINING AREA:
Facility Code 17963 MOUT Collective Training Area, Large (>24 Buildings)

WEAPONS AND ORDNANCE:

Weapon	M16 Series 5.56mm Service Rifle
A080	CTG, 5.56MM, BLANK
Weapon	Munitions/Demolitions
G811	GRENADE, HAND, PRACTICE (BODY)
G878	FUZE, DELAY, F/G811 PRAC GREN
G930	GRENADE, HAND, SMOKE, WHITE
G940	GRENADE, HAND, SMOKE, GREEN
G945	GRENADE, HAND, SMOKE, YELLOW
L307	SIGNAL, WHITE STAR CLUSTER
L312	SIGNAL, WHITE STAR PARACHUTE
L314	SIGNAL, GREEN STAR CLUSTER
L324	SIGNAL, GREEN PARACHUTE
L596	SIMULATOR, FLASH ARTILLERY
Weapon	M2 .50 cal Heavy Machinegun
A598	CTG, CAL .50, BLANK LINKED, F/M
Weapon	M203 40mm Grenade Launcher
B504	CTG, 40MM, GREEN STAR PARACHUTE
B508	CTG, 40MM, GREEN SMOKE GROUND
B509	CGT, 40MM, YELLOW SMOKE GROUND
Weapon	M240G 7.62mm Medium Machinegun
A111	CTG, 7.62MM, BLANK LINKED, M82
Weapon	M249 5.56mm Light Machinegun – Squad Automatic Weapon
A075	CTG, 5.56MM, BLANK LINKED
Weapon	Mk153 SMAW
LX21	SIMULATOR, NOISE (SMAW)

INF-AMPH-7901: Conduct Amphibious Staff Planning

SUPPORTED MET(S): 2, 8

EVALUATION CODED: NO **SUSTAINMENT INTERVAL**: 12 Months

CONDITION: The unit comprises the Ground Combat Element (GCE) of an embarked MAGTF that has been directed to participate in amphibious operations. The Amphibious Force is currently in transit. Higher headquarters has received an initiating directive/warning order and has issued a planning directive/ warning order based on the initial planning conference.

STANDARD: The unit participates in amphibious staff planning; develops and issues an order that meets the commander's intent and requirements of the

specified/implied tasks; makes necessary adjustments to the plan as reconnaissance and surveillance elements report; planning timelines are meet; operational security is maintained; planning is coordinated with higher, adjacent, and supporting/supported elements; unit personnel know mission critical information; and unit is appropriately prepared/equipped to accomplish mission through inspections, rehearsals, and subordinate leader briefbacks.

COMPONENT EVENTS:

1. Conduct mission analysis.
2. Develop preliminary estimates based on the warning order and general planning guidelines provided by the higher commanders.
3. Formulate information requirements and recommend priority intelligence requirements (PIRs) for the commander. Identify intelligence gaps to request response/collection from higher, lower, and adjacent headquarters.
4. Commander issues planning guidance to his staff and subordinate element leaders; staff conducts initial Course of Action Development.
5. Conduct concurrent planning with MAGTF staff to select recommended Landing Area, Landing Force (LF) objectives, and beachhead for CLF/Commander Amphibious Task Force (CATF) approval.
6. Develop, in coordination with the planning guidance and approved Landing Force (LF) objectives, additional Battalion Landing Team (BLT) objectives, if desired.
7. Brief estimates of supportability to the commander.
8. Conduct a thorough and continuous analysis of the terrain, weather, hydrographic conditions, and enemy situation throughout the planning process.
9. Conduct concurrent and parallel planning with all elements of the MAGTF during the development of a detailed scheme of maneuver, fire support plan, and landing plan.
10. Develop, publish, and disseminate the operation plan, embarkation plan, landing plan, counter-mechanized plan, and/or alternate plan if those plans, are not incorporated into standard operating procedures or the MAGTF plans.
11. Coordinate embarkation requirements for the detailed landing plan, including planning of air (Helicopter Availability Tables (HAT), Helicopter Employment and Assault Landing Table (HEALT), Helicopter Wave and Serial Assignment Table (HWSAT), and the Helicopter Landing Diagram (HLD)) and surface (serial assignment, landing diagrams, landing craft and amphibian vehicle assignment table (LACAVAT)) documents.
12. Arrange for reconnaissance of objective, if the situation permits.
13. Conduct rehearsals, inspections, and subordinate unit brief-backs.

REFERENCES:

1. FMFM 6-3 Marine Infantry Battalion
2. JP 3-02 Joint Doctrine for Amphibious Operations
3. JP 3-02.1 Joint Doctrine for Landing Force Operations
4. MCDP 3 Expeditionary Operations

SUPPORT REQUIREMENTS:

1. CAST - Combined Arms Staff Trainer
2. Amphibious training area suitable for the employment of all surface and airborne craft
3. Amphibious shipping

RANGE/TRAINING AREA:

Facility Code 17330 Covered Training Area
Facility Code 17411 Maneuver/Training Area; Amphibious Forces

INF-AMPH-7902: Develop the landing plan

SUPPORTED MET(S): 2, 8
EVALUATION CODED: NO **SUSTAINMENT INTERVAL**: 12 Months

CONDITION: The unit comprises the Ground Combat Element (GCE) of an embarked MAGTF and is in receipt of the MAGTF concept of operations and has developed a plan of attack that has been approved. Assault craft, to include assault support, landing craft and amphibious vehicles are available and have been assigned. The Amphibious Force is currently in transit.

STANDARD: The unit comprises the Ground Combat Element (GCE) of an embarked MAGTF and is in receipt of the MAGTF concept of operations and has developed a plan of attack that has been approved. Assault craft, to include assault support, landing craft and amphibious vehicles are available and have been assigned. The Amphibious Force is currently in transit.

COMPONENT EVENTS:
1. Determine requirements for the ship-to-shore movement in coordination with a review of the amphibious vehicle availability table, helicopter availability table, and the landing craft availability table.
2. Consider enemy capabilities to counter surface and/or air assaults.
3. Assign elements to one of five categories in order to indicate their relative priority for landing and to facilitate control of the ship-to-shore movement.
4. Ensure the development of the landing plan is totally integrated with the initial scheme of maneuver and fire support plan, and provide for the rapid buildup of automatic and crew served weapons during the initial phase of the assault.
5. Allocate assets for use by subordinate elements, and ensure the proposed landing diagram, assault schedule, and landing sequence table are developed concurrently and are mutually compatible, and forward these documents to the MAGTF commander for approval/consolidation.
6. Serial Assignment Table is based on the task organization for the landing; balances unit integrity and combat spread loading of critical personnel and equipment; and is forwarded to the MAGTF commander for approval.
7. Landing Craft and Amphibious Vehicle Assignment Table is coordinated with the affected units, compatible with the previously approved landing plan documents, provides for the rapid buildup of firepower (crew served weapons), and maintains the tactical integrity required by the plan of attack.
8. Helicopter Employment and Assault Landing Table and the Heliteam Wave and Serial Assignment Table is coordinated with the ACE and MEU CE, compatible with the previously approved landing plan documents, provides for the rapid buildup of firepower in the zone (crew served weapons), and maintains the tactical integrity required by the plan of attack.
9. Provide input for the development of the Approach Schedule.
10. Develop debarkation schedule, when applicable, and ensure its distribution to all personnel responsible for the control of debarkation.
11. Publish the landing plan as Appendix 3 to Annex R of the landing force operation order. Only those documents required by the unit are included as tabs to the appendix.
12. Develop alternate plans to cover foul weather interference and/or changes in enemy capabilities.
13. Assign adequate personnel to the Tactical-Logistical Group (TACLOG) to advise MAGTF and Navy control personnel on the location of troops, equipment,

supplies, landing requirements, and of adjustments to the landing sequence.
14. Coordinate planning with MAGTF command element for pre D-Day transfers of units and equipment.

REFERENCES:
1. FMFM 6-3 Marine Infantry Battalion
2. JP 3-02 Joint Doctrine for Amphibious Operations
3. JP 3-02.1 Joint Doctrine for Landing Force Operations

SUPPORT REQUIREMENTS:
1. CAST – Combined Arms Staff Trainer

RANGE/TRAINING AREA:
Facility Code 17330 Covered Training Area
Facility Code 17411 Maneuver/Training Area; Amphibious Forces

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INF-AMPH-7903: Conduct an Amphibious Assault

SUPPORTED MET(S): 1, 8

EVALUATION CODED: NO **SUSTAINMENT INTERVAL**: 12 Months

CONDITION: Given the order to land the landing force, and having prepared and issued a operations order, the unit has the assault amphibious vehicles, landing craft, and helicopter operational readiness rates equal to the numbers anticipated in the final version of the MAGTF landing plan developed after the final rehearsal. Close, continuous, and detailed coordination among the CATF, MAGTF, GCE, ACE, and CSSE staff members, as well as unit commanders, has occurred throughout the entire planning process.

STANDARD: The amphibious assault achieves the commander's intent and requirements of the specified/implied tasks. Makes necessary adjustments to the plan as reconnaissance and surveillance elements report. Lands, per the execution timelines. Maintains operational security. Continuous coordination with higher, adjacent, and supporting/supported elements occurs. The execution demonstrates effective combined arms fires coordinated with maneuver in support of attaining assigned objectives.

COMPONENT EVENTS:
1. Receive and disseminate the intelligence updates to subordinate units.
2. Landing/Assault craft teams and heliteams are assembled, staged, and prepared for debarkation/enplanement.
3. Accomplish debarkation of initial assault elements on schedule.
4. Unit transitions command ashore to maintain continuous control of the operation. Unit commanders quickly gain/regain control of their units upon landing, and maintain momentum of the attack by avoiding unnecessary delay in the zone/beach.
5. Coordinate and adjust the employment of forces as the situation develops and changes, integrating maneuver and fires.
6. Establishes and maintains communications ashore.
7. Coordinate logistic support for assaulting ground combat element through the TACLOG.
8. Attains mission objectives based on the commander's intent.
9. Provide situation reports as the assault progresses.
10. Processes casualties and EPWs as required.

REFERENCES:
1. FMFM 6-3 Marine Infantry Battalion
2. JP 3-02 Joint Doctrine for Amphibious Operations
3. JP 3-02.1 Joint Doctrine for Landing Force Operations
4. MCDP 3 Expeditionary Operations

SUPPORT REQUIREMENTS:
1. Amphibious training area suitable for the employment of all surface and airborne craft
2. Beach suitable for amphibious landing
3. AAV unit
4. Helicopter support
5. Suitable landing zone
6. Amphibious shipping
7. Landing craft
8. MILES Gear

Note: Appropriate blank ammunition is required.

RANGE/TRAINING AREA:
Facility Code 17411 Maneuver/Training Area; Amphibious Forces
Facility Code 17908 Amphibious Vehicle Training Area
Facility Code 17909 Ship Loading and Unloading Mockup

ADMINISTRATIVE INSTRUCTIONS:
1. Event scenario includes opposition forces that introduce friction and require the landing force to make adjustments throughout the assault.

INF-AMPH-7904: Conduct Amphibious Withdrawal

SUPPORTED MET(S): 8

EVALUATION CODED: NO **SUSTAINMENT INTERVAL**: 12 Months

CONDITION: Given the order to conduct an amphibious withdrawal, and having prepared and issued a operation order, the unit has the assault amphibious vehicles, landing craft, and helicopter operational readiness rates equal to the numbers anticipated in the final version of the MAGTF plan developed after the final rehearsal. Close, continuous, and detailed coordination among the CATF, MAGTF, GCE, ACE, and CSSE staff members, as well as unit commanders, has occurred throughout the entire planning process.

STANDARD: The amphibious withdrawal achieves the commander's intent and requirements of the specified/implied tasks. Makes necessary adjustments to the situation develops. Re-embarks aboard shipping per the execution timelines. Operational security is maintained. Continuous coordination with higher, adjacent, and supporting/supported elements occurs. The execution demonstrates effective combined arms fires coordinated with maneuver in support of attaining assigned objectives.

COMPONENT EVENTS:
1. Establish defense of embarkation area and surrounding key terrain features.
2. Use smoke to deceive the enemy as to the disposition of landing force units and to conceal movement during the withdrawal.
3. Prior to embarkation, position the reserve in a manner to prevent envelopment of withdrawing forces.

4. Employ tanks and antitank weapons to engage enemy armor at long ranges, counterattack enemy elements attempting to penetrate or bypass the security force, and provide fires to assist supported units during disengagement.
5. Use indirect air and surface delivered fires to cover loading areas by long-range harassing and interdiction fire, support the security force, and provide fires to assist supported units during disengagement.
6. Commander of the security force issues specific instructions regarding the destruction of supplies and equipment that cannot be evacuated and fixes responsibility for their destruction.
7. Security force takes the enemy under fire as soon as they are within effective range of available weapons.
8. Defend each delay position until the enemy actions threaten decisive engagement.
9. Initiate withdrawal to the next delay position, per prearranged plans or on order of the commander.
10. Security force executes orderly withdrawal along designated routes to the next delay position. It continues to provide maximum delay between positions using maneuver, available terrain, long-range fires, tactical air, mines, and demolitions.
11. Exploit opportunities to inflict heavy casualties on the enemy by offensive action are exploited when consistent with the overall mission of the security force and the movement schedule.
12. Consider limited objective counterattacks to gain additional time or to extricate units that have become decisively engaged.
13. Hold the number of vehicles brought forward to a minimum consistent with the requirement. Move all vehicles not needed in forward areas to the rear on prescribed routes, per the movement plan.
14. Ensure withdrawing units execute orderly movement along prescribed routes at times designated in the movement schedule, and occupy assembly areas for the briefest possible period.
15. Close coordination between the security force and the forces being withdrawn, in order to permit the smooth flow of units into the embarkation area with minimum interference to the security force and its supporting arms.
16. Control movement to embarkation beaches is controlled through the use of predesignated assembly areas, routes of withdrawal, initial points, and checkpoints.
17. Conduct withdrawal, whenever possible, during periods of reduced visibility, to facilitate deception.
18. Evacuate casualties within the security force by the most expeditious means possible, direct to ships at sea.
19. Give priority for withdrawal within the security force to heavy units, such as tanks and artillery.
20. Conduct withdrawal of the security force under the cover of darkness, whenever possible. Executed withdrawal in the most expeditious manner available, usually by helicopter direct to amphibious shipping.

REFERENCES:
1. FMFM 6-3 Marine Infantry Battalion
2. JP 3-02 Joint Doctrine for Amphibious Operations
3. JP 3-02.1 Joint Doctrine for Landing Force Operations
4. MCDP 3 Expeditionary Operations

SUPPORT REQUIREMENTS:
1. Beach suitable for amphibious landing
2. AAV unit
3. Amphibious shipping

4. Helicopter support
5. Landing craft
6. MILES Gear

Note: Appropriate blank ammunition is required.

RANGE/TRAINING AREA:

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

ADMINISTRATIVE INSTRUCTIONS:

1. Event scenario includes opposition forces that introduce friction and require the unit to make adjustments throughout the withdrawal.

CHAPTER 4

COLLECTIVE TRAINING

INFANTRY COMPANY

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INFANTRY COMPANY COLLECTIVE EVENTS
6000 LEVEL

4000. PURPOSE

This chapter contains all Company level infantry unit events, and illustrates the relationship between unit competencies (Mission Essential Tasks (METs) and unit training (Collective events). Unit training managers can isolate all training relevant to each MET and/or Battalion Collective event, and devise training to support their competencies as needed. Lastly, this chapter serves as the steering point for the Platoon and Squad/Section training detailed in the subsequent chapters.

4010. EVENT CODING

Events in the T&R manual are depicted with a 12 field alphanumeric system, i.e. xxxx-xxxx-xxxx. This chapter utilizes the following methodology:

a. Field one – Each event starts with “INF” indicating that the event is for units in the Infantry Occupational Field.

b. Field two – This field is alpha characters indicating a functional area. Functional areas used at the Company level are:

OFF – Offensive Operations
DEF – Defensive Operations
COMM – Communication
FSPT – Fire Support
INT – Intelligence
OPS – Operations
MED – Medical Support
OTO – Other Tactical Operations
MOBL - Mobility
NBC – Nuclear, Biological, Chemical
MOUT – Mil Ops in Urban Terrain
AMPH – Amphibious Operations
PAT – Patrol
LOG – Logistics
OOTW – Operations Other Than War

c. Field three - This field provides unit level at which the event is accomplished and numerical sequencing.

4020. ADMINISTRATIVE NOTES

Each Event contains a paragraph that describes internal and external Support Requirements the unit and Marines will need to complete the event. Ranges/Training Areas are described in this section with plain-language description. They are also described using the Range/Facility Codes that identify the type of range and/or training area needed to accomplish the Event. Marines can use the codes to find information about available ranges at their geographic location by using the web-based Range/Training Area Management System (see TECOM website). Ultimate use of the Range/Training Area Code is to relate ranges to readiness by identifying those Events that cannot be accomplished at a certain location due to lack of ranges.

4030. COLLECTIVE DESCRIPTION/CORE CAPABILITY

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

2. Prepares for and conducts patrolling operations.

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

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

5. Conducts continuing and immediate actions.

6. Conducts overwatch and supports another unit by fire.

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

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

9. Constructs and breaches obstacles and field fortifications.

10. Prepares for, participates in, and conducts, foot, mechanized, motorized, and helicopter-borne movement.

11. Defends against air attack.

12. Processes enemy prisoners of war.

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

14. Processes and evacuates casualties.

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

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

17. Contributes to tactical and operational logistics planning.

18. Submits reports and intelligence information.

19. Logistically sustain a unit.

20. Participates in and conducts fire support planning.

21. Operates a company command post.

22. Prepares and submits unit fire plan sketches.

4040. INDEX OF COLLECTIVE EVENTS BY FUNCTIONAL AREA

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4050. COMPANY LEVEL COLLECTIVE EVENTS

INF-OFF-6101: Process known or suspected enemy personnel

SUPPORTED MET(S): 1 - 11

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

CONDITION: The unit is conducting tactical operations. The unit has captured known or suspected enemy personnel and the unit remains in contact with the enemy.

STANDARD: EPWs are expeditiously processed and treated IAW the law of war.

COMPONENT EVENTS:
1. Search Enemy Prisoners of War (EPWs) immediately after capture.
2. Tag and evacuate weapons, documents, and items of potential intelligence value at the same time as EPWs.
3. Return personnel items, protective clothes, and equipment to the EPWs.
4. Segregate EPWs by type and sex - Officers, NCO, unranked, civilian combatants, etc.
5. EPWs are prevented from conversing among themselves.
6. Process EPWs with speed to obtain maximum intelligence benefit.
7. Report perishable information obtained from EPWs immediately to higher headquarters.
8. Ensure EPWs are safeguarded from abuse and the hazards of enemy fire until turned over to higher headquarters.
9. Treat enemy casualties with the same medical care and MEDEVAC priority as friendly casualties. Any difference in treatment is based solely on medical reasons.

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

SUPPORT REQUIREMENTS:
1. Role players
2. Documents/weapons

RANGE/TRAINING AREA:
Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17904 Prisoner of War Training Area

ADMINISTRATIVE INSTRUCTIONS:
1. An event scenario must be provided that incorporates requirements to facilitate training to standard.

INF-OFF-6102: Conduct passage of lines as a moving unit

SUPPORTED MET(S): 3

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

CONDITION: As a moving unit passes forward or rearward through another

friendly unit in an established defensive position of any level, in periods of daylight or darkness, with mounted or dismounted forces.

STANDARD: Moving unit passes through stationary unit with no friendly fire incidents. Battle handover process occurs smoothly.

COMPONENT EVENTS:
1. Exchange of intelligence information.
2. Exchange of tactical plan to include marking of lead and trail elements.
3. Exchange of standard operating procedures.
4. Arrange for reconnaissance by elements of the passing unit.
5. Security measures during passage are established.
6. Time or circumstances when all responsibility for control of the area of operations will be transferred.
7. Exchange of liaison personnel at all levels.
8. Collection and exchange of information on minefields and obstacles.
9. Command relationship between passing unit and the unit being passed concerning CS and CSS units, facilities, and locations.
10. Tactical cover and deception plans to retain secrecy and to aid in maintaining and/or gaining surprise.
11. Establish graphic control measures (start points, contact points, passage lanes, passage points, release points) and coordinated with all units involved in the passage to ensure success.
12. Linkup with guides from stationary unit.
13. Identify release points where elements will fall under the control of their respective commanders upon completion of the passage.

REFERENCES:
1. FM 17-95 Cavalry
2. FM 17-97 Regimental Armored Cavalry Troop

SUPPORT REQUIREMENTS:

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

INF-OFF-6103: Conduct a Passage of Lines (POL) as a stationary unit

SUPPORTED MET(S): 3

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

CONDITION: As a stationary unit allowing the passage forward or rearward of another unit, in an established defensive position of any level, in periods of daylight or darkness, with mounted or dismounted forces.

STANDARD: Stationary unit passes moving unit through its position with no friendly fire incidents. Battle handover process occurs smoothly.

COMPONENT EVENTS:
1. Exchange of intelligence information.
2. Exchange of tactical plans.
3. Exchange of standard operating procedures.
4. Arrange for reconnaissance by elements of the passing unit.
5. Security measures during passage are established.
6. Selection of areas for passage and provisions for guides.

7. Priorities for use of routes and facilities and provisions for movement control. The passing unit must have priority.
8. Time or circumstances when all responsibility for control of the area of operations will be transferred.
9. Fire support and other combat support to be provided by the unit being passed.
10. Exchange of liaison personnel at all levels.
11. Collection and exchange of information on minefields and obstacles.
12. Command relationship between passing unit and the unit being passed concerning CS and CSS units, facilities, and locations.
13. Tactical cover and deception plans to retain secrecy and to aid in maintaining and/or gaining surprise.
14. Establish graphic control measures (start points, contact points, passage lanes, passage points, release points) and coordinated with all units involved in the passage to ensure success.
15. Establish passage lanes with guides from stationary unit.
16. Prior to forward passage, establish assembly area where moving unit can assemble, prior to rearward passage, establish rally points where moving unit can account for passing units.
17. Identify release points where elements will fall under the control of their respective commanders upon completion of the passage.
18. The stationary force should be prepared to fire supporting fires for the moving force as it crosses the BHL.
19. Confirm the composition of the passing unit with the marking of lead and trail elements.

REFERENCES:
1. FM 17-95 Cavalry
2. FM 17-97 Regimental Armored Cavalry Troop

SUPPORT REQUIREMENTS:

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

INF-OFF-6104: Conduct obstacle breaching

SUPPORTED MET(S): 7

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

CONDITION: The unit is performing tactical operations when an obstacle that it cannot bypass stops it. The unit is operating as part of a larger force and must provide its own local security. The obstacle is covered by enemy observation and/or fire. The unit has required breaching materials and may have engineers attached.

STANDARD: As part of an attack, the unit successfully reduces the obstacle, moves through the breach site and continues the attack with minimal delay.

COMPONENT EVENTS:
1. Unit leader reports the obstacle to higher headquarters.
2. The lead element (individuals) occupies the best available position to overwatch the obstacle. The remainder of the unit maintains local security.
3. Conduct leader's reconnaissance and designate a breach point.

4. Employ obscuration smoke to conceal breach effort and movement.
5. Breach element moves to the breach point using available cover and concealment and conducts an inspection for and marks any booby traps.
6. Barriers, wire or other obstacles are breached.
7. Mark unexploded mines.

8. Unit clears the breach lane, conducts a limited assault/security beyond the breach, and conducts a search for mines and booby traps.
9. Mark the route to the breach, the breach lane, and the route beyond the obstacle. If breach will be used at night (or limited visibility), mark accordingly.
10. Remove/Destroy or clearly mark all remaining mines.
11. Remaining elements move through the breach.
12. Reports to higher headquarters the location of the breach.

REFERENCES:
1. FM 5-250 Explosives and Demolitions
2. TM 9-1375-213-12 Demolition Materials
3. MCWP 3-35.3 Military Operations on Urbanized Terrain
4. MCWP 3-17 Engineer Operations
5. FMFM 6-5 Marine Rifle Platoon/Squad

SUPPORT REQUIREMENTS:
Note: Range must support dud-producing ordnance, overhead fire, indirect fire, and all company weapons and appropriate reinforcements. Must also support specified breaching material(s).

RANGE/TRAINING AREA:
Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17830 Light Demolition Range

INF-OFF-6105: Occupy an assembly area

SUPPORTED MET(S): 6, 7, 10

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

CONDITION: The unit is conducting a tactical operation that requires it to occupy an assembly area.

STANDARD: The unit occupies an assembly area, establishes security and is prepared to conduct the follow-on operations at the appropriate time.

COMPONENT EVENTS:
1. Map reconnaissance is conducted and tentative positions are identified.
2. The quartering party is organized and reconnoiters the tentative assembly area.
3. As the unit approaches, quartering party members guide them to selected or designated areas.
4. Sectors are assigned to subordinate units of the perimeter to ensure mutual support and to cover all gaps by observation and fire.
5. The priorities of work are established and followed.
6. Security plan is established.
7. Coordinate with higher and adjacent units.
8. A sector sketch is forwarded to higher headquarters. Unit retains a copy to use.

REFERENCES:
1. FMFM 6-5 Marine Rifle Platoon/Squad

SUPPORT REQUIREMENTS:

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

INF-OFF-6106: Overwatch/Support by fire

SUPPORTED MET(S): 7

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

CONDITION: The unit is overwatching or supporting by fire the movement of another unit or element during movement or an assault of an enemy unit. The primary direction of fire and tentative support position have been designated to the overwatching/supporting unit.

STANDARD: Unit leaders maximize the use of all direct and indirect weapons to support the supported unit. The unit completes the overwatch or effectively supports the maneuvering unit, makes necessary adjustments to the plan as the situation develops and changes, achieves the commander's intent. Unit prepares for follow-on missions at the conclusion of the attack.

COMPONENT EVENTS:
1. Reconnoiter the tentative position and the routes to it.
2. Ensure the position provides observation of the objective and overwatch of the assault element.
3. Ensure position enables the support element to place suppressive fire on the objective.
4. Assign positions, sectors of fire, and other fire control measures (TRP, FPL, rates of fire, target engagement criteria and priorities, etc.)
5. Maintains continuous communications with, and if possible, observation of the assault element and its route.
6. Alerts the assault element of any detected/observed enemy or changes in situation.
7. Initiates, lifts or shifts fire on signal or when the assault begins in accordance with standard operating procedures or operations order.

REFERENCES:
1. FMFM 6-4 Marine Rifle Company
2. FMFM 6-5 Marine Rifle Platoon/Squad
3. MCWP 3-15.1 Machine Guns and Machine Gun Gunnery

SUPPORT REQUIREMENTS:
Note: Range will need to support battalion level attack. Range must support all company weapons and attached weapons, to include dud-producing ordnance and overhead fires.

RANGE/TRAINING AREA:
Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17430 Impact Area; Dudded

Facility Code 17581 Machinegun Field Firing Range
Facility Code 17631 Light Antiarmor Weapons Range; Live Fire
Facility Code 17670 Mortar Range
Facility Code 17671 Field Artillery Indirect Fire Range
Facility Code 17730 Fire and Movement Range
Facility Code 17936 Close Air Support Range

INF-OFF-6107: React to a meeting engagement

SUPPORTED MET(S): 3, 4, 5, 7

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

CONDITION: The unit is conducting a tactical movement. Elements have either observed or been engaged by enemy forces. The enemy can be moving or stationary.

STANDARD: As part of a tactical movement or movement to contact, the unit reacts to the enemy and the situation based on the commander’s intent (e.g., defeats the enemy, conducts a withdrawal, establishes hasty defensive positions), maintaining control of all elements and awareness of subordinate and adjacent unit positions and actions.

COMPONENT EVENTS:
1. React per developed Standard Operating Procedures (SOPs), rehearsed battle drills, and commander's guidance.
2. Elements take the nearest covered and concealed positions.
3. Elements maintain awareness of adjacent unit locations.
4. Forward an initial SITREP.
5. Determine the enemy's location and disposition.
6. Gain immediate fire superiority by employing direct and indirect fires.
7. Conduct an assessment of the situation and issue a verbal fragmentary order that specifies an objective and provides control measures.
8. Develop and execute a hasty fire support plan to support the scheme of maneuver.
9. Carefully monitor reports from engaged units to avoid being drawn into a decisive engagement with a superior force.
10. Consolidate, reorganize, and submit reports per Standard Operating Procedures (SOPs).

REFERENCES:
1. FMFM 6-4 Marine Rifle Company

SUPPORT REQUIREMENTS:
Note: Range must support all company weapons and attached weapons, to include dud-producing ordnance and overhead fires.

RANGE/TRAINING AREA:
Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17430 Impact Area; Dudded
Facility Code 17581 Machinegun Field Firing Range
Facility Code 17631 Light Antiarmor Weapons Range; Live Fire
Facility Code 17670 Mortar Range
Facility Code 17671 Field Artillery Indirect Fire Range
Facility Code 17730 Fire and Movement Range
Facility Code 17936 Close Air Support Range

INF-OFF-6108: Conduct a patrol

SUPPORTED MET(S): 6, 7, 9, 10, 11

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

CONDITION: Given a mission, location of adjacent friendly forces, estimated locations and most recent activities of enemy, weather conditions for the duration of the patrol, a defined area to operate in, patrol route, rules of engagement, supporting arms.

STANDARD: Conduct coordination with forward unit commander, supported unit commander (as applicable) and intelligence section. Conduct inspection, equipment check and appropriate rehearsals. Coordinate exit, re-entry procedures, and fire support plan. Follow submitted route and maintain communications. Accomplish purpose and intent of patrol.

COMPONENT EVENTS:
1. Exit of friendly lines.
2. Conduct assigned patrol type (reconnaissance/combat).
3. Utilizes control measures, i.e., checkpoints, rally points, etc.
4. Develop and use patrol routes that avoid unplanned exposure to civilians, routes along ridgelines, and danger areas.
5. Utilize tactically sound unit SOPs when encountering danger areas.
6. Maintain security at all times.
7. Employ appropriate fire support during enemy contact.
8. Submit appropriate reports, as required.
9. Achieve patrol purpose/intent.
10. Conduct re-entry of friendly lines.
11. Conduct debrief of patrol, consolidate information, and forward to higher headquarters.

SUPPORT REQUIREMENTS:
1. SESAMS Weapons kits, to include the protective suite
2. MILES Gear
3. Role players – Enemy

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

WEAPONS AND ORDNANCE:

Weapon:	M16 Series 5.56mm Service Rifle
A080	CTG, 5.56MM, BLANK
AA12	SESAMS (RED)
AA21	SESAMS (BLUE)
G930	GRENADE, HAND, SMOKE, WHITE
G940	GRENADE, HAND, SMOKE, GREEN
G945	GRENADE, HAND, SMOKE, YELLOW
L307	SIGNAL, WHITE STAR CLUSTER
L312	SIGNAL, WHITE STAR PARACHUTE
L314	SIGNAL, GREEN STAR CLUSTER
L324	SIGNAL, GREEN PARACHUTE
L596	SIMULATOR, FLASH ARTILLERY

Weapon:	M203 40mm Grenade Launcher
B504	CTG, 40MM, GREEN STAR PARACHUTE
B535	CTG, 40MM, WHITE STAR PARACHUTE
Weapon:	M240G 7.62mm Medium Machinegun
A111	CTG, 7.62MM, BLANK LINKED, M82
Weapon:	M249 5.56mm Light Machinegun - Squad Automatic Weapon
A075	CTG, 5.56MM, BLANK, LINKED
Weapon:	Mk153 SMAW
LX21	SIMULATOR, NOISE, (SMAW)

INF-OFF-6109: Occupy a patrol base

SUPPORTED MET(S): 6, 7, 9, 10, 11

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

CONDITION: Given a long-term patrol mission, an assigned area to patrol, location of adjacent friendly units, estimates of enemy locations, most recent activities of the enemy, attachments or detachments, activities of indigenous forces.

STANDARD: Operate a command post and continuous patrols from the patrol base. React appropriately to enemy contact.

COMPONENT EVENTS:
1. Company halts sufficient distance from tentative patrol base.
2. Local security is established to cover the most likely direction of enemy approach.
3. The security team provides a contingency plan to the main body.
4. The security team reconnoiters the patrol base.
5. The security team checks the patrol base for suitability and to ensure no enemy is near.
6. A portion of the security team remains in the patrol base while the remainder returns to the main body.
7. The security team brings the rest of the unit forward.
8. The rear security element camouflages the trail from the security position to the patrol base.
9. Occupy the patrol base by deploying in a controlled manner and establishing a perimeter defense.
10. Use only one point of entry and exit.
11. Establish temporary observation posts. As a minimum, establish an observation post to observe the route the unit used to enter the patrol base.
12. Conduct reconnaissance to the limits of the unit's direct fire weapons to identify any signs of enemy activity, suitable observation post locations, possible rally points, withdrawal routes, and dead space.
13. Designate withdrawal routes, rally points, alternate patrol base, and observation post positions.
14. Establish or modify standard operating procedures for defensive work priorities.
15. Develop a fire plan sketch.
16. Establish communications with higher headquarters, OPs, and throughout the unit.
17. Permit only necessary movement within the patrol base.

18. Continuously enforce noise, light, camouflage discipline, and rest plan.
19. Emplace early warning devices on avenues of approach.
20. Conduct command post operations within the patrol base. Leaders in the patrol base continue to plan and prepare for the mission and units conduct patrols.
21. Establish an alternate patrol base that is occupied in the same manner as the primary patrol base.
22. After departure, remove or conceal all signs of the unit's presence.

SUPPORT REQUIREMENTS:

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

WEAPONS AND ORDNANCE:

Weapon:	M16 Series 5.56mm Service Rifle
A080	CTG, 5.56MM, BLANK
G930	GRENADE, HAND, SMOKE, WHITE
G940	GRENADE, HAND, SMOKE, GREEN
G945	GRENADE, HAND, SMOKE, YELLOW
L307	SIGNAL, WHITE STAR CLUSTER
L312	SIGNAL, WHITE STAR PARACHUTE
L324	SIGNAL, GREEN PARACHUTE
L596	SIMULATOR, FLASH ARTILLERY
Weapon:	M240G 7.62mm Medium Machinegun
A111	CTG, 7.62MM, BLANK LINKED, M82
Weapon:	M249 5.56mm Light Machinegun - Squad Automatic Weapon
A075	CTG, 5.56MM, BLANK, LINKED

INF-OFF-6110: Conduct a relief in place

SUPPORTED MET(S): 4

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

CONDITION: The unit has been ordered to conduct the planned relief in place.

STANDARD: Coordination with the relieved or relieving unit has been conducted. Liaison personnel, fire support plans, sketches and overlays are exchanged. Time of command transfer at each level is identified.

COMPONENT EVENTS:
1. Exchange liaison personnel early in the planning.
2. Provide an operations overlay and a copy of the fragmentary order to the relieving unit.
3. Conduct detailed coordination and liaison between representatives of fire support units in support of both units at the command post command post (CP)/combat operations center (COC) of the unit to be relieved.
4. Provide fire plan sketches or overlays to the incoming units.
5. Maintain security elements at a normal level of activity.
6. Maintain the normal level of communications traffic throughout the relief.
7. Displace a command post (CP) to coordinate the relief.
8. Conduct the movement of units, based on the planned sequence of movement

over the planned routes.
9. Engage command relationships and responsibilities are well understood.
10. Maintain noise and light discipline and the dispersion of forces throughout movement.
11. Use guides effectively to lead incoming units into positions and to lead units out of position.
12. Relieve local security units last.
13. Keep fire support assets in position throughout the relief of maneuver units. Ensure they are prepared to support both units.
14. Keep liaison personnel in position until the incoming unit is in place.
15. Every Marine/team/element briefs the Marine/team/element he is relieving as to his duties and responsibilities, etc.
16. Relieve crew served weapons personnel after rifle units.
17. Establish assembly areas for outgoing units.
18. Utilize assembly areas that provide cover and concealment and are large enough to allow for the dispersion of units.
19. Maintain all-round security throughout the entire relief units.
20. Employ Electronic Warfare (EW) to reduce the enemy's C3 capabilities.
21. Consider the use of smoke to obscure the movement of friendly forces.
22. Respond to enemy actions, i.e., indirect fire, enemy contact, according to the plan.
23. Account for all personnel, supplies, and equipment.
24. Execute tactical deception during the relief.
25. Complete the relief within the time allotted.
26. Relinquish responsibility for the area upon agreement by the commanders and after approval from the higher commander.
27. Submit tactical reports in a timely and accurate manner.
28. Coordinate the transfer or exchange of supplies and equipment to include: communication, wirelines, radio antennas, and POL (petroleum, oils, and lubricants).

REFERENCES:
1. FMFM 6-4 Marine Rifle Company

SUPPORT REQUIREMENTS:

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

INF-OFF-6111: Conduct a deliberate attack

SUPPORTED MET(S): 7

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

CONDITION: Given an order to conduct a deliberate attack. The unit leaders have conducted deliberate planning, developed a sound tactical plan, and are prepared to conduct the attack.

STANDARD: The unit conducts a deliberate attack, makes necessary adjustments to the plan as the situation develops and changes, achieves the commander’s intent, and prepares for follow-on missions at the conclusion of the attack.

COMPONENT EVENTS:
1. Employ reconnaissance and surveillance elements to detect enemy forces, positions, movement, and obstacles, and submit reports in a timely manner.

2. Preparatory fires are initiated per the fire support plan.
3. Cross the Line of Departure (LD) at the specified time.
4. Attacking units use covered and concealed routes to approach the enemy, and when taken under fire, they advance by fire and maneuver.
5. Bypass or rapidly breach obstacles encountered enroute to the objective.
6. Remain dispersed unless required to mass to overcome resistance, in which case, disperse as soon as the requirement for concentration ceases.
7. Commander maintains status on the progress of the attack and the enemy situation. He continues to move to positions where, depending on the battle, he is able to alter the organization for combat, maneuver his forces, reallocate and shift fires, or use his reserve.
8. Employ supporting arms to engage targets of opportunity.
9. Gain and maintain fire superiority by employing direct and indirect supporting fires.
10. Position crew served weapons, maximizing the effectiveness of their fires with respect to the target/ground.
11. Displace supporting weapons to provide continuous support.
12. Treat and evacuate casualties.
13. Handle EPW/Detainee as per unit SOP.
14. Reduce fortified positions and clear trenchlines.
15. Exploit success by executing a pursuit, to effect the destruction of the enemy force that is in the process of disengaging.
16. When a pursuit is not employed, assault elements assume a hasty defensive posture. Upon seizure of the objective, continue to fire on withdrawing enemy, and prepare for possible counterattack.
17. Unit consolidates and re-organizes when the objective is attained.
18. Issue a fragmentary order (FRAGO), as necessary, to alter the plan of attack.

REFERENCES:
1. FMFM 6-4 Marine Rifle Company

SUPPORT REQUIREMENTS:
Note: Range must support all company weapons and attached weapons, to include dud-producing ordnance and overhead fires.

RANGE/TRAINING AREA:
Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17430 Impact Area; Dudded
Facility Code 17581 Machinegun Field Firing Range
Facility Code 17631 Light Antiarmor Weapons Range; Live Fire
Facility Code 17670 Mortar Range
Facility Code 17671 Field Artillery Indirect Fire Range
Facility Code 17730 Fire and Movement Range
Facility Code 17936 Close Air Support Range

INF-OFF-6112: Conduct a deliberate night attack

SUPPORTED MET(S): 7

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

CONDITION: The unit has been ordered to conduct a planned night attack. The unit leaders have conducted deliberate planning, developed a sound tactical

plan, and are prepared to conduct a night attack.

STANDARD: The unit conducts a night attack, makes necessary adjustments to the plan as the situation develops and changes, achieves the commander's intent and prepares for follow-on missions at the conclusion of the attack.

COMPONENT EVENTS:
1. Employ reconnaissance and surveillance elements to detect enemy forces, positions, movement, and obstacles, and submit reports in a timely manner.
2. Elements maintain strict noise and light discipline.
3. Occupy attack position only long enough to effect any required final coordination.
4. Unit crosses the Line of Departure (LD) on time.
5. Control measures are emplaced that allow the rapid deployment of forces in support of the mission.
6. Subordinate unit leaders maintain direction of attack and control over the movement of their units.
7. Guides follow previously reconnoitered/marked routes of advance, and lead units to designated release points.
8. Forward reconnaissance/security elements maintain surveillance of enemy disposition and report as required.
9. Assault element avoids unnecessary delay at the PLD.
10. Give the signal to launch the attack after all elements report their readiness, or when the situation requires an immediate assault.
11. Employ supporting fires with the execution of the assault.
12. Assault element halts forward movement no further than the limit of advance and pursues the enemy by small arms and supporting fires.
13. Assault element immediately establishes local security, consolidates, reorganizes, prepares to continue the attack, and marks cleared lanes through obstacles.
14. Displace crew served weapons forward to ensure continuous support of maneuver/assault elements.
15. Adjust defensive positions as visibility improves.

REFERENCES:
1. FMFM 6-4 Marine Rifle Company

SUPPORT REQUIREMENTS:
Note: Range must support all company weapons and attached weapons, to include dud-producing ordnance and overhead fires.

RANGE/TRAINING AREA:
Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17430 Impact Area; Dudded
Facility Code 17581 Machinegun Field Firing Range
Facility Code 17631 Light Antiarmor Weapons Range; Live Fire
Facility Code 17670 Mortar Range
Facility Code 17671 Field Artillery Indirect Fire Range
Facility Code 17730 Fire and Movement Range
Facility Code 17936 Close Air Support Range

INF-OFF-6113: Conduct a raid

SUPPORTED MET(S): 7

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

CONDITION: Given a tactical scenario and directed to conduct a raid. The unit is operating separately or as part of a larger force.

STANDARD: The unit conducts the raid, makes necessary adjustments to the plan as the situation develops and changes, achieves the commander's intent and executes a planned withdrawal.

COMPONENT EVENTS:
1. Organize for the raid and arrange for a planned withdrawal.
2. Conduct a reconnaissance of the objective.
3. Assign each element a withdrawal plan.
4. Ensure security elements occupy designated positions to the flanks and rear of the unit and along high-speed avenues of approach to the objective.
5. Move support element to a covered and concealed position from which well-aimed fire can be placed on the objective.
6. Move assault element to the designated assault position. The assault position should be close enough to the objective for immediate assault, if detected before the planned assault.
7. Plan indirect, suppressive, or obscuration fires on known and suspected enemy position(s).
8. Ensure security element prevents enemy entry into or escape from the objective area.
9. Ensure assault element fights through, consolidates, and reorganizes on the far side of the objective.
10. On order, the unit withdraws from the objective to a designated rally point.
11. Account for all personnel prior to the final withdrawal.
12. Execute withdrawal.

REFERENCES:
1. FMFM 6-4 Marine Rifle Company
2. FMFM 7-32 Raid Operations

SUPPORT REQUIREMENTS:
Note: Range must support all company weapons and attached weapons, to include dud-producing ordnance and overhead fires.

RANGE/TRAINING AREA:
Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17430 Impact Area; Dudded
Facility Code 17581 Machinegun Field Firing Range
Facility Code 17631 Light Antiarmor Weapons Range; Live Fire
Facility Code 17670 Mortar Range
Facility Code 17671 Field Artillery Indirect Fire Range
Facility Code 17730 Fire and Movement Range
Facility Code 17936 Close Air Support Range

INF-OFF-6114: Conduct a motorized attack

SUPPORTED MET(S): 6, 7

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

CONDITION: The unit is ordered to conduct a motorized attack as the assault

element of a larger force. The unit has additional vehicles attached. Enemy positions are hastily constructed, enemy resistance is light or sporadic, and trafficability and cover to and through the objective is good.

STANDARD: Unit leaders maximize the use of speed and firepower of all combat vehicles. The unit conducts the attack, makes necessary adjustments to the plan as the situation develops and changes, achieves the commander's intent and prepares for follow-on mission at the conclusion of the attack.

COMPONENT EVENTS:
1. Commander determines rates of march, dispersion, dismount and remount/ link-up points, and load/bump plan.
2. Disperse vehicles to covered and concealed positions prior to launching the attack.
3. Elements move out using the designated movement techniques.
4. Ensure drivers use correct terrain driving techniques, i.e., make maximum use of cover and concealment, avoid being skylined, and avoid open areas.
5. Use appropriate techniques of movement when crossing danger areas.
6. Ensure vehicles' primary weapons engage appropriate targets.
7. Vehicles maintain orientation along the designated route or axis and maneuver so the vehicle mounted weapons can engage enemy positions.
8. If the unit receives effective fire, unit dismounts and continues the attack.
9. Use tactical control measures, as required, to assist in movement control and report arrival at established control points.
10. Ensure all vehicle commanders and embarked Unit Leaders are able to give their locations.
11. Coordinate the movement of vehicles to maximize the use of their armor protection, firepower, mobility, speed, and shock action.
12. Take appropriate actions to handle disabled combat vehicles.
13. Consolidate and reorganize on the objective.
14. During consolidation, withdraw combat vehicles from the point of furthest advance and positions in hull defilade, or position them to most effectively employ their weapons systems.

REFERENCES:
1. FM 17-95 Cavalry

SUPPORT REQUIREMENTS:
Note: Range must support all company weapons and attached weapons, to include dud-producing ordnance and overhead fires.

RANGE/TRAINING AREA:
Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17430 Impact Area; Dudded
Facility Code 17581 Machinegun Field Firing Range
Facility Code 17631 Light Antiarmor Weapons Range; Live Fire
Facility Code 17670 Mortar Range
Facility Code 17671 Field Artillery Indirect Fire Range
Facility Code 17730 Fire and Movement Range
Facility Code 17936 Close Air Support Range

INF-OFF-6115: Conduct tank infantry attack

SUPPORTED MET(S): 7

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

CONDITION: The unit has been ordered to conduct a planned tank-infantry attack. The unit has tanks and AAVs attached. Marines are aware of the capabilities and inherent dangers involved with tanks.

STANDARD: The unit leaders incorporate armor unit leaders in the planning phase. The unit conducts the attack, maximizing the use of the armor protection and firepower of attached armor units, makes necessary adjustments to the plan as the situation develops and changes, achieves the commander's intent and prepares for follow-on missions at the conclusion of the attack.

COMPONENT EVENTS:
1. Deploy reconnaissance and surveillance teams in forward operating areas.
2. Cross the line of departure (LD) at the specified time.
3. Ensure security for tanks is provided by the infantry throughout the attack.
4. Maintain positive control over lead, flank, and rear security elements.
5. Continually adjust movement techniques, depending upon the situation and the terrain.
6. Use appropriate techniques of movement when crossing danger areas.
7. Use control measures that provide positive control of movement and fires.
8. Breach obstacles as required.
9. Coordinate the movement of tanks and infantry to maximize the use of the tank armor, protected firepower, mobility, speed, and shock action.
10. Ensure tank/infantry communications are effective and redundant throughout the movement and attack.
11. Consolidate and reorganize on the objective.
12. In consolidation, position tanks where they are protected but can still maximize their capabilities.

REFERENCES:
1. FMFM 6-4 Marine Rifle Company

SUPPORT REQUIREMENTS:
1. Trafficable roads/trails
2. Tank unit

Note: Range must support all company weapons and attached weapons, to include dud-producing ordnance, 120mm main gun and overhead fires. Include appropriate 120mm ammo.

RANGE/TRAINING AREA:
Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17430 Impact Area; Dudded
Facility Code 17581 Machinegun Field Firing Range
Facility Code 17631 Light Antiarmor Weapons Range; Live Fire
Facility Code 17670 Mortar Range
Facility Code 17671 Field Artillery Indirect Fire Range
Facility Code 17730 Fire and Movement Range
Facility Code 17907 Tracked Vehicle Drivers Course
Facility Code 17936 Close Air Support Range

INF-OFF-6116: Conduct a mechanized attack

SUPPORTED MET(S): 7, 8

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

CONDITION: Given the order to conduct a planned mechanized attack. The unit has mechanized vehicles attached.

STANDARD: The unit conducts the attack maximizing the mobility, protection and firepower of attached armor units, makes necessary adjustments to the plan as the situation develops and changes, achieves the commander's intent and prepares for follow-on missions at the conclusion of the attack.

COMPONENT EVENTS:
1. Determine tentative dismount and link-up/remount points, and load/bump plan.
2. Disperse vehicles in covered and concealed positions prior to launching the attack.
3. Cross the line of departure (LD) at the determined time.
4. Provide vehicle protection measures with infantry throughout the attack.
5. Maintain positive control over lead, flank, and rear security elements.
6. Continually adjust movement techniques, depending upon the situation and terrain. If the unit receives effective fire, the unit may dismount and continue the attack.
7. Use appropriate techniques of movement when crossing danger areas.
8. Use control measures for positive control of movement and fires.
9. Breach or bypass obstacles.
10. Ensure all vehicle commanders and embarked Unit Leaders are able to give their locations when asked.
11. Consolidate and reorganize on the objective.
12. During consolidation, withdraw AAVs, tanks, and other combat vehicles from the point of furthest advance and positions in hull defilade, or where they can best employ their weapons.
13. Take appropriate actions to handle disabled tanks, AAVs, and other combat vehicles.

REFERENCES:
1. FM 17-95 Cavalry
2. FMFM 6-4 Marine Rifle Company

SUPPORT REQUIREMENTS:
Note: Range must support all company weapons and attached weapons, to include dud-producing ordnance, 120mm main gun and overhead fires. Include appropriate 120mm ammo.
1. Trafficable roads/trails
2. AAV unit
3. Tank unit

RANGE/TRAINING AREA:
Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17430 Impact Area; Dudded
Facility Code 17581 Machinegun Field Firing Range
Facility Code 17631 Light Antiarmor Weapons Range; Live Fire
Facility Code 17670 Mortar Range
Facility Code 17671 Field Artillery Indirect Fire Range
Facility Code 17730 Fire and Movement Range
Facility Code 17907 Tracked Vehicle Drivers Course
Facility Code 17936 Close Air Support Range

INF-OFF-6117: Conduct a helicopter-borne assault

SUPPORTED MET(S): 7, 8

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

CONDITION: Given a tactical scenario and directed to conduct a helicopter-borne assault. The unit is operating separately or as part of a larger force.

STANDARD: The unit conducts the attack, makes necessary adjustments to the plan as the situation develops and changes achieves the commander's intent and prepares for follow-on missions at the conclusion of the attack.

COMPONENT EVENTS:
1. Conduct ground or aerial reconnaissance to identify obstacles, landing sites, establish terminal guidance system and navigation aids.
2. Ensure TRAP force is properly prepared and briefed.
3. Ensure individual Marines exhibit a clear understanding of safety procedures when boarding and riding helicopters.
4. Develop an accurate system for manifesting all Marines to ensure accountability throughout the operation.
5. Maintain security during loading.
6. Create (and execute if required) a bump plan in the event of changes to helicopter availability or downed aircraft, to ensure essential troops and equipment are landed ahead of less critical loads.
7. Use the preplanned GO/NO GO matrix to determine required changes, and/or to abort actions.
8. Ensure helicopter-borne force lands in a secure LZ at the proper time and place.
9. Ensure designated landing zones (LZ) are adequate in size, free from obstacles, and have surface conditions that support the aircraft.
10. Divert Helicopter-borne force to the alternate LZ if the situation dictates.
11. Upon landing, lead elements of the landing force quickly clear the immediate vicinity of the zone, move to previously assigned areas, and establish positions that provide protection for subsequent waves.
12. Quickly buildup combat power in the zone.
13. Maintain security during landing and adjust unit and weapons positions as required.
14. Coordinate fires in support of the attack.
15. Reduce obstacles and mines in the vicinity of the LZ.
16. Suppress enemy air defenses as required.
17. Task helicopter support teams (HSTs) and equip them to conduct external loading and unloading and to relieve any ITG teams.

REFERENCES:
1. FMFM 6-4 Marine Rifle Company

SUPPORT REQUIREMENTS:
1. Helicopter support
2. Suitable Helicopter landing zone

Note: Range must support all company weapons and attached weapons, to include dud-producing ordnance and overhead fires.

RANGE/TRAINING AREA:
Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17430 Impact Area; Dudded
Facility Code 17581 Machinegun Field Firing Range
Facility Code 17631 Light Antiarmor Weapons Range; Live Fire
Facility Code 17670 Mortar Range
Facility Code 17671 Field Artillery Indirect Fire Range
Facility Code 17730 Fire and Movement Range
Facility Code 17936 Close Air Support Range

INF-OFF-6118: Consolidate and reorganize

SUPPORTED MET(S): 3 - 11

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

CONDITION: The unit has reached an objective, arrived at a new position, repelled an enemy attack, or restored defensive positions following a counterattack of enemy forces. The unit has issued an order to consolidate and reorganize.

STANDARD: At the conclusion of an offensive operation, the unit establishes local security, positions forces to best defeat counterattack or other offensive enemy action, evacuates casualties, and redistributes ammunition and other required supplies. Unit is prepared to establish a deliberate defense or continue the attack (either by fire or maneuver).

COMPONENT EVENTS:
1. Assume defensive positions covering likely dismounted and mounted avenues of approach and commence work to improve positions.
2. Displace supporting arms/crew served weapons and reserves forward, to add strength and ensure continuous fire support.
3. Adjust initial positions as a result of the ground reconnaissance and changes in the enemy situation.
4. Establish both active and passive security measures immediately upon occupying the position.
5. Process casualties.
6. Process enemy prisoners of war (EPWs).
7. Redistribute personnel, supplies, and equipment to offset any losses/ shortages, and conduct resupply as required.
8. Integrate the use of natural obstacles, and prepare barriers and man-made obstacles.
9. Position command and control facilities to control the consolidation and to facilitate the conduct of future operations.
10. Establish counterattack plan.
11. Submit reports, to include fire plan sketch, to higher as required.
12. Conduct preparation for future missions.
13. Ensure coordination with adjacent and supported units.

REFERENCES:
1. FMFM 6-4 Marine Rifle Company
2. FMFM 6-3 Marine Infantry Battalion

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area; Light Forces

INF-OFF-6119: Conduct a counterattack

SUPPORTED MET(S): 6, 7, 8, 9

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

CONDITION: The unit has been ordered to conduct a planned counterattack. The enemy has breached the higher unit's defense.

STANDARD: Unit conducts passage of lines, and either defeats the enemy or closes the penetration the enemy has created in the friendly unit's defenses. Unit achieves the commander's intent and is prepared to re-establish defensive positions or continue the attack as directed.

COMPONENT EVENTS:
1. Initiate and coordinate movement to designated attack positions.
2. Organize, position, and equip blocking positions in sufficient strength to delay the enemy.
3. Conduct a successful passage of lines in those occupied areas that cannot be avoided by the counterattack unit.
4. Coordinate the delivery of direct and indirect fires in support of the counterattack.
5. Maneuver force commander controls all troops and fires within the area of penetration.
6. Ensure specified control measures are adequate to control movement and fires.
7. Ensure maneuver forces do not attack forward of the limit of advance.
8. Reestablish local security measures.
9. Consolidate the defense and readjust defensive assignments as required.
10. Report expulsion of the enemy force and reestablishment of the FEBA to higher command elements.

REFERENCES:
1. FMFM 6-4 Marine Rifle Company

SUPPORT REQUIREMENTS:
Note: Range must support all company weapons and attached weapons, to include dud-producing ordnance and overhead fires.

RANGE/TRAINING AREA:
Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17430 Impact Area; Dudded
Facility Code 17581 Machinegun Field Firing Range
Facility Code 17631 Light Antiarmor Weapons Range; Live Fire
Facility Code 17670 Mortar Range
Facility Code 17671 Field Artillery Indirect Fire Range
Facility Code 17730 Fire and Movement Range
Facility Code 17936 Close Air Support Range

INF-OFF-6120: Conduct a movement to contact

SUPPORTED MET(S): 7, 11

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

CONDITION: The unit has been ordered to conduct a movement to conduct, or the commander decides to do so based on his estimate of the situation. Enemy location and disposition are unknown.

STANDARD: Unit leaders maximize the use of speed and firepower of any incorporated combat vehicles. The unit conducts the attack, makes necessary adjustments to the plan as the situation develops and changes, achieves the commander's intent and prepares for follow-on missions at the conclusion of the attack.

COMPONENT EVENTS:
1. Coordinate with adjacent and supporting units throughout the operation.
2. Place the command group where it can best control the formation.
3. Begin the movement on time and in the specified formation.
4. Deploy advance guard in a formation that is based on the probability of enemy contact and far enough forward to provide time and space for the commander to react to enemy contact or obstacles.
5. All units use movement techniques appropriate for the terrain and probability of enemy contact.
6. The overall formation permits a part of the force to provide suppressive fire from overwatch positions while the advancing elements make full use of covered and concealed routes.
7. Retain the bulk of combat power in an uncommitted status during movement to permit its rapid deployment on contact.
8. Reduce obstacles that cannot be bypassed.
9. Coordinate the delivery of fire support (direct and indirect), according to plan and in a responsive manner.
10. Use and report control measures that provide control for elements and fires, and are appropriate to the enemy situation and terrain.
11. Leaders are able to give their positions/location.
12. Evacuate casualties.
13. Conduct resupply and recovery operations as required.
14. Ensure reconnaissance elements are kept advised of main body rate of movement.
15. Process EPWs.

REFERENCES:
1. FMFM 6-4 Marine Rifle Company

SUPPORT REQUIREMENTS:
1. Trafficable roads/trails
Note: Appropriate to means of transportation, i.e. foot-mobile or motorized/mechanized.
Note: Range must support all company weapons and attached weapons, to include dud-producing ordnance and overhead fires.

RANGE/TRAINING AREA:
Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17430 Impact Area; Dudded
Facility Code 17581 Machinegun Field Firing Range
Facility Code 17631 Light Antiarmor Weapons Range; Live Fire
Facility Code 17670 Mortar Range
Facility Code 17671 Field Artillery Indirect Fire Range
Facility Code 17730 Fire and Movement Range

Facility Code 17936 Close Air Support Range

INF-DEF-6130: Conduct remain behind operations

SUPPORTED MET(S): 9, 10

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

CONDITION: As a company with a tactical area of operations, with platoon or smaller element deliberately staying behind during a company movement as a deception effort against the enemy, during daylight and darkness in all environmental conditions.

STANDARD: Insert to deceive the enemy to the remain-behind presence. Maintain noise, light and camouflage discipline. Maintain communications with adjacent and higher headquarters. Establish fire support plan. React appropriately to enemy contact.

COMPONENT EVENTS:
1. Prepare an estimate of the situation and plan for a deliberate remain behind operation.
2. Potential enemy prisoners of war (EPW) are collected and held for processing.
3. Plan for deception of the enemy ensuring that it supports higher headquarters deception plan.
4. Notify higher headquarters of intentions and location.
5. Collect and forward any intelligence on enemy.
6. Establish link up procedures with unit staying behind.
7. Establish quick reaction force in support of unit staying behind.
8. Establish a casualty collection plan.
9. Establish fire support plan.
10. Establish deliberate insertion plan.
11. Establish deliberate extraction plan.

SUPPORT REQUIREMENTS:

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

WEAPONS AND ORDNANCE:

Weapon:	M16 Series 5.56mm Service Rifle
A080	CTG, 5.56MM, BLANK
Weapon:	M203 40mm Grenade Launcher
B504	CTG, 40MM, GREEN STAR PARACHUTE
B508	CTG, 40MM, GREEN SMOKE GROUND
B509	CTG, 40MM, YELLOW SMOKE GROUND
B535	CTB, 40MM, WHITE STAR PARACHUTE
Weapon:	M249 5.56mm Light Machinegun - Squad Automatic Weapon
A075	CTG, 5.56MM, BLANK, LINKED
Weapon:	Mk153 SMAW
LX21	SIMULATOR, NOISE, (SMAW)

INF-DEF-6131: Conduct a defense from a battle position

SUPPORTED MET(S): 9

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

CONDITION: Given an order to conduct a sector defense, the unit leaders have developed a sound tactical plan, and have the required construction, obstacle materials and tools.

STANDARD: The defense defeats the enemy assault. The unit achieves the commander's intent and either retains key terrain or destroys the enemy.

COMPONENT EVENTS:
1. Coordinate with higher, adjacent, and supporting units.
2. Conduct a reconnaissance of the tentative defensive position.
3. Assign tentative positions to subordinate units.
4. Select crew served weapons positions.
5. Establish observation posts.
6. Designate command post (CP) position.
7. Assign and rehearse movement to alternate and supplementary positions for subordinate units and plan for a counter-attack.
8. Compile fire plan sketches.
9. Establish and initiate priorities of work for the company.
10. Use natural and man-made obstacles.
11. Ensure the safety and the geometry of fire for all positions, i.e., cold and hot positions for SMAW, forward observation posts, and machine gun PDF's.
12. Forward position sketches to higher headquarters.
13. Withdraw security forces before they become decisively engaged.
14. Coordinate, control, and integrate both direct and indirect fire to defeat the enemy's assault.
15. Control the firing of the final protective fire (FPF).
16. Process EPWs and casualties as required.
17. Submit reports to higher headquarters as required.

REFERENCES:
1. FMFM 6-4 Marine Rifle Company

SUPPORT REQUIREMENTS:
1. Live fire and maneuver range that supports organic weapons and non-organic supporting arms.
2. Training area where digging is permitted.

RANGE/TRAINING AREA:
Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17430 Impact Area; Dudded
Facility Code 17560 Sniper Field Fire Range
Facility Code 17581 Machinegun Field Firing Range
Facility Code 17610 Grenade Launcher Range
Facility Code 17631 Light Antiarmor Weapons Range; Live Fire
Facility Code 17670 Mortar Range
Facility Code 17671 Field Artillery Indirect Fire Range
Facility Code 17730 Fire and Movement Range
Facility Code 17830 Light Demolition Range
Facility Code 17905 Mine Warfare Area
Facility Code 17936 Close Air Support Range

WEAPONS AND ORDNANCE:

Weapon:	M136 AT-4
C995	ROCKET 84MM AT-4
Weapon:	M16 Series 5.56mm Service Rifle
A059	CTG, 5.56MM, BALL, M855
A063	CTG, 5.56MM, TRACER, M856
Weapon:	M203 40mm Grenade Launcher
B504	CTG, 40MM, GREEN STAR PARACHUTE
B505	CTG, 40MM, RED STAR PARACHUTE
B519	CTG, 40MM, PRACTICE, M781
B535	CTG, 40MM, WHITE STAR PARACHUTE
Weapon:	M224 60mm Lightweight Mortar
B643	CTG, 60MM, HE, W/FZ PD M935
B646	CTG, 60MM, SMOKE, WP (LWCMS)
Weapon:	M240G 7.62mm Medium Machinegun
A131	CTG, 7.62MM, LINKED 4&1
Weapon:	M249 5.56mm Light Machinegun – Squad Automatic Weapon
A064	CTB, 5.56MM, 4&1 LINKED, F/SAWW
Weapon:	Mk153 SMAW
AX11	CTG, 9MM, SPOTTING RIGLE, (SMAW)
HX07	RKT 83MM, COMMMON PRACTICE (SMAW)
Weapon:	Munitions/Demolitions
K143	MINE, APERS, M18A1, W/ACCES

INF-DEF-6132: Conduct a defense in sector

SUPPORTED MET(S): 9

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

CONDITION: Given an order to conduct a defense from a battle position, the unit leaders have developed a sound tactical plan, and have the required construction, obstacle materials and tools.

STANDARD: The defense defeats the enemy assault. The unit achieves the commander's intent and either retains key terrain or destroys the enemy.

COMPONENT EVENTS:

1. Conduct a reconnaissance with key subordinates of assigned sectors.
2. Designate command post (CP) position.
3. Make coordination with adjacent or collocated units.
4. Issue an operation order.
5. Ensure subordinate leaders have a detailed understanding of the plan, and all contingencies have been examined.
6. Conduct preliminary movement and positioning of forward security personnel, scout sniper elements, barrier materials, supplies, and equipment.
7. Ensure priorities of work commence within assigned sectors.

8. If feasible, conduct a CPX or a staff rehearsal.
9. If feasible, conduct a rehearsal of planned counterattacks by fire and movement.
10. Coordinate pre-positioning of direct support, indirect firearms.
11. Subordinate unit leaders prepare and issue orders.
12. Establish NBC detection measures.
13. Ensure the safety and the geometry of fire for all sectors and positions within each sector.
14. Forward position sketches to higher headquarters.
15. Ensure the unit is prepared to defend by the time specified in the OPORD.
16. Coordinate, control, and integrate both direct and indirect fire to defeat the enemy's assault.
17. Adjust subordinate elements to changes in the enemy's scheme of maneuver to include planning for movement from initial to subsequent positions.
18. Process EPWs and casualties as required.
19. Conduct a counterattack to repulse enemy forces as necessary.
20. Submit reports to higher headquarters as required.

REFERENCES:
1. FMFM 6-4 Marine Rifle Company

SUPPORT REQUIREMENTS:
1. Live fire and maneuver range that supports organic weapons and non-organic supporting arms.
2. Training area where digging is permitted.

RANGE/TRAINING AREA:
Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17430 Impact Area; Dudded
Facility Code 17560 Sniper Field Fire Range
Facility Code 17581 Machinegun Field Firing Range
Facility Code 17610 Grenade Launcher Range
Facility Code 17631 Light Antiarmor Weapons Range; Live Fire
Facility Code 17670 Mortar Range
Facility Code 17671 Field Artillery Indirect Fire Range
Facility Code 17730 Fire and Movement Range
Facility Code 17830 Light Demolition Range
Facility Code 17905 Mine Warfare Area
Facility Code 17936 Close Air Support Range

WEAPONS AND ORDNANCE:

Weapon:	M136 AT-4
C995	ROCKET 84MM AT-4
Weapon:	M16 Series 5.56mm Service Rifle
A059	CTG, 5.56MM, BALL, M855
A063	CTG, 5.56MM, TRACER, M856
Weapon:	M203 40mm Grenade Launcher
B477	CTG, 40MM, WHITE SMOKE
B504	CTG, 40MM, GREEN STAR PARACHUTE
B505	CTG, 40MM, RED STAR PARACHUTE
B508	CTG, 40MM, GREEN SMOKE GROUND
B509	CTG, 40MM, YELLOW SMOKE GROUND
B519	CTG, 40MM, PRACTICE, M781
B535	CTG, 40MM, WHITE STAR PARACHUTE

Weapon: M224 60mm Lightweight Mortar
B643 CTG, 60MM, HE, W/FZ PD M935
B646 CTG, 60MM, SMOKE, WP (LWCMS)

Weapon: M240G 7.62mm Medium Machinegun
A131 CTG, 7.62MM, LINKED 4&1

Weapon: M249 5.56mm Light Machinegun – Squad Automatic Weapon
A064 CTB, 5.56MM, 4&1 LINKED, F/SAWW

Weapon: Mk153 SMAW
AX11 CTG, 9MM, SPOTTING RIGLE, (SMAW)
HX07 RKT 83MM, COMMMON PRACTICE (SMAW)

Weapon: Munitions/Demolitions
K143 MINE, APERS, M18A1, W/ACCES

INF-DEF-6133: Conduct a withdrawal under/not under enemy pressure

SUPPORTED MET(S): 9, 10

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

CONDITION: Given an order to conduct a withdrawal under/not under enemy pressure, the unit leaders have developed a sound tactical plan, during the day or with limited visibility.

STANDARD: The unit is complete when the company has moved to an area where further withdrawal is no longer required. This can occur per the company order to a specific location or when the enemy situation is no longer an immediate threat. The company must not become decisively engaged.

COMPONENT EVENTS:
1. Designated security force moves and occupies delaying positions.
2. Ensure security force positions afford good observation and fields of fire and allow for the delivery of supporting fires.
3. If under enemy pressure, concentrate all direct and indirect fires in support of disengaging forward elements.
4. Commence the withdrawal on time, signal and withdraw forward units simultaneously, or withdraw the least engaged units first.
5. Security forces provide flank, advance, or rear guard.
6. Report initiation of withdrawal to the higher command element.
7. If under enemy pressure, withdraw prior to becoming decisively engaged.
8. If not under enemy pressure, maintain contact with enemy forces through deployed reconnaissance teams or elements of the defense left in contact.
9. If not under enemy pressure, all elements are withdrawn simultaneously at the time specified or on order of the commander.
10. Create a temporary mobility advantage over the enemy by use of fires, obstacles, or terrain.
11. Maximize the speed of withdrawal.
12. Use combat patrols and other aggressive action on the forward edge of the battle area to mask the withdrawal.
13. Forward elements withdraw avoiding any complicated maneuver.
14. Ensure control measures are sufficient to allow for decentralized control.

15. Ensure sectors of withdrawal allow for the dispersion of forces throughout the movement.

REFERENCES:
1. FMFM 6-4 Marine Rifle Company

SUPPORT REQUIREMENTS:
1. Live fire and maneuver range that supports organic weapons and non-organic supporting arms.
2. Training area where digging is permitted.

RANGE/TRAINING AREA:
Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17430 Impact Area; Dudded
Facility Code 17560 Sniper Field Fire Range
Facility Code 17581 Machinegun Field Firing Range
Facility Code 17610 Grenade Launcher Range
Facility Code 17631 Light Antiarmor Weapons Range; Live Fire
Facility Code 17670 Mortar Range
Facility Code 17671 Field Artillery Indirect Fire Range
Facility Code 17730 Fire and Movement Range
Facility Code 17830 Light Demolition Range
Facility Code 17905 Mine Warfare Area
Facility Code 17936 Close Air Support Range

WEAPONS AND ORDNANCE:

Weapon:	M136 AT-4
C995	ROCKET 84MM AT-4
Weapon:	M16 Series 5.56mm Service Rifle
A059	CTG, 5.56MM, BALL, M855
A063	CTG, 5.56MM, TRACER, M856
Weapon:	M203 40mm Grenade Launcher
B477	CTG, 40MM, WHITE SMOKE
B504	CTG, 40MM, GREEN STAR PARACHUTE
B505	CTG, 40MM, RED STAR PARACHUTE
B506	CTG, 40MM, RED SMOKE GROUND
B508	CTG, 40MM, GREEN SMOKE GROUND
B509	CTG, 40MM, YELLOW SMOKE GROUND
B519	CTG, 40MM, PRACTICE, M781
B535	CTG, 40MM, WHITE STAR PARACHUTE
Weapon:	M240G 7.62mm Medium Machinegun
A131	CTG, 7.62MM, LINKED 4&1
Weapon:	M249 5.56mm Light Machinegun – Squad Automatic Weapon
A064	CTB, 5.56MM, 4&1 LINKED, F/SAWW
Weapon:	Mk153 SMAW
AX11	CTG, 9MM, SPOTTING RIGLE, (SMAW)
HX07	RKT 83MM, COMMMON PRACTICE (SMAW)

INF-DEF-6134: Conduct a delaying action

SUPPORTED MET(S): 9, 10

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

CONDITION: Given an order to conduct a delaying action, the unit leaders have developed a sound tactical plan, during the day or with limited visibility.

STANDARD: The company will conduct the component events to support the actions of one or more adjacent units. It may also conduct the component events to support its own scheme. Success is achieved when all movement is complete and the enemy has been delayed in its pursuit of the friendly forces involved. Company subordinate elements must not become decisively engaged if conducting the delay in support of the company scheme.

COMPONENT EVENTS:
1. Organize a line of resistance and occupy positions that control key terrain before withdrawal to the next delay position.
2. Conduct the coordinated use of direct and indirect fires to disrupt the enemy's momentum.
3. Commence the withdrawal on time or signal, and withdraw forward units simultaneously, or withdraw the least engaged units first.
4. Subordinate commanders should designate interim delay positions for their units, dependent on the area available.
5. Security forces should provide flank, advance, or rear guard.
6. Subordinates keep the higher headquarters informed of the situation at all times.
7. Report initiation of withdrawal to the higher command element.
8. Ensure reserves occupy positions that afford good observation and fields of fire and allows for the delivery of over watching fires.
9. Employ reconnaissance and surveillance assets forward of the forward edge of the battle area to maintain contact with the enemy.
10. Cover the intervals between units with fire and obstacles.
11. Withdraw forward elements avoiding any complicated maneuver.
12. Consolidate new delay positions and commence with the new priorities of work.
13. Ensure sectors of withdrawal allow for the dispersion of forces throughout the movement.
14. Maintain contact with the enemy throughout the delay.
15. Plan to execute counterattacks.

REFERENCES:
1. FMFM 6-4 Marine Rifle Company

SUPPORT REQUIREMENTS:
1. Live fire and maneuver range approved for overhead fire
Note: Live fire range should allow for the coordinated employment of mortars, artillery, and close air support.
2. Training area where digging is permitted.

RANGE/TRAINING AREA:
Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17430 Impact Area; Dudded
Facility Code 17560 Sniper Field Fire Range
Facility Code 17581 Machinegun Field Firing Range
Facility Code 17610 Grenade Launcher Range
Facility Code 17631 Light Antiarmor Weapons Range; Live Fire
Facility Code 17670 Mortar Range

Facility Code 17671 Field Artillery Indirect Fire Range
Facility Code 17730 Fire and Movement Range
Facility Code 17830 Light Demolition Range
Facility Code 17905 Mine Warfare Area
Facility Code 17936 Close Air Support Range

WEAPONS AND ORDNANCE:

Weapon: M136 AT-4
C995 ROCKET 84MM AT-4

Weapon: M16 Series 5.56mm Service Rifle
A059 CTG, 5.56MM, BALL, M855
A063 CTG, 5.56MM, TRACER, M856

Weapon: M203 40mm Grenade Launcher
B477 CTG, 40MM, WHITE SMOKE
B504 CTG, 40MM, GREEN STAR PARACHUTE
B505 CTG, 40MM, RED STAR PARACHUTE
B506 CTG, 40MM, RED SMOKE GROUND
B508 CTG, 40MM, GREEN SMOKE GROUND
B509 CTG, 40MM, YELLOW SMOKE GROUND
B519 CTG, 40MM, PRACTICE, M781
B535 CTG, 40MM, WHITE STAR PARACHUTE

Weapon: M224 60mm Lightweight Mortar
B643 CTG, 60MM, HE, W/FZ PD M935
B646 CTG, 60MM, SMOKE, WP (LWCMS)

Weapon: M240G 7.62mm Medium Machinegun
A131 CTG, 7.62MM, LINKED 4&1

Weapon: M249 5.56mm Light Machinegun – Squad Automatic Weapon
A064 CTB, 5.56MM, 4&1 LINKED, F/SAWW

Weapon: Mk153 SMAW
AX11 CTG, 9MM, SPOTTING RIGLE, (SMAW)
HX07 RKT 83MM, COMMMON PRACTICE (SMAW)

INF-PAT-6140: Conduct a linkup

SUPPORTED MET(S): 5

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

CONDITION: Given a mission to conduct a linkup as part of a moving or stationary unit, in daylight or darkness, mounted or dismounted, given a common frequency and means of communication (radio or digital) on which to execute linkup, pre-agreed near and far recognition signal.

STANDARD: Unit successfully conducts link-up and battle handover without fratricide.

COMPONENT EVENTS:

1. Stationary unit identifies and recommends tentative linkup point by map reconnaissance or linkup point is designated by higher headquarters to stationary and moving units. Higher headquarters designates linkup frequency

for units.
2. Moving unit contacts stationary Unit Leader/command post on predesignated net and exchanges critical information (linkup time, route of movement, number of personnel in linkup elements, confirm challenge/password, contingency plans).
3. Stationary unit tasks an element to conduct the linkup, briefs the element on all key information, and the element occupies an overwatch position short of the linkup point before the designated linkup time.
4. Moving unit halts a safe distance from the linkup point in a covered and concealed position (rally point) and establishes security.
5. Moving unit establishes communications with the stationary unit within range of designated communications means.
6. Moving unit commander designates linkup element, issues contingency plans to the main body, and sends the linkup team to the linkup point.
7. Moving unit linkup element halts short of linkup point in a position that overwatches the linkup point.
8. Moving unit initiates far recognition signals.
9. Upon acknowledgement of far recognition signal by stationary unit, moving unit's contact team maintains overwatch while moving Unit Leader approaches linkup point. The Unit Leader does not block the contact team's observation and fields of fire of the linkup point.
10. Moving unit conducts linkup with stationary unit, via near recognition signal (challenge/password), and final coordination for movement of main body.
11. Moving unit linkup element brings main body to the linkup point as directed by the stationary unit. Stationary unit guides may be used.
12. Stationary unit contact team alerts stationary unit commander and then guides the moving unit to complete the linkup.

REFERENCES:
1. FM 17-95 Cavalry
2. FM 3-90 Tactics
3. FM 17-97 Regimental Armored Cavalry Troop

SUPPORT REQUIREMENTS:

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

WEAPONS AND ORDNANCE:

Weapon:	M16 Series 5.56mm Service Rifle
A080	CTG, 5.56MM, BLANK
G930	GRENADE, HAND, SMOKE, WHITE
G940	GRENADE, HAND, SMOKE, GREEN
G945	GRENADE, HAND, SMOKE, YELLOW
L307	SIGNAL, WHITE STAR CLUSTER
L312	SIGNAL, WHITE STAR PARACHUTE
L314	SIGNAL, GREEN STAR CLUSTER
L324	SIGNAL, GREEN PARACHUTE
L596	SIMULATOR, FLASH ARTILLERY
Weapon:	M240G 7.62mm Medium Machinegun
A111	CTG, 7.62MM, BLANK LINKED, M82
Weapon:	M249 5.56mm Light Machinegun - Squad Automatic Weapon

A075 CTG, 5.56MM, BLANK, LINKED

Weapon: Mk153 SMAW
LX21 SIMULATOR, NOISE, (SMAW)

INF-PAT-6141: Participate in route security

SUPPORTED MET(S): 11

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

CONDITION: Given one or more routes in the unit's area of operation, as part of a larger unit, the company participates in a route security operation during daylight and darkness.

STANDARD: Demonstrate proficiency in skill sets that deny the enemy the ability to influence the route. Sample skill sets include conduct vehicle checkpoints (snap and deliberate), establish overwatch positions along the route, conduct ambush patrols overwatching the route, conduct security patrols (mounted and dismounted) along the route, conduct IED sweeps, and search for and identify mines.

COMPONENT EVENTS:
1. The company commander identifies the techniques and key terrain in order to secure the route through analysis of the route and of the enemy situation, the company commander tasks his platoons and issues orders to execute the desired techniques.
2. Conducts reconnaissance, screens, attacks, and defends and occupies key locations along the route to prevent an enemy force from impeding, harassing, containing, seizing, or destroying traffic along the route.
3. Prevent enemy ground forces from coming within direct fire range of the protected route or influencing the route through emplacement of obstacles, mines, and/or improvised explosive devices.

REFERENCES:
1. FM 17-95 Cavalry
2. FM 17-97 Regimental Armored Cavalry Troop

SUPPORT REQUIREMENTS:
1. Close Air Support (CAS) aircraft/Forward Air Controller (FAC)

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

INF-PAT-6142: Conduct area security

SUPPORTED MET(S): 11

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

CONDITION: The company is given a mission to neutralize or defeat enemy operations in a specified area delineated by higher headquarters to deny the enemy the ability to influence friendly actions in a specific area or deny the enemy the use of the area for his own purposes. Purpose and intent for the operation must be given by higher headquarters.

STANDARD: The company denies the enemy the ability to influence friendly actions in a specific area and/or denies the enemy the use of the area for his own purposes. Purpose and intent for the operation are accomplished and the company maintains the initiative over the enemy. The company maintains a quick reaction force and reserve. The commander understands and is aware of his relationship with local authorities and the civilian population to insure the safety of all civilian and host nation government personnel. Commander ensures that command for the specified area is clearly defined, particularly in relation to other service components and multi-national forces.

COMPONENT EVENTS:

1. The commander receives the mission to provide security for an area, clearly delineated by specific boundaries, and insures that command for the specified area is clearly defined, particularly in relation to other service components and multi-national forces.
2. The commander develops a scheme of maneuver and executes proper troop leading procedures to include issuing the order, conducting briefbacks, rehearsals, and inspections.
3. The company screens, reconnoiters and conducts counter-reconnaissance, attacks, defends, and delays as necessary to accomplish the mission and achieve higher headquarters purpose and intent.
4. The company employs all available assets and appropriate combination of techniques to include patrols, vehicle checkpoints, cordon operations, and combined operations with host nation forces where the situation permits to deny the enemy the ability to influence friendly actions in a specific area or deny the enemy the use of the area for his own purposes.
5. The company continually develops the situation to maintain the initiative and advantage over the enemy, remaining proactive in the execution of the mission.
6. The company maintains a quick reaction force and reserve to respond to enemy contact, civil disturbance, and/or any other anticipated or unanticipated contingency.
7. The commander must understand and be aware of his relationship with local authorities, the civilian population, multi-national forces, and other service components to insure the safety of all civilian and host nation government personnel.

REFERENCES:

1. FM 17-95 Cavalry
2. FM 17-97 Regimental Armored Cavalry Troop
3. FM 3-90 Tactics

SUPPORT REQUIREMENTS:

1. Close Air Support (CAS) aircraft/Forward Air Controller (FAC)

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area; Light Forces

WEAPONS AND ORDNANCE:

Weapon:	M16 Series 5.56mm Service Rifle
A080	CTG, 5.56MM, BLANK
G930	GRENADE, HAND, SMOKE, WHITE
G940	GRENADE, HAND, SMOKE, GREEN
G945	GRENADE, HAND, SMOKE, YELLOW

L307	SIGNAL, WHITE STAR CLUSTER
L312	SIGNAL, WHITE STAR PARACHUTE
L314	SIGNAL, GREEN STAR CLUSTER
L324	SIGNAL, GREEN PARACHUTE
L596	SIMULATOR, FLASH ARTILLERY
Weapon:	M240G 7.62mm Medium Machinegun
A111	CTG, 7.62MM, BLANK LINKED, M82
Weapon:	M249 5.56mm Light Machinegun - Squad Automatic Weapon
A075	CTG, 5.56MM, BLANK, LINKED
Weapon:	Mk153 SMAW
LX21	SIMULATOR, NOISE, (SMAW)

INF-PAT-6143: Conduct an area reconnaissance

SUPPORTED MET(S): 11

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

CONDITION: The unit is tasked to conduct an area reconnaissance of a specific area designated by higher headquarters, during daylight or darkness to gain detailed information about terrain features or enemy forces within a specified area that other forces to intend to occupy, pass through, or avoid. Start and/or completion times.

STANDARD: The unit gains detailed information about terrain features or enemy forces within the specified area within designated start and/or completion times, accomplishing all relevant critical tasks, and reporting appropriate information to higher headquarters.

COMPONENT EVENTS:
1. Commander conducts map reconnaissance to define the area and confirm or identify reconnaissance objectives required by higher headquarters, develops plan, and issues order. Unit preps for combat.
2. Commander organizes the unit based on Mission, Enemy, Terrain, Troops-Time, Space and Logistics (METT-TSL): Separate reconnaissance elements; Combined reconnaissance element; or Security element.
3. The unit develops a plan to accomplish the same critical tasks as the tasks required for a zone reconnaissance in the designated area.
4. Moves into the area, establishes an ORP, and begins the reconnaissance on time. A security element is designated to remain at the ORP.
5. If using separate reconnaissance elements, each element is assigned a zone and/or reconnaissance objectives.
6. If using a combined reconnaissance element, the element is assigned a route and reconnaissance objective(s).
7. Patrols/Elements depart from the ORP at irregular intervals.
8. Reconnoiter the area using one of the following techniques: Fan method; Converging-routes method; or Successive-sectors method.
9. Each patrol maintains communication with the ORP, providing SITREPS.
10. Patrols return on schedule and provide final reports.
11. Command post consolidates reports and forwards information to higher headquarters.

REFERENCES:
1. FM 17-95 Cavalry
2. FM 17-97 Regimental Armored Cavalry Troop

SUPPORT REQUIREMENTS:
1. Close Air Support (CAS) aircraft/Forward Air Controller (FAC)

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

WEAPONS AND ORDNANCE:

Weapon:	M16 Series 5.56mm Service Rifle
A080	CTG, 5.56MM, BLANK
G930	GRENADE, HAND, SMOKE, WHITE
G940	GRENADE, HAND, SMOKE, GREEN
G945	GRENADE, HAND, SMOKE, YELLOW
L307	SIGNAL, WHITE STAR CLUSTER
L312	SIGNAL, WHITE STAR PARACHUTE
L314	SIGNAL, GREEN STAR CLUSTER
L324	SIGNAL, GREEN PARACHUTE
L596	SIMULATOR, FLASH ARTILLERY
Weapon:	M240G 7.62mm Medium Machinegun
A111	CTG, 7.62MM, BLANK LINKED, M82
Weapon:	M249 5.56mm Light Machinegun - Squad Automatic Weapon
A075	CTG, 5.56MM, BLANK, LINKED
Weapon:	Mk153 SMAW
LX21	SIMULATOR, NOISE, (SMAW)

INF-PAT-6144: Conduct a zone reconnaissance

SUPPORTED MET(S): 11

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

CONDITION: Given a specified zone designated by higher headquarters, start and/or completion times, during daylight or darkness, mounted or dismounted.

STANDARD: The unit obtains detailed information concerning all routes, obstacles, terrain, or enemy forces within the zone defined by boundaries within designated start and/or completion times, and reports all required information to higher headquarters.

COMPONENT EVENTS:
1. The company is organized into reconnaissance and security elements or the commander divides his company zone into platoon zones that platoons will be responsible for reconnoitering.
2. Map reconnaissance is conducted and tactical control measures (line of departure, boundaries, phase lines, contact points, check points, limit of advance) are designated. Boundaries are placed on easily identifiable terrain that are not high-speed avenues of approach.
3. The commander develops the plan, to include the fire support plan, and

issues the order. The unit prepares for combat.
4. The unit moves the designated LD and begins the mission on time.
5. The company accomplishes the critical zone reconnaissance tasks: Reconnoiter all terrain; Inspect and classify all bridges; Locate fords and crossing sites near bridges; Inspect and classify all overpasses, underpasses, and culverts; Clear all mines, IEDs, obstacles, and barriers within capability, Locate bypasses around built up areas, obstacles, and contaminated areas; and Find and report all enemy forces.
6. The company develops the situation appropriately when it locates enemy forces.
7. The company compiles all collected information after the zone has been reconnoitered and reports all relevant information to higher headquarters.

SUPPORT REQUIREMENTS:

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

WEAPONS AND ORDNANCE :

Weapon:	M16 Series 5.56mm Service Rifle
A080	CTG, 5.56MM, BLANK
Weapon:	M203 40mm Grenade Launcher
B504	CTG, 40MM, GREEN STAR PARACHUTE
B508	CTG, 40MM, GREEN SMOKE GROUND
B509	CTG, 40MM, YELLOW SMOKE GROUND
B535	CTG, 40MM, WHITE STAR PARACHUTE
Weapon:	M240G 7.62mm Medium Machinegun
A111	CTG, 7.62MM, BLANK LINKED, M82
Weapon:	M249 5.56mm Light Machinegun - Squad Automatic Weapon
A075	CTG, 5.56MM, BLANK, LINKED
Weapon:	Mk153 SMAW
LX21	SIMULATOR, NOISE, (SMAW)

INF-PAT-6145: Conduct a route reconnaissance

SUPPORTED MET(S): 11

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

CONDITION: The unit is tasked to conduct a route reconnaissance or a zone reconnaissance in a zone containing one or more routes during daylight or darkness. Given a start point (SP), release point, designation of a route, start and/or completion times, any specific information available on the route to include enemy situation.

STANDARD: Prepared for operation, collected and reported all information about the route, adjacent terrain, and enemy forces. Prepared and submitted route classification overlay. Completed the mission within designated start and completion times, maintaining control and accountability of unit, and protecting the force.

COMPONENT EVENTS:

1. Prepare for the mission in conjunction with higher headquarters. Conduct a coordinated map reconnaissance, identifying key areas of interest to be reconnoitered.
2. Collect and report information about the route: Determine trafficability; Locate/Evaluate all bridges; Locate/Classify fords or crossing sites near bridges; Evaluate the road surface of the route, to include the width; Locate/Classify all underpasses, tunnels, and culverts; Identify/Evaluate restrictive curves and steep grades; Identify/Evaluate all other restrictive passages and obstacles; Locate/Evaluate bypasses of all restrictive passages; And reconnoiter all built up areas along the route.
3. Collect and report information about the adjacent terrain: Complete/ Confirm the map reconnaissance by visual inspection of the route and the adjacent terrain; Reconnoiter the terrain that dominates the route; Reconnoiter all built-up areas along the route; And reconnoiter all lateral and axial routes.
4. Collect and report information about the enemy forces that can influence the route: Determine the enemy location; Determine the enemy strength; Determine the enemy composition; Determine the enemy activity; Locate the enemy supporting units and weapons; And identify the possible avenues of approach.
5. Prepare a route classification overlay.
6. Submit the route classification overlay and any obstacle, bypass, or ford reports.

REFERENCES:

1. FM 17-97 Regimental Armored Cavalry Troop
2. FM 17-97 Cavalry

SUPPORT REQUIREMENTS:

1. Close Air Support (CAS) aircraft/Forward Air Controller (FAC)

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area; Light Forces

WEAPONS AND ORDNANCE:

Weapon:	M16 Series 5.56mm Service Rifle
A080	CTG, 5.56MM, BLANK
G930	GRENADE, HAND, SMOKE, WHITE
G940	GRENADE, HAND, SMOKE, GREEN
G945	GRENADE, HAND, SMOKE, YELLOW
L307	SIGNAL, WHITE STAR CLUSTER
L312	SIGNAL, WHITE STAR PARACHUTE
L314	SIGNAL, GREEN STAR CLUSTER
L324	SIGNAL, GREEN PARACHUTE
L596	SIMULATOR, FLASH ARTILLERY
Weapon:	M240G 7.62mm Medium Machinegun
A111	CTG, 7.62MM, BLANK LINKED, M82
Weapon:	Mk153 SMAW
LX21	SIMULATOR, NOISE, (SMAW)

INF-MOBL-6150: Conduct convoy operations

SUPPORTED MET(S): 10

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

CONDITION: Given an order to conduct a convoy to resupply a unit or move personnel, plan, prepare, and execute convoy operations in a hostile environment across one or more unit's areas of operation.

STANDARD: Order issued to all participating and supporting personnel. Convoy is task organized with headquarters, logistics, security and assault elements. A tactically complete dismounted maneuver element is included. Convoy departs on time and delivers its cargo to the destination.

COMPONENT EVENTS:
1. Conduct planning and coordination with battalion and supporting/adjacent units.
2. Task organize the convoy.
3. Issue order to all organic, attached and supporting units.
4. Conduct rehearsals, subordinate unit backbriefs, and inspections prior to departure.
5. Follow the prescribed route, adhering to the briefed order of movement, march interval, and rate of march.
6. Use prescribed catch-up speed to close with vehicles in front to reestablish march interval.
7. Control movement with radio or visual signals.
8. Perform maintenance checks on vehicles during convoy execution IAW unit SOP.
9. Personnel in each vehicle maintain 360-degree observation around the vehicle.
10. During halts, vehicles pull to the side of the road, maintaining the prescribed interval, and establish local security.
11. Inform convoy commander of all breakdowns.
12. Move disabled vehicles off the route of march.
13. Personnel from disabled vehicle establish local security and provide guide(s) to direct traffic until recovery element with security arrives.
14. Designated recovery element with security attempts to repair disabled vehicles.
15. If the vehicle cannot be repaired, attempt to recover with organic towing or trailering capability. The vehicle cannot be recovered by the convoy, all personnel, communications equipment, and essential/sensitive cargo are transferred to another vehicle(s) in the convoy. Report location of abandoned vehicle for follow-on recovery elements.
16. React to enemy contact in accordance with convoy SOPs briefed and rehearsed prior to departure.
17. Upon completion of convoy debrief unit actions and reaction to enemy contact.
18. Report observations to higher and adjacent headquarters.

REFERENCES:
1. MCRP 4-11.3F Convoy Operations Handbook

SUPPORT REQUIREMENTS:
1. Rotary Wing (R/W) Close Air Support (CAS)

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

WEAPONS AND ORDNANCE:

Weapon:	M16 Series 5.56mm Service Rifle/M4 Series Carbine
A059	CTG, 5.56MM, BALL, M855
A080	CTG, 5.56MM, BLANK
Weapon:	M2 .50 cal Heavy Machinegun
A555	CTG, CAL .50, BALL LINKED
A585	CTG, CAL .50, API-T LINK, F/M2
A598	CTG, CAL .50, BLANK LINK, F/M2
Weapon:	M203 40mm Grenade Launcher
B504	CTG, 40MM, GREEN STAR PARACHUTE
B505	CTG, 40MM, RED STAR PARACHUTE
B519	CTG, 40MM, PRACTICE, M781
B535	CTG, 40MM, WHITE STAR PARACHUTE
Weapon:	M240G 7.62mm Medium Machinegun
A111	CTG, 7.62MM, BLANK LINKED, M82
A131	CTG, 7.62MM, LINKED 4&1
Weapon:	M249 5.56mm Light Machinegun - Squad Automatic Weapon
A064	CTG, 5.56MM, 4&1 LINKED, F/SAW
A075	CTG, 5.56MM, BLANK, LINKED
Weapon:	Mk153 SMAW
HX07	RKT 83MM, COMMON PRACTICE (SMAW)
LX21	SIMULATOR, NOISE, (SMAW)
Weapon:	Mk19 40mm Grenade Machinegun
B576	40MM PRAC M385E4 LINK
Weapon:	**Munitions/Demolitions**
G930	GRENADE, HAND, SMOKE, WHITE

INF-MOBL-6151: Conduct a screen to flank or rear

SUPPORTED MET(S): 7, 9, 10, 11

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

CONDITION: Given the location/width of the screen, duration of the screen, location and disposition of the friendly force being screened, engagement and destruction criteria, displacement/disengagement criteria, follow-on missions.

STANDARD: The commander identifies method of movement to, and occupation of, the screen line. Occupies successive screen lines in order to prevent the enemy's reconnaissance element's access to the supported unit's main body and provide early and accurate warning. Plans and executes fire support plan to delay and deceive enemy into deploying forces early. Destroys the

reconnaissance element of enemy forces. Gain and maintain contact with enemy. Provides adequate reaction time and maneuver space to supported commander.

COMPONENT EVENTS:

1. As the rear screen for a moving force, the unit occupies successive screen lines, as required by the movement of the main force.
2. As the flank screen for a moving unit, the unit moves to keep pace with the main body by moving elements (OPs) from rear to front, or by displacing all OPs at the same time.
3. As the screen for a stationary force, the unit commander establishes successive screen lines, as enemy pressure increases.
4. Move to the initial screen line using appropriate movement techniques.
5. Establish OPs for surveillance of the area beyond the screen line.
6. Conduct patrols (mounted and dismounted) between OPs and in areas that cannot be observed, as the situation permits.
7. LP/OPs detect and report all enemy forces in the unit sector before the enemy can engage the main body with direct fire.
8. Plan and execute fire support plan to deceive enemy into deploying main effort and/or to delay main body advance.
9. Prevent the enemy reconnaissance elements from reaching the main body undetected.
10. Destroy enemy reconnaissance elements.
11. On order, withdraw to the subsequent screen line.
12. Develop a casualty collection plan.
13. Gain and maintain visual contact with main body of OPFOR.
14. Provide adequate reaction time and maneuver space to supported unit commander according to mission, purpose and intent.

SUPPORT REQUIREMENTS:

1. Close Air Support (CAS) aircraft/Forward Air Controller (FAC)
2. Artillery unit

Note: If conducted as a life-fire event.

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area; Light Forces

WEAPONS AND ORDNANCE:

Weapon:	M16 Series 5.56mm Service Rifle
A059	CTG, 5.56MM, BALL, M855
A063	CTG, 5.56MM, TRACER, M856
A080	CTG, 5.56MM, BLANK
G930	GRENADE, HAND, SMOKE, WHITE
G940	GRENADE, HAND, SMOKE, GREEN
G945	GRENADE, HAND, SMOKE, YELLOW
L307	SIGNAL, WHITE STAR CLUSTER
L312	SIGNAL, WHITE STAR PARACHUTE
L314	SIGNAL, GREEN STAR CLUSTER
L324	SIGNAL, GREEN PARACHUTE
L596	SIMULATOR, FLASH ARTILLERY
LX21	SIMULATOR, NOISE, (SMAW)

Weapon:	M203 40mm Grenade Launcher
B504	CTG, 40MM, GREEN STAR PARACHUTE
B508	CTG, 40MM, GREEN SMOKE GROUND
B509	CTG, 40MM, YELLOW SMOKE GROUND
B519	CTG, 40MM, PRACTICE, M781

B535	CTG, 40MM, WHITE STAR PARACHUTE
B546	CTG, 40MM, HE DP, M433
Weapon:	M224 60mm Lightweight Mortar
B634	CTG, 60MM TP
B642	CTG, 60MM, HE, W/MOF M734
B643	CTG, 60MM, HE, W/FZ PD M935
B646	CTG, 60MM, SMOKE, WP (LWCMS)
B647	CTG, 60MM, ILLUM, (LWCMS)
Weapon:	M240G 7.62mm Medium Machinegun
A111	CTG, 7.62MM, BLANK LINKED, M82
A131	CTG, 7.62MM, LINKED 4&1
Weapon:	M249 5.56mm Light Machinegun - Squad Automatic Weapon
A064	CTG, 5.56MM, 4&1 LINKED, F/SAW
A075	CTG, 5.56MM, BLANK, LINKED
Weapon:	Mk153 SMAW
HX05	RKT 83MM, ASSAULT, (SMAW)
HX06	RKT 83MM, HEAA (SMAW)
HX07	RKT 83MM, COMMON PRACTICE (SMAW)
LX21	SIMULATOR, NOISE, (SMAW)

INF-MOBL-6152: Conduct a screen forward of a stationary unit

SUPPORTED MET(S): 7, 9, 10, 11

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

CONDITION: Given the location/width of the screen, duration of the screen, location and disposition of the friendly force being screened, engagement and destruction criteria, displacement/disengagement criteria, follow-on missions.

STANDARD: The commander identifies method of movement to and occupation of screen, and occupies successive screen lines in order to prevent the enemy's access to the supported unit's main body with his reconnaissance element. Plans and executes fire support plan to delay enemy and deceive enemy into deploying forces early. Destroy the reconnaissance element of enemy forces. Gain and maintain visual contact with enemy main body. Provide early and accurate warning of enemy, and reaction time and maneuver space.

COMPONENT EVENTS:
1. As the screen for a stationary force, the unit commander establishes successive screen lines to occupy as enemy pressure increases.
2. Move to the initial screen line using appropriated movement techniques.
3. Establish appropriate number of OPs for surveillance of the area beyond the screen line.
4. Conduct patrols (mounted and dismounted) between OPs and in areas that cannot be observed, as the situation permits.
5. LP/OPs detect and report all enemy forces in the unit sector before the enemy can engage the main body with direct fire.
6. Plan and execute fire support plan to deceive enemy into deploying main effort or to delay main body advance.
7. Maintain continuity of the screen and prevent the enemy reconnaissance

elements from reaching the main body undetected.
8. Destroy enemy reconnaissance elements.
9. On order, withdraw to the subsequent screen lines.
10. Develop a casualty collection plan
11. Gain and maintain visual contact with main body of enemy.
12. Provide early and accurate warning and reaction time and maneuver space to the supported unit commander.

SUPPORT REQUIREMENTS:
1. Artillery unit
Note: If conducted as a live-fire event.
2. Close Air Support (CAS) aircraft/Forward Air Controller (FAC)
3. Live fire and maneuver range
4. Maneuver/Training area

RANGE/TRAINING AREA:
Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17430 Impact Area; Dudded
Facility Code 17560 Sniper Field Fire Range
Facility Code 17581 Machinegun Field Firing Range
Facility Code 17610 Grenade Launcher Range
Facility Code 17631 Light Antiarmor Weapons Range; Live Fire
Facility Code 17670 Mortar Range
Facility Code 17671 Field Artillery Indirect Fire Range
Facility Code 17730 Fire and Movement Range
Facility Code 17830 Light Demolition Range
Facility Code 17905 Mine Warfare Area
Facility Code 17936 Close Air Support Range

WEAPONS AND ORDNANCE:

Weapon:	M16 Series 5.56mm Service Rifle
A059	CTG, 5.56MM, BALL, M855
A063	CTG, 5.56MM, TRACER, M856
A080	CTG, 5.56MM, BLANK
G930	GRENADE, HAND, SMOKE, WHITE
G940	GRENADE, HAND, SMOKE, GREEN
G945	GRENADE, HAND, SMOKE, YELLOW
L307	SIGNAL, WHITE STAR CLUSTER
L312	SIGNAL, WHITE STAR PARACHUTE
L314	SIGNAL, GREEN STAR CLUSTER
L324	SIGNAL, GREEN PARACHUTE
L596	SIMULATOR, FLASH ARTILLERY
Weapon:	M203 40mm Grenade Launcher
B504	CTG, 40MM, GREEN STAR PARACHUTE
B508	CTG, 40MM, GREEN SMOKE GROUND
B509	CTG, 40MM, YELLOW SMOKE GROUND
B519	CTG, 40MM, PRACTICE, M781
B535	CTG, 40MM, WHITE STAR PARACHUTE
B546	CTG, 40MM, HE DP, M433
Weapon:	M224 60mm Lightweight Mortar
B634	CTG, 60MM TP
B642	CTG, 60MM, HE, W/MOF M734
B646	CTG, 60MM, SMOKE, WP LWCMS
B647	CTG, 60MM, ILLUM, LWCMS

Weapon: M240G 7.62mm Medium Machinegun
A111 CTG, 7.62MM, BLANK LINKED, M82
A131 CTG, 7.62MM. LINKED 4&1

Weapon: M249 5.56mm Light Machinegun – Squad Automatic Weapon
A064 CTG, 5.56MM, A&1 LINKED, F/SAW
A075 CTG, 5.56MM, BLANK, LINKED

Weapon: Mk153 SMAW
HX05 RKT 83MM, ASSAULT, SMAW
HX06 RKT 83MM, HEAA, SMAW
HX07 RKT 83MM, COMMON PRACTICE, SMAW
LX21 SIMULATOR, NOISE, SMAW

INF-MOBL-6153: Participate in guard operations

SUPPORTED MET(S): 7, 9, 10, 11

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

CONDITION: Given the location/width of the guard area while participating as part of the guard force, duration of the mission, method of movement to and occupation, location and disposition of the friendly force being guarded, engagement and destruction criteria, displacement/disengagement criteria, follow-on missions.

STANDARD: The commander develops a scheme of maneuver in order to prevent the enemy's access to the supported unit's main body with either a reconnaissance or main body element. Plans and executes fire support plan to deceive enemy into deploying forces early. Destroy the reconnaissance element of enemy forces prior to reaching the friendly main body. Gain and maintain contact with enemy main body. Prevents enemy's direct fires from influencing the main body of the supported unit.

COMPONENT EVENTS:
1. Move to the initial guard area using appropriate movement techniques.
2. Establish appropriate OPs for surveillance and local security.
3. Conduct patrols (mounted and dismounted) between OPs and in areas that cannot be observed, as the situation permits.
4. LP/OPs detect and report all enemy forces in the unit sector before the enemy can engage the main body with direct fire.
5. Plan and execute fire support plan to deceive enemy into deploying main effort or to delay main body advance.
6. Destroy the enemy reconnaissance elements before they reach the main body.
7. Prevent direct fires of the enemy from influencing the supported unit main body.
8. Gain and maintain contact with enemy main body.
9. Maintain contact with the protected force.
10. Reconnoiter the zone between the protected force and the route of advance as required.
11. Reconnoiter the route of advance as required.

SUPPORT REQUIREMENTS:

1. Artillery unit
2. Close Air Support (CAS) aircraft/Forward Air Controller (FAC)
3. Maneuver/Training area
4. Live fire and maneuver range

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17430 Impact Area; Dudded
Facility Code 17560 Sniper Field Fire Range
Facility Code 17581 Machinegun Field Firing Range
Facility Code 17610 Grenade Launcher Range
Facility Code 17631 Light Antiarmor Weapons Range; Live Fire
Facility Code 17670 Mortar Range
Facility Code 17671 Field Artillery Indirect Fire Range
Facility Code 17730 Fire and Movement Range
Facility Code 17830 Light Demolition Range
Facility Code 17905 Mine Warfare Area
Facility Code 17936 Close Air Support Range

WEAPONS AND ORDNANCE:

Weapon: Javelin

Weapon: M16 Series 5.56mm Service Rifle
A059 CTG, 5.56MM, BALL, M855
A063 CTG, 5.56MM, TRACER, M856
A080 CTG, 5.56MM, BLANK
G930 GRENADE, HAND, SMOKE, WHITE
G940 GRENADE, HAND, SMOKE, GREEN
G945 GRENADE, HAND, SMOKE, YELLOW
L307 SIGNAL, WHITE STAR CLUSTER
L312 SIGNAL, WHITE STAR PARACHUTE
L314 SIGNAL, GREEN STAR CLUSTER
L324 SIGNAL, GREEN PARACHUTE
L596 SIMULATOR, FLASH ARTILLERY

Weapon: M2 .50 cal Heavy Machinegun
A576 CTG, CAL .50, 4&1 LINKED, F/M2
A585 CTG, CAL .50, API-T LINK, F/M2
A598 CTG, CAL .50, BLANK LINK, F/M2

Weapon: M203 40mm Grenade Launcher
B504 CTB, 40MM, GREEN STAR PARACHUTE
B508 CTG, 40MM, GREEN SMOKE GROUND
B509 CTG, 40MM, YELLOW SMOKE GROUND
B519 CTG, 40MM, PRACTICE, M781
B535 CTG, 40MM, WHITE STAR PARACHUTE
B546 CTG, 40MM, HE DP, M433

Weapon: M220E4 TOW 2
PB98 GM, I-TOW BGM-71C
PE96 GM, TOW II-A BGM-71-E1B

Weapon: M224 60mm Lightweight Mortar
B634 CTB, 60MM TP
B642 CTB, 60MM, HE, W/MOF M734
B646 CTG, 60MM, SMOKE, WP (LWCMS)

B647 CTG, 60MM, ILLUM (LWCMS)

Weapon: M240G 7.62mm Medium Machinegun
A111 CTG, 7.62MM, BLANK LINKED, M82
A131 CTG, 7.62MM, LINKED 4&1

Weapon: M249 5.56mm Light Machinegun – Squad Automatic Weapon
A064 CTG, 5.56MM, 4&1 LINKED, F/SAW
A075 CTG, 5.56MM, BLANK, LINKED

Weapon: M252 81mm Medium Extended Range Mortar
C868 CTG, 81MM, HE W/FZ MOF
C869 CTG, 81MM, HE W/FZ PD
C871 CTB, 81MM, ILLUM W/FZ UK

Weapon: M40 Series 7.62mm Sniper Rifle
A171 CTG, 7.62MM, BALL, MATCH, M852

Weapon: Mk153 SMAW
HX05 RKT 83MM, ASSAULT, SMAW
HX06 RKT 83MM, HEAA, SMAW
HX07 RKT 83MM, COMMON PRACTICE, SMAW
LX21 SIMULATOR, NOISE, SMAW

Weapon: Mk19 40mm Grenade Machinegun
B542 CTG, 40MM, LINKED, HE DP F/MK19

INF-COMM-6201: Operate without radio communications

SUPPORTED MET(S): 1, 2

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

CONDITION: During the conduct of tactical operations, the unit loses all radio communications for a minimum of 2 hours.

STANDARD: Unit continues to perform assigned mission and adheres to local SOPs.

COMPONENT EVENTS:
1. Mission-type orders have been issued that allow units to perform the mission despite the lack of radio communications.
2. Appropriate actions occur to restore radio communications.
3. Reliance on visual/audible signals, wire and messengers, per unit SOP, is increased until nets are restored.
4. Continues to perform their assigned mission.
5. Continues to submit appropriate reports.

REFERENCES:
1. FMFM 6-5 Marine Rifle Platoon/Squad
2. FMFM 6-4 Marine Rifle Company

SUPPORT REQUIREMENTS:
1. Communications Suite

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

ADMINISTRATIVE INSTRUCTIONS:
1. After loss of communications, spare frequencies may be used for restoration purposes.
2. Events are planned, that would normally require the use of radio communications, during the "reduced communications" time in order to observe the unit's performance without radio nets.

INF-FSPT-6301: Conduct fire support planning

SUPPORTED MET(S): 1, 2

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

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

STANDARD: Fire support plan supports the scheme of maneuver/concept of operations while safeguarding forces against fratricide, and the plan is coordinated with higher, adjacent, and supporting agencies.

COMPONENT EVENTS:
1. Conduct initial FS planning based on the commander's intent, the guidance/fire support plan received from higher headquarters, rules of engagement, and available intelligence and information on the enemy.
2. Identify FS assets allocated and available, begin initial coordination with those agencies, and identify the limitations and capabilities of those agencies.
3. Using higher headquarters Essential Fire Support Tasks (EFSTs) and Commander's Guidance for Fire Support, develop EFSTs for the company that include task (targeting objective), purpose (maneuver or operational purpose), method (how the task will be achieved) and desired effects (attempt to quantify successful accomplishment of the task).
4. Develop priorities of fires, allocation and positioning of supporting arms assets, fire support coordination measures, triggers, weapons constraints and guidance on the attack of specific targets.
5. Coordinates terminal control and target acquisition requirements/assets with higher headquarters.
6. Ensure fire support planning is conducted concurrently with the development of the scheme of maneuver, effectively integrating direct fire, indirect fire and aviation support into the plan.
7. Consolidate and integrate platoon commander's requirements into the company's plan.
8. Assign priority of fire, set priority targets, and make plans to shift priority targets as the operation progresses.
9. Consolidate overall fire support requirements, coordinate communication requirements, identify any shortfalls in support, request additional fire support and target acquisition assets, avoid duplication, and make necessary adjustments to plans.
10. Submit draft FS plan to include List of Targets, Draft Schedules of Fire, recommended FSCMs to Higher Headquarters for approval and integration.

11. Coordinate logistical needs of organic/attached fire support units.
12. Issue the company fire support plan to include: Concept of fires, execution matrix, priorities of fires, asset availability, fire support coordination measures, and target locations for all prearranged fires.
13. Conduct communication, fire support and maneuver rehearsals.

REFERENCES:
1. MCWP 3-16 Techniques and Procedures for Fire Support Coordination
2. MCRP 3-16.6 Multiservice Procedures for the Joint Application of Firepower (J-Fires)
3. MCWP 3-16.6 Supporting Arms Observer, Spotter and Controller
4. MCRP 3-16C Tactics, Techniques and Procedures for Fire Support for the Combined Arms Commander (Dual Designate)
5. JP 3-09.3 Joint Tactics, Techniques and Procedures for Close Air Support
6. MCWP 3-15.2 Tactical Employment of Mortars
7. MCWP 3-31.1 Supporting Arms in Amphibious Operations (Dual Designate)
8. MCWP 3-16A Tactics, Techniques, and Procedures for the Targeting Process

SUPPORT REQUIREMENTS:
1. Combined Arms Staff Training (CAST)

ADMINISTRATIVE INSTRUCTIONS:
1. Supporting fire support agencies should be present for fire support planning.

INF-FSTP-6302: Conduct Fire Support Team (FiST) operations

SUPPORTED MET(S): 1 - 12

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

CONDITION: Given a tactical scenario including: company commander's scheme of maneuver, higher headquarters fire support guidance/plan, fire support agencies (actual or simulated), communications equipment, and appropriate maps, FiST battle board, and target identification/acquisition devices. During daylight and limited visibility.

STANDARD: Execute fires to achieve effective combined arms employment in support of company commander's scheme of maneuver/concept of operations during both daylight and limited visibility.

COMPONENT EVENTS:
1. FiST leader orients team to targets, briefs enemy situation.
2. FiST conducts battle drill per unit SOP: team determines target(s) location(s), direction, distance, and elevation.
3. FiST confirms friendly position(s) and status of fire support agencies to includes priority targets and non-organic assets available.
4. Report lead trace/position of friendly units to supporting agencies/ higher headquarters and conduct initial coordination for fires.
5. Begin the initial adjust fire process/requests for fires in support of fire planning.
6. Develop plan for fires based on scheme of maneuver, EFSTs, assets available, and commander's guidance.
7. Coordinate and deconflict fire plan with higher, adjacent, and supporting

agencies.
8. FiST conducts rehearsal of fire support plan per unit SOP.
9. Execute fire support coordination based on the plan and in accordance with unit SOPs and the references.
10. Confirm supporting agency fires are delivered in the required manner and are having the appropriate effect. Adjustments are made as required.
11. Establish and maintain coordination with maneuver commanders and supporting agencies to continue, shift, or cease fires as required.
12. Report effects of fires to company commander and pass effects of fires to supporting agencies when the mission is completed. Record as required.
13. FiST prepares for follow-on missions/tasks.

REFERENCES:
1. MCRP 3-16 Techniques and Procedures for Fire Support Coordination
2. MCRP 3-16.1A Tactics, Techniques and Procedures for Field Artillery Target Acquisition (Dual Designate)
3. MCWP 3-15.2 Tactical Employment of Mortars
4. JP 3-09.3 Joint Tactics, Techniques and Procedures for Close Air Support
5. MCRP 3-16C Tactics, Techniques and Procedures for Fire Support for the Combined Arms Commander (Dual Designate)
6. MCWP 3-16.6 Supporting Arms Observer, Spotter and Controller
7. Unit Standard Operating Procedures (SOP)

SUPPORT REQUIREMENTS:
1. Live fire training area suitable for the coordinated employment of mortars, artillery, CAS, and NSFS
Note: Range must be capable of laser targeting/acquisition device employment.
2. Mortar/Artillery Unit
3. Close Air Support (CAS) aircraft/Forward Air Controller (FAC)
4. Naval Surface Fires Platform
5. Combined Arms Staff Trainer (CAST)

RANGE/TRAINING AREA:
Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17430 Impact Area; Dudded
Facility Code 17670 Mortar Range
Facility Code 17671 Field Artillery Indirect Fire Range
Facility Code 17936 Close Air Support Range

WEAPONS AND ORDNANCE:

Weapon:	155 mm Artillery
D003	CHG SPOTTING 155MM
D505	PROJ, 155MM, ILLUM, M485A2
D510	PROJ, 155MM, COPPERHEAD, M712
D511	PROJ, 155MM PRAC COPPERHEAD
D528	PROJ, 155MM, SMOKE, WP, M825
D532	CHG PROP 155MM, RED BAG, M103
D533	CHG PROP 155MM, WHITE BAG
D540	CHG PROP 155MM, GREEN BAG, M3
D541	CHG PROP 155MM, WHITE BAG, M4
D544	PROJ, 155MM, HE, M107
D550	PROJ, 155MM, SMOKE, WP, M110A1

Weapon:	M252 81mm Medium Extended Range Mortar
C484	CTG, 81MM, ILLUM INFARRED
C868	CTG, 81MM, HE W/FZ MOF
C869	CTG, 81MM, HE W/FZ PD

C870	CTG, 81MM, SMK SCREEN RP LWCMUK
C871	CTG, 81MM, ILLUM W/FZ UK
C875	CTG, 81MM, PRACTICE

INF-OPS-6401: Prepare for combat operations

SUPPORTED MET(S): 1 - 14

EVALUATION CODED: NO **SUSTAINMENT INTERVAL**: 1 months

CONDITION: The unit is ordered to conduct combat operations or anticipates a requirement to conduct combat operations. The unit has received an operation order or warning order from higher headquarters.

STANDARD: All Marines know mission critical information and unit is appropriately prepared/equipped to accomplish mission through order issue, inspections, rehearsals, and subordinate leader briefbacks. The unit’s plan has been coordinated with higher, adjacent, and supporting units.

COMPONENT EVENTS:
1. Begin planning by conducting a mission analysis of higher headquarters' order and the situation through METT-TSL.
2. Issue a warning order.
3. Coordinate attachments and detachments, to include briefing attachments on applicable unit Standard Operating Procedures (SOPs).
4. Arrange for reconnaissance: Use tentative scheme of maneuver and information requirements to determine priorities for reconnaissance. Determine method of reconnaissance (leader's recon, recon patrol, aerial recon, etc.), personnel, gear and special instructions required to conduct reconnaissance.
5. The unit (or designated portion) initiates movement to assembly area or attack position, as required by the warning order.
6. Make reconnaissance: analyze information obtained, identify shortfalls, and request additional assistance from higher headquarters.
7. Conduct coordination with higher, adjacent, and supporting units, at a minimum including: Identify, request, obtain, and distribute CSS assets; Submit and confirm fire support plans; Forward scheme of maneuver to all applicable units; Update and disseminate intelligence; Identify control measures; Confirm communications and signals; Follow time schedules; and request and coordinate transportation assets.
8. Complete the plan, to include: Mission; Commander's intent; Concept of operations; Scheme of maneuver that exploits enemy weaknesses and friendly strengths; Organization of the unit (task organization), including all attachments, detachments, and supporting elements; Main effort; Supporting efforts; and reconnaissance and security; Specific tasks to all sub-elements (Each task must have a purpose that relates the assigned subordinate task to the overall task); Control measures and fratricide reduction (ORM) steps; Fire support plan, targeting and priorities; and combat load guidance.
9. Issue the order (SMEAC), providing ample subordinate planning and preparation time by adhering as closely as possible to the 1/3 to 2/3 rule.
10. Supervise: Conduct final mission preparations. Leaders conduct brief backs of their plan. Platoon commander's issue orders to platoons. Rehearse key actions. All personal test-fire weapons, if the situation permits. Distribute and spread load supplies.
11. Perform pre-combat inspections (PCIs) and pre-combat checks (PCCs) on

knowledge of mission critical information, maintenance and functional checks of unit and personal equipment to include: vehicles, crew-served weapons, night vision equipment, communications equipment, and NBC equipment. Ensure vehicles are marked IAW mission requirements or SOP, combat loaded, topped off, and PMCS is performed in accordance with the standard operating procedures or warning order.
12. Issue, modify, or update orders based on changes in METT-T.
13. Monitor activities of higher, adjacent, and supporting units and report any changes in unit activity to higher headquarters.

REFERENCES:
1. FMFM 6-4 Marine Rifle Company
2. FMFM 6 Ground Combat Operations

SUPPORT REQUIREMENTS:
1. Combined Arms Staff Trainer (CAST)

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

INF-OPS-6402: Operate a command post

SUPPORTED MET(S): 1, 2

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

CONDITION: Given a tactical scenario and a higher headquarters order, during day and night conditions.

STANDARD: Unit maintains control of subordinate units, maintains ability to coordinate support and is capable of rapidly/efficiently displacing command post during day and night.

COMPONENT EVENTS:
1. Locate command post (CP) to facilitate command and control, and to ensure continuous communications with subordinate units as well as higher, adjacent and supporting units.
2. Organize the command post to facilitate battle tracking and information flow, IAW procedures contained in the unit Standard Operating Procedure (SOP).
3. Organize command post personnel, equipment and vehicles to operate 24 hours a day for a sustained period.
4. Employ both active and passive security measures to minimize risk, i.e., dispersion, local security patrols, cover and concealment, supplementary camouflage, etc.
5. Develop a plan to defend the command post against attack by direct or indirect fire.
6. Identify alternate locations in the event the command post must be displaced rapidly.
7. Prepare plans for the displacement of the command post and/or establishment of alternate command posts.
8. Unit maintains command and control of subordinate units at all times.
9. Ensure operational security (OPSEC)/communication security (COMSEC) measures are employed.
10. Provide message-handling procedures for message accountability and quick distribution.

REFERENCES:
1. FMFM 6-4 Marine Rifle Company
2. MCDP 6 Command and Control
3. MCWP 6-22 Communications

SUPPORT REQUIREMENTS:
1. Communications Suite

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

INF-LOG-6410: Conduct tactical logistics

SUPPORTED MET(S): 1, 2 13

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

CONDITION: Given a tactical scenario that requires logistical sustainment and/or support, either as an independent unit or as part of a larger unit.
STANDARD: The unit coordinates requirements for logistical support; distributes sustainment to meet mission requirements; ensures the proper, secure, and timely use of supplies and equipment; and reports logistical status per unit SOPs.

COMPONENT EVENTS:
1. The unit determines the logistical requirements based on higher headquarters' requirements and in accordance with the mission.
2. Develops a logistics plan to include: establishing deliver times or supply points based on technique of distribution, identifying combat load and operational equipment requirements for the unit, procedures for maintenance and medical services, a timeline for execution, priority of support, and inspection criteria and location.
3. The unit coordinates logistical support in a timely manner to include: required classes of supply, method and location of distribution, motor transportation requirements, medical service support, and maintenance needs.
4. Conducts resupply, maintenance, and organizes service support in a secure manner, per the timeline, and to the standard and priority identified in the plan.
5. Reports logistic status to higher headquarters.

REFERENCES:
1. Unit Combat SOP
2. MCO 3120.8A Organization of FMF for Combat
3. FMFM 6-4 Marine Rifle Company
4. MCRP 3-11.2A Marine Troop Leader's Guide
5. MCDP 4 Logistics

SUPPORT REQUIREMENTS:

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

INF-MED-6430: Process casualties

SUPPORTED MET(S): 1 - 14

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

CONDITION: The unit is conducting tactical operations. Enemy fire, direct or indirect, has been received in the position area causing casualties.

STANDARD: Unit casualties are identified, consolidated (as required) to a central collection or ambulatory exchange point, triaged, treated, reported to higher headquarters, and evacuated as required in a timely fashion. Unit is able to continue mission while evacuating casualties.

COMPONENT EVENTS:
1. Injured Marine apply self-aid.
2. Marines apply buddy aid to the injured. Individuals demonstrate first aid knowledge in the treatment of fractures, penetrating wounds, and sucking chest wounds.
3. Evacuate WIA and KIA to casualty collection point (CCP) using designated carrying parties or litter teams, using covered and concealed casualty evacuation routes.
4. Unit corpsmen conduct triage at CCP to maximize number of survivors. Establish evacuation priorities.
5. Unit coordinates with higher headquarters for evacuation (ground, air, etc.) if required.
6. Begin casualty reporting and tracking immediately after an individual(s) is wounded, starting at the lowest unit level and terminating at higher headquarters.

REFERENCES:
1. FMFM 6-4 Marine Rifle Company
2. MCRP 3-02G First Aid

SUPPORT REQUIREMENTS:
1. Assault Support Aircraft
2. Suitable landing zone
3. Tactical vehicle(s)

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

ADMINISTRATIVE INSTRUCTIONS:
1. Evaluator will tag casualties. Marines who are tagged with incapacitating wounds drop where "hit." Marines tagged as incapacitated, do not move under their own power, but rely on other the carry them.
2. This task may be trained to standard in garrison.

INF-MED-6431: Perform field sanitation

SUPPORTED MET(S): 6, 9

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

CONDITION: The unit is conducting operations apart from higher headquarters. The unit will remain static for a period of time.

STANDARD: Unit incorporates appropriate field sanitation measures as part of assembly area, defensive position and/or camp (firm base).

COMPONENT EVENTS:
1. Individuals conduct personal hygiene.
2. Minor wounds (scratches and abrasions) are cleaned and bandaged to prevent infection.
3. If continuously wearing chemical protective overgarments, individuals try to bathe and change undergarments every 48 hours to avoid rashes.
4. Individuals drink only potable water as identified by the unit corpsman.
5. Maintains prescribed load of water purification materials in accordance with Standard Operating Procedures (SOPs).
6. All individuals use only urinals and latrines as designated by unit corpsmen.
7. All food is protected from extreme temperatures, moisture, and pests.
8. Unit locations are selected to avoid pests as possible.
9. Individuals use protective measures against pests, to include wearing netting, using repellent, spraying, dusting, poisoning, and trapping.
10. Individuals wash hands before eating or preparing food.

SUPPORT REQUIREMENTS:

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

INF-INT-6440: Plan intelligence collection

SUPPORTED MET(S): 1, 2

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

CONDITION: The unit is in receipt of a warning/operation order to prepare to participate in tactical operations as part of a larger unit.

STANDARD: Current intelligence information is disseminated within the unit, integrated into the operations order, collection requirements are identified, and coordination is completed for non-organic intelligence support.

COMPONENT EVENTS:
1. Develop a collection plan based on the commander's CCIRs for organic/direct support assets that provides for the continuous collection of information throughout all phases of the operation.
2. Uses an intelligence collection worksheet, or other systematic method, to manage the collection effort.
3. Coordinate with collection agencies, i.e., recon/scout sniper elements, etc., in the preparation of assigned tasks.
4. Uses all organic collection assets (e.g., LPs, OPs, patrols, night vision devices (NVDs)), and requests collection support (e.g., scout sniper, ground surveillance radar (GSR), civil affairs) as required.
5. Brief and debrief collection plan and requirements per unit SOP and operation order.
6. Coordinate with higher headquarters S-3/S-2 on all collection taskings and the unit's requirement for maps, charts, terrain models, aerial imagery, and other graphic aids. Initiate actions to obtain them.

REFERENCES:
1. FMFM 6-3 Marine Infantry Battalion

SUPPORT REQUIREMENTS:
1. Combined Arms Staff Trainer (CAST)

INF-INT-6441: Direct the intelligence effort

SUPPORTED MET(S): 1 - 14

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

CONDITION: The unit is in receipt of a warning/operation order to prepare to participate in tactical operations as part of a larger unit.

STANDARD: Intelligence collection plan is adjusted to support assigned mission as required; unit personnel maintain situational awareness on status and requirements of CCIRs; intelligence information is collected, reported to higher headquarters, and disseminated to subordinate leaders.

COMPONENT EVENTS:
1. Disseminate intelligence information to the staff and subordinate leaders based on available information on the enemy to include disposition, capabilities, intentions (defend, reinforce, attack, withdraw, delay, or employ NBC (DRAW-DE)), identified vulnerabilities, the area of operations, and the weather.
2. Insert reconnaissance, surveillance, and target acquisition elements per the operation order and report information as collected.
3. Execute other intelligence collection efforts based on the operation order and in accordance with unit SOPs.
4. Enforces active and passive counterintelligence measures.
5. Manages the collection effort continually to ensure orders and requests are understood and fulfilled.
6. Coordinate procedures to allow for timely updates on the threat and the weather while en route to the objective area.
7. Establish, in coordination with higher, counter-reconnaissance measures.
8. Publishes daily changing of primary and alternate challenge and passwords/signs and countersigns; take appropriate action if they are compromised.
9. Coordinate with higher headquarters on handling of captured/detained personnel, documents, and equipment.
10. Coordinate with higher headquarters for the implementation of civilian control measures such as checkpoints, identification cards, and curfews.
11. Submit requests to higher headquarters for reconnaissance, surveillance, or other information/intelligence collection requirements based on changes to the tactical scenario.
12. Intelligence information, documents, or items collected are forwarded/ reported to higher headquarters per unit SOP.

REFERENCES:
1. FMFM 6-3 Marine Infantry Battalion

SUPPORT REQUIREMENTS:
1. Combined Arms Staff Trainer (CAST)

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

ADMINISTRATIVE INSTRUCTIONS:
1. Scenario events that support evaluation of the task must be developed and integrated into an exercise; e.g., civilian role players.

INF-NBC-6501: Conduct monitor/survey operations

SUPPORTED MET(S): 14

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

CONDITION: Unit encounters a suspected contaminated area and conducts Monitor/survey operations.

STANDARD: Presence of radiological, chemical or biological agent identified and company dons MOPP-4 (for chemical and biological only) in time to prevent casualties. NBC-1 report submitted to battalion immediately.

COMPONENT EVENTS:
1. Trained monitor/survey teams monitor the environment with a chemical agent detection equipment (chemical agent monitor/chemical agent detector kit), radiological detection equipment and visual observation.
2. Sound the alarm if chemical agent or radiological contamination is detected, or biological agent is suspected.
3. Report the results of the monitor/survey operations.
4. Mark contaminated area.

REFERENCES:
1. MCWP 3-37.1
2. MCRP 3-37.2A
3. MCRP 3-37.2B
4. MCWP 3-37.4

SUPPORT REQUIREMENTS:
1. Maneuver/Training area
2. MOPP suits / NBC equipment
3. M256 Chemical Detector Kit
4. Chemical Agent Monitor (CAM)
5. M8 Chemical Detection paper
6. RADIAC equipment
7. NATO marking set

RANGE/TRAINING AREA:
Facility Code 17230 Gas Chamber
Facility Code 17410 Maneuver/Training Area; Light Forces

WEAPONS AND ORDNANCE:

Weapon:	Munitions/Demolitions
G963	GRENADE, HAND, SMOKE, CS, M7A3

INF-NBC-6502: React to a nuclear/chemical/biological attack

SUPPORTED MET(S): 14

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

CONDITION: The company is at MOPP-2. The unit is moving or halted. Enemy presents a nuclear, chemical or biological threat. Personnel hear an NBC alarm or are ordered to mask.

STANDARD: Company dons MOPP-4 in required time limit (chemical and biological only – for nuclear attack take appropriate protective measures).

COMPONENT EVENTS:
1. Company receives order to don MOPP 4 or hears NBC alarm.
2. Marines don MOPP 4 and leaders inspect.
3. Monitor/Survey teams inspect area for signs of contamination.
4. Company reports status when at MOPP 4 and results of monitor survey operations.

REFERENCES:
1. MCWP 3-37.2 MTTPs for NBC Protection
2. MCRP 3-37.A NBC Handbook

SUPPORT REQUIREMENTS:
1. Maneuver/Training area
2. MOPP suits / NBC equipment
3. M256 Chemical Detector Kit
4. M8 Chemical Detection paper
5. Chemical Agent Monitor (CAM)
6. RADIAC equipment
7. NATO marking set

RANGE/TRAINING AREA:
Facility Code 17230 Gas Chamber
Facility Code 17410 Maneuver/Training Area; Light Forces

WEAPONS AND ORDNANCE:

Weapon:	Munitions/Demolitions
G963	GRENADE, HAND, SMOKE, CS, M7A3

ADMINISTRATIVE INSTRUCTIONS:
1. This drill can be initiated by the evaluator giving the alert, "Gas", “Spray” “Fallout”, or by throwing a tactical CS, riot control, or white (HC) hand grenade.

INF-NBC-6503: Cross chemical/biological/radiological contaminated area

SUPPORTED MET(S): 14

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

CONDITION: The unit is required to cross a NBC contaminated area. The unit has provided an NBC 5 report (overlay) indicating the contaminated area. The unit has conducted preparations to cross the designated area.

STANDARD: Company crosses contaminated area with no casualties due to improperly worn protective equipment.

COMPONENT EVENTS:
1. Movement of unit into area is reported to battalion headquarters.
2. Monitor/Survey teams conduct NBC surveys as directed by Standard Operating Procedures (SOPs).
3. When the contaminated area is detected, the company submits an NBC 4 report to higher headquarters and increases to the appropriate MOPP level (MOPP 4 for chemical and biological contamination).
4. Adjust formations to increase intervals between individuals and units as the tactical situation permits.
5. Avoid puddles, overhanging branches, and bushes as much as possible.
6. Maintain security while moving through the contaminated area.
7. Move through contaminated area as rapidly as the tactical situation permits.
8. Submit reports in accordance with the Standard Operating Procedures (SOPs).
9. Drop expendable covering at the edge of the contaminated area.
10. Upon exiting the contaminated area by at least 500 meters, unit conducts a security halt.
11. Check for obvious contamination.
12. Conduct immediate decon on any contaminated areas. Treat and evacuate any casualties.
13. If the mission permits, company completes operational decontamination.
14. Update the NBC-5 report with new information obtained during the crossing.

REFERENCES:
1. MCRP 3-37.A NBC Handbook

SUPPORT REQUIREMENTS:
1. Maneuver/Training area
2. MOPP suits/NBC equipment
3. Chemical Agent Monitor (CAM)
4. M256 Chemical Detector Kit
5. M8 Chemical Detection paper
6. RADIAC equipment
7. NATO marking set

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

WEAPONS AND ORDNANCE:

Weapon:	Munitions/Demolitions
G963	GRENADE, HAND, SMOKE, CS, M7A3

INF-NBC-6504: Conduct MOPP gear exchange

SUPPORTED MET(S): 14

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

CONDITION: The unit is in MOPP-4 and the gear has been contaminated.

STANDARD: MOPP gear is exchanged without further spread of contamination.

COMPONENT EVENTS:
1. Contaminated protective clothing is removed without transfer of contamination.
2. Individuals put on new protective clothing using the "Buddy System."
3. Conduct local/spot decontamination, during the exchange, anytime contamination is expected.
4. Maintain seal on field protective mask.

REFERENCES:
1. MWCP 3-37.3 NBC Decontamination

SUPPORT REQUIREMENTS:
1. Maneuver/Training area
2. MOPP suits/NBC equipment
3. M8 Chemical Detection paper
4. NATO marking set
5. M291 Skin Decon kit

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

INF-OPS-6610: Employ mortars

SUPPORTED MET(S): 1, 2, 6, 7, 8, 9, 10

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

CONDITION: The unit is conducting operations separately or as part of a larger operation. Mortars (60mm or 81mm) are in direct support to the unit. The unit is either moving or in the defense.

STANDARD: Mortars support the scheme of maneuver, delivering timely and accurate fires.

COMPONENT EVENTS:
1. Obtain targets, Fire Support Control Measures (FSCMs), and a list of supporting units from higher headquarters.
2. Provide a copy of operation order and fire support plan to mortar unit.
3. Confirm Fire Support Control Measures (FSCMs).
4. Prioritize targets.
5. Attach forward observers, if applicable.
6. Confirm frequency, call signs, and approving authority.
7. Register preplanned targets, if feasible.
8. Consider the range of mortars in recommending a displacement plan.
9. Consider trajectory and effect of munitions on environment (urban, mountainous) and soil (sand, concrete).

REFERENCES:
1. FM 23-90 Mortars

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17430 Impact Area; Dudded
Facility Code 17670 Mortar Range

WEAPONS AND ORDNANCE:
Weapon: M252 81mm Medium Extended Range Mortar
C256 Sub for C869 5

INF-OPS-6620: Employ Scout Snipers

SUPPORTED MET(S): 1, 2, 6, 7, 8, 9, 10

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

CONDITION: As an attachment to the unit, with mission essential equipment and weapons, during daylight and darkness.

STANDARD: The company commander will incorporate the use of scout snipers to support his scheme of maneuver and intent. The company commander will provide a priority target list, engagement criteria, and destruction criteria for the snipers' use. The commander will receive and develop information on the enemy dispositions and transmit to higher/adjacent headquarters. The commander will support the forward placed teams with appropriate supporting arms and quick reaction force. Commander incorporates the team(s) into his intelligence gathering effort.

COMPONENT EVENTS:
1. Plan the insertion of the team via various forms of movement (infantry patrol, CAAT vehicle insertion, etc).
2. Plan the extraction of the team via various forms of movement.
3. Plan emergency extraction plan and quick reaction force support for the team.
4. Receive information on the enemy dispositions, patrolling activities, and Observation Post/Listening Post (OP/LP) and transmit to higher headquarters.
5. Create and disseminate priority target list for teams.
6. Develop a redundant communications plan and plan the use of supporting arms.
7. Select and order best method to employ snipers in support of current mission (protect flanks, provide overwatch fires in support of maneuver, etc).

REFERENCES:
1. MCWP 3-15.3 Scout Sniping

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17560 Sniper Field Fire Range

INF-OOTW-6701: Conduct civil disturbance operations

SUPPORTED MET(S): 12

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

CONDITION: The unit is conducting civil disturbance operations to include but not limited to, augmenting civil authority security forces, protecting key installations, riot control, removing unlawful obstructions, or dispersing an unlawful assembly. There is a requirement to assist in the containment of the disturbance by itself or as part of a larger unit. The civilians are unarmed, but if agitated may use sticks, rocks, and bottles as weapons.

STANDARD: Order issued to all participating personnel. The unit does not provoke civilians unnecessarily. Key facilities are identified and prioritized for protection. Designated key facilities remain intact and operational. Incorporate, when feasible, local and civil authorities. Adhere to the Rules of Engagement. Unit employs escalation of force as required. Unit causes minimum collateral damage to property or injury to civilian.

COMPONENT EVENTS:
1. Conduct planning and coordination.
2. Task organize the unit for civil disturbance operations.
3. Issue order to all organic, attached, and supporting units.
4. Conduct rehearsals, subordinate unit backbriefs, and inspection prior to operations.
5. Deploy the unit in response to civil disturbance.
6. Conduct riot control or remove unlawful obstructions while operating independently or in support of local security forces/police.
7. Escalate force as necessary IAW ROE to achieve control.
8. Employ non-lethal weapons (when available) IAW ROE to reduce collateral damage and injury to civilians.

REFERENCES:
1. FM 3-07 Stability and Support Operations February 2003

SUPPORT REQUIREMENTS:

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

INF-OOTW-6702: Conduct Foreign Internal Defense (FID)

SUPPORTED MET(S): 12

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

CONDITION: The unit has been tasked to provide military training to local security forces or police, participate in a multi-national exercise, or participate as part of a military exchange program. This training will consist of basic infantry skills to include weapons handling, local security, and patrolling.

STANDARD: Foreign military units able to execute assigned tasks to standard.

Individuals participating in military exchange program successfully complete training.

COMPONENT EVENTS:
1. Prepare participating Marines with cultural and basic language skills training.
2. Conduct training with the same or similar ones to those employed by the local units.
3. Issue orders to all participating personnel.
4. Train local security forces or police in basic infantry skills through demonstration, use of translators/interpreters, and live-fire.
5. Conduct combined missions with security forces or police to build their confidence and proficiency.
6. Provide a reaction force capable of reinforcing combined missions or local security force/police missions.
7. Continuously debrief, revise training, and report progress to higher headquarters.

REFERENCES:
1. FM 3-07 Stability and Support Operations February 2003

SUPPORT REQUIREMENTS:
1. Threat Weapons
2. Host Nation Cultural Information Package
3. Briefs from Host Nation Liaison Officer, or United States Foreign Area Officer
4. Training Area
5. Translator/Interpreter

RANGE/TRAINING AREA:
Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17502 Small Arms Range; Non-Standard

WEAPONS AND ORDNANCE:

Weapon:	M16 Series 5.56mm Service Rifle/M4 Series Carbine
A059	CTG, 5.56MM, BALL, M855
Weapon:	M240G 7.62mm Medium Machinegun
A129	CTG, 7.62MM, BALL
Weapon:	M249 5.56mm Light Machinegun - Squad Automatic Weapon
A064	CTG, 5.56MM, 4&1 LINKED, F/SAW
Weapon:	M9 9mm Pistol
A363	CTG, 9MM, BALL

INF-OOTW-6703: Conduct Non-Combatant Evacuation Operations (NEO)

SUPPORTED MET(S): 12

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

CONDITION: Given an order to participate in or conduct non-combatant evacuation operation which may include civil disturbance operations such as

augmenting local security forces, protecting key installations, riot control, removing unlawful obstructions, or dispersing an unlawful assembly.

STANDARD: Order issued to all participating personnel. The company safely evacuates designated personnel to amphibious shipping or another safe haven.

COMPONENT EVENTS:
1. Conduct planning and coordination with battalion and supporting/adjacent units.
2. Task organize the unit for security and/or Evacuation Control Center (ECC) operations.
3. Issue orders to all organic, attached, and supporting units.
4. Conduct rehearsals, subordinate unit back briefs, and pre-combat checks/inspections.
5. Conduct movement to the objective/evacuation site via ground (motorized or mechanized) or air (heliborne or fixed wing assets).
6. Conduct security and/or ECC operations.
7. React to civil disturbance, enemy action, or reports of evacuees at other locations in accordance with unit SOPs briefed and rehearsed prior to mission execution.
8. Conduct retrograde via ground or air.
9. Debrief unit actions and reaction to enemy contact and other contingencies.
10. Report after-action observations to higher and adjacent headquarters.

REFERENCES:
1. MCDP 1-0 Marine Corps Operations

SUPPORT REQUIREMENTS:
1. MOUT facility/MOUT training area
2. Role Players (Evacuees)
3. Opposing Forces

RANGE/TRAINING AREA:
Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17760 MOUT Assault Course (MAC)
Facility Code 17962 MOUT Collective Training Facility, Small (<24 Bldgs)

WEAPONS AND ORDNANCE:

Weapon:	M16 Series 5.56mm Service Rifle/M4 Series Carbine
A080	CTG, 5.56MM, BLANK
AA12	SESAMS (RED)
AA21	SESAMS (BLUE)
Weapon:	M240G 7.62mm Medium Machinegun
A111	CTG, 7.62MM, BLANK LINKED, M82
Weapon:	M249 5.56mm Light Machinegun - Squad Automatic Weapon
A075	CTG, 5.56MM, BLANK, LINKED

INF-OOTW-6704: Conduct a Tactical Recovery of Aircraft and Personnel (TRAP)

SUPPORTED MET(S): 12

EVALUATION CODED: NO **SUSTAINMENT INTERVAL**: 6 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: Recovery of sensitive items and or aircrew. Sensitive items that cannot be transported are destroyed.

COMPONENT EVENTS:
1. Conduct planning and coordination with Battalion and adjacent/supporting units.
2. Task organize the TRAP force.
3. Conduct rehearsals, subordinate unit backbriefs, and inspections prior to departure.
4. Coordinate with ground and aviation headquarters operating within the AO, for situational awareness on current ground and aviation operations.
5. Conduct coordination to collect common communication channels such as the guard frequency, and ensure communication equipment compatibility with aviation units with the AO. (UHF/VHF/SATCOM)
6. Coordinate with likely supporting units in advance for participation in recovery operations. (Engineers, Tanks, LAR, AAVs, CSSE, MWSS, etc.)
7. Coordinate with reinforcements. (QRF)
8. Conduct rehearsals with all organic, and supporting units. (communication, actions on the objective)
9. Conduct movement to objective area.
10. Conduct security, search, and recovery operations.
11. React to enemy actions.
12. Withdraw to friendly lines or other safe haven.
13. Debrief and report to higher headquarters.

REFERENCES:
1. JP 1-02
2. MCRP 5-12C

SUPPORT REQUIREMENTS:
1. Maneuver/Training area
2. Role Players (downed aircrew)
3. Opposing Forces

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

WEAPONS AND ORDNANCE:

Weapon:	M16 Series 5.56mm Service Rifle/M4 Series Carbine
A080	CTG, 5.56MM, BLANK
AA12	SESAMS (RED)
AA21	SESAMS (BLUE)
Weapon:	M203 40mm Grenade Launcher
B504	CTG, 40MM, GREEN STAR PARACHUTE
B505	CTG, 40MM, RED STAR PARACHUTE
B535	CTG, 40MM, WHITE STAR PARACHUTE
Weapon:	M240G 7.62mm Medium Machinegun
A111	CTG, 7.62MM, BLANK LINKED, M82

Weapon: M249 5.56mm Light Machinegun - Squad Automatic Weapon
A075 CTG, 5.56MM, BLANK, LINKED

INF-OTO-6710: Conduct a cordon and search

SUPPORTED MET(S): 6, 7, 10

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

CONDITION: Given an order to conduct a cordon and search to locate enemy personnel, weapons, or equipment in a hostile environment with appropriate reinforcements (engineers, EOD, military working dogs, tanks, LAR, etc.) during daylight or periods of reduced visibility.

STANDARD: Order issued to all participating and supporting personnel. Company is task organized with HQ, cordon (security) elements, search elements, and reaction force or reserve. Once cordon is established enemy personnel are unable to escape search area. Search discovers all enemy personnel, weapons, and equipment in the search area.

COMPONENT EVENTS:
1. Conduct planning and coordination with battalion headquarters and supporting/adjacent units.
2. Task organize the company.
3. Issue order to all organic, attached, and supporting units.
4. Conduct rehearsals, subordinate unit backbriefs, and inspections prior to departing assembly area.
5. Establish inner and outer cordons around search area/location and prevent movement into/out of the area.
6. Interact with civilians to gain cooperation from the local residents and gather information about search objectives.
7. Search and/or interview all civilians/non-combatants for suspected enemy personnel.
8. Search all buildings or likely hiding sites for enemy weapons, equipment or other contraband.
9. Avoid unnecessary force or damage to civilian property.
10. Immediately report and attempt to exploit information gained from questioning civilians or detainees or from hidden caches.
11. React to enemy contact in accordance with unit SOP's briefed prior to the operation.
12. Upon completion of the cordon and search debrief unit actions and reaction to enemy contact.
13. Report observations/after action items to Battalion and adjacent units.

REFERENCES:
1. BUST Handbook

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17962 MOUT Collective Training Facility, Small (<24 Bldgs)

INF-OTO-6711: Conduct a tactical march

SUPPORTED MET(S): 3, 4, 5, 6, 7, 9, 10, 11

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

CONDITION: Given a route with start point and release point, purpose, and intent in conditions of daylight and darkness. Given any additional equipment required to follow the proscribed route with dismounted personnel.

STANDARD: Company commander issues order to include route of march, order of movement, and individual load to be carried. Commander and subordinate leaders conduct inspections of Marines and equipment. Unit steps off on time, follows the prescribed route, and maintains security during movement and halts. The unit updates higher headquarters on its position and on enemy situation, reacts appropriately to enemy contact, and completes the movement on time.

COMPONENT EVENTS:
1. Specify the march route, order of march, and the individual load.
2. Inspect personnel for the proper load, equipment, and readiness to move.
3. Step off at the designated time.
4. Individuals maintain their prescribed position and interval in the unit column, as specified in march order or Standard Operating Procedure (SOP).
5. Follow prescribed route.
6. Maintain observation and security, to include air guards.
7. Conduct halts in accordance with the unit standard operating procedures (as the tactical situation permits) to rest troops, adjust and redistribute equipment, and perform foot hygiene.
8. Leaders check the condition of all troops for foot marches.
9. Maintain local security during halts.
10. Utilize visual signals throughout the road march.
11. Unit's report position and any enemy situation to higher headquarter. Unit reacts appropriately to enemy contact.
12. Arrive at the release point at the time specified.

REFERENCES:
1. FM 7-10 The Infantry Rifle Company
2. FMFM 6-4 Marine Rifle Company

SUPPORT REQUIREMENTS:
1. Maneuver/Training area
2. Close Air Support (CAS)aircraft/Forward Air Controller (FAC)

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

INF-MOUT-6801: Conduct an urban attack

SUPPORTED MET(S): 6

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

CONDITION: Given an objective within an urban environment, and an order with a mission to conduct an attack in urban terrain during daylight and darkness.

Both enemy and friendly unit have indirect fire support.

STANDARD: Attain the objective and accomplish the intent of the Battalion Commander's order. Task organize the Company to include assault, security, and support elements. Incorporated supporting units such as Tanks, AAVs, Engineers, CAAT platoon, Javelins, and 81mm Mortar platoon, etc.

COMPONENT EVENTS:
1. Conduct planning and coordination with Battalion and adjacent/supporting units.
2. Task organize the unit for combat in MOUT.
3. Issue the order to all organic, attached, and supporting units.
4. Conduct rehearsals, subordinate unit backbriefs, and inspections prior to departing assembly area.
5. Initiate reconnaissance plan ahead of attack, to gain and maintain observation of enemy.
6. Execute tactical deception, if planned.
7. Isolate the objective through direct and indirect fires.
8. Initiate prearranged fires, to include suppression and obscuration fires on enemy observation posts.
9. Cross line of departure at the specified time.
10. Gain a foothold in initial objectives.
11. Report crossing of tactical control measures and securing interim objectives to higher headquarters.
12. Shift and cease direct and indirect fires to support maneuver.
13. Breach obstacles.
14. Maintain momentum of the attack by rotating lead unit and conducting resupply.
15. Seize the assigned objective.
16. Consolidate and reorganize the unit.
17. Report status of the attack to higher headquarters.
18. Issue fragmentary orders to units in preparation for follow-on missions.

REFERENCES:
1. FMFM 6-5 Marine Rifle Platoon/Squad
2. MCWP 3-35.3 Military Operations on Urbanized Terrain
3. FMFM 6-4 Marine Rifle Company
4. FM 90-10-1 Infantryman's Guide to Combat in Built-Up Areas
5. BUST Handbook

SUPPORT REQUIREMENTS:
1. MOUT facility/MOUT training area
2. SESAMS Weapons kits to include the protective suite
3. Breacher Kits

RANGE/TRAINING AREA:
Facility Code 17962 MOUT Collective Training Facility, Small (<24 Bldgs)

WEAPONS AND ORDNANCE:

Weapon:	M16 Series 5.56mm Service Rifle
A080	CTG, 5.56MM, BLANK
AA12	SESAMS (RED)
AA21	SESAMS (BLUE)

Weapon:	M203 40mm Grenade Launcher
M504	CTB, 40MM, GREEN STAR PARACHUTE
B519	CTG, 40MM, PRACTICE, M781

B535	CTG, 40MM, WHITE STAR PARACHUTE
Weapon:	M240G 7.62mm Medium Machinegun
A111	CTG, 7.62MM, BLANK LINKED, M82
Weapon:	M249 5.56mm Light Machinegun – Squad Automatic Weapon
A075	CTG, 5.56MM, BLANK, LINKED
Weapon:	Munitions/Demolitions
G811	GRENADE, HAND, PRACTICE (BODY)
G878	FUZE, DELAY, F/G811 PRAC GREN
G930	GRENADE, HAND, SMOKE, WHITE
G940	GRENADE, HAND, SMOKE, GREEN
G945	GRENADE, HAND, SMOKE, YELLOW
G955	GRENADE, HAND, SMOKE, VIOLET
L307	SIGNAL, WHITE STAR CLUSTER
L314	SIGNAL, GREEN STAR CLUSTER
LX21	SIMULATOR, NOISE (SMAW)

INF-MOUT-6802: Conduct an urban defense

SUPPORTED MET(S): 6

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

CONDITION: Then unit is ordered to occupy a defensive position in an urban environment. The unit is operating separately or as part of a larger force, but must provide its own security. Friendly and enemy units have indirect fire available.

STANDARD: Accomplish the mission and intent of the Battalion Commander's order. Establish priority of work for defensive tasks and timeline of major events.

COMPONENT EVENTS:
1. Conduct planning and coordination with battalion and adjacent/supporting units.
2. Task organize the unit for combat in MOUT.
3. Issue the order to all organic attached, and supporting units.
4. Establish communication with listening post (LP)/observation post (OP).
5. Conduct leaders reconnaissance of the positions with subordinates.
6. Assign platoon sectors.
7. Position automatic weapons to cover avenues of approach. Place them near ground level to maximize grazing fire. If ground rubble obstructs grazing fires, place M240Gs/SAWs in the upper stories of the building.
8. Ensure weapons inside buildings have adequate space and ventilation for backblast (on upper floors, if possible, for long-range top shots).
9. Early warning system or devices are emplaced before dark or limited visibility. Cover devices by observation and fire.
10. Tie in physically or by fire with adjacent units.
11. Assign each Platoon a position with primary and secondary sectors of fire.
12. Fortify positions as required.
13. Take measures to provide protection against enemy RPG's and hand grenades.

14. Construct loopholes.
15. Take internal building fire prevention measures.
16. Install wire communications to Battalion headquarters and between subordinate units and LP/OPs.
17. Construct barriers and obstacles to deny the enemy access to streets, underground passages, buildings, and to slow his movement (including rooftops and in all buildings). Cover barriers and obstacles by fire.
18. Designate routes to/from alternate and supplementary positions. Improve alternate and supplementary positions, as time permits.
19. Mark movement routes within and through the unit in a manner that does not give the positions away to the enemy and can be employed at night.
20. Prepare and rehearse counterattack.
21. Prepare and rehearse the withdrawal.
22. Complete Company fire plan sketch and provide a copy to the Battalion FSC.
23. Register supporting indirect fires.

REFERENCES:
1. FMFM 6-5 Marine Rifle Platoon/Squad
2. FM 21-75 Combat Skills of the Soldier
3. MCWP 3-35.3 Military Operations on Urbanized Terrain

SUPPORT REQUIREMENTS:
1. MOUT facility/MOUT training area
2. MILES Gear
3. SESAMS Weapons kits Note: Include protective suits.
4. Opposing Forces

RANGE/TRAINING AREA:
Facility Code 17962 MOUT Collective Training Facility, Small (<24 Bldgs)

WEAPONS AND ORDNANCE:

Weapon:	M16 Series 5.56mm Service Rifle/M4 Series Carbine
A080	CTG, 5.56MM, BLANK
AA12	SESAMS (RED)
AA21	SESAMS (BLUE)
Weapon:	M203 40mm Grenade Launcher
B519	CTG, 40MM, PRACTICE, M781
B535	CTG, 40MM, WHITE STAR PARACHUTE
Weapon:	M240G 7.62mm Medium Machinegun
A111	CTG, 7.62MM, BLANK LINKED, M82
Weapon:	Mk153 SMAW
LX21	SIMULATOR, NOISE, (SMAW)
Weapon:	Munitions/Demolitions
G811	GRENADE, HAND, PRACTICE (BODY)
G878	FUZE, DELAY, F/G811 PRAC GREN
G930	GRENADE, HAND, SMOKE, WHITE
G940	GRENADE, HAND, SMOKE, GREEN
G945	GRENADE, HAND, SMOKE, YELLOW
G955	GRENADE, HAND, SMOKE, VIOLET
L307	SIGNAL, WHITE STAR CLUSTER
L312	SIGNAL, WHITE STAR PARACHUTE
L314	SIGNAL, GREEN STAR CLUSTER

L495 FLARE, SURFACE, TRIP, M49A1
L599 SIMULATOR, ILLUM, BOOBYTRAP

INF-MOUT-6803: Conduct urban patrolling

SUPPORTED MET(S): 6

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

CONDITION: Given an area of operations within an urban environment and an order to conduct patrolling operations to maintain security or develop the enemy situation. The unit must provide its own security.

STANDARD: Accomplish mission and the commander's intent.

COMPONENT EVENTS:
1. Depart friendly lines.
2. Conduct assigned mission (RACES).
3. Utilize tactical control measures such as an urban grid reference system, checkpoints, phaselines, rally points, etc.
4. Utilize unit SOPs when encountering danger areas.
5. Maintain all-around security.
6. Conduct appropriate fire support planning.
7. Submit reports as required IAW unit SOPs.
8. Re-enter friendly lines.
9. Conduct patrol debrief, consolidate information, and forward to higher headquarters.

REFERENCES:
1. MCWP 3-11.3 Scouting and Patrolling
2. MCWP 3-11.2 Marine Rifle Squad
3. MCWP 3-11.1 Marine Rifle Company/Platoon
4. FM 21-26 Map Reading and Land Navigation

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17962 MOUT Collective Training Facility, Small (<24 Bldgs)

WEAPONS AND ORDNANCE:
Weapon: M16 Series 5.56mm Service Rifle
A080 CTG, 5.56MM, BLANK

Weapon: M203 40mm Grenade Launcher
B519 CTG, 40MM, PRACTICE, M781
B535 CTG, 40MM, WHITE STAR PARACHUTE

Weapon: M240G 7.62mm Medium Machinegun
A111 CTG, 7.62MM, BLANK LINKED, M82

Weapon: M249 5.56mm Light Machinegun – Squad Automatic Weapon
A075 CTG, 5.56MM, BLANK, LINKED

Weapon: Munitions/Demolitions
G930 GRENADE, HAND, SMOKE, WHITE

G940	GRENADE, HAND, SMOKE, GREEN
G945	GRENADE, HAND, SMOKE, YELLOW
L314	SIGNAL, GREEN STAR CLUSTER

INF-MOUT-6804: Establish an urban patrol base

SUPPORTED MET(S): 6

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

CONDITION: Given an area of operations within an urban environment and an order to conduct patrolling operations to maintain security or develop the enemy situation.

STANDARD: Accomplish the Battalion Commander's mission and intent. Exercise command and control of platoon and smaller patrols within the company area of operations.

COMPONENT EVENTS:
1. Conduct planning and coordination with battalion and adjacent/supporting units.
2. Task organize the unit for patrol base operations.
3. Issue the order to all organic, attached, and supporting units.
4. Move to and occupy to patrol base.
5. Establish LPs/OPs.
6. Conduct local security patrols.
7. Provide internal security.
8. Establish covered positions for all personnel.
9. Establish a contingency plan for hostile actions against the patrol base.
10. Maintain a local reaction force to support patrols, reinforce patrol base security, or respond to other events.
11. Report enemy contact, results of patrol debriefs, and other significant events to Battalion.

REFERENCES:
1. BUST Handbook
2. FMFM 6-5 Marine Rifle Platoon/Squad
3. MCWP 3-35.3 Military Operations on Urbanized Terrain
4. FM 90-10-1 An Infantryman's Guide to Urban Combat
5. FM 6-5 Marine Rifle Platoon/Squad

SUPPORT REQUIREMENTS:
1. SESAMS Weapons kits to include the protective suite

RANGE/TRAINING AREA:
Facility Code 17962 MOUT Collective Training Facility, Small (<24 Bldgs)

WEAPONS AND ORDNANCE:

Weapon:	M16 Series 5.56mm Service Rifle/M4 Series Carbine
A080	CTG, 5.56MM, BLANK
AA12	SESAMS (RED)
AA21	SESAMS (BLUE)

Weapon:	M203 40mm Grenade Launcher
B504	CTG, 40MM, GREEN STAR PARACHUTE

B519	CTG, 40MM, PRACTICE, M781
B535	CTG, 40MM, WHITE STAR PARACHUTE
Weapon:	M240G 7.62mm Medium Machinegun
A111	CTG, 7.62MM, BLANK LINKED, M82
Weapon:	M249 5.56mm Light Machinegun - Squad Automatic Weapon
A075	CTG, 5.56MM, BLANK, LINKED
Weapon:	M9 9mm Pistol
AA12	SESAMS (RED)
AA21	SESAMS (BLUE)
Weapon:	Munitions/Demolitions
G811	GRENADE, HAND, PRACTICE (BODY)
G878	FUZE, DELAY, F/G811 PRAC GREN G930 GRENADE, HAND, SMOKE, WHITE
G930	GRENADE, HAND, SMOKE, WHITE
G940	GRENADE, HAND, SMOKE, GREEN
G945	GRENADE, HAND, SMOKE, YELLOW
G955	GRENADE, HAND, SMOKE, VIOLET
L307	SIGNAL, WHITE STAR CLUSTER
L314	SIGNAL, GREEN STAR CLUSTER
LX21	SIMULATOR, NOISE (SMAW)

INF-MOUT-6805: Conduct an urban movement to contact

SUPPORTED MET(S): 6

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

CONDITION: Given a mission to gain and maintain contact with an enemy force in an urban environment. During daylight and night, or period of reduced visibility, with or without supporting units (Tanks, LAR, AAVs, Engineers, or Heavy Crew Served Weapons).

STANDARD: Accomplish the Battalion Commander’s mission and intent. Exercise command and control of platoon and smaller patrols within the company area of operations. All units use movement techniques appropriate for the terrain and probability of enemy contact.

COMPONENT EVENTS:

1. Conduct planning and coordination with battalion and adjacent/supporting units.
2. Task organize the company.
3. Issue order to organic, attached and supporting units.
4. Conduct rehearsals, subordinate unit backbriefs, and inspections prior to departing assembly area.
5. Employ anti-armor assets to best cover possible avenues of approach that may interfere with the column's movement and to react to contact with enemy forces.
6. Place the command group where it can best control the formation. The commander should be well forward to gain the earliest possible information, see the ground, and be able to plan ahead the deployment of subordinate units.
7. Begin the movement on time and in the specified formation.

8. Ensure reconnaissance elements are kept advised of main body rate of movement.
9. Deploy advance guard in a formation that is based on the probability of enemy contact and far enough forward to provide time and space for the commander to react to enemy contact or obstacles.
10. The overall formation permits a part of the force to provide suppressive fire from selected overwatch positions while the advancing elements make full use of covered and concealed routes.
11. Command and staff elements maintain dispersion, security, and functioning redundant command and control capabilities during movement and ensure subordinate element maintain dispersion and security.
12. Conduct halts tactically. Units remain dispersed and occupy hasty defensive positions that provide all-round security, according to procedures contained in the unit Standard Operating Procedure (SOP).
13. Retain the bulk of combat power in an uncommitted status during movement to permit its rapid deployment on contact.
14. Demonstrate the ability to rapidly report and assess the situation during a meeting engagement and to respond in a coordinated and deliberate manner.
15. Reduces obstacles that cannot be bypassed.
16. Demonstrates the ability to coordinate the delivery of fire support (artillery, air, organic mortars, direct fire weapons, and Naval Surface Fire Support (NSFS), according to the plan and in a responsive manner.
17. Use designated control measures that provide adequate control over the formation and are appropriate to the enemy situation and terrain.
18. All elements remain oriented and Unit Leaders demonstrate the ability to give their positions.
19. The command group demonstrates the ability to operate on the move and to execute command and control over subordinates during enemy engagement.
20. The main body reaches its destination intact within the time period specified in the basic order.
21. Maintain indirect fire, anti-armor, and anti-air defense coverage throughout the movement.
22. Evacuate casualties in a timely manner.
23. Conduct resupply operations in a responsive and coordinated manner.
24. Maintain positive covered communications with all subordinate units and with higher command element throughout the movement.
25. Submit reports to higher command elements in a timely and accurate manner.
26. Accomplish ammunition resupply, medical support and evacuation, expedient maintenance and vehicle recovery, and refueling operations, as required, during the movement.

REFERENCES:
1. FMFM 6-4 Marine Rifle Company

SUPPORT REQUIREMENTS:
1. Maneuver/Training area
2. Trafficable roads/trails

RANGE/TRAINING AREA:
Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17962 MOUT Collective Training Facility, Small (<24 Bldgs)

INF-MOUT-6806: Conduct urban fire support

SUPPORTED MET(S): 6

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

CONDITION: Given a tactical scenario in an urban environment including: company commander's scheme of maneuver, higher headquarters fire support guidance/plan, fire support agencies (actual or simulated), communications equipment, and appropriate maps, FiST battle board, and target identification/acquisition devices. During daylight and limited visibility.

STANDARD: Compensated for the unique limitations of supporting agencies (Dead space for artillery is 5x the height of a building, dead space for mortars is 1/2 the height of a building). Positive target acquisition and accurate weapons delivery is essential due to the high levels of clutter.

COMPONENT EVENTS:
1. Conducts initial FS planning based on the commander's intent, the guidance/fire support plan received from higher headquarters, rules of engagement, and available intelligence and information on the enemy.
2. Identifies FS assets allocated and available, begins initial coordination with those agencies, and identifies the limitations and capabilities of those agencies.
3. Using higher headquarters EFSTs and Commander's Guidance for Fire Support, develops EFSTs for the company that include Task (targeting objective), Purpose (maneuver or operational purpose), Method (how the task will be achieved) and desired Effects (attempt to quantify successful accomplishment of the task).
4. Develops priorities of fires, allocation and positioning of supporting arms assets, fire support coordination measures, triggers, weapons constraints and guidance on the attack of specific targets.
5. Coordinate terminal control and target acquisition requirements/assets with higher headquarters.
6. Ensures fire support planning is conducted concurrently with the development of the scheme of maneuver, effectively integrating direct fire, indirect fire and aviation support into the plan.
7. Assign priority of fire, set priority targets, and make plans to shift priority targets as the operation progresses.
8. Consolidate overall fire support requirements, coordinate communication requirements, identify any shortfalls in support, request additional fire support and target acquisition assets, avoid duplication, and make necessary adjustments to plans.
9. Submit draft FS plan to include List of Targets, Draft Schedules of Fire, recommended FSCMs to Higher Headquarters for approval and integration.
10. Coordinate logistical needs of organic/attached fire support units.
11. Issue the company fire support plan to include: Concept of fires, execution matrix, priorities of fires, asset availability, fire support coordination measures, and target locations for all prearranged fires.
12. Conduct communication, fire support and maneuver rehearsals.

REFERENCES:
1. MCWP 3-16 Techniques and Procedures for Fire Support Coordination

SUPPORT REQUIREMENTS:
1. MOUT facility MOUT training area
2. Rotary Wing (R/W) Close Air Support (CAS)
3. Fixed Wing (F/W) Close Air Support (CAS)

RANGE/TRAINING AREA:
Facility Code 17962 MOUT Collective Training Facility, Small (<24 Bldgs)

ADMINISTRATIVE INSTRUCTIONS:
1. The ability to quickly and accurately get target coordinates and communicate target information to the aircraft is essential and must be emphasized in training.

INF-AMPH-6901: Prepare for amphibious operations

SUPPORTED MET(S): 2, 8

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

CONDITION: The unit has been assigned to conduct an amphibious operation (e.g., assault, raid, et cetera).

STANDARD: Unit conducts all planning necessary to facilitate amphibious operations. The unit conducts all planning necessary for embarkation, movement, debarkation and re-embarkation from assault shipping.

COMPONENT EVENTS:
1. Conduct mission analysis based on METT-TSL.
2. Issue guidance to subordinates.
3. Coordinate planning with higher in order to determine landing site(s), landing force, and objectives.
4. Brief the readiness of the unit to higher.
5. Brief higher on overall concept of operations to include the task organization, load plan, scheme of maneuver, and fire support plan.
6. Ensure planning occurs parallel with all elements during the development of the scheme of maneuver, fire support plan, and landing plan.
7. Develop the operation order to include embarkation plan.
8. Compile manifests for movement, and submit to higher.

REFERENCES:
1. FMFM 6-4 Marine Rifle Company
2. FMFM 6-3 Marine Infantry Battalion
3. MCWP 3-31.5 Ship to Shore Movement (Dual Designate)
4. MCWP 3-31.1 Supporting Arms in Amphibious Operations (Dual Designate)

INF-AMPH-6902: Participate in an amphibious assault

SUPPORTED MET(S): 1, 8

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

CONDITION: Given a task to participate in an amphibious assault, supported with AAV, LCAC, or small craft support/capabilities, during the day or night, required maneuver and landing area, and directed company objectives.

STANDARD: During the assault, the unit makes necessary adjustments to the plan as the situation develops, achieves the commander’s intent, and debarkation occurs.

COMPONENT EVENTS:
1. Conduct preparation for an amphibious operation.
2. Embark and conduct movement ship to shore as per the operation order.
3. Coordinate the use of direct and indirect weapons to facilitate movement to shore by engaging enemy positions.
4. Position fire support elements ashore to continue suppression toward the objective for maneuvering elements.
5. Assault the objective with maneuvering elements as per the direction contained in the operation order.
6. Begin consolidation and reorganization once the objective has been secured, to include debarkation, in preparation for follow on operations ashore.

REFERENCES:
1. FMFM 6-4 Marine Rifle Company
2. FMFM 6-3 Marine Infantry Battalion
3. MCWP 3-31.5 Ship to Shore Movement (Dual Designate)
4. MCWP 3-31.1 Supporting Arms in Amphibious Operations (Dual Designate)

SUPPORT REQUIREMENTS:
1. Amphibious maneuver and landing area
2. Landing craft

Note: AAV's, Small Craft, or other landing craft.

RANGE/TRAINING AREA:
Facility Code 17411 Maneuver/Training Area; Amphibious Forces
Facility Code 17908 Amphibious Vehicle Training Area
Facility Code 17909 Ship Loading and Unload Mockup

WEAPONS AND ORDNANCE:

Weapon:	M16 Series 5.56mm Service Rifle
A080	CTG, 5.56MM, BLANK
Weapon:	M203 40mmm Grenade Launcher
B504	CTG, 40MM, GREEN STAR PARACHUTE
B505	CTG, 40MM, RED STAR PARACHUTE
B519	CTG, 40MM, PRACTICE, M781
B535	CTG, 40MM, WHITE STAR PARACHUTE
Weapon:	M240G 7.62mm Medium Machinegun
A111	CTG, 7.62MM, BLANK LINKED, M82
Weapon:	M249 5.56mm Light Machinegun – Squad Automatic Weapon
A075	CTG, 5.56MM, BLANK, LINKED

ADMINISTRATIVE INSTRUCTIONS:
1. This can be accomplished with blank ammunition an pyrotechnics for signaling.

INF-AMPH-6903: Conduct an amphibious raid

SUPPORTED MET(S): 8

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

CONDITION: Given a mission to conduct an amphibious raid, the company is operating separately or as part of a larger force, amphibious planning has been conducted, supported with AAV or small craft support/capabilities, during the day or night, and has been provided the required maneuver and landing area.

STANDARD: The unit conducts an amphibious raid. The unit makes necessary adjustments to the plan as the situation develops, achieves the commander's intent and completes a planned withdrawal.

COMPONENT EVENTS:
1. Task organize for the raid.
2. Conduct ship to shore movement.
3. Ensure security elements occupy designated positions to the flanks and rear of the unit and along avenues of approach to the objective.
4. Move support element to a covered and concealed position from which well-aimed fire can be placed on the objective.
5. Move assault element to the designated assault position.
6. Ensure support element is capable of providing fires in support of the assault element.
7. Plan indirect, suppressive, or obscuration fires on known and suspected enemy positions.
8. Ensure security element prevents enemy entry into or escape from the objective area.
9. Ensure assault element executes actions on the objective, consolidates, and reorganizes.
10. On order, the unit withdraws from the objective.
11. Conduct shore to ship movement as per the planned withdrawal.
12. Ensure personnel accountability prior to withdrawal.

REFERENCES:
1. MCWP 3-31.1 Supporting Arms in Amphibious Operations (Dual Designate)
2. MCWP 3-31.5 Ship to Shore Movement (Dual Designate)
3. FMFM 6-3 Marine Infantry Battalion
4. FMFM 6-4 Marine Rifle Company

SUPPORT REQUIREMENTS:
1. Amphibious maneuver and landing area
2. Landing craft

Note: AAV's, Small Craft, or other landing craft.

RANGE/TRAINING AREA:
Facility Code 17411 Maneuver/Training Area; Amphibious Forces
Facility Code 17908 Amphibious Vehicle Training Area
Facility Code 17909 Ship Loading and Unload Mockup

WEAPONS AND ORDNANCE:

Weapon:	M16 Series 5.56mm Service Rifle
A080	CTG, 5.56MM, BLANK
Weapon:	M203 40mm Grenade Launcher
B504	CTG, 40MM, GREEN STAR PARACHUTE
B505	CTG, 40MM, RED STAR PARACHUTE
B519	CTG, 40MM, PRACTICE, M781
B535	CTG, 40MM, WHITE STAR PARACHUTE

Weapon:	M240G 7.62mm Medium Machinegun
A111	CTG, 7.62MM, BLANK LINKED, M82
Weapon:	M249 5.56mm Light Machinegun - Squad Automatic Weapon
A075	CTG, 5.56MM, BLANK, LINKED

CHAPTER 5

COLLECTIVE TRAINING

PLATOON

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INFANTRY PLATOON COLLECTIVE EVENTS
5000 LEVEL

5000. PURPOSE

This chapter contains all Platoon level infantry unit events. Unit training managers can isolate all training relevant to companies and platoons and devise training to support their competencies as needed. Lastly, this chapter serves as the steering point for the Squad/Section and Fireteam/Crew chapter.

5010. EVENT CODING

Events in the T&R manual are depicted with a 12 field alphanumeric system, i.e. xxxx-xxxx-xxxx. This chapter utilizes the following methodology:

a. Field one – Each event starts with “INF” indicating that the event is for units in the Infantry Occupational Field.

b. Field two – This field is alpha characters indicating a functional area. Functional areas used at the Company level are:

OFF – Offensive Operations	MOBL - Mobility
DEF – Defensive Operations	NBC – Nuclear, Biological, Chemical
COMM – Communication	MOUT – Mil Ops in Urban Terrain
WPNS – Weapons	AMPH – Amphibious Operations
OPS – Operations	PAT – Patrol
MED – Medical Support	LOG – Logistics
OTO – Other than Operations	OOTW – Operations Other Than War

c. Field three - This field provides unit level at which the event is accomplished and numerical sequencing.

5020. ADMINISTRATIVE NOTES

Each Event contains a paragraph that describes internal and external Support Requirements the unit and Marines will need to complete the event. Ranges/Training Areas are described in this section with plain-language description. They are also described using the Range/Facility Codes that identify the type of range and/or training area needed to accomplish the Event. Marines can use the codes to find information about available ranges at their geographic location by using the web-based Range/Training Area Management System (see TECOM website). Ultimate use of the Range/Training Area Code is to relate ranges to readiness by identifying those Events that cannot be accomplished at a certain location due to lack of ranges.

5030. COLLECTIVE DESCRIPTION/CORE CAPABILITY

COLLECTIVE: Rifle Platoon, Infantry Company

Core Capabilities

1. Prepares for, reacts to, and participates in operations in a nuclear, biological, and chemical environment.
2. Prepares for and conducts patrols and patrolling operations.
3. Conducts a passage of lines as a stationary unit and as a moving unit.
4. Prepares for and conducts personnel/vehicle checkpoint operations.
5. Conducts continuing and immediate actions.
6. Conducts a relief in place.
7. Conducts overwatch and supports another unit by fire.
8. Participates and conducts offensive operations, defensive operations, and security operations.
9. Participates in and conducts operations in urban environments.
10. Constructs and breaches obstacles and field fortifications.
11. Conducts and participates in foot, mechanized, motorized, and helicopterborne movement.
12. Prepares for and conducts platoon level offensive, defensive, and security operations.
13. Defends against air attack.
14. Constructs and breaches local obstacles.
15. Processes enemy prisoners of war.
16. Executes platoon formations.
17. Employs inorganic assets to include machineguns, anti-armor weapons, and mortars.
18. Executes platoon fire and movement.
19. Conducts point and route reconnaissance and participates in zone reconnaissance operations.
20. Prepares for, plans, and executes platoon level offensive and defensive operations to include attack, raid, defend, infiltrate, exfiltrate, screen, ambush, disengage, and consolidate.

COLLECTIVE: Heavy Machinegun Section/Platoon, Weapons Company

Core Capabilities

1. Operates, maintains, prepares positions for, performs immediate and remedial actions on, conducts movement with, prepares range cards for, and engages targets with the M2 .50 cal heavy machinegun and the MK19 grenade launcher.
2. Conducts continuing and immediate actions.
3. Participates in foot, mechanized, motorized and helicopterborne movement.
4. Participates in and conducts motorized patrols.
5. Prepares for, reacts to, and participates in operations in a nuclear, biological, and chemical environment.
6. Participates in and conducts operations in urban environments.
7. Conducts overwatch and supports another unit by fire.
8. Defends against air attack.
9. Participates in and conducts motorized screening operations, route reconnaissance, and convoy security.
10. Participates in and conducts offensive operations, defensive operations,

and security operations.
11. Serves as motorized guides for link-up and passage of lines.
12. Conducts personnel/vehicle checkpoint operations.
13. Conducts motorized/mobile point and area surveillance.

COLLECTIVE: 81mm Mortar Plat, Weapons Company

Core Capabilities

1. Operates, maintains, prepares positions for, performs immediate and remedial actions on, conducts movement with, and engages targets with the 81mm Mortar.
2. Receives calls for fire from forward observers.
3. Computes, provides to mortar squads, and maintains firing data for the 81mm mortar section and platoon.
4. Supports another unit by fire with indirect suppression, smoke, and illumination.
5. Conducts continuing and immediate actions.
6. Participates in foot, mechanized, motorized and helicopterborne movement.
7. Supports offensive operations, defensive operations, and security operations.
8. Prepares for, reacts to, and participates in operations in a nuclear, biological, and chemical environment.
9. Conducts map and motorized reconnaissance to identify mortar firing positions during displacement.
10. Constructs local obstacles and field fortifications.
11. Conducts passage of lines and relief in place.
12. Assists the fire support coordination center with targeting, identifying fire support coordination measures, and producing fire support coordination documents.
13. Logistically sustains the platoon.

COLLECTIVE: Scout Sniper Plat, Infantry Battalion

Core Capabilities

1. Operates, maintains, prepares positions for, performs immediate and remedial actions on, conducts movement with, prepares range cards for, and engages targets with the M40A1 Sniper Rifle and the M82A1A Special Application Scoped Rifle.
2. Conducts continuing and immediate actions.
3. Participates in foot, mechanized, motorized and helicopterborne movement.
4. Participates in patrols, offensive operations, defensive operations, and security operations.
5. Prepares for, reacts to, and participates in operations in a nuclear, biological and chemical environment.
6. Participates in operations in urban environments.
7. Conducts overwatch and supports another unit by direct precision fire, forward observation, and indirect supporting arms.
8. Plans and conducts screening operations.
9. Serves as guides for link-up and passage of lines.
10. Plans and conducts point, route and area surveillance and reconnaissance.

11. Conducts counter sniper operations.
12. Controls movement and maintains contact with platoon.
13. Logistically sustains the platoon.

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5050. PLATOON LEVEL COLLECTIVE EVENTS

INF-OFF-5101: Process known or suspected enemy personnel

SUPPORTED MET(S):

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

CONDITION: The unit is conducting tactical operations. The unit has captured known or suspected enemy personnel and the unit remains in contact with the enemy.

STANDARD: EPWs are expeditiously processed and treated IWA the law of war.

COMPONENT EVENTS:
1. Search Enemy Prisoners of War (EPWs) immediately after capture.
2. Tag and evacuate weapons, documents, and items of potential intelligence value at the same time as EPWs.
3. Return personnel items, protective clothes, and equipment to the EPWs.
4. Segregate EPWs by type and gender - Officers, NCO, unranked, civilian combatants, etc.
5. EPWs are prevented from conversing among themselves.
6. EPWs are processed quickly to obtain maximum intelligence benefit.
7. Report perishable information obtained from EPWs immediately to higher headquarters.
8. Ensure EPWs are safeguarded from abuse and the hazards of enemy fire until turned over to higher headquarters.
9. Treat enemy casualties with the same medical care and MEDEVAC priority as friendly casualties. Any difference in treatment is based solely on medical reasons.

REFERENCES:
1. MCRP 4-11.8C Enemy Prisoner of War and Civilian Internees
2. FMFM 6-5 Marine Rifle Platoon/Squad

SUPPORT REQUIREMENTS:
1. Maneuver/Training area
2. Role players
3. Documents/Weapons

RANGE/TRAINING AREA:
Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17904 Prisoner of War Training Area

ADMINISTRATIVE INSTRUCTIONS:
1. An event scenario must be provided that incorporates the requirements to facilitate training to standard.

INF-OFF-5104: Conduct obstacle breaching/forcible entry

SUPPORTED MET(S):

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

CONDITION: The unit is performing tactical operations when an obstacle that it cannot bypass stops it. The unit is operating as part of a larger force and must provide its own local security. Breaching element is equipped with the proper tools and ammunition to conduct the breach.

STANDARD: The unit reduces the obstacle, marks the breach site and continues the mission with minimal delay.

COMPONENT EVENTS:
1. The unit leader reports the obstacle to higher headquarters.
2. The lead element (individuals) occupies the best available position to overwatch the obstacle. The unit maintains security.
3. The lead unit conducts reconnaissance for enemy positions.
4. Conduct leader's reconnaissance and designate a breach point.
5. Employ organic and/or supporting fires to suppress the enemy.
6. Obscure the breach site from enemy observation.
7. Breaching element moves to the breach point using available cover and concealment and secures the breach site.
8. The breaching element inspects the obstacle for booby traps and marks booby traps for reduction.
9. The obstacle/barrier is reduced.
10. Destroy/Remove or mark unexploded mines and booby traps in the breach lane/site.
11. The breach element clears the breach lane, conducts a limited assault/security beyond the breach, and conducts a search for mines and booby traps on the far side. These are removed/destroyed or marked.
12. Mark the footpath to the breach, the breach lane, and the footpath beyond the obstacle. If breach will be used at night (or limited visibility), mark accordingly.
13. Remaining elements of the unit move through the breach lane.
14. Report the location of the breach to higher headquarters.

REFERENCES:
1. FM 5-250 Explosives and Demolitions
2. TM 9-1375-213-12 Demolition Materials
3. MCWP 3-35.3 Military Operations on Urbanized Terrain
4. MCWP 3-17 Engineer Operations
5. FMFM 6-5 Marine Rifle Platoon/Squad

SUPPORT REQUIREMENTS:
1. Appropriate demolition range (if ammunition is used)
2. Live fire and maneuver range

RANGE/TRAINING AREA:
Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17830 Light Demolition Range

WEAPONS AND ORDNANCE (LIVE FIRE):

Weapon:	M16 Series 5.56mm Service Rifle/M4 Series Carbine
A059	CTG, 5.56MM, BALL, M855 (180 rounds per M16)
Weapon:	M203 40mm Grenade Launcher
B504	CTG, 40MM, GREEN STAR PARACHUTE (2 per M203 Gunner)
B535	CTG, 40MM, WHITE STAR PARACHUTE (2 per M203 Gunner)
Weapon:	M240G 7.62mm Medium Machinegun

A131 CTG, 7.62MM, LINKED 4&1 (600 rounds per M240G)

Weapon: M249 5.56mm Light Machinegun - Squad Automatic Weapon
A064 CTG, 5.56MM, 4&1 LINKED, F/SAW (600 rounds for M249)
G930 GRENADE, HAND, SMOKE, WHITE (1 per squad)
G940 GRENADE, HAND, SMOKE, GREEN (1 per squad)
G945 GRENADE, HAND, SMOKE, YELLOW (1 per squad)
L307 SIGNAL, WHITE STAR CLUSTER (1 per squad)
L312 SIGNAL, WHITE STAR PARACHUTE (1 per squad)
L314 SIGNAL, GREEN STAR CLUSTER (1 per squad)
L324 SIGNAL, GREEN PARACHUTE (1 per squad)
L596 SIMULATOR, FLASH ARTILLERY (6)

Special Equipment:
Assault Breacher Kit – Wire cutters, Grappling Hook, Rope, etc.

WEAPONS AND ORDNANCE (BLANK FIRE):

Weapon: M16 Series 5.56mm Service Rifle/M4 Series Carbine
A080 CTG, 5.56MM, BLANK (180 per M16)

Weapon: M203 40mm Grenade Launcher
B504 CTG, 40MM, GREEN STAR PARACHUTE (2 per M203 Gunner)
B535 CTG, 40MM, WHITE STAR PARACHUTE (2 per M203 Gunner)

Weapon: M240G 7.62mm Medium Machinegun
A111 CTG, 7.62MM, BLANK LINKED, M82 (600 rounds per M240G)

Weapon: M249 5.56mm Light Machinegun - Squad Automatic Weapon
A075 CTG, 5.56MM, BLANK, LINKED (600 rounds per M249)

Weapon: M16 Series 5.56mm Service Rifle
G930 GRENADE, HAND, SMOKE, WHITE (1 per squad)
G940 GRENADE, HAND, SMOKE, GREEN (1 per squad)
G945 GRENADE, HAND, SMOKE, YELLOW (1 per squad)
L307 SIGNAL, WHITE STAR CLUSTER (1 per squad)
L312 SIGNAL, WHITE STAR PARACHUTE (1 per squad)
L314 SIGNAL, GREEN STAR CLUSTER (1 per squad)
L324 SIGNAL, GREEN PARACHUTE (1 per squad)
L596 SIMULATOR, FLASH ARTILLERY (6)

Special Equipment:
Assault Breacher Kit – Wire cutters, Grappling Hook, Rope, etc.

INF-OFF-5105: Occupy an assembly area

SUPPORTED MET(S):

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

CONDITION: The unit is conducting a tactical operation that requires it to occupy an assembly area.

STANDARD: The unit occupies an assembly area, establishes security and is prepared to conduct the follow-on operations at the appropriate time.

COMPONENT EVENTS:
1. Map reconnaissance is conducted and tentative positions are identified.
2. The quartering party/guides are organized and reconnoiter the tentative assembly area.
3. As the unit approaches, guide leads it to selected or designated areas.
4. Sectors of the perimeter are assigned to subordinate units to ensure mutual support and to cover all gaps by observation and fire.
5. The priorities of work are established and followed.
6. Security plan is established.
7. Coordinate with higher and adjacent units.
8. A sector sketch is forwarded to higher headquarters. Unit retains a copy.

REFERENCES:
1. FMFM 6-5 Marine Rifle platoon/Squad

SUPPORT REQUIREMENTS:

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

INF-OFF-5106: Overwatch/Support by fire

SUPPORTED MET(S):

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

CONDITION: The unit is overwatching or supporting by fire the movement of another unit or element during movement or an assault of an enemy unit. The primary direction of fire and tentative support position has been designated to the overwatching/support unit.

STANDARD: Unit leaders maximize the use of all direct and indirect weapons to support the supported unit. The unit completes the overwatch or effectively supports the maneuvering unit, makes necessary adjustments to the plan as the situation develops and changes, achieves the commander's intent. Unit prepares for follow-on missions at the conclusion of the attack.

COMPONENT EVENTS:
1. Reconnoiter the tentative position and the routes to it.
2. Ensure the position provides observation of the objective and overwatch of the assault element.
3. Unit provides for own security.
3. Ensure position enables the support element to place suppressive fire on the objective.
4. Assign positions, sectors of fire, and other fire control measures (TRP, rates of fire, target engagement criteria and priorities, etc.).
5. Maintain continuous communications with and, if possible, observation of the assault element and its route.
6. Alerts the assault element of any detected/observed enemy or changes in situation.
7. Initiates, shifts, and ceases fire on signal or when the assault begins in accordance with standard operating procedures or operations order.8. Displaces in accordance with criteria (MORT) given in operation order.

REFERENCES:
1. FMFM 6-4 Marine Rifle Company

2. FMFM 6-5 Marine Rifle Platoon/Squad
3. MCWP 3-15.1 Machine Guns and Machine Gun Gunnery

SUPPORT REQUIREMENTS:

Note: Range will need to support battalion level attack. Range must support all company weapons and attached weapons, to include dud-producing ordnance and overhead fires.

RANGE/TRAINING AREA:
Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17730 Fire and Movement Range
Facility Code 17581 Machinegun Field Firing Range
Facility Code 17631 Light Anti-armor Weapons Range; Live Fire
Facility Code 17670 Mortar Range
Facility Code 17671 Field Artillery Indirect Fire Range
Facility Code 17730 Fire and Movement Range
Facility Code 17936 Close Air Support Range

INF-OFF-5107: React to a meeting engagement

SUPPORTED MET(S):

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

CONDITION: The unit is conducting a tactical movement. Elements have either observed or been engaged by enemy forces. The enemy can be moving or stationary.

STANDARD: As part of a tactical movement or movement to contact, the unit reacts to the enemy and the situation based on the commander's intent (e.g. defeats the enemy, conducts a withdrawal, establishes hasty defensive positions), maintaining control of all elements and awareness of subordinate and adjacent unit positions and actions.

COMPONENT EVENTS:
1. React per developed Standard Operating Procedures (SOPs), rehearsed battle drills, and commander's guidance.
2. Elements take the nearest covered and concealed positions.
3. Elements maintain awareness of adjacent unit locations.
4. Forward an initial SITREP.
5. Determine the enemy's location and disposition.
6. Gain immediate fire superiority by employing direct and indirect fires.
7. Conduct an assessment of the situation and issue a verbal fragmentary order that specifies an objective and provides control measures.
8. Develop and execute a hasty fire support plan to support the scheme of maneuver.
9. Carefully monitor reports from engaged units to avoid being drawn into a decisive engagement with a superior force.
10. Set favorable conditions (support-by-fire position, prosecution of indirect fires, etc.) to support a company maneuver against a significant enemy force.
11. Consolidate, reorganize, and submit reports per Standard Operating Procedures (SOPs).

REFERENCES:
1. FMFM 6-4 Marine Rifle Company

SUPPORT REQUIREMENTS:
Note: Range must support all company weapons and attached weapons, to include dud-producing ordnance and overhead fires.

RANGE/TRAINING AREA:
Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17430 Impact Area; Dudded
Facility Code 17581 Machinegun Field Firing Range
Facility Code 17631 Light Anti-armor Weapons Range; Live Fire
Facility Code 17670 Mortar Range
Facility Code 17671 Field Artillery Indirect Fire Range
Facility Code 17730 Fire and Movement Range
Facility Code 17936 Close Air Support Range

INF-OFF-5108: Conduct a patrol

SUPPORTED MET(S):

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

CONDITION: Given a mission, location of adjacent friendly forces, estimated locations and most recent activities of enemy, weather conditions for the duration of the patrol, a defined area to operate in, patrol route, rules of engagement, supporting arms.

STANDARD: Coordinate with forward unit commander, supported unit commander (as applicable), and intelligence section. Conduct inspection, equipment check and appropriate rehearsals. Coordinate exit, re-entry procedures, and fire support plan. Follow submitted route and maintain communications. Accomplish purpose and intent of patrol.

COMPONENT EVENTS:
1. Conduct Forward Unit Coordination.
2. Exit friendly lines.
3. Conduct assigned patrol type (reconnaissance/combat).
4. Utilize control measures, i.e., checkpoints, rally points, etc.
5. Develop and use patrol routes that avoid unplanned exposure to civilians, routes along ridgelines, and danger areas.
6. Utilize unit SOPs when encountering danger areas.
7. Maintain security at all times.
8. On contact develop the situation and maneuver your forces to gain advantage and accomplish mission.8. Employ appropriate fire support during enemy contact.
9. Submit appropriate reports, as required.
10. Achieve patrol purpose/intent.
11. Conduct re-entry of friendly lines.
12. Conduct debrief of patrol; consolidate information, and forward to higher headquarters.

REFERENCES:
1. MCWP 3-11.1 Marine Rifle Company/Platoon
2. MCWP 3-11.3 Scouting and Patrolling
3. FMFM 6-5 Marine Rifle Platoon/Squad

SUPPORT REQUIREMENTS:
1. MILES Gear
2. SESAMS weapons kits, to include protective suite
3. Role players

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

WEAPONS AND ORDNANCE:

Weapon: M16 Series 5.56mm Service Rifle

A080	CTG, 5.56MM, BLANK
AA12	SESAMS (RED)
AA21	SESAMS (BLUE)
G811	GRENADE, HAND, PRACTICE (BODY)
G878	FUZE, DELAY, F/G811 PRAC GREN
G930	GRENADE, HAND, SMOKE, WHITE
G940	GRENADE, HAND, SMOKE, GREEN
G945	GRENADE, HAND, SMOKE, YELLOW
L307	SIGNAL, WHITE STAR CLUSTER
L312	SIGNAL, WHITE STAR PARACHUTE
L314	SIGNAL, GREEN STAR CLUSTER
L324	SIGNAL, GREEN PARACHUTE
L596	SIMULATOR, FLASH ARTILLERY

Weapon: M203 40mm Grenade Launcher

B504	CTG, 40MM, GREEN STAR PARACHUTE
B508	CTG, 40MM, GREEN SMOKE GROUND
B509	CTG, 40MM, YELLOW SMOKE GROUND

Weapon: M249 5.56mm Light Machinegun - Squad Automatic Weapon

A075	CTG, 5.56MM, BLANK, LINKED

INF-OFF-5109: Occupy a patrol base

SUPPORTED MET(S):

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

CONDITION: Given a long-term patrol mission, an assigned area to patrol, location of adjacent friendly units, estimates of enemy locations, most recent activities of the enemy, attachments or detachments, activities of indigenous forces.

STANDARD: Operate a command post and continuous patrols from the patrol base. Manage personnel and time to maintain security and conduct continuing actions. React appropriately to enemy contact.

COMPONENT EVENTS:
1. Platoon halts sufficient distance from tentative patrol base.
2. Local security is established to cover the most likely direction of enemy approach.
3. The Platoon Commander provides a contingency plan to the Platoon Sergeant.
4. The Platoon Commander reconnoiters the patrol base.

5. The Platoon Commander checks the patrol base for suitability and to ensure no enemy is near.
6. A portion of the security team remains in the patrol base while the Platoon Commander and the remainder returns to the main body.
7. The Platoon Commander brings the rest of the unit forward.
8. The rear security element camouflages the trail from the security position to the patrol base.
9. Occupy the patrol base by deploying in a controlled manner and establishing a perimeter.
10. Use only one point of entry and exit when possible.
11. Establish temporary observation posts. As a minimum, establish an observation post to observe the route the unit used to enter the patrol base.
12. Conduct reconnaissance to the limits of the unit's direct fire weapons to identify any signs of enemy activity, suitable observation post locations, possible rally points, withdrawal routes, and dead space.
13. Designate withdrawal routes, rally points, alternate patrol base, and observation post positions. Create a signal plan to support your withdrawal plan and rehearse.
14. Establish or modify standard operating procedures for defensive work priorities.
15. Develop a fire plan sketch.
16. Establish communications with higher headquarters, OPs, and throughout the unit.
17. Permit only necessary movement within the patrol base.
18. Continuously enforce security, continuing actions, noise, light, camouflage discipline, and rest plan.
19. Emplace early warning devices on avenues of approach.
20. Conduct command post operations within the patrol base. Leaders in the patrol base continue to plan and prepare for the mission and units conduct patrols.
21. Establish an alternate patrol base to be used in case you are compromised or need to relocate after a period of time. 22. After departure, remove or conceal all signs of the unit's presence.

REFERENCES:
1. FMFM 6-5 Marine Rifle Platoon/Squad
2. MCWP 3-11.1 Marine Rifle Company/Platoon
3. MCWP 3-11.3 Scouting and Patrolling

SUPPORT REQUIREMENTS:

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

WEAPONS AND ORDNANCE:

Weapon:	M16 Series 5.56mm Service Rifle
A080	CTG, 5.56MM, BLANK
G811	GRENADE, HAND, PRACTICE (BODY)
G878	FUZE, DELAY, F/G811 PRAC GREN
G930	GRENADE, HAND, SMOKE, WHITE
G940	GRENADE, HAND, SMOKE, GREEN
G945	GRENADE, HAND, SMOKE, YELLOW
L307	SIGNAL, WHITE STAR CLUSTER
L312	SIGNAL, WHITE STAR PARACHUTE
L314	SIGNAL, GREEN STAR CLUSTER
L324	SIGNAL, GREEN PARACHUTE

L596 SIMULATOR, FLASH ARTILLERY

Weapon: M203 40mm Grenade Launcher
B504 CTG, 40MM, GREEN STAR PARACHUTE
B508 CTG, 40MM, GREEN SMOKE GROUND
B509 CTG, 40MM, YELLOW SMOKE GROUND

Weapon: M249 5.56mm Light Machinegun - Squad Automatic Weapon
A075 CTG, 5.56MM, BLANK, LINKED

INF-OFF-5112: Conduct a deliberate attack

SUPPORTED MET(S):

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

CONDITION: Given an order to conduct a deliberate attack. The unit leaders have conducted deliberate planning, developed a sound tactical plan, and are prepared to conduct the attack.

STANDARD: The unit conducts a deliberate attack, makes necessary adjustments to the plan as the situation develops and changes, achieves the commander's intent, and prepares for follow-on missions at the conclusion of the attack.

COMPONENT EVENTS:
1. Employ reconnaissance and surveillance elements to detect enemy forces, positions, movement, and obstacles, and submit reports in a timely manner.
2. Initiate preparatory fires per the fire support plan.
3. Cross the Line of Departure (LD) at the specified time.
4. Attacking units use covered and concealed routes to approach the enemy, and when taken under fire, they advance by fire and maneuver.
5. Bypass or rapidly breach obstacles encountered en route to the objective.
6. Remain dispersed unless required to mass to overcome resistance, in which case, disperse as soon as the requirement for concentration ceases.
7. Unit leader maintains status on the progress of the attack and the enemy situation. He continues to move to positions where, depending on the battle, he is able to alter the organization for combat, maneuver his forces, reallocate and shift fires, or use his reserve.
8. Request supporting arms to engage targets of opportunity.
9. Gain and maintain fire superiority by employing direct and indirect supporting fires.
10. Position attached crew served weapons, maximizing the effectiveness of their fires with respect to the target/ground.
11. Displace supporting weapons to provide continuous support.
12. Treat and evacuate casualties.
13. Handle EPW/Detainee per unit SOP.
14. Reduce fortified positions and clear trenchlines.
15. Exploit success by executing a pursuit to effect the destruction of the enemy force that is in the process of disengaging.
16. When a pursuit is not employed, assault elements assume a hasty defensive posture. Upon seizure of the objective, continue to fire on withdrawing enemy, and prepare for possible counterattack.
17. Unit consolidates and re-organizes when the objective is attained.
18. Issue a fragmentary order (FRAGO), as necessary, to alter the plan of attack.

REFERENCES:
1. FMFM 6-4 Marine Rifle Company

SUPPORT REQUIREMENTS:
Note: Range must support all company weapons and attached weapons, to include dud-producing ordnance and overhead fires.

RANGE/TRAINING AREA:
Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17430 Impact Area; Dudded
Facility Code 17581 Machinegun Field Firing Range
Facility Code 17631 Light Anti-armor Weapons Range; Live Fire
Facility Code 17670 Mortar Range
Facility Code 17671 Field Artillery Indirect Fire Range
Facility Code 17730 Fire and Movement Range
Facility Code 17936 Close Air Support Range

INF-OFF-5113: Conduct a deliberate night attack

SUPPORTED MET(S):

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

CONDITION: The unit has been ordered to conduct a planned night attack. The unit leaders have conducted deliberate planning, developed a sound tactical plan, and are prepared to conduct a night attack.

STANDARD: The unit conducts a night attack, makes necessary adjustments to the plan as the situation develops and changes, achieves the commander's intent and prepares for follow-on missions at the conclusion of the attack.

COMPONENT EVENTS:
1. Employ reconnaissance and surveillance elements to detect enemy forces, positions, movement, and obstacles, and submit reports in a timely manner.
2. Elements maintain strict noise and light discipline.
3. Occupy attack position only long enough to affect any required final coordination.
4. Unit crosses the Line of Departure (LD) on time.
5. Control measures are employed that allow the rapid deployment of forces in support of the mission.
6. Subordinate unit leaders maintain direction of attack and control over the movement of their units.
7. Guides follow previously reconnoitered/marked routes of advance, and lead units to designated release points.
8. Forward reconnaissance/security elements maintain surveillance of enemy disposition and report as required.
9. Assault element avoids unnecessary delay at the PLD.
10. Give the signal to launch the attack after all elements report their readiness, or when the situation requires an immediate assault.
11. Employ supporting fires with the execution of the assault.
12. Assault element halts forward movement no further than the limit of advance and pursues the enemy by small arms and supporting fires.
13. Assault element immediately establishes local security, consolidates, reorganizes, prepares to continue the attack, and marks cleared lanes through obstacles.
14. Displace any crew served weapons forward to ensure continuous support of

maneuver/assault elements.
15. Adjust defensive positions as visibility improves.

REFERENCES:
1. FMFM 6-4 Marine Rifle Company

SUPPORT REQUIREMENTS:
Note: Range must support all company weapons and attached weapons, to include dud-producing ordnance and overhead fires.

RANGE/TRAINING AREA:
Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17430 Impact Area; Dudded
Facility Code 17581 Machinegun Field Firing Range
Facility Code 17631 Light Anti-armor Weapons Range; Live Fire
Facility Code 17670 Mortar Range
Facility Code 17671 Field Artillery Indirect Fire Range
Facility Code 17730 Fire and Movement Range
Facility Code 17936 Close Air Support Range

INF-OFF-5114: Conduct a raid

SUPPORTED MET(S):

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

CONDITION: Given a tactical scenario and directed to conduct a raid. The unit is operating separately or as part of a larger force.

STANDARD: The unit conducts the raid, makes necessary adjustments to the plan as the situation develops and changes, achieves the commander's intent and executes a planned withdrawal.

COMPONENT EVENTS:
1. Conduct raid planning and organize for the raid and arrange for a planned withdrawal.
2. Conduct a reconnaissance of the objective.
3. Assign each element a withdrawal plan.
4. Ensure security elements occupy designated positions to the flanks and rear of the unit and along high-speed avenues of approach to the objective.
5. Move support element to a covered and concealed position from which fire can be placed on the objective.
6. Move assault element to the designated assault position. The assault position should be close enough to the objective for immediate assault, if detected before the planned assault.
7. Plan indirect, suppressive, or obscuration fires on known and suspected enemy position(s).
8. Ensure security element prevents enemy entry into or escape from the objective area.
9. Ensure assault element fights through, consolidates, and reorganizes on the objective.
10. On order, the unit withdraws from the objective.
11. Account for all personnel prior to the final withdrawal.
12. Execute withdrawal.

REFERENCES:

1. FMFM 6-4 Marine Rifle Company
2. FMFM 7-32 Raid Operations

SUPPORT REQUIREMENTS:

Note: Range must support all company weapons and attached weapons, to include dud-producing ordnance and overhead fires.

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17430 Impact Area; Dudded
Facility Code 17581 Machinegun Field Firing Range
Facility Code 17631 Light Anti-armor Weapons Range; Live Fire
Facility Code 17670 Mortar Range
Facility Code 17671 Field Artillery Indirect Fire Range
Facility Code 17730 Fire and Movement Range
Facility Code 17936 Close Air Support Range

WEAPONS AND ORDNANCE:

Weapon: M16 Series 5.56mm Service Rifle

DODIC		Quantity
A059	CTG, 5.56MM, BALL, M855	40 per wpn
A063	CTG, 5.56MM, TRACER, M856	10 per wpn
A080	CTG, 5.56MM, BLANK	20 per wpn
G930	GRENADE, HAND, SMOKE, WHITE	6
G940	GRENADE, HAND, SMOKE, GREEN	6
G945	GRENADE, HAND, SMOKE, YELLOW	6
L307	SIGNAL, WHITE STAR CLUSTER	3
L312	SIGNAL, WHITE STAR PARACHUTE	3
L314	SIGNAL, GREEN STAR CLUSTER	3
L324	SIGNAL, GREEN PARACHUTE	3
L596	SIMULATOR, FLASH ARTILLERY	6
LX21	SIMULATOR, NOISE, (SMAW)	4

Weapon: M203 40mm Grenade Launcher

DODIC		Quantity
B504	CTG, 40MM, GREEN STAR PARACHUTE	6
B508	CTG, 40MM, GREEN SMOKE GROUND	6
B509	CTG, 40MM, YELLOW SMOKE GROUND	3
B519	CTG, 40MM, PRACTICE, M781	4 per wpn
B535	CTG, 40MM, WHITE STAR PARACHUTE	3
B546	CTG, 40MM, HE DP, M433	5 per wpn

Weapon: M224 60mm Lightweight Mortar

DODIC		Quantity
B634	CTG, 60MM TP	9 per wpn
B642	CTG, 60MM, HE, W/MOF M734	6 per wpn
B643	CTG, 60MM, HE, W/FZ PD M935	6 per wpn
B646	CTG, 60MM, SMOKE, WP (LWCMS)	2 per wpn
B647	CTG, 60MM, ILLUM, (LWCMS)	2 per wpn

Weapon: M240G 7.62mm Medium Machinegun

DODIC		Quantity
A111	CTG, 7.62MM, BLANK LINKED, M82	400 per wpn
A131	CTG, 7.62MM, LINKED 4&1	400 per wpn

Weapon: M249 5.56mm Light Machinegun - Squad Automatic Weapon

DODIC		Quantity
A064	CTG, 5.56MM, 4&1 LINKED, F/SAW	200 per wpn
A075	CTG, 5.56MM, BLANK, LINKED	200 per wpn

Weapon: Mk153 SMAW

DODIC		Quantity
HX05	RKT 83MM, ASSAULT, (SMAW)	2
HX06	RKT 83MM, HEAA (SMAW)	
HX07	RKT 83MM, COMMON PRACTICE (SMAW)	4
LX21	SIMULATOR, NOISE, (SMAW)	2

INF-OFF-5115: Conduct a motorized attack

SUPPORTED MET(S):

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

CONDITION: The unit is ordered to conduct a motorized attack as the assault element of a larger force. The unit has additional vehicles attached. Enemy positions are hastily constructed, enemy resistance is light or sporadic, and trafficability and cover to and through the objective is good.

STANDARD: Unit leaders maximize the use of speed and firepower of all combat vehicles. The unit conducts the attack, makes necessary adjustments to the plan as the situation develops and changes, achieves the commander's intent and prepares for follow-on missions at the conclusion of the attack.

COMPONENT EVENTS:

1. Unit leader determines rates of march, dispersion, dismount and remount/link-up points, and load/bump plan.
2. Disperse vehicles to covered and concealed positions prior to launching the attack.
3. Elements move using the designated movement techniques.
4. Ensure drivers use correct terrain driving techniques, i.e., make maximum use of cover and concealment, avoid being skylined, and avoid open areas.
5. Plan indirect, suppressive, or obscuration fires on known and suspected enemy position(s).
6. Use appropriate techniques of movement when crossing danger areas.
7. Ensure vehicle's primary weapons engage appropriate targets.
8. Maintain vehicle orientation along the designated route or axis and maneuvers so the vehicle mounted weapons can engage enemy positions.
9. If the unit receives effective fire, unit dismounts and continues the attack.
10. Use tactical control measures, as required, to assist in movement control and report arrival at established control points.
11. Ensure all vehicle commanders and embarked Unit leaders are able to give their locations.
12. Coordinate the movement of vehicles to maximize the use of their armor protection, firepower, mobility, speed, and shock action.
13. Take appropriate actions to handle disabled combat vehicles.
14. Consolidate and reorganize on the objective.
15. During consolidation, withdraw combat vehicles from the point of furthest advance and positions in hull defilade, or position them to most effectively employ their weapons systems.

REFERENCES:
1. FM 17-97 Cavalry

SUPPORT REQUIREMENTS:
Note: Range must support all company weapons and attached weapons, to include dud-producing ordnance and overhead fires.

RANGE/TRAINING AREA:
Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17430 Impact Area; Dudded
Facility Code 17581 Machinegun Field Firing Range
Facility Code 17631 Light Anti-armor Weapons Range; Live Fire
Facility Code 17670 Mortar Range
Facility Code 17671 Field Artillery Indirect Fire Range
Facility Code 17730 Fire and Movement Range
Facility Code 17906 Wheeled Vehicle Drivers Course
Facility Code 17936 Close Air Support Range

INF-OFF-5116: Conduct tank-infantry attack

SUPPORTED MET(S):

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

CONDITION: The unit has been ordered to conduct a planned tank infantry attack. The unit has tanks and/or AAV's attached. Marines are aware of the capabilities and inherent dangers involved with tanks.

STANDARD: The unit leaders incorporate armor unit leaders in the planning phase. The unit conducts the attack, maximizing the use of the armor protection and firepower of attached armor units, makes necessary adjustments to the plan as the situation develops and changes, achieves the commander's intent and prepares for follow-on missions at the conclusion of the attack.

COMPONENT EVENTS:
1. Deploy reconnaissance and surveillance teams in forward operating areas.
2. Cross the line of departure (LD) at the specified time.
3. Plan indirect, suppressive, or obscuration fires on known and suspected enemy position(s).
3. Ensure infantry provides security for tanks throughout the attack.
4. Maintain positive control over lead, flank, and rear security elements.
5. Continually adjust movement techniques, depending upon the situation and the terrain.
6. Use appropriate techniques of movement when crossing danger areas.
7. Use control measures that provide positive control of movement and fires.
8. Breach obstacles as required.
9. Coordinate the movement of tanks and infantry to maximize the use of the tank's armor protected firepower, speed, and shock action.
10. Ensure tank/infantry communications are effective and redundant throughout the movement and attack.
11. Consolidate and reorganize on the objective.
12. In consolidation, position tanks where they are protected but can still maximize their capabilities.

REFERENCES:
1. FMFM 6-4 Marine Rifle Company

SUPPORT REQUIREMENTS:
1. Trafficable roads/trails
2. Tank Unit

Note: Range must support all company weapons and attached weapons, to include dud-producing ordnance, 120mm main gun and overhead fires. Include appropriate 120mm ammo.

RANGE/TRAINING AREA:
Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17430 Impact Area; Dudded
Facility Code 17581 Machinegun Field Firing Range
Facility Code 17631 Light Anti-armor Weapons Range; Live Fire
Facility Code 17670 Mortar Range
Facility Code 17671 Field Artillery Indirect Fire Range
Facility Code 17730 Fire and Movement Range
Facility Code 17936 Close Air Support Range

INF-OFF-5117: Conduct a mechanized attack

SUPPORTED MET(S):

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

CONDITION: Given the order to conduct a planned mechanized attack. The unit has mechanized vehicles attached.

STANDARD: The unit conducts the attack maximizing the mobility, protection and firepower of attached armor units, makes necessary adjustments to the plan as the situation develops and changes, achieves the commander's intent and prepares for follow-on missions at the conclusion of the attack.

COMPONENT EVENTS:
1. Determine tentative dismount and link-up/remount points, and load/bump plan.
2. Disperse vehicles in covered and concealed positions prior to launching the attack.
3. Plan indirect, suppressive, or obscuration fires on known and suspected enemy position(s).
4. Cross the line of departure (LD) at the determined time.
5. Provide vehicle protection measures with infantry throughout the attack.
6. Maintain positive control over lead, flank, and rear security elements.
7. Continually adjust movement techniques, depending upon the situation and terrain. If the unit receives effective fire, the unit may dismount and continue the attack.
8. Use appropriate techniques of movement when crossing danger areas.
9. Use control measures for positive control of movement and fires.
10. Breach or bypass obstacles.
11. Ensure all vehicle commanders and embarked Unit leaders are able to give their locations when asked.
12. Consolidate and reorganize on the objective.
13. During consolidation, withdraw AAVs, tanks, and other combat vehicles from the point of furthest advance and positions in hull defilade, or where they can best employ their weapons.
14. Take appropriate actions to handle disabled tanks, AAVs, and other combat vehicles.

REFERENCES:
1. FM 17-95 Cavalry
2. FMFM 6-4 Marine Rifle Company

SUPPORT REQUIREMENTS:
1. Trafficable roads/trails
2. Tank Unit

Note: Range must support all company weapons and attached weapons, to include dud-producing ordnance, 120mm main gun and overhead fires. Include appropriate 120mm ammo.

RANGE/TRAINING AREA:
Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17430 Impact Area; Dudded
Facility Code 17581 Machinegun Field Firing Range
Facility Code 17631 Light Anti-armor Weapons Range; Live Fire
Facility Code 17670 Mortar Range
Facility Code 17671 Field Artillery Indirect Fire Range
Facility Code 17730 Fire and Movement Range
Facility Code 17907 Tracked Vehicle Drivers Course
Facility Code 17936 Close Air Support Range

INF-OFF-5118: Move by helicopter

SUPPORTED MET(S):

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

CONDITION: The unit is required to conduct movement by helicopter. The unit is operating as part of a larger force. The unit must provide its own security.

STANDARD: The unit completes the movement with all personnel and gear accounted for and is prepared to conduct future operations.

COMPONENT EVENTS:
1. Organize personnel and equipment based on the allowable cargo load. Bump and load plans are complete.
2. Designate sticks and stick leaders, maintaining tactical integrity and self-sufficiency as much as possible.
3. Brief personnel in the stick on loading, en route, and deplaning procedures and safety.
4. Secure assigned portion of pickup zone, remaining dispersed, covered, and concealed.
5. After aircraft lands, the unit quickly loads, in the manner appropriate for the type aircraft.
6. After aircraft lands, personnel dismount immediately.
7. Ensure personnel accountability.
8. Continue mission, in accordance with Operations Order.

REFERENCES:
1. FMFM 6-5 Marine Rifle Platoon/Squad

SUPPORT REQUIREMENTS:
1. Helicopter support
2. Suitable landing zone

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

INF-OFF-5119: Consolidate and reorganize

SUPPORTED MET(S):

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

CONDITION: The unit has reached an objective, arrived at a new position, repelled an enemy attack, or restored defensive positions following a counterattack of enemy forces. The unit has issued an order to consolidate and reorganize.

STANDARD: At the conclusion of another operation, the unit establishes local security, positions forces to best defeat counterattack or other offensive enemy action, evacuates casualties, and redistributes/resupplies ammunition and other required supplies. Unit is prepared to establish a deliberate defense or continue the attack (either by fire or maneuver).

COMPONENT EVENTS:
1. Assume defensive positions covering likely dismounted and mounted avenues of approach and commence work to improve positions.
2. Displace supporting arms/crew served weapons and reserves forward, to add strength and ensure continuous fire support.
3. Adjust initial positions as a result of the ground reconnaissance and changes in the enemy situation.
4. Establish both active and passive security measures immediately upon occupying the position.
5. Process casualties.
6. Process enemy prisoners of war (EPWs).
7. Redistribute personnel, supplies, and equipment to offset any losses, and conduct resupply as required.
8. Integrate the use of natural obstacles, and prepare barriers and man-made obstacles.
9. Position command and control facilities to control the consolidation and to facilitate the conduct of future operations.
10. Establish counterattack plan.
11. Submit reports, to include fire plan sketch, to higher as required.
12. Conduct preparation for future missions.
13. Ensure thorough coordination with adjacent and supported units.

REFERENCES:
1. FMFM 6-4 Marine Rifle Company
2. FMFM 6-3 Marine Infantry Battalion

SUPPORT REQUIREMENTS:

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

INF-OFF-5120: Conduct a counterattack

SUPPORTED MET(S):

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

CONDITION: The unit has been ordered to conduct a planned counterattack. The enemy has breached the higher unit's defense.

STANDARD: Unit conducts passage of lines, and either defeats the enemy or closes the penetration the enemy has created in the friendly unit's defenses. Unit achieves the commander's intent and is prepared to re-establish defensive positions or continue the attack as directed.

COMPONENT EVENTS:
1. Initiate and coordinate movement to designated attack positions.
2. Organize, position, and equip blocking positions in sufficient strength to delay the enemy.
3. Conduct a successful passage of lines in those occupied areas that cannot be avoided by the counterattack unit.
4. Coordinate the delivery of direct and indirect fires in support of the counterattack.
5. Maneuver force commander controls all troops and fires within the area of penetration.
6. Ensure specified control measures are adequate to control movement and fires.
7. Ensure maneuver forces do not attack forward of the limit of advance.
8. Reestablish local security measures.
9. Consolidate the defense and readjust defensive assignments as required.
10. Report expulsion of the enemy force and reestablishment of the FEBA to higher command elements.

REFERENCES:
1. FMFM 6-4 Marine Rifle Company

SUPPORT REQUIREMENTS:
Note: Range must support all company weapons and attached weapons, to include dud-producing ordnance and overhead fires.

RANGE/TRAINING AREA:
Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17430 Impact Area; Dudded
Facility Code 17581 Machinegun Field Firing Range
Facility Code 17631 Light Anti-armor Weapons Range; Live Fire
Facility Code 17670 Mortar Range
Facility Code 17671 Field Artillery Indirect Fire Range
Facility Code 17730 Fire and Movement Range
Facility Code 17936 Close Air Support Range

INF-OFF-5121: Conduct a movement to contact

SUPPORTED MET(S):

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

CONDITION: The unit has been ordered to conduct a movement to conduct, or the unit leader decides, based on his estimate of the situation, to do so. Enemy location and disposition are unknown.

STANDARD: Unit leaders maximize the use of speed and firepower of any

incorporated combat vehicles. The unit conducts the attack, makes necessary adjustments to the plan as the situation develops and changes, achieves the commander's intent and prepares for follow-on missions at the conclusion of the attack.

COMPONENT EVENTS:
1. Coordinate with adjacent and supporting units throughout the operation.
2. Place the unit leader where he can best control the formation.
3. Begin the movement on time and in the specified formation.
4. Deploy advance guard in a formation that is based on the probability of enemy contact and far enough forward to provide time and space for the commander to react to enemy contact or obstacles.
5. All units use movement techniques appropriate for the terrain and probability of enemy contact.
6. The overall formation permits a part of the force to provide suppressive fire from overwatch positions while the advancing elements make full use of covered and concealed routes.
7. Retain the bulk of combat power in an uncommitted status during movement to permit its rapid deployment on contact.
8. Reduce obstacles that cannot be bypassed.
9. Coordinate the delivery of fire support (direct and indirect), according to plan and in a responsive manner.
10. Use and report control measures that provide control for elements and fires, and are appropriate to the enemy situation and terrain.
11. Leaders are able to give their positions/location.
12. Evacuate casualties.
13. Conduct resupply and recovery operations as required.
14. Ensure reconnaissance elements are kept advised of main body rate of movement.
15. Process EPWs.

REFERENCES:
1. FMFM 6-4 Marine Rifle Company

SUPPORT REQUIREMENTS:
1. Trafficable roads/trails
Note: Appropriate to means of transportation, i.e., foot-mobile or motorized/mechanized.
Note: Range must support all company weapons and attached weapons, to include dud-producing ordnance and overhead fires.

RANGE/TRAINING AREA:
Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17430 Impact Area; Dudded
Facility Code 17581 Machinegun Field Firing Range
Facility Code 17631 Light Anti-armor Weapons Range; Live Fire
Facility Code 17670 Mortar Range
Facility Code 17671 Field Artillery Indirect Fire Range
Facility Code 17730 Fire and Movement Range
Facility Code 17936 Close Air Support Range

INF-OFF-5122: Destroy a bunker

SUPPORTED MET(S):

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

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

STANDARD: The unit effectively destroys the bunker, gains a foothold in the trench complex and continues a limited clearing.

COMPONENT EVENTS:
1. Move towards the assigned bunker, remaining clear of friendly suppressive fires.
2. The support element suppresses the designated bunker while other personnel prepare to use rockets or explosives to destroy the bunker.
3. Once the supporting elements effectively suppress the bunker, other personnel destroy the bunker.
4. Breach any wire or other obstacles.
5. Once the bunker has been neutralized, elements move to and clear the bunker.
6. Other elements enter the bunker complex at the same point of penetration, and continue clearing.
7. Mark the bunker after clearing.
8. Treat and evacuate casualties.
9. Continue the mission.

SUPPORT REQUIREMENTS:
1. Live fire trench complex
Note: Range must support dud-producing ordnance.

RANGE/TRAINING AREA:
Facility Code 17730 Fire and Movement Range
Facility Code 17810 Live Hand Grenade Range
Facility Code 17830 Light Demolition Range
Facility Code 17945 Training Mockups

INF-OFF-5123: Clear a trench complex

SUPPORTED MET(S):

EVALUATION CODED: NO **SUSTAINMENT INTERVAL**: 9 months

CONDITION: The unit, acting alone or as part of a larger unit, is conducting an attack against a well-established defense and is ordered to clear all or a part of a trench complex. The unit has all materials and attachments required to reduce a bunker and breach a mined wire obstacle.

STANDARD: The unit reduces a bunker and establishes a point of penetration, breaches any obstacles that cannot be bypassed and clears the trenchline. The unit makes required changes to the plan based on the situation and enemy and achieves the commander's intent. The unit consolidates and is prepared to conduct further operations.

COMPONENT EVENTS:
1. Unit task organizes as required.
2. A route is selected to the trench line or to the point in the obstacle where a breach will be made.
3. A support element suppresses enemy positions.
4. The near bunker is reduced.
5. The breaching element breaches the obstacle before the trench line,

marking the cleared entrance, breach point, and exit from the obstacle.
6. The clearing team enters the trench and gains an initial foothold.
7. Remaining clearing teams enter the trench and start clearing.
8. Clearing teams mark the limit of advance.
9. Each subsequent bunker is reduced.
10. Clearing teams maintain an interval that prevents two teams from getting caught by the same enemy fires.
11. As clearing teams become low on ammunition, leaders replace or resupply them.
12. Assault element continues clearing the trench line until the assigned sector is cleared.
13. No trench sections are bypassed or left unsecured.
14. The support element reinforces the clearing unit. On order or signal, the support element enters the trench and carries out the following actions, as required.
15. The unit continues to clear the trench until the assigned sector is cleared.
16. The unit consolidates and reorganizes.

SUPPORT REQUIREMENTS:
1. Live fire trench complex
Note: Must support dud-producing ammunition.

RANGE/TRAINING AREA:
Facility Code 17730 Fire and Movement Range
Facility Code 17810 Live Hand Grenade Range
Facility Code 17830 Light Demolition Range
Facility Code 17945 Training Mockups

INF-OFF-5124: Conduct an ambush

SUPPORTED MET(S):

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

CONDITION: The unit had been ordered to execute an ambush in a designated area of operations. The unit is operating separately and must provide its own security. Both friendly and enemy units have indirect fire available.

COMPONENTS:
1. The unit is organized into an assault element, a support element, and a security element.
2. Conduct an estimate of the situation to determine a tentative ORP.
3. Reconnaissance is conducted of the tentative ORP site with PL and security team. A portion of the security element remains at the ORP while the PL returns with security to retrieve the patrol.
4. Reconnaissance is then conducted of the tentative ambush site with FO, RO, element leaders, and a security team. Flank security is posted while reconnaissance is conducted.
5. The kill zone is identified and confirmed. Positions for attached weapons systems and fire teams are designated for subordinate leaders.
6. A portion of the reconnaissance team returns to the ORP, leaving a security team at the ambush site with flank security posted.
7. The patrol loads the ambush site security element, support element, assault element.
8. A portion of the security team remains in the ORP if the unit plans to return to the ORP after the execution of the ambush, and if their absence from the ambush site is supportable.
9. Claymore mines are placed to cover the kill zone and the unit's

withdrawal routes.
10. Flank security alerts the unit of the enemy approach. At a minimum they report the direction of movement, size of the target, and any special weapons and equipment carried.
11. If the enemy force is too large, the Unit Leader directs the ambush is not initiated. The squad allows the enemy to pass.
12. If the enemy force is not too large, the Unit Leader initiates or signals the initiation of the ambush when the largest percentage of the enemy is in the kill zone.
13. The signal to shift or cease fires is given.
14. The assault element may attack by fire or assault through before the enemy can react to kill or capture all enemy in the kill zone.
15. Specialty teams (demolition, aid and litter, search, PW) accomplish their assigned tasks immediately after the assault.
16. Withdraws assault element, support element, security element.
17. Planned indirect fire or smoke can be used to cover the withdrawal.
18. Patrol conducts short security halt accounts for personnel and a SITREP is transmitted to higher headquarters.
19. Continues the mission.

SUPPORT REQUIREMENTS:
1. Live fire range
Note: Range must support all company weapons.

RANGE/TRAINING AREA:
Facility Code 17752 Infantry Platoon Battle Course
Facility Code 17753 Infantry Platoon Battle Course; Automated

WEAPONS AND ORDNANCE:

Weapon: M16 Series 5.56mm Service Rifle

DODIC		Quantity
A059	CTG, 5.56MM, BALL, M855	40 per wpn
A063	CTG, 5.56MM, TRACER, M856	10 per wpn
A080	CTG, 5.56MM, BLANK	20 per wpn
G930	GRENADE, HAND, SMOKE, WHITE	6
G940	GRENADE, HAND, SMOKE, GREEN	6
G945	GRENADE, HAND, SMOKE, YELLOW	6
L307	SIGNAL, WHITE STAR CLUSTER	3
L312	SIGNAL, WHITE STAR PARACHUTE	3
L314	SIGNAL, GREEN STAR CLUSTER	3
L324	SIGNAL, GREEN PARACHUTE	3
L596	SIMULATOR, FLASH ARTILLERY	6
LX21	SIMULATOR, NOISE, (SMAW)	4

Weapon: M203 40mm Grenade Launcher

DODIC		Quantity
B504	CTG, 40MM, GREEN STAR PARACHUTE	6
B508	CTG, 40MM, GREEN SMOKE GROUND	6
B509	CTG, 40MM, YELLOW SMOKE GROUND	3
B519	CTG, 40MM, PRACTICE, M781	4 per wpn
B535	CTG, 40MM, WHITE STAR PARACHUTE	3
B546	CTG, 40MM, HE DP, M433	5 per wpn

Weapon: M224 60mm Lightweight Mortar

DODIC		Quantity
B634	CTG, 60MM TP	9 per wpn
B642	CTG, 60MM, HE, W/MOF M734	6 per wpn
B643	CTG, 60MM, HE, W/FZ PD M935	6 per wpn

B646	CTG, 60MM, SMOKE, WP (LWCMS)	2 per wpn
B647	CTG, 60MM, ILLUM, (LWCMS)	2 per wpn

Weapon: M240G 7.62mm Medium Machinegun

DODIC		Quantity
A111	CTG, 7.62MM, BLANK LINKED, M82	400 per wpn
A131	CTG, 7.62MM, LINKED 4&1	400 per wpn

Weapon: M249 5.56mm Light Machinegun - Squad Automatic Weapon

DODIC		Quantity
A064	CTG, 5.56MM, 4&1 LINKED, F/SAW	200 per wpn
A075	CTG, 5.56MM, BLANK, LINKED	200 per wpn

Weapon: Mk153 SMAW

DODIC		Quantity
HX05	RKT 83MM, ASSAULT, (SMAW)	2
HX06	RKT 83MM, HEAA (SMAW)	1
HX07	RKT 83MM, COMMON PRACTICE (SMAW)	4
LX21	SIMULATOR, NOISE, (SMAW)	2

REFERENCES:
1. FMFM 6-5 Marine Rifle Platoon/Squad
2. MCWP 3-11.1 Marine Rifle Company/Platoon
3. MCWP 3-11.3 Scouting and Patrolling

ADMINISTRATIVE INSTRUCTIONS:
1. All targets must be destroyed by organic weapons to accomplish this task to standard.
2. Live ammunition is preferred if training facilities are available but this task can be accomplished to standard with blank ammunition.

INF-OFF-5125: Conduct an infiltration/exfiltration

SUPPORTED MET(S):

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

CONDITION: The unit has been given the mission to conduct an infiltration/exfiltration. The unit is operating separately or as part of a larger force, and must provide its own security.

COMPONENTS:
1. Conduct reconnaissance to find gaps, weaknesses, routes, and positions in an enemy area. (Lanes may be identified by the scout platoon's reconnaissance).
2. Conduct passage of lines.
3. Break down into infiltrating elements at designated release points.
4. Utilize maximum advantage of gaps and weaknesses in enemy positions, limited visibility, bad weather, and broken terrain affording cover and concealment.
5. Avoid enemy contact.
6. Record and report any enemy fire.
7. Maintain dispersion and strict noise, light, and camouflage discipline.
8. Use minimal radio traffic.
9. Move to the predesignated linkup point(s) at the enemy's rear or on his flanks.
10. Conduct linkup of all elements by the specified time.
11. Once consolidated, the unit moves to an Objective Rally Point (ORP) or assembly area.

12. Report to higher headquarters, if required, and continue the mission.

SUPPORT REQUIREMENTS:
1. MILES Gear

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

REFERENCES:
1. FMFM 6-4 Marine Rifle Company
2. FMFM 6-5 Marine Rifle Platoon/Squad
3. MCWP 3-11.3 Scouting and Patrolling
4. FM 21-26 Map Reading and Land Navigation

INF-DEF-5130: Conduct a remain behind operation

SUPPORTED MET(S):

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

CONDITION: As a platoon with a tactical area of operations, with squad or smaller element deliberately staying behind during a company movement as a deception effort against the enemy, during daylight and darkness in all environmental conditions.

STANDARD: Insert to deceive the enemy to the remain behind presence. Maintain noise, light and camouflage discipline. Maintain communications with adjacent and higher headquarters. React appropriately to enemy contact.

COMPONENT EVENTS:
1. Prepare an estimate of the situation and plan for a deliberate remain behind operation.
2. Collect enemy prisoners of war (EPW) and hold them for processing.
3. Plan for deception of the enemy ensuring that it supports higher headquarters deception plan.
4. Notify higher headquarters of intentions and location.
5. Collect and forward any intelligence on enemy.
6. Establish link up procedures with unit staying behind.
7. Establish a casualty collection plan.
8. Establish fire support plan.
9. Establish deliberate insertion plan.
10. Establish deliberate extraction plan.

REFERENCES:
1. FM 17-95 Cavalry
2. FM 17-97 Regimental Armored Cavalry Troop
3. FM 3-90 Tactics

SUPPORT REQUIREMENTS:
1. Maneuver/Training area
2. MILES Gear
3. SESAMS weapons kits, to include protective suite.

RANGE/TRAINING AREA:
Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17552 Infantry Platoon Battle Course

WEAPONS AND ORDNANCE (LIVE FIRE):

Weapon: M16 Series 5.56mm Service Rifle/M4 Series Carbine
A059 CTG, 5.56MM, BALL, M855 (180 rounds per M16)

Weapon: M203 40mm Grenade Launcher
B504 CTG, 40MM, GREEN STAR PARACHUTE (2 per M203 Gunner)
B535 CTG, 40MM, WHITE STAR PARACHUTE (2 per M203 Gunner)

Weapon: M249 5.56mm Light Machinegun - Squad Automatic Weapon
A064 CTG, 5.56MM, 4&1 LINKED, F/SAW (600 rounds for M249)
G930 GRENADE, HAND, SMOKE, WHITE (1 per squad)
G940 GRENADE, HAND, SMOKE, GREEN (1 per squad)
G945 GRENADE, HAND, SMOKE, YELLOW (1 per squad)
L307 SIGNAL, WHITE STAR CLUSTER (1 per squad)
L312 SIGNAL, WHITE STAR PARACHUTE (1 per squad)
L314 SIGNAL, GREEN STAR CLUSTER (1 per squad)
L324 SIGNAL, GREEN PARACHUTE (1 per squad)
L596 SIMULATOR, FLASH ARTILLERY (6)

WEAPONS AND ORDNANCE (BLANK FIRE):

Weapon: M16 Series 5.56mm Service Rifle/M4 Series Carbine
A080 CTG, 5.56MM, BLANK (180 per M16)

Weapon: M203 40mm Grenade Launcher
B504 CTG, 40MM, GREEN STAR PARACHUTE (2 per M203 Gunner)
B535 CTG, 40MM, WHITE STAR PARACHUTE (2 per M203 Gunner)

Weapon: M249 5.56mm Light Machinegun - Squad Automatic Weapon
A075 CTG, 5.56MM, BLANK, LINKED (600 rounds per M249)

Weapon: M16 Series 5.56mm Service Rifle
G930 GRENADE, HAND, SMOKE, WHITE (1 per squad)
G940 GRENADE, HAND, SMOKE, GREEN (1 per squad)
G945 GRENADE, HAND, SMOKE, YELLOW (1 per squad)
L307 SIGNAL, WHITE STAR CLUSTER (1 per squad)
L312 SIGNAL, WHITE STAR PARACHUTE (1 per squad)
L314 SIGNAL, GREEN STAR CLUSTER (1 per squad)
L324 SIGNAL, GREEN PARACHUTE (1 per squad)
L596 SIMULATOR, FLASH ARTILLERY (6)

INF-DEF-5133: Conduct a withdrawal under/not under enemy pressure

SUPPORTED MET(S):

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

CONDITION: Given an order to conduct a withdrawal under/not under enemy pressure, the platoon has a sound tactical plan, during the day or with limited visibility.

STANDARD: The event is complete when the platoon has moved to an area where further withdrawal is no longer required. This can occur per the platoon

order to a specific location or when the enemy situation is no longer an immediate threat. The platoon must not become decisively engaged.

COMPONENT EVENTS:

1. Designated security element moves and occupies delaying positions.
2. Ensure security element positions afford good observation and fields of fire and allow for the delivery of supporting fires.
3. If under enemy pressure, concentrate all direct and indirect fires in support of disengaging forward elements.
4. Commence the withdrawal at the determined event, and withdraw forward elements simultaneously, or withdraw the least engaged elements first.
5. Security element provides flank, advance, or rear guard.
6. Report initiation of withdrawal to the higher command element.
7. If under enemy pressure, withdraw prior to becoming decisively engaged.
8. If not under enemy pressure, employ elements forward of the Forward Edge of the Battle Area (FEBA) to maintain contact with the enemy.
9. If not under enemy pressure, all elements are withdrawn either simultaneously or in echelon.
10. Create a temporary mobility advantage over the enemy by use of fires, obstacles, or terrain.
11. Maximize the speed of withdrawal.
12. Use combat patrols and other actions to mask the withdrawal.
13. Elements withdraw avoiding any complicated maneuver.
14. Ensure control measures are sufficient to allow for decentralized control of movement and fires.
15. Ensure withdrawal routes allow for the dispersion of forces throughout the movement.

REFERENCES:

1. FMFM 6-4 Marine Rifle Company
2. FMFM 6-5 Marine Rifle Platoon/Squad

SUPPORT REQUIREMENTS:

1. Live fire and maneuver range that supports organic weapons and non-organic supporting arms.
2. Training area where digging is permitted.

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17430 Impact Area; Dudded
Facility Code 17560 Sniper Field Fire Range
Facility Code 17581 Machinegun Field Firing Range
Facility Code 17610 Grenade Launcher Range
Facility Code 17631 Light Anti-armor Weapons Range; Live Fire
Facility Code 17670 Mortar Range
Facility Code 17671 Field Artillery Indirect Fire Range
Facility Code 17730 Fire and Movement Range
Facility Code 17830 Light Demolition Range
Facility Code 17905 Mine Warfare Area
Facility Code 17936 Close Air Support Range

WEAPONS AND ORDNANCE (LIVE FIRE):

Weapon: M16 Series 5.56mm Service Rifle/M4 Series Carbine
A059 CTG, 5.56MM, BALL, M855 (180 rounds per M16)

Weapon: M203 40mm Grenade Launcher

B504 CTG, 40MM, GREEN STAR PARACHUTE (2 per M203 Gunner)
B535 CTG, 40MM, WHITE STAR PARACHUTE (2 per M203 Gunner)

Weapon: M240G 7.62mm Medium Machinegun
A131 CTG, 7.62MM, LINKED 4&1 (600 rounds per M240G)

Weapon: M249 5.56mm Light Machinegun - Squad Automatic Weapon
A064 CTG, 5.56MM, 4&1 LINKED, F/SAW (600 rounds for M249)
G930 GRENADE, HAND, SMOKE, WHITE (1 per squad)
G940 GRENADE, HAND, SMOKE, GREEN (1 per squad)
G945 GRENADE, HAND, SMOKE, YELLOW (1 per squad)
L307 SIGNAL, WHITE STAR CLUSTER (1 per squad)
L312 SIGNAL, WHITE STAR PARACHUTE (1 per squad)
L314 SIGNAL, GREEN STAR CLUSTER (1 per squad)
L324 SIGNAL, GREEN PARACHUTE (1 per squad)
L596 SIMULATOR, FLASH ARTILLERY (6)

WEAPONS AND ORDNANCE (BLANK FIRE):

Weapon: M16 Series 5.56mm Service Rifle/M4 Series Carbine
A080 CTG, 5.56MM, BLANK (180 per M16)

Weapon: M203 40mm Grenade Launcher
B504 CTG, 40MM, GREEN STAR PARACHUTE (2 per M203 Gunner)
B535 CTG, 40MM, WHITE STAR PARACHUTE (2 per M203 Gunner)

Weapon: M240G 7.62mm Medium Machinegun
A111 CTG, 7.62MM, BLANK LINKED, M82 (600 rounds per M240G)

Weapon: 249 5.56mm Light Machinegun - Squad Automatic Weapon
A075 CTG, 5.56MM, BLANK, LINKED (600 rounds per M249)

Weapon: M16 Series 5.56mm Service Rifle
G930 GRENADE, HAND, SMOKE, WHITE (1 per squad)
G940 GRENADE, HAND, SMOKE, GREEN (1 per squad)
G945 GRENADE, HAND, SMOKE, YELLOW (1 per squad)
L307 SIGNAL, WHITE STAR CLUSTER (1 per squad)
L312 SIGNAL, WHITE STAR PARACHUTE (1 per squad)
L314 SIGNAL, GREEN STAR CLUSTER (1 per squad)
L324 SIGNAL, GREEN PARACHUTE (1 per squad)
L596 SIMULATOR, FLASH ARTILLERY (6)

INF-DEF-5134: Conduct a delaying action

SUPPORTED MET(S):

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

CONDITION: Given an order to conduct a delaying action, the platoon has developed a tactically sound plan, during the day or with limited visibility.

STANDARD: The platoon will conduct the component events to support the actions of one or more adjacent units, higher headquarters, or to support its own scheme. Success is achieved when all movement is complete and the enemy has been delayed in its pursuit of the friendly forces involved. Subordinate elements must not become decisively engaged if conducting the delay in

support of the platoon scheme.

COMPONENT EVENTS:
1. Organize a line of resistance and occupy positions that control key terrain before withdrawal to the next position(s).
2. Conduct the coordinated use of direct and indirect fires to disrupt the enemy's momentum.
3. Commence the withdrawal on event or signal. Withdraw forward elements simultaneously or withdraw the least engaged elements first.
4. Subordinate leaders should designate interim delay positions for their units, dependent on the area available.
5. The security element should provide flank, advance, or rear guard.
6. Report initiation of withdrawal to the higher command element.
7. The withdrawal should commence prior to becoming decisively engaged and avoid any complicated maneuver.
8. Ensure withdrawing elements occupy positions that afford good observation and allow for the delivery of over watching fires.
9. Employ elements forward of the forward edge of the battle area to maintain contact with the enemy.
10. Ensure that the enemy remains engaged by fire and/or obstacles when friendly units are displacing.
11. Consolidate new positions and commence with the new priorities of work.
12. Ensure withdrawal routes allow for the dispersion of forces throughout the movement.
13. Plan to execute counterattacks.
14. Avoid becoming decisively engaged throughout.

REFERENCES:
1. FMFM 6-4 Marine Rifle Company
2. FMFM 6-5 Marine Rifle Platoon/Squad

SUPPORT REQUIREMENTS:
1. Live fire and maneuver range that supports organic weapons and non-organic supporting arms.
2. Training area where digging is permitted.

RANGE/TRAINING AREA:
Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17430 Impact Area; Dudded
Facility Code 17560 Sniper Field Fire Range
Facility Code 17581 Machinegun Field Firing Range
Facility Code 17610 Grenade Launcher Range
Facility Code 17631 Light Anti-armor Weapons Range; Live Fire
Facility Code 17670 Mortar Range
Facility Code 17671 Field Artillery Indirect Fire Range
Facility Code 17730 Fire and Movement Range
Facility Code 17830 Light Demolition Range
Facility Code 17905 Mine Warfare Area
Facility Code 17936 Close Air Support Range

WEAPONS AND ORDNANCE:

Weapon: M136 AT-4
C995 ROCKET 84MM AT-4

Weapon: M16 Series 5.56mm Service Rifle
A059 CTG, 5.56MM, BALL, M855

A063 CTG, 5.56MM, TRACER, M856
Weapon: M203 40mm Grenade Launcher
B477 CTG, 40MM, WHITE SMOKE
B504 CTG, 40MM, GREEN STAR PARACHUTE
B505 CTG, 40MM, RED STAR PARACHUTE
B506 CTG, 40MM, RED SMOKE GROUND
B508 CTG, 40MM, GREEN SMOKE GROUND
B509 CTG, 40MM, YELLOW SMOKE GROUND
B519 CTG, 40MM, PRACTICE, M781
B535 CTG, 40MM, WHITE STAR PARACHUTE

Weapon: M249 5.56mm Light Machinegun - Squad Automatic Weapon
A064 CTG, 5.56MM, 4&1 LINKED, F/SAW

Weapon: Munitions/Demolitions
K143 MINE, APERS, M18A1, W/ACCES

INF-DEF-5135: Prepare the defense

SUPPORTED MET(S):

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

CONDITION: Given an order to conduct a defense, the platoon has the required construction and obstacle materials and tools.

STANDARD: The platoon begins construction of a defense. The defense is complete when the priorities of work are finished by the time specified, security is maintained, and mutually supporting fires are coordinated and ready.

COMPONENT EVENTS:
1. Make an assessment of terrain, assign hasty defensive positions, and assign subordinate units frontages within their capability.
2. Identify crew-served weapons positions prior to selection of other positions.
3. Attached personnel are briefed on specific instructions and tasks. Coordinate details of their employment with the element leader.
4. Consolidate subordinate fire plan sketches into one fire plan sketch and submit the platoon sketch to higher headquarters.
5. Conduct assessment of the defense and make final adjustments to fighting positions and sectors of fire.
6. Prepare defensive positions. If time permits, the positions should provide overhead cover.
7. Ensure fighting positions support overall plan, use of terrain, are mutually supporting, provide cover and concealment, and are camouflaged.
8. Facilitate the coordination of defensive fires, e.g. AT-4's, claymores, PDFs for SAWs, dead space for 203's, and the Final Protective Fire (FPF).
9. Fortify locations where additional ammunition and equipment are located separately.
10. Establish alternate and supplementary positions that support contingencies.
11. Assign obstacle construction tasks to subordinate units.
12. Employ natural and artificial obstacles to disrupt, turn, fix, delay, or block the movement of the enemy.
13. Ensure obstacles are covered by observation, early warning devices, and

fire.
14. Camouflage obstacles.
15. Confirm any targets, Fire Support Control Measures (FSCMs), and the nature of relationship of supporting units from higher headquarters.

REFERENCES:
1. FMFM 6-4 Marine Rifle Company
2. FMFM 6-5 Marine Rifle Platoon/Squad

SUPPORT REQUIREMENTS:
1. Training area where digging is permitted

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

INF-DEF-5136: Conduct the defense

SUPPORTED MET(S):

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

CONDITION: Given an order to conduct a defense, the platoon has a sound tactical plan, a prepared defense, and enemy scenario.

STANDARD: The defense defeats the enemy assault. The platoon achieves the commander’s intent and either retains key terrain or destroys the enemy.

COMPONENT EVENTS:
1. Ensure fighting positions remain occupied and individuals are alert.
2. Make improvements to primary, alternate, and supplementary positions, as time permits. Rehearse movement if time allows.
3. Continue active and passive security measures to prevent surprise and provide greater security.
4. Dispatch local security patrols as directed and coordinate routes with higher headquarters.
5. Employ listening and observation posts.
6. Coordinate LP/OP locations, reporting procedures, and withdrawal procedures with subordinate elements and higher headquarters.
7. Ensure LP/OP's have the appropriate requirements such as chow, water, ammunition, communication, and a rest plan.
8. Report information acquired by security elements to higher headquarters.
9. Withdraw security elements before they become decisively engaged.
10. Control the volume of fire used as the enemy approaches.
11. Coordinate, control, and integrate both direct and indirect fire. Adjust the fire support plan, as required.
12. Reposition forces to react to the enemy's scheme of maneuver, as required.
13. Engage enemy troop concentrations to force separation and disrupt enemy control.
14. Canalize enemy movement to force them into a dilemma that facilitates their destruction through combined arms.
15. Control the firing of the final protective fire (FPF).
16. Conduct a counterattack to repulse enemy forces or reestablish the defensive lines, as necessary.
17. Consolidate and reorganize.

REFERENCES:
1. FMFM 6-4 Marine Rifle Company
2. FMFM 6-5 Marine Rifle Platoon/Squad

SUPPORT REQUIREMENTS:
1. Live fire and maneuver range that supports organic weapons and non-organic supporting arms.
2. Training area where digging is permitted.

RANGE/TRAINING AREA:
Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17430 Impact Area; Dudded
Facility Code 17560 Sniper Field Fire Range
Facility Code 17581 Machinegun Field Firing Range
Facility Code 17610 Grenade Launcher Range
Facility Code 17631 Light Anti-armor Weapons Range; Live Fire
Facility Code 17670 Mortar Range
Facility Code 17671 Field Artillery Indirect Fire Range
Facility Code 17730 Fire and Movement Range
Facility Code 17830 Light Demolition Range
Facility Code 17905 Mine Warfare Area
Facility Code 17936 Close Air Support Range

WEAPONS AND ORDNANCE:

Weapon: M136 AT-4
C995 ROCKET 84MM AT-4

Weapon: M16 Series 5.56mm Service Rifle
A059 CTG, 5.56MM, BALL, M855
A063 CTG, 5.56MM, TRACER, M856

Weapon: M203 40mm Grenade Launcher
B477 CTG, 40MM, WHITE SMOKE
B504 CTG, 40MM, GREEN STAR PARACHUTE
B505 CTG, 40MM, RED STAR PARACHUTE
B506 CTG, 40MM, RED SMOKE GROUND
B508 CTG, 40MM, GREEN SMOKE GROUND
B509 CTG, 40MM, YELLOW SMOKE GROUND
B519 CTG, 40MM, PRACTICE, M781
B535 CTG, 40MM, WHITE STAR PARACHUTE

Weapon: M249 5.56mm Light Machinegun - Squad Automatic Weapon
A064 CTG, 5.56MM, 4&1 LINKED, F/SAW

Weapon: Munitions/Demolitions
K143 MINE, APERS, M18A1, W/ACCES

INF-PAT-5140: Conduct a linkup

SUPPORTED MET(S):

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

CONDITION: Given a mission to conduct a linkup as part of a moving or stationary unit, in daylight or darkness, mounted or dismounted, given a

common frequency and means of communication (radio or digital) on which to execute linkup, pre-agreed near and far recognition signal.

STANDARD: Unit successfully conducts linkup without fratricide.

COMPONENT EVENTS:
1. Stationary unit identifies and recommends tentative linkup point by map reconnaissance or linkup point is designated by higher headquarters to stationary and moving units. Higher headquarters designates linkup frequency for units.
2. Moving unit contacts stationary unit leader/command post on predesignated net and exchanges critical information (linkup time, route of movement, number of personnel in linkup elements, confirm challenge/password, contingency plans).
3. Stationary unit tasks an element to conduct the linkup, briefs the element on all key information, and the element occupies an overwatch position short of the link up point before the designated linkup time.
4. Moving unit halts a safe distance from the linkup point in a covered and concealed position (rally point) and establishes security.
5. Moving unit establishes communications with the stationary unit within range of designated communications means.
6. Moving unit commander designates linkup element, issues contingency plans to the main body, and sends the linkup team to the linkup point.
7. Moving unit linkup element halts short of linkup point in a position that overwatches the linkup point.
8. Upon acknowledgement of far recognition signal by stationary unit, moving unit's contact team maintains overwatch while moving Unit leader approaches linkup point. The Unit leader does not block the contact team's observation and fields of fire of the linkup point.
9. Moving unit conducts linkup with stationary unit, via near recognition signal (challenge/password), and final coordination for movement of main body.
10. Moving unit linkup element brings main body to the linkup point as directed by the stationary unit. Stationary unit guides may be used.
11. Stationary unit contact team alerts stationary unit commander and then guides the moving unit to complete the linkup.

REFERENCES:
1. FM 17-95 Cavalry
2. MCWP 3-11.1 Marine Rifle Company/Platoon

SUPPORT REQUIREMENTS:

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

INF-PAT-5141: Participate in route security

SUPPORTED MET(S):

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

CONDITION: Given a route in the unit’s area of operation, as part of a larger unit, the platoon participates in a route security operation during

daylight and darkness.

STANDARD: Demonstrate proficiency in skill sets that deny the enemy the ability to influence the route such as: conduct vehicle checkpoints (snap and deliberate), establish overwatch positions along the route, conduct ambush patrols overwatching the route, conduct security patrols (mounted and dismounted) along the route, conduct IED sweeps, and search for and identify mines.

COMPONENT EVENTS:
1. The commander identifies the techniques and key terrain in order to secure the route through analysis of the route and of the enemy situation. The commander tasks his squads and issues orders to execute the desired techniques.
2. Conduct reconnaissance, screen, attack, and defend and occupy key locations along the route to prevent an enemy force from impeding, harassing, containing, seizing, or destroying traffic along the route.
3. Prevent enemy ground forces from coming within direct fire range of the protected route or influencing the route through emplacement of obstacles, mines, and/or improvised explosive devices.

REFERENCES:
1. FM 3-90 Tactics
2. FM 17-95 Cavalry
3. FM 17-97 Regimental Armored Cavalry Troop

SUPPORT REQUIREMENTS:
1. SESAMS weapons kits, to include protective suite
2. MILES Gear
3. Opposing Forces

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

WEAPONS AND ORDNANCE:

Weapon:	M16 Series 5.56mm Service Rifle
A080	CTG, 5.56MM, BLANK
AA12	SESAMS (RED)
AA21	SESMAS (BLUE)
G811	GRENADE, HAND, PRACTICE (BODY)
G878	FUZE, DELAY, F/G811 PRAC GREN
G930	GRENADE, HAND, SMOKE, WHITE
G940	GRENADE, HAND, SMOKE, GREEN
G945	GRENADE, HAND, SMOKE, YELLOW
L307	SIGNAL, WHITE STAR CLUSTER
L312	SIGNAL, WHITE STAR PARACHUTE
L314	SIGNAL, GREEN STAR CLUSTER
L324	SIGNAL, GREEN PARACHUTE
L596	SIMULATOR, FLASH ARTILLERY

Weapon:	M203 40mm Grenade Launcher
B504	CTG, 40MM, GREEN STAR PARACHUTE
B508	CTG, 40MM, GREEN SMOKE GROUND
B509	CTG, 40MM, YELLOW SMOKE GROUND

Weapon: M249 5.56mm Light Machinegun - Squad Automatic Weapon

INF-PAT-5142: Conduct area security

SUPPORTED MET(S):

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

CONDITION: The platoon is given a mission to neutralize or defeat enemy operations in a specified area delineated by higher headquarters to deny the enemy the ability to influence friendly actions in a specific area or deny the enemy the use of the area for his own purposes. Purpose and intent for the operation must be given by higher headquarters.

STANDARD: The platoon denies the enemy the ability to influence friendly actions in a specific area and/or denies the enemy the use of the area for his own purposes. Purpose and intent for the operation are accomplished and the company maintains the initiative over the enemy. The platoon maintains a quick reaction force/reserve. The commander understands and is aware of his relationship with local authorities and the civilian population to insure the safety of all civilian and host nation government personnel. Commander ensures that command for the specified area is clearly defined, particularly in relation to other service components and multi-national forces.

COMPONENT EVENTS:
1. The commander receives the mission to provide security for an area, clearly delineated by specific boundaries, and ensures that command for the specified area is clearly defined, particularly in relation to other service components and multi-national forces.
2. Develops a scheme of maneuver and executes proper troop leading procedures to include issuing the order, conducting briefbacks, rehearsals, and inspections.
3. The platoon screens, reconnoiters and conducts counter-reconnaissance, attacks, defends, and delays as necessary to accomplish the mission and achieve higher headquarter's purpose and intent.
4. The platoon employs all available assets and appropriate combination of techniques to include patrols, vehicle checkpoints, cordon operations, and combined operations with host nation forces where the situation permits to deny the enemy the ability to influence friendly actions in a specific area or deny the enemy the use of the area for his own purposes.
5. The platoon continually develops the situation to maintain the initiative and advantage over the enemy, remaining proactive in the execution of the mission.
6. The commander must understand and be aware of his relationship with local authorities, the civilian population, multi-national forces, and other service components to insure the safety of all civilian and host nation government personnel.

REFERENCES:
1. FM 17-95 Cavalry
2. FM 17-97 Regimental Armored Cavalry Troop

SUPPORT REQUIREMENTS:
1. SESAMS weapons kits, to include protective suite
2. MILES Gear
3. Opposing Forces

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

WEAPONS AND ORDNANCE:

Weapon: M16 Series 5.56mm Service Rifle
A080 CTG, 5.56MM, BLANK
AA12 SESAMS (RED)
AA21 SESAMS (BLUE)
G811 GRENADE, HAND, PRACTICE (BODY)
G878 FUZE, DELAY, F/G811 PRAC GREN
G930 GRENADE, HAND, SMOKE, WHITE
G940 GRENADE, HAND, SMOKE, GREEN
G945 GRENADE, HAND, SMOKE, YELLOW
L307 SIGNAL, WHITE STAR CLUSTER
L312 SIGNAL, WHITE STAR PARACHUTE
L314 SIGNAL, GREEN STAR CLUSTER
L324 SIGNAL, GREEN PARACHUTE
L596 SIMULATOR, FLASH ARTILLERY

Weapon: M203 40mm Grenade Launcher
B504 CTG, 40MM, GREEN STAR PARACHUTE
B508 CTG, 40MM, GREEN SMOKE GROUND
B509 CTG, 40MM, YELLOW SMOKE GROUND

Weapon: M249 5.56mm Light Machinegun - Squad Automatic Weapon
A075 CTG, 5.56MM, BLANK, LINKED

INF-PAT-5143: Conduct area reconnaissance

SUPPORTED MET(S):

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

CONDITION: Given a task to conduct an area reconnaissance of a specific area designated by higher headquarters, during daylight or darkness to gain detailed information about terrain features or enemy forces within a specified area that other forces intend to occupy, pass through, or avoid. Start and/or completion times are also provided.

STANDARD: The unit gains detailed information about terrain features or enemy forces within the specified area within designated start and/or completion times, accomplishing all relevant critical tasks, and reporting appropriate information to higher headquarters.

COMPONENT EVENTS:
1. Commander conducts map reconnaissance to define the area and confirm or identify reconnaissance objectives required by higher headquarters, develops plan, and issues order. Unit preps for combat.
2. Commander organizes the unit based on Mission, Enemy, Terrain, Troops-Time, Space and Logistics (METT-TSL):
3. The unit develops a plan to accomplish the same critical tasks as the tasks required for a zone reconnaissance in the designated area.
4. Moves into the area, establishes an ORP, and begins the reconnaissance on

time. A security element is designated to remain at the ORP.
5. If using separate reconnaissance elements, each element is assigned a zone and/or reconnaissance objectives.
6. If using a combined reconnaissance element, the element is assigned a route and reconnaissance objective(s).
7. Patrols/Elements depart from the ORP at irregular intervals.
8. Reconnoiter the area.
9. Each patrol maintains communication with the ORP, providing SITREPS.
10. Patrols return on schedule and provide final reports.
11. Command post consolidates reports and forwards information to higher headquarters.

REFERENCES:
1. FM 17-95 Cavalry
2. FM 17-97 Regimental Armored Cavalry Troop
3. FM 3-90 Tactics

SUPPORT REQUIREMENTS:
1. SESAMS weapons kits, to include protective suite
2. MILES Gear
3. Opposing Forces

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

WEAPONS AND ORDNANCE:
1. Maneuver/Training area
2. SESAMS weapons kits, to include protective suite.
3. MILES Gear
4. Opposing Forces

INF-PAT-5144: Conduct zone reconnaissance

SUPPORTED MET(S):

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

CONDITION: Given a task to conduct a zone reconnaissance of a specified zone designated by higher headquarters, given start and/or completion times, during daylight or darkness, mounted or dismounted, to obtain detailed information concerning all routes, obstacles, terrain, or enemy forces within a zone defined by boundaries.

STANDARD: The unit obtains detailed information concerning all routes, obstacles, terrain, or enemy forces within the zone defined by boundaries within designated start and/or completion times, and reports all required information to higher headquarters.

COMPONENT EVENTS:
1. The platoon is organized into reconnaissance and security elements or the commander divides his company zone into zones that squads will be responsible for reconnoitering.
2. Map reconnaissance is conducted and tactical control measures (line of departure, boundaries, phase lines, contact points, check points, limit of advance) are designated. Boundaries are placed on easily identifiable terrain that are not high-speed avenues of approach.

3. The commander develops the plan, to include the fire support plan, and issues the order. The unit prepares for combat.
4. The unit moves the designated LD and begins the mission on time.
5. The commander accomplishes the assigned zone reconnaissance tasks which may include: reconnoiter all terrain; inspect and classify all bridges; locate fords and crossing sites near bridges; inspect and classify all overpasses, underpasses, and culverts; clear all mines, IEDs, obstacles, and barriers within capability; locate bypasses around built up areas, obstacles and contaminated areas; find and report all enemy force.
6. The commander develops the situation appropriately when it locates enemy forces.
7. The commander compiles all collected information after the zone has been reconnoitered and reports all relevant information to higher headquarters.

REFERENCES:
1. FM 17-95 Cavalry
2. FM 17-97 Regimental Armored Cavalry Troop

SUPPORT REQUIREMENTS:

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

WEAPONS AND ORDNANCE:

Weapon:	M16 Series 5.56mm Service Rifle
A080	CTG, 5.56MM, BLANK
G930	GRENADE, HAND, SMOKE, WHITE
G940	GRENADE, HAND, SMOKE, GREEN
G945	GRENADE, HAND, SMOKE, YELLOW
L307	SIGNAL, WHITE STAR CLUSTER
L312	SIGNAL, WHITE STAR PARACHUTE
L314	SIGNAL, GREEN STAR CLUSTER
L324	SIGNAL, GREEN PARACHUTE
L596	SIMULATOR, FLASH ARTILLERY

Weapon:	M203 40mm Grenade Launcher
B504	CTG, 40MM, GREEN STAR PARACHUTE
B508	CTG, 40MM, GREEN SMOKE GROUND
B509	CTG, 40MM, YELLOW SMOKE GROUND

Weapon:	M249 5.56mm Light Machinegun - Squad Automatic Weapon
A075	CTG, 5.56MM, BLANK, LINKED

INF-PAT-5145: Conduct route reconnaissance

SUPPORTED MET(S):

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

CONDITION: Given a task to conduct a route reconnaissance during daylight or darkness. Given a start point (SP), release point, designation of a route, start and/or completion times, any specific information available on the route to include enemy situation.

STANDARD: Prepared for operation, collected and reported all information

about the route, adjacent terrain, and enemy forces. Prepared and submitted route classification overlay. Completed the mission within designated start and completion times, maintaining control and accountability of unit, and protecting the force.

COMPONENT EVENTS:
1. Prepare for the mission in conjunction with higher headquarters. Conduct a coordinated map reconnaissance, identifying key areas of interest to be reconnoitered.
2. Collect and report information about the route. Essential Elements of Information (EEIs) may include: determine trafficability; locate/evaluate all bridges; locate/classify fords or crossing sites near bridges; evaluate the road surface of the route, to include the width; locate/classify all underpasses, tunnels, and culverts; identify/evaluate restrictive curves and steep grades; identify/evaluate all other restrictive passages and obstacles; locate/evaluate bypasses of all restrictive passages; reconnoiter all built up areas along the route.
3. Collect and report information about the adjacent terrain.
4. Collect and report information about the enemy forces.
5. Prepare a route classification overlay.
6. Submit the route classification overlay and any obstacle, bypass, or ford reports.

REFERENCES:
1. FM 17-95 Cavalry
2. FM 17-97 Regimental Armored Cavalry Troop

SUPPORT REQUIREMENTS:

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

WEAPONS AND ORDNANCE:

Weapon:	M16 Series 5.56mm Service Rifle
A080	CTG, 5.56MM, BLANK
G930	GRENADE, HAND, SMOKE, WHITE
G940	GRENADE, HAND, SMOKE, GREEN
G945	GRENADE, HAND, SMOKE, YELLOW
L312	SIGNAL, WHITE STAR PARACHUTE
L314	SIGNAL, GREEN STAR CLUSTER
L324	SIGNAL, GREEN PARACHUTE
L596	SIMULATOR, FLASH ARTILLERY
Weapon:	M203 40mm Grenade Launcher
B504	CTG, 40MM, GREEN STAR PARACHUTE
B508	CTG, 40MM, GREEN SMOKE GROUND
B509	CTG, 40MM, YELLOW SMOKE GROUND

Weapon:	M249 5.56mm Light Machinegun - Squad Automatic Weapon
A075	CTG, 5.56MM, BLANK, LINKED

INF-PAT-5146: Conduct checkpoint operations

SUPPORTED MET(S):

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

CONDITION: Given a mission, location of adjacent friendly forces, estimated locations and most recent activities of enemy, and weather conditions, conduct checkpoint operations.

STANDARD: Unit establishes checkpoint per SOP, maintaining security at all times, accomplishing commander's intent.

COMPONENT EVENTS:
1. Identify the area that the checkpoint is to be established as well as canalization, deceleration, search and safe zones as applicable.
2. Establish and maintain security.
3. Establish checkpoint in accordance with unit SOP.
4. Search individuals/vehicles according to unit Standard Operating Procedure (SOP), higher headquarters order, and applicable Rules of Engagement (ROEs).
5. The security team maintains observation, clear fields of fire, and appropriate distance from individuals/vehicles being searched.
6. Rotate search element members and security element members are rotated periodically, per unit SOP.
7. Maintain communications with higher headquarters.
8. Process detainees per unit SOP.
9. Break down checkpoint per unit SOP, ensuring accountability of all personnel, equipment, confiscated items and detainees.

REFERENCES:
1. MCWL x-file 3-35.34 Security Operations
2. FMFM 6-7 Scouting and Patrolling
3. MCWL BUST POI

SUPPORT REQUIREMENTS:
1. Role players
2. Civilian vehicles
3. MILES Gear
4. SESAMS weapons kits, to include protective suite

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

WEAPONS AND ORDNANCE:

Weapon:	M16 Series 5.56mm Service Rifle
A080	CTG, 5.56MM, BLANK
AA12	SESAMS (RED)
AA21	SESAMS (BLUE)
G811	GRENADE, HAND, PRACTICE (BODY)
G878	FUZE, DELAY, F/G811 PRAC GREN
G930	GRENADE, HAND, SMOKE, WHITE
G940	GRENADE, HAND, SMOKE, GREEN
G945	GRENADE, HAND, SMOKE, YELLOW
L307	SIGNAL, WHITE STAR CLUSTER
L312	SIGNAL, WHITE STAR PARACHUTE
L314	SIGNAL, GREEN STAR CLUSTER
L324	SIGNAL, GREEN PARACHUTE
L596	SIMULATOR, FLASH ARTILLERY

INF-PAT-5147: Cross a defile

SUPPORTED MET(S):

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

CONDITION: The unit is moving mounted and encounters a defile. There are no alternate routes, or METT-T requires crossing the defile. The unit provides its own security.

STANDARD: The unit maintains tactical integrity, security during the crossing. Completes without loss of personnel or gear.

COMPONENT EVENTS:
1. Unit is organized into a clearing element and a security element.
2. The unit stops in a covered and concealed position; the clearing element dismounts.
3. The security element remains with the vehicles to provide close-in infantry protection.
4. One clearing team checks the defile, one team clears the right flank, and one team clears the left flank.
5. The clearing teams use covered and concealed routes to clear their assigned areas.
6. The first clearing team checks the route of advance for mines or ambushes and clears the defile.
7. The second and third clearing teams clear flanks and take up positions to overwatch the defile and to observe beyond the defile.
8. At least one pair of vehicles crosses through the defile to link up with the dismount teams at an overwatch position beyond the defile.
10. Trafficability is reported to higher headquarters.
11. Continues the mission.

REFERENCES:
1. FMFM 6-4 Marine Rifle Company

SUPPORT REQUIREMENTS:

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

INF-PAT-5148: Cross a danger area

SUPPORTED MET(S):

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

CONDITION: The unit is moving dismounted and encounters a danger area that cannot be bypassed. The unit must provide its own security.

STANDARD: Unit crosses a danger area per unit SOP, while maintaining accountability of gear and personnel.

COMPONENT EVENTS:
1. Takes appropriate action on encountering a danger area.

2. Halts and maintains local security.
3. Designates near-side and far-side rally points.
4. Positions the near-side security.
5. Near-side security: Observes flanks; Overwatches crossing of far-side security team; Warns of enemy approach before the main body is engaged; Overwatches the crossing of the main body.
6. Select the crossing point that provides adequate cover and concealment.
7. Far-side security team reconnoiters the far side and ensures any terrain (small hills, folds, streambeds) might conceal enemy positions is clear of the enemy.
8. Far-side security team secures an area large enough to allow deployment of the entire unit.
9. Far-side security team establishes an observation post forward of the cleared area.
10. Far-side security team signals to the main body the area is clear.
11. Crosses the danger area quickly and quietly using the appropriate method for the terrain and enemy situation.
12. As the main body crosses the danger area, the far-side security area expands.
13. Spends minimal time near and in the danger area.
14. Executes actions per unit SOP if contact is made.
15. The near-side security crosses the danger area and regains their positions in the formation.
16. Accounts for all personnel and equipment.
17. Continues assigned mission.

REFERENCES:
1. MCWP 3-11.1 Marine Rifle Company/Platoon
2. FMFM 6-5 Marine Rifle Platoon/Squad
3. MCWP 3-11.3 Scouting and Patrolling

SUPPORT REQUIREMENTS:
1. Opposing Forces
2. SESAMS weapons kits, to include protective suite
3. MILES Gear

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

WEAPONS AND ORDNANCE:

Weapon:	M16 Series 5.56mm Service Rifle
A080	CTG, 5.56MM, BLANK
AA12	SESAMS (RED)
AA21	SESAMS (BLUE)
G811	GRENADE, HAND, PRACTICE (BODY)
G878	FUZE, DELAY, F/G811 PRAC GREN
G940	GRENADE, HAND, SMOKE, GREEN
G945	GRENADE, HAND, SMOKE, YELLOW
L307	SIGNAL, WHITE STAR CLUSTER
L312	SIGNAL, WHITE STAR PARACHUTE
L314	SIGNAL, GREEN STAR CLUSTER
L324	SIGNAL, GREEN PARACHUTE
L596	SIMULATOR, FLASH ARTILLERY

Weapon:	M203 40mm Grenade Launcher
B504	CTG, 40MM, GREEN STAR PARACHUTE

B508 CTG, 40MM, GREEN SMOKE GROUND
B509 CTG, 40MM, YELLOW SMOKE GROUND

Weapon: M249 5.56mm Light Machinegun - Squad Automatic Weapon
A075 CTG, 5.56MM, BLANK, LINKED

INF-PAT-5149: Cross a water obstacle

SUPPORTED MET(S):

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

CONDITION: The unit must cross a water obstacle. The unit must provide its own security.

STANDARD: Unit crosses a danger area per unit SOP, while maintaining accountability of gear and personnel.

COMPONENT EVENTS:
1. Unit stops short of the tentative crossing site and sets up security.
2. Unit leader assigns recon and security elements, consisting of near and far side security teams.
3. Reconnaissance element selects the crossing site. The crossing site should be at the narrowest point. Have at least one strong, well-rooted tree or similar anchor point on each side of the obstacle, 4 to 6 feet from the bank. Have low banks. Shallow enough water at the bank to permit an individual to wade into or out of the water. Have good positions for security on each flank that provide cover, concealment, observation, and fields of fire.
4. Personnel in the security area prepare for the water crossing.
5. Maintain noise, light, and camouflage discipline throughout the crossing.
6. Individuals prepare for the water crossing. Waterproof all water-sensitive items. Unblouse trousers. Unbuckle chin straps on helmets. Tie all loose items to uniform or body (dummy-cord).
7. Security team moves to and secures the near side of the crossing site.
8. Unit leader makes an estimate of the situation and determines the method for crossing the water obstacle.
9. Far-side security team crosses the water obstacle using the selected technique.
10. Far-side security team reconnoiters the far side.
11. Far-side security team sets up security.
12. Organize remainder of unit into the required teams and elements (if not previously designated).
13. Crossing teams move from the security position to the crossing site.
14. Crossing teams utilize combinations of the following as required: One-rope bridge, two-rope bridge, poncho rafts, waterproof bags, empty canteens, water wings (made from extra trousers), and boats (military or civilian).
15. Remainder of the unit crosses the obstacle and takes up security positions on the far side.
16. Once the entire unit is across and equipment is gathered, the far-side security team rejoins the platoon.
17. Ensure all personnel and equipment are accounted for.
18. Unit moves out of the area of the water obstacle as soon as possible and continues the mission.

REFERENCES:

1. FMFM 6-5 Marine Rifle Platoon/Squad
2. MCWP 3-17.1 River Crossing Operations
3. MCWP 3-11.1 Marine Rifle Company/Platoon

SUPPORT REQUIREMENTS:
Note: Training area must have stream or crossable lake

RANGE/TRAINING AREA:
Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17919 Timber Bridge Area

INF-MOBL-5150: Conduct convoy operations

SUPPORTED MET(S):

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

CONDITION: Given an order to conduct a convoy to resupply a unit or move personnel, plan, prepare, and execute convoy operations in a hostile environment across one or more unit's area of operation.

STANDARD: Order issued to all participating and supporting personnel. Convoy is task organized with headquarters, logistics, security and assault elements. A tactically complete dismounted maneuver element is included. Convoy departs on time and delivers its cargo to the destination.

COMPONENT EVENTS:
1. Conduct planning and coordination with battalion and supporting/adjacent units.
2. Task organize the convoy.
3. Issue order to all organic, attached, and supporting units.
4. Conduct rehearsals, subordinate unit backbriefs, and inspections prior to departure.
5. Follow the prescribed route, adhering to the briefed order of movement, march interval, and rate of march.
6. Use prescribed catch-up speed to close with vehicles in front to reestablish march interval.
7. Control movement with radio or visual signals.
8. Perform maintenance checks on vehicles during convoy execution IAW unit SOP.
9. Personnel in each vehicle maintain 360 degree observation around the vehicle.
10. During halts, vehicles pull to the side of the road, maintaining the prescribed interval, and establish local security.
11. Inform convoy commander of all breakdowns.
12. Move disabled vehicles off the route of march.
13. Personnel from disabled vehicle establish local security and provide guide(s) to direct traffic until recovery element with security arrives.
14. Designated recovery element with security attempts to repair disabled vehicles.
15. If the vehicle cannot be repaired attempt to recover with organic towing or trailering capability. If the vehicle cannot be recovered by the convoy, all personnel, communications equipment, and essential/sensitive cargo are transferred to another vehicle(s) in the convoy. Report location of abandoned vehicle for follow-on recovery elements.
16. React to enemy contact in accordance with convoy SOPs briefed and

rehearsed prior to departure.
17. Upon completion of convoy debrief unit actions and reaction to enemy contact.
18. Report observations to higher and adjacent headquarters.

REFERENCES:
1. MCRP 4-11.3F Convoy Operations Handbook

SUPPORT REQUIREMENTS:
1. Rotary Wing (R/W) Close Air Support (CAS)

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

WEAPONS AND ORDNANCE:

Weapon: M16 Series 5.56mm Service Rifle/M4 Series Carbine
A059 CTG, 5.56MM, BALL, M855
A080 CTG, 5.56MM, BLANK

Weapon: M2 .50 cal Heavy Machinegun
A555 CTG, CAL .50, BALL LINKED
A585 CTG, CAL .50, API-T LINK, F/M2
A598 CTG, CAL .50, BLANK LINK, F/M2

Weapon: M203 40mm Grenade Launcher
B504 CTG, 40MM, GREEN STAR PARACHUTE
B505 CTG, 40MM, RED STAR PARACHUTE
B519 CTG, 40MM, PRACTICE, M781
B535 CTG, 40MM, WHITE STAR PARACHUTE

Weapon: M240G 7.62mm Medium Machinegun
A111 CTG, 7.62MM, BLANK LINKED, M82
A131 CTG, 7.62MM, LINKED 4&1

Weapon: M249 5.56mm Light Machinegun - Squad Automatic Weapon
A064 CTG, 5.56MM, 4&1 LINKED, F/SAW
A075 CTG, 5.56MM, BLANK, LINKED

Weapon: Mk153 SMAW
HX07 RKT 83MM, COMMON PRACTICE (SMAW)
LX21 SIMULATOR, NOISE, (SMAW)

Weapon: Mk19 40mm Grenade Machinegun
B576 40MM PRAC M385E4 LINK

Weapon: Munitions/Demolitions
G930 GRENADE, HAND, SMOKE, WHITE
G940 GRENADE, HAND, SMOKE, GREEN
G945 GRENADE, HAND, SMOKE, YELLOW
G955 GRENADE, HAND, SMOKE, VIOLET

INF-MOBL-5151: Conduct a screen to flank or rear

SUPPORTED MET(S):

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

CONDITION: Given the location/width of the screen, duration of the screen, location and disposition of the friendly force being screened, engagement and destruction criteria, displacement/disengagement criteria, follow-on missions.

STANDARD: The commander identifies method of movement to and occupation of the screen line, and occupies successive screen lines in order to prevent the enemy's reconnaissance element's access to the supported unit's main body and provide early and accurate warning. Plans and executes fire support plan to delay and deceive enemy into deploying forces early. Destroys the reconnaissance element of enemy forces. Gain and maintain contact with enemy. Provides adequate reaction time and maneuver space to supported commander.

COMPONENT EVENTS:
1. As the rear screen for a moving force, the unit occupies successive screen lines, as required by the movement of the main force.
2. As the flank screens for a moving unit, the unit moves to keep pace with the main body by moving elements (OPs) from rear to front, or by displacing all OPs at the same time.
3. As the screen for a stationary force, the unit commander establishes successive screen lines, as enemy pressure increases.
4. Move to the initial screen line using appropriate movement techniques.
5. Establish OPs for surveillance of the area beyond the screen line.
6. Conduct patrols (mounted and dismounted) between OPs and in areas that cannot be observed, as the situation permits.
7. LP/OPs detect and report all enemy forces in the unit sector before the enemy can engage the main body with direct fire.
8. Plan and execute fire support plan to deceive enemy into deploying main effort and/or to delay main body advance.
9. Prevent the enemy reconnaissance elements from reaching the main body undetected.
10. Destroy enemy reconnaissance elements.
11. On order, withdraw to the subsequent screen line.
12. Develop a casualty collection plan.
13. Gain and maintain visual contact with main body of OPFOR.
14. Provide adequate reaction time and maneuver space to supported unit commander according to mission, purpose and intent.

REFERENCES:
1. FM 17-97 Cavalry
2. FM 17-97 Regimental Armored Cavalry Troop

SUPPORT REQUIREMENTS:
1. SESAMS weapons kits, to include protective suite.
2. MILES Gear

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

WEAPONS AND ORDNANCE:

Weapon: M16 Series 5.56mm Service Rifle
A080 CTG, 5.56MM, BLANK
AA12 SESAMS (RED)

AA21	SESAMS (BLUE)
G811	GRENADE, HAND, PRACTICE (BODY)
G878	FUZE, DELAY, F/G811 PRAC GREN
G930	GRENADE, HAND, SMOKE, WHITE
G940	GRENADE, HAND, SMOKE, GREEN
G945	GRENADE, HAND, SMOKE, YELLOW
L307	SIGNAL, WHITE STAR CLUSTER
L312	SIGNAL, WHITE STAR PARACHUTE
L314	SIGNAL, GREEN STAR CLUSTER
L324	SIGNAL, GREEN PARACHUTE
L596	SIMULATOR, FLASH ARTILLERY

INF-MOBL-5152: Screen forward of a stationary unit

SUPPORTED MET(S):

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

CONDITION: Given the location/width of the screen, duration of the screen, location and disposition of the friendly force being screened, engagement and destruction criteria, displacement/disengagement criteria, follow-on missions.

STANDARD: The commander identifies method of movement to and occupation of screen, and occupies successive screen lines in order to prevent the enemy's access to the supported unit's main body with his reconnaissance element. Plans and executes fire support plan to delay enemy and deceive enemy into deploying forces early. Destroy the reconnaissance element of enemy forces. Gain and maintain visual contact with enemy main body. Provide early and accurate warning of enemy, and reaction time and maneuver space.

COMPONENT EVENTS:
1. As the screen for a stationary force, the unit commander establishes successive screen lines to occupy as enemy pressure increases.
2. Move to the initial screen line using appropriated movement techniques.
3. Establish appropriate number of OPs for surveillance of the area beyond the screen line.
4. Conduct patrols (mounted and dismounted) between OPs and in areas that cannot be observed, as the situation permits.
5. LP/OPs detect and report all enemy forces in the unit sector before the enemy can engage the main body with direct fire.
6. Plan and execute fire support plan to deceive enemy into deploying main effort or to delay main body advance.
7. Maintain continuity of the screen and prevent the enemy reconnaissance elements from reaching the main body undetected.
8. Destroy enemy reconnaissance elements.
9. On order, withdraw to the subsequent screen lines.
10. Develop a casualty collection plan.
11. Gain and maintain visual contact with main body of enemy.
12. Provide early and accurate warning and reaction time and maneuver space to the supported unit commander.

REFERENCES:
1. FM 17-95 Cavalry
2. FM 17-97 Regimental Armored Cavalry Troop

SUPPORT REQUIREMENTS:
1. SESAMS weapons kits, to include protective suite.
2. MILES Gear

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

WEAPONS AND ORDNANCE:

Weapon: M16 Series 5.56mm Service Rifle
A080 CTG, 5.56MM, BLANK
AA12 SESAMS (RED)
AA21 SESAMS (BLUE)
G811 GRENADE, HAND, PRACTICE (BODY)
G878 FUZE, DELAY, F/G811 PRAC GREN
G930 GRENADE, HAND, SMOKE, WHITE
G940 GRENADE, HAND, SMOKE, GREEN
G945 GRENADE, HAND, SMOKE, YELLOW
L307 SIGNAL, WHITE STAR CLUSTER
L312 SIGNAL, WHITE STAR PARACHUTE
L314 SIGNAL, GREEN STAR CLUSTER
L324 SIGNAL, GREEN PARACHUTE
L596 SIMULATOR, FLASH ARTILLERY

Weapon: M203 40mm Grenade Launcher
B504 CTG, 40MM, GREEN STAR PARACHUTE
B508 CTG, 40MM, GREEN SMOKE GROUND
B509 CTG, 40MM, YELLOW SMOKE GROUND

Weapon: M249 5.56mm Light Machinegun - Squad Automatic Weapon
A075 CTG, 5.56MM, BLANK, LINKED

INF-MOBL-5155: Take immediate action against blocked ambush during motor march

SUPPORTED MET(S):

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

CONDITION: The unit is conducting a tactical motor march. The convoy is ambushed and the road is blocked by either an unmovable friendly vehicle or a natural/enemy obstacle that cannot by pushed out of the way because of the nature of the damage or the terrain.

STANDARD: Event is conducted in accordance with unit SOP.

COMPONENT EVENTS:
1. Take all passive measures during the march.
2. Personnel perform immediate action for an ambush with the road blocked as rehearsed and briefed.
3. On order, or when situation dictates, personnel caught in kill zone who cannot drive out of kill zone will dismount, take cover, and return a maximum volume of fire on enemy positions.
4. Personnel in vehicles that have passed through or who are positioned beyond or before the kill zone, dismount, form a reaction force and prepare to attack the flanks of the ambush position.

5. Maintain security on dismounted vehicles outside of the kill zone.
6. Ensure the safety of the reaction forces when calls for supporting arms are made.
7. Reaction force responds under unity of command.
8. Ensure personnel are briefed to remain within a specified distance from the road to avoid becoming casualties from friendly fire.
9. Reaction forces dismount.
10. Reaction force responds, under unity of command, per developed contingency plans, Standard Operating Procedures (SOPs), rehearsed drills, and commander's guidance when deciding whether to ensure the integrity of the convey or the defeat of the enemy.
11. Clear road and resume convoy as soon as enemy is dislodged.
12. Redistribute troops and cargo from disabled vehicles that cannot be towed.
13. Destroy disabled vehicles only with specific authority from the convoy commander or in extreme cases, as the situation dictates.

REFERENCES:
1. FMFM 6-4 Marine Rifle Company
2. FMFM 6-5 Marine Rifle Platoon/Squad
3. MCWP 3-11.3 Scouting and Patrolling

SUPPORT REQUIREMENTS:
1. Trafficable roads/trails with adjacent dismounted maneuver/training area
2. MILES Gear

RANGE/TRAINING AREA:
Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17581 Machinegun Field Firing Range
Facility Code 17610 Grenade Launcher Range
Facility Code 17730 Fire and Movement Range
Facility Code 17906 Wheeled Vehicle Drivers Course

WEAPONS AND ORDNANCE:

Weapon: M16 Series 5.56mm Service Rifle/M4 Series Carbine
A059 CTG, 5.56MM, BALL, M855
A080 CTG, 5.56MM, BLANK

Weapon: M2 .50 cal Heavy Machinegun
A576 CTG, CAL .50, 4&1 LINKED, F/M2
A598 CTG, CAL .50, BLANK LINK, F/M2

Weapon: M203 40mm Grenade Launcher
B504 CTG, 40MM, GREEN STAR PARACHUTE
B505 CTG, 40MM, RED STAR PARACHUTE
B519 CTG, 40MM, PRACTICE, M781
B535 CTG, 40MM, WHITE STAR PARACHUTE

Weapon: M240G 7.62mm Medium Machinegun
A111 CTG, 7.62MM, BLANK LINKED, M82
A131 CTG, 7.62MM, LINKED 4&1

Weapon: Mk19 40mm Grenade Machinegun
B576 40MM PRAC M385E4 LINK

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

INF-MOBL-5156: Take immediate action against unblocked ambush during as convoy

SUPPORTED MET(S):

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

CONDITION: The unit is conducting a daytime convoy. The unit is ambushed but the route/road is not blocked.

STANDARD: Event is conducted in accordance with unit SOP.

COMPONENT EVENTS:
1. Take all passive measures during the movement.
2. Ensure personnel perform immediate action for an ambush with the road not blocked, as rehearsed and briefed.
3. Vehicle operators drive out of the kill zone quickly.
4. Drivers leave behind disabled vehicles, until ambush is cleared.
5. Undamaged vehicles push disabled vehicles off the road, as required, to drive out of kill zone.
6. Ensure armored escort vehicles do not block convoy vehicles by halting in the traveled portion of the road to return fire.
7. Use supporting arms to assist disengagement.
8. Armored escort vehicles and other vehicles mounted with weapons lay down a heavy volume of fire on the ambush force.
9. Reaction force dismounts.
10. Reaction force reacts under unity of command.
11. React per developed contingency plans, Standard Operating Procedures (SOPs), rehearsed drills, and commander's guidance when deciding whether to ensure the integrity of the convoy or the defeat of the enemy.
12. Supporting fire does not endanger reaction force.
13. Brief reaction force personnel not to exceed a specified distance from the road to avoid becoming casualties from friendly fire.
14. All non-driving personnel place a heavy volume of fire on enemy forces, as rapidly as possible, while vehicles move out of kill zone.

REFERENCES:
1. FMFM 6-4 Marine Rifle Company
2. FMFM 6-5 Marine Rifle Platoon/Squad
3. MCWP 3-11.3 Scouting and Patrolling

SUPPORT REQUIREMENTS:
1. Trafficable roads/trails with adjacent dismounted maneuver/training area
2. MILES Gear

RANGE/TRAINING AREA:
Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17581 Machinegun Field Firing Range
Facility Code 17610 Grenade Launcher Range
Facility Code 17730 Fire and Movement Range
Facility Code 17906 Wheeled Vehicle Drivers Course

WEAPONS AND ORDNANCE:

Weapon: M16 Series 5.56mm Service Rifle/M4 Series Carbine
A059 CTG, 5.56MM, BALL, M855
A080 CTG, 5.56MM, BLANK

Weapon: M2 .50 cal Heavy Machinegun
A576 CTG, CAL .50, 4&1 LINKED, F/M2
A598 CTG, CAL .50, BLANK LINK, F/M2

Weapon: M203 40mm Grenade Launcher
B504 CTG, 40MM, GREEN STAR PARACHUTE
B505 CTG, 40MM, RED STAR PARACHUTE
B519 CTG, 40MM, PRACTICE, M781
B535 CTG, 40MM, WHITE STAR PARACHUTE

Weapon: M240G 7.62mm Medium Machinegun
A111 CTG, 7.62MM, BLANK LINKED, M82
A131 CTG, 7.62MM, LINKED 4&1

Weapon: M249 5.56mm Light Machinegun - Squad Automatic Weapon
A064 CTG, 5.56MM, 4&1 LINKED, F/SAW
A075 CTG, 5.56MM, BLANK, LINKED

Weapon: Mk19 40mm Grenade Machinegun
B576 40MM PRAC M385E4 LINK

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

INF-COMM-5201: Operate without radio communications

SUPPORTED MET(S):

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

CONDITION: During the conduct of tactical operations, the unit loses all radio communications for a minimum of 2 hours.

STANDARD: Unit continues to perform assigned mission.

COMPONENT EVENTS:
1. Mission-type orders have been issued that allow squads to perform the mission despite the lack of radio communications.
2. Appropriate actions occur to restore radio communications.
3. Reliance on visual/audible signals, wire and messengers, per unit SOP, is increased until nets are restored.
4. Unit continues to perform their assigned mission.
5. Unit continues to submit appropriate reports.

REFERENCES:
1. FMFM 6-5 Marine Rifle Platoon/Squad
2. FMFM 6-5 Marine Rifle Company

SUPPORT REQUIREMENTS:
1. Communications Suite

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

ADMINISTRATIVE INSTRUCTIONS:
1. After loss of communications, spare frequencies may be used for restoration purposes.
2. Events are planned, that would normally require the use of radio communications, during the "reduced communications" time in order to observe the unit's performance without radio nets.

INF-WPNS-5301: Perform reciprocal lay using the aiming circle

SUPPORTED MET(S):

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

CONDITION: Given a declinated aiming circle, boresighted mortars and a mortar position that affords visibility from all guns to the aiming circle, during daylight or darkness.

STANDARD: All guns in the platoon are laid to within one mil in a time limit of ten minutes.

COMPONENT EVENTS:
1. The gun line is established with guns laid in the general direction of fire, and the aiming circle is set up.
2. The guns are laid per unit SOP.

REFERENCES:
1. FM 23-91 Mortar Gunnery

SUPPORT REQUIREMENTS:

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

INF-WPNS-5302: Provide indirect fires in support of a unit

SUPPORTED MET(S):

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

CONDITION: The mortar platoon is given a mission to provide indirect firers in support of another unit, during hours of daylight or darkness.

STANDARD: The mortar platoon provides indirect fires in support of a unit and achieves commander's intent.

COMPONENT EVENTS:
1. Receive call for fire from supported unit.
2. Prepare and issue fire commands to the gun line.
3. Adjust fires as necessary.
4. Provide forward observers to units as required.
5. Provide local security for the mortar platoon.

REFERENCES:
1. FM 23-90 Mortars
2. FM 23-91 Mortar Gunnery
3. FM 7-90 Tactical Employment of Mortars

SUPPORT REQUIREMENTS:
1. Live fire range and impact area suitable for mortars
2. Maneuver/Training area

RANGE/TRAINING AREA:
Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17430 Impact Area; Dudded
Facility Code 17670 Mortar Range

WEAPONS AND ORDNANCE:

Weapon:	M252 81mm Medium Extended Range Mortar
C868	CTG, 81MM, HE W/FZ MOF
C869	CTG, 81MM, HE W/FZ PD
C870	CTG, 81MM, SMK SCREEN RP LWCMUK

INF-WPNS-5303: Occupy a mortar position

SUPPORTED MET(S):

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

CONDITION: Given a mission to occupy a mortar position, location of adjacent friendly units, estimates of enemy locations, most recent activities of the enemy, attachments or detachments, activities of indigenous forces.

STANDARD: Platoon occupies mortar position, and is able to provide indirect fire in support of a unit.

COMPONENT EVENTS:
1. Commander identifies the position to be occupied and displacement technique and organizes platoon to provide an advance party.
2. The advance party verifies the position, establishes and maintains local security, marks mortar positions, and provides guides in accordance with unit SOP.
3. Before moving, the commander informs higher headquarters of the move and ensures accountability of personnel and equipment.
4. Main body displaces, conducts link up with advance party and occupies the position per unit SOP.
5. Commander informs higher headquarters upon completion of the move.

REFERENCES:
1. FM 7-90 Tactical Employment of Mortars
2. FM 23-90 Mortars

SUPPORT REQUIREMENTS:

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

INF-WPNS-5305: Perform reciprocal lay using the mortar sight

SUPPORTED MET(S):

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

CONDITION: Given a declinated compass, boresighted mortars and a mortar position during daylight or darkness.

STANDARD: All guns in the platoon are laid to within one mil.

COMPONENT EVENTS:
1. The gun line is laid in the general direction of fire.
2. One gun is laid using a declinated M2 compass.
3. Remaining guns are laid per unit SOP using the first gun as the aiming point.

REFERENCES:
1. FM 23-91 Mortar Gunnery

SUPPORT REQUIREMENTS:

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

INF-WPNS-5306: Operate by split platoon

SUPPORTED MET(S):

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

CONDITION: Given a mission that requires fire support of 2 independent missions or continual fire support for a fast moving attack.

STANDARD: The mortar platoon provides fire support for two independent missions or continual fire support for a fast moving attack. The platoon divides into two firing sections.

COMPONENT EVENTS:
1. Each section moves as an independent element.
2. Each section's designated firing position supports the ground unit's scheme of maneuver.
3. Status and location of both sections is monitored.
4. At least one unit can provide indirect fires to the ground unit at all times.
5. The appropriate section responds to requests for fire according to its mission.
6. Section Fire Direction Center (FDC) computes data and issues fire commands for their own mortars.
7. When both sections are supporting the same mission, sections compute their own firing data for fire missions received by the other section.

REFERENCES:
1. FM 23-90 Mortars
2. FM 23-91 Mortar Gunnery

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17430 Impact Area; Dudded
Facility Code 17670 Mortar Range

WEAPONS AND ORDNANCE:

Weapon: M252 81mm Medium Extended Range Mortar
C868 CTG, 81MM, HE W/FZ MOF
C869 CTG, 81MM, HE W/FZ PD
C870 CTG, 81MM, SMK SCREEN RP LWCMUK
C871 CTG, 81MM, ILLUM W/FZ UK

ADMINISTRATIVE INSTRUCTIONS:
1. This task should be evaluated in conjunction with relevant firing tasks, whenever possible (hip shoots, simultaneous missions, etc.). It can, however, be executed and evaluated in a maneuver area only.
2. Each section should be required to displace at least twice, with the platoon maintaining the ability to provide continuous fire support.

INF-WPNS-5307: Conduct heavy machinegun defensive operations

SUPPORTED MET(S):

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

CONDITION: Given an operation order to participate in defensive operations, operating independently, in direct support, or attached to another unit.

STANDARD: The unit issues order, makes necessary adjustments to the plan as the situation develops and changes, completes the priorities of work by the time specified, maintains security, and coordinates mutually supporting fires, achieving the commander’s intent.

COMPONENT EVENTS:
1. In accordance with the operation order, coordinate and occupy defensive positions that are integrated with the direct fire, indirect fire, and obstacle plans.
2. Unit issues order, which at a minimum includes specific instructions on the mission, intent, control and coordinating measures, fire pattern and priority, fires in support, obstacles/barriers, engagement and disengagement criteria, trigger point/lines, maximum and minimum engagement lines, and friendly positions.
3. Weapons are assigned primary and alternate positions that provide observation over the main avenues of approach, range is known to likely engagement points, and security is coordinated for the crew-served weapons positions.
4. Fire plan sketches are compiled and submitted to higher and/or supported units.
5. Coordinate, control, and integrate fires to defeat the enemy's assault.
6. Process casualties and EPWs as required.
7. Submit reports to higher headquarters as required.

REFERENCES:
1. FMFM 6-5 Marine Rifle Platoon/Squad
2. FMFM 6-4 Marine Rifle Company
3. FMFM 6-3 Marine Infantry Battalion
4. FMFM 2-11 Anti-armor Operations
5. FM 17-98 Scout Platoon
6. FM 2-11 Anti-Mechanized Operations

SUPPORT REQUIREMENTS:
1. Crew-served weapons
2. Live fire range for anti-armor weapons (Javelin, TOW) and machineguns (M2, MK19) with stationary and moving vehicle targets at ranges of 300 to 3750 meters

RANGE/TRAINING AREA:
Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17430 Impact Area; Dudded
Facility Code 17581 Machinegun Field Firing Range
Facility Code 17610 Grenade Launcher Range
Facility Code 17631 Light Anti-armor Weapons Range; Live Fire

WEAPONS AND ORDNANCE:

Weapon: M2 .50 cal Heavy Machinegun
A555 CTG, CAL .50, BALL LINKED
A576 CTG, CAL .50, 4&1 LINKED, F/M2
A585 CTG, CAL .50, API-T LINK, F/M2
A606 CTG, CAL .50, API

Weapon: Mk19 40mm Grenade Machinegun
B542 CTG, 40MM, LINKED, HE DP F/MK19

ADMINISTRATIVE INSTRUCTIONS:
1. Unit may be supported by attachments to form combined anti-armor teams (i.e., Anti-armor weapons/units).
2. Unit can be mounted or dismounted.

INF-WPNS-5308: Conduct heavy machinegun offensive operations

SUPPORTED MET(S):

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

CONDITION: Given an operation order to participate in offensive operations, operating independently, in direct support, or attached to another unit.

STANDARD: The unit issues order, makes necessary adjustments to the plan as the situation develops and changes, achieves the commander's intent, and prepares for follow-on missions at the conclusion of an attack.

COMPONENT EVENTS:
1. Independently or in conjunction with supporting/supported unit, employs reconnaissance and surveillance elements to detect enemy forces, positions, movement, and obstacles, and submit reports in a timely manner.
2. Unit issues order, which at a minimum includes specific instructions on the mission, intent, control and coordinating measures, method of engagement

and control, priority of targets, fires in support, movement technique, engagement and disengagement criteria, and pursuit criteria.
3. Preparatory fires are initiated (or requested) per the fire support plan.
4. Cross the Line of Departure (LD) at the specified time.
5. Attacking elements use covered and concealed routes to approach the enemy, and when taken under fire, advance by movement techniques that allow accomplishment of the mission (i.e., fire and maneuver, bounding overwatch supported by adjacent unit's fire, etc.).
6. Machineguns remain dispersed unless required to mass to overcome resistance or engage targets, in which case, disperse as soon as the requirement for concentration ceases.
7. Command maintains status on the progress of the attack and the enemy situation. Continues to move to positions where, depending on the battle, are able to alter the organization for combat, maneuver forces, and/or reallocate and shift fires.
8. Employ (or request) supporting arms to engage targets of opportunity.
9. Gain and maintain fire superiority by employing combined arms fires, engaging targets to the criteria tasked (suppression, neutralization, or destruction), and until the assault is complete.
10. Positions crew served weapons to maximize the effectiveness of fires with respect to the target and terrain.
11. As required, displace from support by fire positions by movement techniques that best accomplish the mission (i.e., echelon to provide continuous support, bounding supported by adjacent unit's fire, etc.).
12. Treat and evacuate casualties and handle EPWs in accordance with unit SOP.
13. Consolidate, re-organize, and prepare for follow-on missions.

REFERENCES:
1. FMFM 6-5 Marine Rifle Platoon/Squad
2. FMFM 6-4 Marine Rifle Company
3. FMFM 6-3 Marine Infantry Battalion
4. FMFM 2-11 Anti-armor Operations
5. FM 17-98 Scout Platoon
6. FM 2-11 Anti-Mechanized Operations

SUPPORT REQUIREMENTS:
1. Crew-served weapons
2. Live fire range for anti-armor weapons (Javelin, TOW) and machineguns (M2, MK19) with stationary and moving vehicle targets at ranges of 300 to 3750 meters

RANGE/TRAINING AREA:
Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17581 Machinegun Field Firing Range
Facility Code 17610 Grenade Launcher Range

WEAPONS AND ORDNANCE:

Weapon:	M2 .50 cal Heavy Machinegun
A555	CTG, CAL .50, BALL LINKED
A576	CTG, CAL .50, 4&1 LINKED, F/M2
A585	CTG, CAL .50, API-T LINK, F/M2
A606	CTG, CAL .50, API

Weapon:	Mk19 40mm Grenade Machinegun
B542	CTG, 40MM, LINKED, HE DP F/MK19

ADMINISTRATIVE INSTRUCTIONS:
1. Unit may be supported by attachments to form combined anti-armor teams (i.e., Crew-served anti-armor weapons).
2. May be mounted or dismounted.

INF-WPNS-5309: Conduct anti-armor defensive operations

SUPPORTED MET(S):

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

CONDITION: Given an operation order to participate in defensive operations, operating independently, indirect support, or attached to another unit.

STANDARD: The unit issues order, makes necessary adjustments to the plan as the situation develops and changes, completes the priorities of work by the time specified, maintains security, and coordinates mutually supporting fires, achieving the commander’s intent.

COMPONENT EVENTS:
1. In accordance with the operation order, coordinate and occupy defensive positions that are integrated with the direct, indirect fire, and obstacle plans.
2. Unit issues order, which at a minimum includes specific instructions on the mission, intent, control and coordinating measures, fire pattern and priority, fires in support, obstacles/barriers, engagement and disengagement criteria, trigger point/lines, maximum and minimum engagement lines, and friendly positions.
3. Weapons are assigned primary and alternate positions that provide observation over the main avenues of approach, range is known to likely engagement points, and security is coordinated for the crew-served weapons positions.
4. Fire plan sketches are compiled and submitted to higher and/or supported units.
5. Coordinate, control, and integrate fires to defeat the enemy's assault.
6. Process casualties and EPWs as required.
7. Submit reports to higher headquarters as required.

REFERENCES:
1. FMFM 2-11 Anti-armor Operations
2. FMFM 6-5 Marine Rifle Platoon/Squad
3. FMFM 6-4 Marine Rifle Company
4. FMFM 6-3 Marine Infantry Battalion
5. FM 17-98 Scout Platoon
6. FM 2-11 Anti-Mechanized Operations
7. FM 17-97 Regimental Armored Cavalry Troop

SUPPORT REQUIREMENTS:
1. Crew-served weapons
2. Live fire range for anti-armor weapons (Javelin, TOW) and machineguns (M2, MK19) with stationary and moving vehicle targets at ranges of 300 to 3750 meters

RANGE/TRAINING AREA:
Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17430 Impact Area; Dudded

Facility Code 17581 Machinegun Field Firing Range
Facility Code 17610 Grenade Launcher Range
Facility Code 17631 Light Anti-armor Weapons Range; Live Fire

WEAPONS AND ORDNANCE:

Weapon: M220E4 TOW 2
PB93 GUIDED MISSILE TOW II
PB99 GUIDED MISSILE TOW PRACTICE
PE96 GM, TOW II-A BGM-71-E1B
PU68 GUIDED MISSILE TOW (E-MIOC)

ADMINISTRATIVE INSTRUCTIONS:
1. Unit may be supported by attachments to form combined anti-armor teams (i.e., Heavy machineguns)
2. Unit can be mounted or dismounted

INF-WPNS-5310: Conduct anti-armor offensive operations

SUPPORTED MET(S):

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

CONDITION: Given an operation order to participate in offensive operations, operating independently, in direct support, or attached to another unit.

STANDARD: The unit issues order, makes necessary adjustments to the plan as the situation develops and changes, achieves the commander's intent, and prepares for follow-on missions at the conclusion of an attack.

COMPONENT EVENTS:
1. Independently or in conjunction with supporting/supported unit, employs reconnaissance and surveillance elements to detect enemy forces, positions, movement, and obstacles, and submit reports in a timely manner.
2. Unit issues order, which at a minimum includes specific instructions on the mission, intent, control and coordinating measures, method of engagement and control, priority of targets, fires in support, engagement and disengagement criteria, and pursuit criteria.
3. Preparatory fires are initiated (or requested) per the fire support plan.
4. Cross the Line of Departure (LD) at the specified time.
5. Attacking elements use covered and concealed routes to approach the enemy, and when taken under fire, advance by movement techniques that allow accomplishment of the mission (i.e., fire and maneuver, bounding overwatch supported by adjacent unit's fire, etc.).
6. Remains dispersed unless required to mass to overcome resistance or engage targets, in which case, disperse as soon as the requirement for concentration ceases.
7. Command maintains status on the progress of the attack and the enemy situation. Continues to move to positions where, depending on the battle, are able to alter the organization for combat, maneuver forces, and/or reallocate and shift fires.
8. Employ (or request) supporting arms to engage targets of opportunity.
9. Gain and maintain fire superiority by employing combined arms fires, engaging targets to the criteria tasked (suppression, neutralization, or destruction), and until the assault is complete.
10. Position crew served weapons to maximize the effectiveness of fires with

respect to the target and terrain.
11. As required, displace from support by fire positions by movement techniques that best accomplish the mission (i.e., echelon to provide continuous support, bounding supported by adjacent unit's fire, etc.).
12. Treat and evacuate casualties and handle EPWs in accordance with unit SOP.
13. Consolidate, re-organize, and prepare for follow-on missions.

REFERENCES:
1. FMFM 2-11 Anti-armor Operations
2. FMFM 6-5 Marine Rifle Platoon/Squad
3. FMFM 6-4 Marine Rifle Company
4. FMFM 6-3 Marine Infantry Battalion
5. FM 17-98 Scout Platoon
6. FM 2-11 Anti-Mechanized Operations

SUPPORT REQUIREMENTS:
1. Crew-served weapons
2. Live fire range for anti-armor weapons (Javelin, TOW) and machineguns (M2, MK19) with stationary and moving vehicle targets at ranges of 300 to 3750 meters

RANGE/TRAINING AREA:
Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17430 Impact Area; Dudded
Facility Code 17581 Machinegun Field Firing Range
Facility Code 17610 Grenade Launcher Range
Facility Code 17631 Light Anti-armor Weapons Range; Live Fire

WEAPONS AND ORDNANCE:

Weapon:	**M220E4 TOW 2**
PB93	GUIDED MISSILE TOW II
PB99	GUIDED MISSILE TOW PRACTICE
PE96	GM, TOW II-A BGM-71-E1B

ADMINISTRATIVE INSTRUCTIONS:
1. Unit may be supported by attachments to form combined anti-armor teams (i.e., Heavy machineguns).
2. May be mounted or dismounted.

INF-OPS-5401: Prepare for combat operations

SUPPORTED MET(S):

EVALUATION CODED: NO **SUSTAINMENT INTERVAL:** 1 month

CONDITION: The unit is ordered to conduct combat operations or anticipates a requirement to conduct combat operations. The unit has received an operation order or warning order from higher headquarters.

STANDARD: All Marines know mission critical information and unit is appropriately prepared/equipped to accomplish mission through order issue, inspections, rehearsals, and subordinate leader briefbacks. The unit’s plan has been coordinated with higher, adjacent and supporting units.

COMPONENT EVENTS:
1. Begin planning by conducting a mission analysis of higher headquarter's order and the situation through METT-TSL.
2. Issue a warning order.
3. Coordinate attachments and detachments, to include briefing attachments on applicable unit Standard Operating Procedures (SOPs).
4. Arrange for Reconnaissance: Use tentative scheme of maneuver and information requirements to determine priorities for reconnaissance. Determine method of reconnaissance (leader's recon, recon patrol, and aerial recon, etc.), and personnel, gear and special instructions required to conduct reconnaissance.
5. The unit (or designated portion) initiates movement to assembly area or attack position, as required by the warning order.
6. Make reconnaissance: Analyze information obtained; identify shortfalls; and request additional assistance from higher headquarters.
7. Conduct coordination with higher, adjacent, and supporting units.
8. Complete the plan.
9. Issue the order: (SMEAC) providing ample subordinate planning and preparation time by adhering as closely as possible to the 1/3 to 2/3 rule.
10. Supervise: Conduct final mission preparations.
11. Perform pre-combat inspections (PCIs) and pre-combat checks (PCCs) on knowledge of mission critical information, maintenance and functional checks of unit and personal equipment to include: vehicles, crew-served weapons, night vision equipment, communications equipment, and NBC equipment. Ensure vehicles are marked IAW mission requirements or SOP, combat loaded, topped off, and PMCS is performed in accordance with the standard operating procedures or warning order.
12. Issue, modify, or update orders based on changes in METT-T.
13. Monitor activities of higher, adjacent, and supporting units and report any changes in unit activity to higher headquarters.

REFERENCES:
1. FMFM 6-5 Marine Rifle Platoon/Squad
2. FMFM 6-4 Marine Rifle Company
3. FMFM 6 Ground Combat Operations

SUPPORT REQUIREMENTS:
1. Combined Arms Staff Trainer (CAST)

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

INF-LOG-5410: Conduct tactical logistics

SUPPORTED MET(S):

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

CONDITION: Given a tactical scenario that requires logistical sustainment and/or support, either as an independent unit or as part of a larger unit.

STANDARD: The unit coordinates requirements for logistical support, distributes sustainment to meet mission requirements, ensures the proper, secure, and timely use of supplies and equipment, and reports logistical status per unit SOPs.

COMPONENT EVENTS:
1. The unit determines the logistical requirements based on higher headquarter's requirements and in accordance with the mission.
2. Develops a logistics plan, to include: coordinating delivery times or supply points based on higher headquarter's technique of distribution, identifying combat load and operational equipment requirements for the unit, procedures for maintenance and medical services, a timeline for execution, priority of support, and inspection criteria and location.
3. The unit coordinates logistical support in a timely manner, to include: required classes of supply, location of distribution, motor transportation requirements, medical service support, and maintenance needs.
4. Conducts resupply, maintenance, and organizes service support in a secure manner, per the timeline, and to the standard and priority identified in the plan.
5. Reports logistic status to higher headquarters.

REFERENCES:
1. Unit Combat SOP
2. MCO 3120.8A Organization of FMF for Combat
3. FMFM 6-5 Marine Rifle Platoon/Squad
4. MCRP 3-11.2A Marine Troop Leader's Guide
5. MCDP 4 Logistics

SUPPORT REQUIREMENTS:

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

ADMINISTRATIVE INSTRUCTIONS:
1. Platoon must be offered the opportunity to determine and select logistical support requirements, and subsequently conduct resupply.

INF-MED-5430: Process casualties

SUPPORTED MET(S):

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

CONDITION: The unit is conducting tactical operations. Enemy fire, direct or indirect, has been received in the position area causing casualties.

STANDARD: Unit casualties are identified, consolidated (as required) to a central collection or ambulatory exchange point, triaged, treated, reported to higher headquarters, and evacuated as required in a timely fashion. Unit is able to continue mission while evacuating casualties.

COMPONENT EVENTS:
1. Injured Marine applies self-aid.
2. Marines apply buddy aid to the injured. Individuals demonstrate first aid knowledge in the treatment of fractures, penetrating wounds, and sucking chest wounds.
3. Evacuate WIA and KIA to casualty collection point (CCP) using designated carrying parties or litter teams, using covered and concealed casualty evacuation routes.
4. Unit corpsmen conduct triage at CCP to maximize number of survivors. Establish evacuation priorities.

5. Unit coordinates with higher headquarters for evacuation (ground, air, etc.) if required.
6. Begin casualty reporting and tracking immediately after an individual(s) is wounded, starting at the lowest unit level and terminating at higher headquarters.

REFERENCES:
1. FMFM 6-4 Marine Rifle Company
2. MCRP 3-2G First Aid

SUPPORT REQUIREMENTS:
Note: Can be accomplished in garrison

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

ADMINISTRATIVE INSTRUCTIONS:
1. Evaluator will tag casualties. Marines who are tagged with incapacitating wounds drop where "hit." Marines tagged as incapacitated, do not move under their own power, but rely on others to carry them.

INF-NBC-5502: React to nuclear/chemical/biological attack

SUPPORTED MET(S):

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

CONDITION: The company is at MOPP 2 and the unit is moving or halted. Enemy presents a nuclear, chemical or biological threat. Personnel hear an NBC alarm or are ordered to mask.

STANDARD: Platoon dons MOPP 4 within required time limit (chemical and biological only – for nuclear attack take appropriate protective measures).

COMPONENT EVENTS:
1. Monitor/Survey teams inspect area for signs of contamination.
2. Platoon receives order to don MOPP 4 or hears NBC alarm.
3. Marines don MOPP 4 and leaders inspect.
4. Company reports status when at MOPP 4 and results of monitor survey operations.

REFERENCES:
1. MCWP 3-37.2 MTTPs for NBC Protection
2. MCRP 3-37.A NBC Handbook

SUPPORT REQUIREMENTS:
1. MOPP suits/NBC equipment
2. M256 Chemical Detector Kit
3. M8 Chemical Detection paper
4. Chemical Agent Monitor (CAM)
5. RADIAC equipment
7. NATO marking set

RANGE/TRAINING AREA:
Facility Code 17230 Gas Chamber
Facility Code 17410 Maneuver/Training Area; Light Forces

WEAPONS AND ORDNANCE:

Weapon: Munitions/Demolitions
G963 GRENADE, HAND, SMOKE, CS, M7A3

ADMINISTRATIVE INSTRUCTIONS:
1. This drill can be initiated by the evaluator giving the alert, "Gas" “Spray” “Fallout”, or by throwing a tactical CS, riot control, or white (HC) hand grenade.

INF-NBC-5503: Cross chemical/biological/radiological contaminated area

SUPPORTED MET(S):

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

CONDITION: The unit is required to cross a NBC contaminated area. The unit is provided an NBC 5 report (overlay) indicating the contaminated area. The unit has conducted preparations to cross the designated area.

STANDARD: Platoon crosses contaminated area with no casualties due to improperly worn protective equipment.

COMPONENT EVENTS:
1. Movement of unit into area is reported to company headquarters.
2. Monitor/Survey teams conduct NBC surveys as directed by Standard Operating Procedures (SOPs).
3. When the contaminated area is detected, the company submits an NBC 4 report to higher headquarters and increases to the appropriate MOPP level (MOPP 4 for chemical and biological contamination).
4. Adjust formations to increase intervals between individuals and units as the tactical situation permits.
5. Avoid puddles, overhanging branches, and bushes as much as possible.
6. Maintain security while moving through the contaminated area.
7. Move through contaminated area as rapidly as the tactical situation permits.
8. Submit reports in accordance with the Standard Operating Procedures (SOPs).
9. Drop expendable covering at the edge of the contaminated area.
10. Upon exiting the contaminated area by at least 500 meters, unit conducts a security halt.
11. Check for obvious contamination.
12. Conduct immediate decon on any contaminated areas. Treat and evacuate any casualties.
13. If the mission permits, company completes operational decontamination.
14. Update the NBC-5 report with new information obtained during the crossing.

REFERENCES:
1. MCRP 3-37.A NBC Handbook

SUPPORT REQUIREMENTS:
1. MOPP suits/NBC equipment
2. Chemical Agent Monitor (CAM)
3. M256 Chemical Detector Kit
4. M8 Chemical Detection paper

5. RADIAC equipment
6. NATO marking set

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

WEAPONS AND ORDNANCE:

Weapons: Munitions/Demolitions
G963 GRENADE, HAND, SMOKE, CS, M7A3

INF-NBC-5504: Conduct MOPP gear exchange

SUPPORTED MET(S):

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

CONDITION: The unit is in MOPP 4 and the gear has been contaminated.

STANDARD: Event is conducted in accordance with unit SOP and without spread of contamination among personnel or equipment.

COMPONENT EVENTS:
1. Contaminated protective clothing is removed without transfer of contamination.
2. Individuals put on new protective clothing using the "Buddy System."
3. Conduct local/spot decontamination, during the exchange, anytime contamination is expected.
4. Maintain seal on field protective mask.

REFERENCES:
1. MCWP 3-37.3 NBC Decontamination

SUPPORT REQUIREMENTS:
1. Maneuver/Training area
2. MOPP suits/NBC equipment
3. M8 Chemical Detection paper
4. NATO marking set
5. M291 Skin Decon kit

INF-OOTW-5701: Conduct civil disturbance operations

SUPPORTED MET(S):

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

CONDITION: The unit is conducting civil disturbance operations to include but not limited to, augmenting civil authority security forces, protecting key installations, riot control, removing unlawful obstructions, or dispersing an unlawful assembly. It is required to assist in the containment of the disturbance by itself or as part of a larger unit. The civilians are unarmed, but if agitated may use sticks, rocks, bottles, or equivalent as weapons.

STANDARD: Issue order to all participating personnel. The unit does not

provoke civilians unnecessarily. Key facilities are identified and prioritized for protection. Designated key facilities remain intact and operational. Allow local and civil authorities to deal with the situation when feasible. Adhere to the rules of engagement. Unit employs escalation of force as required. Unit does not cause unnecessarily damage to property or injury to civilians.

COMPONENT EVENTS:
1. Conduct planning and coordination.
2. Task organize the unit for civil disturbance operations.
3. Issue order to all organic, attached, and supporting units.
4. Conduct rehearsals, subordinate unit backbriefs, and inspection prior to operations.
5. Deploy the unit in response to civil disturbance.
6. Conduct riot control or remove unlawful obstructions while operating independently or in support of local security forces/police.
7. Escalate force as necessary IAW ROE to achieve control.
8. Employ non-lethal weapons (when available) IAW ROE to reduce collateral damage and injury to civilians.

REFERENCES:
1. FM 3-07 Stability and Support Operations February 2003

SUPPORT REQUIREMENTS:

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

INF-OOTW-5702: Conduct Foreign Internal Defense (FID)

SUPPORTED MET(S):

EVALUATION CODED: NO **SUSTAINMENT INTERVAL**: As Required

CONDITION: The unit has been tasked to provide military training to local security forces or police, participate in a multi-national exercise, or participate as part of a military exchange program. This training will consist of basic infantry skills to include weapons handling, local security, and patrolling.

STANDARD: Foreign military units able to execute assigned tasks to standard. Individuals participating in military exchange program successfully complete training.

COMPONENT EVENTS:
1. Prepare participating Marines with cultural and basic language skills training.
2. Conduct training with the same or similar conditions and equipment as those employed by the local units.
3. Issue orders to all participating personnel.
4. Train local security forces or police in basic infantry skills through demonstration, use of translators/interpreters, and live-fire.
5. Conduct combined missions with security forces or police to build their confidence and proficiency.
6. Provide a reaction force capable of reinforcing combined missions or local security force/police missions.

7. Continuously debrief, revise training, and report progress to higher headquarters.

REFERENCES:
1. FM 3-07 Stability and Support Operations February 2003

SUPPORT REQUIREMENTS:
1. Threat weapons
2. Host Nation Cultural Information Package
3. Briefs from Host Nation Liaison Officer, or United States Foreign Area Officer
4. Training Area
5. Translator/Interpreter

RANGE/TRAINING AREA:
Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17502 Small Arms Range; Non-Standard

WEAPONS AND ORDNANCE:

Weapon: M16 Series 5.56mm Service Rifle/M4 Series Carbine
A059 CTG, 5.56MM, BALL, M855

Weapon: M240G 7.62mm Medium Machinegun
A129 CTG, 7.62MM, BALL

Weapon: M249 5.56mm Light Machinegun - Squad Automatic Weapon
A064 CTG, 5.56MM, 4&1 LINKED, F/SAW

Weapon: M9 9mm Pistol
A363 CTG, 9MM, BALL

INF-OOTW-5703: Conduct Non-Combatant Evacuation Operations (NEO)

SUPPORTED MET(S):

EVALUATION CODED: NO **SUSTAINMENT INTERVAL**: As Required

CONDITION: Given an order to participate in or conduct non-combatant evacuation operation which may include civil disturbance operations such as augmenting local security forces, protecting key installations, riot control, removing unlawful obstructions, or dispersing an unlawful assembly.

STANDARD: Order issued to all participating personnel. The company safely evacuates designated personnel to amphibious shipping or another safe haven.

COMPONENT EVENTS:
1. Conduct planning and coordination with battalion and supporting/adjacent units.
2. Task organize the unit for security and/or Evacuation Control Center (ECC) operations.
3. Issue orders to all organic, attached, and supporting units.
4. Conduct rehearsals, subordinate unit back briefs, and pre-combat checks/inspections.
5. Conduct movement to the objective/evacuation site via ground (motorized or mechanized) or air (heli-borne or fixed wing assets).

6. Conduct security and/or ECC operations.
7. React to civil disturbance, enemy action, or reports of evacuees at other locations in accordance with unit SOPs briefed and rehearsed prior to mission execution.
8. Conduct retrograde via ground or air.
9. Debrief unit actions and reaction to enemy contact and other contingencies.
10. Report after-action observations to higher and adjacent headquarters.

REFERENCES:
1. MCDP 1-0 Marine Corps Operations

SUPPORT REQUIREMENTS:
1. MOUT facility / MOUT training area
2. Role Players (Evacuees)
3. Opposing Forces

RANGE/TRAINING AREA:
Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17962 MOUT Collective Training Facility, Small (<24 Buildings)

WEAPONS AND ORDNANCE:

Weapon: M16 Series 5.56mm Service Rifle/M4 Series Carbine
A080 CTG, 5.56MM, BLANK
AA12 SESAMS (RED)
AA21 SESAMS (BLUE)

Weapon: M240G 7.62mm Medium Machinegun
A111 CTG, 7.62MM, BLANK LINKED, M82

Weapon: M249 5.56mm Light Machinegun - Squad Automatic Weapon
A075 CTG, 5.56MM, BLANK, LINKED

INF-OOTW-5704: Conduct a Tactical Recovery of Aircraft and Personnel (TRAP)

SUPPORTED MET(S):

EVALUATION CODED: NO **SUSTAINMENT INTERVAL**: As Required

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

STANDARD: Recovery of sensitive items and/or aircrew. Destroy sensitive items that cannot be transported.

COMPONENT EVENTS:
1. Conduct planning and coordination with company/battalion and adjacent/ supporting units.
2. Task organize the TRAP force.
3. Conduct rehearsals, subordinate unit backbriefs, and inspections prior to departure.
4. Coordinate with ground and aviation headquarters operating within the AO,

for situational awareness on current ground and aviation operations.
5. Conduct coordination to collect common communication channels such as the guard frequency, and ensure communication equipment compatibility with aviation units with the AO (UHF/VHF/SATCOM).
6. Coordinate with likely supporting units in advance for participation in recovery operations (Engineers, Tanks, LAR, AAVs, CSSE, MWSS, etc.).
7. Coordinate with reinforcements (Quick Response Force).
8. Conduct rehearsals with all organic, and supporting units (communication, actions on the objective).
9. Conduct movement to objective area.
10. Conduct security, search, and recovery operations.
11. React to enemy actions.
12. Withdraw to friendly lines or other safe haven.
13. Debrief and report to higher headquarters.

REFERENCES:
1. JP 1-02
2. MCRP 5-12C

SUPPORT REQUIREMENTS:
1. Maneuver/Training area
2. Role Players (Downed Aircrew)
3. Opposing Forces

RANGE/TRAINING AREA:
Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17945 Training Mockups

WEAPONS AND ORDNANCE:

Weapon: M16 Series 5.56mm Service Rifle/M4 Series Carbine
A080 CTG, 5.56MM, BLANK
AA12 SESAMS (RED)
AA21 SESAMS (BLUE)

Weapon: M203 40mm Grenade Launcher
B504 CTG, 40MM, GREEN STAR PARACHUTE
B505 CTG, 40MM, RED STAR PARACHUTE
B535 CTG, 40MM, WHITE STAR PARACHUTE

Weapon: M240G 7.62mm Medium Machinegun
A111 CTG, 7.62MM, BLANK LINKED, M82

Weapon: M249 5.56mm Light Machinegun - Squad Automatic Weapon
A075 CTG, 5.56MM, BLANK, LINKED

INF-OTO-5710: Conduct a cordon and search

SUPPORTED MET(S):

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

CONDITION: Given an order to conduct a cordon and search to locate enemy personnel, weapons, or equipment in a hostile environment with appropriate reinforcements (engineers, EOD, PsyOps, military working dogs, tanks, LAR, etc.) during daylight or periods of reduced visibility.

STANDARD: Order issued to all participating and supporting personnel. Platoon is task organized with HQ, cordon (security) elements, search elements, and reaction force or reserve. Once cordon is established enemy personnel are unable to escape search area. Search discovers all enemy personnel, weapons, and equipment in the search area.

COMPONENT EVENTS:
1. Conduct planning and coordination with battalion and supporting/adjacent units.
2. Task organize the company.
3. Issue order to all organic, attached, and supporting units.
4. Conduct rehearsals, subordinate unit back-briefs, and inspections prior to departing assembly area.
5. Establish inner and outer cordons around search area/location and prevent movement into/out of the area.
6. Interact with civilians to gain cooperation from the local residents and gather information about search objectives.
7. Search and/or interview all civilians/non-combatants for suspected enemy personnel.
8. Search all buildings or likely hiding sites for enemy weapons, equipment or other contraband.
9. Avoid unnecessary force or damage to civilian property.
10. Immediately report and attempt to exploit information gained from questioning civilians, detainees or from hidden caches.
11. React to enemy contact in accordance with unit SOP's briefed prior to the operation.
12. Upon completion of search, conduct retrograde of inner and outer cordon.
13. Upon completion of the cordon and search debrief unit actions and reaction to enemy contact.
14. Report observations/after action items to battalion and adjacent units.

SUPPORT REQUIREMENTS:
1. MOUT facility / MOUT training area
2. Opposing Forces
3. Role Players
4. SESAMS weapons kits to include the protective suite

RANGE/TRAINING AREA:
Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17962 MOUT Collective Training Facility, Small (<24 Buildings)

WEAPONS AND ORDNANCE:

Weapon: M16 Series 5.56mm Service Rifle/M4 Series Carbine
AA12 SESAMS (RED)
AA21 SESAMS (BLUE)
G811 GRENADE, HAND, PRACTICE (BODY)
G878 FUZE, DELAY, F/G811 PRAC GREN

Weapon: M203 40mm Grenade Launcher
B504 CTG, 40MM, GREEN STAR PARACHUTE
B535 CTG, 40MM, WHITE STAR PARACHUTE

Weapon: M240G 7.62mm Medium Machinegun
A111 CTG, 7.62MM, BLANK LINKED, M82

Weapon: M249 5.56mm Light Machinegun - Squad Automatic Weapon
A075 CTG, 5.56MM, BLANK, LINKED

Weapon: Munitions/Demolitions
G811 GRENADE, HAND, PRACTICE (BODY)
G878 FUZE, DELAY, F/G811 PRAC GREN
G930 GRENADE, HAND, SMOKE, WHITE
G940 GRENADE, HAND, SMOKE, GREEN
G945 GRENADE, HAND, SMOKE, YELLOW
G955 GRENADE, HAND, SMOKE, VIOLET

INF-OTO-5711: Conduct a tactical march

SUPPORTED MET(S):

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

CONDITION: Given a route with start point and release point, purpose, and intent in conditions of daylight and darkness. Given any additional equipment required to follow the proscribed route with dismounted personnel.

STANDARD: Commander issues order to include route of march, order of movement, and individual load to be carried. Commander and subordinate leaders conduct inspections of Marines and equipment. Unit steps off on time, follows the prescribed route, and maintains security during movement and halts. The unit updates higher headquarters on its position and on enemy situation, reacts appropriately to enemy contact, and completes the movement on time.

COMPONENT EVENTS:
1. Specify the march route, order of march, and the individual load.
2. Inspect personnel for the proper load, equipment, and readiness to move.
3. Step off at the designated time.
4. Individuals maintain their prescribed position and interval in the unit column, as specified in march order or Standard Operating Procedure (SOP).
5. Follow prescribed route.
6. Maintain observation and security, to include air guards.
7. Conduct halts in accordance with the unit SOPs (as the tactical situation permits) to rest troops, adjust and redistribute equipment, and perform foot hygiene.
8. Leaders check the condition of all troops for foot marches.
9. Maintain local security during halts.
10. Utilize visual signals throughout the road march.
11. Unit reports position and any enemy situation to higher headquarter.

REFERENCES:
1. FMFM 6-4 Marine Rifle Company
2. FM 7-10 The Infantry Rifle Company

SUPPORT REQUIREMENTS:

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

INF-MOUT-5801: Conduct an urban attack

SUPPORTED MET(S):

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

CONDITION: Given an objective within an urban environment, and an order with a mission to conduct an attack in urban terrain during daylight and darkness. Both enemy and friendly unit have indirect fire support.

STANDARD: Attain the objective and accomplish the intent of the Battalion Commander's order. Task organize the Company to include assault, security, and support elements. Incorporate supporting units such as Tanks, AAVs, Engineers, CAAT platoon, Javelins, and 81mm Mortar platoon etc.

COMPONENT EVENTS:
1. Conduct planning and coordination with company commander's scheme of maneuver and adjacent/supporting units.
2. Task organize the unit for combat in MOUT.
3. Issue the order to all organic, attached, and supporting units.
4. Conduct rehearsals, subordinate unit backbriefs, and inspections prior to departing assembly area.
5. Initiate reconnaissance plan ahead of attack, to gain and maintain observation of enemy.
6. Execute tactical deception, if planned.
7. Isolate the objective through direct and indirect fires.
8. Initiate prearranged fires, to include suppression and obscuration fires on enemy observation posts.
9. Cross line of departure at the specified time.
10. Gain a foothold in initial objectives.
11. Report crossing of tactical control measures and securing interim objectives to higher headquarters.
12. Shift and cease direct and indirect fires to support maneuver.
13. Breach obstacles.
14. Maintain momentum of the attack by rotating lead unit and conducting resupply.
15. Seize the assigned objective.
16. Consolidate and reorganize the unit.
17. Report status of the attack to higher headquarters.
18. Issue fragmentary orders to units in preparation for follow-on missions.

REFERENCES:
1. FMFM 6-5 Marine Rifle Platoon/Squad
2. MCWP 3-35.3 Military Operations on Urbanized Terrain
3. FMFM 6-4 Marine Rifle Company
4. FM 90-10-1 Infantryman's Guide to Combat in Built-Up Areas
5. BUST Handbook

SUPPORT REQUIREMENTS:
1. SESAMS weapons kits to include the protective suite.
2. Breacher Kits

RANGE/TRAINING AREA:
Facility Code 17760 MOUT Assault Course (MAC)
Facility Code 17962 MOUT Collective Training Facility, Small (<24 Buildings)

WEAPONS AND ORDNANCE:

Weapon: M16 Series 5.56mm Service Rifle
A080 CTG, 5.56MM, BLANK
AA12 SESAMS (RED)
AA21 SESAMS (BLUE)

Weapon: M203 40mm Grenade Launcher
B504 CTG, 40MM, GREEN STAR PARACHUTE
B519 CTG, 40MM, PRACTICE, M781
B535 CTG, 40MM, WHITE STAR PARACHUTE

Weapon: M240G 7.62mm Medium Machinegun
A111 CTG, 7.62MM, BLANK LINKED, M82

Weapon: M249 5.56mm Light Machinegun - Squad Automatic Weapon
A075 CTG, 5.56MM, BLANK, LINKED

Weapon: M9 9mm Pistol
AA12 SESAMS (RED)
AA21 SESAMS (BLUE)

Weapon: Munitions/Demolitions
G811 GRENADE, HAND, PRACTICE (BODY)
G878 FUZE, DELAY, F/G811 PRAC GREN
G930 GRENADE, HAND, SMOKE, WHITE
G940 GRENADE, HAND, SMOKE, GREEN
G945 GRENADE, HAND, SMOKE, YELLOW
G955 GRENADE, HAND, SMOKE, VIOLET
L307 SIGNAL, WHITE STAR CLUSTER
L314 SIGNAL, GREEN STAR CLUSTER
LX21 SIMULATOR, NOISE, (SMAW)

INF-MOUT-5802: Conduct an urban defense

SUPPORTED MET(S):

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

CONDITION: The unit is ordered to occupy a defensive position in an urban environment. The unit is operating separately or as part of a larger force, but must provide its own security. Friendly and enemy units have indirect fire available.

STANDARD: Accomplish the mission and intent of the company commander's order. Establish priority of work for defensive tasks and timeline of major events.

COMPONENT EVENTS:
1. Conduct planning and coordination with company and adjacent/supporting units.
2. Task organize the unit for combat in MOUT.
3. Issue the order to all organic attached, and supporting units.
4. Establish communication with listening post (LP)/observation post (OP).
5. Conduct leaders reconnaissance of the positions with subordinates.
6. Assign squad sectors.

7. Position automatic weapons to cover avenues of approach. Place them near ground level to maximize grazing fire. If ground rubble obstructs grazing fires, place M240Gs/SAWs in the upper stories of the building.
8. Ensure weapons inside buildings have adequate space and ventilation for backblast (on upper floors, if possible, for long-range top shots).
9. Early warning system or devices are emplaced before dark or limited visibility. Cover devices by observation and fire.
10. Tie in physically or by fire with adjacent units.
11. Assign each squad a position with primary and secondary sectors of fire.
12. Fortify positions as required.
13. Take measures to provide protection against enemy RPG's and hand grenades.
14. Construct loopholes.
15. Take internal building fire prevention measures.

16. Install wire communications to company headquarters and between subordinate units and LP/OPs.
17. Construct barriers and obstacles to deny the enemy access to streets, underground passages, buildings, and to slow his movement (including rooftops and in all buildings). Cover barriers and obstacles by fire.
18. Designate routes to/from alternate and supplementary positions. Improve alternate and supplementary positions, as time permits.
19. Mark movement routes within and through the unit in a manner that does not give the positions away to the enemy and can be employed at night.
20. Prepare and rehearse counterattack.
21. Prepare and rehearse the withdrawal.
22. Complete platoon fire plan sketch and provide a copy to the company FiST.
23. Register supporting indirect fires.

REFERENCES:
1. FMFM 6-5 Marine Rifle Platoon/Squad
2. FM 21-75 Combat Skills of the Soldier
3. MCWP 3-35.3 Military Operations on Urbanized Terrain

SUPPORT REQUIREMENTS:
1. MILES Gear
2. SESAMS weapons kits to include the protective suite.
3. Opposing Forces

RANGE/TRAINING AREA:
Facility Code 17962 MOUT Collective Training Facility, Small (<24 Buildings)

WEAPONS AND ORDNANCE:

Weapon: M16 Series 5.56mm Service Rifle/M4 Series Carbine
A080 CTG, 5.56MM, BLANK
AA12 SESAMS (RED)
AA21 SESAMS (BLUE)

Weapon: M203 40mm Grenade Launcher
B519 CTG, 40MM, PRACTICE, M781
B535 CTG, 40MM, WHITE STAR PARACHUTE

Weapon: M240G 7.62mm Medium Machinegun
A111 CTG, 7.62MM, BLANK LINKED, M82

Weapon: Mk153 SMAW
LX21 SIMULATOR, NOISE, (SMAW)

Weapon: Munitions/Demolitions
G811 GRENADE, HAND, PRACTICE (BODY)
G878 FUZE, DELAY, F/G811 PRAC GREN
G930 GRENADE, HAND, SMOKE, WHITE
G940 GRENADE, HAND, SMOKE, GREEN
G945 GRENADE, HAND, SMOKE, YELLOW
G955 GRENADE, HAND, SMOKE, VIOLET
L307 SIGNAL, WHITE STAR CLUSTER
L312 SIGNAL, WHITE STAR PARACHUTE
L314 SIGNAL, GREEN STAR CLUSTER
L495 FLARE, SURFACE, TRIP, M49A1
L599 SIMULATOR, ILLUM, BOOBYTRAP

INF-MOUT-5803: Conduct urban patrolling

SUPPORTED MET(S):

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

CONDITION: Given an area of operations within an urban environment and an order to conduct patrolling operations to maintain security or develop the enemy situation. The unit must provide its own security.

STANDARD: Accomplish mission and commander's intent.

COMPONENT EVENTS:
1. Depart friendly lines.
2. Conduct assigned mission (RACES).
3. Utilize tactical control measures such as an urban grid reference system, checkpoints, phaselines, rally points, etc.
4. Utilize unit SOPs when encountering danger areas.
5. Maintain all-around security.
6. Conduct appropriate fire support planning.
7. Submit reports as required IAW unit SOPs.
8. Re-enter friendly lines.
9. Conduct patrol debrief, consolidate information, and forward to higher headquarters.

REFERENCES:
1. MCWP 3-11.3 Scouting and Patrolling
2. MCWP 3-11.2 Marine Rifle Squad
3. MCWP 3-11.1 Marine Rifle Company/Platoon
4. FM 21-26 Map Reading and Land Navigation

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17962 MOUT Collective Training Facility, Small (<24 Buildings)

WEAPONS AND ORDNANCE:

Weapon: M16 Series 5.56mm Service Rifle

A080 CTG, 5.56MM, BLANK

Weapon: M203 40mm Grenade Launcher
B519 CTG, 40MM, PRACTICE, M781
B535 CTG, 40MM, WHITE STAR PARACHUTE

Weapon: M240G 7.62mm Medium Machinegun
A111 CTG, 7.62MM, BLANK LINKED, M82

Weapon: M249 5.56mm Light Machinegun - Squad Automatic Weapon
A075 CTG, 5.56MM, BLANK, LINKED

Weapon: Munitions/Demolitions
G930 GRENADE, HAND, SMOKE, WHITE
G940 GRENADE, HAND, SMOKE, GREEN
G945 GRENADE, HAND, SMOKE, YELLOW
L314 SIGNAL, GREEN STAR CLUSTER

INF-MOUT-5804: Establish an urban patrol base

SUPPORTED MET(S):

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

CONDITION: Given an area of operations within an urban environment and an order to conduct patrolling operations to maintain security or develop the enemy situation.

STANDARD: Accomplish the company commander’s mission and intent. Exercise command and control of platoon and smaller patrols within the company area of operations.

COMPONENT EVENTS:
1. Conduct planning and coordination with company and adjacent/supporting units.
2. Task organize the unit for patrol base operations.
3. Issue the order to all organic, attached, and supporting units.
4. Move to and occupy to patrol base.
5. Establish LPs/OPs.
6. Conduct local security patrols.
7. Provide internal security.
8. Establish covered positions for all personnel.
9. Establish a contingency plan for hostile actions against the patrol base.
10. Maintain a local reaction force to support patrols, reinforce patrol base security, or respond to other events.
11. Report enemy contact, results of patrol debriefs, and other significant events to company.

REFERENCES:
1. BUST Handbook
2. FMFM 6-5 Marine Rifle Platoon/Squad
3. MCWP 3-35.3 Military Operations on Urbanized Terrain
4. FM 90-10-1 An Infantryman's Guide to Urban Combat
5. FM 6-5 Marine Rifle Platoon/Squad

SUPPORT REQUIREMENTS:
1. SESAMS weapons kits to include the protective suite.

RANGE/TRAINING AREA:
Facility Code 17962 MOUT Collective Training Facility, Small (<24 Buildings)

WEAPONS AND ORDNANCE:

Weapon: M16 Series 5.56mm Service Rifle/M4 Series Carbine
A080 CTG, 5.56MM, BLANK
AA12 SESAMS (RED)
AA21 SESAMS (BLUE)

Weapon: M203 40mm Grenade Launcher
B504 CTG, 40MM, GREEN STAR PARACHUTE
B519 CTG, 40MM, PRACTICE, M781
B535 CTG, 40MM, WHITE STAR PARACHUTE

Weapon: M240G 7.62mm Medium Machinegun
A111 CTG, 7.62MM, BLANK LINKED, M82

Weapon: M249 5.56mm Light Machinegun - Squad Automatic Weapon
A075 CTG, 5.56MM, BLANK, LINKED

Weapon: M9 9mm Pistol
AA12 SESAMS (RED)
AA21 SESAMS (BLUE)

Weapon: Munitions/Demolitions
G811 GRENADE, HAND, PRACTICE (BODY)
G878 FUZE, DELAY, F/G811 PRAC GREN
G930 GRENADE, HAND, SMOKE, WHITE
G940 GRENADE, HAND, SMOKE, GREEN
G945 GRENADE, HAND, SMOKE, YELLOW
G955 GRENADE, HAND, SMOKE, VIOLET
L307 SIGNAL, WHITE STAR CLUSTER
L314 SIGNAL, GREEN STAR CLUSTER
LX21 SIMULATOR, NOISE, (SMAW)

INF-MOUT-5805: Conduct an urban movement to contact

SUPPORTED MET(S):

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

CONDITION: Given a mission to gain and maintain contact with an enemy force in an urban environment as a component of a larger unit. During daylight and night, or periods of reduced visibility, with or without supporting units (Tanks, LAR, AAVs, Engineers, or Heavy Crew Serve Weapons).

STANDARD: Event is conducted in accordance with unit SOP. Accomplish the company commander's mission and intent. Order issued to all participating and supporting personnel. Platoon is tasked organized with an advanced guard, main body, rear guard, flanks and command element. Platoon gains and maintains contact to develop situation. Platoon provides SITREPs to company.

All units use movement appropriate for the terrain and probability of enemy contact.

COMPONENT EVENTS:

1. Conduct planning and coordination with company and adjacent/supporting units.
2. Task organize the platoon.
3. Issue order to organic, attached and supporting units.
4. Conduct rehearsals, subordinate unit back-briefs, and inspections prior to departing assembly area.
5. Employ anti-armor assets to best cover possible avenues of approach that may interfere with the column's movement and to react to contact with enemy forces.
6. Place the command group where it can best control the formation. The commander should be well forward to gain the earliest possible information, see the ground, and be able to plan ahead the deployment of subordinate units.
7. Begin the movement on time and in the specified formation.
8. Ensure reconnaissance elements are kept advised of main body rate of movement.
9. Deploy advance guard in a formation that is based on the probability of enemy contact and far enough forward to provide time and space for the commander to react to enemy contact or obstacles.
10. The overall formation permits a part of the force to provide suppressive fire from selected overwatch positions while the advancing elements make full use of covered and concealed routes.
11. Command element maintains dispersion, security, and functioning redundant command and control capabilities during movement and ensure subordinate element maintain dispersion and security.
12. Conducts halts tactically. Units remain dispersed and occupy hasty defensive positions that provide all-round security, according to procedures contained in the unit Standard Operating Procedure (SOP).
13. Retain the bulk of combat power in an uncommitted status during movement to permit its rapid deployment on contact.
14. Demonstrate the ability to rapidly report and assess the situation during a meeting engagement and to respond in a coordinated and deliberate manner.
15. Reduces obstacles that cannot be bypassed.
16. Demonstrates the ability to coordinate the delivery of fire support [artillery, air, organic mortars, direct fire weapons, and Naval Surface Fire Support (NSFS)] according to plan and in a responsive manner.
17. Use designated control measures that provide adequate control over the formation and are appropriate to the enemy situation and terrain.
18. All elements remain oriented and unit leaders demonstrate the ability to give their positions.
19. The command group demonstrates the ability to operate on the move and to execute command and control over subordinates during enemy engagement.
20. The main body reaches its destination intact within the time period specified in the basic order.
21. Maintain supporting arms coverage throughout the movement.
22. Upon contact with a superior enemy force, set conditions for effective forward passage of company main body into the attack.
22. Evacuate casualties in a timely manner.
23. Conduct resupply operations in a responsive and coordinated manner.
24. Maintain positive covered communications with all subordinate units and with higher command element throughout the movement.
25. Submit reports to higher command elements in a timely and accurate

manner.
26. Accomplish ammunition resupply, medical support and evacuation, expedient maintenance and vehicle recovery, and refueling operations, as required, during the movement.

REFERENCES:
1. FMFM 6-4 Marine Rifle Company

SUPPORT REQUIREMENTS:
1. Maneuver/Training area
2. Trafficable roads/trails

RANGE/TRAINING AREA:
Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17962 MOUT Collective Training Facility, Small (<24 Buildings)

INF-MOUT-5810: Clear a building

SUPPORTED MET(S):

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

CONDITION: The unit is required to clear a building. The unit is moving separately but operating as part of a larger unit. The unit must provide its own security.

STANDARD: Conducted in accordance with unit SOPs and the listed component events.

COMPONENT EVENTS:
1. The unit is organized into assault, support, and security/supporting elements.
2. Assault element is organized into room clearing teams, consisting of 3 or 4 Marines (a Fire Team maximum). The exact number of clearing teams is based on METT-T (for multiple story building assign squad/assault elements floor assignments).
3. Assault element carries as much applicable ammunition as possible, especially grenades.
4. Each Marine and key weapon (vehicles, M240G, M249) within support element is assigned a target or sector to cover.
5. Support element uses direct fire weapons to destroy, suppress, or impair enemy positions within the objective building and adjacent buildings. Security element maintains security for the assault and supporting elements.
6. The objective building is isolated with direct and indirect fires to prevent enemy withdrawal, reinforcement, or counterattack.
7. Assault element uses covered and concealed routes, to include rooftops and exploits limited visibility conditions whenever possible.
8. Assault element conducts movement only after enemy defensive fires are suppressed or obscured.
9. Assault element crosses open areas rapidly under the concealment of smoke and the suppression of enemy targets provided by the support force.
10. Assault element moves along routes that do not mask friendly suppressive fires.
11. Assault element enters the building at the highest level possible.
12. The assault element enters the first floor only when forced to do so.

Entry considerations include: Approaches from enemy flank or rear; blows an entrance through a wall; throws grenades through doors or windows hard enough to prevent enemy from retrieving the grenade and throwing in back.
13. Once the assault element breaches, the supporting element shifts fires to the objective's upper windows when entering the building from ground level and shifts fires to lower windows when entering through an upper story.
14. Once inside the building, the assault element secures the entry point and covers staircases and other routes leading to upper and lower stories.
15. Assault element clears rooms that overlook approaches to the building first.
16. Assault element clears each room in the objective building and calls for support element to assist if stiff resistance is encountered in the objective area.
17. Once the building is secured by the assault element, the support and security elements consolidate and reorganize in the cleared building.
18. Cleared buildings and entry points are marked in accordance with Standard Operating Procedure (SOP).
19. Hasty defensive positions are established.
20. Ammunition is redistributed, resupply requested, casualties treated, and reports are submitted.
21. The unit continues its mission.

REFERENCES:
1. MCWP 3-35.3 Military Operations on Urbanized Terrain

SUPPORT REQUIREMENTS:
1. MILES Gear

RANGE/TRAINING AREA:
Facility Code 17760 MOUT Assault Course (MAC)
Facility Code 17962 MOUT Collective Training Facility, Small (<24 Buildings)

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

INF-MOUT-5811: Conduct a long security halt/"go-firm" during urban operations

SUPPORTED MET(S):

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

CONDITION: Given a tactical pause, as a member of an infantry unit, operating in an urban environment during daylight, darkness, periods of reduced visibility, or NBC.

STANDARD: Unit temporarily halts and establishes hasty defense to meet the unique requirements of urban combat: report arrival at or crossing of tactical control measures, gain/maintain contact with adjacent or supporting units to reduce the risk of fratricide, conduct resupply, or evacuate casualties.

COMPONENT EVENTS:
1. Upon receiving an order to "Go Firm", unit selects nearest defensible terrain.

2. Establish a hasty defense.
3. Establish LP/Ops.
4. Submit SITREP to company commander.
5. Assess status of unit.
6. Conduct resupply, CASEVAC, planning as required.

REFERENCES:
1. BUST Handbook

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17962 MOUT Collective Training Facility, Small (<24 Buildings)

INF-MOUT-5812: Move through a built-up area

SUPPORTED MET(S):

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

CONDITION: The unit is required to move through urban terrain. The unit may initially be mounted in vehicles. Squad size enemy units may be located in the urban area.

STANDARD: Conducted in accordance with unit SOPs and the listed component events.

COMPONENT EVENTS:
1. Unit halts in a covered and concealed position outside of the urban area.
2. If mounted, vehicles seek cover and concealment, and overwatch the urban area in order to allow Marines to dismount.
3. Identify appropriate route through urban area.
4. Move forward as no less than two elements: at least one movement element and at least one overwatch
element based on METT-T. The movement element moves forward, scouts danger areas, and closes with the enemy. The overwatch element moves behind the lead element and secures the flanks and rear. It also provides fire support. The remainder of the unit provides close-in security for the vehicles. When necessary, these elements, or parts of them, exchange roles.
5. Move along underground passages, through or behind buildings, along walls, and over rooftops.
6. Move in single file along both sides of the street, staying close to the buildings.
7. Vehicles stay on one side of the street to reduce exposure to anti-armor weapons.
8. Move quickly and remain dispersed three to five meters apart.
9. Assign individuals an area to observe on the opposite side of the street.
10. When moving with two units abreast, each unit overwatches the buildings across the street, observing the stories above the opposite unit. Avoid streets, alleys, and other open areas unless necessary. Cross urban danger areas using maximum cover, concealment, speed, and overwatch.
11. Use smoke, rubble, and debris for cover and concealment.
12. Cross as a dispersed group at the same time, not as individuals.
13. Clear buildings, as necessary, to continue movement.
14. Demonstrates the ability to coordinate the delivery of fire support

[artillery, air, organic mortars, direct fire weapons, and Naval Surface Fire Support (NSFS)], according to plan and in a responsive manner.
15. Identify, report, mark, and bypass enemy obstacles and mines.
16. Once clear of the urban area, report to higher headquarters the unit is through the urban area.
17. Reestablish movement formation; assume proper intervals.

REFERENCES:
1. FMFM 6-4 Marine Rifle Company
2. FMFM 6-5 Marine Rifle Platoon/Squad
3. MCWP 3-35.3 Military Operations on Urbanized Terrain
4. MCWP 3-11.3 Scouting and Patrolling
5. BUST Handbook

SUPPORT REQUIREMENTS:
1. MILES Gear
2. Role Players

RANGE/TRAINING AREA:
Facility Code 17962 MOUT Collective Training Facility, Small (<24 Buildings)

ADMINISTRATIVE INSTRUCTIONS:
1. Expenditure of ammunition is not required to perform the task to standard.

INF-MOUT-5813: Conduct a Hasty Vehicle Checkpoint (VCP)

SUPPORTED MET(S):

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

CONDITION: As a member of an infantry unit, operating in an urban environment, with T/O weapons and equipment, under conditions of daylight and darkness, inclement weather, or NBC.

STANDARD: Conducted in accordance with unit SOPs and the listed component events. Avoid establishing hasty VCPs in the same location. Hasty VCPs should be established for no longer than 120 minutes.

COMPONENT EVENTS:
1. Assault and support teams establish blocking positions on both sides of the road.
2. PL and APL act as "talkers" for each direction of traffic with local police or ITT Marines acting as interpreters while a two-man team from the HQ element physically search the vehicles.
3. Establish hasty obstacles or parked vehicles to create a staggered roadblock in the center of the checkpoint to slow approaching vehicles.
4. Display signs announcing the checkpoint a safe distance from the searching area for safety to both driver and Marines.
5. Have driver accompany searcher around the vehicle.
6. Have occupants exit the vehicle to be searched.
7. Marines must know ROE. ROE will dictate what action is to be taken when vehicles fail to stop for checkpoints.

REFERENCES:
1. BUST Handbook

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17962 MOUT Collective Training Facility, Small (<24 Buildings)

ADMINISTRATIVE INSTRUCTIONS:
1. Hasty VCPs can be established anytime based on intelligence or causative factors. Hasty VCPs disrupt enemy movement of personnel, weapons, and supplies within the AO and keep the enemy off balance.

INF-MOUT-5814: Conduct a deliberate Vehicle Checkpoint (VCP)

SUPPORTED MET(S):

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

CONDITION: As a member of an infantry unit, operating in an urban environment, with T/O weapons and equipment, under conditions of daylight, darkness, inclement weather, or NBC.

STANDARD: Deliberate VCPs require planning and preparation to be successful. Combat engineer support should be solicited by unit leaders to ensure proper placement of barriers. Deliberate VCPs are permanent or semi-permanent checkpoints used to control traffic flow in and out of safe zones.

COMPONENT EVENTS:
1. Establish the canalization zone to force vehicles into the checkpoint.
2. Establish the turning or deceleration zone to slow approaching vehicles.
3. Establish the search zone. Personnel and vehicles will be searched separately.
4. Establish the safe zone for Marines to eat/sleep in relative security.

REFERENCES:
1. BUST Handbook

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17962 MOUT Collective Training Facility, Small (<24 Bldgs)

INF-AMPH-5902: Participate in an amphibious assault

SUPPORTED MET(S):

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

CONDITION: Given a task to participate in an amphibious assault, supported with AAV, LCAC, or small craft support/capabilities, during the day or night, and required maneuver and landing area.

STANDARD: The platoon participates in an amphibious assault. The platoon makes necessary adjustments to the plan as the situation develops and achieves the commander's intent.

COMPONENT EVENTS:
1. Coordinate planning with higher headquarters to determine landing site(s), landing force, and objectives.
2. Brief higher headquarters on overall concept of operations to include the task organization, load plan, scheme of maneuver, and fire support plan/ requests.
3. Ensure planning occurs parallel with all elements during the development of the scheme of maneuver, fire support plan, and landing plan.
4. Compile manifests for movement and submit the load plan to higher headquarters.
5. Load and conduct movement ship to shore as per the operation order.
6. Upon landing, quickly clear the immediate vicinity of the landing site, establish security, and reestablish tactical integrity.
7. Breach obstacles, as necessary, to facilitate further movement towards the objective.
8. Conduct actions on the objective.
9. Provide situation reports to higher headquarters as the assault progresses.
10. Maintain the momentum of the assault by issuing fragmentation order(s) (FRAGO) and the integration of coordinated fire and maneuver.
11. Coordinate the linkup of forces as required.
12. Position any crew served weapons in positions that maximize the effectiveness of their fires.
13. Consolidate and reorganize once the objective has been secured and prepare for follow on missions.

REFERENCES:
1. FMFM 6-4 Marine Rifle Company
2. FMFM 6-5 Marine Rifle Platoon/Squad
3. MCWP 3-31.5 Ship to Shore Movement (Dual Designate)
4. MCWP 3-31.1 Supporting Arms in Amphibious Operations (Dual Designate)

SUPPORT REQUIREMENTS:
1. Amphibious maneuver and landing area
2. Landing craft

Note: AAV's, Small Craft, or other landing craft.

RANGE/TRAINING AREA:
Facility Code 17411 Maneuver/Training Area; Amphibious Forces
Facility Code 17908 Amphibious Vehicle Training Area
Facility Code 17909 Ship Loading and Unloading Mockup

WEAPONS AND ORDNANCE:

Weapon: M16 Series 5.56mm Service Rifle
A080 CTG, 5.56MM, BLANK

Weapon: M203 40mm Grenade Launcher
B477 CTG, 40MM, WHITE SMOKE
B504 CTG, 40MM, GREEN STAR PARACHUTE
B505 CTG, 40MM, RED STAR PARACHUTE
B506 CTG, 40MM, RED SMOKE GROUND
B508 CTG, 40MM, GREEN SMOKE GROUND

B509 CTG, 40MM, YELLOW SMOKE GROUND
B519 CTG, 40MM, PRACTICE, M781
B535 CTG, 40MM, WHITE STAR PARACHUTE

Weapon: M249 5.56mm Light Machinegun - Squad Automatic Weapon
A075 CTG, 5.56MM, BLANK, LINKED

INF-AMPH-5903: Participate in an amphibious raid

SUPPORTED MET(S):

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

CONDITION: Given a task to participate in an amphibious raid, supported with AAV, LCAC, or small craft support/capabilities, during the day or night, required maneuver and landing area.

STANDARD: The platoon participates in an amphibious raid. The platoon makes necessary adjustments to the plan as the situation develops, achieves the commander's intent, and completes a planned withdrawal.

COMPONENT EVENTS:
1. Coordinate planning with higher to determine landing site(s), landing force, and objectives.
2. Brief higher on overall concept of operations to include the task organization, load plan, scheme of maneuver, and fire support plan.
3. Ensure planning occurs parallel with all elements during the development of the scheme of maneuver, fire support plan, and landing plan.
4. Compile manifests for movement and submit the load plan to higher.
5. Load and conduct movement ship to shore as per the operation order.
6. Maintain security throughout the operation.
7. Conduct actions on the objective, making required changes to the plan.
8. Ensure personnel accountability prior to withdrawal.
9. On order, the unit withdraws from the objective.
10. Conduct shore to ship movement as per the planned withdrawal.

REFERENCES:
1. FMFM 6-5 Marine Rifle Platoon/Squad
2. FMFM 6-4 Marine Rifle Company
3. MCWP 3-31.5 Ship to Shore Movement (Dual Designate)
4. MCWP 3-31.1 Supporting Arms in Amphibious Operations (Dual Designate)

SUPPORT REQUIREMENTS:
1. Amphibious maneuver and landing area
2. Landing craft

Note: AAV's, Small Craft, or other landing craft.

RANGE/TRAINING AREA:
Facility Code 17411 Maneuver/Training Area; Amphibious Forces
Facility Code 17908 Amphibious Vehicle Training Area
Facility Code 17909 Ship Loading and Unloading Mockup

WEAPONS AND ORDNANCE:

Weapon: M16 Series 5.56mm Service Rifle
A080 CTG, 5.56MM, BLANK

Weapon:	M203 40mm Grenade Launcher
B477	CTG, 40MM, WHITE SMOKE
B504	CTG, 40MM, GREEN STAR PARACHUTE
B505	CTG, 40MM, RED STAR PARACHUTE
B506	CTG, 40MM, RED SMOKE GROUND
B508	CTG, 40MM, GREEN SMOKE GROUND
B509	CTG, 40MM, YELLOW SMOKE GROUND
B519	CTG, 40MM, PRACTICE, M781
B535	CTG, 40MM, WHITE STAR PARACHUTE

Weapon:	M249 5.56mm Light Machinegun - Squad Automatic Weapon
A075	CTG, 5.56MM, BLANK, LINKED

CHAPTER 6

COLLECTIVE TRAINING

INFANTRY SQUAD / FIRETEAM (OR EQUIVALENT)

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INFANTRY SQUAD / FIRETEAM (OR EQUIVALENT) COLLECTIVE EVENTS
6000 LEVEL

6000. PURPOSE

This chapter contains the squad and fireteam (or equivalent for crew-served weapons) infantry unit events, and illustrates the relationship between unit competencies (Mission Essential Tasks (METs) and unit training (Collective events). Unit training managers can isolate all training relevant to each MET and devise training to support their competencies as needed. Lastly, this chapter serves as the steering point for the Individual Events chapters which detail all individual skill sets or events, that when combined, create a unit competency.

6010. EVENT CODING

Events in the T&R manual are depicted with a 12 field alphanumeric system, i.e. xxxx-xxxx-xxxx. This chapter utilizes the following methodology:

a. Field one – Each event starts with “INF” indicating that the event is for units in the Infantry Occupational Field.

b. Field two – This field is alpha characters indicating a functional area. Functional areas used at the Company level are:

0341 – Tasks common to all 0341s	MK19 – Tasks specific to the MK19
60MM – Tasks specific to 60MM	MMG – Medium Machinegun
81MM – Tasks specific to 81MM	MOBL - Mobility
0331 – Tasks common to all 0331s	NBC – Nuclear, Biological, Chemical
HMG – Heavy Machinegun	MOUT – Mil Ops in Urban Terrain
	8541 - Sniper

c. Field three - This field provides unit level at which the event is accomplished and numerical sequencing.

6020. ADMINISTRATIVE NOTES

Each Event contains a paragraph that describes internal and external Support Requirements the unit and Marines will need to complete the event. Ranges/Training Areas are described in this section with plain-language description. They are also described using the Range/Facility Codes that identify the type of range and/or training area needed to accomplish the Event. Marines can use the codes to find information about available ranges at their geographic location by using the web-based Range/Training Area Management System (see TECOM website). Ultimate use of the Range/Training Area Code is to relate ranges to readiness by identifying those Events that cannot be accomplished at a certain location due to lack of ranges.

6030. COLLECTIVE DESCRIPTION/CORE CAPABILITY

COLLECTIVE: Medium Machinegun Team, Weapons Platoon

Core Capabilities

1. Operates, maintains, prepares positions for, performs immediate and remedial actions on, conducts movement with, prepares range cards for, and engages targets with the M240G medium machinegun.
2. Conducts overwatch and supports another unit by fire.
3. Conducts continuing and immediate actions.
4. Participates in foot, mechanized, motorized and helicopter-borne movement.
5. Participates in patrols, offensive operations, defensive operations, and security operations.
6. Prepares for, reacts to, and participates in operations in a nuclear, biological and chemical environment.
7. Participates in operations in urban environments.
8. Constructs local obstacles and field fortifications.

COLLECTIVE: Medium Machinegun Squad, Weapons Platoon

Core Capabilities

1. Operates, maintains, prepares positions for, performs immediate and remedial actions on, conducts movement with, prepares range cards for, and engages targets with the M240G medium machinegun.
2. Conducts overwatch and supports another unit by fire.
3. Conducts continuing and immediate actions.
4. Participates in foot, mechanized, motorized and helicopter-borne movement.
5. Participates in patrols, offensive operations, defensive operations, and security operations.
6. Prepares for, reacts to, and participates in operations in a nuclear, biological, and chemical environment.
7. Participates in operations in urban environments.
8. Constructs local obstacles and field fortifications.
9. Employs air defense measures.
10. Selects and prepares machinegun squad positions.

COLLECTIVE: Medium Machinegun Section, Weapons Platoon

Core Capabilities

1. Operates, maintains, prepares positions for, performs immediate and remedial actions on, conducts movement with, prepares range cards for, and engages targets with the M240G medium machinegun.
2. Conducts overwatch and supports another unit by fire.
3. Conducts continuing and immediate actions.
4. Participates in foot, mechanized, motorized and helicopter-borne

movement.
5. Participates in patrols, offensive operations, defensive operations, and security operations.
6. Prepares for, reacts to, and participates in operations in a nuclear, biological, and chemical environment.
7. Participates in operations in urban environments.
8. Constructs local obstacles and field fortifications.
9. Employs air defense measures.
10. Selects and prepares machinegun section positions.
11. Submits reports and intelligence information.

COLLECTIVE: Heavy Machinegun Team, Weapons Company

Core Capabilities

1. Operates, maintains, prepares positions for, performs immediate and remedial actions on, conducts movement with, prepares range cards for, and engages targets with the M2 .50 cal heavy machinegun and the MK19 grenade launcher.
2. Conducts continuing and immediate actions.
3. Participates in foot, mechanized, motorized and helicopter-borne movement.
4. Participates in motorized patrols, offensive operations, defensive operations, and security operations.
5. Prepares for, reacts to, and participates in operations in a nuclear, biological, and chemical environment.
6. Participates in operations in urban environments.
7. Conducts overwatch and supports another unit by fire.
8. Defends against air attack.
9. Participates in motorized screening operations.

COLLECTIVE: Heavy Machine Squad, Weapons Company

Core Capabilities

1. Operates, maintains, prepares positions for, performs immediate and remedial actions on, conducts movement with, prepares range cards for, and engages targets with the M2 .50 cal heavy machinegun and the MK19 grenade launcher.
2. Conducts continuing and immediate actions.
3. Participates in foot, mechanized, motorized and helicopter-borne movement.
4. Participates in and conducts motorized patrols.
5. Prepares for, reacts to, and participates in operations in a nuclear, biological, and chemical environment.
6. Participates in operations in urban environments.
7. Conducts overwatch and supports another unit by fire.
8. Defends against air attack.
9. Participates in and conducts motorized screening operations, route reconnaissance, and convoy security.
10. Participates in offensive operations, defensive operations, and security operations.
11. Serves as motorized guides for link-up and passage of lines.

12. Conducts limited personnel/vehicle checkpoint operations.
13. Conducts motorized/mobile point and area surveillance.

COLLECTIVE: Heavy Machinegun Section/Platoon, Weapons Company

Core Capabilities

1. Operates, maintains, prepares positions for, performs immediate and remedial actions on, conducts movement with, prepares range cards for, and engages targets with the M2 .50 cal heavy machinegun and the MK19 grenade launcher.
2. Conducts continuing and immediate actions.
3. Participates in foot, mechanized, motorized and helicopter-borne movement.
4. Participates in and conducts motorized patrols.
5. Prepares for, reacts to, and participates in operations in a nuclear, biological, and chemical environment.
6. Participates in and conducts operations in urban environments.
7. Conducts overwatch and supports another unit by fire.
8. Defends against air attack.
9. Participates in and conducts motorized screening operations, route reconnaissance, and convoy security.
10. Participates in and conducts offensive operations, defensive operations, and security operations.
11. Serves as motorized guides for link-up and passage of lines.
12. Conducts personnel/vehicle checkpoint operations.
13. Conducts motorized/mobile point and area surveillance.

COLLECTIVE: Assault Team, Weapons Platoon

Core Capabilities

1. Operates, maintains, prepares positions for, performs immediate and remedial actions on, conducts movement with, prepares fire plan sketches for, and engages targets with the MK 153 SMAW.
2. Conducts continuing and immediate actions.
3. Participates in foot, mechanized, motorized and helicopter-borne movement.
4. Participates in patrols, offensive operations, defensive operations, and security operations.
5. Prepares for, reacts to, and participates in operations in a nuclear, biological, and chemical environment.
6. Participates in operations in urban environments.
7. Supports unit in constructing obstacles and field fortifications.
8. Employs demolitions.

COLLECTIVE: Assault Section, Weapons Platoon

Core Capabilities

1. Operates, maintains, prepares positions for, performs immediate and

remedial actions on, conducts movement with, prepares fire plan sketches for, and engages targets with the MK 153 SMAW.
2. Conducts continuing and immediate actions.
3. Participates in foot, mechanized, motorized and helicopter-borne movement.
4. Participates in patrols, offensive operations, defensive operations, and security operations.
5. Prepares for, reacts to, and participates in operations in a nuclear, biological and chemical environment.
6. Participates in operations in urban environments.
7. Supports unit in constructing and reducing obstacles and field fortifications.
8. Employs demolitions.

COLLECTIVE: Javelin Squad, Weapons Company

Core Capabilities

1. Operates, maintains, prepares positions for, performs immediate and remedial actions on, conducts movement with, prepares range cards for, and engages targets with the Javelin.
2. Conducts continuing and immediate actions.
3. Participates in foot, mechanized, motorized and helicopter-borne movement.
4. Participates in patrols, offensive operations, defensive operations, and security operations.
5. Prepares for, reacts to, and participates in operations in a nuclear, biological, and chemical environment.
6. Participates in operations in urban environments.
7. Supports unit in constructing obstacles and field fortifications.
8. Employs demolitions.

COLLECTIVE: TOW Squad/Antitank Section, Weapons Company

Core Capabilities

1. Operates, maintains, prepares positions for, performs immediate and remedial actions on, conducts movement with, prepares range cards for, and engages targets with the TOW.
2. Conducts continuing and immediate actions.
3. Participates in foot, mechanized, motorized and helicopter-borne movement.
4. Participates in offensive operations, defensive operations, and security operations.
5. Prepares for, reacts to, and participates in operations in a nuclear, biological, and chemical environment.
6. Participates in operations in urban environments.
7. Participates in and conducts motorized patrols.
8. Conducts overwatch and supports another unit by fire.
9. Participates in and conducts motorized screening operations, route reconnaissance, and convoy security.
10. Serves as motorized guides for link-up and passage of lines.
11. Conducts motorized/mobile point and area surveillance.

COLLECTIVE: 60mm Mort Squad, Weapons Platoon

Core Capabilities

1. Operates, maintains, prepares positions for, performs immediate and remedial actions on, conducts movement with, and engages targets with the 60mm Mortar.
2. Supports another unit by fire with indirect suppression, smoke, and illumination.
3. Conducts continuing and immediate actions.
4. Participates in foot, mechanized, motorized and helicopter-borne movement.
5. Participates in patrols, offensive operations, defensive operations, and security operations.
6. Prepares for, reacts to, and participates in operations in a nuclear, biological and chemical environment.
7. Constructs local obstacles and field fortifications.

COLLECTIVE: 60mm Mort Section, Weapons Platoon

Core Capabilities

1. Operates, maintains, prepares positions for, performs immediate and remedial actions on, conducts movement with, and engages targets with the 60mm Mortar.
2. Supports another unit by fire with indirect suppression, smoke, and illumination.
3. Conducts continuing and immediate actions.
4. Participates in foot, mechanized, motorized and helicopter-borne movement.
5. Participates in patrols, offensive operations, defensive operations, and security operations.
6. Prepares for, reacts to, and participates in operations in a nuclear, biological, and chemical environment.
7. Constructs local obstacles and field fortifications.
8. Processes calls for fire (CFF).
9. Fires two adjust fire missions simultaneously.
10. Defends against a ground attack.
11. Prepares defensive positions in a built-up area.
12. Provides input for logistics planning.
13. Constructs a mortar position.

COLLECTIVE: 81mm Mortar Squad, Weapons Company

Core Capabilities

1. Operates, maintains, prepares positions for, performs immediate and remedial actions on, conducts movement with, and engages targets with the 81mm Mortar.
2. Supports another unit by fire with indirect suppression, smoke, and illumination.
3. Conducts continuing and immediate actions.

4. Participates in foot, mechanized, motorized and helicopter-borne movement.
5. Supports patrols, offensive operations, defensive operations, and security operations.
6. Prepares for, reacts to, and participates in operations in a nuclear, biological, and chemical environment.
7. Constructs local obstacles and field fortifications.

COLLECTIVE: 81mm Mortar Fire Direction Center, Weapons Company

Core Capabilities

1. Receives calls for fire from forward observers.
2. Computes, provides to mortar squads, and maintains firing data for the 81mm mortar section and platoon.
3. Conducts continuing and immediate actions.
4. Participates in foot, mechanized, motorized and helicopter-borne movement.
5. Supports patrols, offensive operations, defensive operations, and security operations.
6. Prepares for, reacts to, and participates in operations in a nuclear, biological, and chemical environment.
7. Conducts map and motorized reconnaissance to identify mortar firing positions during displacement.
8. Assists the fire support coordination center with targeting, identifying fire support coordination measures, and producing fire support coordination documents.

COLLECTIVE: 81mm Mortar Section, Weapons Company

Core Capabilities

1. Operates, maintains, prepares positions for, performs immediate and remedial actions on, conducts movement with, and engages targets with the 81mm Mortar.
2. Receives calls for fire from forward observers.
3. Computes, provides to mortar squads, and maintains firing data for the 81mm mortar section and platoon.
4. Supports another unit by fire with indirect suppression, smoke, and illumination.
5. Conducts continuing and immediate actions.
6. Participates in foot, mechanized, motorized and helicopter-borne movement.
7. Supports offensive operations, defensive operations, and security operations.
8. Prepares for, reacts to, and participates in operations in a nuclear, biological and chemical environment.
9. Conducts map and motorized reconnaissance to identify mortar firing positions during displacement.
10. Constructs local obstacles and field fortifications.
11. Conducts passage of lines and relief in place

COLLECTIVE: Scout Sniper Team, Infantry Battalion

Core Capabilities

1. Operates, maintains, prepares positions for, performs immediate and remedial actions on, conducts movement with, prepares range cards for, and engages targets with the M40A1 Sniper Rifle and the M82A1A Special Application Scoped Rifle.
2. Conducts continuing and immediate actions.
3. Participates in foot, mechanized, motorized and helicopter-borne movement.
4. Participates in patrols, offensive operations, defensive operations, and security operations.
5. Prepares for, reacts to, and participates in operations in a nuclear, biological, and chemical environment.
6. Participates in operations in urban environments.
7. Conducts overwatch and supports another unit by direct precision fire, forward observation, and indirect supporting arms.
8. Participates in screening operations.
9. Serves as guides for link-up and passage of lines.
10. Conducts point and route surveillance and reconnaissance.
11. Participates in route and area surveillance and reconnaissance.
12. Conducts counter sniper operations.

COLLECTIVE: Fireteam, Infantry Company

Core Capabilities

1. Prepares for, reacts to, and participates in operations in a nuclear, biological, and chemical environment.
2. Conducts continuing and immediate actions.
3. Participates in patrols, offensive operations, defensive operations, and security operations.
4. Participates in and conducts operations in urban environments.
5. Participates in mechanized, motorized, and helicopter-borne movement.
6. Constructs and breaches local obstacles.
7. Executes fire team formations.
8. Executes fire team fire and movement.
9. Searches enemy prisoners of war.

COLLECTIVE: Rifle Squad, Infantry Company

Core Capabilities

1. Prepares for, reacts to, and participates in operations in a nuclear, biological, and chemical environment.
2. Prepares for and conducts patrols.
3. Conducts continuing and immediate actions.
4. Prepares for and conducts personnel/vehicle checkpoint operations.
5. Participates in offensive operations, defensive operations, and security operations.

6. Conducts overwatch and supports another unit by fire.
7. Participates in and conducts operations in urban environments.
8. Constructs and breaches obstacles and field fortifications.
9. Participates in foot, mechanized, motorized, and helicopter-borne movement.
10. Prepares for and conducts squad level offensive, defensive, and security operations.
11. Constructs and breaches local obstacles.
12. Executes squad formations.
13. Detains, searches, secures, and escorts enemy prisoners of war.
14. Executes squad fire and movement.
15. Conducts point and route reconnaissance and participates in zone reconnaissance operations.

6040. INDEX OF COLLECTIVE EVENTS BY FUNCTIONAL AREA

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INF-60MM-3203		Clear a misfire for an M224 60mm mortar in the hand held mode	6-39
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6050. INDEX OF COLLECTIVE EVENTS BY LEVEL

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INF-0341-4106		Fire a priority target	6-19
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INF-0341-4108		Fire quick smoke	6-21
INF-0341-4109		Register and adjust a parallel sheaf	6-21
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6060. 4000 LEVEL - INFANTRY SQUAD/FIRETEAM LEVEL COLLECTIVE EVENTS

INF-0341-4101: Reconnoiter and occupy a mortar position

SUPPORTED MET(S):

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

CONDITION: The mortar unit is supporting tactical operations. The platoon commander has designated an area for the establishment of a mortar position and a sector of fire.

STANDARD: Per the references.

COMPONENT EVENTS:
1. In accordance with the references.

REFERENCES:
1. FM 23-90 Mortars
2. FM 23-91 Mortar Gunnery
3. FM 7-90 Tactical Employment of Mortars

SUPPORT REQUIREMENTS:

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

INF-0341-4102: Perform reciprocal lay using the mortar sight

SUPPORTED MET(S):

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

CONDITION: Given a mounted SL-3 complete 60mm or 81mm mortar, as a mortar squad or section, while wearing prescribed fighting loads.

STANDARD:
Per the reference.

COMPONENT EVENTS:
1. In accordance with FM 23-90.

REFERENCES:
1. FM 23-90 Mortars

INF-0341-4103: Perform reciprocal lay using the aiming circle

SUPPORTED MET(S):

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

CONDITION: Given a mounted SL-3 complete 81mm mortar, an M2 aiming circle and operator, as a mortar squad, while wearing prescribed fighting loads.

STANDARD: Per the references.

COMPONENT EVENTS:
1. From the aiming circle the command is given, "Section, aiming point, this instrument."
2. Gunner refers this sight to the aiming circle with the vertical crossline, splitting the sight lens of the aiming circle and announces, for example, "Number 2, aiming point identified."
3. Aiming circle operator turns the azimuth micrometer knob of the aiming circle until the vertical crossline is laid on the center of the lens of the sight. He reads the azimuth and micrometer scales and announces the deflection, for example, "Number 2, deflection, 1 niner inner eight." He repeats this step until all Gunners have received a deflection.
4. Gunner, on the mortar being laid, repeats the announced deflection and places that deflection on his sight.
5. Gunner and Assistant Gunner lay the mortar so the vertical crossline splits the lens of the aiming circle. Assistant Gunner moves the mount, if necessary.
6. Gunner levels the mortar so all bubbles are centered, and the vertical crossline splits the lens of the aiming circle.
7. Gunner announces, for example, "Number 2, ready for recheck."
8. Aiming circle operator gives new deflection and the process in steps 2 through six are repeated until each Gunner announces for example "Number 2, zero (or 1) mils, mortar laid."
9. Aiming circle operator commands to the squad of the laid mortar to apply the referred deflection (normally 2800) and to place out aiming posts, for example, "Number 2, refer, 28 hundred, place out aiming posts."
10. Gunner turns the deflection micrometer knob and indexes deflection 2800 on his sight, without disturbing the lay of the mortar.
11. Ammunition Bearer runs with the aiming posts along the referred deflection about 100 meters from the mortar, terrain permitting, dropping 1 aiming post halfway (about 50 meters).
12. Using hand and arm signals, Gunner guides the Ammunition Bearer to place out the far aiming post.
13. Ammunition Bearer runs to the aiming post he dropped, and repeats previous step to obtain an aligned sight picture.
14. Once the correct sight picture is obtained, the Gunner announces, for example, "Number 1 up."

REFERENCES:
1. FM 23-90 Mortars
2. FM 23-91 Mortar Gunnery

SUPPORT REQUIREMENTS:
1. M32 pneumatic mortar

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

INF-0341-4104: Process Call For Fire (CFF)

SUPPORTED MET(S):

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

CONDITION: The Fire Direction Center (FDC) within a mortar platoon is

supporting tactical operations. A Forward Observer (FO) is in position to observe and adjust fires onto a target.

STANDARD: Per the references, process a Call For Fire (CFF) ensuring that the computers are within 10 mils of deflection and 25 meters of range.

COMPONENT EVENTS:
1. Receive Call For Fire (CFF).
2. Ensure firing data of primary plotting board and backup plotting board agree. Issue fire commands to the mortar unit.
3. Mortar unit fires and subsequent corrections are made if necessary.
4. Mortar unit fires subsequent data, as required.
5. Refinement data is computed and recorded (if required).

REFERENCES:
1. MCWP 3-16 Techniques and Procedures for Fire Support Coordination
2. FM 23-91 Mortar Gunnery
3. MCWP 3-16.6 Supporting Arms Observer, Spotter and Controller

SUPPORT REQUIREMENTS:
1. Maneuver/Training area
2. Live fire range
3. Impact area
4. M32 pneumatic mortar
5. ISMT - 81mm mortar
6. TSFO - Trainer Support Forward Observer

RANGE/TRAINING AREA:
Facility Code 17430 Impact Area; Dudded
Facility Code 17670 Mortar Range
Facility Code 17680 Mortar Scaled Range

INF-0341-4105: Employ a mortar section

SUPPORTED MET(S):

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

CONDITION: The unit is conducting operations separately or as part of a larger operation. Mortars (60mm or 81mm) are in direct support to the unit. The unit is either moving or in the defense.

STANDARD: Per the references.

COMPONENT EVENTS:
1. Obtain targets, Fire Support Control Measures (FSCMs), and a list of supporting units from higher headquarters.
2. Provide a copy of operation order and fire support plan to mortar unit.
3. Confirm Fire Support Control Measures (FSCMs).
4. Prioritize targets.
5. Attach forward observers, if applicable.
6. Confirm frequency, call signs, and approving authority.
7. Register preplanned targets, if feasible.
8. Consider the range of mortars in recommending a displacement plan.
9. Consider trajectory and effect of munitions on environment (urban, mountainous) and soil (sand, concrete).

REFERENCES:
1. FM 23-90 Mortars
2. FM 23-91 Mortar Gunnery
3. FM 7-90 Tactical Employment of Mortars

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17430 Impact Area; Dudded
Facility Code 17670 Mortar Range

INF-0341-4106: Fire a priority target

SUPPORTED MET(S):

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

CONDITION: The mortar unit is in prepared positions. The unit receives a request to engage a priority target. The Fire Direction Center (FDC) has already computed the target and given the firing data to the mortar unit. The target is within the transfer limits of a registration point.

STANDARD: Per the references, successfully fire a priority target.

COMPONENT EVENTS:
1. Forward Observer (FO) prepares a Call For Fire (CFF) and transmits it to the Fire Direction Center (FDC).
2. Fire Direction Center (FDC) monitors the call, and determines if the unit can accept the fire mission.
3. Fire Direction Center (FDC) issues fire command for the priority target (data already determined).
4. Fire Direction Center (FDC) determines subsequent corrections.
5. Fire for Effect (FFE) is initiated after receipt of target location and covers the designated area.
6. Refinement data is computed and recorded (if required).

REFERENCES:
1. FM 23-90 Mortars
2. FM 23-91 Mortar Gunnery
3. FM 6-30 Observed Fire Procedures
4. MCWP 3-16.6 Supporting Arms Observer, Spotter and Controller

SUPPORT REQUIREMENTS:
1. Live fire range
2. Impact area

RANGE/TRAINING AREA:
Facility Code 17430 Impact Area; Dudded
Facility Code 17670 Mortar Range

WEAPONS AND ORDNANCE:

Weapon: M224 60mm lightweight mortar
B643 CTG, 60MM, HE, W/FZ PD M935

Weapon: M252 81mm medium extended range mortar
C869 CTG, 81MM, HE W/FZ PD

INF-0341-4107: Fire an immediate suppression/smoke mission

SUPPORTED MET(S):

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

CONDITION: The mortar unit is in prepared positions. The unit receives a request for immediate suppression or smoke.

STANDARD: Per the references, execute an immediate suppression/smoke mission within a time limit of 90 seconds of the Fire Direction Center's (FDC) receipt of the target location.

COMPONENT EVENTS:
1. Forward Observer (FO) prepares a Call For Fire (CFF) and transmits it to the Fire Direction Center.
2. Fire Direction Center (FDC) monitors the call, determines if the unit can accept the fire mission, and begins to work up data.
3. Fire Direction Center (FDC) determines initial data and issues fire command.
4. Fire Direction Center (FDC) determine subsequent corrections, if any.
5. If an adjustment is requested, mortars lay on the adjusted data.
6. Initiate Fire for Effect (FFE).
7. Refinement data is computed and recorded (if required).

REFERENCES:
1. FM 23-90 Mortars
2. FM 23-91 Mortar Gunnery
3. FM 6-30 Observed Fire Procedures
4. MCWP 3-16.6 Supporting Arms Observer, Spotter and Controller

SUPPORT REQUIREMENTS:
1. Live fire range
2. Impact area

RANGE/TRAINING AREA:
Facility Code 17430 Impact Area; Dudded
Facility Code 17670 Mortar Range

WEAPONS AND ORDNANCE:

Weapon: M224 60mm lightweight mortar
B643 CTG, 60MM, HE, W/FZ PD M935
B646 CTG, 60MM, SMOKE, WP (LWCMS)

Weapon: M252 81mm medium extended range mortar
C869 CTG, 81MM, HE W/FZ PD
C870 CTG, 81MM, SMK SCREEN RP LWCMUK

ADMINISTRATIVE INSTRUCTIONS:
1. All missions will be executed on approval from the Fire Support Coordination Center (FSCC) if required.

INF-0341-4108: Fire quick smoke

SUPPORTED MET(S):

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

CONDITION: The mortar unit is in prepared positions. The have received a fire request for quick smoke.

STANDARD: Per the references, the mortar unit establishes screening smoke between the enemy and friendly units or installations.

COMPONENT EVENTS:
1. Unit receives request for quick smoke mission.
2. Forward Observer adjust with High Explosive (HE) rounds to ensure proper placement of smoke.
3. Forward Observer confirms data by firing a conformation round of smoke.
4. A screen is established to cover the requested area.
5. The screen is maintained for the requested duration.
6. Refinement data is computed and recorded (if required).

REFERENCES:
1. FM 23-90 Mortars
2. FM 23-91 Mortar Gunnery
3. FM 6-30 Observed Fire Procedures
4. MCWP 3-16.6 Supporting Arms Observer, Spotter and Controller

SUPPORT REQUIREMENTS:
1. Live fire range
2. Impact area

RANGE/TRAINING AREA:
Facility Code 17430 Impact Area; Dudded
Facility Code 17670 Mortar Range

WEAPONS AND ORDNANCE:

Weapon: M224 60mm lightweight mortar
B646 CTG, 60MM, SMOKE, WP (LWCMS)

Weapon: M252 81mm medium extended range mortar
C870 CTG, 81MM, SMK SCREEN RP LWCMUK

ADMINISTRATIVE INSTRUCTIONS:
1. All missions will be executed on approval from the Fires Support Coordination Center (FSCC) if required.

INF-0341-4109: Register and adjust a parallel sheaf

SUPPORTED MET(S):

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

CONDITION: The mortar unit has occupied new positions. The platoon is required to register and adjust a parallel sheaf. FOs are positioned and communications are established.

STANDARD: Per the references.

COMPONENT EVENTS:
1. The Forward Observer (FO) or Fire Direction Center (FDC) selects a registration point.
2. Fire Direction Center (FDC) determines initial data and issues fire command.
3. Forward Observer (FO) adjusts with the base mortar.
4. Once the base mortar is adjusted, all remaining guns will fire a section left/right.
5. Refire corrections of 50 meters or more, until the unit is registered in a parallel sheaf.

REFERENCES:
1. FM 23-90 Mortars
2. FM 23-91 Mortar Gunnery
3. FM 6-30 Observed Fire Procedures
4. MCWP 3-16.6 Supporting Arms Observer, Spotter and Controller

SUPPORT REQUIREMENTS:
1. Impact area
2. Live fire range

RANGE/TRAINING AREA:
Facility Code 17430 Impact Area; Dudded
Facility Code 17670 Mortar Range

WEAPONS AND ORDNANCE :

Weapon: M224 60mm lightweight mortar
B643 CTG, 60MM, HE, W/FZ PD M935

Weapon: M252 81mm medium extended range mortar
C869 CTG, 81MM, HE W/FZ PD

ADMINISTRATIVE INSTRUCTIONS:
1. All missions will be executed on approval from the Fires Support Coordination Center (FSCC) if required.

INF-0341-4110: Adjust a Final Protective Fire (FPF)

SUPPORTED MET(S):

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

CONDITION: The mortar unit is in prepared positions. A Forward Observer has been given the grid for assigned Final Protective Fires (FPPs) for each of the mortar squads to cover dead space in the machinegun’s FPLs not more than 100 meters forward of friendly troops (simulated) in defensive positions.

STANDARD: Per the references.

COMPONENT EVENTS:
1. The Forward Observer (FO) selects an adjusting point and transmits a Call For Fire (CFF) to the Fire Direction Center (FDC) announcing "danger close".
2. The FDC computes data and transmits fire commands to the gun line.

3. The FO adjusts rounds for each mortar piece utilizing the creeping method.
4. The FDC computes subsequent corrections until all rounds are on the Final Protective Fire (FPF) line.
5. Continue to adjust until all rounds are in the desired location for each piece. The FO transmits any refinement data to the FDC.
6. The FDC records firing data separately for each piece once the FPF is adjusted.

REFERENCES:
1. FM 23-90 Mortars
2. FM 23-91 Mortar Gunnery
3. FM 6-30 Observed Fire Procedures
4. MCWP 3-16.6 Supporting Arms Observer, Spotter and Controller

SUPPORT REQUIREMENTS:
1. Impact area
2. Live fire range

RANGE/TRAINING AREA:
Facility Code 17430 Impact Area; Dudded
Facility Code 17670 Mortar Range

WEAPONS AND ORDNANCE :

Weapon: M224 60mm lightweight mortar
B643 CTG, 60MM, HE, W/FZ PD M935

Weapon: M252 81mm medium extended range mortar
C869 CTG, 81MM, HE W/FZ PD

ADMINISTRATIVE INSTRUCTIONS:
1. All missions will be executed on approval from the Fires Support Coordination Center (FSCC) if required.

INF-0341-4111: Fire mortar illumination

SUPPORTED MET(S):

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

CONDITION: The mortar unit is in a firing position. The mortars are registered and have adjusted FPF. The unit receives a request for illumination or illumination coordinated with High Explosive (HE).

STANDARD: Per the references, ensure the target is illuminated.

COMPONENT EVENTS:
1. Unit receives request for an illumination mission.
2. The Fire Direction Center (FDC) determines initial data and issues fire commands to the unit.
3. The unit fires initial adjusting illumination round.
4. The Forward Observer (FO) adjusts location and height of burst (HOB).
5. The FDC determines subsequent corrections, if any.
6. Once all adjustments have been made illumination is maintained for the period of time requested.

REFERENCES:
1. FM 23-90 Mortars
2. FM 23-91 Mortar Gunnery
3. FM 6-30 Observed Fire Procedures
4. MCWP 3-16.6 Supporting Arms Observer, Spotter and Controller

SUPPORT REQUIREMENTS:
1. Live fire range
2. Impact area

RANGE/TRAINING AREA:
Facility Code 17430 Impact Area; Dudded
Facility Code 17670 Mortar Range

ADMINISTRATIVE INSTRUCTIONS:
1. All missions will be executed on approval from the Fires Support Coordination Center (FSCC) if required.

INF-0341-4112: Fire two adjust fire missions simultaneously

SUPPORTED MET(S):

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

CONDITION: The mortar platoon is in prepared positions and receives two adjust fire requests.

STANDARD: Per the references, fire simultaneous missions.

COMPONENT EVENTS:
1. Forward Observers (FOs) prepare and transmit requests for fire.
2. Fire Direction Center (FDC) determines initial data for each mission.
3. Initial adjusting rounds are fired for both missions.
4. The FOs adjusts subsequent corrections and initiates Fire for Effects (FFE) for both missions.
5. Refinement data is computed and recorded for each mission (if required).

REFERENCES:
1. FM 23-90 Mortars
2. FM 23-91 Mortar Gunnery
3. FM 6-30 Observed Fire Procedures
4. MCWP 3-16.6 Supporting Arms Observer, Spotter and Controller

SUPPORT REQUIREMENTS:
1. Impact area
2. Live fire range

RANGE/TRAINING AREA:
Facility Code 17430 Impact Area; Dudded
Facility Code 17670 Mortar Range

WEAPONS AND ORDNANCE:

Weapon: M224 60mm lightweight mortar
B643 CTG, 60MM, HE, W/FZ PD M935

Weapon: M252 81mm medium extended range mortar
C869 CTG, 81MM, HE W/FZ PD

ADMINISTRATIVE INSTRUCTIONS:
1. All missions will be executed on approval from the Fire Support Coordination Center (FSCC) if required.

INF-0341-4113: Conduct a hip shoot

SUPPORTED MET(S):

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

CONDITION: The mortar unit is moving either by foot or by vehicle. The unit receives a request for fire while on the move.

STANDARD: Per the references.

COMPONENT EVENTS:
1. Fire Direction Center (FDC) authenticates the call from the forward observer (FO).
2. Mortar unit selects mortar position based on Mission, Enemy, Terrain, Troops-Time, Space and Logistics (METT-TSL).
3. Fire Direction Center (FDC) monitors the call, determines if the unit can accept the fire mission, and begins to work up data.
4. Deploy vehicles or squads based on guidance or unit Standard Operating Procedure (SOP).
5. Give gun line magnetic direction and place out a single aiming stake. Lay guns at 3200 mils on the single stake.
6. Fire Direction Center (FDC) determines initial data and issues fire command to gun line within 2 minutes of last element of Call For Fire (CFF).
7. Fire Direction Center (FDC) determines subsequent corrections.
8. If an immediate suppression/smoke mission, unit conducts Fire for Effect (FFE).
9. The adjusting mortar completes its lay, placing out far and near aiming stakes, and indexes the referred deflection to an accuracy of zero mils with a correct aligned sight picture.
10. Non-adjusting squads complete their lay using 1 of the methods identified in crew drills.
11. Mortar unit adjusts onto target and initiates a Fire For Effect (FFE).

REFERENCES:
1. FM 23-90 Mortars
2. FM 23-91 Mortar Gunnery

SUPPORT REQUIREMENTS:
1. Live fire range
2. Impact area

RANGE/TRAINING AREA:
Facility Code 17430 Impact Area; Dudded
Facility Code 17670 Mortar Range

WEAPONS AND ORDNANCE:

Weapon: M224 60mm lightweight mortar
B643 CTG, 60MM, HE, W/FZ PD M935

Weapon: M252 81mm medium extended range mortar
C869 CTG, 81MM, HE W/FZ PD

ADMINISTRATIVE INSTRUCTIONS:
1. Any method of laying the mortars that allows the unit to meet the time and accuracy standards can be used.
2. Time begins when the unit begins to deploy into position. The unit should not spend a great deal of time selecting the position.
3. For safety considerations, time may be stopped once the guns are up, in order for the Range Safety Officer (RSO) to verify data and lay prior to firing.

INF-0341-4114: Defend against a ground attack

SUPPORTED MET(S):

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

CONDITION: The mortar unit is providing indirect fire support to a ground unit. They are providing for their own security. A squad sized enemy force attacks the unit in its firing position.

STANDARD: Per the references.

COMPONENT EVENTS:
1. In accordance with the references.

REFERENCES:
1. FM 23-91 Mortar Gunnery
2. FM 7-90 Tactical Employment of Mortars
3. MCSP 3-1 Ground Combat Operations

SUPPORT REQUIREMENTS:
1. Maneuver/Training areas
2. MILES gear

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

WEAPONS AND ORDNANCE:

Weapon: M16 series 5.56mm service rifle
A080 CTG, 5.56MM, BLANK

Weapon: M203 40mm grenade launcher
B535 CTG, 40MM, WHITE STAR PARACHUTE

Weapon: M240G 7.62mm medium machinegun
A111 CTG, 7.62MM, BLANK LINKED, M82

Weapon: M249 5.56mm light machinegun - Squad Automatic Weapon
A075 CTG, 5.56MM, BLANK, LINKED

INF-0341-4115: Employ the Mortar Ballistic Computer

SUPPORTED METS:

EVALUATION CODED: NO **SUSTAINMENT INTERVAL**: 6 Months

CONDITION: Given an order to conduct a fire mission (grid, polar or shift), and a forward observer.

STANDARD: Targets engaged by mortar fire, targets recorded, as required.

COMPONENT EVENTS:
1. Setup the Mortar Ballistic Computer and, if static, record gun positions and pre-designated targets.
2. Receive the call for fire.
3. Fire Direction Center generates data using the Mortar Ballistic Computer (MBC) and transmits data to gun line for initial call for fire and all subsequent corrections.
4. Target is properly recorded, as required, for future use.

REFERENCES:
1. MCRP 3-15.2A Mortars
2. FM 7-90 Tactical Employment of Mortars
3. FM 23-91 Mortar Gunnery
4. User guide for MBCE model 100A V1.0.45.1

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17430 Impact Area; Dudded
Facility Code 17670 Mortar Range

WEAPONS AND ORDNANCE:
Weapon M252 medium extended range mortar
DODIC
C869 CTG, 81mm, HE W/FZ PD

INF-0331-4100: Deliver machinegun overhead fire

SUPPORTED MET(S):

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

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

STANDARD: Per the references.

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

PREREQUISITE EVENTS:
INF-HMG-3200 INF-MK19-3300

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

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

RANGE/TRAINING AREA:
Facility Code 17581 Machinegun Field Firing Range

INF-0331-4101: Deliver machinegun defilade fire

SUPPORTED MET(S):

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

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

STANDARD: Per the references.

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

PREREQUISITE EVENTS:
INF-HMG-3200 INF-MK19-3300

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

SUPPORT REQUIREMENTS:
1. Live fire range

RANGE/TRAINING AREA:
Facility Code 17581 Machinegun Field Firing Range

INF-MOUT-4808: Enter an objective

SUPPORTED MET(S):

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

CONDITION: As a member of an infantry unit, operating in an urban environment, with T/O weapons and equipment, under conditions of daylight and darkness, inclement weather, or NBC.

STANDARD: Per the reference.

COMPONENT EVENTS:
1. Cover entry point and all danger areas.
2. Prepare for entry.
3. Acknowledge readiness.
4. Check accessibility of entry point.
5. Set a breach if required.
6. Obtain command or signal to enter the objective.
7. Employ diversions if required.
8. Execute breach if 1 is set.
9. Clear entry point.
10. Enter the objective.

REFERENCES:
1. MCWP 3-35.3 Military Operations on Urbanized Terrain

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17760 MOUT Assault Course (MAC)
Facility Code 17962 MOUT Collective Training Facility, Small (<24 Bldgs)

INF-MOUT-4809: React to snipers in an urban environment

SUPPORTED MET(S):

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

CONDITION: As a member of an infantry unit, operating in an urban environment, with T/O weapons and equipment, under conditions of daylight, darkness, inclement weather, or NBC.

STANDARD: In accordance with unit SOPs and the listed component events.

COMPONENT EVENTS:
1. Unit leader maneuvers the unit to get behind available cover, firing positions.

2. Identify the position or direction the shot(s) came from.
3. Conduct counter-sniping maneuvering to cut off likely escape routes.
4. Conduct immediate counter-sniper follow up.
5. Cordon off the area to prevent reinforcement and local populace interference.
6. Identify the firing point and search.

REFERENCES:

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17760 MOUT Assault Course (MAC)
Facility Code 17962 MOUT Collective Training Facility, Small (<24 Bldgs)

INF-MOUT-4810: Clear a floor

SUPPORTED MET(S):

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

CONDITION: The unit is operating as an assault element as part of a larger unit in an urban environment. The unit has been tasked with clearing a specific floor in the objective building in which they are prepared to enter. The enemy is known to be operating in the urban area.

STANDARD: Per the references.

COMPONENT EVENTS:
1. Unit organized into room clearing teams.
2. The room clearing teams carry as much ammunition as possible, especially extra grenades.
3. Move to the designated building and identify an entry point.
4. If an entry into the building has not been cleared by friendly units, prepare to conduct entry with available assets.
5. If an entry in the building has not been cleared by friendly units, the unit enters the building by: Approaching from the enemy flank or rear; Blowing an entrance through a wall; Throwing grenades through doors or windows hard enough to prevent enemy from retrieving the grenade and throwing it back.
6. Once inside the building, the lead element secures the entry point and covers staircases and other routes leading to upper and lower stories.
7. The entry point is clearly marked.
8. The room clearing teams clear rooms.
9. Rooms that overlook approaches to the building are cleared first.
10. The cleared rooms are marked in accordance with the unit Standard Operating Procedure (SOP).
11. Clears all rooms in the assigned area.
12. Consolidates, redistributes ammunition, treats wounded, and establishes a hasty defense.
13. The unit continues its mission.

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

SUPPORT REQUIREMENTS:
1. Live fire MOUT facility/Training area
2. MOUT facility/MOUT training area
3. MILES gear

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17760 MOUT Assault Course (MAC)
Facility Code 17962 MOUT Collective Training Facility, Small (<24 Bldgs)

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

INF-MOUT-4813: Establish a snap Vehicle Checkpoint (VCP)

SUPPORTED MET(S):

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

CONDITION: As a member of an infantry unit, operating in an urban environment, with T/O weapons and equipment, under conditions of daylight, darkness, inclement weather, or NBC.

STANDARD: Per the reference.

COMPONENT EVENTS:
1. Team members assume positions before the vehicle is stopped.
2. The TL and SAW gunner/cover man will wave down and stop the vehicle.
3. For left hand drive vehicles the SAW gunner should start on the TL's left side where he can maintain a clear line of fire to the vehicle.
4. Additional riflemen provide spherical security, cut-off, observation of approaches from front and back of vehicle, and maintain awareness of upper stories of surrounding buildings.
5. Search vehicle.

REFERENCES:
1. BUST Handbook

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17760 MOUT Assault Course (MAC)
Facility Code 17962 MOUT Collective Training Facility, Small (<24 Bldgs)

ADMINISTRATIVE INSTRUCTIONS:
1. The "snap" VCP is the simplest form of VCP and can be initiated by any unit leader. The "snap" VCP can be directed at a specific vehicle suspected of foul play or a Unit Leader can have several teams conduct simultaneous "snap" VCPs to disrupt enemy operations in an AO. Once the vehicle has been secured, the normal TTPs for vehicle and personnel search apply.

INF-MOUT-4814: Conduct personnel/vehicle checkpoint operations

SUPPORTED MET(S):

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

CONDITION: The unit is assigned the mission of conducting a personnel/ vehicle checkpoint. Unit has occupied the check point. Unknown and hostile elements will be transiting through the checkpoint. The unit must provide its own security.

STANDARD: Per the references.

COMPONENT EVENTS:
1. Search individuals/vehicles according to unit Standard Operating Procedure (SOP), higher headquarters order, and applicable Rules of Engagement (ROEs).
2. The security team maintains observation, clear fields of fire, and sets the appropriate distance from individuals/vehicles being searched IAW SOP.
3. When conducting a search, search teams maintain sufficient distance from waiting individuals/vehicles.
4. Rotate search element members and security element members periodically, to minimize complacency.
5. Maintain communications with higher headquarters.

REFERENCES:
1. BUST Handbook
2. MCWL x-file 3-35.34 Security Operations

SUPPORT REQUIREMENTS:
1. Trafficable roads/trails with adjacent dismounted maneuver/training area
2. Civilian vehicles
3. Civilian role players

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

INF-8541-4901: Plan scout sniper/multiple sniper team missions

SUPPORTED MET(S):

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

CONDITION: Given a tactical scenario, an operations order, multiple scout sniper teams, tactical radio sets, a communications plan, required weapons, ammunition, and equipment.

STANDARD: Per the references.

COMPONENT EVENTS:
1. Receive an order requiring possible employment of multiple sniper teams.
2. Conduct BAMCIS throughout steps.
3. Coordinate with other agencies/units as needed.
4. Coordinate fire support.

5. Develop courses of actions and schemes of maneuver for teams considering capabilities and limitations of snipers.
6. Coordinate communication plans.
7. Coordinate inserts/extracts.
8. Coordinate contingency plans.
9. Issue order.

REFERENCES:
1. MCWP 3-15.3 Scout Sniping
2. FM 3-05.222 US Army S.F. Sniper training and employment
3. SH 21-76 Ranger Handbook
4. FMFM 6-3 Marine Infantry Battalion

INF-8541-4902: Advise commanders on employment of multiple scout sniper teams

SUPPORTED MET(S):

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

CONDITION: Given a tactical scenario, an order with a commander's intent, and a requirement to employ multiple scout sniper teams.

STANDARD: Per the references.

COMPONENT EVENTS:
1. Analyze mission.
2. Consider capabilities/limitations of weapons, equipment, and teams.
3. Consider techniques of fire.
4. Consider sniper employment options for nature of operation.
5. Analyze target priorities.
6. Consider levels and type of support and coordination.
7. Implement appropriate training if needed.

REFERENCES:
1. MCWP 3-15.3 Scout Sniping
2. FM 3-05.222 US Army S.F. Sniper training and employment
3. FMFM 6-3 Marine Infantry Battalion

SUPPORT REQUIREMENTS:
1. Classroom

INF-8541-4903: Operate in a Surveillance and Recon Center (SARC)

SUPPORTED MET(S):

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

CONDITION: Given a tactical scenario, SARC location, the required communications equipment, report formats, and other necessary equipment and personnel.

STANDARD: Per the references.

COMPONENT EVENTS:

1. Establish SARC location.
2. Set up SARC in organized, efficient process.
3. Maintain effective communications with sniper teams.
4. Post correct information on status boards and charts.
5. Brief information updates as needed.
6. Maintain communication/logs and journals.
7. Advise, process, report/relay, disseminate information from and to sniper teams.
8. Coordinate between sniper teams and affected units.
9. Debrief teams.

REFERENCES:
1. MCWP 2-1 Intelligence Operations
2. MCWP 3-15.3 Scout Sniping
3. FM 3-05.222 US Army S.F. Sniper training and employment
4. MCRP 3-40.3B Radio Operator's Handbook

SUPPORT REQUIREMENTS:
1. Classroom

ADMINISTRATIVE INSTRUCTIONS:
1. Normally used in MEU (SOC) related operations, however may use similar process in Infantry BN COC.
2. SARC may vary in number of personnel based on size of operations and availability.

6070. 3000 LEVEL - INFANTRY SQUAD/FIRETEAM LEVEL COLLECTIVE EVENTS

INF-0341-3100: Construct a mortar position

SUPPORTED MET(S):

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

CONDITION: Given an SL-3 complete mortar, assigned individual weapons, entrenching tools, sandbags, a designated position, and a direction of fire, as a mortar squad, while wearing prescribed fighting loads.

STANDARD: Per the reference.

COMPONENT EVENTS:
1. The squad will mount and lay the mortar in front of the position.
2. The squad will dig a mortar pit that is 3 feet deep and 8 feet in diameter.
3. The squad will dig an ammunition pit to the right or left rear of the mortar pit that is large enough to stack ammunition boxes 3 high and 3 deep and allow separation of the different ammunition types.
4. The squad will mount and lay the mortar in the prepared pit.
5. The squad will build a parapet 3 feet thick and at least 20 inches high reinforced with sandbags and sloping away from the position. The squad will leave an opening that is 3 feet wide in the parapet to provide a clear line of sight to the aiming posts.
6. The squad will dig a connecting trench from the mortar pit to the ammunition pit that is 18 inches wide and 20 inches deep, with a 45-degree angle in the trench.
7. The squad will dig a location for ready ammunition on the right side of the pit.
8. The squad will dig grenade sumps into the left and right side of the pit and a drainage sump.
9. The squad will camouflage the position continuously.

REFERENCES:
1. FM 7-90 Tactical Employment of Mortars

SUPPORT REQUIREMENTS:
1. Maneuver/Training area

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

ADMINISTRATIVE INSTRUCTIONS:
1. Mortar team members will conduct the performance measures, working interchangeably.

INF-0341-3101: Refer and realign a mortar

SUPPORTED MET(S):

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

CONDITION: Given a mounted Sl-3 complete mortar, assigned individual

weapons, and a subsequent fire command, as a mortar platoon or section, as a mortar squad, while wearing prescribed fighting loads.

STANDARD: Per the reference.

COMPONENT EVENTS:
1. In accordance with FM 23-90.

REFERENCES:
1. FM 23-90 Mortars

INF-0341-3102: Lay a mortar using the compass method

SUPPORTED MET(S):

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

CONDITION: Given a general location, an SL-3 complete 60mm or 81mm mortar, compass, and an azimuth of lay, as a mortar squad, while wearing prescribed fighting loads.

STANDARD: Per the reference.

COMPONENT EVENTS:
1. In accordance with FM 23-90.

REFERENCES:
1. FM 23-90 Mortars

INF-0341-3103: Fire a mortar using direct lay

SUPPORTED MET(S):

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

CONDITION: Given a general location, a mounted SL-3 complete 60mm or 81mm mortar, prepared ammunition, assigned individual weapons, as a mortar squad, while wearing prescribed fighting loads.

STANDARD: Within 4 rounds, achieve impact within effective casualty radius to the target, per the reference.

COMPONENT EVENTS:
1. In accordance with FM 23-90.

REFERENCES:
1. FM 23-90 Mortars

SUPPORT REQUIREMENTS:
1. Live fire range and impact area suitable for mortars
2. M32 pneumatic mortar
3. ISMT – 60mm mortar
4. ISMT – 81mm mortar

RANGE/TRAINING AREA:
Facility Code 17430 Impact Area; Dudded
Facility Code 17670 Mortar Range

WEAPONS AND ORDNANCE:

Weapon: M224 60mm lightweight mortar
B643 CTG, 60MM, HE, W/FZ PD M935

Weapon: M252 81mm medium extended range mortar
C869 CTG, 81MM, HE W/FZ PD

INF-0341-3104: Fire a mortar using traverse and search fire

SUPPORTED MET(S):

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

CONDITION: Given a mounted; SL-3 complete; M224 60MM or M252 81mm mortar; assigned individual weapons; ammunition; fire commands and a target; as a mortar team; while wearing prescribed fighting loads.

STANDARD: Per the reference.

COMPONENT EVENTS:
1. Mortar team receives a fire command, "Prepare to traverse right to left."
2. Mortar team repeats fire command.
3. Gunner places the data on the sight.
4. Gunner traverses the bipods all the way left or right, and backs off 2 turns.
5. Ammunition Man prepares ammunition for firing.
6. Gunner relays the mortar on the posts.
7. On command, the Assistant Gunner half loads and fires the initial round.
8. Gunner manipulates the traverse and elevation.
9. Gunner re-levels the cross level bubble.
10. Repeat steps 6 through 8 until all rounds called for in the fire command are expended.

REFERENCES:
1. FM 23-91 Mortar Gunnery

SUPPORT REQUIREMENTS:
1. Live fire range and impact area suitable for mortars

RANGE/TRAINING AREA:
Facility Code 17430 Impact Area; Dudded
Facility Code 17670 Mortar Range

WEAPONS AND ORDNANCE:

Weapon: M224 60mm lightweight mortar
B643 CTG, 60MM, HE, W/FZ PD M935

Weapon: M252 81mm medium extended range mortar
C869 CTG, 81MM, HE W/FZ PD

INF-60MM-3200: Mount the M224 60mm mortar

SUPPORTED MET(S):

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

CONDITION: Given an Sl-3 complete 60mm mortar, tools, assigned individual weapons, a designated location, a direction of fire, and an emplaced direction stake, as a mortar squad, while wearing fighting loads.

STANDARD: By preparing M224 60mm mortar, the gun must be in action within 90 seconds and within 2 mils of the direction stake.

COMPONENT EVENTS:
1. In accordance with FM 23-90.

REFERENCES:
1. FM 23-90 Mortars

INF-60MM-3201: Clear a misfire for an M224 60mm mortar in the conventional mode

SUPPORTED MET(S):

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

CONDITION: Given a mounted SL-3 complete 60mm mortar, ammunition, assigned individual weapons, as a mortar squad, while wearing fighting loads.

STANDARD: In accordance with FM 23-90.

COMPONENT EVENTS:
1. In accordance with FM 23-90.

REFERENCES:
1. FM 23-90 Mortars
2. TM 08206A Operator’s Manual, M224 60mm Lightweight Company Mortar

SUPPORT REQUIREMENTS:
1. Maneuver/Training area

INF-60MM-3202: Fire an M224 60mm mortar in the hand held mode

SUPPORTED MET(S):

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

CONDITION: Given an M224 cannon and M-8 baseplate, a heat mitten, assigned individual weapons, prepared ammunition, and targets between 400 and 1340 meters, as a mortar squad, while wearing prescribed fighting loads.

STANDARD: Per the reference.

COMPONENT EVENTS:
1. The Gunner places fire selector on trigger fire T."

2. The Gunner estimates range to target.
3. The Gunner kneels directly behind the cannon.
4. The Gunner places foot on the M-8 baseplate.
5. The Gunner identifies the charge to be used to engage targets at the estimated range.
6. The Ammunition Man prepares the round for firing.
7. On command "half load," the Assistant Gunner releases the round and assumes a safe posture.
8. The Gunner elevates or depresses the cannon until the indicator ball floats next to the estimated range on the appropriate scale.
9. The Gunner sights in over the top or side of the cannon.
10. When the weapon is on target and the indicator ball is floating next to the estimated range, the Gunner starts applying pressure on the trigger to fire.
11. The Gunner checks alignment and range indicator until the round fires.
12. Gunner releases the trigger.
13. On command, the Assistant Gunner half loads and releases the round.
14. The Gunner observes the impact and makes range corrections and weapon alignment corrections.
15. Repeat steps 8 through 15 until the rounds have effect on target.

REFERENCES:
1. FM 7-90 Tactical Employment of Mortars

SUPPORT REQUIREMENTS:
1. Live fire range and impact area suitable for mortars

RANGE/TRAINING AREA:
Facility Code 17430 Impact Area; Dudded
Facility Code 17670 Mortar Range

WEAPONS AND ORDNANCE:

Weapon: M224 60mm lightweight mortar
B643 CTG, 60MM, HE, W/FZ PD M935

INF-60MM-3203: Clear a misfire for an M224 60mm mortar in the hand held mode

SUPPORTED MET(S):

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

CONDITION: Given an M224 60mm mortar with M-8 baseplate, assigned individual weapons, ammunition, as a mortar squad, while wearing prescribed fighting loads.

STANDARD: Event is completed to standard if performed in accordance with the references.

COMPONENT EVENTS:
1. In accordance with FM 23-90.

REFERENCES:
1. FM 23-90 Mortars
2. FM 23-91 Mortar Gunnery

SUPPORT REQUIREMENTS:
1. Maneuver/Training area

INF-81MM-3300: Mount the M252 81mm mortar

SUPPORTED MET(S):

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

CONDITION: Given an Sl-3 complete 81mm mortar, tools, assigned individual weapons, a designated location, a direction of fire, and an emplaced direction stake, as a mortar squad, while wearing prescribed fighting loads.

STANDARD: Prepare the gun for action within 90 seconds and within 2 mils of the direction stake.

COMPONENT EVENTS:
1. In accordance with FM 23-90.

REFERENCES:
1. FM 23-90 Mortars

INF-81MM-3303: Displace by squad

SUPPORTED MET(S):

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

CONDITION: The mortar section receives a mission that requires them to displace and remain fire capable at all times.

STANDARD: While maintaining fire capable at all times, ensure the section displaces by squad.

COMPONENT EVENTS:
1. FDC issues the command to displace.
2. At least 1 mortar unit remains fire capable, while the others dismount. Also 1 FDC member will travel with advance party unit.
3. FDC maintains positive communication with CFF net.
4. Once dismounted unit becomes fire capable once again, the remaining unit(s) displaces and links up with section at new desired location.
5. They continue to receive and execute missions within range and capabilities.

REFERENCES:
1. FM 7-90 Tactical Employment of Mortars

SUPPORT REQUIREMENTS:

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

INF-0331-3100: Construct a tripod mounted machinegun fighting position

SUPPORTED MET(S):

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

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

STANDARD: Per the references.

COMPONENT EVENTS:
1. In accordance with MCWP 3-15.1.

PREREQUISITE EVENTS:
INF-HMG-3200 INF-MK19-3300

RELATED EVENTS:
0331-EMPL-2002 0331-EMPL-2001 0331-EMPL-1003
0331-EMPL-2000

REFERENCES:
1. MCWP 3-15.1 Machine Guns and Machine Gun Gunnery
2. FM 21-75 Combat Skills of the Soldier

SUPPORT REQUIREMENTS:

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

INF-0331-3101: Prepare heavy weapon defensive positions in an urban environment

SUPPORTED MET(S):

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

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

STANDARD: Per the references.

COMPONENT EVENTS:
1. Conceal vehicles inside, or in the shadows of, the buildings.
2. At least 1 observation post with communications is emplaced within 5 minutes of occupation.
3. A leader's reconnaissance is conducted with unit leaders and security.
4. Designate escape routes and priority of work, to include: sleeping and feeding, positioning of Class IV and V, booby traps, and unused rooms and buildings.
5. Establish and mark routes for movement between positions, both within and between buildings.
6. Establish wire communication between positions.
7. Identify sectors of fire to Gunners for range cards.

8. Prepare range cards and sector sketches.
9. Inspect positions for camouflage, fortification, and obstruction to observation and fields of fire.
10. Designate alternate and supplementary positions.
11. Emplace obstacles to deny the enemy access to streets, buildings, or to slow his movement (include rooftops and inside buildings).
12. Improve movement routes into the unit positions.
13. Select vehicle positions with the following considerations: Drive vehicles to be used for firing positions hidden inside of buildings through the wall opposite the likely direction of enemy advance. Ensure the building is sturdy enough to support the weight of the vehicle. Ensure a nine-inch mask clearance between the launcher and any obstruction for TOW vehicles. Remove all glass from windows, doors, and furniture that could be blown around. Fill in or brush vehicle tracks into the building.
14. Prepare the withdrawal plan. Mark routes. Disseminate primary and alternate withdrawal signals. Rehearse the withdrawal plan.
15. Report the unit's status and any change in the tactical situation or combat strength to higher headquarters.

PREREQUISITE EVENTS:
INF-HMG-3200 INF-MK19-3300

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

SUPPORT REQUIREMENTS:
1. MOUT facility/MOUT training area
2. MILES gear

RANGE/TRAINING AREA:
Facility Code 17962 MOUT Collective Training Facility, Small (<24 Bldgs)

INF-0331-3102: Engage air targets with machineguns

SUPPORTED MET(S):

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

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

STANDARD: Per the reference.

COMPONENT EVENTS:
1. Each gun team is assigned a primary and secondary sector of fire.
2. Machinegun unit leader determines point at which hostile aircraft are entering the maximum effective range.
3. Gunners determine a point of aim, and line and lead angle, depending on the type aircraft engaged.
4. Machinegun unit leaders adjust fire as necessary, based on observation of the tracer stream.
5. Gunners fire continuously throughout the engagement.

6. The machinegun unit leader commands, "Cease fire," when appropriate.

PREREQUISITE EVENTS:
INF-HMG-3200 INF-MK19-3300

REFERENCES:
1. MCSP 3-15.1 Machine Guns and Machine Gun Gunnery

SUPPORT REQUIREMENTS:
1. Maneuver/Training area
2. ISMT – MK19 40mm MG

RANGE/TRAINING AREA:
Facility Code 17581 Machinegun Field Firing Range

ADMINISTRATIVE INSTRUCTIONS:
1. This task may be accomplished to standard utilizing simulation.

INF-HMG-3200: Place the M2 heavy machinegun into action on an M3 tripod

SUPPORTED MET(S):

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

CONDITION: Given an SL-3 complete M2 heavy machinegun, an M3 tripod, and ammunition, as a machinegun squad, while wearing fighting loads.

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

COMPONENT EVENTS:
1. In accordance with MCWP 3-15.1.

RELATED EVENTS:

0331-EMPL-2001	0331-EMPL-1002	0331-HMG -1007
0331-HMG -1006	0331-HMG -1005	0331-EMPL-2003

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

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17581 Machinegun Field Firing Range

WEAPONS AND ORDNANCE:
Weapon: M2 .50 cal heavy machinegun
A576 CTG, CAL .50, 4&1 LINKED, F/M2

INF-HMG-3201: (Table I) Execute a 10-meter tripod firing exercise with the M2 heavy machinegun

SUPPORTED MET(S):

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

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

STANDARD: A minimum of 84 points is required to meet the standard for this exercise.

COMPONENT EVENTS:

1. Raise the rear sight by lifting straight up, until it snaps into the upright position.
2. Adjust the range scale by rotating the elevation screw knob to reflect the range of 500 yards.
3. Rotate the windage knob until the zero index mark on the base of the rear sight is aligned with the index mark on the top of the receiver.
4. Assume a good firing position, and obtain correct sight alignment sight picture on paster A1.
5. Fire three rounds, 1 round at a time, at paster A1.
6. The Gunner will move down range to observe the shot group, triangulate it, and make the necessary adjustments.
7. Fire another three single rounds at paster A1.
8. The Gunner will move down range to observe the shot group, triangulate it, and make the necessary adjustments.
9. The Gunner repeats steps 7 and 8, but shoots at paster A2.
10. If Gunner is able to zero his weapon using nine rounds, have him use remaining three to confirm zero on paster A2.
11. The first string of fire will utilize pasters A3 and A4. A 7 round belt is loaded and fired at each paster (not for score).
12. The second string of fire will utilize pasters A5 through A6. A 35 round belt is loaded. The Gunner aims at paster 5 and fires initial 7 round burst, traversing and searching manipulation is then required for subsequent bursts at the remaining pasters ending with paster, 6 (not for score).
13. The third string of fire will utilize pasters A7 through A8. A 56 round belt is loaded. The Gunner aims at paster 7 and fires initial 7 round burst. Traversing and searching is required for subsequent burst at the remaining pasters, ending at paster 8 (not for score).
14. The fourth string of fire will utilize pasters B1 through B4. A 28 round belt is loaded. The Gunner fires 7 rounds at each paster, for a total of 28 rounds, in a time limit of 30 seconds per paster. A total of 28 is possible points (scored).
15. The fifth string of fire will utilize pasters B7 through B8. A 56 round belt is loaded. The Gunner aims at paster B7 and fires initial 7 round burst. Traversing and searching is required for subsequent burst at the remaining pasters, ending at paster B8, in a time limit of 60 seconds. A total of 56 points is possible (scored).
16. The sixth string of fire will utilize pasters B5 through B6. A 35 round belt is loaded. The Gunner aims at paster B5 and fires initial 7 round burst. Traversing and searching manipulation is then required for subsequent bursts at the remaining pasters ending with paster B6 in a time limit of 60 seconds. A total of 35 points is possible (scored).
17. Clear the gun.

PREREQUISITE EVENTS:
INF-HMG-3200

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

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17510 BZO Range; 10M-25M Zero

WEAPONS AND ORDNANCE:

Weapon: M2 .50 cal heavy machinegun
A576 CTG, CAL .50, 4&1 LINKED, F/M2

ADMINISTRATIVE INSTRUCTIONS:
1. The scoring procedures are as follows; one point is given for each round impacting within each space or touching the boundary of a scoring space but only can be counted once.
2. The total possible points for 10 meter firing exercise is 119 points. A minimum of 84 points is required to meet the standard for this exercise. The scoring procedures are as follows: Marksman 84-95, Sharpshooter 96-107, and Expert 108-119.

INF-HMG-3202: (Table I) Execute a tripod mounted field zero firing exercise with the M2 heavy machinegun

SUPPORTED MET(S):

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

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

STANDARD: Per the references.

COMPONENT EVENTS:
1. Machinegun team assumes position on the gun with the Squad leader to the right of the gun in order to observe and give commands, Gunner behind the gun, Assistant Gunner to the left of the Gunner, and Ammunition Man providing security.
2. Squad leader announces "Fire" command to engage a double E silhouette target at 550 meters, firing at sustained rate.
3. The Gunner raises the rear sight by lifting straight up until it snaps into the upright position.
4. The Gunner adjusts the range scale by rotating the elevation screw knob to reflect the range of 500 meters.
5. The Gunner rotates the windage knob until the zero index mark on the rear sight is aligned with the index mark on the top of the receiver.
6. Ammunition Man supplies the Assistant Gunner with a 28 round belt of ammunition, and the Assistant Gunner loads the weapon.
7. The Gunner obtains the proper sight picture by looking through the zero apertures and centering the front sight blade.
8. Once the weapon is loaded and the Gunner has sighted in on target, the Gunner announces, “Sighted,” and the Assistant Gunner announces “Gun up.”
9. The Gunner fires 1 burst of 5 to 7 rounds.

10. If on target, the Gunner fires a burst to confirm the zero.
11. If not on target, the Squad leader gives corrections to the Gunner and he adjusts the traversing and elevation mechanism until burst is on target.
12. Once the impacts are on target the Gunner maintains position behind the gun and ensures shoulder pressure remains the same.
13. If sight is above or below the target the Assistant Gunner adjusts the sight to the target by turning the elevation screw knob on the rear sight counter clockwise if the sight is below the target, and clockwise if above.
14. If the sight is to the right or left of the target the Assistant Gunner adjusts the rear sight by turning the windage knob clockwise to move the sight to the left, and counter-clockwise to move the sight to the right.
15. The Gunner fires another burst of 5 to 7 rounds.
16. The squad repeats procedure, if needed, to confirm zeros, by firing a burst on the target.

PREREQUISITE EVENTS:
INF-HMG-3200

RELATED EVENTS:
0331-HMG-1007 0331-HMG -1006 0331-HMG -1005

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

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17581 Machinegun Field Firing Range

WEAPONS AND ORDNANCE:

Weapon: M2 .50 cal heavy machinegun
A576 CTG, CAL .50, 4&1 LINKED, F/M2

INF-HMG-3203: (Table I) Execute a tripod mounted, limited-visibility sight zero firing exercise with the M2 heavy machinegun

SUPPORTED MET(S):

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

CONDITION: Given a tripod mounted, SL-3 complete M2 heavy machinegun, an appropriate limited-visibility sight, ammunition, NBC MOPP level 4, and a target at 550 meters, as a machinegun squad, while wearing fighting loads.

STANDARD: Per the references.

COMPONENT EVENTS:
1. Inspect the sight in accordance with the references.
2. Machinegun team assumes position on the gun with the Squad leader to the right of the gun in order to observe and give commands, Gunner behind the gun, Assistant Gunner to the left of the Gunner, and Ammunition Man providing security.
3. Prepare the sight in accordance with the references.
4. Squad leader announces "Fire" command to engage a double E silhouette

target at 550 meters, firing at sustained rate.
5. The Gunner raises the rear sight by lifting straight up until it snaps into the upright position.
6. Mount the sight in accordance with the references.
7. The Gunner adjusts the range scale by rotating the elevation screw knob to reflect the range of 500 meters.
8. Zero the sight in accordance with the references.
9. The Gunner rotates the windage knob until the zero index mark on the rear sight is aligned with the index mark on the top of the receiver.
10. Ammunition Man supplies the Assistant Gunner with a 28 round belt of ammunition, and the Assistant Gunner loads the weapon.
11. The Gunner obtains the proper sight picture by looking through the zero apertures and centering the front sight blade.
12. Once the weapon is loaded and the Gunner has sighted in on target, the Gunner announces, “Sighted,” and the Assistant Gunner announces “Gun up.”
13. The Gunner fires 1 burst of 5 to 7 rounds.
14. If on target, the Gunner fires a burst to confirm the zero.
15. If not on target, the Squad leader gives corrections to the Gunner and he adjusts the traversing and elevation mechanism until burst is on target.
16. Once the impacts are on target the Gunner maintains position behind the gun and ensures shoulder pressure remains the same.
17. If sight is above or below the target the Assistant Gunner adjusts the sight to the target by turning the elevation screw knob on the rear sight counter clockwise if the sight is below the target, and clockwise if above.
18. If the sight is to the right or left of the target the Assistant Gunner adjusts the rear sight by turning the windage knob clockwise to move the sight to the left, and counter-clockwise to move the sight to the right.
19. The Gunner fires another burst of 5 to 7 rounds.
20. The squad repeats procedure, if needed, to confirm zeros, by firing a burst on the target.

PREREQUISITE EVENTS:
INF-HMG-3200

RELATED EVENTS:
0331-HMG-1009 0331-HMG-1007 0331-HMG-1006
0331-HMG-1005

REFERENCES:
1. MCWP 3-15.1 Machine Guns and Machine Gun Gunnery
2. TM 9-1005-213-10 Operator's Manual, Machinegun, Caliber .50, M2
3. TM 10091A/10092A-10/1 Sight, Thermal Sight, Thermal AN/PAS-13B(V)2
4. TM for AN/PVS-17 B&C
5. TM 11-5855-214-10 Operator's Manual, Night Vision Sight, Crew Served Weapon AN/TVS-5

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17581 Machinegun Field Firing Range

WEAPONS AND ORDNANCE:

Weapon: M2 .50 cal heavy machinegun
A576 CTG, CAL .50, 4&1 LINKED, F/M2

INF-HMG-3204: (Table II) Execute a tripod mounted firing exercise with the M2 heavy machinegun.

SUPPORTED MET(S):

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

CONDITION: Given a tripod mounted, SL-3 complete M2 heavy machinegun, ammunition, NBC MOPP Level 4, and targets between 400 and 1000 meters, as a machinegun squad, while wearing fighting loads.

STANDARD: A minimum of 16 bursts on target out of 21 target exposures is required to meet the standards.

COMPONENT EVENTS:
1. Execute Table II firing exercise in accordance with the reference.

PREREQUISITE EVENTS:
INF-HMG-3200

RELATED EVENTS:

0331-HMG-1005	0331-EMPL-2003	0331-EMPL-2001
0331-EMPL-1002	0331-HMG-1007	0331-HMG-1006

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

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17581 Machinegun Field Firing Range

WEAPONS AND ORDNANCE:

Weapon: M2 .50 cal heavy machinegun
A576 CTG, CAL .50, 4&1 LINKED, F/M2

ADMINISTRATIVE INSTRUCTIONS:
1. Steps 2 through 4, 6 through 9, and 11 will be followed for steps 17 through 24.
2. The time starts when the squad leader announces “gun up” for each task.
3. A minimum of 16 bursts on target out of 21 target exposures is required to meet the standards. The scoring procedures are as follows: Marksman 16-17, Sharpshooter 18-19, and Expert 20-21.

INF-HMG-3205: (Table III) Execute a vehicle mounted firing exercise with an M2 heavy machinegun

SUPPORTED MET(S):

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

CONDITION: Given a vehicle mounted, SL-3 complete M2 heavy machinegun, ammunition, NBC MOPP Level 4, and targets between 300 and 1000 meters, as a machinegun squad, while wearing fighting loads.

STANDARD: A minimum of 11 bursts on target out of 14 target exposures is required to meet the standards.

COMPONENT EVENTS:

1. Machinegun team assumes position on the gun with the Squad leader in the front passenger seat in order to observe and give commands, Gunner behind the gun in the turret, Assistant Gunner in the rear passenger seat, and Ammunition Man/Driver driving the vehicle.
2. Squad leader announces fire command to engage a stationary personnel target at 450 meters, firing at sustained rate.
3. The Gunner raises the rear sight by lifting straight up until it snaps into the upright position.
4. The Gunner adjusts the range scale by rotating the elevation screw knob to reflect the range of 450 meters.
5. The Assistant Gunner assists the Gunner and loads the weapon with a 112 round belt of ammunition.
6. The Gunner obtains the proper sight picture by looking through the zero apertures and centering the front sight blade in it.
7. The Gunner fires 1 burst of 5 to 7 rounds.
8. If not on target, the Squad leader gives corrections to the Gunner who adjusts the traversing and elevation mechanism until beaten z1 is on target.
9. Engage a single, stationary vehicle type target at 850 meters from a stationary firing position, with 14 rounds, firing two 5 to 7 round bursts, and obtaining a burst on target in a time limit of 20 seconds. Use steps 2 through 8 to engage the target.
10. Engage a multiple, moving vehicle target at 800 meters and a stationary vehicle target at 1000 meters from a stationary firing position, with 28 rounds, firing two 5-7 rounds bursts, and obtaining a burst on each target in a time limit of 35 seconds. Use steps 2 through 8 to engage the target.
11. Engage multiple stationary vehicles at 300 and 500 meters while the Gunners vehicle is moving. Use 28 rounds, firing two 5 to 7 round bursts on each target, and obtaining a burst on each target in a time limit of 35 seconds. Using steps 2-8 to engage the target.
12. Engage multiple targets. Engage stationary personnel target at 600 meters in a moving vehicle and at 800 meters from a stationary firing position, with 28 rounds, firing two 5 to 7 rounds bursts on each target, and obtaining a burst on each target in a time limit of 35 seconds. Use steps 2 through 8 to engage the target.
13. Make a Condition 4 weapon.
14. Don individual NBC protective equipment to MOPP Level 4. At a minimum, the mask and gloves must be worn for the NBC firing tasks in place of MOPP Level 4.
15. Load a belt of 84 rounds and make a Condition 1 weapon.
16. Engage a single vehicle type target at 500 meters from a stationary firing position, while in a NBC posture MOPP Level 4. Use 14 rounds, firing 2 5 to 7 round bursts, and obtaining a burst on target in a time limit of 20 seconds. Use steps 2 through 8 to engage the target.
17. Engage multiple targets. Engage moving vehicle and stationary vehicle targets from a stationary firing position. Engage a moving vehicle type at 800 meters and a stationary vehicle target at 1000 meters, while in a NBC posture MOPP Level 4, with 28 rounds, firing 2 5 to 7 round bursts on each target, and obtaining a burst on each target in a time limit of 35 seconds. Use steps 2 through 8 to engage the target.
18. Engage multiple targets. Engage a stationary personnel and vehicle target from a stationary firing position. Engage the stationary personnel target at 300 meters and vehicle type target at 500 and 700 meters, while in a NBC posture MOPP Level 4. Use 42 rounds, firing 2 5-7 round bursts on each

target, and obtaining a burst on each target in a time limit of 45 seconds. Use steps 2 through 8 to engage the target.

PREREQUISITE EVENTS:
INF-HMG-3200

RELATED EVENTS:

0331-HMG-1007	0331-HMG-1006	0331-HMG-1005
0331-EMPL-2003	0331-EMPL-1002	0331-MOBL-2003

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

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17581 Machinegun Field Firing Range

WEAPONS AND ORDNANCE:

Weapon: M2 .50 cal heavy machinegun
A576 CTG, CAL .50, 4&1 LINKED, F/M2

ADMINISTRATIVE INSTRUCTIONS:
1. The time starts when the squad leader announces “Gun up” for each task.
2. A minimum of 11 bursts on target out of 14 target exposures is required to meet the standards. The scoring procedures are as follows: Marksman 11, Sharpshooter 12, and Expert 13-14.

INF-HMG-3206: (Table IV) Execute a predetermined data firing exercise with the M2 heavy machinegun

SUPPORTED MET(S):

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

CONDITION: Given a tripod mounted, SL-3 complete M2 heavy machinegun, ammunition, range card, selected firing position, and targets between 400 and 1000 meters, as a machinegun squad, while wearing fighting loads.

STANDARD: A minimum of 6 bursts on target out of 8 target exposures is required to meet the standards.

COMPONENT EVENTS:
1. Lay the machinegun on predetermined azimuth in accordance with the reference.
2. Prepare a range card in accordance with the reference.
3. React to fire commands in accordance with the reference.

PREREQUISITE EVENTS:
INF-HMG-3200

RELATED EVENTS:

0331-HMG-1007	0331-HMG-1006	0331-HMG-1005
0331-EMPL-2001	0331-EMPL-1001	

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

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17581 Machinegun Field Firing Range

WEAPONS AND ORDNANCE:

Weapon: M2 .50 cal heavy machinegun
A576 CTG, CAL .50, 4&1 LINKED, F/M2

ADMINISTRATIVE INSTRUCTIONS:
1. There is no time limit to this task.
2. A minimum of 6 bursts on target out of 8 target exposures is required to meet the standards. The scoring procedures are as follows: Marksman 6, Sharpshooter 7, and Expert 8.

INF-HMG-3207: (Table V) Engage targets with an appropriate limited-visibility sight mounted on an M2 heavy machinegun

SUPPORTED MET(S):

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

CONDITION: Given a tripod mounted, SL-3 complete M2 heavy machinegun, an appropriate limited-visibility sight, ammunition, selected firing position, and targets between 400 and 1000 meters, as a machinegun squad, while wearing fighting loads.

STANDARD: A minimum of 8 bursts on target out of 11 target exposures is required to meet the standards.

COMPONENT EVENTS:
1. Machinegun team assumes position on the gun with the Squad leader to the right of the gun in order to observe and give commands, Gunner behind the gun, Assistant Gunner to the left of the Gunner, and Ammunition Man providing security.
2. The Gunner raises the rear sight by lifting straight up until it snaps into the upright position.
3. The Gunner adjusts the range scale by rotating the elevation screw knob to reflect the range of 550 meters.
4. The Gunner rotates the windage knob until the zero index mark on the base of the rear sight is aligned with the index mark on the top of the receiver.
5. The Ammunition Man supplies the Assistant Gunner with a 28 round belt of ammunition, and Assistant Gunner loads the weapon.
6. The Gunner obtains the proper sight picture by looking through the zero apertures and centering the front sight blade in it.
7. Once the weapon is loaded and the Gunner has sighted in on target, the Gunner announces “SIGHTED,” and the Assistant Gunner announces “GUN UP."
8. Once the Gunner fires the initial burst, the Squad leader observes the impacts and gives the Gunner corrections, until beaten z1 is achieved on target.
9. The Gunner manipulates the traversing and elevation mechanism to the Squad leader's corrections until beaten z1 is achieved on target.

10. Once beaten z1 is obtained the Gunner maintains his position and sights in, while the Assistant Gunner adjusts the reticle pattern onto the target.
11. Load a belt of 154 rounds and make a Condition 1 weapon.
12. Engage a single double E silhouette target while using the AN/TVS 5. Engage the target at 800 meters, firing 2 5 to 7 round bursts, and obtaining a burst on target in a time limit of 25 seconds. Use steps 7 through 9 to engage the target.
13. Engage a single double E silhouette target at 400 meters using the AN/TVS 5. Use 14 rounds, firing 2 5 to 7 round bursts, and obtaining a burst on target in a time limit of 20 seconds. Use steps 7 through 9 to engage the target.
14. Engage a single double E silhouette target at 700 meters using the AN/TVS 5. Use 14 rounds, firing 2 5-7 round bursts, and obtaining a burst on target in a time limit of 25 seconds. Use steps 7 through 9 to engage the target.
15. Engage a single vehicle type silhouette target at 1000 meters using the AN/TVS 5. Use 14 rounds, firing 2 5 to 7 round bursts, and obtaining a burst on target in a time limit of 25 seconds. Use steps 7 through 9 to engage the target.
16. Engage multiple double E silhouette targets at 400 and 700 meters using the AN/TVS 5. Use 28 rounds, firing 2 5 to 7 round bursts on each target, and obtaining a burst on each target in a time limit of 35 seconds. Use steps 7 through 9 to engage the target.
17. Engage multiple double E silhouette targets at 550 and 800 meters using the AN/TVS 5. Use 28 rounds, firing 2 5 to 7 round bursts on each target, and obtaining a burst on each target in a time limit of 35 seconds. Use steps 7 through 9 to engage the target.
18. Engage multiple double E silhouette targets at 400, 700, and 1000 meters using the AN/TVS 5. Use 42 rounds, firing 2 5 to 7 round bursts on each target, and obtaining a burst on each target in a time limit of 45 seconds. Use steps 7 through 9 to engage the target.
19. Make a Condition 4 weapon.

PREREQUISITE EVENTS:
INF-HMG-3200

RELATED EVENTS:

0331-HMG-1009	0331-HMG-1007	0331-HMG-1006
0331-HMG-1005	0331-EMPL-2003	0331-EMPL-1002

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

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17581 Machinegun Field Firing Range

WEAPONS AND ORDNANCE:

Weapon: M2 .50 cal heavy machinegun
A576 CTG, CAL .50, 4&1 LINKED, F/M2

ADMINISTRATIVE INSTRUCTIONS:
1. Steps 7 through 9 will be followed for steps 12 through 18.
2. The time for each task starts when the squad leader announces “Gun up”.
3. A minimum of 8 bursts on target out of 11 target exposures is required to

meet the standards. The scoring procedures are as follows: Marksman 8, Sharpshooter 9, and Expert 10 through 11.

INF-MK19-3300: Place the MK-19 heavy machinegun into action on an M3 tripod

SUPPORTED MET(S):

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

CONDITION: Given an SL-3 complete MK19 heavy machinegun, ammunition, as a machinegun squad, while wearing fighting loads.

STANDARD: Emplacing the MK19 heavy machinegun into action on an M3 tripod must be completed in a time limit of 2 minutes. The time will begin with the command “ACTION” and end when the team announces “Gun up."

COMPONENT EVENTS:
1. In accordance with MCWP 3-15.1.

PREREQUISITE EVENTS:
INF-MK19-3300

RELATED EVENTS:

0331-MK19-1105	0331-MK19-1104	0331-MK19-1103
0331-EMPL-2003	0331-EMPL-2001	0331-EMPL-1002

REFERENCES:
1. MCWP 3-15.1 Machine Guns and Machine Gun Gunnery
2. FM 23-27 MK19 40MM Grenade Machine Gun MOD 3

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17610 Grenade Launcher Range

WEAPONS AND ORDNANCE:

Weapon: Mk19 40mm grenade machinegun
B542 CTG, 40MM, LINKED, HE DP F/MK19

INF-MK19-3301: Field zero the MK-19 heavy machinegun

SUPPORTED MET(S):

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

CONDITION: Given an SL-3 complete MK19 heavy machinegun, ammunition, as a machinegun squad, while wearing fighting loads.

STANDARD: Per the references.

COMPONENT EVENTS:
1. In accordance with MCWP 3-15.1.

PREREQUISITE EVENTS:
INF-MK19-3300

RELATED EVENTS:
0331-MK19-1105 0331-MK19-1104 0331-MK19-1103

REFERENCES:
1. FM 23-27 MK19 40MM Grenade Machine Gun MOD 3
2. MCWP 3-15.1 Machine Guns and Machine Gun Gunnery

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17610 Grenade Launcher Range

WEAPONS AND ORDNANCE:

Weapon: Mk19 40mm grenade machinegun
B542 CTG, 40MM, LINKED, HE DP F/MK19

INF-MK19-3302: (Table I) Execute an MK-19 tripod mounted firing exercise

SUPPORTED MET(S):

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

CONDITION: Given a tripod mounted, SL-3 complete MK19 heavy machinegun, ammunition, NBC MOPP Level 4, and targets between 400 and 1500 meters, as a machinegun squad, while wearing fighting loads.

STANDARD: A minimum of 8 bursts on target out of 11 target exposures is required to meet the standards.

COMPONENT EVENTS:
1. Machinegun squad assumes position on the gun with the Squad leader to the right of the gun in order to observe and give commands, Gunner behind the gun, Assistant Gunner to the left of the Gunner, and Ammunition Man providing security.
2. Squad leader announces fire command to engage a point target at 600 meters firing at sustained rate.
3. The Gunner moves the rear sight slide to the meter mark that represents the estimated distance to the target.
4. Load a belt of 80 rounds and make a Condition 1 weapon.
5. Once the weapon is loaded and the Gunner has sighted in on target, the Gunner announces “Sighted,” and the Assistant Gunner announces “Gun up."
6. The Squad leader observes the impact and gives corrections to the Gunner.
7. If on target, the Gunner fires a burst to engage the target.
8. If not on target the Gunner adjusts the traversing and elevation mechanism from the Squad leader's corrections, until impact on target.
9. Once the impacts are on target, the Gunner maintains position behind the gun and ensures shoulder pressure remains the same.
10. Engage a BMP target (point target) at 1100 meters, with 10 rounds, firing 2 3-5 round bursts, and obtaining a burst on target in a time limit of 2 minutes. Use steps 2 through 3 and 5 through 9 to engage the target, in a time limit of 20 seconds. Use steps 2 through 4 and 7 through 11 to engage

the target.
11. Engage a troop target (area target) at 600 meters, with 10 rounds, firing 2 3-5 round bursts, and obtaining a burst on target in a time limit of 1 minute and 30 seconds. Use steps 2 through 3 and 5 through 9 to engage the target.
12. Engage BMP target (point target) at 1500 meters, with 10 rounds, firing 2 3-5 round bursts, obtaining a burst on each target, in a time limit of 2 minutes. Using steps 2 through 3 and 5 through 9 to engage the target.
13. Engage multiple targets; BMP target (point target) at 1100 and troop target (area target) at 600 meters, with 20 rounds, firing 2 3-5 round bursts on each target while traversing and searching between targets, and obtaining a burst on each target in a time limit of 3 minutes. Using steps 2-3 and 5-9 to engage the target.
14. Engage multiple targets with a moving BMP target at 1100 meters and a stati1ry troop target (area target) at 600 meters, with 20 rounds. Fire 2 3-5 round bursts on each target while traversing and searching between targets, obtaining a burst on each target in a time limit of 3 minutes. Use steps 2 through 3 and 5 through 9 to engage the target.
15. Don individual NBC protective equipment to MOPP Level 4. At a minimum, the mask and gloves must be worn for the NBC firing tasks in place of MOPP Level 4.
16. Load a belt of 30 rounds and make a Condition 1 weapon.
17. Engage a point target at 400 meters, while in a NBC posture MOPP Level 4, with 10 rounds. Fire 2 3-5 round bursts, obtaining a burst on target in a time limit of 1 minute. Use steps 2 through 3 and 5 through 9 to engage the target.
18. Engage multiple targets with a moving BMP target at 1100 meters and a stationary troop target (area target) at 600 meters while in a NBC posture MOPP Level 4. Use 20 rounds, firing 2 3-5 round bursts on each target while traversing and searching between targets, and obtaining a burst on target in a time limit of 2 to 3 minutes. Use steps 2 through 3 and 5 through 9 to engage the target.

PREREQUISITE EVENTS:
INF-MK19-3300

RELATED EVENTS:

0331-EMPL-2003	0331-MK19-1105	0331-MK19-1104
0331-MK19-1103	0331-EMPL-1002	

REFERENCES:
1. FM 23-65 Browning Machinegun Caliber .50 HB, M2
2. FM 23-27 MK19 40MM Grenade Machine Gun MOD 3

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17610 Grenade Launcher Range

WEAPONS AND ORDNANCE:

Weapon: MK19 40mm grenade machinegun
B542 CTG, 40mmm, LINKED, HE DP F/MK19

ADMINISTRATIVE INSTRUCTIONS:
1. Steps 2 through 3 and 5 through 9 will be followed for steps 17 through 18.

2. The time starts when the squad leader announces “Gun up” for each task.
3. A minimum of 8 bursts on target out of 11 target exposures is required to meet the standards. The scoring procedures are as follows: Marksman 8, Sharpshooter 9, and Expert 10-11.

INF-MK19-3303: (Table II) Execute a vehicle mounted MK19 firing exercise

SUPPORTED MET(S):

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

CONDITION: Given a vehicle mounted, SL-3 complete MK19 heavy machinegun, ammunition, and targets between 400 and 1000 meters, as a machinegun squad, while wearing fighting loads.

STANDARD: A minimum of 4 points is required to meet the standard for this exercise.

COMPONENT EVENTS:
1. Machinegun squad assumes position in the vehicle with the Squad leader in the front passenger seat in order to observe and give commands, Gunner behind the gun in the turret, Assistant Gunner in the rear passenger seat, and Ammunition Man/Driver driving the vehicle.
2. Squad leader announces fire command to engage a stationary personnel target at 400 meters, firing at sustained rate.
3. The Gunner moves the rear sight slide to the meter mark that represents the estimated distance to the target.
4. The Gunner sets the windage knob at the zero index line.
5. The Gunner aligns the sights on the base of the target using the traversing and elevation mechanism.
6. The Ammunition Man supplies the Assistant Gunner with a 4 round belt of ammunition, and Assistant Gunner loads the weapon.
7. Once the weapon is loaded and the Gunner has sighted in on target the Gunner announces “Sighted,” and the Assistant Gunner announces “Gun up."
8. The Gunner fires a single round.
9. The Squad leader observes the impact and gives corrections to the Gunner.
10. If on target, the Gunner fires a round to confirm the zero.
11. If not on target, the Gunner adjusts the traversing and elevation mechanism from the Squad leader's corrections until impact is on target.
12. Once the impacts are on target, the Gunner maintains position behind the gun and ensures shoulder pressure remains the same.
13. If the sight is above or below the target, the Assistant Gunner adjusts the sight to the target by turning the elevation knob on the rear sight counter clockwise if the sight is below the target, and clockwise if above.
14. If the sight is to the right or left of the target, the Assistant Gunner adjusts the rear sight by turning the windage knob clockwise to move the sight to the left, and counter clock-wise to move the sight to the right.
15. If the adjustment is correct the Gunner fires a second round, and it should be on target. If so, fire the rest of rounds to confirm zero. If not, the squad repeats steps 3 through 14.
16. Load a belt of 30 rounds and make a Condition 1 weapon.
17. Engage a BMP target at 800 meters, with 10 rounds, firing 2 3-5 round bursts, and obtaining a burst on target in a time limit of 1 minute. Use steps 2 through 3 and 5 through 9 to engage the target.
18. Engage a (area) troop target at 600 meters, with a 10 round belt, firing

2 3-5 round bursts and obtaining a burst on target in a time limit of 1 minute and 30 seconds. Use steps 2 through 3 and 5 through 9 to engage the target.
19. Engage a BMP target at 1100 meters, with a 10 round belt, firing 2 3-5 round bursts on target in a time limit of 2 minutes. Use steps 2 through 3 and 5 through 9 to engage the target.
20. Load a belt of 20 rounds and make a Condition 1 weapon.
21. Engage multiple targets. Engage BMP target at 800 meters and (area) troop target at 600 meters, with a belt of 20 rounds. Fire bursts of 3-5 rounds while traversing and searching between targets, and obtaining a burst on each target in a time limit of 3 minutes. Use steps 2 through 3 and 5 through 9 to engage the target.
22. Load a belt of 20 rounds and make a Condition 1 weapon.
23. Engage a (area) troop target at 600 meters, with the vehicle moving, with a 10 round belt, firing 3-5 round bursts, and obtaining a burst on target in a time limit of 1 minute and 30 seconds. Using steps 2 through 3 and 5 through 9 to engage the target.
24. Engage a moving BMP target at 800 meters, with a belt of 10 rounds, firing 3 to 5 round bursts, while traversing and searching, and obtaining a burst on target in a time limit of 1 minute and 30 seconds. Use steps 2 through 3 and 5 through 9 to engage the target.

PREREQUISITE EVENTS:
INF-MK19-3300

RELATED EVENTS:

0331-MOBL-2003	0331-MK19-1105	0331-MK19-1104
0331-MK19-1103	0331-EMPL-2003	0331-EMPL-1002

REFERENCES:
1. FM 23-65 Browning Machinegun Caliber .50 HB, M2
2. FM 23-27 MK19 40MM Grenade Machine Gun MOD 3

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17610 Grenade Launcher Range

WEAPONS AND ORDNANCE:

Weapon: MK19 40mm grenade machinegun
B542 CTG, 40mm, LINKED, HE DP F/MK19

ADMINISTRATIVE INSTRUCTIONS:
1. Follow steps 2 through 3 and 5 through 9 for steps 17 through 24.
2. The time starts when the squad leader announces “Gun up” for each task.
3. The total possible points for vehicle mounted fire is 7 points. Minimum of 4 points is required to meet the standard for this exercise. scoring procedures are as follows: Marksman 4, Sharpshooter 5, and Expert 6-7.

INF-MK19-3304: (Table III) Execute a predetermined firing exercise with an MK19 heavy machinegun

SUPPORTED MET(S):

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

CONDITION: Given a tripod mounted, SL-3 complete MK19 heavy machinegun, ammunition, range card, selected firing position, and targets between 400 and 1500 meters, as a machinegun squad, while wearing fighting loads.

STANDARD: A minimum of 4 bursts on target out of 7 target exposures is required to meet the standards.

COMPONENT EVENTS:

1. Machinegun squad assumes position on the gun with the Squad leader to the right of the gun in order to observe and give commands, Gunner behind the gun, Assistant Gunner to the left of the Gunner, and Ammunition Man providing security.
2. Squad leader announces fire command to engage a point target at 400 meters, firing at sustained rate.
3. The Gunner moves the rear sight slide to the meter mark that represents the estimated distance to the target.
4. The Gunner sets the windage knob at the zero index line.
5. The Gunner aligns the sights on the base of the target using the traversing and elevation mechanism.
6. The Ammunition Man supplies the Assistant Gunner with a 4 round belt of ammunition, and Assistant Gunner loads the weapon.
7. Once the weapon is loaded and the Gunner has sighted in on target the Gunner announces “Sighted,” and the Assistant Gunner announces “Gun up.”
8. The Gunner fires a single round.
9. The Squad leader observes the impact and gives corrections to the Gunner.
10. If on target, the Gunner fires a round to confirm the zero.
11. If not on target, the Squad leader gives correction to the Gunner and the Gunner adjusts the traversing and elevation mechanism from the Squad leader's corrections, until impact is on target.
12. Once the impacts are on target, the Gunner maintains position behind the gun and ensures shoulder pressure remains the same.
13. If the sight is above or below the target, the Assistant Gunner adjusts the sight to the target by turning the elevation knob on the rear sight counter-clockwise if the sight is below the target, and clockwise if above.
14. If the sight is to the right or left of the target, the Assistant Gunner adjusts the rear sight by turning the windage knob clockwise to move the sight to the left, and counter-clockwise to move the sight to the right.
15. If the adjustment is correct, the Gunner fires a second round, and it should be on target. If so, fire the rest of rounds to confirm zero. If not, the squad repeats steps 3 through 14.
16. Determine and record direction and elevation for BMP (point) targets at 400, 600, 1100, and 1500 meters. Use a belt of 40 rounds, firing 2 3-5 round bursts on each target, and obtaining a burst on each target. Use steps 2 through 11 to engage the targets. (NOT SCORED)
17. Determine and record direction and elevation for troop (area) target at 600, 800, and 900 meters, with a belt of 30 rounds, firing 2 3-5 round bursts on each target, and obtaining a burst on target. Using steps 2 through 11 to engage the targets. (NOT SCORED)
18. Engage BMP (point) targets using range card data, targets at 400, 600, 1100, 1500 meters. Use a belt of 20 rounds, firing 1 3-5 round burst on each target, and obtaining a burst on each target. Use steps 2 through 11 to engage the targets. (Scored)
19. Engage troop (area) target using range card data. Engage targets at 600, 800, and 900 meters, with a belt of 15 rounds, firing 1 3-5 round burst on each target, and obtaining a burst on target. Use steps 2 through 11 to engage the targets. (Scored)

PREREQUISITE EVENTS:
INF-MK19-3300

RELATED EVENTS:
0331-MK19-1105 0331-MK19-1104 0331-MK19-1103
0331-EMPL-2003 0331-EMPL-1002

REFERENCES:
1. FM 23-27 MK19 40MM Grenade Machine Gun MOD 3
2. FM 23-65 Browning Machinegun Caliber .50 HB, M2

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17610 Grenade Launcher Range

WEAPONS AND ORDNANCE:

Weapon: MK19 40mm grenade machinegun
B542 CTG, 40mm, LINKED, HE DP F/MK19

ADMINISTRATIVE INSTRUCTIONS:
1. There is no time limit for these tasks.
2. A minimum of 4 bursts on target out of 7 target exposures is required to meet the standards. The scoring procedures are as follows: Marksman 4, Sharpshooter 5, and Expert 6-7.

INF-MK19-3305: (Table IV) Engage targets with a limited visibility sight on an MK19 heavy machinegun.

SUPPORTED MET(S):

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

CONDITION: Given a tripod mounted, SL-3 complete MK19 heavy machinegun, a limited visibility sight, ammunition, selected firing position, and targets between 400 and 800 meters, as a machinegun squad, while wearing fighting loads.

STANDARD: A minimum of 4 bursts on target out of 7 target exposures is required to meet the standards.

COMPONENT EVENTS:
1. Machinegun squad assumes position on the gun with the Squad leader to the right of the gun in order to observe and give commands, Gunner behind the gun, Assistant Gunner to the left of the Gunner, and Ammunition Man providing security.
2. Squad leader announces fire command to engage a point target at 400 meters, firing at sustained rate.
3. The Gunner adjusts the range scale to reflect the range of 400 meters.
4. The Assistant Gunner mounts the AN/TVS 5 to the MK19 without disturbing the weapon alignment, within 2 minutes.
5. The Ammunition Man supplies the Assistant Gunner with a 10 round belt of ammunition and Assistant Gunner loads the weapon.
6. Press the spade grips down and to the right. Turn the elevation and azimuth actuators to align the center mass of the target with the aiming mark

at the 400 meter mark of the MK19 scale.
7. The Gunner fires 1 burst to seat the sight and retighten the locking levers.
8. Align the target with the MK19 aiming mark by using the traversing and elevation mechanism.
9. The Gunner fires 1 burst at target, if the impacts are on target the sight is zeroed.
10. If the initial burst is not on target the Squad leader observes the impacts and gives the Gunner corrections until burst is achieved on target.
11. The Gunner manipulates the traversing and elevation mechanism to the Squad leaders corrections until burst is achieved on target.
12. Once burst is obtained the Gunner maintains his position and sights in, while the Assistant Gunner adjusts the reticule pattern onto the target.
13. Load a belt of 40 rounds and make a Condition 1 weapon.
14. Engage a BMP (point) target at 600 meters while using the AN/TVS 5, with 10 rounds. Fire 2 3-5 round bursts, and obtaining a burst on target in a time limit of 2 minute. Use steps 2 through 3 and 5 through 8 to engage the target.
15. Engage a BMP (point) target at 800 meters using the AN/TVS 5. Use 10 rounds, firing 2 3-5 round bursts, and obtaining a burst on target in a time limit of 2 minute. Using steps 2 through 3 and 5 through 8 to engage the target.
16. Engage dismounted troops (area) target at 600 meters using the AN/TVS 5. Use 10 rounds, firing 2 3-5 round bursts, and obtaining a burst on target in a time limit of 2 minutes. Use steps 2 through 3 and 5 through 8 to engage the target.
17. Load a belt of 40 rounds and make a Condition 1 weapon.
18. Engage multiple targets. Engage BMP (point) target at 800 meters and dismounted troops (area) target at 600 using the AN/TVS 5. Use 20 rounds, firing 2 3-5 round bursts on each target, and obtaining burst on each target in a time limit of 3 minutes. Use steps 2 through 3 and 5 through 8 to engage the target.
19. Engage multiple targets. Engage BMP (point) target at 400 meters and dismounted troops (area) target at 600 using the AN/TVS 5. Use 20 rounds, firing 2 3-5 round bursts on each target, and obtaining burst on each target in a time limit of 3 minutes. Using steps 2 through 3 and 5 through 8 to engage the target.

PREREQUISITE EVENTS:
INF-MK19-3300

RELATED EVENTS:

0331-MK19-1109	0331-MK19-1107	0331-MK19-1105
0331-MK19-1104	0331-MK19-1103	0331-EMPL-2003
0331-EMPL-1003		

REFERENCES:
1. FM 23-27 MK19 40MM Grenade Machine Gun MOD 3
2. TM 11-5855-214-10 Operator's Manual, Night Vision Sight, Crew Served Weapon AN/TVS-5
3. TM 10091A/10092A-10/1 Sight, Thermal Sight, Thermal AN/PAS-13B(V)2
4. TM for AN/PVS-17 B&C

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17610 Grenade Launcher Range

WEAPONS AND ORDNANCE:

Weapon: MK19 40mm grenade machinegun
B542 CTG, 40mm, LINKED, HE DP F/MK19

ADMINISTRATIVE INSTRUCTIONS:
1. Follow steps 2 through 3 and 5 through 8 for steps 14 through 19.
2. The time starts when the squad leader announces “Gun up” for each task.
3. A minimum of 4 bursts on target out of 7 target exposures is required to meet the standards. The scoring procedures are as follows: Marksman 4, Sharpshooter 5, and Expert 6-7.

INF-MMG-3401: (Table III) Execute a tripod mounted field zero firing exercise with the M240G medium machinegun

SUPPORTED MET(S):

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

CONDITION: Given a tripod mounted, SL-3 complete M240G medium machinegun, ammunition, and a target at 500 meters, as a machinegun team, while wearing fighting loads.

STANDARD: Per the references.

COMPONENT EVENTS:
1. Machinegun team assumes position on the gun: Team leader to the left of the Gunner, Gunner behind the gun, and Ammunition Man providing security.
2. Team leader announces "Fire" command to engage a point target at 500 meters, firing at sustained rate.
3. The Gunner sets the rear sight elevation at the range to target.
4. The Gunner centers the rear sight windage.
5. Ammunition Man supplies the Team leader with a 32 round belt of ammunition, and Assistant Gunner loads the weapon.
6. Once the weapon is loaded and the Gunner has sighted in on target the Gunner announces, “Sighted,” and the Team leader announces “Gun up.”
7. Once the Gunner fires the initial burst, the Team leader observes the impacts and gives the Gunner corrections, until beaten z1 is achieved on target.
8. The Gunner manipulates the traversing and elevation mechanism to the Team leader's corrections, until beaten z1 is achieved on target.
9. Once the impacts are on target the Gunner maintains position behind the gun, and ensures shoulder pressure remains the same.
10. The Team leader uses the combination tool to unlock the front sight-retaining strap and rotates upwards. Then he rotates aiming point and clockwise if below to move the sights to the target. 1 half turn will move the strike of the round 4 1/4 inches at 200 meters. If the post blade is more than halfway out, replace the post blade with number 2 blade.
11. If the target is to left of the aiming point, the Team leader moves the front sight protector to the left to move the sight to the target, by using the hex wrench. Loosen the adjusting screw and tighten the opposite side screw exactly the same amount. 1 half rotation of the adjusting screw will move the point of impact 3 1/8 inches. If the target is to the right of the aiming point, the front sight protector must be moved to the right.
12. The Gunner fires 1 6 to 8 round burst for confirmation.
13. The crew uses the same procedures for the spare barrel.

PREREQUISITE EVENTS:
INF-MMG-3400

RELATED EVENTS:
0331-MMG-1105 0331-EMPL-2003 0331-EMPL-1002
0331-MMG-1107 0331-MMG-1106

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

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17581 Machinegun Field Firing Range

WEAPONS AND ORDNANCE:

Weapon: M240G 7.62mm medium machinegun
A131 CTG, 7.62MM, LINKED 4&1

INF-MMG-3402: (Table IV) Execute a bipod mounted firing exercise with the M240G medium machinegun

SUPPORTED MET(S):

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

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

STANDARD: A minimum of 9 bursts on target out of 12 target exposures is required to meet the standards.

COMPONENT EVENTS:
1. Machinegun team assumes position on the gun with the Team leader to the left of the Gunner, Gunner behind the gun, and Ammunition Man providing security.
2. Team leader announces "Fire" command to engage a double E silhouette target at 300 meters, firing at sustained rate.
3. The Gunner sets the rear sight elevation at the range to target.
4. The Gunner centers the rear sight windage.
5. The Ammunition Man supplies the Team leader with a 32 round belt of ammunition, and the Assistant Gunner loads the weapon.
6. Once the weapon is loaded and the Gunner has sighted in on target, the Gunner announces, “Sighted” and the Team leader announces “Gun up.”
7. Once the Gunner fires the initial burst, the Team leader observes the impacts and gives the Gunner corrections, until beaten z1 is achieved on target.
8. Once the impacts are on target, the Gunner maintains position behind the gun and ensures shoulder pressure remains the same.
9. The Team leader uses the combination tool to unlock the front sight-retaining strap and rotates upwards. He then rotates the front sight post blade to move the sights to the target. One half turn will move the strike of the round 4 1/4 inches at 200 meters. If the post blade is more than

halfway out, replace the post blade with number 2 blade.
10. If the target is to left of the aiming point, the Team leader moves the front sight protector to the left to move the sight to the target by using the hex wrench. Loosen the adjusting screw (counter-clockwise) on the right side of front sight assembly to the desired amount and tighten (clockwise) the opposite side screw exactly the same amount. One half rotation of the adjusting screw will move the point of impact 3 1/8 inches. If the target is to the right of the aiming point, the front sight protector must be moved to the right.
11. The Gunner fires 1 6-8 round burst for confirmation.
12. The crew uses the same procedures for the spare barrel.
13. Load a belt of 192 rounds and make a Condition 1 weapon.
14. Engage a single E silhouette target at 200 meters, with 16 round, firing 2 6-8 round bursts, and obtaining a burst, on target in a time limit of 20 seconds. Use steps 3 and 6-7 to engage the target.
15. Engage a single E silhouette target at 400 meters, with 16 rounds, firing 2 6-8 round bursts, while obtaining a burst on target in a time limit of 20 seconds. Use steps 3 and 6 through 7 to engage the target.
16. Engage a moving vehicle type silhouette target at 300 meters, with 16 rounds, firing 2 6-8 round bursts while obtaining a burst on target, in a time limit of 30 seconds. Use steps 3 and 6 through 7 to engage the target.
17. Engage multiple targets. Engage a single E silhouette at 200 meters and a double E silhouette at 400 meters, with 32 rounds, firing 2 6-8 round bursts on each target, and obtaining a burst on each target in a time limit of 30 seconds. Use steps 3 and 6 through 7 to engage the target.
18. Engage multiple targets. Engage a single E silhouette target at 100 meters, single E silhouette target at 200 meters, and a double E silhouette target at 400 meters, with 48 rounds, firing 2 6-8 round bursts on each target, while obtaining a burst on each target in a time limit of 45 seconds. Use steps 3 and 6 through 7 to engage the target.
19. Make a Condition 4 weapon.
20. Don individual NBC protective equipment to MOPP Level 4. At a minimum the mask and gloves must be worn for the NBC firing tasks in place of MOPP Level 4.
21. Load a belt of 64 rounds and make a Condition 1 weapon.
22. Engage a single E silhouette target at 100 meters, while in a NBC posture MOPP Level 4, with 16 rounds, firing 2 6-8 round bursts and obtaining a burst on target in a time limit of 20 seconds. Using steps 3 and 6-7 to engage the target.
23. Engage a single E silhouette target at 300 meters, while in a NBC posture MOPP Level 4, with 16 rounds, firing 2 6-8 round bursts, while obtaining a burst on target, in a time limit of 20 seconds. Use steps 3 and 6 through 7 to engage the target.
24. Engage multiple single E silhouette targets at 100 and 300 meters, while in a NBC posture MOPP Level 4, with 32 rounds, firing 2 6-8 round bursts on each target while obtaining a burst on each target in a time limit of 20 seconds. Use steps 3 and 6 through 7 to engage the target.
25. Make a Condition 4 weapon.

PREREQUISITE EVENTS:
INF-MMG-3400

RELATED EVENTS:

0331-MMG-1105	0331-EMPL-2003	0331-EMPL-1002
0331-MMG-1107	0331-MMG-1106	

REFERENCES:
1. FM 23-65 Browning Machinegun Caliber .50 HB, M2
2. FM 23-14 Squad Automatic Weapon, M249
3. TM 08670A-10/1A Operator's Manual, Machinegun, 7.62mm, M240
4. MCWP 3-15.1 Machine Guns and Machine Gun Gunnery

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17581 Machinegun Field Firing Range

WEAPONS AND ORDNANCE:

Weapon: M240G 7.62mm medium machinegun
A131 CTG, 7.62MM, LINKED 4&1

ADMINISTRATIVE INSTRUCTIONS:
1. Follow 3 and 6 through 7 for steps 14 through 18 and 22 through 24.
2. At a minimum, the mask and gloves must be worn for the NBC firing tasks in place of MOPP level 4.
3. The time starts for each task when the team leader announces “Gun up.”
4. A minimum of 9 bursts on target out of 12 target exposures is required to meet the standards. The scoring procedures are as follows: Marksman 9, Sharpshooter 10, and Expert 11-12.

INF-MMG-3403: (Table IV) Execute a tripod mounted firing exercise with the M240G medium machinegun

SUPPORTED MET(S):

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

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

STANDARD: A minimum of 16 bursts on target out of 21 target exposures is required to meet the standards.

COMPONENT EVENTS:
1. Machinegun team assumes position on the gun with the Team leader to the left of the Gunner, Gunner behind the gun, and Ammunition Man providing security.
2. Team leader announces fire command to engage a double E silhouette at 800 meters firing at sustained rate.
3. The Gunner sets the rear sight elevation at the range to target.
4. Load a belt of 224 rounds and make a Condition 1 weapon.
5. Once the weapon is loaded ant the Gunner has sighted in on target the Gunner announces, “Sighted” and the Team leader announces “Gun up."
6. Once the Gunner fires the initial burst, the Team leader observes the impacts and gives the Gunner corrections to achieve beaten z1 on target, within 25 seconds.
7. The Gunner manipulates the traversing and elevation mechanism to the Team leader's corrections, to achieve beaten z1 on target.
8. Once the impacts are on target, the Gunner maintains position behind the gun, and ensures shoulder pressure remains the same.

9. Engage a single double E silhouette target at 400 meters, with 16 rounds, firing 2 6-8 round bursts, and obtaining a burst on target in a time limit of 20 seconds. Use steps 2, 3, and 5 through 8 to engage the target.
10. Engage a single, double E silhouette target at 700 meters, with 16 rounds, firing 2 6-8 round bursts, and obtaining a burst on target in a time limit of 25 seconds. Use steps 2, 3, and 5 through 8 to engage the target.
11. Engage vehicle type silhouette target at 1000 meters, with 16 rounds, firing 2 6-8 round bursts, and obtaining a burst on target in a time limit of 25 seconds. Using steps 2, 3 and 5 through 8 to engage the target.
12. Engage multiple double E silhouettes targets at 400 and 700 meters, with 32 rounds, firing 2 6-8 to engage the target, and obtaining a burst on each target in a time limit of 35 seconds. Using steps 2, 3 and 5 through 8 to engage the target.
13. Engage multiple double E silhouettes targets at 550 and 800 meters, with 32 rounds, firing 2 6-8 round bursts on each target, and obtaining a burst on each target in a time limit of 35 seconds. Using steps 2, 3, and 5 through 8 to engage the target.
14. Engage multiple double E silhouettes targets at 400, 700 and a vehicle type silhouette at 1000 meters, with 48 round, firing 2 6-8 round bursts on each target, and obtaining a burst on each target in a time limit of 45 seconds. Using steps 2, 3 and 5 through 8 to engage the target.
15. Engage a moving vehicle type silhouette target at 800 meters, with 16 rounds, firing 2 6-8 round bursts on each target, and obtaining a burst on each target in a time limit of 25 seconds. Using steps 2, 3, and 5 through 8 to engage the target.
16. Engage multiple double E silhouette and moving vehicle type targets. Engage double E at 500 meters and moving vehicle at 800 meters. Use 32 rounds, firing 2 6-8 round bursts on each target, and obtaining a burst on each target in a time limit of 35 seconds. Using steps 2, 3, and 5 through 8 to engage the target.
17. Make a Condition 4 weapon.
18. Don individual NBC protective equipment to MOPP Level 4. At a minimum the mask and gloves must be worn for the NBC firing tasks in place of MOPP Level 4.
19. Load a belt of 112 rounds and make a Condition 1 weapon.
20. Engage a single, double E silhouette target at 800 meters, while in an NBC posture MOPP Level 4, with 16 rounds, firing 2 6-8 round bursts and obtaining a burst on target in a time limit of 25 seconds. Use steps 2, 3, and 5 through 8 to engage the target.
21. Engage a single double E silhouette target at 400 meters while in a NBC posture MOPP Level 4, with 16 rounds, firing 2 6-8 round bursts and obtaining a burst on target in a time limit of 20 seconds. Using steps 2, 3 and 5 through 8 to engage the target.
22. Engage multiple double E silhouettes targets at 400 and 700 meters, while in a NBC posture MOPP Level 4, with 32 rounds, firing 2 6-8 round bursts on each target while traversing and searching between targets, obtaining a burst on each target in a time limit of 35 seconds. Using steps 2, 3 and 5 through 8 to engage the target.
23. Engage multiple double E and vehicle type silhouettes targets. Double E at 400 and 500 meters, vehicle type at 1000 meters, while in a NBC posture MOPP Level 4, with 48 rounds, firing 2 6-8 round bursts on each target, obtaining a burst on each target in a time limit of 45 seconds. Use steps 2, 3, and 5 through 8 to engage the target.
24. Make a Condition 4 weapon.

PREREQUISITE EVENTS:
INF-MMG-3400

RELATED EVENTS:

0331-MMG-1105	0331-EMPL-2003	0331-EMPL-1002
0331-MMG-1107	0331-MMG-1106	

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

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17581 Machinegun Field Firing Range

WEAPONS AND ORDNANCE:

Weapon: M240G 7.62mm medium machinegun
A131 CTG, 7.62MM, LINKED 4&1

ADMINISTRATIVE INSTRUCTIONS:
1. Steps 3 and 6 through 8 will be followed for steps 14 through 24.
2. Time starts when the Team Leader announces “Gun up” for each firing step.
3. A minimum of 16 bursts on target out of 21 target exposures is required to meet the standards. The scoring procedures are as follows: Marksman 16-17, Sharpshooter 18-19, and Expert 20-21.

INF-MMG-3405: (Table V) Execute a bipod mounted firing exercise with the M240G medium machinegun

SUPPORTED MET(S):

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

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

STANDARD: A minimum of 9 bursts on target out of 12 target exposures is required to meet the standards.

COMPONENT EVENTS:
1. Machinegun team assumes position on the gun with the Team leader to the left of the Gunner, Gunner behind the gun, and Ammunition Man providing security.
2. Team leader announces "Fire" command to engage a double E silhouette target at 300 meters, firing at sustained rate.
3. The Gunner sets the rear sight elevation at the range to target.
4. The Gunner centers the rear sight windage.
5. The Ammunition Man supplies the Team leader with a 32 round belt of ammunition, and Assistant Gunner loads the weapon.
6. Once the weapon is loaded and the Gunner has sighted in on target, the Gunner announces, “Sighted” and the Team leader announces “Gun up."
7. Once the Gunner fires the initial burst, the Team leader observes the impacts and gives the Gunner corrections, until beaten z1 is achieved on target.
8. Once the impacts are on target, the Gunner maintains position behind the gun and ensures shoulder pressure remains the same.

9. The Team leader uses the combination tool to unlock the front sight-retaining strap and rotate it upwards. He then rotates the front sight post blade to move the sights to the target. One half turn will move the strike of the round 4 1/4 inches at 200 meters. If the post blade is more than halfway out replace the post blade with number 2 blade.
10. If the target is to left of the aiming point, the Team leader moves the front sight protector to the left to move the sight to the target by using the hex wrench. Loosen the adjusting screw (counter clockwise) on the right side of front sight assembly to the desired amount, and tighten (clockwise) the opposite side screw exactly the same amount. One half rotation of the adjusting screw will move the point of impact 3 1/8 inches. If the target is to the right of the aiming point, the front sight protector must be moved to the right.
11. The Gunner fires 1 6-8 round burst for confirmation.
12. The crew uses the same procedures for the spare barrel.
13. Load a belt of 192 rounds and make a Condition 1 weapon.
14. Engage a deep target at 200 meters, with 16 round, firing 2 6-8 round bursts, and obtaining a burst on target in a time limit of 20 seconds. Use steps 3 and 6 through 7 to engage the target.
15. Engage an oblique target at 400 meters, with 16 rounds, firing 2 6-8 round bursts while obtaining a burst on target in a time limit of 20 seconds. Use steps 3 and 6 through 7 to engage the target.
16. Engage a moving vehicle type silhouette target at 300 meters, with 16 rounds, firing 2 6-8 round bursts while obtaining a burst on target in a time limit of 30 seconds. Using steps 3 and 6 through 7 to engage the target.
17. Engage multiple targets a deep target at 200 meters and a oblique target at 400 meters, with 32 rounds, firing 2 6-8 round bursts on each target and obtaining a burst on each target in a time limit of 30 seconds. Use steps 3 and 6 through 7 to engage the target.
18. Engage multiple targets. Engage single E silhouette target at 100 meters, a deep target at 200 meters, and a oblique target at 400 meters, with 48 rounds, firing 2 6-8 round bursts on each target while obtaining a burst on each target in a time limit of 45 seconds. Using steps 3 and 6 through 7 to engage the target.
19. Make a Condition 4 weapon.
20. Don individual NBC protective equipment to MOPP Level 4. At a minimum the mask and gloves must be worn for the NBC firing tasks in place of MOPP level 4.
21. Load a belt of 64 rounds and make a Condition 1 weapon.
22. Engage a single E silhouette target at 100 meters, while in a NBC posture MOPP level 4, with 16 rounds, firing 2 6 to 8 round bursts and obtaining a burst on target in a time limit of 20 seconds. Use steps 3 and 6 to 7 to engage the target.
23. Engage a single E silhouette target at 300 meters, while in a NBC posture MOPP Level 4, with 16 rounds, firing 2 6 to 8 round bursts, while obtaining a burst on target in a time limit of 20 seconds. Use steps 3 and 6 through 7 to engage the target.
24. Engage multiple single E silhouette targets at 100 and 300 meters, while in a NBC posture MOPP Level 4, with 32 rounds, firing 2 6 to 8 round bursts on each target while obtaining a burst on each target in a time limit of 20 seconds. Use steps 3 and 6 through 7 to engage the target.
25. Make a Condition 4 weapon.

PREREQUISITE EVENTS:
INF-MMG-3400

RELATED EVENTS:

0331-MMG-1105	0331-EMPL-2003	0331-EMPL-1002
0331-MMG-1107	0331-MMG-1106	

REFERENCES:
1. FM 23-65 Browning Machinegun Caliber .50 HB, M2
2. FM 23-14 Squad Automatic Weapon, M249
3. TM 08670A-10/1A Operator's Manual, Machinegun, 7.62mm, M240
4. MCWP 3-15.1 Machine Guns and Machine Gun Gunnery

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17581 Machinegun Field Firing Range

WEAPONS AND ORDNANCE:
Weapon: M240G 7.62mm medium machinegun
A131 CTG, 7.62MM, LINKED 4&1

ADMINISTRATIVE INSTRUCTIONS:
1. Steps 3 and 6 through 7 will be followed for steps 14 through 18 and 22 through 24.
2. The time starts for each task when the team leader announces “Gun up”.
3. A minimum of 9 bursts on target out of 12 target exposures is required to meet the standards. The scoring procedures are as follows: Marksman 9, Sharpshooter 10, and Expert 11-12.

INF-MMG-3406: (Table VI) Engage targets with a night vision sight mounted on an M240G medium machinegun

SUPPORTED MET(S):

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

CONDITION: Given a tripod mounted, SL-3 complete M240G medium machinegun, a limited visibility sight, ammunition, selected firing position, and targets between 400 and 1000 meters, as a machinegun team, while wearing fighting loads.

STANDARD: A minimum of 8 bursts on target out of 11 target exposures is required to meet the standards.

COMPONENT EVENTS:
1. Machinegun team assumes position on the gun with the Team leader to the left of the Gunner, Gunner behind the gun, and Ammunition Man providing security.
2. Team leader announces "Fire" command to engage a point target at 500 meters firing at sustained rate.
3. The Gunner sets the rear sight elevation to 500 meters.
4. The Gunner centers the rear sight windage.
5. The Ammunition Man supplies the Team leader with a 32 round belt of ammunition and Assistant Gunner loads the weapon.
6. Once the weapon is loaded and the Gunner has sighted in on target the Gunner announces “Sighted,” and the Team leader announces “Gun up.”
7. Once the Gunner fires the initial burst, the Team leader observes the impacts and gives the Gunner corrections until burst is achieved on target.

8. The Gunner manipulates the traversing and elevation mechanism to the Team leader's corrections until burst is achieved on target.
9. Once the impacts are on target, the Gunner maintains position behind the gun, ensures shoulder pressure remains the same and sights in while the Assistant Gunner adjusts the reticule pattern onto the target.
10. Load a belt of 176 rounds and make a Condition 1 weapon.
11. Engage a single double E silhouette target, at 800 meters, while using the night vision sight, with 16 rounds, firing 2 6-8 round bursts, and obtaining a burst on target in a time limit of 25 seconds. Use steps 2, 3, and 6 through 8 to engage the target.
12. Engage a single double E silhouette target at 400 meters using the night vision sight, with 16 rounds, firing 2 6-8 round bursts, and obtaining a burst on target in a time limit of 20 seconds. Use steps 2, 3, and 6 through 8 to engage the target.
13. Engage a single double E silhouette target at 700 meters using the night vision sight, with 16 rounds, firing 2 6-8 round bursts, and obtaining a burst on target in a time limit of 25 seconds. Use steps 2, 3, and 6 through 8 to engage the target.
14. Engage a single vehicle type silhouette target at 1000 meters using the night vision sight, with 16 rounds, firing 2 6-8 round bursts, and obtaining a burst on target in a time limit of 25 seconds. Use steps 2, 3, and 6 through 8 to engage the target.
15. Engage multiple double E silhouette targets at 400 and 700 meters using the night vision sight, with 32 rounds, firing 2 6-8 round bursts on each target, and obtaining a burst on each target in a time limit of 35 seconds. Use steps 2, 3, and 6 through 8 to engage the target.
16. Engage multiple double E silhouette targets at 500 and 800 meters using the night vision sight, with 32 rounds, firing 2 6-8 round bursts on each target, and obtaining a burst on each target in a time limit of 35 seconds. Use steps 2, 3, and 6 through 8 to engage the target.
17. Engage multiple double E silhouette targets at 400, 700, and a vehicle type silhouette target at 1000 meters using the night vision sight, with 48 rounds, firing 2 6-8 round bursts on each target, and obtaining a burst on each target in a time limit of 45 seconds. Use steps 2, 3, and 6 through 8 to engage the target.
18. Make a Condition 4 weapon.

PREREQUISITE EVENTS:
INF-MMG-3400

RELATED EVENTS:

0331-MMG-1106	0331-MMG-1105	0331-EMPL-2003
0331-EMPL-1002	0331-MMG-1109	0331-MMG-1108
0331-MMG-1107		

REFERENCES:
1. FM 23-65 Browning Machinegun Caliber .50 HB, M2
2. TM 11-5855-238-10 Operator's Manual, Night Vision Goggles, AN/PVS-5 series
3. MCWP 3-15.1 Machine Guns and Machine Gun Gunnery

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17581 Machinegun Field Firing Range

WEAPONS AND ORDNANCE:

Weapon: M240G 7.62mm medium machinegun
A131 CTG, 7.62MM, LINKED 4&1

ADMINISTRATIVE INSTRUCTIONS:
1. Steps 2, 3, and 6 through 8 will be followed for steps 11 through 17.
2. The time for each firing step starts once the Team Leader announces “Gun up”.
3. A minimum of 8 bursts on target out of 11 target exposures is required to meet the standards. The scoring procedures are as follows: Marksman 8, Sharpshooter 9, and Expert 10-11.

INF-MMG-3407: Execute a predetermined data firing exercise with the M240G medium machinegun

SUPPORTED MET(S):

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

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

STANDARD: A minimum of 6 bursts on target out of 8 target exposures is required to meet the standards.

COMPONENT EVENTS:
1. Machinegun team assumes position on the gun with the Team leader to the left of the Gunner, Gunner behind the gun, and Ammunition Man providing security.
2. The machinegun team prepares the range card.

3. Team leader announces "Fire" command to engage the final protective line firing at sustained rate.
4. The Gunner sets the rear sight elevation at the range to target.
5. Ammunition Man supplies the Team leader with a 32 round belt of ammunition, and Team leader loads the weapon.
6. The Gunner obtains the proper sight picture by looking through the zero apertures and centering the front sight blade in it.
7. Once the weapon is loaded and the Gunner has sighted in on target the Gunner announces, “Sighted,” and the Team leader announces “Gun up.”
8. The Gunner fires 1 burst of 6-8 rounds.
9. If on target, the Gunner fires a burst to confirm grazing fire on the final protective line (FPL).
10. If not on target the Team leader gives corrections to the Gunner and the Gunner adjusts the traversing and elevation mechanism, until grazing fire is achieved.
11. Once the impacts are on target the Gunner reads off the data from the traversing and elevation mechanism to the Team leader, records the information.
12. Determine and record direction and elevation for 4 point targets, double E silhouette targets at 400, 600, 800, and a vehicle type silhouette target at 1000 meters, with a belt of 64 rounds, firing 6-8 round bursts, and obtaining a burst on each target. Use steps 2 through 11 to engage the

target.
13. Determine and record direction and elevation for 2 area targets, grouped E silhouette targets at 600 and 800 meters, with a belt of 32 rounds, firing 6-8 round bursts, and obtaining a burst on each target. Use steps 2 through 11 to engage the target.
14. Engage 4 point targets using range card data, double E silhouette targets at 400, 600, 800, and a vehicle type silhouette target at 1000 meters, with a belt of 64 rounds, firing 1 6-8 round bursts, and obtaining a burst on each target. Use steps 2 through 11 to engage the target. (Scored)
15. Engage 2 area targets using range card data, grouped E silhouette targets at 600 and 800 meters, with a belt of 16 rounds, firing 1 6-8 round burst on each target, and obtaining a burst on each target. Use steps 2through 11 to engage the target. (Scored)
16. Engage the final protective line (FPL) using range card data, with a belt of 16 rounds, firing 2 6-8 round bursts, and obtaining grazing fire when firing final protective line (FPL). Use steps 2 through 11 to engage the target. (Scored)

PREREQUISITE EVENTS:
INF-MMG-3400

RELATED EVENTS:

0331-EMPL-1002	0331-EMPL-1001	0331-EMPL-1000
0331-MMG-1107	0331-MMG-1106	0331-MMG-1105
0331-EMPL-2003		

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

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17581 Machinegun Field Firing Range

WEAPONS AND ORDNANCE:

Weapon: M240G 7.62mm medium machinegun
A131 CTG, 7.62MM, LINKED 4&1

ADMINISTRATIVE INSTRUCTIONS:
1. There is no time limit for this task.
2. A minimum of 6 bursts on target out of 8 target exposures is required to meet the standards. The scoring procedures are as follows: Marksman 6, Sharpshooter 7, and Expert 8.

INF-MMG-3408: (Table I) Execute ten-meter bipod firing exercise with the M240G medium machinegun

SUPPORTED MET(S):

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

CONDITION: Given a bipod mounted, SL-3 complete M240G medium machinegun, ammunition, and a basic machinegun target, while wearing a fighting load.

STANDARD: Obtain a minimum score of 84 out of a possible 119 points.

COMPONENT EVENTS:

1. Set rear sight elevation at 500 meters.
2. Assume a good firing position and obtain correct sight alignment sight picture on paster A1.
3. Fire 3 rounds, 1 round at a time at paster A1.
4. Find center of shot group.
5. If the shot group is not in center of the aiming point using combination tool unlock the front sight-retaining strap and rotate upwards.
6. Rotate the front sight post blade counter-clockwise if group is above the aiming point and clockwise if below. 1 full turn will move the strike of the round 3/8 of an inch at 10 meters. If the post blade is more than halfway out replace the post blade with the number 2 blade.
7. If the shot group is to left of the aim point move the front sight protector to the left to move the point of impact to the right by using the hex wrench loosen the adjusting screw (counter-clockwise) on the right side of front sight assembly to the desired amount and tighten (clockwise) the opposite side screw exactly the same amount. 1 complete rotation of the adjusting screw will move the point of impact 1/3 of an inch. If the shot group is to the right of the aim point, the front sight protector must be moved to the right.
8. Fire 3 more rounds, 1 at a time at paster A1.
9. Find center of shot group.
10. If necessary adjust front sight to center of point of aim.
11. If Gunner is able to zero his weapon using 6 rounds have him use remaining 6 to confirm zero on paster A2.
12. The first string of fire will utilize pasters A3 and A4. A 7 round belt is loaded and fired at each paster (not for score).
13. The second string of fire will utilize pasters A5 through A6. A 35 round belt is loaded. The Gunner aims at paster 5 and fires initial 7 round burst, traversing and searching manipulation is then required for subsequent bursts at the remaining pasters ending with paster 6 (not for score).
14. The third string of fire will utilize pasters A7 through A8. A 56 round belt is loaded. The Gunner aims at paster 7 and fires initial 7 round burst. Traversing and searching is required for subsequent burst at the remaining pasters with ending at paster 8 (not for score).
15. The fourth string of fire will utilize pasters B1 through B4. A 7 round belt is loaded and fired at each paster for a total of 28 rounds in a time limit of 30 seconds per paster, for a total of 28 possible points (scored).
16. The fifth string of fire will utilize pasters B7 through B8. A 56 round belt is loaded. The Gunner aims at paster B7 and fires initial 7 round burst, traversing and searching is required for subsequent burst at the remaining pasters with ending at paster B8 in a time limit of 60 seconds, for a total of 56 possible points (scored).
17. The sixth string of fire will utilize pasters B5 through B6. A 35 round belt is loaded. The Gunner aims at paster B5 and fires initial 7 round burst, traversing and searching manipulation is then required for subsequent bursts at the remaining pasters ending with paster B6 in a time limit of 60 seconds, for a total of 35 possible points (scored).
18. Clear the gun.

PREREQUISITE EVENTS:

INF-MMG-3400

RELATED EVENTS:
0331-MMG-1107 0331-MMG-1106 0331-MMG-1105
0331-EMPL-2003 0331-EMPL-1002

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

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17510 BZO Range; 10M-25M Zero

WEAPONS AND ORDNANCE:

Weapon: M240G 7.62mm medium machinegun
A131 CTG, 7.62MM, LINKED 4&1

ADMINISTRATIVE INSTRUCTIONS:
1. The scoring procedures are as follows; one point is given for each round impacting within each scoring space. The maximum point value is 7 points for each scoring space. Rounds touching the line on the paster are considered a hit.
2. Marksman 84-95, Sharpshooter 96-107, and Expert 108-119.

INF-MMG-3409: (Table II) Execute a ten-meter tripod firing exercise with the M240G medium machinegun

SUPPORTED MET(S):

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

CONDITION: Given a tripod mounted, SL-3 complete M240G medium machinegun, ammunition, and a basic machinegun target, while wearing a fighting load.

STANDARD: Obtain a minimum score of 35 out of a possible 51 points.

COMPONENT EVENTS:
1. Set rear sight elevation at 500 meters.
2. Assume a good firing position and obtain correct sight alignment sight picture on paster A1.
3. Fire 3 rounds, 1 round at a time at paster A1.
4. Find center of shot group
5. If the shot group is not in center of the aiming point using combination tool unlock the front sight-retaining strap and rotate upwards.
6. Rotate the front sight post blade counter-clockwise if group is above the aiming point and clockwise if below. One full turn will move the strike of the round 3/8 of an inch at 10 meters. If the post blade is more than halfway out replace the post blade with the number 2 blade.
7. If the shot group is to left of the aim point move the front sight protector to the left to move the point of impact to the right by using the hex wrench loosen the adjusting screw (counter-clockwise) on the right side of front sight assembly to the desired amount and tighten (clockwise) the opposite side screw exactly the same amount. One complete rotation of the adjusting screw will move the point of impact 1/3 of an inch. If the shot group is to the right of the aim point, the front sight protector must be

moved to the right.
8. Fire 3 more rounds, 1 at a time at paster A1.
9. Find center of shot group.
10. If necessary adjust front sight to center of point of aim.
11. If Gunner is able to zero his weapon using 6 rounds have him use remaining 6 rounds to confirm zero on paster A2.
12. The first string of fire will utilize pasters A3 and A4. A 7 round belt is loaded and fired at each paster (not for score).
13. The second string of fire will utilize pasters A5 through A6. A 15 round belt is loaded. The Gunner aims at paster 5 and fires initial 3 round burst, traversing and searching manipulation is then required for subsequent bursts at the remaining pasters ending with paster 6 (not for score).
14. The third string of fire will utilize pasters A7 through A8. A 24 round belt is loaded. The Gunner aims at paster 7 and fires initial 3 round burst, traversing and searching is required for subsequent burst at the remaining pasters with ending at paster 8 (not for score).
15. The fourth string of fire will utilize pasters B1 through B4. A 3 round belt is loaded and fired at each paster for a total of 12 rounds in a time limit of 20 seconds, for a total of 12 possible points (scored).
16. The fifth string of fire will utilize pasters B7 through B8. A 24 round belt is loaded. The Gunner aims at paster B7 and fires initial 3 round burst, traversing and searching is required for subsequent burst at the remaining pasters with ending at paster B8 in a time limit of 40 seconds, for a total of 24 possible points (scored).
17. The sixth string of fire will utilize pasters B5 through B6. A 15 round belt is loaded. The Gunner aims at paster B5 and fires initial 3 round burst, traversing and searching manipulation is then required for subsequent bursts at the remaining pasters ending with paster B6 in a time limit of 40 seconds, for a total of 15 possible points (scored).
18. Clear the gun.

PREREQUISITE EVENTS:
INF-MMG-3400

RELATED EVENTS:

0331-MMG-1107	0331-MMG-1106	0331-MMG-1105
0331-EMPL-2003	0331-EMPL-1002	

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

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17510 BZO Range; 10M-25M Zero

WEAPONS AND ORDNANCE:

Weapon: M240G 7.62mm medium machinegun
A131 CTG, 7.62MM, LINKED 4&1

ADMINISTRATIVE INSTRUCTIONS:
1. One point is awarded for each round impacting within each scoring space. The maximum point value is 3 points for each scoring space. Rounds touching the line on the paster are considered a hit.

INF-MOBL-3150: React to an unexploded Improvised Explosive Device (IED)

SUPPORTED MET(S):

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

CONDITION: Given an identified IED, as a member of an infantry unit, operating in an urban environment, with T/O weapons and equipment, under conditions of daylight and darkness or periods of reduced visibility, inclement weather, or NBC.

STANDARD: Per unit SOPs and listed component events.

COMPONENT EVENTS:
1. Identify the IED.
2. Alert all unit members to the IED.
3. Report as required to HHQ, available EOD, Combat Engineers or other designated disposal team.
4. Cordon and mark IAW unit SOPs.
5. Bypass the IED if possible.
6. Conduct emergency evacuation if required.

REFERENCES:
1. MCWL BUST POI/MCWL x-file 3-35.34 (revised)

SUPPORT REQUIREMENTS:

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

INF-MOBL-3151: React to an Improvised Explosive Device (IED) detonation

SUPPORTED MET(S):

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

CONDITION: As a member of an infantry unit, operating in an urban environment, with T/O weapons and equipment, under conditions of daylight and darkness or periods of reduced visibility, inclement weather, or NBC.

STANDARD: Per unit SOPs and listed component events.

COMPONENT EVENTS:
1. Deploy assault and security elements to cutoff bombers likely escape routes.
2. Move casualties to a secure area.
3. Request CASEVAC.
4. Search for triggerman, additional IED.
5. Execute four C's: Confirm presence of device(s); Clear area of friendlies; Cordon area; Control area until EOD or Engineers clear area.

REFERENCES:
1. MCWL BUST POI/MCWL x-file 3-35.34 (revised)

SUPPORT REQUIREMENTS:

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

INF-MOBL-3152: Defend against mines and booby traps during motorized movement

SUPPORTED MET(S):

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

CONDITION: The unit has been directed to conduct a motorized movement. The route has not been cleared. Enemy patrols are known to be operating in the area.

STANDARD: Per the references.

COMPONENT EVENTS:
1. Conduct hardening of vehicles prior to movement.
2. Brief all personnel on the potential of mines and booby traps and the appropriate reaction.
3. Obtain updated intelligence on mines and booby-traps in the area, status of road clearance to include the status on alternate routes, and any other information on the enemy's mine and booby-trap activity.
4. Unit leader arranges for engineer support to sweep the road for mines.
5. During movement, personnel are engaged to watch for mines and booby traps.
6. Unit leader ensures personnel wears body armor.
7. Report encountered mines and mark or appropriately neutralize them.

REFERENCES:
1. FM 20-32 Mine/Countermine Operations
2. FMFM 6-5 Marine Rifle Platoon/Squad
3. MCWP 3-11.3 Scouting and Patrolling

SUPPORT REQUIREMENTS:
1. Maneuver/Training area
2. MILES gear
3. Role players

RANGE/TRAINING AREA:
Facility Code 17430 Impact Area; Dudded
Facility Code 17502 Small Arms Range; Non-Standard
Facility Code 17581 Machinegun Field Firing Range
Facility Code 17610 Grenade Launcher Range
Facility Code 17730 Fire and Movement Range

WEAPONS AND ORDNANCE:

Weapon: M16 series 5.56mm service rifle/M4 series carbine
A059 CTG, 5.56MM, BALL, M855
A080 CTG, 5.56MM, BLANK

Weapon: M2 .50 cal heavy machinegun
A576 CTG, CAL .50, 4&1 LINKED, F/M2

A598 CTG, CAL .50, BLANK LINK, F/M2

Weapon: M203 40mm grenade launcher
B504 CTG, 40MM, GREEN STAR PARACHUTE
B505 CTG, 40MM, RED STAR PARACHUTE
B519 CTG, 40MM, PRACTICE, M781
B535 CTG, 40MM, WHITE STAR PARACHUTE

Weapon: M240G 7.62mm medium machinegun
A111 CTG, 7.62MM, BLANK LINKED, M82
A131 CTG, 7.62MM, LINKED 4&1

Weapon: M249 5.56mm light machinegun - Squad Automatic Weapon
A064 CTG, 5.56MM, 4&1 LINKED, F/SAW

INF-NBC-3502: React to chemical/biological/nuclear attack

SUPPORTED MET(S):

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

CONDITION: The unit is moving or halted near a known NBC contaminated area. Personnel hear a chemical alarm or are ordered to mask.

STANDARD: Per the time intervals listed in the component events.

COMPONENT EVENTS:
1. Personnel don and clear protective masks (rubber hoods are not used with the JSLIST or SARATOGA suit, which have hoods integrated on the jacket).
2. If mounted, personnel seek overhead cover within the vehicle, close all vehicle hatches, or use a poncho to protect against further contamination.
3. All personnel conduct immediate decontamination of exposed skin, within 1 minute of exposure.
4. All personnel go to MOPP 4 within 8 minutes (chemical and biological only – for nuclear attack take appropriate protective measures).
5. Personnel administer first aid as required.
6. All personnel perform immediate decontamination of personal weapons/equipment, using the M291/M100 decontamination kit within 15 minutes.
7. All personnel conduct immediate decontamination (operator wipe down) of crew served weapons using the M100 Sorbent Decon System within an additional ten minutes.
8. Designated personnel begin monitoring with monitoring equipment.
9. Unit re-establishes the chain of command and communications and reports the situation to higher headquarters.
10. An initial NBC-1 (CHEM) report is submitted.

REFERENCES:
1. MCWP 3-37.2 MTTPs for NBC Protection
2. MCRP 3-37.A NBC Handbook

SUPPORT REQUIREMENTS:
1. Maneuver/Training area
2. MOPP suits/NBC equipment
3. M256 chemical detector kit
4. M8 chemical detection paper

5. Chemical Agent Monitor (CAM)
6. M291 Skin decon kit
7. M100 Sorbent Decon System
8. NATO marking set

RANGE/TRAINING AREA:
Facility Code 17230 Gas Chamber
Facility Code 17410 Maneuver/Training Area; Light Forces

WEAPONS AND ORDNANCE:

Weapon: Munitions/Demolitions
G963 GRENADE, HAND, SMOKE, CS, M7A3

ADMINISTRATIVE INSTRUCTIONS:
1. This drill can be initiated by the evaluator giving the alert, "Gas" “Spray” “Fallout”, or by throwing a tactical CS, riot control, or white (HC) hand grenade.

INF-NBC-3503: Conduct operational decon of personnel and equipment

SUPPORTED MET(S):

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

CONDITION: Personnel and equipment have been contaminated by NBC contamination.

STANDARD: Per the reference.

COMPONENT EVENTS:
1. Personnel decontaminate skin, individual weapons, and equipment using appropriate decontamination kit (M291 or M100).
2. Extent of decontamination is determined and decontamination priorities are established.
3. Contaminated protective covers are removed, decontaminated, or discarded.
4. Decontamination procedures are appropriate to items being decontaminated.
5. Personnel conduct MOPP gear exchange.
6. Equipment and vehicles are decontaminated using appropriate expedient Devices (M17MCHF LDS).
7. Adequacy of decontamination is determined.
8. If decontamination is inadequate, repeat procedures, request additional decontamination support, or risk using equipment as is due to tactical constraints.
9. Contaminated materials are discarded according to the tactical Standard Operating Procedure (SOP), marked as contaminated, and their location is provided to higher headquarters.
10. Actions are taken to control the spread of contamination.

REFERENCES:
1. MCWP 3-37.3 NBC Decontamination

SUPPORT REQUIREMENTS:
1. MOPP suits/NBC equipment
2. Maneuver/Training area
3. M100 Sorbent Decon System

4. M291 skin decon kit
5. M8 chemical detection paper
6. Chemical Agent Monitor (CAM)
7. M17MCHF LDS
8. NATO marking set

RANGE/TRAINING AREA:
Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17932 Decontamination Training Site

INF-MOUT-3801: Execute building upper-level entry

SUPPORTED MET(S):

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

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

STANDARD: Per the references.

COMPONENT EVENTS:
1. The Automatic Rifleman provides security for the Fire Team.
2. The Team leader and Assistant Automatic Rifleman assist the Rifleman up to the next level, either supported or unsupported.
3. The Team leader and Assistant Automatic Rifleman face each other holding an item, which will support the weight of the Rifleman, or with hands cupped together.
4. The Rifleman steps onto the support or into the hands of the Team leader and Assistant Automatic Rifleman.
5. The Team leader and Assistant Automatic Rifleman will lift the Rifleman up to the entry point.
6. The Rifleman pulls himself into the entry point and prepares to assist the next Marine in from the top.
7. The Team leader will stand with his back or side to the wall, with his hands cupped together.
8. The Assistant Automatic Rifleman raises 1 foot up into the hands of the Team leader.
9. The Team leader will lift the Assistant Automatic Rifleman up to the entry point.
10. The Rifleman pulls the Assistant Automatic Rifleman into the entry point by his weapon, hand, or other item he can find.
11. The Rifleman and the Assistant Automatic Rifleman will pull the Team leader up into the entry point by his weapon, hand, or other items they can find.
12. The Team leader will provide security while the Rifleman and the Assistant Automatic Rifleman pull the Automatic Rifleman into the entry point by his weapon, hand or other items they can find.

REFERENCES:
1. MCWP 3-35.3 Military Operations on Urbanized Terrain
2. BUST Handbook

SUPPORT REQUIREMENTS:
1. MOUT facility/MOUT training area

RANGE/TRAINING AREA:
Facility Code 17760 MOUT Assault Course (MAC)
Facility Code 17962 MOUT Collective Training Facility, Small (<24 Buildings)
Facility Code 17963 MOUT Collective Training Facility, Large (>24 Buildings)

INF-8541-3901: Team stalk a target

SUPPORTED MET(S):

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

CONDITION: Given a ghillie suit, camouflage items, drag bag, sniper rifle, optics, required ammunition, partner, and mission.

STANDARD: Per the references.

COMPONENT EVENTS:
1. See stalking performance steps 8541-TACT-1004.
2. Utilize patrolling techniques.

REFERENCES:
1. MCWP 3-15.3 Scout Sniping
2. FM 3-05.222 US Army S.F. Sniper training and employment
3. MCWP 3-11.3 Scouting and Patrolling
4. FM 5-20 Camouflage

SUPPORT REQUIREMENTS:
1. Training areas
Used for blank firing when observers are used on objective
2. Sniper unknown distance live fire range (1,000 yards, 7.62 SB batwing SDZ and steel targets)
Used for live fire after personnel have been cleared from objective

RANGE/TRAINING AREA:
Facility Code 17560 Sniper Field Fire Range

WEAPONS AND ORDNANCE:

Weapon: M40A series 7.62mm Sniper Rifle
A112 CTG, 7.62MM, BLANK (IN CTNS) 2 2
Used when no live fire ranges are available and when observers are in objective area. Note: other sniper weapons system may be used.

AA11 CTG, 7.62MM, BALL L/R 2 2
Used after personnel have been cleared from objective area and when live fire ranges are available.

ADMINISTRATIVE INSTRUCTIONS:
1. Conducted in 2 or 4 man teams.

INF-8541-3902: Engage targets with coordinated shooting on command

SUPPORTED MET(S):

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

CONDITION: Given a sniper rifle and scope, ammunition, radio, tactical scenario, and controller.

STANDARD: Per the references.

COMPONENT EVENTS:
1. Handle the weapon safely.
2. Assume a firing position.
3. Estimate ballistics and weather to achieve hits on target and apply to scope turrets.
4. Engage targets on correct command via radio.
5. Assess the situation.
6. Make entries into databook/gun log.

REFERENCES:
1. MCWP 3-15.3 Scout Sniping
2. FM 3-05.222 US Army S.F. Sniper training and employment
3. TM 05539D-10/1 Sniper rifle, 7.62mm M40A3
4. TM 09629A-23&p/2a M82A1A .50 caliber SASR

SUPPORT REQUIREMENTS:
1. Live fire range
2. Tactical Radio

RANGE/TRAINING AREA:
Facility Code 17560 Sniper Field Fire Range

WEAPONS AND ORDNANCE:

Weapon: M40A series 7.62mm Sniper Rifle
AA11 CTG, 7.62MM, BALL L/R
May also be conducted with SASR and DODIC A606

Weapon: M82 series .50 cal Special Application Scoped Rifle
A606 CTG, CAL .50, API

ADMINISTRATIVE INSTRUCTIONS:
1. Sniper controller or designated person gives commands to fire. Standard command sequence is "stand by, I have control, 5,4,3,2,1 (snipers fire on 2).

INF-8541-3903: Execute sniper team immediate action drills

SUPPORTED MET(S):

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

CONDITION: Given sniper rifles, required equipment and ammunition, other sniper team members, and a mission.

STANDARD: Per the references.

COMPONENT EVENTS:
1. React to chance contact.
2. React to ambushes.

3. React to indirect fires.
4. React to enemy air.
5. React to various danger areas/obstacles/minefields.
6. React to enemy sniper fire.
7. React to contact on departure/re-entry of friendly lines.
8. React to contact during link up.
9. React to contact in/around FFP/hide site.
10. Employ weapons as required.
11. Move as a unit.
12. Move by bounds from cover to cover.
13. Submit reports as required.
14. Request extract/reaction force/medevac as required.

REFERENCES:
1. MCWP 3-15.3 Scout Sniping
2. MCWP 3-11.3 Scouting and Patrolling
3. FM 3-05.222 US Army S.F. Sniper training and employment
4. SH 21-76 Ranger Handbook

SUPPORT REQUIREMENTS:
1. Live fire and maneuver range at least 50 meters long for M16 series with various firing points and single and double E silhouette targets at distances of 75 to 400 meters
2. Live fire MOUT facility/Training area

RANGE/TRAINING AREA:
Facility Code 17560 Sniper Field Fire Range
Facility Code 17760 MOUT Assault Course (MAC)
Facility Code 17962 MOUT Collective Training Facility, Small (<24 Bldgs)

WEAPONS AND ORDNANCE:

Weapon: M16 series 5.56mm Service Rifle
A059 CTG, 5.56MM, BALL, M855
used for live fire practice
A080 CTG, 5.56MM, BLANK
used for initial practice

CHAPTER 7

INDIVIDUAL TRAINING

0302 INFANTRY OFFICER

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0302 INFANTRY OFFICER INDIVIDUAL EVENTS

7000. PURPOSE

The purpose of 1000-level training is to provide the knowledge and skills required to perform as a Rifle Platoon Commander, Weapons Platoon Commanders, Rifle Company Executive Officer, Heavy Machinegun Platoon Commander, 81mm Mortar Platoon Commander, and Anti-armor Platoon Commander. 2000-level events are Core Plus events, with initial training settings of either MOJT or through resident/distance learning PME.

7010. EVENT CODING

Events in the T&R manual are depicted with a 12 field alphanumeric system, i.e. xxxx-xxxx-xxxx. This chapter utilizes the following methodology:

a. Field one – Each event in this chapter begins with “0302” indicating that the event is for Infantry Officers.

b. Field two – This field is alpha characters indicating a functional area. Functional areas for Infantry Officers are:

OFF – Offensive Operations
DEF – Defensive Operations
MOUT – Mil Ops in Urban Terrain
FSPT – Fire Support
PAT – Patrol
OPS – Operations
TRNG – Training

c. Field three - This field provides numerical sequencing.

7020. ADMINISTRATIVE NOTES

Each Event contains a paragraph that describes internal and external Support Requirements the unit and Marines will need to complete the event. Ranges/Training Areas are described in this section with plain-language description. They are also described using the Range/Facility Codes that identify the type of range and/or training area needed to accomplish the Event. Marines can use the codes to find information about available ranges at their geographic location by using the web-based Range/Training Area Management System (see TECOM website). Ultimate use of the Range/Training Area Code is to relate ranges to readiness by identifying those Events that cannot be accomplished at a certain location due to lack of ranges.

7030. PREREQUISITES

The Marine Infantry Officer will have completed The Basic School (TBS) and Infantry Officer’s Course (IOC), Quantico, VA.

7040. BILLET DESCRIPTIONS/CORE CAPABILITIES

CAREER PROGRESSION PHILOSOPHY

The Infantry Officer will complete the Infantry Officers Course (IOC) at Quantico, VA. Upon graduation, the Infantry Officer will conduct additional Level 2000 training in an Infantry unit in a variety of billets. Level 2 training continues through completion of Career, Intermediate, and Advanced Level Professional Military Education (PME), available through resident, seminar and distance learning courses.

BILLET: **Rifle Platoon Commander, Infantry Company**

The Rifle Platoon Commander carries out the orders of the Infantry Company Commander. He is proficient with all T/O weapons with-in his platoon. He is responsible for training his unit to perform METs assigned by his company commander's METLs. He is responsible for deployment and tactical employment of his unit. He is responsible for the discipline, morale, and welfare of his unit. A Lieutenant holds the Rifle Platoon Commander billet.

Core Capabilities:
1. Trains the platoon in the performance of tasks that support company training objectives.
2. Maintains the welfare and discipline of a platoon.
3. Makes operational planning recommendations to the Infantry Company Commander.
4. Develops a 5-paragraph operations order to support accomplishment of an infantry company’s tactical mission.
5. Prepares a map overlay.
6. Prepares platoon reports and briefs.
7. Proficient in use and employment of all weapons organic to a rifle platoon.
8. Engages targets with an M136 AT-4 rocket launcher and casualty-producing hand grenades.
9. Emplaces and recovers an M18A1 Claymore mine.
10. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.
11. Land navigates to designated points using a topographic map, lensatic compass, protractor, and global positioning equipment while dismounted and mounted.
12. Performs self-aid and buddy aid.
13. Assumes mission oriented protective posture against the effects of chemical and biological agents.
14. Communicates using proper communications procedures with organic wired and wireless communications.
15. Calls for indirect fire.
16. Requests close air support.
17. Integrates supporting fires in accomplishment of an assigned mission.
18. Proficient in Helicopter Landing Zone (HLZ) procedures.
19. Leads the platoon in tactical operations as part of a rifle company.
20. Proficient marksman with T/O weapon.
21. Capable of performing operator maintenance for, and is proficient in employment of, all optics assigned to the rifle platoon.

22. Proficient in proper combat reporting procedures.

BILLET: **Weapons Platoon Commander, Infantry Company**

The Weapons Platoon Commander carries out the orders of the Infantry Company Commander. He is proficient with all personal and crew-served weapons within his unit. He is responsible for ensuring his sections are trained to each MET assigned by his company commander's METL. He is responsible for deployment and tactical employment of his unit. He is responsible for the discipline, morale, and welfare of his unit. A Lieutenant holds the Weapons Platoon Commander billet.

Core Capabilities:
1. Trains the platoon in the performance of tasks that support company training objectives.
2. Maintains the welfare and discipline of a platoon.
3. Makes operational planning recommendations to the Infantry Company Commander.
4. Makes recommendations to the Infantry Company Commander with respect to employment of the medium machinegun section, the 60mm mortar section, and the assault section.
5. Proficient in the use and employment of all weapon systems organic to a rifle company weapons platoon.
6. Makes recommendations to the Infantry Company Commander with respect to integration of indirect fire weapons with infantry company's tactical mission.
7. Develops company-level fire support documents in support of company commander's intent and mission.
8. Coordinates efforts of attached Artillery Forward Observer Team, Naval Gunfire Spot Team, and Forward Air Control Party in support of company commander's intent for fire support.
9. Calls for indirect fire.
10. Requests close air support.
11. Develops a 5-paragraph operations order to support accomplishment of an infantry company’s tactical mission.
12. Prepares a map overlay.
13. Prepares platoon reports and briefs.
14. Prepares company level reports and briefs regarding fire support and supporting arms.
15. Proficient with an M136 AT-4 rocket launcher and casualty-producing hand grenades and their employment.
16. Proficient in the employment of an M18A1 Claymore mine.
17. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.
18. Land navigates to designated points using a topographic map, lensatic compass, protractor, and global positioning equipment.
19. Proficient in Helicopter Landing Zone (HLZ) procedures.
20. Performs self-aid and buddy aid.
21. Assumes mission oriented protective posture against the effects of chemical and biological agents.
22. Communicates using proper communications procedures with organic wired and wireless communications.
23. Utilizes laser range finding and laser designating equipment in employing supporting arms.
24. Leads his platoon in tactical operations as part of a rifle company.

25. Proficient marksman with T/O weapon.
26. Proficient in operation of a Fire Support Coordination Center to support accomplishment of battalion/rifle company's tactical mission.

BILLET: Heavy Machinegun Platoon Commander, Weapons Company

The Heavy Machinegun Platoon Commander carries out the orders of the Weapons Company Commander, Battalion Commander and Battalion S-3. He is proficient with all personal and crew-served weapons T/E to his platoon. He is responsible for deployment and tactical employment of his unit. He is responsible for the discipline, morale, and welfare of his unit. A First Lieutenant holds the Heavy Machinegun Platoon Commander billet.

Core Capabilities:
1. Trains the platoon in the performance of tasks that support company training objectives.
2. Makes operational planning recommendations to the Weapons Company Commander.
3. Advises the Battalion Commander and supported company commanders on tactical employment of the heavy machinegun platoon.
4. Proficient in the use and employment of all weapon systems organic to a heavy machine gun platoon.
5. Proficient marksman with T/O weapon.
6. Requests close air support.
7. Develops a 5-paragraph operations order to support accomplishment of the heavy machinegun platoon.
8. Prepares a map overlay.
9. Assists in the preparation of company reports and briefs.
10. Prepares company level reports and briefs regarding fire support and supporting arms.
11. Engages targets with an M136 AT-4 rocket launcher and casualty-producing hand grenades.
12. Emplaces and recovers an M18A1 Claymore mine.
13. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.
14. Land navigates to designated points using a topographic map, lensatic compass, protractor, and global positioning equipment.
15. Performs self-aid and buddy aid.
16. Assumes mission oriented protective posture against the effects of chemical and biological agents.
17. Communicates using proper communications procedures with organic wired and wireless communications.
18. Utilizes laser range finding and laser designating equipment in employing supporting arms.
19. Assists in controlling movement of the company.
20. Proficient in Helicopter Landing Zone (HLZ) procedures.
21. Leads his platoon in tactical operations as part of a weapons company.
22. Calls for indirect fire.

BILLET: 81mm Mortar Platoon Commander, Weapons Company

The 81mm Mortar Platoon Commander carries out the orders of the Weapons Company Commander, BN S-3 and Battalion Commander. He is proficient with all

personal and crew-served weapons T/E to his platoon. He is responsible for training his sections to each MET assigned by the company commander and battalion commander's METLs. He is responsible for deployment and tactical employment of his unit. He is responsible for the discipline, morale, and welfare of his unit. A Lieutenant holds the 81mm Mortar Platoon Commander billet.

Core Capabilities:
1. Trains the platoon in the performance of tasks that support company/ battalion training objectives.
2. Advises the Fire Support Coordinator (FSC) and Battalion Commander on tactical employment of the battalion mortar platoon.
3. Proficient in the use and employment of the 81mm mortar.
4. Makes recommendations to the Weapons Company Commander with respect to integration of indirect fire weapons with infantry company's tactical mission.
5. Develops company-level fire support documents in support of company commander's intent and mission.
6. Calls for indirect fire.
7. Requests close air support.
8. Develops a 5-paragraph operations order to support accomplishment of a battalion/rifle company’s tactical mission.
9. Prepares a map overlay.
10. Assists in the preparation of company reports and briefs.
11. Prepares company level reports and briefs regarding fire support and supporting arms.
12. Proficient marksman with T/O weapon.
13. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.
14. Land navigates to designated points using a topographic map, lensatic compass, protractor, and global positioning equipment.
15. Performs self-aid and buddy aid.
16. Assumes mission oriented protective posture against the effects of chemical and biological agents.
17. Communicates using proper communications procedures with organic wired and wireless communications.
18. Proficient in Helicopter Landing Zone (HLZ) procedures.
19. Proficient in operation of a Fire Support Coordination Center to support accomplishment of battalion/rifle company's tactical mission.
20. Leads his platoon in tactical operations as part of a weapons company.
21. Emplaces and recovers an M18A1 Claymore mine.

BILLET: Anti-armor Platoon Commander, Weapons Company

The Anti-armor Platoon Commander carries out the orders of the Weapons Company Commander, BN S-3 and Battalion Commander. He is proficient with all personal and crew-served weapons T/E to his platoon. He is responsible for training his sections to each MET assigned by the company commander and battalion commander's METLs. He is responsible for deployment and tactical employment of his unit. He is responsible for the discipline, morale, and welfare of his unit. A Lieutenant holds the 81mm Mortar Platoon Commander billet.

Core Capabilities:

1. Trains the platoon in the performance of tasks that support company training objectives.
2. Advises the Battalion Commander and supported company commanders on employment of anti-armor weapons.
3. Proficient in the use and employment of the Javelin anti-tank weapon system.
4. Proficient in the use and employment of the TOW anti-tank weapon system.
5. Makes recommendations to the Weapons Company Commander with respect to integration of direct fire weapons with infantry company's tactical mission.
6. Develops company-level fire support documents in support of company commander's intent and mission.
7. Calls for indirect fire.
8. Requests close air support.
9. Develops a 5-paragraph operations order to support accomplishment of a battalion/rifle company’s tactical mission.
10. Prepares a map overlay.
11. Assists in the preparation of company reports and briefs.
12. Prepares company level reports and briefs regarding fire support and supporting arms.
13. Proficient marksman with T/O weapon.
14. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.
15. Land navigates to designated points using a topographic map, lensatic compass, protractor, and global positioning equipment.
16. Performs self-aid and buddy aid.
17. Assumes mission oriented protective posture against the effects of chemical and biological agents.
18. Communicates using proper communications procedures with organic wired and wireless communications.
19. Proficient in Helicopter Landing Zone (HLZ) procedures.
20. Leads his platoon in tactical operations as part of a weapons company.
21. Emplaces and recovers an M18A1 Claymore mine.

BILLET: Executive Officer, Rifle Company

The Executive Officer, Rifle Company carries out the orders of the Infantry Company Commander and serves as Company Commander is his absence. He ensures each MET of the Company Commander’s METLs is safely and properly satisfied. He is proficient with all personal and crew-served weapons in the company. He acts as platoon commander for all company headquarters personnel. He assists the commander to deploy and tactical employ the unit. A First Lieutenant holds the Executive Officer billet.

Core Capabilities:
1. Assumes command in commander's absence.
2. Makes operational planning recommendations to the Infantry Company Commander.
3. Develops a 5-paragraph operations order to support accomplishment of an infantry company’s tactical mission.
4. Prepares a map overlay.
5. Prepares company reports and briefs.
6. Proficient in use and employment of all weapons organic to a rifle company.
7. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.

8. Land navigates to designated points using a topographic map, lensatic compass, protractor, and global positioning equipment.
9. Performs self-aid and buddy aid.
10. Assumes mission oriented protective posture against the effects of chemical and biological agents.
11. Communicates using proper communications procedures with organic wired and wireless communications.
12. Calls for indirect fire.
13. Requests close air support.
14. Integrates supporting fires in accomplishment of an assigned mission.
15. Proficient in Helicopter Landing Zone (HLZ) procedures.
16. Supports the company in tactical operations as part of a rifle battalion.
17. Proficient marksman with T/O weapon.

BILLET: Executive Officer, Weapons Company

The Executive Officer, Weapons Company carries out the orders of the Weapons Company Commander and serves as Company Commander is his absence. He ensures each MET of the Company Commander's METLs is safely and properly satisfied. He is proficient with all personal and crew-served weapons in the company. He acts as platoon commander for all company headquarters personnel. He acts as the Assistant Fire Support Coordinator in the Company Commander's Absence. He assists the commander to deploy and tactical employ the unit. A Captain holds the Executive Officer billet.

Core Capabilities:
1. Assumes command in commander's absence.
2. Makes operational planning recommendations to the Weapons Company Commander.
3. Develops a 5 paragraph operations order to support accomplishment of a weapons company’s tactical mission.
4. Prepares a map overlay.
5. Land navigates to designated points using a topographic map, lensatic compass, protractor, and global positioning equipment.
6. Prepares company reports and briefs.
7. Proficient in employment of all weapons organic to a weapons company.
8. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.
9. Performs self-aid and buddy aid.
10. Assumes mission oriented protective posture against the effects of chemical and biological agents.
11. Communicates using proper communications procedures with organic wired and wireless communications.
12. Calls for indirect fire.
13. Requests close air support.
14. Integrates supporting fires in accomplishment of an assigned mission.
15. Proficient in Helicopter Landing Zone (HLZ) procedures.
16. Supports the company in tactical operations as part of a rifle battalion.
17. Proficient marksman with T/O weapon.
18. Proficient in all facets of unit training management.
19. Proficient in operation of a Fire Support Coordination Center.

BILLET: Executive Officer, Headquarters and Service Company

The Executive Officer, H&S Company carries out the orders of the H&S Company Commander and serves as Company Commander is his absence. He ensures each MET of the Company Commander's METLs is safely and properly satisfied. He is proficient with all personal and crew-served weapons in the company. He acts as platoon commander for all company headquarters personnel. He acts as the Battalion Headquarter’s Commandant in the Company Commander’s absence (COC, remote antenna farms, Re-trans sites). He assists the commander in tactical employment of H&S Marines in support of the Battalion’s Command and Control Plan. The Executive Officer billet is heal by a First Lieutenant.

Core Capabilities:
1. Assumes command in commander's absence.
2. Proficient in all tasks as assistant headquarters commandant.
3. Prepares company reports and briefs.
4. Proficient marksman with T/O weapon.
5. Performs self-aid and buddy aid.
6. Assumes mission oriented protective posture against the effects of chemical and biological agents.
7. Communicates using proper communications procedures with organic wired and wireless communications.
8. Calls for indirect fire.
9. Requests close air support.
10. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.
11. Proficient in all facets of unit training management.
12. Prepares a map overlay.

BILLET: Rifle Company Commander, Infantry Battalion

The Rifle Company Commander, Infantry Battalion, carries out the orders of the Infantry Battalion Commander. He is responsible for training and employment of his unit. He is responsible for the discipline, morale, and welfare of his unit. He is responsible for equipment and material readiness. A Captain holds the Rifle Company Commander billet.

Core Capabilities:
1. Trains the company in the performance of tasks that support battalion training objectives.
2. Maintains the welfare and discipline of a company.
3. Makes operational planning recommendations to the battalion operations officer.
4. Develops a 5-paragraph operations order to support accomplishment of an infantry company’s tactical mission.
5. Prepares a map overlay.
6. Prepares company reports and briefs.
7. Proficient in use and employment of all weapons organic to a rifle company.
8. Proficient marksman with T/O weapon.
9. Land navigates to designated points using a topographic map, lensatic compass, protractor, and global positioning equipment.
10. Performs self-aid and buddy aid.
11. Assumes mission oriented protective posture against the effects of

chemical and biological agents.
12. Communicates using proper communications procedures with organic wired and wireless communications.
13. Calls for indirect fire.
14. Requests close air support.
15. Integrates supporting fires in accomplishment of an assigned mission.
16. Proficient in Helicopter Landing Zone (HLZ) procedures.
17. Leads the company in tactical operations as part of an infantry battalion.

BILLET: Weapons Company Commander, Infantry Battalion

The Weapons Company Commander, Infantry Battalion, carries out the orders of the Infantry Battalion Commander. He is proficient with all personal and crew-served weapons in the battalion. He is responsible for the discipline, morale, and welfare of his unit. He is responsible for training the company. He is the BN Fire Support Coordinator. This billet is held at the rank of Major.

Core Capabilities:
1. Trains the company in the performance of tasks that support battalion training objectives.
2. Maintains the welfare and discipline of a company.
3. Makes operational planning recommendations to the battalion operations officer.
4. Develops a 5-paragraph operations order to support accomplishment of an weapons company’s tactical mission.
5. Prepares a map overlay.
6. Prepares company reports and briefs.
7. Proficient in use and employment of all weapons organic to a weapons company.
8. Proficient marksman with T/O weapon.
9. Land navigates to designated points using a topographic map, lensatic compass, protractor, and global positioning equipment.
10. Performs self-aid and buddy aid.
11. Assumes mission oriented protective posture against the effects of chemical and biological agents.
12. Communicates using proper communications procedures with organic wired and wireless communications.
13. Calls for indirect fire.
14. Requests close air support.
15. Integrates supporting fires in accomplishment of an assigned mission.
16. Proficient in Helicopter Landing Zone (HLZ) procedures.
17. Leads the company in tactical operations as part of an infantry battalion.
18. Coordinates efforts of Artillery Forward Observer Team, Naval Gunfire Spot Team, and Forward Air Control Party in support of Battalion Commander's intent for fire support.
19. Serves as battalion Fire Support Coordinator.

BILLET: Headquarters and Service Company Commander, Infantry Battalion

The Commanding Officer, H&S Company carries out the orders of the BN S-3 and BN Commander. He ensures each MET of the Battalion Commander's METLs is

safely and properly satisfied. He is proficient with all personal and crew-served weapons in the company. He acts as the Battalion Headquarter's Commandant. He tactically employs of H&S Marines in support of the Battalion's C2 Plan (COC, remote antenna farms, Re-trans sites). The Headquarters and Service Company Commander is a Captain.

Core Capabilities:
1. Serves as headquarters commandant for an infantry battalion.
2. Maintains the welfare and discipline of a company.
3. Responsible for installation, movement, and security of tactical battalion headquarters.
4. Develops a 5-paragraph operations order to support accomplishment of a headquarters company’s tactical mission.
5. Prepares a map overlay.
6. Prepares company reports and briefs.
7. Proficient marksman with T/O weapon.
8. Land navigates to designated points using a topographic map, lensatic compass, protractor, and global positioning equipment.
9. Performs self-aid and buddy aid.
10. Assumes mission oriented protective posture against the effects of chemical and biological agents.
11. Communicates using proper communications procedures with organic wired and wireless communications.

BILLET: Assistant Operations Officer, Infantry Battalion/Regiment

The Assistant Operations Officer, Infantry Battalion/Regiment, carries out the orders of the Operations Officer, Infantry Battalion/Regiment. BN S3A serves as the Operation Officer in his absence. BN S-3A serves as OPT leader for BN/Regiment operational planning teams. BN S-3A is a Captain. Regimental S-3A is a Major.

Core Capabilities:
1. Assists operations officer with planning, coordinating, and supervising tactical employment of units.
2. Assumes responsibility of training management for the battalion/regiment.
3. Assists in preparation of battalion/regiment reports and briefs.
4. Prepares a map overlay.
5. Prepares battalion reports and briefs.
6. Proficient marksman with T/O weapon.
7. Performs self-aid and buddy aid.
8. Assumes mission oriented protective posture against the effects of chemical and biological agents.
9. Communicates using proper communications procedures with organic wired and wireless communications.

BILLET: Operations Officer, Infantry Battalion/Regiment

The Operations Officer, Infantry Battalion/Regiment carries out the orders of the Commanding Officer, Infantry Battalion/Regiment. He runs day-to-day and future operations of his unit. He employs the battalion/regiment to achieve commander's intent. BN S-3 is a Major. Regimental S-3 is a LtCol.

Core Capabilities:
1. Assumes staff responsibility for organization, training, and tactical operations of an infantry battalion/regiment.
2. Responsible for planning, coordinating, and supervising tactical employment of units.
3. Responsible for integrating fires and maneuver to support accomplishment of battalion/regiment tactical mission.
4. Responsible for determining priorities for allocation of personnel, weapons, equipment, and ammunition.
5. Makes operational planning recommendations to the Battalion/Regimental Commander.
6. Prepares battalion/regiment reports and briefs.
7. Performs self-aid and buddy aid.
8. Assumes mission oriented protective posture against the effects of chemical and biological agents.
9. Communicates using proper communications procedures with organic wired and wireless communications.
10. Proficient marksman with T/O weapon.

BILLET: Executive Officer, Infantry Battalion/Regiment

The Executive Officer, Infantry Battalion/Regiment, carries out the orders of the Commanding Officer, Infantry Battalion/Regiment. He serves in the role of Commander in his absence. A Major holds the Executive Officer, Infantry Battalion billet. The Executive Officer, Infantry Regiment billet is held by a Lieutenant Colonel.

Core Capabilities:
1. Second in command, assumes command in commander's absence.
2. Coordinates all action of the battalion/regiment staff.
3. Supervises staff planning process.
4. Supervises operation of the main echelon.
5. Ensures battalion/regiment reports are made as required to higher and adjacent commanders.
6. Supervises planning of future operations.
7. Maintains awareness of all information flow to Battalion/Regiment Commander.
8. Proficient marksman with T/O weapon.

BILLET: Commanding Officer, Infantry Battalion/Regiment, Infantry Division

The Commanding Officer, Infantry Battalion/Regiment, carries out the orders of the Commanding Officer, Infantry Battalion/Commanding General, Infantry Division. He carries, performs operator maintenance for, and is a proficient marksman with the M9 service pistol. He is responsible for deployment and tactical employment of his unit. He is responsible for the discipline, morale, and welfare of his unit. The Commanding Officer, Infantry Battalion billet is held by a Lieutenant Colonel. A Colonel holds the Commanding Officer, Infantry Regiment billet.

Core Capabilities:
1. Responsible for effective command and control of a battalion/

regiment.
2. Disseminates guidance and intent to subordinate commanders.
3. Trains the battalion/regiment in the performance of tasks that support mission objectives.
4. Maintains the welfare and discipline of a battalion/regiment.
5. Proficient marksman with T/O weapon.

7050. INDEX OF COLLECTIVE EVENTS BY LEVEL

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0302-DEF-1305		Employ Anti-armor assets in support of defensive operations	7-20
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0302-DEF-1303		Direct the employment of 60mm/81mm mortars in support of defensive operations	7-18
0302-DEF-1304		Employ assault (0351) units in support of defensive operations	7-19
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0302-FSPT-2301		Prepare the fire support execution matrix	7-35
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0302-OPS-2201		Supervise the operations in the Fire Support Coordination Center (FSCC)	7-37
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0302-PAT-1102		Write a five-paragraph order	7-31
0302-PAT-1103		Issue an order	7-32
0302-PAT-1104		Lead a patrol	7-33
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0302-TRNG-1102		Construct an Operations Risk Management (ORM) assessment	7-34
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7070. 1000-LEVEL 0302 INDIVIDUAL EVENTS

0302-DEF-1301: Plan and execute defensive operations

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

BILLETS: All 0302 billets

INITIAL TRAINING SETTING: FS

CONDITION: Given a unit, an assigned area or sector from which to defend, and an order with a mission to conduct defensive operations.

STANDARD: To satisfy commander's intent.

PERFORMANCE STEPS:
1. Conduct map and leader's reconnaissance.
2. During the leader's reconnaissance the following tasks should be completed: establish local security through observation/listening posts; identify, assign, and mark squad positions; assign sectors of fire to each squad; identify and mark positions for crew served weapons; ensure that crew served weapons are emplaced along likely enemy avenues of approach, and in accordance with the Principles of Machine Gun Employment (Pairs, Interlocking, Coordinating, Mutual Support, Defilade, Enfilading Fire, Economy of Fire, Protection); assign PDF/FPL for crew served weapons; identify and possibly emplace OP/LPs; identify and mark platoon command post.
3. Return to ORP and brief the unit on any changes to the occupation plan.
4. Occupy the defense by the Crow's Foot, Bent-L, or Combination method.
5. Identify primary fighting positions.
6. Emplace sector bags or sector stakes to mark individual sectors of fire.
7. Produce range cards and fireteam/squad fire plan sketches.
8. Establish trigger lines, engagement criteria, and target precedence for all weapon systems.
9. Identify alternate and supplementary positions.
10. Coordinate and ensure that the unit is tied in with adjacent units.
11. Plan for fires in support of the defense that include, but are not limited to, gaps in direct fire and dead space.
12. Register indirect FPF.
13. Submit list of targets to higher.
14. Receive target list from higher.
15. Collect fire plan sketches from subordinate units and refine positions as required.
16. Complete unit fire plan sketch.
17. Submit unit fire plan sketch to higher.
18. Entrench.
19. Initiate patrolling plan.
20. Emplace obstacles to disrupt, turn, fix, or block the movement of the enemy.
21. Emplace communication wire between the command post, the squad positions, and the observation posts/listening posts.
22. Identify alternate and supplementary positions.
23. Emplace sector bags or sector stakes to mark individual sectors of fire for alternate and supplementary positions.
24. Dig skirmisher trenches for alternate and supplementary positions.
25. Rehearse movement to alternate and supplementary positions.

26. Develop counter-attack plan.
27. Rehearse counter-attack plan.
28. Register final protective fires.
29. Develop sleep plan.
30. Continue to improve the defense.

REFERENCES:
1. Unit Combat SOP
2. FM 90-10-1 Infantryman's Guide to Combat in Built-Up Areas
3. FMFM 2-11 Anti-armor Operations
4. FMFM 6-4 Marine Rifle Company
5. FMFM 6-5 Marine Rifle Platoon/Squad

SUPPORT REQUIREMENTS:
1. Maneuver/Training area

RANGE/TRAINING AREA:
Facility Code 17330 Covered Training Area
Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17962 MOUT Collective Training Facility, Small (<24 Bldgs)

ADMINISTRATIVE INSTRUCTIONS:
1. Training event is not limited to live fire for 0302. If performance steps are satisfied, this T&R event can be achieved with training facilities such as CAST facility, sand table, TEWT, etc.
2. This includes all defensive operations, to include MOUT and counter-mechanized.

0302-DEF-1302: Employ machineguns in support of defensive operations

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

BILLETS: All 0302 billets

INITIAL TRAINING SETTING: FS

CONDITION: Given machineguns and an order with a mission to conduct defensive operations.

STANDARD: Achieve desired effects of machinegun fires in support of the ground scheme of maneuver.

PERFORMANCE STEPS:
1. Determine method of support.
2. Determine type of fires to be employed, target precedence, and engagement criteria.
3. Ensure that crew-served weapons are emplaced along likely enemy avenues of approach, and in accordance with the Principles of Machine Gun Employment (Pairs, Interlocking, Coordinating, Mutual Support, Defilade, Enfilading Fire, Economy of Fire, Protection)
4. Identify alternate and supplementary positions.
5. Ensure coordination is conducted with adjacent units.
6. Create range cards.
7. Supervise registration of fires--if applicable and/or practical.
8. Coordinate signal plan.

REFERENCES:
1. MCWP 3-15.1 Machine Guns and machine Gun Gunnery

SUPPORT REQUIREMENTS:
1. Maneuver/Training area

RANGE/TRAINING AREA:
Facility Code 17330 Covered Training Area
Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17962 MOUT Collective Training Facility, Small (<24 Bldgs)

ADMINISTRATIVE INSTRUCTIONS:
1. Training event is not limited to live fire for 0302. If performance steps are satisfied, this T&R event can be achieved with training facilities such as CAST facility, sand table, TEWT, etc.
2. If weapons platoon assets are attached, employment is directed by attached unit commander.
3. This includes all defensive operations, to include MOUT and counter-mechanized strong point.

0302-DEF-1303: Direct the employment of 60mm/81mm mortars in support of defensive operations

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

BILLETS: All 0302 billets

INITIAL TRAINING SETTING: FS

CONDITION: Given a mortar (0341) unit and an order to conduct defensive operations.

STANDARD: Achieve desired effects from mortar (0341) unit in support of the ground scheme of maneuver.

PERFORMANCE STEPS:
1. Determine method of employment, priority targets, priority of fires, tentative primary firing position, signals, and logistics.
2. Integrate employment plan with external fire support assets.
3. Position mortars to best support defense and counterattack plan.
4. Designate alternate and supplementary positions.
5. Identify Final Protective Fire (FPF) location.
6. Register FPF if practical.
7. Register additional planned targets if practical.
8. Ensure data for FPF is maintained on guns.
9. Plan for resupply.
10. Deconflict requests for 60mm / 81mm mortar fires.
11. Coordinate signal plan.

REFERENCES:
1. TM 09922A-10/1 M252 81mm Mortar Operator's Manual
2. TM 9-1010-223-10 Lightweight Company Mortar, M224
3. TM 08206A-10/1A Operator's Manual, M224 60mm Lightweight Company Mortar
4. FM 23-90 Mortars
5. FM 23-91 Mortar Gunnery
6. FM 7-90 Tactical Employment of Mortars

SUPPORT REQUIREMENTS:
1. Maneuver/Training area

RANGE/TRAINING AREA:
Facility Code 17330 Covered Training Area
Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17430 Impact Area; Dudded
Facility Code 17670 Mortar Range

ADMINISTRATIVE INSTRUCTIONS:
1. Training event is not limited to live fire for 0302. If performance steps are satisfied, this T&R event can be achieved with training facilities such as CAST facility, sand table, TEWT, etc.

0302-DEF-1304: Employ assault (0351) units in support of defensive operations

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

BILLETS: Rifle Plt Cmdr, Wpns Plt Cmdr, Anti-Armor Plt Cmdr, H&S CO & XO.

INITIAL TRAINING SETTING: FS

CONDITION: Given an assault (0351) unit and an order to conduct defensive operations.

STANDARD: Achieved desired effects from assault (0351) unit in support of the ground scheme of maneuver.

PERFORMANCE STEPS:
1. Task organizes as required to support defensive scheme of maneuver.
2. Determine type of fires to be employed, target precedence, and engagement criteria.
3. Consider employment of assault unit to assist in construction of obstacles.
4. Identify hot and cold positions.
5. Rehearse movement to and from hot and cold positions.
6. Identify alternate and supplementary positions.
7. Ensure coordination is conducted with adjacent units.
8. Compile completed range cards and ensure integration of fires, in accordance with defensive plan.

REFERENCES:
1. TM 9-1375-213-12 Demolition Materials
2. TM 08673A-25&P/2A Launcher, Assault Rocket 83mm (SMAW) MK 153 MOD 0
3. TM 08673A-10/1 Launcher, Assault Rocket 83mm (SMAW) MK 153 MOD 0
4. FM 5-25 Explosives and Demolitions
5. FMFM 2-11 Anti-armor Operations
6. FM 5-102 Countermobility

SUPPORT REQUIREMENTS:
1. Maneuver/Training area

RANGE/TRAINING AREA:
Facility Code 17330 Covered Training Area
Facility Code 17410 Maneuver/Training Area; Light Forces

Facility Code 17631 Light Antiarmor Weapons Range; Live Fire

ADMINISTRATIVE INSTRUCTIONS:
1. Training event is not limited to live fire for 0302. If performance steps are satisfied, this T&R event can be achieved with training facilities such as CAST facility, sand table, TEWT, etc.

0302-DEF-1305: Employ anti-armor assets in support of defensive operations

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

BILLETS: All 0302 billets

INITIAL TRAINING SETTING: FS

CONDITION: Given anti-armor assets and an order with a task to support defensive operations.

STANDARD: Achieve desired effects of anti-armor assets in support of the ground scheme of maneuver.

PERFORMANCE STEPS:
1. Determine method of support.
2. Determine target precedence, and engagement criteria, and trigger line.
3. Establish hot and cold positions.
4. Identify alternate and supplementary positions.
5. Ensure coordination is conducted with adjacent units.
6. Coordinate signal plan.

REFERENCES:
1. TM 08673A-10/1 Launcher, Assault Rocket 83mm (SMAW) MK 153 MOD 0
2. TM 09397A-10/3 Operator Maintenance Manual for Javelin Missile System
3. TM 09397B-12/1 Operator and Organizational Maintenance Manual for Javelin
4. TM 09397B-12/1 Operator and Organizational Maintenance Manual, JAVELIN (CD ROM)
5. FMFM 2-11 Anti-armor Operations
6. MCWP 3-15.5 Anti-armor Operations
7. TM 9-1425-450-12 TOW Weapon System Guided Missile System
8. TM 9-1425-472-12 TOW 2 Weapon System Guided Missile System M220E4

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17330 Covered Training Area
Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17631 Light Antiarmor Weapons Range; Live Fire

ADMINISTRATIVE INSTRUCTIONS:
1. Training event is not limited to live fire for 0302. If performance steps are satisfied, this T&R event can be achieved with training facilities such as CAST facility, sand table, TEWT, etc.

0302-DEF-1306: Prepare a platoon/company fire plan sketch

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

BILLETS: All 0302 billets

INITIAL TRAINING SETTING: FS

CONDITION: Given squad/platoon fire plan sketch.

STANDARD: Develop a fire plan sketch per the references.

PERFORMANCE STEPS:
1. See references.

REFERENCES:
1. MCRP 3-11.1A Commander's Tactical Handbook
2. MCWP 3-11.2 Marine Rifle Squad

SUPPORT REQUIREMENTS:

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

ADMINISTRATIVE INSTRUCTIONS:
1. Consideration of distance X of direct fire weapons, line of site/IV lines and planned indirect fires should be included.

0302-FSPT-1301: Plan for the employment of supporting arms

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

BILLETS: All 0302 billets

INITIAL TRAINING SETTING: FS

CONDITION: Given scheme of maneuver, assets available and commander's intent for fire support.

STANDARD: Develop plan that supports the scheme of maneuver in accordance with commander's intent for fire support.

PERFORMANCE STEPS:
1. Determine organic and non-organic fire support assets available.
2. Identify fire support control measures.
3. Plan targets in support of the scheme of maneuver.
4. Identify priority targets on known, suspected, and likely enemy positions/avenues of approach.
5. Submit list of targets to higher headquarters.
6. Receive target list from higher headquarters.
7. Make changes to fire support plan.
8. Integrate fire support plan with scheme of maneuver.
9. Disseminate fire support plan.
10. Adjust the fire support plan based on METT-TSL.

REFERENCES:
1. MCRP 3-11.1A Commander's Tactical Handbook

2. MCWP 3-11.1 Marine Rifle Company/Platoon
3. MCWP 3-23.1 Close Air support
4. MCWP 3-23 Offensive Air Support
5. FMFM 2-7 MAGTF Fires
6. FMFM 6-18 Fire Support Coordination in the Ground Combat Element
7. MCWP 3-23.1 Close Air Support
8. MCWP 3-23 Offensive Air Support
9. FM 7-90 Tactical Employment of Mortars
10. MCWP 3-16.6 Supporting Arms Observer, Spotter, and Controller

ADMINISTRATIVE INSTRUCTIONS:
1. Requirement to satisfy 6-month training interval is not limited to live fire exercises. CAST facilities, sand tables and terrain models will suffice.

0302-FSPT-1302: Employ supporting arms

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

BILLETS: All 0302 Billets

INITIAL TRAINING SETTING: FS

CONDITION: Given an operation order, a radio, call signs and frequencies, required weapons, equipment, and a priority of supporting arms.

STANDARD: To achieve desired effect(s) on target that supports the scheme of maneuver.

PERFORMANCE STEPS:
1. Determine available fire support assets.
2. Position observer(s) to best observe the target and support the scheme of maneuver.
3. Determine target location.
4. Determine type of fires available.
5. Determine appropriate munitions for selected target.
6. Plan for integration of fires to achieve a combined arms effect.
7. Establish communications with supporting agencies.
8. Deliver request for fires.
9. Adjust fires.
10. Transmit battle damage assessment.
11. Complete mission.

REFERENCES:
1. MCRP 3-16 Techniques and Procedures for Fire Support Coordination
2. MCRP 3-16A Tactics, Techniques, and Procedures for the Targeting Process
3. FMFM 6-18.1 Tactics, Techniques, and Procedures for the Marine Corps Fire Support System
4. MCWP 3-16.6 Supporting Arms Observer, Spotter, and Controller
5. FMFM 2-7 MAGTF Fires
6. FM 7-90 Tactical Employment of Mortars

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17430 Impact Area; Dudded
Facility Code 17670 Mortar Range

Facility Code 17671 Field Artillery Indirect Fire Range

ADMINISTRATIVE INSTRUCTIONS:
1. Requirements to satisfy this 6-month sustainment interval are not limited.

0302-FSPT-1303: Direct a Close Air Support (CAS) strike

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

BILLETS: Rifle Plt Cmdr, Wpns Plt Cmdr, Co Cmdr, Co XO, Anti-Armor Plt Cmdr, HMGuns Plt Cmdr.

INITIAL TRAINING SETTING: FS

CONDITION: Given a scenario involving a Close Air Support (CAS) strike with no Forward Air Controller (FAC), a topographic map, compass, protractor, a target, an attack aircraft with ordnance, and an information sheet containing: an aircraft call sign, mission number, type ordnance load, enemy situation, friendly situation, attack restrictions, and a radio frequency.

STANDARD: To achieve desired effect(s) on target that supports the scheme of maneuver.

PERFORMANCE STEPS:
1. See references (appropriate for Fixed Wing, Rotary Wing, AC-130, Joint Air).

REFERENCES:
1. MCWP 3-23.1 Close Air support
2. MCRP 3-16 Techniques and Procedures for Fire Support Coordination
3. JP 3-09.3 Joint Tactics, Techniques and Procedures for Close Air Support

SUPPORT REQUIREMENTS:
1. Combined Arms Staff Trainer

RANGE/TRAINING AREA:
Facility Code 17330 Covered Training Area
Facility Code 17430 Impact Area; Dudded
Facility Code 17936 Close Air Support Range

ADMINISTRATIVE INSTRUCTIONS:
1. Terminal controller should have: (1)"wings level" call from aircraft, (2) aircraft on correct azimuth, & (3) aircraft pointed at target prior to cleared hot call given--regardless of platform.
2. Includes acting as FIST, terminal controller, and/or FSCC.
3. Requirements to satisfy this 6-month sustainment interval.

0302-MOUT-1105: Plan and execute unit urban operations

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

BILLETS: All 0302 billets

INITIAL TRAINING SETTING: FS

CONDITION: Given a unit, an objective, and an order with a mission to conduct urban operations.

STANDARD: Execute tasks that support commander's intent in an urban operation.

PERFORMANCE STEPS:
1. Initiate reconnaissance plan.
2. Task-organize the unit for urban operations.
3. Initiate tactical deception, if planned.
4. Initiate preplanned fires--if needed.
5. Cross line of departure.
6. Isolate the objective.
7. Gain a foothold in limited objectives.
8. Maintain communications with subordinate units.
9. Report crossing of tactical control measures and securing interim objectives to higher headquarters.
10. Adjust, shift, and cease direct and indirect fires to support successes.
11. Breach obstacles.
12. Achieve objective.
13. Report status in accordance with unit SOP.
14. Receive ammo and casualty reports.
15. Arrange for resupply and MedEvac.
16. Issue fragmentary orders to units in preparation for follow-on missions.

REFERENCES:
1. FM 90-10-1 Infantryman's Guide to Combat in Built-Up Areas
2. FMFM 6-4 Marine Rifle Company
3. FMFM 6-5 Marine Rifle Platoon/Squad
4. MCWP 3-35.3 Military Operations on Urbanized Terrain
5. JP 3-06 Joint Doctrine for Urban Operations
6. MCRP 3-11.1A Commander's Tactical Handbook

SUPPORT REQUIREMENTS:
1. MOUT Facility/MOUT training area.

RANGE/TRAINING AREA:
Facility Code 17962 MOUT Collective Training Facility, Small (<24 Bldgs)

0302-MOUT-1106: Conduct convoy operations

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

BILLETS: All 0302 billets

INITIAL TRAINING SETTING: FS

CONDITION: Given the assets, route, and designated class of supply.

STANDARD: Plan and execute convoy.

PERFORMANCE STEPS:
1. Per the references.
2. See unit SOP.

REFERENCES:
1. MCWP 3-16.6 Supporting Arms Observer, Spotter and Controller
2. MCWP 3-23.1 Close Air support
3. MCRP 3-16 Techniques and Procedures for Fire Support Coordination
4. MCRP 4-11.3F Convoy Operations Handbook
5. MCRP 3-11.1A Commander's Tactical Handbook
6. FMFRP 4-19 Vehicle Recovery Operations
7. FM 21-26 Map Reading and Land Navigation
8. FM 5-36 Route Reconnaissance and Classification

SUPPORT REQUIREMENTS:

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

ADMINISTRATIVE INSTRUCTIONS:
1. Convoy operations are not limited to combat. Administrative movements, movements in CONUS, and any other significant motorized travel are applicable.

0302-MOUT-1107: Conduct cordon & search

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

BILLETS: All 0302 billets

INITIAL TRAINING SETTING: FS

CONDITION: Given an objective, higher headquarters order and unit.

STANDARD: Participate as part of the search, support or security element (or plan and execute all three).

PERFORMANCE STEPS:
1. Initiate reconnaissance plan.
2. Conduct planning and coordination with battalion and supporting/adjacent units.
3. Task organize the unit.
4. Issue order to all organic, attached, and supporting units.
5. Establish inner and outer cordons around search area/location and prevent movement into/out of the area.
6. Maintain communications with subordinate units.
7. Search all buildings or likely hiding sites for enemy weapons, equipment or other contraband.
8. Immediately report and attempt to exploit information gained from questioning civilians, detainees or from hidden caches.
9. React to enemy contact in accordance with unit SOP's briefed prior to the operation.
10. Upon completion of search, conduct retrograde of inner and outer cordon.

REFERENCES:
1. Unit Combat SOP
2. MCWP 3-31.2 Mine Warfare
3. MCWP 3-41.2 Raid Operations
4. MCWP 3-33.5 Counterinsurgency Operations
5. MCRP 4-11.8C Enemy Prisoner of War and Civilian Internees

6. MCRP 3-35.3 Military Operations on Urbanized Terrain (MOUT)
7. MCRP 3-33A Counter guerilla Operations
8. MCRP 3-11.1A Commander's Tactical Handbook
9. JP 3-07 Joint Doctrine for Military Operations Other Than War
10. FMFM 7-30, Counterinsurgency Operations

SUPPORT REQUIREMENTS:
1. MOUT Facility/MOUT training area

RANGE/TRAINING AREA:
Facility Code 17962 MOUT Collective Training Facility, Small (<24 Bldgs)

0302-OFF-1201: Plan and execute a unit's offensive operations

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

BILLETS: All 0302 billets

INITIAL TRAINING SETTING: FS

CONDITION: Given a unit, an objective, and an order with a mission to conduct an offensive operation.

STANDARD: Execute tasks that support commander's intent.

PERFORMANCE STEPS:
1. Initiate reconnaissance plan.
2. Initiate tactical deception, if planned.
3. Initiate prearranged fires.
4. Cross line of departure (LOD) at the specified time.
5. Report crossing of tactical control measures.
6. Overcome enemy forces enroute, without becoming decisively engaged or committing unnecessary forces.
7. Maintain status of units and positions to best influence the attack.
8. Adjust, shift, and cease direct and indirect fires to support successes.
9. Report status IAW unit SOP.
10. Upon consolidation receive ammo & casualty reports.
11. Arrange for resupply and casualty evacuation.
12. Issue fragmentary orders to units in preparation for follow-on missions.

REFERENCES:
1. MCRP 3-35.3 Military Operations on Urbanized Terrain (MOUT)
2. JP 3-06 Joint Doctrine for Urban Operations
3. MCRP 3-11.1A Commander's Tactical Handbook
4. MCWP 3-11.2 Marine Rifle Squad
5. FMFM 6-4 Marine Rifle Company
6. FMFM 6-5 Marine Rifle Platoon/Squad

SUPPORT REQUIREMENTS:

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

ADMINISTRATIVE INSTRUCTIONS:
1. If performance steps are all satisfied, training can be achieved with external support resources such as CAST facility, sand table, TEWT, etc.

2. Task can be performed as a deliberate or a hasty attack.

0302-OFF-1202: Employ machineguns in support of offensive operations

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

BILLETS: All 0302 billets

INITIAL TRAINING SETTING: FS

CONDITION: Given a machinegun unit and an order with a mission to conduct offensive operations.

STANDARD: Achieve desired effects of machinegun fires in support of the ground scheme of maneuver.

PERFORMANCE STEPS:
1. Determine method of support for machinegun units.
2. Provide appropriate signals for commence, shift, and cease.
3. Provide security for machinegun unit.
4. Ensure fires commence, shift, and cease on signal to support the attack.
5. Anticipate displacement requirements to ensure continuous support.
6. Direct positioning of machinegun units in consolidation.
7. Reposition machineguns for follow on missions.
8. Arrange for resupply.

REFERENCES:
1. TM 08686A-13&P/1 Mount, Machinegun, MK 64
2. TM 08670B-23&P/2 Organizational and Intermediate Maintenance Manual, Machinegun M240G 7.62MM
3. TM 08670B-10/1 Supplement 1, M240G
4. TM 08670A-10/1A Operator's Manual, Machinegun, 7.62mm, M240
5. FM 23-14 Squad Automatic Weapon, M249
6. TM 08611A-10/1 Operator's Manual, Machinegun, 5.56mm, M249
7. TM 9-1005-213-10 Operator's Manual, Machinegun, Caliber .50, M2
8. FMFM 6-5 Marine Rifle Platoon/Squad
9. MCWP 3-15.1 Machine Guns and Machine Gun Gunnery
10. MCWP 3-35.3 Military Operations on Urbanized Terrain

SUPPORT REQUIREMENTS:

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

ADMINISTRATIVE INSTRUCTIONS:
1. If weapons platoon assets are attached, employment is directed by attached unit commander.
2. This includes all offensive operations to include MOUT/mechanized/ fortified strong point.
3. If performance steps are satisfied, this T&R event can be achieved with training facilities such as CAST facility, sand table, TEWT, etc.

0302-OFF-1203: Direct the employment of 60mm/81mm mortars in support of offensive operations

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

BILLETS: All 0302 billets

INITIAL TRAINING SETTING: FS

CONDITION: Given a 60mm or 81mm mortar section and an order to conduct offensive operations.

STANDARD: Achieve desired effects of mortars in support of the ground scheme of maneuver.

PERFORMANCE STEPS:
1. Determine method of employment, priority targets, priority of fires, method of displacement, signals, and logistics.
2. Integrate employment plan with external fire support assets.
3. Coordinate signal plan.
4. Designate initial and subsequent firing positions.
5. Plan resupply.
6. Plan displacement requirements.
7. Deconflict requests for 60mm /81mm mortar fires.
8. Position 60mm /81mm mortar section to support consolidation.

REFERENCES:
1. FM 23-90 Mortars
2. FM 23-91 Mortar Gunnery
3. FM 7-90 Tactical Employment of Mortars
4. TM 00517A/09922A-23 Unit and Intermediate Direct Support Maintenance Manual
5. TM 08206A-10/1A Operator's Manual, M224 60mm Lightweight Company Mortar
6. TM 9-1010-223-10 Lightweight Company Mortar, M224
7. TM 08206A-10/1A Operator's Manual, M224 60mm Lightweight Company Mortar

SUPPORT REQUIREMENTS:
1. Maneuver/Training area

RANGE/TRAINING AREA:
Facility Code 17430 Impact Area; Dudded
Facility Code 17670 Mortar Range

ADMINISTRATIVE INSTRUCTIONS:
1. Training event is not limited to live fire for 0302. If performance steps are satisfied, this T&R event can be achieved with training facilities such as CAST facility, sand table, TEWT, etc.

0302-OFF-1204: Employ assault (0351) units in support of offensive operations

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

BILLETS: All 0302 billets

INITIAL TRAINING SETTING: FS

CONDITION: Given an assault (0351) unit in support of the ground scheme of maneuver.

STANDARD: Achieved desired effects from assault (0351) unit in support of the ground scheme of maneuver.

PERFORMANCE STEPS:
1. Task-organize as required to support scheme of maneuver.
2. Request additional assets (demolitions, rockets, etc.).
3. Coordinate signal plan as required.
4. Direct the employment of rocket assets.
5. Direct the employment of demolitions.
6. Position assault unit to best support consolidation.
7. Arrange for resupply.

REFERENCES:
1. TM 08673A-25&P/2A Launcher, Assault Rocket 83mm (SMAW) MK 153 MOD 0
2. TM 08673A-10/1 Launcher, Assault Rocket 83mm (SMAW) MK 153 MOD 0
3. TM 9-1375-213-12 Demolition Materials
4. FMFM 2-11 Anti-armor Operations
5. FM 5-250 Explosives and Demolitions

SUPPORT REQUIREMENTS:
1. Maneuver/Training area

RANGE/TRAINING AREA:
Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17631 Light Antiarmor Weapons Range; Live Fire
Facility Code 17830 Light Demolition Range

ADMINISTRATIVE INSTRUCTIONS:
1. Training event is not limited to live fire for 0302. If performance steps are satisfied, this T&R event can be achieved with training facilities such as CAST facility, sand table, TEWT, etc.

0302-OFF-1205: Employ anti-armor assets in support of offensive operations

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

BILLETS: All 0302 billets

INITIAL TRAINING SETTING: FS

CONDITION: Given an anti-armor asset and an operation order.

STANDARD: Achieve desired effects of anti-armor assets in support of the ground scheme of maneuver.

PERFORMANCE STEPS:
1. Determine method of support for anti-armor units.
2. Ensure use of hot and cold firing positions.
3. Provide security for anti-armor units.
4. Anticipate displacement requirements to ensure continuous support.
5. Direct position of anti-armor units in consolidation.
6. Reposition anti-armor units for follow on missions.
7. Arrange for resupply.

REFERENCES:
1. FM 7-91 Tactical Employment of Anti-armor Platoons, Companies, and Battalions
2. FMFM 2-11 Anti-armor Operations
3. MCWP 3-15.5 Anti-armor Operations
4. TM 9-1425-472-12 TOW 2 Weapon System Guided Missile System M220E4
5. TM 9-1425-450-12 TOW Weapon System Guided Missile System
6. TM 09397B-12/1 Operator and Organizational Maintenance Manual, JAVELIN (CD ROM)
7. TM 09397B-12/1 Operator and Organizational Maintenance Manual for Javelin
8. TM 09397A-10/3 Operator Maintenance Manual for Javelin Missile System
9. TM 08673A-25&P/2A Launcher, Assault Rocket 83mm (SMAW) MK 153 MOD 0
10. TM 08673A-10/1 Launcher, Assault Rocket 83mm (SMAW) MK 153 MOD 0

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17430 Impact Area; Dudded
Facility Code 17631 Light Antiarmor Weapons Range; Live Fire

ADMINISTRATIVE INSTRUCTIONS:
1. If performance steps are satisfied, this T&R event can be achieved with training facilities such as CAST facility, sand table, TEWT, etc.
2. This includes all offensive operations.

0302-OFF-1206: Direct the employment of demolitions

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

BILLETS: Wpns Plt Cmdr, H&S CO & XO, Anti-Armor Plt Cmdr

INITIAL TRAINING SETTING: FS

CONDITION: Given a unit, all necessary demolitions or field expedient demolitions, and an order with a mission to employ demolitions.

STANDARD: To successfully employ demolitions to accomplish the commander’s intent.

PERFORMANCE STEPS:
1. Determine demolition requirements.
2. Submit request for additional support and/or material.
3. Supervise preparation of charges and construction of field expedient demolitions.
4. Provide security for personnel emplacing demolitions.
5. Supervise emplacement of demolitions.
6. Detonate explosives.
7. Inspect detonation.

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17830 Light Demolition Range
Facility Code 17905 Mine Warfare Area

REFERENCES:
1. FM 20-32 Mine/Countermine Operations
2. FM 23-23 Antipersonnel Mine M18A1 Claymore
3. FM 5-250 Explosives and Demolitions
4. MCRP 3-17A Engineer Field Data
5. FMFM 13-7 MAGTF Breaching Operations
6. NWP 3-15 Mine Warfare
7. MCWP 3-35.3 Military Operations on Urbanized Terrain

0302-PAT-1101: Issue a warning order

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

BILLETS: All 0302 billets

INITIAL TRAINING SETTING: FS

CONDITION: Given a 5 paragraph order from higher headquarters, issue a warning order to subordinate leaders.

STANDARD: Subordinate leaders understand and execute tasks laid out in warning order.

PERFORMANCE STEPS:
1. Conduct METT-TSL.
2. Determine task organization.
3. Consider time line. Identify implied missions will have to be accomplished if the mission is to succeed.
4. Write the situation paragraph as a brief statement of the enemy and friendly situation.
5. Write the mission, exactly as it was received from higher headquarters.
6. Write coordinating instructions.
7. Write special instructions to subordinate leaders, special purpose teams, and key individuals.

REFERENCES:
1. MCWP 3-11.1 Marine Rifle Company/Platoon
2. FMFM 6-5 Marine Rifle Platoon/Squad
3. MCWP 3-11.2 Marine Rifle Squad
4. MCRP 3-11.1A Commander's Tactical Handbook

ADMINISTRATIVE INSTRUCTIONS:
1. Warning orders are applicable but not limited to combat or training.

0302-PAT-1102: Write a five paragraph order

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

BILLETS: All 0302 billets

INITIAL TRAINING SETTING: FS

CONDITION: Given a 5 paragraph order from higher headquarters write a 5 paragraph order for your platoon or company.

STANDARD: Develop an order that supports the higher headquarters' commander's intent.

PERFORMANCE STEPS:
1. Determine the mission, commander's intent, and specified tasks.
2. Analyze the enemy situation.
3. Analyze the friendly situation.
4. Analyze the combat power of attachments and/or detachments on the unit.
5. Analyze the fire support plan.
6. Develop the unit scheme of maneuver.
7. Develop the unit fire support plan.
8. Task organize the unit.
9. Analyze and Develop administration and logistics to determine the effect on the unit.
10. Determine unit administrative and logistic requirements.
11. Analyze higher command and signal plan.
12. Determine the unit command and signal plan.

REFERENCES:
1. MCWP 3-11.1 Marine Rifle Company/Platoon
2. MCWP 3-11.2 Marine Rifle Squad
3. MCRP 5-12A Operational Terms and Graphics
4. MCRP 3-11.1A Commander's Tactical Handbook

ADMINISTRATIVE INSTRUCTIONS:
1. Subordinate unit leaders have to clearly understand their specified tasks, implied tasks, distribution of labor, and priority of work.
2. Order includes but is not limited to combat operations.

0302-PAT-1103: Issue an order

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

BILLETS: All 0302 billets

INITIAL TRAINING SETTING: FS

CONDITION: Given a completed 5 paragraph order issue the order over a terrain model to subordinate leaders.

STANDARD: Subordinate leaders understand and execute tasks in support of commander's intent.

PERFORMANCE STEPS:
1. Assemble the unit around the terrain model/role call/time hack.
2. Orient unit leaders to terrain model.
3. Issue entire order before taking questions.
4. Establish time line for back-briefs, rehearsals, pre-combat inspections, weapons test fire and crossing line of departure.
5. Supervise.

REFERENCES:
1. MCRP 5-12A Operational Terms and Graphics
2. MCRP 3-11.1A Commander's Tactical Handbook
3. MCWP 3-11.1 Marine Rifle Company/Platoon
4. FMFM 6-5 Marine Rifle Platoon/Squad

ADMINISTRATIVE INSTRUCTIONS:
1. Use terrain models, maps, sand tables or any other material to support issue of the order.

0302-PAT-1104: Lead a patrol

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

BILLETS: All Company Grade 0302 billets

INITIAL TRAINING SETTING: FS

CONDITION: Given a mission to lead a patrol, required personnel and equipment.

STANDARD: The patrol is conducted IAW mission orders and unit SOPs.

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17410 maneuver/Training Area; Light Forces

0302-TRNG-1101: Serve as Officer in Charge or Range Safety Officer

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

BILLETS: All Company Grade 0302 billets

INITIAL TRAINING SETTING: FS

CONDITION: Given a unit requiring training, range facilities or off base training facilities.

STANDARD: Conduct training that accomplishes the commander’s training objective.

REFERENCES:
1. MCO P3570.1A Policies and Procedures for Firing Ammunition for Training, Target Practice and Combat
2. American Practical Navigator, Volumes I and II
3. MCRP 5-12.1C Risk Management
4. MCRP 3-11.2A Marine Troop Leader's Guide
5. MCRP 3-11.1A Commander's Tactical Handbook
6. MCRP 3-0B How to Conduct Training
7. MCRP 3-0A Unit Training Management Guide
8. Unit Combat SOP

ADMINISTRATIVE INSTRUCTIONS:
1. DODIC and weapons as required.
2. Each base/installation (if applicable) and unit have separate qualification standards. Both will be satisfied prior to serving as RSO or OIC.

0302-TRNG-1102: Construct an Operations Risk Management (ORM) assessment

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

BILLETS: All 0302 billets

INITIAL TRAINING SETTING: FS

CONDITION: Given any event.

STANDARD: Determine hazards, risks associated with each hazard, causes of each risk, employ control measures to mitigate risks.

PERFORMANCE STEPS:
1. See reference.

REFERENCES:
1. MCRP 5-12.1C Risk Management

ADMINISTRATIVE INSTRUCTIONS:
1. Re-emphasize any event from live fire exercise to administrative movement to Marines travel on leave or liberty.

7080. 2000-LEVEL 0302 INDIVIDUAL EVENTS

0302-FSPT-2301: Prepare the fire support execution matrix

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

BILLETS: All 0302 billets

INITIAL TRAINING SETTING: MOJT

CONDITION: Given the maneuver commander's guidance, the execution paragraph of the OPORD, fire support requirements, target list worksheet, fire support situation map, tactical situation overlay, paper, plotting equipment, and the references.

STANDARD: Prepare fire support matrix, include all subordinate units and all phases of the operation.

PERFORMANCE STEPS:
1. Construct the matrix.
2. Allocate fires and fire support tasks according to the scheme of maneuver and the fire support plan.
3. Disseminate the completed matrix to all Forward Observer (FO) teams and other pertinent subordinate units.
4. Monitor the operation to ensure the plan in the matrix is implemented correctly and updated, as necessary.

REFERENCES:
1. MCWP 3-23 Offensive Air Support
2. MCWP 3-16 Techniques and Procedures for Fire Support Coordination
3. MCRP 3-16C Tactics, Techniques and Procedures for Fire Support for the Combined Arms Commander (Dual Designate)
4. MCWP 3-16A Tactics, Techniques, and Procedures for the Targeting Process
5. MCWP 3-23.1 Close Air support
6. MCWP 3-16.4 Tactics Techniques and Procedures for the Field Artillery Manual Cannon Battery (Dual Designate)
7. MCWP 3-16.2 MCFSS Techniques and Procedures
8. MCWP 3-16.1 Artillery Operations

ADMINISTRATIVE INSTRUCTIONS:
1. Live fire not required to satisfy sustainment interval.

0302-FSPT-2302: Prepare a target list worksheet and scheduling worksheets

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

BILLETS: Rifle Plt Cmdr, Wpns Plt Cmdr, All Co Cmdrs, Co XO.

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a tactical scenario, a map with overlay, plotting equipment, a list of targets, a scheduling worksheet, a target list worksheet and commander's guidance.

STANDARD: Prepare a target list worksheet and schedule that supports

commander’s intent for fire support.

PERFORMANCE STEPS:
1. Identify uses of multiple target engagement (i.e., group, series, or program).
2. Plot targets on an overlay.
3. Prepare and submit a target list worksheet.
4. Prepare a scheduling worksheet for a preparation/counter preparation fire (based on the tactical situation), a series, and a group.
5. Utilize the NATO/ABCA targeting numbering system.
6. Utilize fire support coordination principles.

REFERENCES:
1. FM 6-20-40 Fire Support For Brigade Operations (Heavy)

0302-OPS-2101: Integrate company organic direct and indirect fire weapons into fire plans

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

BILLETS: Rifle Plt Cmdr, Wpns Plt Cmdr, CO Cmdrs and XOs

INITIAL TRAINING SETTING: MOJT

CONDITION: Given the references, the maneuver commander’s guidance, the company’s scheme of maneuver, current intelligence, and the order from the commander to plan the fires of the company’s organic indirect fire weapons.

STANDARD: Successfully support the scheme of maneuver/concept of operations, plan the integration of organic direct and indirect fire weapons into a fire plan.

PERFORMANCE STEPS:
1. Obtain and keep current information on weapon positions.
2. Know weapon characteristics, status, and capabilities.
3. Coordinate the plan with the Weapons Platoon Commanders/ Fire Support Coordinator.
4. Obtain Company Commander's approval of the plan.
5. Coordinate the plan with the Fire Support Coordination Center (FSCC).
6. Disseminate the plan to the appropriate agencies.

REFERENCES:
1. TM 9-1010-223-10 Lightweight Company Mortar, M224
2. TM 09922A-10/1 M252 81mm Mortar Operator's Manual
3. TM 08670A-10/1A Operator's Manual, Machinegun, 7.62mm, M240
4. TM 08611A-10/1 Operator's Manual, Machinegun, 5.56mm, M249
5. TM 08206A-10/1A Operator's Manual, M224 60mm Lightweight Company Mortar
6. MCWP 3-11.1 Marine Rifle Company/Platoon
7. MCRP 3-15.2A Mortars (Dual Designate)
8. IP 2-32 Anti-mechanized Weapons
9. IP 2-31 Infantry Mortars
10. FM 23-31 40mm Grenade Launchers M203 and M79
11. MCWP 3-16 Techniques and Procedures for Fire Support Coordination
12. FMFM 6-18.1 Tactics, Techniques, and Procedures for the Marine Corps Fire Support System

SUPPORT REQUIREMENTS:
1. Combined arms staff trainer

ADMINISTRATIVE INSTRUCTIONS:
1. Consideration of distance X direct fire weapons, line of sight/IV lines, mitigation of distance X, dead space, and proper IPB with MCOO should be considered.
2. Integration of weapons systems does not require live fire. CAST facilities, Sand tables, map exercises, blank fire and TEWTs will satisfy.

0302-OPS-2102: Resupply a unit

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

BILLETS: All 0302 billets

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a unit and an order with an implied or specified task requiring the resupply of unit.

STANDARD: Ensure the unit can logistically support the scheme of maneuver.

PERFORMANCE STEPS:
1. Begin detailed logistics planning upon receipt of higher headquarters order.
2. Identify actual, forecasted, and potential shortages in supplies and operational equipment.
3. Consolidate subordinate unit resupply requests.
4. Submit requests early in planning in order to not impair current or future operations.
5. Coordinate link-up point, resupply point(s), distribution point(s), and storage point(s) for equipment and ammunition.
6. Designate a security element and a recovery and distribution element.
7. Ensure supplies are tactically distributed, while maintaining security.
8. Continue with assigned mission.

REFERENCES:
1. FMFM 6-30 Employment of the Light Armored Reconnaissance Battalion
2. FMFM 6-4 Marine Rifle Company
3. FMFM 6-5 Marine Rifle Platoon/Squad

ADMINISTRATIVE INSTRUCTIONS:
1. If performance steps are satisfied, this T&R event can be achieved with training facilities such as CAST facility, sand table, TEWT, etc.
2. 0302 is ultimately responsible for the success and failure of the unit to include all classes of logistics. Platoon guides, Platoon sergeant, company gunnery sergeant and BN S-4 are a means to satisfy but 0302 is overall accountable.
3. Does not have to be related to combat exercise.

0302-OPS-2201: Supervise the operations in the Fire Support Coordination Center (FSCC)

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

BILLETS: Wpns Co Cmdr and XO

INITIAL TRAINING SETTING: MOJT

CONDITION: Given the references, a Fire Support Coordination Center (FSCC) complete with personnel and equipment, and a tactical situation requiring FSCC operations.

STANDARD: Plan, deconflict, and clear fire missions in support of commander's intent for fire support.

PERFORMANCE STEPS:
1. Per the references and unit SOPs.

REFERENCES:
1. MCRP 3-16 Techniques and Procedures for Fire Support Coordination
2. MCRP 3-16.6 Multi-service Procedures for the Joint Application of Firepower (J-Fires)
3. MCWP 3-16.2 MCFSS Techniques and Procedures
4. MCRP 3-16C Tactics, Techniques and Procedures for Fire Support for the Combined Arms Commander (Dual Designate)
5. MCRP 5-12A Operational Terms and Graphics

SUPPORT REQUIREMENTS:
1. Combined Arms Staff Trainer
2. Close Air Support (CAS) aircraft / Forward Air Controller (FAC)

ADMINISTRATIVE INSTRUCTIONS:
1. Supervision of the FSCC is not limited to live fire FSIOPs. CAST facilities, Sand table exercises, and non-live fire BN operations will suffice.

0302-OPS-2301: Perform duties as a watch officer in Combat Operations Center (COC)

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

BILLETS: All Company Grad Billets

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an operational situation, appropriate status boards, maps, overlays, and a unit journal within a battalion COC.

STANDARD: To accomplish the intent of the higher headquarters’ order in accordance with commander’s guidance and unit SOPs.

PERFORMANCE STEPS:
1. Receive turnover from off going watch, receive CCIRs and significant events.
2. Direct and supervise COC watch.
3. Obtain situation updates from watch personnel.
4. Obtain information from the appropriate subordinate and supporting units.
5. Update status information.
6. Conduct turnover with oncoming watch.

REFERENCES:
1. FMFM 6-3 Marine Infantry Battalion

ADMINISTRATIVE INSTRUCTIONS:
1. CAST facility.
2. COC exercise.
3. BN field exercise.

0302-OPS-2302: Conduct brief for oncoming watch

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

BILLETS: S-3, S-3A, S-3T Officers, Wpns Co XO, H&S Co XO.

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an operational situation, appropriate status boards, maps, overlays, and a unit journal within a battalion Combat Operations Center (COC).

STANDARD: To ensure that all watch personnel are made aware of events and situations occurring during the previous shift.

PERFORMANCE STEPS:
1. Review unit journal, status boards, and unit reports.
2. Review recent significant events.
3. Review Commander's Critical Information Requirements.
4. Review current operation orders.
5. Review future operations.
6. Conduct battlefield update with watch standards.
7. Properly relieve off-going Watch Officer.
8. Brief personnel on COC activities and special concerns.
9. Provide recommended action for any unresolved issues.

REFERENCES:
1. FMFM 6-3 Marine Infantry Battalion

ADMINISTRATIVE INSTRUCTIONS:
1. BN field exercise, CAST facility and COC exercise will suffice.

0302-OPS-2303: Participate in the Marine Corps Planning Process

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

BILLETS: All 0302 Captains and above

INITIAL TRAINING SETTING: FS (EWS) or MOJT

CONDITION: Given a higher headquarters operations order.

STANDARD: Conduct a mission analysis, develop courses of action (COA), wargame COAs, COA decision, develop operations order and issue to subordinate units.

EVENT DESCRIPTION: Participation should be to the maximum extent possible in

order to understand and contribute to the process. Participation should include: mission analysis, Course of Action (COA) development, COA wargaming, COA comparison and decision, orders development, transition, briefing, and graphics, etc.

PERFORMANCE STEPS:
1. See references.

REFERENCES:
1. MCWP 5-1 Marine Corps Planning Process
2. MCO 3120.9 MEU (SOC)

ADMINISTRATIVE INSTRUCTIONS:
1. Modifications such as immediate planning and R2P2 will suffice.
2. Not restricted to combat operations.

0302-TRNG-2101: Conduct small unit training

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

BILLETS: All 0302 Plt Cmdr billets

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a unit, required external support and equipment, and a mission.

STANDARD: By ensuring each Marine or team achieves the training standard, and to prepare unit for future combat operations.

PERFORMANCE STEPS:
1. Determine the task to be trained.
2. Review the training standards.
3. Request the required resources.
4. Prepare a training outline.
5. Prepare the training area.
6. Explain the training objectives.
7. Conduct a safety brief.
8. Conduct the instruction.
9. Evaluate training.
10. Remediate--if needed.
11. Submit a training after action report.
12. Submit expenditure report.
13. Update individual training records.

REFERENCES:
1. MCRP 3-0B How to Conduct Training

ADMINISTRATIVE INSTRUCTIONS:
1. Not restricted to field exercises.

0302-TRNG-2201: Develop and execute unit training that support the HHQs METs.

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

BILLETS: All 0302 billets

INITIAL TRAINING SETTING: MOJT

CONDITION: Given higher headquarters METLs.

STANDARD: Unit's combat capabilities match requirements established by HHQ METL and applicable Oplans.

PERFORMANCE STEPS:
1. Analyze Higher Headquarters Mission Essential Task List (METL) in order to determine subordinate units' tasks.
2. Develop tasks from higher headquarters Mission Essential Task List into subordinate units' METs.
3. Develop training plan that supports subordinate units' METs.
4. Determine and procure requirements that support the training plan (i.e. range/facility, ammunition, ammunition transportation, communication, personnel, transportation, chow, water, admin/morning report/orders, and dunnage).
5. Execute training, evaluation, and remediation.
6. Recover unit and equipment from training.

REFERENCES:
1. MCO 1500.40 USMC Training Philosophy, Definitions, Priorities, and Training Requirements
2. MCO 1553.1A The Systems Approach to Training
3. MCRP 3-0A Unit Training Management Guide
4. MCRP 3-0B How to Conduct Training

ADMINISTRATIVE INSTRUCTIONS:
1. Determining mission requirements is a continual process that occurs at every level of command. Close and continual liaison among training managers at every level will pay big dividends toward identifying everything a unit has to do far enough in advance to manage it.

CHAPTER 8

INDIVIDUAL TRAINING

0311 INFANTRY MAN

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0311 INFANTRY MAN INDIVIDUAL EVENTS

8000. PURPOSE

The purpose of 1000-level training is to provide the knowledge and skills required to perform as a Rifleman, Assistant Automatic Rifleman, Automatic Rifleman, and Fire Team Leader. The purpose of the Level 2000 training is to provide the knowledge and skills required to perform as a Squad Leader.

8010. EVENT CODING

Events in the T&R manual are depicted with a 12 field alphanumeric system, i.e. xxxx-xxxx-xxxx. This chapter utilizes the following methodology:

a. Field one – Each event in this chapter begins with “0311” indicating that the event is for Infantry Man.

b. Field two – This field is alpha characters indicating a functional area. Functional areas for Infantry Unit Leaders are:

PAT – Patrolling
M16 – M16 Service Rifle
M203 – M203 Grenade Launcher
M249 – M249 Squad Automatic Weapon
M9 – M9 Pistol
COMM – Communications
CFF – Call for Fire
MED – Medical
OPTS - Optics
NBC – Nuclear, Biological, Chemical
DEMO – Demolitions
AT4 – Light Anti-armor Weapon

c. Field three - This field provides numerical sequencing.

8020. PREREQUISITES

The Marine will have completed the Infantry Rifleman Course.

8030. ADMINISTRATIVE NOTES

Each Event contains a paragraph that describes internal and external Support Requirements the unit and Marines will need to complete the event. Ranges/Training Areas are described in this section with plain-language description. They are also described using the Range/Facility Codes that identify the type of range and/or training area needed to accomplish the Event. Marines can use the codes to find information about available ranges at their geographic location by using the web-based Range/Training Area Management System (see TECOM website). Ultimate use of the Range/Training Area Code is to relate ranges to readiness by identifying those Events that cannot be accomplished at a certain location due to lack of ranges.

8040. BILLET DESCRIPTIONS/CORE CAPABILITIES

CAREER PROGRESSION PHILOSOPHY

Upon completion of Level 1000 training at the Infantry Rifleman Course, Infantry Training Battalion, School of Infantry, the rifleman will conduct sustainment training as a member of a fire team in an Infantry Battalion. Prior to selection to Sergeant or upon assuming the duties of Squad Leader, the rifleman should attend Level 2000 training at the Infantry Squad Leaders Course, Advanced Infantry Training Company, School of Infantry.

BILLET: Rifleman/Grenadier

The Rifleman in the fire team carries out the orders of the Fire Team Leader. He is responsible for the effective employment of his rifle and for the condition and care of his weapon and equipment. His T/O weapon is the M16 series service rifle with the M203 grenade launcher attached (Unit SOP and T/E dependent).

Core Capabilities:
1. Carries out the orders of the infantry Fire Team Leader.
2. Performs the tasks required of a Rifleman in an infantry fire team.
3. Carries, performs operator maintenance for, and is a proficient marksman with an M16 series service rifle.
4. Engages targets with an M136 light anti-armor weapon and an M67 hand grenade.
5. Emplaces and recovers an M18A1 Claymore mine.
6. Probes for and marks a mine.
7. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.
8. Determines current location and traverses designated points using a topographic map, lensatic compass, and protractor.
9. Performs self-aid and buddy aid.
10. Performs individual protective measures to counteract the effects of nuclear, biological, and chemical contamination.
11. Communicates using proper communications procedures with organic wired and wireless communications.
12. Performs fire and movement as an individual and as a member of a fire team.
13. Locates, closes with, and destroys the enemy by fire and maneuver.
14. Repels an enemy assault by fire and close combat.

BILLET: Assistant Automatic Rifleman

The Assistant Automatic Rifleman assists in the employment of the automatic rifle. He carries additional magazines and/or ammunition boxes for the automatic rifle and is prepared to assume the duties of the Automatic Rifleman. He is responsible for the effective employment of his rifle and for the condition and care of his weapon and equipment. His T/O weapon is the M16 series service rifle.

Core Capabilities:
1. Carries out the orders of the infantry Fire Team Leader.
2. Performs the tasks required of an Assistant Automatic Rifleman in an

infantry fire team.
3. Carries, performs operator maintenance for and is a proficient marksman with an M16 series service rifle.
4. Assists the Automatic Rifleman in performing operator maintenance for and engaging targets with a proficient marksman with an M249 squad automatic weapon.
5. Engages targets with an M136 light anti-armor weapon and an M67 hand grenade.
6. Emplaces and recovers an M18A1 Claymore mine.
7. Probes for and marks a mine.
8. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.
9. Determines current location and traverses designated points using a topographic map, lensatic compass, and protractor.
10. Performs self-aid and buddy aid.
11. Performs individual protective measures to counteract the effects of nuclear, biological, and chemical contamination.
12. Communicates using proper communications procedures with organic wired and wireless communications.
13. Performs fire and movement as an individual and as a member of a fire team.
14. Locates, closes with, and destroys the enemy by fire and maneuver.
15. Repels an enemy assault by fire and close combat.

BILLET: Automatic Rifleman

The Automatic Rifleman carries out the orders of the Fire Team Leader. He is responsible for the effective employment of the automatic rifle and for the condition and care of his weapon and equipment. His T/O weapon is the M249 squad automatic weapon (SAW).

Core Capabilities:
1. Carries out the orders of the infantry Fire Team Leader.
2. Performs the tasks required of an Automatic Rifleman in an infantry fire team.
3. Carries, performs operator maintenance for and is a proficient marksman with an M249 squad automatic weapon.
4. Engages targets with an M136 light anti-armor weapon and an M67 hand grenade.
5. Emplaces and recovers an M18A1 Claymore mine.
6. Probes for and marks a mine.
7. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.
8. Determines current location and traverses designated points using a topographic map, lensatic compass, and protractor.
9. Performs self-aid and buddy aid.
10. Performs individual protective measures to counteract the effects of nuclear, biological, and chemical contamination.
11. Communicates using proper communications procedures with organic wired and wireless communications.
12. Performs fire and movement as an individual and as a member of a fire team.
13. Locates, closes with, and destroys the enemy by fire and maneuver.
14. Repels an enemy assault by fire and close combat.

BILLET: Fire Team Leader/Grenadier

The Fire Team Leader carries out the orders of the Squad Leader. He is responsible for the fire discipline and control of his fire team and for the condition, care, and economical use of its weapons and equipment. In addition to his primary duties as a leader, but not to them, he serves as a Grenadier and is responsible for the effective employment of the grenade launcher, his rifle, and for the condition and care of his weapons and equipment. His T/O weapon is the M16 series service rifle with the M203 grenade launcher attached (Unit SOP and T/E dependent).

Core Capabilities:

1. Carries out the orders of the Squad Leader.
2. Performs the tasks of a Fire Team Leader in an infantry rifle squad.
3. Maintains the condition, care, and economical use of assigned personnel, weapons, and equipment.
4. Capable of performing all the tasks required of a Rifleman, Assistant Automatic Rifleman, and an Automatic Rifleman.
5. Performs operator maintenance for and is a proficient marksman with an M16 series service rifle and an M203 grenade launcher.
6. Engages targets with an M136 light anti-armor weapon and an M67 hand grenade.
7. Emplaces and recovers an M18A1 Claymore mine.
8. Probes for and marks a mine.
9. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.
10. Determines current location and traverses designated points using a topographic map, lensatic compass, and protractor.
11. Performs self-aid and buddy aid.
12. Performs individual protective measures to counteract the effects of nuclear, biological, and chemical contamination.
13. Communicates using proper communications procedures with organic wired and wireless communications.
14. Performs fire and movement as an individual and as a member of a fire team.
15. Controls the fire and movement of his fire team.
16. Locates, closes with, and destroys the enemy by fire and maneuver.
17. Repels an enemy assault by fire and close combat.

BILLET: Infantry Squad Leader

The Squad Leader carries out the orders issued to him by the Platoon Commander. In combat, he is responsible for the tactical employment, fire discipline, fire control, and maneuver of his squad. His T/O weapon is the M16 series service rifle. He is also responsible for the discipline, appearance, training, control, conduct, and welfare of his squad at all times, as well as the condition, care, and economical use of its weapons and equipment.

Core Capabilities:

1. Carries out the orders of the Platoon Commander.
2. Performs the tasks required of a Squad Leader in a rifle squad.
3. Maintains the discipline, appearance, control, conduct, and welfare of his squad.
4. Trains his squad in the performance of tasks that support platoon training objectives.

5. Maintains the condition, care, and economical use of assigned weapons and equipment.
6. Capable of performing all the tasks required of a riflemen, Assistant Automatic Rifleman, Automatic Rifleman, and Fire Team Leader.
7. Carries, performs operator maintenance for and is a proficient marksman with an M16 series service rifle.
8. Capable of performing operator maintenance for and engaging targets with M249 squad automatic weapon and M203 Grenade Launcher.
9. Engages targets with an M136 light anti-armor weapon and an M67 hand grenade.
10. Emplaces and recovers an M18A1 Claymore mine.
11. Probes for and marks a mine.
12. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.
13. Land navigates to designated points using a topographic map, lensatic compass, protractor, and global positioning equipment while dismounted and mounted.
14. Performs self-aid and buddy aid.
15. Performs individual protective measures to counteract the effects of nuclear, biological, and chemical contamination.
16. Communicates using proper communications procedures with organic wired and wireless communications.
17. Calls for and adjusts indirect fire.
18. Writes and issues combat orders.
19. Performs fire and movement as an individual and as a member of a rifle squad.
20. Controls the fire and movement of his rifle squad.
21. Locates, closes with, and destroys the enemy by fire and maneuver.
22. Repels an enemy assault by fire and close combat.
23. Capable of performing operator maintenance for, and is proficient in employment of, all optics assigned to the rifle platoon.
24. Proficient in proper combat reporting procedures.
25. Capable of zeroing the PEQ-2 and PSQ-18.
26. Requests close air support.
27. Integrates supporting fires in accomplishment of an assigned mission.
28. Proficient in HLZ procedures.

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8070. 0311 1000 LEVEL INDIVIDUAL EVENTS

0311-PAT-1000: Conduct preparations for combat

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an order with a mission to conduct combat operations.

STANDARD: To ensure unit is prepared to accomplish the mission in accordance with higher headquarters' order.

PERFORMANCE STEPS:
1. Conduct Mission, Enemy, Troops, Terrain-Time (METT-T) analysis.
2. Issue warning order.
3. Task organize the unit for preparation.
4. Make a tentative plan.
5. Arrange reconnaissance.
6. Make reconnaissance.
7. Establish control measures.
8. Coordinate fire support.
9. Complete the plan.
10. Issue the order.
11. Forecast resupply requirements for sustainment of combat operations.
12. Supervise inspections and weapons tests.
13. Conduct and supervise rehearsals.
14. Conduct communication checks.
15. Communicate plan to higher headquarters.

REFERENCES:
1. FMFM 6-4 Marine Rifle Company
2. FMFM 6-5 Marine Rifle Platoon/Squad
3. MCDP 5 Planning
4. MCRP 3-11.1A Commander's Tactical Handbook
5. FMFRP 0-6 Marine Troop Leader's Guide

ADMINISTRATIVE INSTRUCTIONS:
1. This task applies to all combat operations.
2. Operational Risk Management (ORM) should be incorporated into the planning process.

0311-PAT-1001: Read a map

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given a military topographic map, compass, protractor (GTA 5-2-12), pen and paper.

STANDARD: Per the reference.

PERFORMANCE STEPS:
1. Identify the following marginal information found on a topographical map: declination diagram, bar scale, contour interval note and legend.
2. Identify the three types of contour lines found on a topographical map.
3. Identify the ten terrain features found on a topographical map.
4. Identify the six colors used on a topographical map, and what they represent.
5. Plot a point on a map using the protractor.
6. Determine the six-digit grid coordinate of a specific point on a map.
7. Determine the straight line and/or curved line distance between two points on a map.
8. Determine a back azimuth.
9. Determine the grid azimuth between two points on a map.
10. Convert a grid azimuth to a magnetic azimuth using the notes that appear in conjunction with the declination diagram.
11. Convert a magnetic azimuth to a grid azimuth using the notes that appear in conjunction with the declination diagram.
12. Orient a map using a compass and/or terrain association.
13. Locate an unknown point by intersection and resection.

REFERENCES:
1. FM 21-26 Map Reading and Land Navigation

0311-PAT-1002: Determine the error in a lensatic compass

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given a lensatic compass, a surveyed point with a level platform, an azimuth marker, and a surveyed known direction.

STANDARD: Within 1 degree.

PERFORMANCE STEPS:
1. Place compass at survey point.
2. Remove all magnetic attractions.
3. Sight in on azimuth marker.
4. Calculate error.
5. Record error on compass.

REFERENCES:
1. FMFM 21-26 Map Reading and Land Navigation

0311-PAT-1003: Pre-set lensatic compass and follow an azimuth

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given periods of daylight or darkness, a topographical map, lensatic compass, designated points, protractor, map pen, individual weapon, while wearing a fighting load.

STANDARD: By arriving within 100 meters of each designated checkpoint.

PERFORMANCE STEPS:
1. Determine pace count.
2. Plot grid coordinates.
3. Determine the distance between points.
4. Determine the grid azimuth between points.
5. Convert the grid azimuth to a magnetic azimuth.
6. Orient a map.
7. Hold the lensatic compass level.
8. Rotate the bezel ring until the luminous line is over the fixed black index line.
9. Divide the desired azimuth by 3 to determine the number of clicks to rotate the bezel ring.
10. Rotate the bezel ring to the left the appropriate number of clicks.
11. Assume the center-hold position.
12. Rotate your body until the north-seeking arrow is aligned with the luminous line.
13. Proceed forward in the direction of the front cover's sighting wire.
14. Maintain alignment of the luminous line and north-seeking arrow until the desired distance has been traversed.

REFERENCES:
1. FMFM 21-26 Map Reading and Land Navigation

SUPPORT REQUIREMENTS:
1. Maneuver/Training area

RANGE/TRAINING AREA:
Facility Code 17412 Land Navigation Course

0311-PAT-1004: Navigate with a map and compass

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given a military topographic map, compass, protractor (GTA-5-2-12), pen and designated destination points, while wearing fighting load, and during periods of daylight or darkness.

STANDARD: To achieve 80% within the specified amount of time.

PERFORMANCE STEPS:
1. Determine daylight or darkness pace count.
2. Read the map.
3. Plot destinations on map.
4. Navigate using the compass.

5. Bypass obstacle as required.
6. Perform deliberate offset as required.

REFERENCES:
1. FMFM 21-26 Map Reading and Land Navigation

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17412 Land Navigation Course

0311-PAT-1010: Demonstrate techniques of individual movement

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an individual weapon, while wearing a fighting load.

STANDARD: to achieve passage beyond the obstacle.

PERFORMANCE STEPS:
1. Negotiate obstacles if present.
2. React to illumination if moving at night.
3. High or Low crawl area using other techniques based on available cover and concealment.
4. Move in an urban environment, staying off the walls, passing beneath 1st floor windows, stepping or jumping over basement windows.
5. Cross walls after checking for stability, booby traps and/or obstructions/enemy on opposing side, using a low profile.
6. Observe over walls or around corners utilizing mirrors or other available methods of observations if available.
7. Move across open areas with speed, utilizing available cover and concealment, and with supporting squad fires.

REFERENCES:
1. MCWP 3-11.3 Scouting and Patrolling

SUPPORT REQUIREMENTS:
1. Wire

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

0311-PAT-1011: Construct a fighting hole

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an individual weapon and a sector of fire, while wearing a fighting load.

STANDARD: In accordance with FMFM 6-5.

PERFORMANCE STEPS:
1. Clear fields of fire from the position forward, without overexposing the position.
2. Dig a hole at least 4 feet deep to the fire step and shoulder wide.
3. Construct a parapet 3 feet thick and 6 inches high, leaving a berm or shelf wide enough to be used as an elbow rest while firing.
4. Dig a water sump into the bottom of the hole deep enough to collect water and provide a space for the Marine's feet while sitting on the fire step, while leaving a fire step large enough to stand on when engaging targets or observing the sector of fire.
5. Dig a circular grenade sump into the wall facing the enemy at the lower part of the water sump. The grenade sump should be cone-shaped with the opening measuring approximately as wide as the spade of the entrenching tool, narrowing to about 5 inches in diameter at the bottom at an angle of 30 degrees, and at least as deep as the length of an E-tool.
6. Camouflage the position by placing ground cover on the parapet to blend in with the surroundings.

REFERENCES:
1. FMFM 6-5 Marine Rifle Platoon/Squad

SUPPORT REQUIREMENTS:
1. Training area where digging is permitted.

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

0311-PAT-1012: Prepare a fighting position within a building

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an individual weapon, an assigned sector of fire, sandbags, and available materials, while wearing a fighting load.

STANDARD: By preparing a position that slows maximum fire to be placed within the sector of fire and provides available protection from enemy fire.

PERFORMANCE STEPS:
1. Make maximum use of available cover and concealment.
2. Use construction material that is readily available.
3. Use sandbags to reinforce the walls below, around, and above the position.
4. Construct a wall of sandbags, rubble, or furniture overhead and around the position, to provide protection from explosions.
5. Avoid square or rectangular holes that are easily identified by the enemy.
6. Place sandbags over holes not being used, to prevent the enemy from

firing into or observing through them.
7. Place available material over windows, to keep the enemy from throwing in hand grenades.
8. Take measures to reduce dust that may create a signature.
9. Camouflage the position.

REFERENCES:
1. MCWP 3-35.3 Military Operations on Urbanized Terrain

SUPPORT REQUIREMENTS:
1. MOUT facility/MOUT training area

RANGE/TRAINING AREA:
Facility Code 17760 MOUT Assault Course (MAC)
Facility Code 17962 MOUT Collective Training Facility, Small (<24 Bldgs)

0311-PAT-1013: Prepare a fire plan sketch

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an operations order, a squad sector of fire, and a squad fighting position organized on the ground, while wearing a fighting load.

STANDARD: By depicting each of the required items.

PERFORMANCE STEPS:
1. Illustrate all fighting positions.
2. Illustrate any leader fighting positions.
3. Illustrate sectors of fire.
4. Illustrate principle direction of fire for the squad automatic weapons.
5. Illustrate dead space.
6. Illustrate M203 grenade launcher targets.
7. Illustrate mines, booby traps, and obstacles.
8. Illustrate terrain.
9. Annotate magnetic north.
10. Annotate unit designation.
11. Annotate time and date of preparation.
12. Illustrate crew-served weapon positions and their PDFs or FPLs.

REFERENCES:
1. FMFM 6-5 Marine Rifle Platoon/Squad

SUPPORT REQUIREMENTS:

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

0311-PAT-1014: Handle known or suspected enemy personnel

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given a known or suspected enemy person(s).

STANDARD: To ensure Enemy Prisoners or War (EPWs) are handled properly, with minimal impact on the unit's mission.

PERFORMANCE STEPS:
1. Plan use of EPW teams.
2. Conduct the search.
3. Provide medical care and MEDEVAC as required.
4. Ensure weapons, documents and equipment are tagged and forwarded to higher headquarters.
5. Ensure personal items, protective clothing, and equipment are returned to the EPWs.
6. Segregate the prisoners into appropriate groups.
7. Maintain silence among prisoners.
8. Ensure EPWs are processed quickly to higher headquarters.

9. Safeguard prisoners from abuse and hazards of enemy fire.
10. 5S & T.

REFERENCES:
1. MCRP 4-11.8C Enemy Prisoner of War and Civilian Internees
2. FM 27-10 Law of Land Warfare
3. FMFRP 0-6 Marine Troop Leader's Guide

ADMINISTRATIVE INSTRUCTIONS:
1. EPWs are allowed to keep field protective masks, helmets, and flak jackets.

0311-M16-1101: Perform weapons handling procedures for the service rifle

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given a service rifle and ammunition, while wearing a fighting load.

STANDARD: By preparing the weapon for firing.

PERFORMANCE STEPS:
1. Inspect the weapon.
2. Load the weapon.
3. Unload the weapon.
4. Clear the weapon.
5. Combat reload the weapon.
6. Perform immediate action.
7. Perform remedial action.

REFERENCES:
1. MCRP 3-01A Rifle Marksmanship

SUPPORT REQUIREMENTS:
1. Live fire range (if ammunition is used)

WEAPON AND ORDNANCE:

Weapon: M16 series 5.56mm service rifle

DODIC		Quantity
A059	CTG, 5.56mm, BALL, M855	30 each

Expenditure of ammunition is not required.

0311-M16-1102: Perform operator maintenance for a service rifle

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given a service rifle, cleaning gear, and lubricant.

STANDARD: In accordance with TM 05538C-10/1A.

PERFORMANCE STEPS:
1. Clear the rifle.
2. Disassemble the service rifle.
3. Clean the service rifle.
4. Reassemble the service rifle.
5. Conduct a function check.

REFERENCES:
1. TM 05538C-10/1A Operator’s Manual, Rifle, 5.56mm, M16 series W/E

0311-M16-1103: Rush with a service rifle

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given a service rifle, 50 meters to rush with firing points which provide cover for firing from the prone supported position, ammunition, magazines, E-silhouette targets at distances of 75 to 400 meters from the starting position, while wearing a fighting load.

STANDARD: By rushing from one point to another, achieving hits on 16 of 24 targets exposed and having ammunition remaining to engage the final target exposed.

PERFORMANCE STEPS:
1. Refer to 6-5.

2. Upon contact seek cover.
3. Return fire.
4. Assault to towards the enemy using fire and movement.

REFERENCES:
1. MCWP 3-11.3 Scouting and Patrolling

SUPPORT REQUIREMENTS:
1. Live fire and maneuver range at least 50 meters long for M16 series with various firing points and single and double E-silhouette targets at distances of 75 to 400 meters

RANGE/TRAINING AREA:
Facility Code 17502 Small Arms Range; Non-Standard

WEAPON AND ORDNANCE:

Weapon: M16 series 5.56mm service rifle

DODIC		Quantity
A059	CTG, 5.56mm, BALL, M855	84 each

ADMINISTRATIVE INSTRUCTIONS:
1. Length of rushes should be based on available cover and abilities of the rifleman.
2. Rifleman should complete a dry fire walk-through of the course of fire before firing the task.

0311-M16-1104: Field expedient zero a service rifle

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given a service rifle, ammunition, and a 36 yard BZO target, while wearing a fighting load.

STANDARD: By achieving point of aim/point of impact.

PERFORMANCE STEPS:
1. Fire 3 rounds at the 36 yard line.
2. Make the necessary elevation and windage adjustments.
3. Repeat the first two steps as required.

REFERENCES:
1. MCRP 3-01A Rifle Marksmanship

SUPPORT REQUIREMENTS:
1. Live fire range for M16 series service rifle with BZP targets at 36 yards

RANGE/TRAINING AREA:
Facility Code 17510 BZO Range; 10M-25M Zero

WEAPON AND ORDNANCE:

Weapon: M16 series 5.56mm service rifle

DODIC		Quantity
A059	CTG, 5.56mm, BALL, M855	12 each

0311-M16-1105: Engage immediate threat targets with a service rifle

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given a service rifle, ammunition, a sector of fire, and twelve stationary, moving, and limited exposure targets within 50 meters, while wearing a fighting load.

STANDARD: By achieving double hits on 9 of 12 targets presented both day and night.

PERFORMANCE STEPS:
1. Identify the target.
2. Employ the weapon.
3. Assess the target.

REFERENCES:
1. MCWP 3-35.3 Military Operations on Urbanized Terrain

SUPPORT REQUIREMENTS:
1. Live fire range for M16 series service rifle with 10 to 20 man-size targets (static, limited exposure, and moving) at ranges of less than 50 meters

RANGE/TRAINING AREA:
Facility Code 17502 Small Arms Range; Non-Standard

WEAPON AND ORDNANCE:

Weapon: M16 series 5.56mm service rifle

DODIC		Quantity
A059	CTG, 5.56mm, BALL, M855	48 each

0311-M16-1106: Zero a Target Pointer Illuminator and/or Aiming Light to a service rifle

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an SL-3 complete Target Pointer Illuminator/Aiming Light, night vision goggles, a service rifle, ammunition, and a 25 meter zeroing

target, while wearing a fighting load.

STANDARD: By achieving point of aim and point of impact.

PERFORMANCE STEPS:
1. Mount the Target Pointer Illuminator and/or Aiming Light on a service rifle.
2. Zero the target point illuminator per the training manual.
3. Fire three rounds.
4. Make the necessary adjustments.
5. Confirm zero.

REFERENCES:
1. TM 10470A-12&P/1A Operator's and Unit Maintenance Manual, Target Pointer Illuminator/Aiming Light, AN/PEQ-2A

SUPPORT REQUIREMENTS:
1. Live fire range for M16 series service rifle with AN/PEQ-2A meter zeroing targets at 25 meters

RANGE/TRAINING AREA:
Facility Code 17510 BZO Range; 10M-25M Zero

WEAPON AND ORDNANCE:

Weapon: M16 series 5.56mm service rifle

DODIC		Quantity
A059	CTG, 5.56mm, BALL, M855	10 each

0311-M16-1107: Engage targets with a service rifle using a Target Pointer Illuminator/Aiming Light

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given a service rifle, a Target Pointer Illuminator/Aiming Light, night vision goggles, ammunition, a sector of fire, and twelve unknown distance, moving and limited exposure targets from 50 to 250 meters, while wearing a fighting load.

STANDARD: By achieving a hit on 8 of 12 targets presented.

PERFORMANCE STEPS:
1. Don the night vision goggles.
2. Place rifle in Condition 1.
3. Assume a firing position that provides cover, concealment, and good observation of the assigned sector of fire.
4. Detect targets by searching the assigned sector of fire.
5. Present the rifle from the ready.
6. Press the cable switch button to activate the aiming beam and aim center mass of the target.
7. Engage target.

8. Search and assess the assigned sector of fire for additional targets.
9. Place rifle on safe.

REFERENCES:
1. Live fire range for M16 series service rifle with 10 to 209 man-size targets (static, limited exposure, and moving) at ranges of 50 to 300 meters

WEAPON AND ORDNANCE:

Weapon: M16 series 5.56mm service rifle

DODIC		Quantity
A059	CTG, 5.56mm, BALL, M855	24 each

SUPPORT REQUIREMENTS:
1. Live fire range for M16 series service rifle with 10 to 20 man-size targets (static, limited exposure, and moving) at ranges of 50 to 300 meters.

RANGE/TRAINING AREA:
Facility Code 17502 Small Arms Range; Non-Standard

0311-M16-1108: Engage threats from unexpected directions

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given a threat from the left, right, and/or rear, an individual weapon, while wearing a fighting load.

STANDARD: In accordance with the Enhanced Marksmanship Program.

EVENT DESCRIPTION: The objective is to execute a fast and aggressive move toward a threat from any direction and fire effectively.

PERFORMANCE STEPS:
1. Utilize 90 or 180 pivots to both strong and weak side.
2. Demonstrate threat discrimination.
3. Engage multiple targets.

REFERENCES:
1. MCRP 3-01A Field Firing for the M16 series
2. MCWP 3-35.3 Military Operations on Urbanized Terrain
3. MCSF Combat Weapons Drill Guide

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17502 Small Arms Range; Non-Standard

0311-M203-1110: Perform weapons handling procedures for the M203 grenade launcher

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given a service rifle with a mounted M203 grenade launcher and ammunition, while wearing a fighting load.

STANDARD: In accordance with the Enhanced Marksmanship Program.

PERFORMANCE STEPS:
1. Inspect the weapon.
2. Load the weapon.
3. Unload the weapon.
4. Clear the weapon.
5. Combat reload the weapon.
6. Perform immediate action.
7. Perform remedial action.

REFERENCES:
1. FM 23-31 40mm Grenade launchers M203 and M79

SUPPORT REQUIREMENTS:
1. Live fire range (if ammunition is used)

RANGE/TRAINING AREA:
Facility Code 17610 Grenade Launcher Range

WEAPON AND ORDNANCE:

Weapon: M203 40mm grenade launcher

DODIC		Quantity
B546	CTG, 40mm, HE DP, M433	1 each

Expenditure of ammunition is not required.

0311-M203-1111: Perform operator maintenance for an M203 grenade launcher

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given a service rifle with a mounted M203 grenade launcher, cleaning gear, and lubricant.

STANDARD: In accordance with TM 9-1010-221-10.

PERFORMANCE STEPS:
1. Clear the rifle.
2. Clear the M203 grenade launcher.
3. Disassemble the grenade launcher.
4. Clean and inspect the grenade launcher.
5. Reassemble the grenade launcher.

6. Conduct a function check.

REFERENCES:
1. TM 9-1010-221-10 Operator's manual, 40mm Grenade Launcher, M203 (Ch 1&2)

0311-M203-1112: Perform misfire procedures for an M203 grenade launcher

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given a service rifle with a mounted M203 grenade launcher that fails to fire and ammunition, while wearing a fighting load.

STANDARD: In accordance with TM 9-1010-221-10.

PERFORMANCE STEPS:
1. Keep muzzle on target for 30 seconds to guard against a hang-fire.
2. Unload the round and catch it, or unload close to the ground for a short fall.
3. If the primer is dented, store it a safe distance away from serviceable ammunition.
4. If the primer is not dented, the firing mechanism is faulty.

REFERENCES:
1. TM 9-1010-221-10 Operator's manual, 40mm Grenade Launcher, M203 (Ch 1&2)

SUPPORT REQUIREMENTS:
1. Live fire range (if ammunition is used)

WEAPON AND ORDNANCE:

Weapon: M203 40mm grenade launcher

DODIC		Quantity
B546	CTG, 40mm, HE DP, M433	1 each

Expenditure of ammunition is not required.

0311-M203-1113: Zero an M203 grenade launcher leaf sight

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given a service rifle with a mounted M203 grenade launcher, ammunition, and a target at 200 meters, while wearing a fighting load.

STANDARD: By ensuring a round impacts within 5 meters of the target. Demonstrate proficiency with both the leaf and quadrant sight.

PERFORMANCE STEPS:
1. Using the leaf sight engage a target at 200 meters.
2. Perform the necessary corrections.
3. Confirm the zero.
4. Repeat steps as necessary.

REFERENCES:
1. FM 23-31 40mm Grenade Launchers M203 and M79

SUPPORT REQUIREMENTS:
1. Live fire range for M203 grenade launcher and ammunition with a man size target at 200 meters

RANGE/TRAINING AREA:
Facility Code 17610 Grenade Launcher Range

WEAPON AND ORDNANCE:

Weapon: M203 40mm grenade launcher

DODIC		Quantity
B546	CTG, 40mm, HE DP, M433	3 each

0311-M203-1114: Zero an M203 grenade launcher quadrant sight

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given a service rifle with a mounted M203 grenade launcher, ammunition, and a target at 200 meters, while wearing a fighting load.

STANDARD: By ensuring a round impacts within 5 meters of the target.

PERFORMANCE STEPS:
1. Ensure the quadrant sight is properly mounted on the carrying handle of the M16 series service rifle.
2. Open the front sight post and the rear sight aperture.
3. Move the sight latch rearward and reposition the quadrant sight arm to zeroing range, 200 meters.
4. Assume a supported prone firing position.
5. Move the safety to FIRE.
6. Align the target with the front and rear sights.
7. Fire 1 round.
8. Adjust the front sight post and the rear sight aperture to the burst.
9. Repeat steps 7–8 until a round impacts within 5 meters of the target.

REFERENCES:
1. FM 23-31 40mm Grenade launchers M203 and M79

SUPPORT REQUIREMENTS:
1. Live fire range for M203 grenade launcher and ammunition with a man size target at 200 meters

RANGE/TRAINING AREA:
Facility Code 17610 Grenade Launcher Range

WEAPON AND ORDNANCE:

Weapon: M203 40mm grenade launcher

DODIC		Quantity
B546	CTG, 40mm, HE DP, M433	3 each

0311-M203-1115: Perform M203 grenade launcher day qualifications

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given a service rifle with a mounted M203 grenade launcher, training practice and high explosive rounds, and targets from 90 to 350 meters, while wearing a fighting load.

STANDARD: By achieving impact on the target with 10 of 15 rounds within the effective casualty radius of the grenade.

PERFORMANCE STEPS:
1. Field zero the leaf sight from station 1.
2. Field zero the quadrant sight from station 1.
3. Engage a window at 90 to 100 meters and a bunker at 105 to 115 meters with 3 training practice rounds from the kneeling firing position within 2 minutes from station 2.
4. Engage a bunker at 135 to 150 meters and an automatic weapon position at 200 to 250 meters with 3 training practice rounds from the standing position within 2 minutes from station 3.
5. Engage a troop emplacement at 275 to 300 meters and troops in the open at 325 to 350 meters with 3 training practice rounds from the prone position within 2 minutes from station 4.
6. Don and clear the M40 field protective mask within 9 seconds and secure the hood within 6 seconds.
7. Don the NBC gloves.
8. Engage a bunker at 135 to 150 meters with 3 training practice rounds from the standing position within 2 minutes from station 3.
9. Engage an automatic weapon position at 200 to 250 meters with 3 training practice rounds from the standing position within 2 minutes from station 3.
10. Remove and stow the M40 field protective mask with hood and NBC gloves.

REFERENCES:
1. FM 23-31 40mm Grenade Launchers M203 and M79

SUPPORT REQUIREMENTS:
1. Live fire range for M203 grenade launcher and ammunition with point and area targets from 90 to 350 meters.

RANGE/TRAINING AREA:
Facility Code 17610 Grenade Launcher Range

WEAPON AND ORDNANCE:

Weapon: M203 40mm grenade launcher

DODIC		Quantity
B519	CTG, 40mm, PRACTICE, M781	15 each

ADMINISTRATIVE INSTRUCTIONS:
1. Performance steps 1 and 2 are not included in the tabulation of the qualification score.
2. A Marine must achieve a hit with 2 of 3 rounds for each string of fire in order to qualify.

0311-M249-1121: Perform weapons handling procedures for the M249 squad automatic weapons

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an M249 squad automatic weapon and linked ammunition, while wearing a fighting load.

STANDARD: In accordance with TM 08671A-10/1.

PERFORMANCE STEPS:
1. Inspect the weapon.
2. Load the weapon with linked ammunition.
3. Load the weapon with a magazine.
4. Unload the weapon.
5. Clear the weapon.
6. Combat reload the weapon.
7. Perform immediate action.
8. Perform remedial action.

REFERENCES:
1. TM 08671A-10/1 Operator’s Manual for Machine Gun, 5.56mm, M249

SUPPORT REQUIREMENTS:
1. Live fire range (if ammunition is used)

WEAPON AND ORDNANCE:

Weapon: M249 5.56mm light machinegun - squad automatic weapon

DODIC		Quantity
A062	CTG, 5.56MM, BALL LINKED	10 each

Expenditure of ammunition is not required.

0311-M249-1122: Perform operator maintenance for an M249 squad automatic weapon

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an M249 squad automatic weapon, cleaning gear, and lubricant.

STANDARD: In accordance with TM 08671A-10/1.

PERFORMANCE STEPS:
1. Clear the weapon.
2. Disassemble the weapon.
3. Inspect for serviceability.
4. Reassemble the weapon.
5. Perform a function check.

REFERENCES:
1. TM 08671A-10/1 Operator's Manual for Machine Gun, 5.56mm, M249

0311-M249-1123: Rush with an M249 squad automatic weapon

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an M249 squad automatic weapon, 50 meters to rush with firing points which provide cover for firing from the bipod supported prone position, ammunition, plastic ammunition boxes, single and double E-silhouette targets at distances of 75 to 400 meters from the starting position, while wearing a fighting load.

STANDARD: By rushing from one point to another, achieving hits on 14 of 21 targets exposed and having ammunition remaining to engage the final target exposed.

PERFORMANCE STEPS:
1. Assume the bipod supported prone position.
2. Load a belt of 84 rounds of ammunition.
3. Place the weapon in Condition 1.
4. From the bipod supported prone position, raise the head and select a new position.
5. Slowly lower the head, draw arms inward, cock right leg, and prepare to rush.
6. Raise the body by straightening both arms in one movement.
7. Spring to your feet, stepping off with the left foot.
8. Keeping a low profile, advance forward grasping the M249 by the carrying handle with the right hand and lifting the weapon to the under arm carry position while sliding the left hand forward and grasping the hand guards. If executing a long rush move right hand from the carrying handle to the pistol grip.
9. Upon reaching the next covered and concealed position, stop and plant both feet in place.
10. Drop quickly to the knees fall forward, breaking your fall with the heal

of the left hand.
11. Place the M249 squad automatic weapon out forward as your body comes to rest on the deck.
12. Grasp the pistol grip with the right hand and place the non-firing hand on the butt stock of the weapon and pull down and back into the pocket of the shoulder and assume the bipod supported prone position.
13. Search and assess the sector of fire.
14. Fire two 3 round bursts at a single E-silhouette target at the 175 meter distance; fire two 3 round bursts at a single E-silhouette target at the 150 meter distance, within a time limit of 17 seconds.
15. Repeat steps 3 through 13.
16. Fire two 3 round bursts at a double E-silhouette target at the 150 meter distance; fire two 3 round bursts at a single E-silhouette target at the 150 meter distance; fire two 3 round bursts at a single E-silhouette target at the 125 meter distance, within a time limit of 25 seconds.
17. Repeat steps 3 through 13.
18. Fire two 3 round bursts at a double E-silhouette target at the 100 meter distance; fire two 3 round bursts at a single E-silhouette target at the 75 meter distance, within a time limit of 17 seconds.
19. Repeat steps 3 through 13.
20. Fire two 3 round bursts at a double E-silhouette target at the 100 meter distance; fire two 3 round bursts at a single E-silhouette target at the 125 meter distance, within a time limit of 17 seconds.
21. Repeat steps 3 through 13.
22. Fire two 3 round bursts at a single E-silhouette target at the 75 meter distance; fire two 3 round bursts at a single E-silhouette target at the 125 meter distance, within a time limit of 17 seconds.
23. Repeat steps 3 through 13.
24. Fire two 3 round bursts at a double E-silhouette target at the 100 meter distance; fire two 3 round bursts at a single E-silhouette target at the 100 meter distance; fire two 3 round bursts at a single E-silhouette target at the 125 meter distance, within a time limit of 25 seconds.
25. Load a belt of 42 rounds of ammunition.
26. Repeat steps 3 through 13.
27. Fire two 3 round bursts at a single E-silhouette target at the 75 meter distance; fire two 3 round bursts at a single E-silhouette target at the 100 meter distance; fire two 3 round bursts at a single E-silhouette target at the 125 meter distance, within a time limit of 25 seconds.
28. Repeat steps 3 through 13.
29. Fire two 3 round bursts at a single E-silhouette target at the 75 meter distance; fire two 3 round bursts at a second single E-silhouette target at the 75 meter distance, within a time limit of 17 seconds.
30. Repeat steps 3 through 13.
31. Fire two 3 round bursts at a single E-silhouette target at the 300 meter distance, within a time limit of 8 seconds.
32. Repeat steps 3 through 13.
33. Fire two 3 round bursts at a single E-silhouette target at the 400 meter distance, within a time limit of 8 seconds.

REFERENCES:
1. MCWP 3-11.3 Scouting and Patrolling

SUPPORT REQUIREMENTS:
1. Live fire/maneuver range at least 50 meters long for M249 squad automatic weapon with various firing points and single and double E-silhouette targets at distances of 75 to 400 meters from the starting position

RANGE/TRAINING AREA:
Facility Code 17581 Machinegun Field Firing Range

WEAPON AND ORDNANCE:

Weapon: M249 5.56mm light machinegun - squad automatic weapon

DODIC		Quantity
A064	CTG, 5.56mm, 4&1 LINKED, F/SAW	168 each

ADMINISTRATIVE INSTRUCTIONS:
1. Length of rushes should be based on available cover and abilities of the automatic rifleman.
2. Automatic rifleman should dry fire walk-through the course of fire before firing the task.

0311-M249-1124: Field zero an M249 squad automatic weapon

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an M249 squad automatic weapon, ammunition, and a target at 300 meters, while wearing a fighting load.

STANDARD: By achieving point of aim/point of impact.

PERFORMANCE STEPS:
1. Fire a 3 round burst into the first target.
2. Fire a 4 round burst into the second target.
3. Fire a 3 round burst into the third target.
4. Make the necessary corrections.
5. Confirm zero.

REFERENCES:
1. FM 23-14 Squad Automatic Weapon, M249

SUPPORT REQUIREMENTS:
1. Live fire range for M249 squad automatic weapon with man-size target at 300 meters

RANGE/TRAINING AREA:
Facility Code 17581 Machinegun Field Firing Range

WEAPON AND ORDNANCE:

Weapon: M249 5.56mm light machinegun - squad automatic weapon

DODIC		Quantity
A062	CTG, 5.56mm, BALL LINKED	24 each

0311-M249-1125: Perform ten meter firing for an M249 squad automatic weapon

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an M249 squad automatic weapon, ammunition, and a basic machine gun target, while wearing a fighting load.

STANDARD: By achieving 35 of 51 points in accordance with the FM 23-14.

PERFORMANCE STEPS:
1. Assume a bipod supported prone position.
2. Fire 3 single rounds loaded individually at the center base of the aiming point on aiming paster 1.
3. Using controlled burst firing, fire two 3 round bursts on pasters 3 and 4, in no time limit.

REFERENCES:
1. FM 23-14 Squad Automatic Weapon, M249

SUPPORT REQUIREMENTS:
1. Live fire range for M249 squad automatic weapon with basic machinegun target at 10 meters.

RANGE/TRAINING AREA:
Facility Code 17510 BZO Range; 10M-25M Zero

WEAPON AND ORDNANCE:

Weapon: M249 5.56mm light machinegun - squad automatic weapon

DODIC		Quantity
A064	CTG, 5.56mm, 4&1 LINKED, F/SAW	108 each

ADMINISTRATIVE INSTRUCTIONS:
1. Performance steps 1 through 10 are for 10 meter zero. Marines unable to zero with 12 rounds should be removed from the firing line for remedial training.
2. There is no reason to record the 10 meter zero, because it applies only to firing at the 10 meter basic machine gun target.
3. Performance steps 11, 13, and 15 are for practice.
4. Performance steps 16, 18, and 20 are for score.
5. One point allowed for each round impacting within the scoring space with a maximum of three points per space. Maximum possible score is 51 points.

0311-M249-1126: Perform transition firing for an M249 squad automatic weapon

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an M249 squad automatic weapon, ammunition, and single and double E-silhouette targets from 100 to 400 meters, while wearing a fighting load.

STANDARD: By achieving 35 of 55 points in accordance with the FM 23-14.

PERFORMANCE STEPS:
1. Prepare sights for field zeroing.
2. Assume a bipod supported firing position.
3. Load a belt of 12 rounds.
4. Place the weapon in Condition 1.
5. Fire four 3 round bursts at a single E-silhouette target, at a range of 300 meters, in no time limit to obtain and record a field zero.
6. Load a belt of 66 rounds.
7. Place the weapon in Condition 1.
8. Fire two 3 round bursts at a single E-silhouette target, at a range of 200 meters, in a time limit of 5 seconds.
9. Fire two 3 round bursts at a double E-silhouette target, at a range of 400 meters, in a time limit of 10 seconds.
10. Don an M40 field protective mask with hood and NBC gloves.
11. Fire two 3 round bursts at a single E-silhouette target, at a range of 100 meters, in a time limit of 10 seconds.
12. Fire two 3 round bursts at a single E-silhouette target, at a range of 300 meters, in a time limit of 15 seconds.
13. Fire four, 3 round bursts at a single E-silhouette target at 100 meters and a single E-silhouette target at 300 meters, in a time limit of 20 seconds.
14. Stow the M40 field protective mask with hood and NBC gloves.
15. Fire four, 3 round bursts at a single E-silhouette target at 200 meters and a double E-silhouette target at 400 meters, in a time limit of 20 seconds.
16. Fire six, 3 round bursts at a single E-silhouette target at 100 meters, a single E-silhouette target at 200 meters, and a double E-silhouette target at 400 meters, in a time limit of 25 seconds.

REFERENCES:
1. FM 23-14 Squad Automatic Weapon, M249

SUPPORT REQUIREMENTS:
1. Live fire range

RANGE/TRAINING AREA:
Facility Code 17581 Machinegun Field Firing Range

WEAPON AND ORDNANCE:

Weapon: M249 5.56mm light machinegun - squad automatic weapon

DODIC		Quantity
A062	CTG, 5.56mm, BALL LINKED	88 each

ADMINISTRATIVE INSTRUCTIONS:
1. Five points are allowed for each target hit, whether the target is hit on the first or second burst. The maximum possible score is 55 points.

0311-M249-1127: Engage targets at unknown distances with the M249 squad automatic weapon

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an M249 squad automatic weapon, ammunition, and E-silhouette targets at unknown distances from 100 to 400 meters, while wearing a fighting load.

STANDARD: By achieving a hit on 75% of targets engaged. Demonstrate proficiency during both day and night.

PERFORMANCE STEPS:
1. Place the weapon in Condition 1.
2. Assume a bipod supported firing position that provides cover, concealment, and good observation.
3. Detect targets by searching and assessing.
4. Engage targets with 3 to 4 round burst.

REFERENCES:
1. FM 23-14 Squad Automatic Weapon, M249

SUPPORT REQUIREMENTS:
1. Live fire range for M249 squad automatic weapon with single and double E-silhouette targets form 100 to 400 meters.

RANGE/TRAINING AREA:
Facility Code 17581 Machinegun Field Firing Range

WEAPONS AND ORDNANCE:

Weapon: M249 5.56mm light machinegun - squad automatic weapon

DODIC		Quantity
A062	CTG, 5.56mm, BALL LINKED	30 each

0311-COMM-1201: Communicate using hand and arm signals

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given a command or situation, while wearing a fighting load.

STANDARD: By performing each of the signals correctly.

PERFORMANCE STEPS:
1. Execute the hand-and-arm signal for decrease speed.
2. Execute the hand-and-arm signal for changing direction or column (right or left).
3. Execute the hand-and-arm signal for enemy in sight.
4. Execute the hand-and-arm signal for range.
5. Execute the hand-and-arm signal for commence firing.
6. Execute the hand-and-arm signal for fire faster.
7. Execute the hand-and-arm signal for fire slower.

8. Execute the hand-and-arm signal for cease firing.
9. Execute the hand-and-arm signal for assemble.
10. Execute the hand-and-arm signal for form column.
11. Execute the hand-and-arm signal for are you ready/I am ready.
12. Execute the hand-and-arm signal for attention.
13. Execute the hand-and-arm signal for shift.
14. Execute the hand-and-arm signal for echelon right/left.
15. Execute the hand-and-arm signal for skirmishers (fire team)/line formation (squad).
16. Execute the hand-and-arm signal for wedge.
17. Execute the hand-and-arm signal for vee.
18. Execute the hand-and-arm signal for fire team.
19. Execute the hand-and-arm signal for squad.
20. Execute the hand-and-arm signal for platoon.
21. Execute the hand-and-arm signal for close up.
22. Execute the hand-and-arm signal for open up, extend.
23. Execute the hand-and-arm signal for disperse.
24. Execute the hand-and-arm signal for leaders join me.
25. Execute the hand-and-arm signal for I do not understand.
26. Execute the hand-and-arm signal for forward, advance, to the right (left), to the rear (used when starting from the halt).
27. Execute the hand-and-arm signal for halt.
28. Execute the hand-and-arm signal for freeze.
29. Execute the hand-and-arm signal for dismount/down/take cover.
30. Execute the hand-and-arm signal for mount.
31. Execute the hand-and-arm signal for disregard previous command/as you were.
32. Execute the hand-and-arm signal for right or left flank.
33. Execute the hand-and-arm signal for increase speed/double time.
34. Execute the hand-and-arm signal for hasty ambush right (left).
35. Execute the hand-and-arm signal for rally point.
36. Execute the hand-and-arm signal for objective rally point.
37. Execute the hand-and-arm signal for pace count.
38. Execute the hand-and-arm signal for head count.
39. Execute the hand-and-arm signal for danger area.

REFERENCES:
1. FMFM 6-5 Marine Rifle Platoon/Squad
2. FM 21-60 Visual Signals

0311-COMM-1202: Communicate using wired communications

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an SL-3 complete field telephone, and communication wire connected to a distant site.

STANDARD: By transmitting a communications check.

PERFORMANCE STEPS:
1. Prepare telephone for operation.
2. Conduct a communications check.

REFERENCES:
1. TM 11-5805-243-13 Operator's Unit and Intermediate Direct Support Maintenance Manual for Telephone Set TA-1/PT

0311-COMM-1203: Communicate using squad wireless communications

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given a tactical situation, Personal Role Radio (PRR), all accessories, another station, frequencies and call signs.

STANDARD: By transmitting a communications check.

PERFORMANCE STEPS:
1. Prepare squad wireless radio for operation for the TM or users manual.
2. Conduct a communications check.

REFERENCES:
1. TM 11-5805-201-12 Telephone Sets TA-312/PT and TA-312A

0311-COMM-1204: Communicate using a VHF field radio with associated communications security equipment

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an SL-3 complete VHF field radio, a loaded ECCM fill device, and a distant station, while wearing a fighting load.

STANDARD: By loading a frequency hopping fill into the radio and conducting a radio check with the distant station.

PERFORMANCE STEPS:
1. Assemble the field radio for operation.
2. Turn on the field radio.
3. Make sure that the ECCM fill device is loaded.
4. Connect ECCM fill device to RT connector AUD/FILL using fill cable.
5. Set RT FCTN to LD.
6. Set RT MODE to FH.
7. Set CHAN to position where data is to be loaded (NCS will direct you).
8. Set ECCM fill device select switch to position containing the desired data.
9. Set ECCM fill device function switch to ON.
10. Press LOAD. Display will cycle as shown, and a beep is heard.
11. Press STO. Display will blink and show STOL followed by the first digit of the data.
12. Change ECCM fill device select switch to position containing data

desired next.
13. Press LOAD. Display will cycle as shown, and a beep is heard.
14. Press STO. Then press the number button of the channel in which the data is to be stored. Display will blink and show STO followed by the channel number in which the data was stored.
15. Set ECCM fill device function switch to OFF.
16. Disconnect ECCM fill device.
17. Set RT switches, as needed, for normal operation.
18. Conduct a radio check with distant station in frequency hopping mode to verify proper operation of the radio.

REFERENCES:
1. TM 11-5820-890-10-6 SINCGARS ICOM Ground Radios Pocket Guide
2. MCRP 3-40.3A MSP For Single Channel Ground & Airborne Radio System (SINCGARS)

0311-COMM-1205: Transmit a message using NATO report format

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an area to observe, while wearing a fighting load.

STANDARD: By reporting any activity in the assigned area in accordance with the relevant NATO report format.

PERFORMANCE STEPS:
1. Per the references.

REFERENCES:
1. MCWP 3-11.3 Scouting and Patrolling
2. MCRP 2-15.3B Reconnaissance Reports Guide

0311-MED-1401: Evaluate a casualty

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given a casualty, while wearing a fighting load.

STANDARD: By stabilizing the casualty and determining the injury(ies).

PERFORMANCE STEPS:
1. Check the casualty for a response by gently shaking or tapping and asking the casualty questions.
2. Check the airway. If the casualty is not breathing, clear the airway and start rescue breathing.
3. Check for pulse. If a pulse is not present, start cardiopulmonary

resuscitation.
4. Check for bleeding by looking for spurts of blood or blood-soaked clothes. Also check for an entry and exit wound. If the casualty is bleeding from an open wound, stop the bleeding.
5. Control shock.
6. Check for neck, back injuries, and fractures.
7. Check for burns.
8. Check for possible head injury.
9. Check for climatic injuries.
10. Seek medical aid.

REFERENCES:
1. FMFRP 4-52 First Aid

0311-MED-1402: Apply a pressure dressing

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given a casualty, while wearing a fighting load.

STANDARD: By stopping the bleeding.

PERFORMANCE STEPS:
1. Evaluate the casualty.
2. Locate wound.
3. Expose the wound, if the situation permits.
4. Retrieve casualty's field dressing.
5. Apply the field dressing.
6. Place a padding of any clean, bulky material on top of the field dressing, directly over the wound. A second field dressing may be used.
7. Place an improvised dressing or cravat over the padding.
8. Wrap the ends tightly around the injured limb, covering the field dressing.
9. Tie the ends together in a non-slip knot.
10. Apply up to 3 pressure dressings. If bleeding continues, or the limb is severed, apply a tourniquet.
11. Watch for conditions requiring basic life support actions.
12. Seek medical aid.

REFERENCES:
1. FMFRP 4-52 First Aid

0311-MED-1403: Apply a tourniquet

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given a casualty, while wearing a fighting load.

STANDARD: By stopping the bleeding.

PERFORMANCE STEPS:
1. Evaluate the casualty.
2. Select suitable material to be used as a tourniquet.
3. Apply the tourniquet between the wound and heart.
4. Place the tourniquet 2 to 4 inches above the injury, not over the wound or fracture.
5. Tie an overhand knot and place a short, strong object, like a stick, on top of the knot.
6. Tie another knot over the stick.
7. Twist the stick to stop the bright red bleeding, and line the stick up with the arm or leg.
8. Secure the stick so it does not unwind and no further injury results.
9. Mark the casualty with the letter T, time, and date on the casualty's forehead.
10. Do not loosen or remove the tourniquet, unless directed by a trained medical person.
11. Keep the tourniquet visible.
12. Watch for conditions requiring basic life support actions.
13. Seek medical aid immediately.

REFERENCES:
1. FMFRP 4-52 First Aid

0311-MED-1404: Perform first aid for a burn

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given a casualty, while wearing a fighting load.

STANDARD: By protecting the wound.

PERFORMANCE STEPS:
1. Evaluate the casualty.
2. Eliminate source of the burn.
3. Identify type of burn.
4. Expose the burn.
5. Apply field dressing to the burn, without placing dressing over face/genital area, breaking blisters, or placing ointment/grease on burn.
6. Watch for conditions requiring basic life support actions.
7. Seek medical aid.

REFERENCES:
1. FMFRP 4-52 First Aid

0311-MED-1405: Splint a fracture

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given a casualty, while wearing a fighting load.

STANDARD: By immobilizing the affected limb.

PERFORMANCE STEPS:
1. Evaluate the casualty.
2. Watch for conditions requiring basic life support actions.
3. Gather materials to be used as a splint that will reach beyond the joints above and below the fracture.
4. Check the circulation below the injury site.
5. Apply the splint to immobilize the joints above and below the fracture, using padding between the injured part and the splint.
6. Secure the splint to the injured part with swathes at several points, without cutting off circulation.
7. Tie non-slip knots above and below the fracture, not across the fracture, and tie knots on the side away from the casualty.
8. Immobilize the injured part by supporting with slings or swathes.
9. Check the circulation below the injury site.
10. Remove jewelry, so possible swelling will not cause further injury. Keep personal items with the casualty.

REFERENCES:
1. FMFRP 4-52 First Aid

SUPPORT REQUIREMENTS:

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

0311-MED-1406: Perform first aid for heatstroke

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given a heatstroke casualty, while wearing a fighting load.

STANDARD: By reversing the effects of the injury.

PERFORMANCE STEPS:
1. Evaluate the casualty.
2. Move casualty to a cool, shady area.
3. Loosen or remove outer garments and protective clothing, if the situation permits.
4. Immerse the casualty in cool water, if possible, or massage the arms and

legs with cool water.
5. Pour cool water on the casualty and fan briskly, to permit coolant effect of evaporation.
6. Give the casualty one full canteen of water to drink slowly, if the casualty is conscious.
7. Perform any lifesaving measures, as required.
8. Seek medical aid.

REFERENCES:
1. FMFRP 4-52 First Aid

0311-MED-1407: Perform first aid for frostbite

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given a frostbite casualty, while wearing a fighting load.

STANDARD: By reversing the effects of the injury.

PERFORMANCE STEPS:
1. Evaluate the casualty.
2. Keep the casualty warm. Do not rub the injured part with snow or apply cold water soaks.
3. Gently re-warm the affected part(s) with body heat. Do not warm the part by massage or expose to open fire. Do not use ointments or other medications.
4. Decrease constricting clothing and increase circulation. Do not do anything to the part to increase circulation. Do not allow the casualty to have alcohol or tobacco.
5. Protect the part from additional injury.
6. Seek medical aid.

REFERENCES:
1. FMFRP 4-52 First Aid

0311-MED-1408: Perform first aid for an insect, snake, or animal bite

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given a casualty, while wearing a fighting load.

STANDARD: By reducing the effects of the venom.

PERFORMANCE STEPS:
1. Get the casualty away from the snake.
2. Evaluate the casualty.

3. Remove all rings and bracelets from the affected extremity.
4. Reassure the casualty and keep calm.
5. Place and elastic wrap firmly around the site of the bite, if available.
6. Apply light constricting band(s) about 1 to 2 inches away from the bite or at the edge of the swelling as an alternative to the elastic wrap. You should be able to insert a finger between the band and skin. Do not use a tourniquet.
7. Immobilize affected body part in position below the heart.
8. Kill the snake, if possible, and send it with the casualty.
9. Seek medical aid.

REFERENCES:
1. FMFRP 4-52 First Aid

0311-OPTS-1501: Operate night vision goggles

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an SL-3 complete night vision goggles, while wearing a fighting load.

STANDARD: In accordance with TM 09500A-10/1.

PERFORMANCE STEPS:
1. Install battery(ies).
2. Don the head mount or helmet mount.
3. Install the goggles into the mount socket.
4. Depress the side buttons and move the goggles fore or aft to set the appropriate eye relief.
5. Adjust straps.
6. Turn the power switch to the on position.
7. Adjust the tilt adjustment lock knob, if helmet mounted.
8. Adjust the eye pieces by sliding them together or apart so each eye can observe the entire field of view.
9. While obstructing view through the right eye piece, rotate the left diopter adjustment ring to obtain the clearest view.
10. Adjust the eye relief distance by pressing the socket release button and sliding the goggles fore or aft to obtain a full field of view.
11. Readjust the diopter adjustment rings for the best image.
12. Observe an object and adjust the objective lens focus until the sharpest image is obtained.

REFERENCES:
1. TM 09500A-10/1 Operator’s manual AN/PVS-7B

0311-OPTS-1502: Maintain optics

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given organic optical equipment.

STANDARD: To ensure the optics are clean, serviceable, and free from rust.

PERFORMANCE STEPS:
1. Inspect the optics for serviceability and cleanliness, per appropriate TM.
2. Inspect and account for all SL-3 gear.
3. Clean and maintain optics per appropriate TM.
4. Coordinate higher echelon maintenance, as required.

REFERENCES:
1. Appropriate Technical Manuals
2. TM 08579-12/A Modular Universal Laser Equipment, AN/PAQ-3 (MULE)
3. TM 09500A-10/1 Operator's Manual AN/PVS-7B
4. TM 09629A-10/1 Special Application Scoped Rifle, .50 CAL, M82A1A
5. TM 11-5855-213-10 Operator's Manual for Night Vision Sight Individual Served Weapon AN/PVS-4
6. TM 11-5855-214-10 Operator's Manual, Night Vision Sight, Crew Served Weapon AN/TVS-5
7. TM 11-5855-238-10 Operator's Manual, Night Vision Goggles, AN/PVS-5 series
8. TM 11-5855-301-12&P Operator's and Unit Maintenance Manual, Light, Aiming, Infrared, AN/PAQ-4B (IAL)
9. TM 11-5860-201-10 Laser Infrared Observation Set AN/GVS-5
10. TM 10271A-10/1 Technical Manual for AN/PVS-14, Monocular NVD
11. TM 10470A-12&P/1A Operator's and Unit Maintenance Manual, Target Pointer Illuminator/Aiming Light, AN/PEQ-2A
12. TM 11-5855-262-10-2 Night Vision Goggles
13. TM 11-5855-301-12&P Operator's and Unit Maintenance Manual, Light, Aiming, Infrared, AN/PAQ-4B (IAL)

0311-NBC-1601: Don personal protective equipment to MOPP Level 4

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an order to assume each MOPP level, chemical protective over-garments, chemical protective boots, an M40 field protective mask and carrier, M9 chemical detection tape, and chemical protective gloves.

STANDARD: By donning the equipment required for each MOPP level.

PERFORMANCE STEPS:
1. Don the over-garment and attach M9 chemical detection tape to the over-garments to achieve MOPP 1. The over-garment blouse may be left open in hot weather.
2. Don the overboots with trousers closed to achieve MOPP 2. The overgarment blouse may be left open in hot weather.
3. Don the M40 field protective mask to achieve MOPP 3. The overgarment

blouse may be left open in hot weather. The integrate hood on the suit jacket may be unsecured in hot weather.
4. Don the chemical protective gloves, closed the over-garment blouse, and raise and secure the integrated hood to assume MOPP 4.

REFERENCES:
1. MCWP 3-37.2, MTTPs for NBC Protection

SUPPORT REQUIREMENTS:
1. MOPP suits/NBC equipment
2. M40 field protective mask
3. M9 chemical detection tape

0311-NBC-1602: Drink from a canteen while in MOPP Level 4

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given a canteen of water, while wearing MOPP Level 4.

STANDARD: Without becoming a casualty.

PERFORMANCE STEPS:
1. Attach the canteen to the mask drinking tube.
2. Drink from the canteen.
3. Detach the canteen.

REFERENCES:
1. TM 3-4240-339-10 Operator's Manual for Chemical-Biological Mask, M40

SUPPORT REQUIREMENTS:
1. MOPP suits/NBC equipment
2. M40 field protective mask

0311-NBC-1603: Perform immediate decontamination

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an M291 Skin Decontamination kit (SDK), and an M40 field protective mask with carrier, while wearing a fighting load.

STANDARD: In accordance with MCWP 3-37.3.

PERFORMANCE STEPS:
1. Don and clear an M40 field protective mask.
2. Seek overhead cover or use a poncho for protection against further contamination.

3. Remove 1 M291 SDK packet from the carrying pouch.
4. Tear the M291 SDK packet open at the notch. Remove applicator pad, and discard empty packet.
5. Unfold the M291 SDK applicator pad and slip finger(s) into the handle.
6. Thoroughly scrub exposed skin on one hand until completely covered with black powder from the M291 SDK applicator pad.
7. Switch the applicator pad to the other hand and repeat step 6. Do not discard the pad when finished.
8. If unmasked when contaminated, stop breathing. Remove mask, and thoroughly scrub exposed skin of face until completely covered with black powder, using the same M291 SDK applicator pad that was used on the hands.
9. Use a second M291 SDK applicator pad to thoroughly scrub exposed skin of the neck and ears until completely covered with black powder.
10. If masked without the hood secured tight when contaminated, thoroughly scrub exposed skin of the neck and ears until completely covered with black powder, using the same M291 SDK applicator pad that was used on the hands.
11. Redo hands until completely covered with black powder.
12. Put on protective gloves.
13. Secure hood.
14. Use the M291 SDK to remove liquid contamination from the exterior of the individual weapon.
15. Use the M291 SDK to decontaminate the magazine, feed-tray, shoulder stock, and trigger assembly, as appropriate.
16. Decontaminate the protective gloves using the M291 SDK.
17. Remove powder from the M291 SDK with soap and water when operational conditions permit.
18. Bury the used applicator pads and packets, if circumstances permit.

REFERENCES:
1. FMFM 11-11 Treatment of Chemical Agent Casualties and Conventional Military Chemical Injuries
2. MCWP 3-37.3 NBC Decontamination

SUPPORT REQUIREMENTS:
1. MOPP suits/NBC equipment
2. M40 field protective mask
3. M291 Skin Decon Kit

0311-NBC-1604: Perform operator maintenance for an M40 field protective

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an M40 field protective mask, a bristle brush, cheesecloth, and a clean, soft rag.

STANDARD: In accordance with TM 3-4240-339-10.

PERFORMANCE STEPS:
1. Disassemble the mask.
2. Inspect for cleanliness and serviceability.
3. Clean the mask.

4. Reassemble the mask.
5. Perform a function check.

REFERENCES:
1. TM 3-4240-339-10 Operator's Manual for Chemical-Biological Mask, M40

SUPPORT REQUIREMENTS:
1. M40 field protective mask
2. Clean supplies

0311-DEMO-1801: Engage targets with grenades for distance and accuracy

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given practice grenades and targets at 20, 30, and 40 meters; while wearing a fighting load.

STANDARD: By achieving impact on 2 of 3 targets at each station within the effective casualty radius of the grenade.

PERFORMANCE STEPS:
1. Engage a fighting position at 30 meters with 3 grenades, from the kneeling position.
2. Engage a trench target at 40 meters with 3 grenades, from the standing position.
3. Engage a mortar position at 30 meters with 3 grenades, from the kneeling position.
4. Engage a troop in the open at 20 meters with 3 grenades, from the alternate prone position.

REFERENCES:
1. FM 23-30 Grenades and Pyrotechnic Signals

SUPPORT REQUIREMENTS:
1. Grenade pit with stationary targets at 20 to 40 meters

RANGE/TRAINING AREA:
Facility Code 17810 Live Hand Grenade Range

WEAPON AND ORDNANCE:

Weapon: Munitions/Demolitions

DODIC		Quantity
G878	FUZE, DELAY, F/G811 PRAC GREN	12 each

0311-DEMO-1802: Execute a grenade assault course of fire

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given practice grenades and targets at 20, 25, and 35 meters, while wearing a fighting load.

STANDARD: By achieving impact on 2 of 3 targets at each station, within the effective casualty radius of the grenade.

PERFORMANCE STEPS:
1. Integrate grenade assault course into the squad assault course.

REFERENCES:
1. FM 23-30 Grenades and Pyrotechnic Signals

SUPPORT REQUIREMENTS:
1. Grenade pit with stationary targets at 20 to 40 meters.

RANGE/TRAINING AREA:
Facility Code 17810 Live Hand Grenade Range

WEAPON AND ORDNANCE:

Weapon: Munitions/Demolitions

DODIC		Quantity
G878	FUZE, DELAY, F/G811 PRAC GREN	7 each

0311-DEMO-1803: Emplace and recover an M18A1 Claymore mine

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an emplaced M18A1 Claymore mine, while wearing a fighting load.

STANDARD: In accordance with FM 23-23.

PERFORMANCE STEPS:
1. Inspect the claymore for emplacement.
2. Emplace the claymore.
3. Position the M57 firing device bail to the SAFE position.
4. Disconnect the firing wire from the firing device.
5. Replace the combination shorting plug dust cover on the firing wire connector and the dust cover on the M57 firing device.
6. Unscrew and remove the shipping plug priming-adapter containing the blasting cap from the mine.
7. Remove the blasting cap and firing wire from the shipping plug priming-adapter.
8. Reverse the shipping plug priming-adapter, and screw the plug end of the adapter into the detonator well.
9. Remove the firing wire from its secure position.
10. Re-roll the blasting cap and firing wire, and place it in its cardboard container.
11. Remove the mine from its emplacement.

12. Repack the mine and its accessories into their respective pockets in the bandoleer.

REFERENCES:
1. FM 23-23 Antipersonnel Mine M18A1 Claymore

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17830 Light Demolition Range
Facility Code 17905 Mine Warfare Area

WEAPON AND ORDNANCE:

Weapon: Munitions/Demolitions

DODIC		Quantity
K143	MINE, APERS, M18A1, W/ACCES	1 each

Expenditure of ammunition is not required. K144 MINE, APERS, M18, INERT may also be used to standard.

0311-DEMO-1804: Probe for a mine

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an individual weapon, a non-metallic probe, and an emplaced antipersonnel or antitank mine, while wearing a fighting load.

STANDARD: In accordance with FM 21-75.

PERFORMANCE STEPS:
1. Remove helmet, load-carrying equipment, watch, rings, belt, dog tags, and anything else may hinder movement or fall off.
2. Leave rifle and equipment with the team.
3. Place the unsharpened end of the probe in the palm of one hand with fingers extended and thumb holding the probe.
4. Probe every 5 cm (2 in) across a 1-meter front. Push the probe gently into the ground, at an angle less than 45 degrees.
5. Kneel (or lie down) and feel upward and forward with the free hand to find trip wires and pressure prongs before starting to probe.
6. Put just enough pressure on the probe to sink it slowly into the ground. If the probe does not go into the ground, pick or chip the dirt away with the probe and remove it by hand.
7. Stop probing when a solid object is touched.
8. Remove enough dirt from around the object to find out what it is.
9. If the object detected is a mine, mark it by tying a piece of paper, cloth, or engineer tape to a stake and placing the stake in the ground by the mine. Report its exact location to higher headquarters.

REFERENCES:
1. FM 21-75 Combat Skills of the Soldier

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17905 Mine Warfare Area

0311-AT4-1810: Engage targets with an AT-4 light anti-armor weapon

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an AT-4 light anti-armor weapon or AT4 TRACER TRAINER, and 4 stationary and/or moving targets from 125 to 300 meters, while a fighting load.

STANDARD: By achieving hits on target with 5 of 8 rounds.

PERFORMANCE STEPS:
1. Inspect the weapon.
2. Prepare the weapon for firing.
3. Ensure the rear sight is adjusted for the correct range of the target.
4. Visually inspect and clear the back blast area.
5. Engage the target with the weapon.

REFERENCES:
1. FM 23-25 launcher, Heat Projected, 84mm, M136 (AT-4)

SUPPORT REQUIREMENTS:
1. Live fire range for AT-4 (or 9mm practice round) with 4 to 6 stationary and/or moving tank silhouette targets from 125 to 300 meters

RANGE/TRAINING AREA:
Facility Code 17631 Light Antiarmor Weapons Range; Live Fire
Facility Code 17640 Antiarmor Tracking and Live Fire Range

WEAPON AND ORDNANCE:

Weapon: Munitions/Demolitions

DODIC		Quantity
C995	ROCKET 84MM AT-4	8 each

A358 CTG, 9MM, PRACTICE F/AT-4 can also be used to standard

INF-WPNS-1901: Zero the Laser borelight

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an SL-3 complete Laser Borelight System (LBS), an M16 series, M249, M240G, M2 or Mk 19, marking gear and paper.

STANDARD: The task is complete when the laser dot remains stationary after the Borelight is rotated clockwise, and the boresight holds at a distance of 10 meters.

PERFORMANCE STEPS:
1. Preset zero on the laser borelight as per the Training manual.
2. Stabilize the weapon.
3. Screw in the appropriate mandrel.
4. Insert mandrel into the muzzle of the weapon until mandrel comes to a complete stop.
5. Turn borelight on.
6. Secure a target to a flat surface approximately 10 meters away from weapon.
7. Rotate bore 180 degrees clockwise, if the dot remains stationary the borelight is aligned and boresighted to the weapon.
8. Move the target to a distance of two meters. Mark the location of the laser dot.
9. Slowly rotate the Borelight clockwise one half turn. Note the new location of the laser dot.
10. Adjust the windage and elevation until the laser dot moves one half the space from its original location.
11. Continue the procedure until the laser dot remains stationary when the Borelight is rotated clockwise.
12. Move the target to a distance of ten meters and recheck the boresight.

REFERENCES:
1. TM 10471A-12&P/1, Operator's and Unit Maintenance Manual Laser Borelight System.

INF-WPNS-1902: Boresight a weapon using the Laser Borelight System

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an SL-3 complete Laser Borelight System (LBS), that has been zeroed, an M16 series, M249, M240G, M2 or Mk 19, the TM 10471A-12&P/1, Operator's and Unit Maintenance Manual Laser Borelight System, Table 5-1, the proper target system, and another Marine.

STANDARD: Event is complete when the chosen weapon’s point of aim equals point of impact.

PERFORMANCE STEPS:
1. Select the target from Table 5-1 for the weapon and sight combination being boresighted.
2. Position the target at 10 Meters oriented in a vertical position.
3. Stabilize the weapon without cant, and insert the Borelight into the muzzle.
4. Turn the Borelight on.
5. Adjust the target as required to place the Borelight laser dot on the small black dot.
6. Adjust the sighting device, azimuth and elevation, until centered on the cross.

REFERENCES:

1. TM 10471A-12&P/1, Operator's and Unit Maintenance Manual Laser Borelight System.

8080. 0311 2000 LEVEL INDIVIDUAL EVENTS

0311-PAT-2001: Navigate using the Global Positioning System (GPS)

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a map, protractor, map pen, designated objective(s), Global Positioning System (GPS) and accessories, wearing a fighting load.

STANDARD: By arriving within 100 meters of each designated checkpoint.

PERFORMANCE STEPS:
1. Determine six-grid of objective from map plot.
2. Input destination coordinates into global positioning system.
3. Determine current location coordinates from global positioning system reading.
4. Determine azimuth and distance to objective from global positioning system.
5. Move towards objective.
6. Monitor progress.

REFERENCES:
1. Trimpac GPS Receiver, Operation and Maintenance Guide

SUPPORT REQUIREMENTS:
1. Maneuver/Training area

0311-PAT-2002: Select a route utilizing a topographic map

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a 5 paragraph order, topographical map, protractor, and map pen.

STANDARD: By maximizing utilization of terrain and vegetation to avoid detection.

PERFORMANCE STEPS:
1. Analyze the mission.
2. Analyze the enemy disposition.
3. Analyze troops and fire support availability.
4. Analyze key terrain features.
5. Analyze terrain with respect to observation and fields of fire.
6. Analyze terrain with respect to cover and concealment.
7. Analyze terrain with respect to obstacles.
8. Determine danger areas.

9. Analyze terrain with respect to avenues of approach.
10. Analyze the effects of weather.
11. Analyze time and distance requirements.
12. Analyze logistical support requirements.
13. Determine checkpoints to facilitate control of movement.
14. Determine steering marks to facilitate control of navigation.

REFERENCES:
1. FM 21-26 map Reading and Land Navigation

0311-PAT-2003: Navigate using relief sketch

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a sketch of a military map, a lensatic compass, a starting point, and an objective.

STANDARD: To navigate to a given objective.

PERFORMANCE STEPS:
1. Prepare a relief sketch from a military map.
2. Identify objective on relief sketch.
3. Identify landmarks and limiting features (streams, structures, distinct terrain features).
4. Identify north.
5. Identify sunrise location or sun set location.
6. Identify areas to avoid, such as potential enemy locations.
7. Navigate from starting point to objective.

REFERENCES:
1. FM 21-26 Map Reading and Land Navigation

SUPPORT REQUIREMENTS:
1. Maneuver/Training area

RANGE/TRAINING AREA:
Facility Code 17412 Land Navigation Course

0311-PAT-2004: Write a warning order for a squad/section or platoon

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a 5 paragraph order from higher headquarters, paper, and pen.

STANDARD: In accordance with FMFM 6-5.

PERFORMANCE STEPS:
1. Conduct initial estimate of the situation.
2. Determine how the mission will be organized, which attachments will be needed, and the time line. Identify implied missions will have to be accomplished if the mission is to succeed.
3. Write the situation paragraph as a brief statement of the friendly and enemy situation.
4. Write the mission, exactly as it was received from higher headquarters.
5. Write general instructions to include general and special organization, uniform and equipment common to all, weapons ammunition and equipment, chain of command, and the time schedule.
6. Write special instructions to subordinate leaders, special purpose teams, and key individuals.

REFERENCES:
1. FMFM 6-5 Marine Rifle Platoon/Squad

0311-PAT-2005: Write a five paragraph order for a squad/section

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a 5 paragraph order from higher headquarters, paper, and pen.

STANDARD: By developing an order that supports achievement of higher headquarters' mission.

PERFORMANCE STEPS:
1. Determine the mission from higher headquarters' mission, commander's intent, and specified tasks.
2. Analyze the enemy situation to determine the effect on the unit.
3. Analyze the friendly situation to determine the effect on the unit.
4. Analyze the effect of attachments and/or detachments on the unit.
5. Analyze the higher scheme of maneuver and fire support plan.
6. Determine the unit scheme of maneuver.
7. Determine the unit fire support plan.
8. Task organize the unit.
9. Analyze higher administration and logistics to determine the effect on the unit.
10. Determine unit administrative and logistic requirements.
11. Analyze higher command and signal plan.
12. Determine the unit command and signal plan.

REFERENCES:
1. FMFM 6-5 Marine Rifle Platoon/Squad

0311-PAT-2006: Issue an order to a squad or platoon/section

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a completed 5 paragraph order and a terrain model, while wearing a fighting load.

STANDARD: In accordance with FMFM 6-5.

PERFORMANCE STEPS:
1. Assemble the unit around the terrain model.
2. Take role to ensure all members are present.
3. If issuing a mission order, receive a status report for the unit and Team Leaders on the preparatory tasks assigned to them when the warning order was issued.
4. Precede the issuance of the order with the orientation.
5. Issue the entire order IAW unit SOP.
6. Conduct a question and answer session.
7. Conclude the issue process with a time check, and announce the next event to be accomplished.

REFERENCES:
1. FMFM 6-5 Marine Rifle Platoon/Squad

0311-PAT-2007: Conduct a debrief

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given the necessary equipment, a debriefing format, and a representative from the applicable staff section.

STANDARD: To relay all information during the course of the mission.

PERFORMANCE STEPS:
1. Move to designated area for debrief.
2. Lay out and account for all team and individual equipment.
3. Discuss observation logbook.
4. Conduct debrief following debriefing format.
5. Provide changes to original overlays.

REFERENCES:
1. FMFM 6-5 Marine Rifle Platoon/Squad

0311-PAT-2010: Select a hasty firing position

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an individual weapon, while wearing a fighting load.

STANDARD: By assuming a position that allows fire to be placed upon the enemy while taking advantage of available cover and concealment.

PERFORMANCE STEPS:
1. Make a visual reconnaissance of the area.
2. Select a position that offers the best cover and concealment.
3. Fire around cover, not over it.
4. Remain far enough back from the cover, so the weapon or muzzle flash does not extend beyond it.
5. Avoid being silhouetted against a light colored background.
6. Fire from a kneeling or prone position, to reduce exposure to enemy fire.

REFERENCES:
1. MCWP 3-35.3 Military Operations on Urbanized Terrain

SUPPORT REQUIREMENTS:

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

0311-PAT-2011: Provide security during breach of an obstacle

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an obstacle, an assault element with appropriate breaching materials and a mission requiring breach of an obstacle.

STANDARD: To accomplish the intent of the higher headquarters' order.

PERFORMANCE STEPS:
1. Report obstacle location, type, and size to higher headquarters.
2. Establish local security in an overwatch position.
3. Assess obstacle, enemy situation, and terrain to determine breach point and assets required to include supporting arms.
4. Request additional assets based on METT-TSL.
5. Task organize unit into a breach element and a support element.
6. Employ fires to suppress enemy.
7. Consider use of smoke to obscure target to the enemy.
8. Move the breach element to the breach point, using available cover and concealment.
9. Employ demolitions, as required.
10. Ensure booby traps, unexploded munitions, and breach lanes are clearly marked for day and night movement.
11. Establish security beyond the breach point.
12. Move all remaining elements through the breach lane.
13. Report location of breach lane to higher headquarters.
14. Continue with assigned mission.

REFERENCES:
1. FM 5-250 Explosives and Demolitions
2. FMFM 13-7 MAGTF Breaching Operations
3. MCRP 3-17A Engineer Field Data

SUPPORT REQUIREMENTS:
1. Maneuver/Training area
2. Obstacle

RANGE/TRAINING AREA:
Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17945 Training Mockups

0311-M16-2101: Engage targets with a service rifle wearing a field protective mask

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a service rifle, ammunition, a sector of fire, and twelve unknown distance, moving, and limited exposure targets, while wearing fighting load and a field protective mask.

STANDARD: By achieving a hit on 7 of 12 targets presented.

PERFORMANCE STEPS:
1. Don and clear the field protective mask.
2. Identify the target.
3. Employ the weapon.
4. Assess the target.

REFERENCES:
1. MCRP 301A Rifle Marksmanship

SUPPORT REQUIREMENTS:
1. Live fire range for M16 series service rifle with 10 to 20 man-size targets (static, limited exposure, and moving) at ranges of 50 to 300 meters

RANGE/TRAINING AREA:
Facility Code 17502 Small Arms Range; Non-Standard

WEAPON AND ORDNANCE:

Weapon: M16 series 5.56mm service rifle

DODIC		Quantity
A059	CTG, 5.56mm, BALL, M855	12 each

0311-M16-2102: Zero a night vision sight to a service rifle

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an SL-3 complete Night Vision Sight with appropriate reticule, Service Rifle with mounting bracket, ammunition, and a 25 meter zeroing target, while wearing a fighting load.

STANDARD: By achieving point of aim/point of impact.

PERFORMANCE STEPS:
1. Mount the target pointer illuminator and/or aiming light on a service rifle.
2. Zero the target point illuminator per the training manual.
3. Fire three rounds.
4. Make the necessary adjustments.
5. Confirm zero.

REFERENCES:
1. TM 11-5855-301-12&P Operator's and Unit Maintenance Manual, Light, Aiming, Infrared, AN/PAQ-4B (IAL)

SUPPORT REQUIREMENTS:
1. Live fire range for M16 series service rifle with laser illuminator and night vision devices meter zeroing targets at 25 meters

RANGE/TRAINING AREA:
Facility Code 17502 Small Arms Range; Non-Standard

WEAPON AND ORDNANCE:

Weapon: M16 series 5.56mm service rifle

DODIC		Quantity
A059	CTG, 5.56mm, BALL, M855	12 each

0311-M16-2103: Engage targets with a service rifle using a night vision sight

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a service rifle, a night vision sight, ammunition, a sector of fire, and twelve unknown distance, moving, and limited exposure targets from 50 to 250 meters, while wearing a fighting load.

STANDARD: By achieving a hit on 8 of 12 targets presented.

PERFORMANCE STEPS:
1. Place rifle in Condition 1.
2. Assume a firing position that provides cover, concealment, and good observation of the assigned sector of fire.
3. Detect targets by searching and assessing the assigned sector of fire.

4. Present the rifle from the ready.
5. Engage target.
6. Search and assess the assigned sector of fire for additional targets.
7. Place rifle on safe.

REFERENCES:
1. MCRP 3-10A Rifle Marksmanship

SUPPORT REQUIREMENTS:
1. Live fire range for M16 series service rifle with 10 to 20 man-size targets (static, limited exposure, and moving) at ranges of 50 to 300 meters

RANGE/TRAINING AREA:
Facility Code 17502 Small Arms Range; Non-Standard

WEAPON AND ORDNANCE:

Weapon: M16 series 5.56mm service rifle

DODIC		Quantity
A059	CTG, 5.56mm, BALL, M855	12 each

0311-M16-2104: Mark a sector of fire for a service rifle

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a service rifle, an assigned sector of fire, and entrenching tool, and stakes or sand bags, while wearing a fighting load.

STANDARD: In accordance with FMFM 6-5.

PERFORMANCE STEPS:
1. Emplace limiting stake or sand bags on the forward edge of the fighting position.
2. Mark assigned sector of fire with limiting stakes or sand bags that are stable enough to contain the erratic traversing of the weapon with the assigned sector.

REFERENCES:
1. FMFM 6-5 Marine Rifle Platoon/Squad

SUPPORT REQUIREMENTS:
1. Maneuver/Training area

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

0311-M16-2105: Zero a Rifle Combat Optic (RCO) to a service rifle

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an SL-3 complete RCO, Service Rifle with mounting bracket, ammunition, and a zeroing target, while wearing a fighting load.

STANDARD: By achieving point of aim/point of impact.

PERFORMANCE STEPS:
1. Mount the RCO on a service rifle.
2. Zero the RCO per the training manual.
3. Fire three rounds.
4. Make the necessary adjustments.
5. Confirm zero.

REFERENCES:
1. TM 11064-12&P TA31RCO-A4 Trijicon ACOG

SUPPORT REQUIREMENTS:
1. Live fire range for M16 series service rifle with zeroing targets

RANGE/TRAINING AREA:
Facility Code 17502 Small Arms Range; Non-Standard

WEAPON AND ORDNANCE:

Weapon: M16 series 5.56mm service rifle

DODIC		Quantity
A059	CTG, 5.56mm, BALL, M855	12 each

0311-M16-2106: Engage targets with a service rifle using an RCO

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a service rifle, an RCO, ammunition, a sector of fire, and twelve unknown distance, moving, and limited exposure targets from 50 to 250 meters, while wearing a fighting load.

STANDARD: By achieving a hit on 8 of 12 targets presented.

PERFORMANCE STEPS:
1. Place rifle in Condition 1.
2. Assume a firing position that provides cover, concealment, and good observation of the assigned sector of fire.
3. Detect targets by searching and assessing the assigned sector of fire.
4. Present the rifle from the ready.
5. Engage target.
6. Search and assess the assigned sector of fire for additional targets.
7. Place rifle on safe.

REFERENCES:
1. MCRP 3-10A Rifle Marksmanship
2. TM 11064-12&P TA31RCO-A4 Trijicon ACOG

SUPPORT REQUIREMENTS:
1. Live fire range for M16 series service rifle with 10 to 20 man-size targets (static, limited exposure, and moving) at ranges of 50 to 300 meters

RANGE/TRAINING AREA:
Facility Code 17502 Small Arms Range; Non-Standard

WEAPON AND ORDNANCE:

Weapon: M16 series 5.56mm service rifle

DODIC		Quantity
A059	CTG, 5.56mm, BALL, M855	12 each

0311-M203-2112: Zero a night vision sight to an M203 grenade launcher

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an SL-3 complete night vision sight with appropriate reticule and mounting bracket, M16 series service rifle mounted with an M203 grenade launcher, ammunition, and a 200 meter target, while wearing a fighting load.

STANDARD: By ensuring a round impacts within 5 meters of the target.

PERFORMANCE STEPS:
1. Remove the quadrant sight from the rifle.
2. Position the mounting bracket assembly on the left side of the rifle so that the 2 clamp plates project through the opening under the handle of the rifle.
3. Turn the clamp plates so that the pointed ends are in the up position and seated against the handle.
4. Tighten the wing-nuts clockwise until the mounting bracket is secured firmly to the weapon.
5. Position the sight in the groove on top of the bracket and align the threaded hole in the base of the sight mounting adapter with the lever screw assembly.
6. Tighten the screw firmly clockwise to secure the sight to the bracket.
7. Place the sight into operation.
8. Assume a prone supported firing position.
9. Adjust the azimuth and elevation controls so that the reticule aiming point is in the center of the field-of-view of the sight.
10. Fire a round to seat the sight on the weapon, then retighten all mounting screws or knobs.
11. Place the zeroing range aiming point of the reticule on the target aiming point and fire a round.
12. Observe the strike of the round.

13. Determine the distance between the impact of the round and the impact point of the target.
14. Adjust the reticule to move the impact of the round the measured distance to the impact point.
15. Repeat performance steps 9 through 12 until a round impacts within 5 meters of the target.

REFERENCES:
1. TM 11-5855-213-10 Operator's Manual for Night Vision Sight Individual Served Weapon AN/PVS-4
2. FM 23-31 40mm Grenade Launchers M203 and M79

SUPPORT REQUIREMENTS:
1. Live fire range for M203 grenade launcher and ammunition with a man size target at 200 meters

RANGE/TRAINING AREA:
Facility Code 17610 Grenade Launcher Range

WEAPON AND ORDNANCE:

Weapon: M203 40mm grenade launcher

DODIC		Quantity
B546	CTG, 40mm, HE DP, M433	4 each

0311-M203-2113: Qualify with an M203 grenade launcher at night

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a service rifle with a mounted M203 grenade launcher and a mounted night vision sight, ammunition, and an automatic weapon position target at 200 to 250 meters, while wearing a fighting load.

STANDARD: By achieving impact on the target with 2 of 3 rounds within the effective casualty radius of the grenade.

PERFORMANCE STEPS:
1. Visually acquire automatic weapon position at 200 to 250 meters.
2. Engage target with 3 high explosive rounds from the standing position within 2 minutes.

REFERENCES:
1. FM 23-31 40mm Grenade Launchers M203 and M79

SUPPORT REQUIREMENTS:
1. Live fire range for M203 grenade launcher and ammunition with point and area targets from 90 to 350 meters

RANGE/TRAINING AREA:
Facility Code 17610 Grenade Launcher Range

WEAPON AND ORDNANCE:

Weapon: M203 40mm grenade launcher

DODIC		Quantity
B546	CTG, 40mm, HE DP, M433	3 each

0311-M203-2114: Mark a sector of firer for an M203 grenade launcher

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an M203 grenade launcher, an assigned sector of fire, an entrenching tool, and stakes, while wearing a fighting load.

STANDARD: In accordance with FMFM 6-5.

PERFORMANCE STEPS:
1. Mark and define left and right lateral limits with suitable materials.
2. Identify all likely avenues of enemy approach, possible enemy assault positions, and all dead space within the assigned sector of fire.
3. Determine ranges to all possible targets.
4. Emplace elevation stake with proper elevation to set the range to the target area, and ensuring that it falls on the barrel of the M203 but dose not interfere with the operation of the weapon.
5. Emplace deflection stake to give proper direction to target area.
6. Emplace recoil stake to absorb the recoil of the weapon along the butt stock of the weapon.

REFERENCES:
1. FMFM 6-5 Marine Rifle Platoon/Squad

SUPPORT REQUIREMENTS:
1. Maneuver/Training area

RANGE/TRAINING AREA:
Facility Code 17610 Grenade Launcher Range

0311-M203-2115: Engage targets at unknown distances with the M203 grenade launcher

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a service rifle with a mounted M203 grenade launcher, ammunition, and targets at unknown distance of 100 to 300 meters, while wearing a fighting load.

STANDARD: By achieving either impact on the target within the effective

casualty radius of the grenade or achieving desired screening effects with 75% of the rounds.

PERFORMANCE STEPS:
1. Place the weapon in Condition 1.
2. Detect targets by searching and assessing.
3. Determine desired effects.
4. Load appropriate round.
5. Engage target using the appropriate sight and compensating for the effects of weather and terrain.

REFERENCES:
1. FM 23-31 40mm Grenade launchers M203 and M79

SUPPORT REQUIREMENTS:
1. Live fire range for M203 grenade launcher and ammunition with point and area targets from 90 to 350 meters.

RANGE/TRAINING AREA:
Facility Code 17610 Grenade Launcher Range

WEAPON AND ORDNANCE:

Weapon: M203 40mm grenade launcher

DODIC		Quantity
B546	CTG, 40mm, HE DP, M433	3 each

0311-M249-2123: Perform transition firing for an M249 squad automatic weapon during limited visibility

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an M249 squad automatic weapon with mounted night vision sight, 42 rounds of ammunition, targets at ranges of 50, 100, 200, 300, and 400 meters, and a qualification target, while wearing a fighting load.

STANDARD: By achieving hits on 12 of 16 targets presented.

PERFORMANCE STEPS:
1. Assume a bipod supported firing position.
2. With a belt of 12 rounds place the weapon in Condition 1.
3. Fire four, 3 round bursts at a single E-silhouette target, at a range of 25 meters prone to field expedient zero the AN/PVS-4 night vision sight.
4. Load a belt of 30 rounds of ammunition.
5. Place the weapon in Condition 1.
6. Fire two 3 round bursts at a single E-silhouette target, at a range of 200 meters prone.
7. Fire two 3 round bursts at a double E-silhouette target, at a range of 400 meters prone.
8. Fire two 3 round bursts at a single E-silhouette target, at a range of 100 meters prone.

9. Fire two 3 round bursts at a single E-silhouette target, at a range of 300 meters prone.
10. Fire two 3 round bursts at a single E-silhouette target, at a range of 100 meters prone.

REFERENCES:
1. FM 23-14 Squad Automatic Weapon, M249

SUPPORT REQUIREMENTS:
1. Live fire range for M249 squad automatic weapon with man-size targets at ranges of 50, 100, 200, 300, and 400 meters.

RANGE/TRAINING AREA:
Facility Code 17580 Machinegun Transition Range
Facility Code 17581 Machinegun Field Firing Range

WEAPON AND ORDNANCE:

Weapon: M249 5.56mm light machinegun - squad automatic weapon

DODIC		Quantity
A062	CTG, 5.56mm, BALL LINKED	42 each

0311-M249-2124: Mark a sector of fire for an M249 squad automatic weapon

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an M249 squad automatic weapon, an assigned sector of fire, an entrenching tool, and stakes or sand bags, while wearing a fighting load.

STANDARD: In accordance with FMFM 6-5.

PERFORMANCE STEPS:
1. Dig bipod trenches in a half moon shape 4-6 inches deep to serve as the reference point for the weapon.
2. Mark and define left and right lateral limits with suitable materials at the hand guards of the weapon.
3. Identify all likely avenues of enemy approach, possible enemy assault positions within the assigned sector of fire.
4. Emplace principal direction of fire (PDF) stake with the proper elevation to provide grazing fire for the weapon.

REFERENCES:
1. FMFM 6-5 Marine Rifle Platoon/Squad

SUPPORT REQUIREMENTS:
1. Maneuver/Training area

RANGE/TRAINING AREA:
Facility Code 17580 Machinegun Transition Range
Facility Code 17581 Machinegun Field Firing Range

0311-M249-2125: Engage targets with an M249 squad automatic weapon using alternate firing positions

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an M249 squad automatic weapon, ammunition, and single E-silhouette targets from 25 to 75 meters, while wearing a fighting load.

STANDARD: By achieving hits on 4 of 6 targets exposed.

PERFORMANCE STEPS:
1. Employ the weapon from the standing position.
2. Employ the weapon from the kneeling position.

REFERENCES:
1. FM 23-14 Squad Automatic Weapon, M249

SUPPORT REQUIREMENTS:
1. Live fire and maneuver range for M249 squad automatic weapon with single E-silhouette targets from 25 to maximum possible range of 125 meters

RANGE/TRAINING AREA:
Facility Code 17581 Machinegun Field Firing Range

WEAPON AND ORDNANCE:

Weapon: M249 5.56mm light machinegun - squad automatic weapon

DODIC		Quantity
A062	CTG, 5.56mm, BALL LINKED	36 each

0311-M9-2131: Perform weapons handling procedures with the M9 pistol

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an M9 pistol, ammunition, while wearing a fighting load.

STANDARD: By returning the weapon into action.

PERFORMANCE STEPS:
1. Inspect the pistol.
2. Load, unload, and reload.
3. Apply immediate action.
4. Apply remedial action.

REFERENCES:
1. TM 1005A-10/1 Pistol, Semiautomatic, 9mm, M9

0311-M9-2132: Perform operator maintenance for an M9 pistol

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an M9 pistol, cleaning gear, and lubricant.

STANDARD: In accordance with TM 1005A-10/1.

PERFORMANCE STEPS:
1. Ensure the weapon is clear.
2. Disassemble the weapon.
3. Inspect for cleanliness and serviceability.
4. Assemble the weapon.
5. Perform a function check.

REFERENCES:
1. TM 1005A-10/1 Pistol, Semiautomatic, 9mm, M9

0311-M9-2133: Engage targets with an M9 pistol

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an M9 pistol, 23 rounds of ammunition, and stationary targets from 3 to 25 yards, while wearing a fighting load.

STANDARD: To achieve 70% hits on target.

PERFORMANCE STEPS:
1. Identify the target.
2. Employ the weapon.
3. Assess the target.

REFERENCES:
1. TM 1005A-10/1 Pistol, Semiautomatic, 9mm, M9

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17570 Pistol Known Distance (KD) Range

0311-COMM-2201: Waterproof communication gear

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a radio, tape, water-proof bag, and scissors.

STANDARD: To enable radio operations regardless of weather conditions.

PERFORMANCE STEPS:
1. Refer to TM.

REFERENCES:
1. TM 11-5820-890-10-1 SINCGARS Ground Combat Net Radio, ICOM

0311-CFF-2301: Engage an area target with indirect fires

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a target within range of mortars or artillery. Communications between the Forward Observer and the Fire Direction Center (FDC) are established. The Forward Observer has a standard military map, a compass, and binoculars.

STANDARD: Effects on target are achieved within 3 adjustments.

PERFORMANCE STEPS:
1. Estimate range.
2. Forward Observer (FO) prepares a Call For Fire (CFF) and transmits it to the Fire Direction Center (FDC) within 1 minute.
3. Forward Observer (FO) is prepared to give the adjustment of the first impact of the round within 2 minutes.
4. Subsequent adjusting rounds are fired within 1 minute after impact of previous round.
5. Units initiates Fire For Effect (FFE) within 12 minutes of the fire request.
6. Fire For Effect (FFE) covers the designated area.
7. Relays the mortars on the Final Protective Fire (FPF) upon receipt of "Cease fire, end of mission."

REFERENCES:
1. FM 23-90 Mortars
2. FM 23-91 Mortar Gunnery
3. MCWP 3-16.6 Supporting Arms Observer, Spotter and Controller
4. MCWP 3-16 Techniques and Procedures for Fire Support Coordination

SUPPORT REQUIREMENTS:
1. Impact area

2. Live fire range
3. Artillery unit
4. Mortars

RANGE/TRAINING AREA:
Facility Code 17430 Impact Area; Dudded
Facility Code 17670 Mortar Range
Facility Code 17671 Field Artillery Indirect Fire Range

ADMINISTRATIVE INSTRUCTIONS:
1. Marine must demonstrate proficiency in Grid, Polar and Shift methods of target engagement.
2. The Marine must be trained to adjust rounds on target using both the bracketing and creeping methods, and understand when each is used.
3. This task will be trained on ISMT, TSFO or similar simulation training devices prior to expending live rounds.

0311-MED-2401: Transmit a Casualty Report (CasRep)

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a map, a casualty, and a radio, while wearing a fighting load.

STANDARD: By including each of the required items.

PERFORMANCE STEPS:
1. Transmit casualty's name, initials, and last 4 digits of social security number.
2. Transmit date and time of incident.
3. Transmit 6 digit grid location of casualty.
4. Transmit type of wound.
5. Transmit portion of body effected.
6. Transmit seriousness of the wound.
7. Transmit requirement for MEDEVAC, if appropriate.
8. Transmit the activity in which the casualty was engaged.
9. Transmit the cause of the wound.

REFERENCES:
1. FMFM 6-5 Marine Rifle Platoon/Squad

0311-MED-2402: Perform rescue breathing

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an unconscious casualty who has a pulse, but is not breathing.

STANDARD: By starting the casualty's breathing.

PERFORMANCE STEPS:
1. Evaluate the casualty.
2. Open the airway.
3. Check for breathing again.
4. If the casualty still is not breathing, pinch the nostrils with the thumb and forefinger of the upper hand while maintaining pressure on the forehead to keep the head tilted.
5. Take a deep breath, and make a tight seal around the casualty's mouth or nose, if required.
6. Breathe into the casualty's mouth for 1 to 1½ seconds.
7. Allow the casualty's lungs to deflate. Give a second breath.
8. Watch for the chest to rise and fall.
9. If the casualty's chest does not rise and fall, reposition the casualty's head and repeat steps 4 through 8.
10. If the casualty's chest still does not rise and fall, check for a blocked airway.
11. Clear the blocked airway with abdominal thrusts or finger sweeps and repeat steps 4 through 8.

REFERENCES:
1. FMFRP 4-52 First Aid

0311-MED-2403: Perform Cardiopulmonary Resuscitation (CRP)

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an unconscious casualty who is not breathing and has no pulse.

STANDARD: By keeping oxygenated blood flowing through the casualty's body.

PERFORMANCE STEPS:
1. Evaluate the casualty.
2. Open the airway.
3. Move your hand that is closest to the casualty's legs to his chest.
4. Run your index and middle fingers up the lower edge of the casualty's rib cage.
5. Locate the notch at the bottom center of the casualty's rib cage.
6. Keep your middle finger in this notch and your index finger on the sternum/breast bone.
7. Place the heel of your hand closest to the casualty's head on the sternum next to, but not covering, your index finger.
8. Place your other hand on top of your hand that is on the casualty's chest.
9. Bend from your hips, with your arms extended and locked, and compress the casualty's chest with your upper body weight falling straight down from the shoulders.

10. Depress the sternum 1½ to 2 inches.
11. Give 15 compressions at the rate of 80 to 100 compressions per minute.
12. Give 2 rescue breaths.
13. Check the pulse and breathing after 1 minute (every 4th cycle).
14. Seek medial aid and continue CPR until a pulse returns or medical aid arrives.
15. If the casualty regains a pulse, continue rescue breathing until breathing resumes or medical aid arrives.

REFERENCES:
1. FMFRP 4-52 First Aid

0311-MED-2404: Perform first aid for a head wound

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a casualty, while wearing a fighting load.

STANDARD: By protecting the wound.

PERFORMANCE STEPS:
1. Evaluate the casualty's level of consciousness.
2. Watch for conditions requiring basic life support actions.
3. Apply the casualty's field dressing over the wound, without covering the eyes or ears.
4. In the absence of shock, elevate the head slightly to help decrease pressure.
5. Seek medical aid.

REFERENCES:
1. FMFRP 4-52 First Aid

0311-MED-2405: Perform first aid for a chest wound

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a casualty, while wearing a fighting load.

STANDARD: By protecting the wound.

PERFORMANCE STEPS:
1. Evaluate the casualty.
2. Watch for conditions requiring basic life support actions.
3. Check for an entry and exit wound.
4. Expose the wound.
5. Make a seal over the wound with the plastic wrapper from the casualty's

field dressing or any other clean material by placing the seal directly over the wound, as the casualty breathes out.
6. Apply the casualty's field dressing to the wound.
7. Position the casualty on his injured side.
8. Seek medical aid.

REFERENCES:
1. FMFRP 4-52 First Aid

0311-MED-2406: Perform first aid for an abdominal wound

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a casualty, while wearing a fighting load.

STANDARD: By protecting the wound.

PERFORMANCE STEPS:
1. Evaluate the casualty.
2. Watch for conditions requiring basic life support actions.
3. Prevent further exposure of internal organs.
4. Place the casualty on his back, if possible.
5. Flex the casualty's knees to relieve internal pressure.
6. Use the casualty's field dressing wrapper to cover the wound.
7. Apply the casualty's field dressing to the wound, without applying pressure.
8. Tie the casualty's legs together, if possible.
9. Moisten the casualty's field dressing.
10. Pick up any organs that may be on the ground with the cleanest material available.
11. Place the organs on top of the casualty's stomach and keep moist.
12. Seek medical aid.

REFERENCES:
1. FMFRP 4-52 First Aid

0311-MED-2407: Perform a one-man fireman carry

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a casualty, while wearing a fighting load.

STANDARD: By removing the casualty from immediate harm.

PERFORMANCE STEPS:
1. Evaluate the casualty.
2. Treat the casualty, as required.
3. Roll casualty onto his abdomen.
4. Straddle the casualty.
5. Extend your hands under the casualty's chest.
6. Lift the casualty to his feet.
7. Support the casualty with your left arm.
8. Raise the casualty's right arm.
9. Pass your head under the casualty's raised arm.
10. Face the casualty, and secure your arms around him.
11. Spread the casualty's legs 6 to 8 inches apart.
12. Raise the casualty's right arm over your head.
13. Bend at the waist and knees.
14. Pull the casualty's arm over and down your left shoulder, bringing the casualty's body across your shoulders.
15. Pass your right arm between the casualty's legs.
16. Grasp the casualty's right wrist with your right hand.
17. Stand up.
18. Relocate the casualty to an area that presents no immediate harm.
19. Seek medical aid.

REFERENCES:
1. FMFRP 4-52 First Aid

0311-NBC-2601: Perform MOPP gear exchange

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

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a decontamination kit, a new protective ensemble, a partner, and a secure uncontaminated environment while in MOPP 4.

STANDARD: Per the reference.

PERFORMANCE STEPS:
1. Decontaminate gear.
2. Prepare for decontamination.
3. Decontaminate mask and remove hood.
4. Remove overgarment and overboots.
5. Remove gloves.
6. Put on new overgarment.
7. Put on new overboots and gloves.
8. Secure hood.
9. Secure gear.

REFERENCES:
1. MCWP 3-37.3 NBC Decontamination

SUPPORT REQUIREMENTS:
1. M40 field protective mask
2. MOPP gear
3. M291 Skin Decon Kit

0311-NBC-2602: Perform self-aid for a nerve agent

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a MARK I nerve agent antidote, MOPP gear and an M40 field protective mask with carrier, while wearing a fighting load.

STANDARD: In accordance with FMFM 11-11.

PERFORMANCE STEPS:
1. Don and clear an M40 field protective mask.
2. Identify the nerve agent.
3. Perform auto injection.
4. Upgrade to MOPP Level 4
5. Seek medical attention.

REFERENCES:
1. FMFM 11-11 Treatment of Chemical Agent Casualties and Conventional Military Chemical Injuries

SUPPORT REQUIREMENTS:
1. M40 field protective mask
2. MOPP gear
3. MARK I Nerve Agent Antidote Kit (NAAK)

0311-DEMO-2801: Emplace and recover trip flare or other pyrotechnics

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an emplaced M49A1 surface trip flare, while wearing a fighting load.

STANDARD: In accordance with TM 9-1370-208-10.

PERFORMANCE STEPS:
1. Emplace the pyrotechnic.
2. Carefully depress and hold the firing lever against the flare body.
3. Insert the safety clip through the clip holes.
4. Loosen the upper wing-nut and push the flare down into the mounting bracket.
5. Slowly release the firing lever until the safety clip is properly positioned and holding the firing lever against the body of the flare.
6. Remove the trip wire from the trigger, and rewind the wire.
7. Remove the mounting bracket and flare assembly from the stationary object.

8. Clean and dry the flare and the bracket assembly.
9. Repack the flare inside the original packing.

REFERENCES:
1. TM 9-1370-208-10 Photoflash cartridges, surface flares, and miscellaneous pyrotechnic items

SUPPORT REQUIREMENTS:

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

WEAPON AND ORDNANCE:

Weapon: Munitions/Demolitions

DODIC		Quantity
L495	FLARE, SURFACE, TRIP, M49A1	1 each

Expenditure of ammunition is not required.

0311-AT4-2810: Perform misfire procedures for an AT-4 light anti-armor weapon

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an AT-4 light anti-armor weapon which fails to fire, while wearing a fighting load.

STANDARD: In accordance with FM 23-25.

PERFORMANCE STEPS:
1. Maintain the original sight picture.
2. Release the forward safety.
3. Recock the cocking lever.
4. Check the back-blast area. Aim, fully depress and hold down the forward safety, and press the red trigger button.
5. If the launcher still fails to fire, release the forward safety and return the cocking lever to the SAFE uncocked position.
6. Take the launcher off of the shoulder, keeping the muzzle pointed toward the target.
7. Reinsert the transport safety pin.
8. Lay the faulty launcher on the ground with the muzzle pointing toward the target.

REFERENCES:
1. FM 23-25 Launcher, Heat Projected, 84mm, M136 (AT-4)

SUPPORT REQUIREMENTS:
1. Live fire range for AT-4 (or 9mm practice round), if ammunition is used

WEAPON AND ORDNANCE:

Weapon: Munitions/Demolitions

DODIC		Quantity
C995	ROCKET 84MM AT-4	1 each

Expenditure of ammunition is not required.

CHAPTER 9

INDIVIDUAL TRAINING

0331 MACHINE-GUNNER

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0331 MACHINE-GUNNER INDIVIDUAL EVENTS

9000. PURPOSE

The purpose of 1000-level training is to provide the knowledge and skills required to perform as an Ammunition Man, Gunner and Machine-gun Team Leader, Machine-gun Section, Weapons Platoon and Ammunition Man/Driver, Assistant Gunner, Gunner, and Section Leader, Heavy Machine-gun Platoon, Weapons Company. Level 2000 formal training is received at the Infantry Machine-gun Leaders Course.

9010. EVENT CODING

Events in the T&R manual are depicted with a 12 field alphanumeric system, i.e. xxxx-xxxx-xxxx. This chapter utilizes the following methodology:

a. Field one – Each event in this chapter begins with “0331” indicating that the event is for Machine-gunner.

b. Field two – This field is alpha characters indicating a functional area. Functional areas for Machine-gunners are:

EMPL – Employment
HMG – Heavy Machine Gun
MK19 – MK19
MMG – Medium Machine Gun
MOBL - Mobility

c. Field three - This field provides numerical sequencing.

9020. ADMINISTRATIVE NOTES

1. 2000-level events are Core Plus events, with initial training settings of either MOJT or through resident/distance learning PME.

2. Each Event contains a paragraph that describes internal and external Support Requirements the unit and Marines will need to complete the event. Ranges/Training Areas are described in this section with plain-language description. They are also described using the Range/Facility Codes that identify the type of range and/or training area needed to accomplish the Event. Marines can use the codes to find information about available ranges at their geographic location by using the web-based Range/Training Area Management System (see TECOM website). Ultimate use of the Range/Training Area Code is to relate ranges to readiness by identifying those Events that cannot be accomplished at a certain location due to lack of ranges.

9030. PREREQUISITES

The Marine will have completed the Infantry Machine-Gunners Course.

9040. BILLET DESCRIPTIONS/CORE CAPABILITIES

CAREER PROGRESSION PHILOSOPHY

Upon completion of Level 1000 training at the Infantry Machine-Gunner Course, Infantry Training Battalion, School of Infantry, the machine-gunner will conduct sustainment training on the 7.62mm medium machine-gun, the 50 call, or the 40mm heavy machine-gun in an Infantry Battalion. Prior to selection to Corporal, or upon assuming the duties of squad/section leader, the machine-gunner should attend level 2000 training at the Infantry Machine-Gun Leaders Course, Advanced Infantry Training Company, School of Infantry.

BILLET: Ammunition Man, Machine-gun Section, Weapons Platoon

The Ammunition Man carries out the orders of the Gunner and unit leader. He is responsible for the condition, care, and economical use of his weapon and equipment. He is responsible for changing barrels on the machine-gun. He is responsible for security. His rank is a Private thru Lance Corporal. His T/O weapon is the M16 series service rifle.

Core Capabilities:
1. Carries out the orders of the machine-gun Team Leader.
2. Performs the tasks required of an Ammunition Man in a machine-gun team of the machine-gun section of a weapons platoon.
3. Performs operator maintenance for and operates an M240G medium machine-gun.
4. Performs operator maintenance for and is a proficient marksman with the M16 series service rifle.
5. Engages targets with an M136 light anti-armor weapon and an M67 hand grenade.
6. Emplaces and recovers an M18A1 Claymore mine.
7. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.
8. Determines current location and traverses designated points using a topographic map, lensatic compass, and protractor.
9. Performs self-aid and buddy aid.
10. Performs individual protective measures to counteract the effects of nuclear, biological, and chemical contamination.
11. Communicates using proper communications procedures with organic wired and wireless communications.
12. Performs fire and movement as an individual and as a member of a machine-gun team.
13. Locates, closes with, suppresses, and destroys the enemy by fire and maneuver.
14. Repels an enemy assault by fire and close combat.

BILLET: Gunner, Machine-gun Section, Weapons Platoon

The Gunner carries out the orders of the Team Leader or unit leader. He is responsible for the condition, care, and economical use of his weapon and equipment. In combat, he is also responsible for the tactical employment, fire discipline, fire control, and the effective and accurate employment of the machine-gun. His rank is a Lance Corporal. His T/O weapon is the 9mm

pistol and M240G machine-gun.

Core Capabilities:
1. Carries out the orders of the machine-gun Team Leader.
2. Performs the tasks required of a Gunner in a machine-gun team of the machine-gun section of a weapons platoon.
3. Performs operator maintenance for and operates an M240G medium machine-gun.
4. Performs operator maintenance for and is a proficient marksman with the M16 series service rifle and an M9 pistol.
5. Engages targets with an M136 light anti-armor weapon and an M67 hand grenade.
6. Emplaces and recovers an M18A1 Claymore mine.
7. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.
8. Determines current location and traverses designated points using a topographic map, lensatic compass, and protractor.
9. Performs self-aid and buddy aid.
10. Performs individual protective measures to counteract the effects of nuclear, biological, and chemical contamination.
11. Communicates using proper communications procedures with organic wired and wireless communications.
12. Performs fire and movement as an individual and as a member of a machine-gun team.
13. Locates, closes with, suppresses, and destroys the enemy by fire and maneuver.
14. Repels an enemy assault by fire and close combat.

BILLET: Team Leader, Machine-gun Section, Weapons Platoon

The machine-gun Team Leader carries out the orders of the Squad Leader or unit commander. He is responsible for the discipline, appearance, training, control, conduct, and welfare of his team at all times, as well as the condition, care, and economical use of its weapons and equipment. In combat, he is also responsible for the tactical employment, fire discipline, fire control, and is responsible for the effective employment of his machine-gun team. His rank is a Corporal. His T/O weapon is the M16 series service rifle.

Core Capabilities:
1. Carries out the orders of the machine-gun Section Leader.
2. Performs the tasks required of a machine-gun Team Leader in a machine-gun section of a weapons platoon.
3. Performs operator maintenance for and operates an M240G medium machine-gun.
4. Performs operator maintenance for and is a proficient marksman with the M16 series service rifle.
5. Engages targets with an M136 light anti-armor weapon and an M67 hand grenade.
6. Emplaces and recovers an M18A1 Claymore mine.
7. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.
8. Determines current location and traverses designated points using a topographic map, lensatic compass, and protractor.
9. Performs self-aid and buddy aid.
10. Performs individual protective measures to counteract the effects of

nuclear, biological, and chemical contamination.
11. Communicates using proper communications procedures with organic wired and wireless communications.
12. Performs fire and movement as an individual and as a member of a machine-gun team.
13. Locates, closes with, suppresses, and destroys the enemy by fire and maneuver.
14. Repels an enemy assault by fire and close combat.

BILLET: Squad Leader, Machine-gun Section, Weapons Platoon

The machine-gun Squad Leader carries out the orders of the Platoon Commander or the assigned unit leader. He is responsible for the discipline, appearance, training, control, conduct, and welfare of his squad at all times, as well as the condition, care, and economical use of its weapons and equipment. In combat, he is also responsible for the tactical employment, fire discipline, fire control, and effective employment of the machine-gun squad. His rank is a Sergeant. His T/O weapon is the M16 series service rifle.

Core Capabilities:
1. Carries out the orders of the machine-gun Section Leader.
2. Performs the tasks required of a Squad Leader in a machine-gun section of a weapons platoon.
3. Performs operator maintenance for, and operates an M240G medium machine-gun.
4. Performs operator maintenance for, and is a proficient marksman with the M16 series service rifle.
5. Engages targets with an M136 light anti-armor weapon and an M67 hand grenade.
6. Emplaces and recovers a M18A1 Claymore mine.
7. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.
8. Determines current location and traverses designated points using a topographic map, lensatic compass, and protractor.
9. Performs self-aid and buddy aid.
10. Performs individual protective measures to counteract the effects of nuclear, biological, and chemical contamination.
11. Communicates using proper communications procedures with organic wired and wireless communications.
12. Controls the fire and movement of his machine-gun squad.
13. Locates, closes with, suppresses, and destroys the enemy by fire and maneuver.
14. Repels an enemy assault by fire and close combat.

BILLET: Ammunition Man/Driver, Heavy Machine-gun Platoon, Weapons Company

The Ammunition Man/Driver prepares the ammunition and passes it to the Assistant Gunner, provides local security for the machine-gun position (ground or vehicle mounted), fills sandbags, and performs other duties as the Squad Leader directs. He is also the squad truck driver and responsible for preventive maintenance and repairs on the vehicle. When his duties do not require him to be with the vehicle, he is used as an ammunition bearer. His rank is Private thru Lance Corporal and his T/O weapon is the M16 series service rifle.

Core Capabilities:
1. Carries out the orders of the machine-gun Squad Leader.
2. Performs the tasks required of an Ammunition Man and Driver in a machine-gun squad of the heavy machine-gun platoon of a weapons company.
3. Performs operator maintenance for and operates an M2 heavy machine-gun and a MK19 heavy machine-gun.
4. Performs operator maintenance for and is a proficient marksman with the M16 series service rifle.
5. Engages targets with an M136 light anti-armor weapon and an M67 hand grenade.
6. Emplaces and recovers an M18A1 Claymore mine.
7. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.
8. Determines current location and traverses designated points using a topographic map, lensatic compass, and protractor.
9. Performs self-aid and buddy aid.
10. Performs individual protective measures to counteract the effects of nuclear, biological, and chemical contamination.
11. Communicates using proper communications procedures with organic wired and wireless communications.
12. Performs operator maintenance for and operates an M1043/44 hardback HMMWV.
13. Performs fire and movement as an individual and as a member of a heavy machine-gun squad.
14. Locates, closes with, suppresses, and destroys the enemy by fire and maneuver.
15. Repels an enemy assault by fire and close combat.

BILLET: Assistant Gunner, Heavy Machine-gun, Weapons Company

The heavy machine-gun Assistant Gunner carries out the orders of the Gunner or Squad Leader. He is responsible for spotting rounds impact, making accurate corrections for the Gunner, and for changing barrels on the machine-gun (M2). He is responsible for security. His rank is a Lance Corporal. His T/O weapon is the 9mm pistol.

Core Capabilities:
1. Carries out the orders of the machine-gun Squad Leader.
2. Performs the tasks required of an Assistant Gunner in a machine-gun squad of the heavy machine-gun platoon of a weapons company.
3. Performs operator maintenance for and operates an M240G medium machine-gun.
4. Performs operator maintenance for and is a proficient marksman with the M16 series service rifle and a M9 pistol.
5. Engages targets with an M136 light anti-armor weapon and a M67 hand grenade.
6. Emplaces and recovers an M18A1 Claymore mine.
7. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.
8. Determines current location and traverses designated points using a topographic map, lensatic compass, and protractor.
9. Performs self-aid and buddy aid.
10. Performs individual protective measures to counteract the effects of nuclear, biological, and chemical contamination.
11. Communicates using proper communications procedures with organic wired and wireless communications.

12. Performs operator maintenance for and operates an M1043/44 hardback HMMWV.
13. Performs fire and movement as an individual and as a member of a heavy machine-gun squad.
14. Locates, closes with, suppresses, and destroys the enemy by fire and maneuver.
15. Repels an enemy assault by fire and close combat.

BILLET: Gunner, Heavy Machine-gun Platoon, Weapons Company

The heavy machine-gun Gunner carries out the orders of the Squad Leader or assigned unit commander. He is responsible for the condition, care, and economical use of his weapons (M2 .50 cal and MK19 40mm machine-guns) and equipment. In combat, he is also responsible for the tactical employment, fire discipline, fire control, and effective employment of his machine-gun as an attachment to other units, ground or vehicle mounted. He must also ensure his Assistant Gunner is trained effectively with both weapons. His rank is a Lance Corporal. His T/O weapon is the 9mm pistol.

Core Capabilities:
1. Carries out the orders of the machine-gun Squad Leader.
2. Performs the tasks required of a Gunner in a machine-gun squad of the heavy machine-gun platoon of a weapons company.
3. Performs operator maintenance for and operates an M2 heavy machine-gun, and a MK19 heavy machine-gun.
4. Performs operator maintenance for, and is a proficient marksman with the M16 series service rifle and an M9 pistol.
5. Engages targets with an M136 light anti-armor weapon and an M67 hand grenade.
6. Emplaces and recovers an M18A1 Claymore mine.
7. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.
8. Determines current location and traverses designated points using a topographic map, lensatic compass, and protractor.
9. Performs self-aid and buddy aid.
10. Performs individual protective measures to counteract the effects of nuclear, biological, and chemical contamination.
11. Communicates using proper communications procedures with organic wired and wireless communications.
12. Performs operator maintenance for and operates an M1043/44 hardback HMMWV.
13. Performs fire and movement as an individual and as a member of a heavy machine-gun squad.
14. Locates, closes with, suppresses, and destroys the enemy by fire and maneuver.
15. Repels an enemy assault by fire and close combat.

BILLET: Squad Leader, Heavy Machine-gun Platoon, Weapons Company

The heavy machine-gun Squad Leader carries out the orders of the Section Leader or assigned unit commander. He is responsible for his squad at all times, as well as the condition, care, and economical use of its weapons (M2 .50 cal and MK19 40mm machine-guns), vehicles, and equipment. In combat, he is also responsible for the tactical employment, fire discipline, fire control, and effective employment of his machine-gun squad as attachments to

other units, ground or vehicle mounted. His rank is a Corporal. His T/O weapon is the M16 series service rifle.

Core Capabilities:
1. Carries out the orders of the heavy machine-gun Section Leader.
2. Performs the tasks required of a Squad Leader in a heavy machine-gun platoon of a weapons company.
3. Maintains the condition, care, and economical use of assigned personnel, weapons, and equipment.
4. Performs operator maintenance for and operates an M2 heavy machine-gun, and a MK19 heavy machine-gun.
5. Performs operator maintenance for and is a proficient marksman with the M16 series service rifle.
6. Engages targets with an M136 light anti-armor weapon and an M67 hand grenade.
7. Emplaces and recovers an M18A1 Claymore mine.
8. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.
9. Determines current location and traverses designated points using a topographic map, lensatic compass, and protractor.
10. Performs self-aid and buddy aid.
11. Performs individual protective measures to counteract the effects of nuclear, biological, and chemical contamination.
12. Communicates using proper communications procedures with organic wired and wireless communications.
13. Performs operator maintenance for and operates an M1043/44 hardback HMMWV.
14. Controls the fire and movement of his heavy machine-gun squad.
15. Locates, closes with, suppresses, and destroys the enemy by fire and maneuver.
16. Repels an enemy assault by fire and close combat.

BILLET: Section Leader, Heavy Machine-gun Platoon, Weapons Company

The heavy machine-gun Section Leader carries out the orders of the Platoon Commander or assigned unit commander. He is responsible for his section at all times, as well as the condition, care, and economical use of its weapons (M2 .50 cal and MK19 40mm machine-guns), vehicles, and equipment. In combat, he is also responsible for the tactical employment, fire discipline, fire control, and employment of his machine-gun section as attachments to other units, ground or vehicle mounted. His rank is a Sergeant. His T/O weapon is the M16 series service rifle.

Core Capabilities:
1. Carries out the orders of the heavy machine-gun Platoon Commander.
2. Performs the tasks required of a Section Leader in a heavy machine-gun platoon.
3. Maintains the discipline, appearance, control, conduct, and welfare of his section.
4. Trains his section in the performance of tasks that support platoon training objectives.
5. Maintains the condition, care, and economical use of assigned weapons and equipment.
6. Performs operator maintenance for and operates an M2 heavy machine-gun, and a MK19 heavy machine-gun.
7. Performs operator maintenance for and is a proficient marksman with an

M16 series service rifle.
8. Engages targets with an M136 light anti-armor weapon and an M67 hand grenade.
9. Emplaces and recovers an M18A1 Claymore mine.
10. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.
11. Determines current location and traverses designated points using a topographic map, lensatic compass, and protractor.
12. Performs self-aid and buddy aid.
13. Performs individual protective measures to counteract the effects of nuclear, biological, and chemical contamination.
14. Communicates using proper communications procedures with organic wired and wireless communications.
15. Performs operator maintenance for and operates an M1043/44 hardback HMMWV.
16. Controls the fire and movement of his heavy machine-gun section.
17. Locates, closes with, suppresses, and destroys the enemy by fire and maneuver.
18. Repels an enemy assault by fire and close combat.

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9070. 1000-LEVEL 0331 INDIVIDUAL EVENTS

0331-EMPL-1000: Prepare a machine-gun range card

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an appropriately mounted, SL-3 complete machine-gun, a designated sector of fire, a final protective line or principal direction of fire, a mission, a compass, and writing materials, while wearing a fighting load.

STANDARD: That correctly annotates each item of information required by the reference and is completed within 15 minutes.

PERFORMANCE STEPS:
1. Prepare a machine-gun range card.
2. Submit copy of prepared range card to higher headquarters.

REFERENCES:
1. MWCP 3-15.1 Machine-Guns and Machine-Gun Gunnery

SUPPORT REQUIREMENTS:
1. Maneuver/Training area

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

0331-EMPL-1001: Operate a machine-gun using a range card

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given a machine-gun mounted on an appropriate mount, a completed machine-gun range card, while wearing a fighting load.

STANDARD: In accordance with MCWP 3-15.1.

PERFORMANCE STEPS:
1. Construct a machine-gun fighting position.
2. Assemble and mount a machine-gun on a tripod.
3. Prepare a machine-gun range card.

RELATED EVENTS:

0331-EMPL-1000	0331-EMPL-1003	0331-HMG-1002
0331-MK19-1101	0331-MMG-1211	

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

2. FM 23-65 Browning Machine-gun Caliber .50 HB M2
3. TM 08670A-10/1A Operator's Manual, Machine-gun, 7.62mm, M240

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17580 Machinegun Transition Range
Facility Code 17581 Machinegun Field Firing Range
Facility Code 17582 Automated Multipurpose Machinegun Range (MPMG)

WEAPONS AND ORDNANCE:

Weapon: M2 .50 cal heavy machine-gun

DODIC		Quantity
A585	CTG, CAL .50, API-T LINK, F/M2	300 each

Weapon: M240G 7.62mm medium machine-gun

DODIC		Quantity
A146	CTG, 7.62MM, TRACER NATO LINKED	300 each

0331-EMPL-1002: Direct the acquisition of machine-gun targets

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given a machine-gun squad mission order.

STANDARD: By issuing effective command and control that supports achievement of the assigned mission.

PERFORMANCE STEPS:
1. Ensure effective fire is distributed over the entire target.
2. Ensure single, heavy machine-guns on the tripod engage targets of 100 mils or less in width.
3. Ensure single, medium machine-guns on the tripod or bipod engage targets of 50 mils or less.
4. Ensure a machine-gun team/squad are assigned targets that exceed the widths in steps 3 and 4.
5. Ensure (when practical) at least 2 machine-guns are assigned the same mission.

RELATED EVENTS:
0331-EMPL-1004 0331-EMPL-2003

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

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17581 Machinegun Field Firing Range

0331-EMPL-1003: Construct a machine-gun fighting position

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an entrenching tool, while wearing a fighting load.

STANDARD: To the proper dimensions in accordance with the references.

PERFORMANCE STEPS:
1. Per the references.

RELATED EVENTS:
0331-EMPL-2000 0331-EMPL-2002 0331-EMPL-1000
0331-EMPL-1001

REFERENCES:
1. MCWP 3-15.1 Machine-Guns and Machine-Gun Gunnery
2. FMFM 6-5 Marine Rifle Squad

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17581 Machinegun Field Firing Range

0331-EMPL-1004: Issue machine-gun fire commands

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given a machine-gun squad mission order.

STANDARD: Support the achievement of the assigned mission.

PERFORMANCE STEPS:
1. Alert the machine-gun team/squad by announcing unit size, in order to choose the gun crews and ready them to receive, and execute the fire command.
2. Given an accurate description of direction to the target issue direction when targets are not obvious use a reference point (RP), ensuring that the word TARGET precedes the target description.
3. Issue a brief target description, in order to inform the machine-gun gunners of the nature of the target.
4. Issue the range to the target; ensuring announcement is delivered in even digits, hundreds or thousands.
5. Issue assignments/methods only when specific assignments are required to divide or subdivide the target, assign class of fire, or announce the rate of fire.
6. Issue the control order, in order to open fire.
7. Issue subsequent fire commands, in order to repeat or correct a fire

command, to adjust fire, to cease or commence fire, or terminate the alert.

RELATED EVENTS:
0331-EMPL-1002 0331-EMPL-2003

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

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17581 Machinegun Field Firing Range

0331-EMPL-1005: React to machine-gun fire commands

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an appropriately mounted, SL-3 complete machine-gun, while wearing a fighting load.

STANDARD: In accordance with the reference.

PERFORMANCE STEPS:
1. Engage a target with a machine-gun.
2. Make corrections as directed by the unit leader.

RELATED EVENTS:
0331-EMPL-1004 0331-EMPL-2003

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

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17581 Machinegun Field Firing Range

0331-EMPL-1006: Conduct mounted land navigation

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

BILLETS: Squad Leader, Heavy machine-gun Platoon, Weapons Company

INITIAL TRAINING SETTING: FS

CONDITION: Given a tactical vehicle with driver, a designated point, a topographical map, and a navigation device, while wearing a fighting load.

STANDARD: To maneuver to within 100 meters of the designated point.

PERFORMANCE STEPS:
1. Operate a tactical vehicle.
2. Navigate to a designated point.

RELATED EVENTS:
0331-MOBL-2002 0331-MOBL-2003

REFERENCES:
1. FM 21-26 Map Reading and Land Navigation
2. FM 21-305 Manual for the Wheeled Vehicle Driver
3. TM 2320-10/6, with changes 1 and 2, Operators Manual for Truck, Utility, 1-1/4 Ton

SUPPORT REQUIREMENTS:
1. Maneuver/training area

RANGE/TRAINING AREA:
Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17412 Land Navigation Course

0331-EMPL-1007: Lay a machinegun utilizing the gunner's rule

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

BILLETS: Squad Leader, Heavy machine-gun Platoon, Weapons Company

INITIAL TRAINING SETTING: FS

CONDITION: Given an SL-3 complete machinegun, depression stop, and a designated target at 850 meters or less, while wearing a fighting load.

STANDARD: By obtaining the safety limit.

PERFORMANCE STEPS:
1. Aim in on designated target.
2. Raise the rear sight to 1,500 for the M240G, or 1600 for the M2 machinegun.
3. Look through sight, new point of aim is the safety limit.
4. Report safety limit to friendly troops.
5. Reset range to target.
6. Emplace depression stops.

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

0331-EMPL-1008: Lay a machinegun utilizing the leader's rule

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

BILLETS: Squad Leader, Heavy machine-gun Platoon, Weapons Company

INITIAL TRAINING SETTING: FS

CONDITION: Given an SL-3 complete machinegun, depression stop, and a

designated target over 850 meters, while wearing a fighting load.

STANDARD: By obtaining the safety limit.

PERFORMANCE STEPS:
1. Select an easily identifiable terrain feature to which gunner believes friendly troops can safely advance.
2. Lay the gun on the target with the estimated range to target.
3. For a M240G use the T&E mechanism and depress the muzzle of the gun by a number of mils equal to the range in hundred meters, plus an extra 20 mils.
4. For the M2 set the sight on 1600 meters or the range plus 500 meters, whichever is greater.
5. Look through the sight, new point of aim is safety limit.
6. Report safety limit to friendly troops.
7. Reset range to target.
8. Emplace depressions stops.

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

0331-HMG-1001: Perform operator maintenance for the M2 heavy machine-gun and associated components

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an SL-3 complete M2 heavy machine-gun, M3 tripod, authorized cleaning gear, and lubricant.

STANDARD: In accordance with the references.

PERFORMANCE STEPS:
1. Inspect the M2 heavy machine-gun and associated components.
2. Clean the M2 heavy machine-gun and associated components.
3. Lubricate the M2 heavy machine-gun and associated components.

RELATED EVENTS:
0331-HMG-1002 0331-HMG-1011 0331-HMG-1012

REFERENCES:
1. TM 02498A-10/1 Operator's Manual, Machine-guns, Caliber .50; Browning, M2 Heavy Barrel
2. FM 23-65 Browning Machine-gun Caliber .50 HB, M2
3. MCWP 3-15.1 Machine-Guns and Machine-Gun Gunnery

0331-HMG-1002: Assemble and mount the M2 heavy machine-gun on an appropriate tactical vehicle mount

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an SL-3 complete M2 heavy machine-gun, a tactical vehicle with an appropriate mount, while wearing a fighting load.

STANDARD: In accordance with the reference.

PERFORMANCE STEPS:
1. Inspect the M2 heavy machine-gun and associated components for serviceability.
2. Emplace the M3 tripod in the desired location.
3. Attach the M2 heavy machine-gun receiver to the M3 tripod.
4. Attach the barrel to the M2 heavy machine-gun receiver.
5. Attach appropriate associated components.

RELATED EVENTS:
0331-HMG-1001 0331-HMG-1003 0331-HMG-1011

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

0331-HMG-1003: Assemble and mount the M2 heavy machine-gun on an appropriate tactical vehicle mount

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an SL-3 complete M2 heavy machine-gun, a tactical vehicle with an appropriate mount, while wearing a fighting load.

STANDARD: In accordance with the references.

PERFORMANCE STEPS:
1. Inspect the M2 heavy machine-gun and associated components for serviceability.
2. Attach the appropriate vehicle mount to the tactical vehicle.
3. Attach the M2 heavy machine-gun receiver to the vehicle mount.
4. Attach the barrel to the M2 heavy machine-gun receiver.
5. Attach appropriate associated components.

RELATED EVENTS:
0331-HMG-1001 0331-HMG-1002 0331-HMG-1011

REFERENCES:
1. MCWP 3-15.1 Machine-Guns and Machine-Gun Gunnery
2. FM 21-305 Manual for the Wheeled Vehicle Driver
3. TM 2320-10/6, with changes 1 and 2, Operators Manual for Truck, Utility, 1-1/4 Ton

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0331-HMG-1004: Mount a limited-visibility sight on an M2 heavy machine-gun

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an appropriately mounted, SL-3 complete M2 heavy machine-gun and an SL-3 complete limited-visibility sight, while wearing a fighting load.

STANDARD: In accordance with the references.

PERFORMANCE STEPS:
1. Inspect the limited-visibility sight for serviceability.
2. Install the appropriate battery in the limited-visibility sight.
3. Mount the limited-visibility sight on the M2 heavy machine-gun.
4. Remove the battery from the limited-visibility sight.
5. Remove and store the limited-visibility sight.

RELATED EVENTS:
0331-MK19-1106 0331-MMG-1206

REFERENCES:
1. TM 10091A/10092A-10/1 Sight, Thermal Sight, Thermal AN/PAS-13B(V)2
2. MCWP 3-15.1 Machine-Guns and Machine-Gun Gunnery

0331-HMG-1005: Set headspace and timing for the M2 heavy machine-gun

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an appropriately mounted, SL-3 complete M2 heavy machine-gun (including a headspace and timing gauge), while wearing a fighting load.

STANDARD: In accordance with the references.

PERFORMANCE STEPS:
1. Charge the M2 heavy machine-gun.
2. Set headspace for the M2 heavy machine-gun.
3. Set timing for the M2 heavy machine-gun.

RELATED EVENTS:
0331-HMG-1001 0331-HMG-1002 0331-HMG-1003
0331-HMG-1008 0331-HMG-1011

REFERENCES:
1. MCWP 3-15.1 Machine-Guns and Machine-Gun Gunnery
2. TM 02498A-10/1 Operator's Manual, Machine-gun, Caliber .50; Browning, M2 Heavy Barrel

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0331-HMG-1006: Load the M2 heavy machine-gun with cover open

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an appropriately mounted, SL-3 complete M2 heavy machine-gun, and ammunition, while wearing a fighting load.

STANDARD: In accordance with the reference.

PERFORMANCE STEPS:
1. Per the reference.

RELATED EVENTS:

0331-HMG-1002	0331-HMG-1003	0331-HMG-1007
0331-HMG-1008	0331-HMG-1011	0331-HMG-1012

REFERENCES:
1. MCWO 3-15.1 Machine-Guns and Machine-Gun Gunnery

SUPPORT REQUIREMENTS:
1. Machine-gun range (if live ammunition is used)

RANGE/TRAINING AREA:
Facility Code 17581 Machinegun Field Firing Range

WEAPONS AND ORDNANCE:

Weapon: M2 .50 cal heavy machine-gun

DODIC		Quantity
A576	CTG, CAL .50, 4&1 LINKED, F/M2	10 each

0331-HMG-1007: Load the M2 heavy machine-gun with cover closed

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an appropriately mounted, SL-3 complete M2 heavy machine-gun, and ammunition, while wearing a fighting load.

STANDARD: In accordance with the reference.

PERFORMANCE STEPS:
1. Per the reference.

RELATED EVENTS:

0331-HMG-1002	0331-HMG-1003	0331-HMG-1006
0331-HMG-1008	0331-HMG-1011	0331-HMG-1012

REFERENCES:
1. MCWP 13-5.1 Machine-Guns and Machine-Gun Gunnery

SUPPORT REQUIREMENTS:
1. Machine-gun range (if live ammunition is used)

RANGE/TRAINING AREA:
Facility Code 17581 Machinegun Field Firing Range

WEAPONS AND ORDNANCE:

Weapon: M2 .50 cal heavy machine-gun

DODIC		Quantity
A576	CTG, CAL .50, 4&1 LINKED, F/M2	10 each

0331-HMG-1008: Engage a target with an M2 heavy machine-gun

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an appropriately mounted, SL-3 complete M2 heavy machine-gun, appropriate limited-visibility sight, and ammunition, while wearing a fighting load.

STANDARD: To achieve a hit on a target.

PERFORMANCE STEPS:
1. Assume an appropriate firing position.
2. Set organic or attached limited-visibility sight to estimated range.
3. Aim in on target using organic or attached limited-visibility sight.
4. Maintain lubrication during firing.

RELATED EVENTS:

0331-HMG-1002	0331-HMG-1003	0331-HMG-1006
0331-HMG-1007	0331-HMG-1009	0331-HMG-1010
0331-HMG-1011	0331-HMG-1012	0331-EMPL-1002
0331-EMPL-1005	0331-EMPL-2003	

REFERENCES:
1. TM 02498A-10/1 Operator's Manual, Machine-guns, Caliber .50; Browning, M2 Heavy Barrel
2. MCWP 3-15.1 Machine-Guns and Machine-Gun Gunnery
3. FM 23-65 Browning Machine-gun Caliber .50 HB, M2

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17581 Machinegun Field Firing Range

WEAPONS AND ORDNANCE:

Weapon: M2 .50 cal heavy machine-gun

DODIC		Quantity
A576	CTG, CAL .50, 4&1 LINKED, F/M2	300 each

0331-HMG-1009: Perform immediate action for the M2 heavy machine-gun

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an appropriately mounted, SL-3 complete M2 heavy machine-gun loaded with ammunition, with a malfunction or stoppage, while wearing a fighting load.

STANDARD: To return the weapon into action.

PERFORMANCE STEPS:
1. Determine the type of stoppage or malfunction.
2. Perform the appropriate immediate action.

RELATED EVENTS:

0331-HMG-1002	0331-HMG-1003	0331-HMG-1005
0331-HMG-1006	0331-HMG-1007	0331-HMG-1008
0331-HMG-1010		

REFERENCES:
1. MCWP 3-15.1 Machine-Guns and Machine-Gun Gunnery
2. TM 02498A-10/1 Operator's Manual, Machine-guns, Caliber .50; Browning, M2 Heavy Barrel

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17581 Machinegun Field Firing Range

WEAPONS AND ORDNANCE:

Weapon: M2 .50 cal heavy machine-gun

DODIC		Quantity
A576	CTG, CAL .50, 4&1 LINKED, F/M2	10 each

Expenditure of ammunition is not required.

0331-HMG-1010: Perform remedial action for the M2 heavy machine-gun

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an SL-3 complete M2 heavy machine-gun loaded with ammunition, with a malfunction or stoppage not corrected by immediate action, while wearing a fighting load.

STANDARD: To return the weapon into action.

PERFORMANCE STEPS:
1. Determine the type of the stoppage or malfunction.
2. Perform the appropriate remedial action.

RELATED EVENTS:

0331-HMG-1002	0331-HMG-1003	0331-HMG-1005

0331-HMG-1006	0331-HMG-1007	0331-HMG-1008
0331-HMG-1009	0331-HMG-1010	0331-HMG-1012

REFERENCES:
1. MCWP 3-15.1 Machine-Guns and Machine-Gun Gunnery
2. TM 02498A-10/1 Operator's Manual, Machine-guns, Caliber .50; Browning, M2 Heavy Barrel

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17581 Machinegun Field Firing Range

WEAPONS AND ORDNANCE:

Weapon: M2 .50 cal heavy machine-gun

DODIC		Quantity
A576	CTG, CAL .50, 4&1 LINKED, F/M2	10 each

Expenditure of ammunition is not required.

0331-HMG-1011: Change an M2 heavy machine-gun barrel

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an appropriately mounted, SL-3 complete M2 heavy machine-gun, while wearing a fighting load.

STANDARD: In accordance with the reference.

PERFORMANCE STEPS:
1. Ensure the weapon is clear.
2. Remove the barrel.
3. Attach a barrel.

RELATED EVENTS:

0331-HMG-1001	0331-HMG-1002	0331-HMG-1003
0331-HMG-1005	0331-HMG-1010	0331-HMG-1012

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

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17581 Machinegun Field Firing Range

0331-HMG-1012: Unload and clear the M2 heavy machine-gun

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an appropriately mounted, SL-3 complete M2 heavy machine-gun and ammunition, while wearing a fighting load.

STANDARD: In accordance with the reference.

PERFORMANCE STEPS:
1. Remove ammunition from the weapon.
2. Ensure that the weapon is clear.

RELATED EVENTS:

0331-HMG-1001	0331-HMG-1002	0331-HMG-1003
0331-HMG-1005	0331-HMG-1010	0331-HMG-1011

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

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17581 Machinegun Field Firing Range

WEAPONS AND ORDNANCE:

Weapon: M2 .50 cal heavy machine-gun

DODIC		Quantity
A576	CTG, CAL .50, 4&1 LINKED, F/M2	10 each

0331-MK19-1100: Perform operator maintenance on a MK-19 heavy machine-gun and associated components

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an SL-3 complete MK-19 heavy machine-gun, tripod, cradle, authorized cleaning gear, and lubricants.

STANDARD: In accordance with the references.

PERFORMANCE STEPS:
1. Inspect a MK-19 heavy machine-gun.
2. Clean a MK-19 heavy machine-gun.
3. Lubricate a MK-19 heavy machine-gun.
4. Inspect an M3 tripod.
5. Clean an M3 tripod.
6. Lubricate an M3 tripod.
7. Inspect a MK-64 cradle.
8. Clean a MK-64 cradle.
9. Lubricate a MK-64 cradle.
10. Inspect MK-19 SL-3 components.
11. Clean MK-19 SL-3 components.
12. Lubricate MK-19 SL-3 components.

RELATED EVENTS:
0331-MK19-1101 0331-MK19-1109

REFERENCES:
1. MCWP 3-15.1 Machine-Guns and Machine-Gun Gunnery
2. TM 08521A-10/1A Operator's Manual and Components List, Machine-gun, 40MM, MK19 Mod 3

0331-MK19-1101: Assemble and mount the MK-19 heavy machine-gun on an M3 tripod

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an SL-3 complete MK-19 heavy machine-gun, an M3 tripod, while wearing a fighting load.

STANDARD: In accordance with the reference.

PERFORMANCE STEPS:
1. Inspect the MK-19 heavy machine-gun and associated components for serviceability in accordance with the reference.
2. Emplace the M3 tripod in the desired location in accordance with the reference.
3. Attach the MK-19 heavy machine-gun to the M3 tripod in accordance with the reference.
4. Attach appropriate associated components in accordance with the reference.

RELATED EVENTS:
0331-MK19-1102

REFERENCES:
1. MCWO 3-15.1 Machine-Guns and Machine-Gun Gunnery

0331-MK19-1102: Assemble and mount the MK-19 heavy machine-gun on an appropriate tactical vehicle mount

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an SL-3 complete MK-19 heavy machine-gun, a tactical vehicle with an appropriate mount, while wearing a fighting load.

STANDARD: In accordance with the reference.

PERFORMANCE STEPS:
1. Inspect the MK-19 heavy machine-gun and associated components for serviceability.

2. Attach the appropriate vehicle mount to the tactical vehicle.
3. Attach the MK-19 heavy machine-gun receiver to the vehicle mount.
4. Attach the barrel to the MK-19 heavy machine-gun receiver.
5. Attach appropriate associated components.

RELATED EVENTS:
0331-MK19-1101

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

0331-MK19-1103: Engage a target with a MK-19 heavy machine-gun

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an SL-3 complete MK-19 heavy machine-gun, appropriate limited-visibility sight, and ammunition, while wearing a fighting load.

STANDARD: To achieve a hit on a target.

PERFORMANCE STEPS:
1. Inspect ammunition.
2. Mount the MK-19 on an appropriate mount.
3. Assume an appropriate firing.
4. Load the MK-19.
5. Set sight to estimated range.
6. Aim in on target using organic or attached limited-visibility sight.
7. Engage targets and react to fire commands.
8. Maintain lubrication during firing.
9. Unload and clear the MK-19.

RELATED EVENTS:

0331-MK19-1101	0331-MK19-1102	0331-MK19-1104
0331-MK19-1108	0331-MK19-1109	

REFERENCES:
1. TM 08521A-10/1A Operator's Manual and Components List, Machine-gun, 40MM, MK19 Mod 3
2. FM 23-27 MK19 40MM Grenade Machine-Gun MOD 3
3. MCWP 3-15.1 Machine-Guns and Machine-Gun Gunnery

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17610 Grenade Launcher Range

WEAPONS AND ORDNANCE:

Weapon: MK19 40mm grenade machine-gun

DODIC		Quantity
B542	CTG, 40mm, LINKED, HE DP F/MK19	96 each

0331-MK19-1104: Perform immediate action for a MK-19 heavy machine-gun

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an SL-3 complete MK-19 heavy machine-gun with a malfunction, while wearing a fighting load.

STANDARD: To return the weapon into action.

PERFORMANCE STEPS:
1. Determine the cause of the stoppage or malfunction.
2. Perform immediate action in accordance with the references.

RELATED EVENTS:
0331-MK19-1103 0331-MK19-1105

REFERENCES:
1. MCWP 3-15.1 Machine-Guns and Machine-Gun Gunnery
2. TM 08521A-10/1A Operator's Manual and Components List, Machine-gun, 40MM, MK19 Mod 3
3. GENADMIN MSG R 280802Z Feb 97 ZYB

SUPPORT REQUIREMENTS:

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

WEAPONS AND ORDNANCE:

Weapon: M203 40mm grenade launcher

DODIC		Quantity
B472	CTG, 40MM, LINKED, DUMMY F/MK19	4 each

Expenditure of ammunition is not required.

0331-MK19-1105: Perform remedial action for a MK-19 heavy machine-gun

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an SL-3 complete MK-19 heavy machine-gun with malfunction or stoppage, while wearing a fighting load.

STANDARD: To return the weapon in to action.

PERFORMANCE STEPS:
1. Determine the type of stoppage or malfunction.
2. Perform remedial action in accordance with the references.

RELATED EVENTS:
0331-MK19-1103 0331-MK19-1104

REFERENCES:
1. TM 08521A-10/1A Operator's Manual and Components List, Machine-gun, 40MM, MK19 Mod 3
2. MCWP 3-15.1 Machine-Guns and Machine-Gun Gunnery

SUPPORT REQUIREMENTS:

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

WEAPONS AND ORDNANCE:

Weapon: MK19 40mm grenade machine-gun

DODIC		Quantity
B472	CTG, 40MM, LINKED, DUMMY F/MK19	4 each

Expenditure of ammunition is not required.

0331-MK19-1106: Mount a limited-visibility sight on a MK-19 heavy machine-gun

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an SL-3 complete MK-19 heavy machine-gun, SL-3 complete limited-visibility sight, while wearing a fighting load.

STANDARD: In accordance with the references.

PERFORMANCE STEPS:
1. Inspect the limited-visibility sight for serviceability.
2. Install the appropriate battery in the limited-visibility sight.
3. Mount the limited-visibility sight on the MK-19 heavy machine-gun.
4. Remove the battery from the limited-visibility sight.
5. Remove and store the limited-visibility sight.

RELATED EVENTS:
0331-MK19-1107

REFERENCES:
1. TM 10091A/10092A-10/1 Sight, Thermal Sight, Thermal AN/PAS-13B(V)2
2. MCWP 3-15.1 Machine-Guns and Machine-Gun Gunnery

0331-MK19-1107: Operate a MK-19 using limited-visibility sight

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an SL-3 complete MK-19 heavy machine-gun, SL-3 complete limited-visibility sight, while wearing a fighting load.

STANDARD: To achieve a hit on a target.

PERFORMANCE STEPS:
1. Mount a limited-visibility sight on a Mk-19 heavy machine-gun.
2. Operate a Mk-19 heavy machine-gun using a limited-visibility sight.

RELATED EVENTS:
0331-MK19-1106

REFERENCES:
1. TM 10091A/10092A-10/1 Sight, Thermal Sight, Thermal AN/PAS-13B(V)2
2. MCWP 3-15.1 Machine-Guns and Machine-Gun Gunnery

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17610 Grenade Launcher Range

WEAPONS AND ORDNANCE:

Weapon: MK19 40mm grenade machine-gun

DODIC		Quantity
B542	CTG, 40MM, LINKED, HE DP F/MK19	96 each

0331-MK19-1108: Load the MK-19 machine-gun

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an appropriately mounted, SL-3 complete MK-19 heavy machined-gun and ammunition, while wearing a fighting load.

STANDARD: In accordance with the reference.

PERFORMANCE STEPS:
1. Inspect ammunition.
2. Load the MK-19 heavy machine-gun.

RELATED EVENTS:
0331-MK19-1103 0331-MK19-1109

REFERENCES:
1. MCWP 3-19.1 Machine-Guns and Machine-Gun Gunnery

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17610 Grenade Launcher Range

WEAPONS AND ORDNANCE:

Weapon: MK19 40mm grenade machine-gun

DODIC		Quantity
B542	CTG, 40MM HEDP M430/A1 LNKD	10 each

0331-MK19-1109: Unload and clear the MK-19 heavy machine-gun

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an appropriately mounted, SL-3 complete MK-19 heavy machine-gun and ammunition, while wearing a fighting load.

STANDARD: In accordance with the reference.

PERFORMANCE STEPS:
1. Remove ammunition from the weapon.
2. Ensure that the weapon is clear.

RELATED EVENTS:
0331-MK19-1103 0331-MK19-1105 0331-MK19-1107
0331-MK19-1108

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

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17610 Grenade Launcher Range

WEAPONS AND ORDNANCE:

Weapon: MK19 40mm grenade machine-gun

DODIC		Quantity
B542	CTG, 40MM HEDP M430/A1 LNKD	10 each

0331-MMG-1200: Perform operator maintenance for an M240G medium machine-gun and associated components

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an SL-3 complete M240G medium machine-gun, authorized cleaning gear, and lubricant.

STANDARD: In accordance with the references.

PERFORMANCE STEPS:
1. Inspect an M240G medium machine-gun.

2. Clean an M240G medium machine-gun.
3. Lubricate an M240G medium machine-gun.

RELATED EVENTS:
0331-MMG-1201 0331-MMG-1206

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

0331-MMG-1201: Assemble and mount the M240G on an M122 tripod

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an SL-3 complete MK-19 heavy machine-gun, an M3 tripod, while wearing a fighting load.

STANDARD: In accordance with the reference.

PERFORMANCE STEPS:
1. Inspect the M240G medium machine-gun and associated components for serviceability.
2. Emplace the M122 tripod in the desired location.
3. Attach the M240G medium machine-gun receiver to the M122 tripod.
4. Attach the barrel to the M240G medium machine-gun.
5. Attach appropriate associated components.

RELATED EVENTS:
0331-MMG-1200 0331-MMG-1203

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

0331-MMG-1202: Load the M240G medium machine-gun

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an appropriately mounted, SL-3 complete M240G medium machine-gun and ammunition, while wearing a fighting load.

STANDARD: In accordance with the reference.

PERFORMANCE STEPS:
1. Inspect ammunition.
2. Load the M240G medium machine-gun.

RELATED EVENTS:
0331-MMG-1203 0331-MMG-1207

REFERENCES:
1. MMCWP 3-15.1 Machine-Guns and Machine-Gun Gunnery

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17581 Machinegun Field Firing Range

WEAPONS AND ORDNANCE:

Weapon: M240G 7.62mm medium machine-gun

DODIC		Quantity
A131	CTG, 7.62MM, LINKED 4&1	10 each

0331-MMG-1203: Unload and clear the M240G medium machine-gun

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an appropriately mounted, SL-3 complete M240G medium machine-gun and ammunition, while wearing a fighting load.

STANDARD: In accordance with the reference.

PERFORMANCE STEPS:
1. Remove ammunition from the weapon.
2. Ensure that the weapon is clear.

RELATED EVENTS:
0331-MMG-1200 0331-MMG-1203 0331-MMG-1205
0331-MMG-1207 0331-MMG-1208

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

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17581 Machinegun Field Firing Range

WEAPONS AND ORDNANCE:

Weapon: M240G 7.62mm medium machine-gun

DODIC		Quantity
A131	CTG, 7.62MM, LINKED 4&1	10 each

0331-MMG-1204: Engage a target with an M240G medium machine-gun

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given a tripod mounted, SL-3 complete M240G medium machine-gun, and ammunition, while wearing a fighting load.

STANDARD: To achieve a hit on a target.

PERFORMANCE STEPS:
1. Inspect ammunition.
2. Mount the M240G on an appropriate mount.
3. Assume an appropriate firing position.
4. Load the M240G.
5. Set sight to estimated range.
6. Aim in on target using organic or attached limited-visibility sight.
7. Engage targets and react to fire commands.
8. Change barrels as directed by the reference.
9. Maintain lubrication during firing.
10. Unload and clear the M240G.

RELATED EVENTS:

0331-MMG-1201	0331-MMG-1202	0331-MMG-1204
0331-MMG-1205	0331-MMG-1207	0331-MMG-1208

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

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17581 Machinegun Field Firing Range

WEAPONS AND ORDNANCE:

Weapon: M240G 7.62mm medium machine-gun

DODIC		Quantity
A131	CTG, 7.62mm, LINKED 4&1	300 each

0331-MMG-1205: Perform immediate action for an M240G medium machine-gun

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an SL-3 complete M240G medium machine-gun loaded with ammunition, with a malfunction or stoppage, while wearing a fighting load.

STANDARD: To return the weapon to action.

PERFORMANCE STEPS:
1. Determine the type of stoppage or malfunction.
2. Perform immediate action.

RELATED EVENTS:
0331-MMG-1203 0331-MMG-1205

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

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17581 Machinegun Field Firing Range

WEAPONS AND ORDNANCE:

Weapon: M240G 7.62mm medium machine-gun

DODIC		Quantity
A135	CTG, 7.62MM, DUMMY	10 each

Expenditure of ammunition is not required.

0331-MMG-1206: Perform remedial action for an M240G medium machine-gun

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an SL-3 complete M240G medium machine-gun loaded with ammunition, with a malfunction or stoppage not corrected by immediate action, while wearing a fighting load.

STANDARD: To return the weapon to action.

PERFORMANCE STEPS:
1. Determine the type of stoppage or malfunction.
2. Perform remedial action.

RELATED EVENTS:
0331-MMG-1200 0331-MMG-1201 0331-MMG-1203
0331-MMG-1204

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

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17581 Machinegun Field Firing Range

WEAPONS AND ORDNANCE:

Weapon: M240G 7.62mm medium machine-gun

DODIC		Quantity
A131	CTG, 7.62mm, LINKED 4&1	10 each

Expenditure of ammunition is not required.

0331-MMG-1207: Mount a limited-visibility sight on an M240G medium machine-gun

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an SL-3 complete M240G medium machine-gun, SL-3 complete limited-visibility sight, while wearing a fighting load.

STANDARD: In accordance with the references.

PERFORMANCE STEPS:
1. Inspect the limited-visibility sight for serviceability.
2. Install appropriate battery in the limited-visibility sight.
3. Mount a limited-visibility sight on an M240G medium machine-gun.
4. Remove the battery from the limited-visibility sight.
5. Remove and store the limited-visibility sight.

REFERENCES:
1. TM 10091A/10092A-10/1 Sight, Thermal Sight, Thermal AN/PAS-13B(V)2
2. TM 11-5855-213-10 Operator's Manual for Night Vision Sight Individual Served Weapon AN/PVS-4
3. TM 08670A-10/1A Operator's Manual, Machine-gun, 7.62mm, M240

0331-MMG-1208: Zero a limited-visibility sight on an M240G medium machine-gun

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an SL-3 complete M240G medium machine-gun, SL-3 complete limited-visibility sight, while wearing a fighting load.

STANDARD: By achieving point of aim, point of impact.

PERFORMANCE STEPS:
1. With a target at 12.7 meters, assume a supported firing position.
2. Place the night vision sight into operation.
3. Set the FOV ring to “wide” position.
4. Press and hold the “reticle select” switch for 5 seconds, then press and release the switch until display shows the reticle for the M240G machinegun.
5. Set the azimuth and elevation indicators to zero.

6. Using the zeroing aim point located between the zeroing aim lines, aim center mass at the BZO target.
7. Fire three single rounds to obtain a shot group.
8. Triangulate the shot group to find the center of the shot group.
9. Retighten the sights mounting knob until two clicks are heard.
10. Adjust the reticle to move the center of the shot group to the desired point of impact by utilizing the “reticle adjust” switch.
11. Repeat step 7. If zero is not achieved, repeat steps 8-10 until zero is obtained.
12. When the zero is achieved, record the azimuth and elevation indicators.
13. Set the FOV ring to “narrow” and repeat steps 6-12.

RELATED EVENTS:
0331-MMG-1207

REFERENCES:
1. TM 10091A/10092A-10/1 Sight, Thermal Sight, Thermal AN/PAS-13B(V)2
2. TM 11-5855-213-10 Operator's Manual for Night Vision Sight Individual Served Weapon AN/PVS-4
3. TM 08670A-10/1A Operator's Manual, Machine-gun, 7.62mm, M240

0331-MMG-1209: Operate an MMG using a limited-visibility sight

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an SL-3 complete M240G medium machine-gun mounted with a limited-visibility sight, ammunition, while wearing a fighting load.

STANDARD: To achieve a hit on a target.

PERFORMANCE STEPS:
1. Inspect ammunition.
2. Mount the M240G on an appropriate mount.
3. Assume an appropriate firing position.
4. Load the M240G.
5. Set sight to estimated range.
6. Aim in on target using organic or attached limited-visibility sight.
7. Engage targets and react to fire commands.
8. Maintain lubrication during firing.
9. Unload and clear the M240G.

RELATED EVENTS:
03331-MMG-1206 0331-MMG-1203

REFERENCES:
1. TM 10091A/10092A-10/1 Sight, Thermal Sight, Thermal AN/PAS-13B(V)2
2. MCWP 3-15.1 Machine-Guns and Machine-Gun Gunnery

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17581 Machinegun Field Firing Range

WEAPONS AND ORDNANCE:

Weapon: M240G 7.62mm medium machine-gun

DODIC		Quantity
A131	CTG, 7.62MM, LINKED 4&1	300 each

9080. 2000 LEVEL INDIVIDUAL TRAINING EVENTS

0331-EMPL-2000: Select a machine-gun firing position

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a machine-gun squad mission order.

STANDARD: Which supports the achievement of the assigned mission.

PERFORMANCE STEPS:
1. Determine the team's/squad's mission from higher headquarters mission, commander's intent, and team/squad tasks.
2. Analyze the assigned sector of fire, ensuring effective coverage of the sector of fire.
3. Analyze the position for good fields of fire.
4. Analyze the effectiveness of available cover and concealment.
5. Ensure the firing position facilitates the exercise of fire control.
6. Ensure machine-guns are located and employed so that they can mutually support one another.
7. Designate the exact firing (primary) position on the ground prior to entrenching.
8. Designate an alternate firing position, which can continue to accomplish the original mission.
9. Designate a supplementary firing position.

RELATED EVENTS:
0331-EMPL-2001 0331-EMPL-2005

REFERENCES:
1. FMFM 6-5 Marine Rifle Platoon/Squad
2. MCWP 3-15.1 Machine-Guns and Machine-Gun Gunnery

SUPPORT REQUIREMENTS:

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

0331-EMPL-2001: Lay a machine-gun on a predetermined azimuth

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an SL-3 complete machine-gun, firing tables, compass, and ammunition, while wearing a fighting load.

STANDARD: To support the achievement of the assigned mission.

PERFORMANCE STEPS:
1. Ensure the compass has been declinated prior to use.
2. Locate the gun position and target on a map and draw a line between the 2 points.
3. Orient the map to the terrain and place the line of sight of the compass along the gun-target line drawn on the map.
4. The Squad Leader announces the magnetic azimuth indicated by the compass index to the guns as the direction of lay.
5. In order to measure the angle of site hold the opened compass in a vertical plane with the rear sight toward the body and the angle of sight level lever to the right.
6. Open the cover to an angle of 45 degrees to the face of the compass.
7. Fold the rear sight holder out parallel to the face of the compass with the rear sight perpendicular to the holder.
8. Look through the rear sight and raise or lower the instrument until the center line of the window bisects the opening in the rear sight and the object sighted; then level the tubular level reflected in the mirror, by means of the lever.
9. Read the angle of sight opposite the index. Care must be exercised to maintain the compass in a vertical plane to obtain accurate readings.
10. To measure the angle of elevation open the cover and rear sight holder so they are parallel with the face of the compass.
11. Place the left side of the opened compass on the leveling plates of the breech ring or on a level portion of the piece that is parallel to the bore.
12. Center the bubble of the elevation level and read the angle of elevation.
13. Once readings have been taken use these readings with the firing tables for the correct weapon system.

RELATED EVENTS:
0331-EMPL-1003 0331-EMPL-2000

REFERENCES:
1. MCWP 3-15.1 Machine-Guns and Machine-Gun Gunnery
2. TM 9-1290-333-15 Compass, Magnetic, Un-mounted: M2

SUPPORT REQUIREMENTS:

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

0331-EMPL-2002: Inspect a machine-gun fighting position

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a mission, a sector of fire, a machine-gun firing position, and a tripod mounted, SL-3 complete medium or heavy Machine-Gun.

STANDARD: To ensure correct dimensions and weapons placement in support of the assigned mission.

PERFORMANCE STEPS:
1. Ensure tripod is oriented on the center of the assigned sector of fire.
2. Ensure aiming stakes are emplaced and cannot be knocked down easily.
3. Ensure firing platform is large enough to support the machine-gun.
4. Align the barrel of the machine-gun on the final protective line.
5. Align the barrel of the machine-gun on the principal direction of fire, if assigned.
6. Ensure the frontal parapet is a minimum of 3 ft in width and high enough to conceal the crew from the flanks and rear.
7. Ensure position is at least armpit deep and enables the Gunner to shoot with ease.
8. Ensure a shelf 1 foot wide is clear within the position that separates the parapet and the hole.
9. Ensure tripods legs have been emplaced by digging, sandbagging, or staking them down.
10. Ensure there are 3 trench-shaped grenade slumps at various points within the hole.
11. Ensure the position is camouflaged.
12. Ensure the position is concealed from enemy air observation.
13. If time and materials are available, ensure overhead cover has been constructed.
14. Observe the position from the enemies view point to determine inherent weaknesses.
15. Have Team Leader point out alternate and supplementary positions.
16. When there is a 3-man crew, ensure Ammunition Bearer digs a 1 man fighting position to the flank of the position.
17. Ensure a range card is located near the Machine-Gun.

RELATED EVENTS:
0331-EMPL-1003 0331-EMPL-2000

REFERENCES:
1. MCWP 3-15.1 Machine-Guns and Machine-Gun Gunnery
2. FMFM 6-5 Marine Rifle Squad

SUPPORT REQUIREMENTS:

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

0331-EMPL-2003: Direct the employment of a machine-gun team/squad in an indirect fire role

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a machine-gun team/squad, and an assigned mission.

STANDARD: By issuing effective command and control that supports achievement of the assigned mission.

PERFORMANCE STEPS:
1. Direct the employment of a machine-gun team/squad in an indirect fire

role in accordance with the references.

RELATED EVENTS:
0331-EMPL-1004 0331-EMPL-1005 0331-EMPL-2001

REFERENCES:
1. TM 02193C-14&P Quadrant, Fire Control Gunner's, M1A2
2. MCRP 3-15.2A Mortars (Dual Designate)
3. FM 23-91 Mortar Gunnery

SUPPORT REQUIREMENTS:

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

0331-EMPL-2004: Set the elevation of a machine-gun utilizing the M1A2 gunner’s quadrant

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an SL-3 complete machine-gun, firing tables, M1A2 gunner’s quadrant, and ammunition, while wearing a fighting load.

STANDARD: By engaging targets accurately without adjusting onto the target and revealing the position of the gun.

PERFORMANCE STEPS:
1. Ensure elevation quadrant seats on the weapon.
2. Inspect quadrant shoes.
3. Zero the micrometer by turning micrometer knob.
4. Set index at 0 mils.
5. Position quadrant on weapon pointing toward muzzle end.
6. Depress/Elevate tube to center bubble in level vial.
7. Reverse direction of quadrant and bubble should center. If bubble centers the quadrant is zeroed for end to end correction. If bubble does not center, center the bubble with micrometer knob.
8. Divide micrometer reading by 2 to obtain the positive correction.
9. Put the positive correction on micrometer.
10. Point quadrant toward muzzle end of weapon and depress/elevate tube to center the bubble.
11. Reverse direction of quadrant and bubble should center.
12. Record end for end correction on the carrying case.
13. Add the end for end correction to the desired elevation and place new elevation on quadrant using both the index pointer on the elevation scale and the micrometer.
14. Point quadrant toward muzzle end of the weapon.
15. Depress/elevate the weapon until the bubble centers in the level vial.

REFERENCES:
1. TM 02193C-14&P Quadrant, Fire Control Gunner’s, M1A2

SUPPORT REQUIREMENTS:

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

0331-EMPL-2005: Advise the commander on the employment of machine-guns

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an order with a commander's intent and a requirement to employ machine-guns.

STANDARD: To fulfill the commander's intent.

PERFORMANCE STEPS:
1. Analyze the mission using METT-T and KOCOA.
2. Consider the characteristics/capabilities of the M240G, M2, and the MK-19 Machine-guns.
3. Consider techniques of fire.
4. Consider employment of machine-guns in the offense and defense.
5. Implement appropriate training.
6. Provide technical and tactical advice to all levels.
7. Make recommendations for employment of the machine-guns.

RELATED EVENTS:
0331-EMPL-2000

REFERENCES:
1. FM 23-27 MK19 40MM Grenade Machine-Gun MOD 3
2. FM 23-65 Browning Machine-gun Caliber .50 HB, M2
3. TM 08670A-10/1A Operator's Manual, Machine-gun, 7.62mm, M240
4. MCWP 3-15.1 Machine-Guns and Machine-Gun Gunnery

0331-MOBL-2101: Perform operator maintenance for a tactical vehicle

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

BILLETS: Ammunition Man/Driver, Heavy Machine-gun Platoon, Weapons Company

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an SL-3 complete tactical vehicle.

STANDARD: In accordance with the references.

PERFORMANCE STEPS:
1. Inspect a tactical vehicle.
2. Perform operator maintenance on a tactical vehicle.

REFERENCES:
1. TM 92320-280-10 Technical Manuals for Highly Mobile Multi-Wheeled Vehicle

(HMMWV)
2. FM 21-305 Manual for the Wheeled Vehicle Driver

0331-MOBL-2102: Operate a tactical vehicle

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

BILLETS: Ammunition Man/Driver, Heavy Machine-gun Platoon, Weapons Company

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an SL-3 complete tactical vehicle, NAVMC 10627, and technical manual.

STANDARD: In accordance with the references.

PERFORMANCE STEPS:
1. Fill out the appropriate blocks on the NAVMC 10627.
2. Perform before operations checks listed at the bottom of the NAVMC 10627.
3. Fill out the appropriate information in the Trip Log on the NAVMC 10627.
4. Safely drive the vehicle, complying with traffic regulations.
5. Perform during operations checks listed at the bottom of the NAVMC 10627.
6. Fill out the appropriate information in the Trip Log on the NAVMC 10627.
7. Perform after operations checks listed at the bottom of the NAVMC 10627 after operational checks.
8. Close out the NAVMC 10627, and return it to the dispatcher.

RELATED EVENTS:
03331-MOBl-2101

REFERENCES:
1. FM 21-305 Manual for the Wheeled Vehicle Driver
2. TM 2320-10/6, with changes 1 and 2, Operators Manual for Truck, Utility, 1-1/4 Ton

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17906 Wheeled Vehicle Drivers Course

CHAPTER 10

INDIVIDUAL TRAINING

0341 MORTAR MAN

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0341 MORTAR MAN INDIVIDUAL EVENTS

10000. PURPOSE

The purpose of 1000-level training is to provide the knowledge and skills required to perform as a Rifle Platoon Commander, Weapons Platoon Commanders, Rifle Company Executive Officer, Heavy Machinegun Platoon Commander, 81mm Mortar Platoon Commander, and Anti-armor Platoon Commander.

10010. EVENT CODING

Events in the T&R manual are depicted with a 12 field alphanumeric system, i.e. xxxx-xxxx-xxxx. This chapter utilizes the following methodology:

a. Field one – Each event in this chapter begins with “0341” indicating that the event is for Infantry Officers.

b. Field two – This field is alpha characters indicating a functional area. Functional areas for Infantry Officers are:

60MM – 61mm Mortar
81MM – 81mm Mortar
WPNS – Weapons
CFF – Call for Fire
FDC – Fire Direction Center

c. Field three - This field provides numerical sequencing.

10020. ADMINISTRATIVE NOTES

1. Currently, no events in this chapter have billets listed. Subsequent T&R development conferences or review points will establish the billet requirements for each task.

2. 2000-level events are Core Plus events, with initial training settings of either MOJT or through resident/distance learning PME.

3. Each Event contains a paragraph that describes internal and external Support Requirements the unit and Marines will need to complete the event. Ranges/Training Areas are described in this section with plain-language description. They are also described using the Range/Facility Codes that identify the type of range and/or training area needed to accomplish the Event. Marines can use the codes to find information about available ranges at their geographic location by using the web-based Range/Training Area Management System (see TECOM website). Ultimate use of the Range/Training Area Code is to relate ranges to readiness by identifying those Events that cannot be accomplished at a certain location due to lack of ranges.

10030. PREREQUISITES

The Marine will have completed The Infantry Mortarman Course or a minimum of 6 months of continuous MOJT.

10040. BILLET DESCRIPTIONS/CORE CAPABILITIES

CAREER PROGRESSION PHILOSOPHY

Upon completion of Level 1000 training at the Infantry Mortarman Course, Infantry Training Battalion, School of Infantry, the mortarman will conduct sustainment training on the 60mm light mortar or the 81mm heavy mortar in an Infantry Battalion. Prior to selection to Corporal or upon assuming the duties of forward observer, plotter or squad/section leader, the mortarman should attend Level 2000 training at the Advanced Mortar Leaders Course, Advanced Infantry Training Company, School of Infantry.

BILLET: Ammunition Man, 60mm Mortar Section, Weapons Platoon

The 60mm Mortar Ammunition Man stands to the right rear of the mortar. He prepares the ammunition and assists the Gunner in shifting and loading the mortar. He swabs the barrel every 10 rounds or after each end of mission. His rank is Private thru Lance Corporal and his T/O weapon is the M16 series service rifle.

Core Capabilities:

1. Carries out the orders of the Mortar Squad Leader.
2. Performs the tasks required of an Ammunition Man in the 60mm Mortar Section of a Weapons Platoon.
3. Performs operator maintenance for and operates an M224 60mm mortar.
4. Performs operator maintenance for and is a proficient marksman with an M16 series service rifle and an M249 squad automatic weapon.
5. Engages targets with an M136 light anti-armor weapon and an M67 hand grenade.
6. Emplaces and recovers an M18A1 Claymore mine.
7. Probes for and marks a mine.
8. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.
9. Determines current location and traverses designated points using a topographic map, lensatic compass, and protractor.
10. Performs self-aid and buddy aid.
11. Performs individual protective measures to counteract the effects of nuclear, biological, and chemical contamination.
12. Communicates using proper communications procedures with organic wired and wireless communications.
13. Performs fire and movement as an individual and as a member of a mortar squad.
14. Locates, closes with, suppresses, and destroys the enemy by fire and maneuver.
15. Repels an enemy assault by fire and close combat.

BILLET: Assistant Gunner, 60mm Mortar Section, Weapons Platoon

The 60mm Assistant Gunner stands to the right of the mortar. He assists the Gunner in shifting and loading the mortar. His rank is Lance Corporal and his T/O weapon is the M9 service pistol.

Core Capabilities:

1. Carries out the orders of the Mortar Squad Leader.
2. Performs the tasks required of an Assistant Gunner in the 60mm Mortar Section of a Weapons Platoon.
3. Performs operator maintenance for and operates an M224 60mm mortar.
4. Performs operator maintenance for and is a proficient marksman with an M16 series service rifle, an M9 pistol, and an M249 squad automatic weapon.
5. Engages targets with an M136 light anti-armor weapon and an M67 hand grenade.
6. Emplaces and recovers an M18A1 Claymore mine.
7. Probes for and marks a mine.
8. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.
9. Determines current location and traverses designated points using a topographic map, lensatic compass, and protractor.
10. Performs self-aid and buddy aid.
11. Performs individual protective measures to counteract the effects of nuclear, biological, and chemical contamination.
12. Communicates using proper communications procedures with organic wired and wireless communications.
13. Performs fire and movement as an individual and as a member of a mortar squad.
14. Locates, closes with, suppresses, and destroys the enemy by fire and maneuver.
15. Repels an enemy assault by fire and close combat.

BILLET: Squad Leader/Gunner, 60mm Mortar Section, Weapons Platoon

The 60mm Mortar Squad Leader/Gunner is on the left side of the mortar where he can manipulate the sight, elevate gear handle, and traverse the assembly wheel. He places firing data on the sight and lays the mortar for deflection and elevation. Assisted by the Squad Leader (or Ammunition Man), he makes large deflection shifts by shifting the bipod assembly. His rank is a Corporal and his T/O weapon is the 9mm pistol.

Core Capabilities:
1. Carries out the orders of the 60mm Mortar Section Leader.
2. Performs the tasks required of a Squad Leader and a Gunner in the 60mm Mortar Section of a Weapons Platoon.
3. Maintains the condition, care, and economical use of assigned personnel, weapons and equipment.
4. Performs operator maintenance for and is a proficient marksman with an M16 series service rifle, an M9 pistol, and an M249 squad automatic weapon.
5. Performs operator maintenance for and operates an M224 60mm mortar.
6. Operates an M16 plotting board and M19 plotting board.
7. Engages targets with an M136 light anti-armor weapon and an M67 hand grenade.
8. Emplaces and recovers an M18A1 Claymore mine.
9. Probes for and marks a mine.
10. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.
11. Determines current location and traverses designated points using a topographic map, lensatic compass, and protractor.
12. Performs self-aid and buddy aid.
13. Performs individual protective measures to counteract the effects of nuclear, biological, and chemical contamination.
14. Communicates using proper communications procedures with organic wired

and wireless communications.
15. Performs operator maintenance for and operates an M998 high-back HMMWV.
16. Controls the fire and movement of his 60mm Mortar Squad.
17. Locates, closes with, suppresses, and destroys the enemy by fire and maneuver.
18. Repels an enemy assault by fire and close combat.

BILLET: Ammunition Man/Driver, 81mm Mortar Platoon, Weapons Company

The 81mm Mortar second Ammunition Man is normally behind the mortar, maintaining the ammunition for firing, providing local security for the mortar position, filling sandbags, and performing other duties as the Squad Leader directs. He normally places out and retrieves the aiming post. He is also the squad truck driver. When his duties do not require him to be with the vehicle, he is used as an Ammunition Man. His rank is Private thru Lance Corporal and his T/O weapon is the M16 series service rifle.

Core Capabilities:
1. Carries out the orders of the Mortar Squad Leader.
2. Performs the tasks required of a Driver and Ammunition Man in the 81mm Mortar Platoon.
3. Performs operator maintenance for and operates an M252 81mm mortar.
4. Performs operator maintenance for and is a proficient marksman with an M16 series service rifle and an M249 squad automatic weapon.
5. Engages targets with an M136 light anti-armor weapon and an M67 hand grenade.
6. Emplaces and recovers an M18A1 Claymore mine.
7. Probes for and marks a mine.
8. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.
9. Determines current location and traverses designated points using a topographic map, lensatic compass, and protractor.
10. Performs self-aid and buddy aid.
11. Performs individual protective measures to counteract the effects of nuclear, biological, and chemical contamination.
12. Communicates using proper communications procedures with organic wired and wireless communications.
13. Performs operator maintenance for, and operates an M998 high-back HMMWV.
14. Performs fire and movement as an individual and as a member of a mortar squad.
15. Locates, closes with, suppresses, and destroys the enemy by fire and maneuver.
16. Repels an enemy assault by fire and close combat.

BILLET: Ammunition Man, 81mm Mortar Platoon, Weapons Company

The 81mm Mortar first Ammunition Man stands to the right rear of the mortar. He prepares the ammunition and passes it to the Assistant Gunner. His rank is Private thru Lance Corporal and his T/O weapon is the 9mm pistol.
Core Capabilities:
1. Carries out the orders of the Mortar Squad Leader.
2. Performs the tasks required of an Ammunition Man in the 81mm Mortar Platoon.
3. Performs operator maintenance for and operates an M252 81mm mortar.
4. Performs operator maintenance for and is a proficient marksman with an

M16 series service rifle and an M249 squad automatic weapon.
5. Engages targets with an M136 light anti-armor weapon and an M67 hand grenade.
6. Emplaces and recovers an M18A1 Claymore mine.
7. Probes for and marks a mine.
8. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.
9. Determines current location and traverses designated points using a topographic map, lensatic compass, and protractor.
10. Performs self-aid and buddy aid.
11. Performs individual protective measures to counteract the effects of nuclear, biological, and chemical contamination.
12. Communicates using proper communications procedures with organic wired and wireless communications.
13. Performs operator maintenance for and operates an M998 high-back HMMWV.
14. Performs fire and movement as an individual and as a member of a mortar squad.
15. Locates, closes with, suppresses, and destroys the enemy by fire and maneuver.
16. Repels an enemy assault by fire and close combat.

BILLET: Assistant Gunner, 81mm Mortar Platoon, Weapons Company

The 81mm Mortar Assistant Gunner stands on the right side of the mortar, facing the barrel and ready to load. In addition to loading, he is responsible for swabbing the bore after every 10 rounds have been fired or after each fire mission. He assists the Gunner in shifting the mortar when making large deflection changes. His rank is a Lance Corporal and his T/O weapon is the 9mm pistol.

Core Capabilities:
1. Carries out the orders of the Mortar Squad Leader.
2. Performs the tasks required of an Assistant Gunner in the 81mm Mortar Platoon.
3. Performs operator maintenance for and operates an M252 81mm mortar.
4. Performs operator maintenance for and is a proficient marksman with an M16 series service rifle and an M249 squad automatic weapon.
5. Engages targets with an M136 light anti-armor weapon and an M67 hand grenade.
6. Emplaces and recovers an M18A1 Claymore mine.
7. Probes for and marks a mine.
8. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.
9. Determines current location and traverses designated points using a topographic map, lensatic compass, and protractor.
10. Performs self-aid and buddy aid.
11. Performs individual protective measures to counteract the effects of nuclear, biological, and chemical contamination.
12. Communicates using proper communications procedures with organic wired and wireless communications.
13. Performs operator maintenance for and operates an M998 high-back HMMWV.
14. Performs fire and movement as an individual and as a member of a mortar squad.
15. Locates, closes with, suppresses, and destroys the enemy by fire and maneuver.
16. Repels an enemy assault by fire and close combat.

BILLET: Gunner, 81mm Mortar Platoon, Weapons Company

The 81mm Mortar Gunner is on the left side of the mortar where he can manipulate the sight, elevate gear handle, and traverse the assembly wheel. He places firing data on the sight and lays the mortar for deflection and elevation. He and the Assistant Gunner make large deflection shifts by shifting the bipod assembly. His rank is a Lance Corporal and his T/O weapon is the 9mm pistol.

Core Capabilities:

1. Carries out the orders of the 81mm Squad Leader.
2. Performs the tasks required of Gunner in the 81mm Mortar Platoon.
3. Maintains the condition, care, and economical use of assigned personnel, weapons, and equipment.
4. Performs operator maintenance for and is a proficient marksman with an M16 series service rifle.
5. Performs operator maintenance for and operates an M252 81mm mortar.
6. Engages targets with an M136 light anti-armor weapon and an M67 hand grenade.
7. Emplaces and recovers an M18A1 Claymore mine.
8. Probes for and marks a mine.
9. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.
10. Determines current location and traverses designated points using a topographic map, lensatic compass, and protractor.
11. Performs self-aid and buddy aid.
12. Performs individual protective measures to counteract the effects of nuclear, biological, and chemical contamination.
13. Communicates using proper communications procedures with organic wired and wireless communications.
14. Locates, closes with, suppresses, and destroys the enemy by fire and maneuver.
15. Performs fire and movement as an individual and as a member of a mortar squad.
16. Repels an enemy assault by fire and close combat.

BILLET: Squad Leader, 81mm Mortar Platoon, Weapons Company

The 81mm Mortar Squad Leader is responsible for the tactical employment of the 81mm Mortar and stands behind the mortar where he can command and control his squad. In addition to supervising the emplacement, laying, and firing of the mortar, he supervises all other squad activities. His rank is Corporal thru Sergeant and his T/O weapon is the M16 series service rifle.

Core Capabilities:

1. Carries out the orders of the Mortar Section Leader or the Mortar Platoon Commander.
2. Performs the tasks required of a Squad Leader in an 81mm Mortar Platoon.
3. Maintains the discipline, appearance, control, conduct, and welfare of his squad.
4. Trains his squad in the performance of tasks that support platoon training objectives.
5. Maintains the condition, care, and economical use of assigned weapons and equipment.
6. Performs operator maintenance for and operates an M252 81mm mortar.

7. Performs operator maintenance for and is a proficient marksman with an M16 series service rifle.
8. Engages targets with an M136 light anti-armor weapon and an M67 hand grenade.
9. Emplaces and recovers an M18A1 Claymore mine.
10. Probes for and marks a mine.
11. Performs individual protective measures to counteract the effects of nuclear, biological, and chemical contamination.
12. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.
13. Performs self-aid and buddy aid.
14. Determines current location and traverses designated points using a topographic map, lensatic compass, and protractor.
15. Communicates using proper communications procedures with organic wired and wireless communications.
16. Performs operator maintenance for and operates an M998 high-back HMMWV.
17. Writes and issues combat orders.
18. Performs fire and movement as an individual and as a member of a mortar squad.
19. Controls the fire and movement of his 81mm mortar squad.
20. Locates, closes with, suppresses, and destroys the enemy by fire and maneuver.
21. Repels an enemy assault by fire and close combat.

BILLET: Forward Observer, 81mm Mortar Platoon, Weapons Company

The Forward Observer (FO) provides the eyes for the Fire Direction Center (FDC) and is normally attached to a forward unit. He initiates and adjusts mortar indirect fire, smoke, and illumination. He provides assistance to the supporting unit commander in planning targets appropriate for the mortars. His rank is Corporal and his T/O weapon is the M16 series service rifle.

Core Capabilities:
1. Performs the tasks required of a Forward Observer (FO) in the 81mm Mortar Platoon.
2. Carries out the orders of the Fire Direction Center (FDC) Plotter.
3. Performs individual protective measures to counteract the effects of nuclear, biological, and chemical contamination.
4. Locates, closes with, suppresses, and destroys the enemy by fire and maneuver.
5. Performs fire and movement as an individual and as a member of a mortar squad.
6. Communicates using proper communications procedures with organic wired and wireless communications.
7. Calls for and adjusts indirect fire.
8. Repels an enemy assault by fire and close combat.
9. Performs the tasks required of Gunner in the 81mm Mortar Platoon.
10. Performs the tasks required of a Plotter/Recorder and Forward Observer (FO) for the Fire Direction Center (FDC) of the 81mm Mortar Platoon.
11. Capable of performing all the tasks required of an Ammunition Man and Assistant Gunner in the mortar section of a Weapons Platoon.
12. Performs self-aid and buddy aid.
13. Operates an M16 plotting board and M19 plotting board.
14. Performs operator maintenance for, and is a proficient marksman with an M9 pistol, M16 series service rifle, and M249 squad automatic weapon.
15. Engages targets with an M136 light anti-armor weapon and an M67 hand

grenade.
16. Emplaces and recovers an M18A1 Claymore mine.
17. Probes for and marks a mine.
18. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.
19. Determines current location and traverses designated points using a topographic map, lensatic compass, and protractor.
20. Maintains the condition, care, and economical use of assigned personnel, weapons, and equipment.

BILLET: Recorder/Driver, 81mm Mortar Platoon, Weapons Company

The Recorder/Driver operates in the Fire Direction Center (FDC). He records firing data and assists in maintaining the mortar logs. He is also the HMMWV operator for the FDC. He communicates firing data to the gun line via wire. He serves as a backup plotting board operator. His rank is Lance Corporal and his T/O weapon is an M16 series service rifle.

Core Capabilities:
1. Carries out the orders of the Plotter.
2. Performs the tasks required of a Driver and a Recorder in the Fire Direction Center (FDC) of the 81mm Mortar Platoon.
3. Performs operator maintenance for and is a proficient marksman with an M16 series service rifle.
4. Engages targets with an M136 light anti-armor weapon and an M67 hand grenade.
5. Emplaces and recovers an M18A1 Claymore mine.
6. Probes for and marks a mine.
7. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.
8. Determines current location and traverses designated points using a topographic map, lensatic compass, and protractor.
9. Performs self-aid and buddy aid.
10. Performs individual protective measures to counteract the effects of nuclear, biological, and chemical contamination.
11. Communicates using proper communications procedures with organic wired and wireless communications.
12. Performs operator maintenance for and operates an M998 high-back HMMWV.
13. Performs fire and movement as an individual and as a member of a mortar squad.
14. Locates, closes with, suppresses, and destroys the enemy by fire and maneuver.
15. Repels an enemy assault by fire and close combat.

BILLET: Plotter/Recorder, 81mm Mortar Platoon, Weapons Company

The Plotter/Recorder operates in the Fire Direction Center (FDC). He records firing data and assists in maintaining the mortar logs. He communicates firing data to the gun line via wire. He serves as a backup plotting board operator. His rank is Lance Corporal and his T/O weapon is an M16 series service rifle.

Core Capabilities:
1. Carries out the orders of the Plotter.
2. Performs the tasks required of a Plotter and a Recorder in the Fire

Direction Center (FDC) of the 81mm Mortar Platoon.
3. Performs operator maintenance for and is a proficient marksman with an M16 series service rifle.
4. Operates an M16 plotting board and M19 plotting board.
5. Engages targets with an M136 light anti-armor weapon and an M67 hand grenade.
6. Emplaces and recovers an M18A1 Claymore mine.
7. Probes for and marks a mine.
8. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.
9. Determines current location and traverses designated points using a topographic map, lensatic compass, and protractor.
10. Performs self-aid and buddy aid.
11. Performs individual protective measures to counteract the effects of nuclear, biological, and chemical contamination.
12. Communicates using proper communications procedures with organic wired and wireless communications.
13. Performs operator maintenance for and operates an M998 high-back HMMWV.
14. Performs fire and movement as an individual and as a member of a mortar squad.
15. Locates, closes with, suppresses, and destroys the enemy by fire and maneuver.
16. Repels an enemy assault by fire and close combat.

BILLET: Plotter, 81mm Mortar Platoon, Weapons Company

The Plotter operates in the Fire Direction Center (FDC). He records firing data and maintains the mortar logs. He communicates firing data to the gun line via wire. He serves as the primary plotting board operator. His rank is Corporal and his T/O weapon is an M16 series service rifle.

Core Capabilities:
1. Carries out the orders of the Mortar Section Leader or the Mortar Platoon Commander.
2. Performs the tasks required of a Plotter in the Fire Direction Center (FDC) of the 81mm Mortar Platoon.
3. Maintains the discipline, appearance, control, conduct, and welfare of his Fire Direction Center (FDC).
4. Trains his Fire Direction Center (FDC) in the performance of tasks that support platoon training objectives.
5. Maintains the condition, care, and economical use of assigned weapons and equipment.
6. Operates an M16 plotting board and M19 plotting board.
7. Performs operator maintenance for and is a proficient marksman with an M9 pistol, M16 series service rifle, and M249 squad automatic weapon.
8. Engages targets with an M136 light anti-armor weapon and an M67 hand grenade.
9. Emplaces and recovers an M18A1 Claymore mine.
10. Probes for and marks a mine.
11. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.
12. Determines current location and traverses designated points using a topographic map, lensatic compass, and protractor.
13. Performs self-aid and buddy aid.
14. Performs individual protective measures to counteract the effects of nuclear, biological, and chemical contamination.

15. Communicates using proper communications procedures with organic wired and wireless communications.
16. Performs operator maintenance for and operates an M998 high-back HMMWV.
17. Writes and issues combat orders.
18. Performs fire and movement as an individual and as a member of a mortar squad.
19. Controls his 81mm Fire Direction Center (FDC).
20. Locates, closes with, suppresses, and destroys the enemy by fire and maneuver.
21. Repels an enemy assault by fire and close combat.

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0341-WPNS-2407		Advise commander on employment of mortars	10-19
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0341-CFF-2501		Adjust mortar fire without a Fire Direction Center (FDC)	10-20
0341-CFF-2502		Conduct fire missions with a laser range finder	10-21
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0341-FDC-2601		Receive a Call for Fire (CFF)	10-22
0341-FDC-2602		Compute firing data manually	10-22
0341-FDC-2603		Respond to an untrained observer	10-23
0341-FDC-2604		Inspect the plotting board for proper set up using the below the pivot point method	10-23
0341-FDC-2605		Inspect the plotting board for proper set up	10-24
0341-FDC-2606		Set up the plotting board using the below the pivot point method	10-24
0341-FDC-2607		Set up the plotting board using the pivot point method	10-25
0341-FDC-2608		Set up the plotting board using the modified observer firing chart method	10-25

10070. 1000-LEVEL 0341 INDIVIDUAL EVENTS

0341-60MM-1101: Perform inspection/operator maintenance on an M224 60mm mortar

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an Sl-3 complete 60mm mortar, authorized cleaning gear and lubricants.

STANDARD: In accordance with TM 08206A-10/1A.

PERFORMANCE STEPS:
1. In accordance with TM 08206A-10/1A.

REFERENCES:
1. TM 08206A-10/1A Operator’s Manual, M224 60mm Lightweight Company Mortar

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0341-60MM-1102: Boresight an M224 60mm mortar

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an SL-3 complete M224 60mm mortar, mounted in the upper saddle, and an M115 boresight.

STANDARD: Calibrate the mortar with a zero tolerance for deflection and elevation within 5 minutes.

PERFORMANCE STEPS:
1. In accordance with FM 23-90.

REFERENCES:
1. FM 23-90 Mortars

0341-60MM-1103: Perform pre-fire safety checks on an M224 60mm mortar in conventional mode

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an Sl-3 complete, mounted M224 60mm mortar.

STANDARD: In accordance with FM 23-90.

PERFORMANCE STEPS:
1. In accordance with FM 23-90.

REFERENCES:
1. FM 23-90 Mortars

0341-81MM-1201: Perform inspection/operator maintenance on an M252 81mm mortar

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an Sl-3 complete 81mm mortar, authorized cleaning gear and lubricants.

STANDARD: In accordance with TM 09922A-10/1.

PERFORMANCE STEPS:
1. In accordance with TM 09922A-10/1.

REFERENCES:
1. TM 09922A-10/1 M252 81mm Mortar Operator’s Manual

0341-81MM-1202: Boresight an M252 81mm mortar

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an SL-3 complete, mounted M252 81mm mortar, and an SL-3 complete M45 boresight.

STANDARD: By calibrating the mortar with a zero tolerance for deflection and elevation within 5 minutes.

PERFORMANCE STEPS:
1. In accordance with FM 23-90.

REFERENCES:
1. FM 23-90 Mortars

0341-81MM-1203: Perform pre-fire safety checks on an M252 81mm mortar

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an SL-3 complete, mounted, M252 81mm mortar.

STANDARD: In accordance with FM 23-90.

PERFORMANCE STEPS:
1. In accordance with FM 23-90.

REFERENCES:
1. 23-90 Mortars

0341-WPNS-1301: Prepare mortar ammunition for firing

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given a fire command, mortar ammunition, and a fuse wrench, while wearing a fighting load.

STANDARD: By preparing the cartridge(s), in accordance with the fire command.

PERFORMANCE STEPS:
1. In accordance with the FM 23-90.

REFERENCES:
1. FM 23-90 Mortars

SUPPORT REQUIREMENTS:
1. Live fire range and impact area suitable for mortars (if live ammunition is used).

RANGE/TRAINING AREA:
Facility Code 17430 Impact Area; Dudded
Facility Code 17670 Mortar Range

WEAPON AND ORDNANCE:

Weapon: M224 60mm lightweight mortar

DODIC		Quantity
B647	CTG, 60MM, ILLUM, (LWCMS)	1 each

Expenditure of ammunition is not required. All available DODICs should be used to complete this task to standard.

Weapon: M252 81mm medium extended range mortar

DODIC		Quantity
C871	CTG, 81MM, ILLUM W/FZ UK	1 each

Expenditure of ammunition is not required. All available DODICs should be used to complete this task to standard.

0341-WPNS-1302: Manipulate the mortar for a small deflection and elevation change

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given a fire command and a mounted M224 60mm mortar or a mounted M252 81mm mortar.

STANDARD: Achieve a small deflection change of 20 to 60 mils and a small elevation change of 35 to 90 mils, within 35 seconds.

PERFORMANCE STEPS:
1. In accordance with the FM 23-90.

REFERENCES:
1. FM 23-90 Mortars

SUPPORT REQUIREMENTS:
1. Live fire range and impact area suitable for mortars (if live ammunition is used).

RANGE/TRAINING AREA:
Facility Code 17430 Impact Area; Dudded
Facility Code 17670 Mortar Range

WEAPON AND ORDNANCE:

Weapon: M224 60mm lightweight mortar

DODIC		Quantity
B643	CTG, 60MM, HE, W/FZ PD M935	4 each

Weapon: M252 81mm medium extended range mortar

DODIC		Quantity
C869	CTG, 81MM, HE W/FZ PD	5 each

Expenditure of ammunition is not required.

0341-WPNS-1303: Manipulate the mortar for a large deflection and elevation change

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given a fire command and a mounted M224 60mm mortar or a mounted M252 81mm mortar.

STANDARD: To achieve a large deflection change in excess of 200 mils, but less than 300 mils, and a large elevation change in excess of 100 mils, but less than 200 mils, within 60 seconds.

PERFORMANCE STEPS:
1. In accordance with the FM 23-90.

REFERENCES:
1. FM 23-90 Mortars

SUPPORT REQUIREMENTS:
1. Live fire range and impact area suitable for mortars (if live ammunition is used).

RANGE/TRAINING AREA:
Facility Code 17430 Impact Area; Dudded
Facility Code 17670 Mortar Range

WEAPON AND ORDNANCE:

Weapon: M224 60mm lightweight mortar

DODIC		Quantity
B643	CTG, 60MM, HE, W/FZ PD M935	5 each

Expenditure of ammunition is not required.

Weapon: M252 81mm medium extended range mortar

DODIC		Quantity
C869	CTG, 81MM, HE W/FZ PD	5 each

Expenditure of ammunition is not required.

10080: 2000 LEVEL 0341 TRAINING

0341-WPNS-2401: Select a mortar position

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a topographical map, compass, binoculars, and an order.

STANDARD: By supporting higher headquarters' mission.

PERFORMANCE STEPS:
1. In accordance with FM 7-90.

REFERENCES:
1. FM 7-90 Tactical Employment of Mortars

0341-WPNS-2402: Inspect a mortar firing position

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a mission, direction of fire, mortar firing position, an SL-3 complete mounted mortar or mortars, and ammunition.

STANDARD: To ensure correct dimensions and weapons placement, in support of the assigned mission.

PERFORMANCE STEPS:
1. In accordance with the references.

REFERENCES:
1. FM 7-90 Tactical Employment of Mortars
2. FM 23-90 Mortars

0341-WPNS-2403: Execute fire commands for a mortar

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a Call for Fire (CFF), while operating in the Fire Direction Center (FDC).

STANDARD: In accordance with FM 23-90 and FM 23-91.

PERFORMANCE STEPS:
1. In accordance with FM 23-90.

REFERENCES:
1. FM 23-90 Mortars
2. FM 23-91 Mortar Gunnery

0341-WPNS-2404: Declinate an M2 compass

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an M2 compass, a surveyed point with level platform, an azimuth marker, map pen, paper, and a topographical map.

STANDARD: To within 10 mils.

PERFORMANCE STEPS:
1. Place the compass over the surveyed point and level the compass, as required.
2. Remove all magnetic attractions from the area, as required.
3. Sight in on the azimuth marker.
4. Rotate the adjusting screw to index the azimuth.
5. Recheck the sight picture and verify the known azimuth.

REFERENCES:
1. FM 23-90 Mortars

0341-WPNS-2405: Set up an M2A2 aiming circle

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an SL-3 complete M2A2 aiming circle and an orientation station.

STANDARD: By orienting and leveling the aiming circle.

PERFORMANCE STEPS:
1. In accordance with MCRP 3-15.2A.

REFERENCES:
1. MCRP 3-15.2A

0341-WPNS-2406: Delcinate an M2A2 aiming circle

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an SL-3 complete M2A2 aiming circle and an orientation station.

STANDARD: By ensuring the declination constant is within 2 mils.

PERFORMANCE STEPS:
1. In accordance with MCRP 3-15.2A.

REFERENCES:
1. MCRP 3-15.2A

0341-WPNS-2407: Advise commander on employment of mortars

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an operation order.

STANDARD: To accomplish the intent of the higher headquarters' order, and in accordance with the references.

PERFORMANCE STEPS:
1. Analyze the mission using METT-T and KOCOA.
2. Consider the characteristics/capabilities of the M224 60mm and the M252 81mmm mortar.
3. Consider techniques of fire.
4. Consider employment of mortars in the offense and defense.
5. Implement appropriate training.
6. Provide technical and tactical advice to all levels.
7. Recommend employment of company level and battalion level mortars.

REFERENCES:
1. FM 23-90 Mortars
2. FM 7-90 Tactical Employment of Mortars

0341-CFF-2501: Adjust mortar fire without a Fire Direction Center (FDC)

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a grid location of a mortar section, principal direction of lay, map, compass, and protractor.

STANDARD: By issuing corrections within 30 seconds and achieving Fire For

Effect (FFE) on the target.

PERFORMANCE STEPS:
1. Engage target when the FO is within 100 meters of the gun target line.
2. Apply mil relation formula. Impact to target error, in mils, multiplied by the value of 1 per 1000 meters of range.
3. Apply the Left Add, Right Subtract (LARS) rule.
4. Transmit correction to the gun.
5. Adjust fire by bracketing or creeping methods.

REFERENCES:
1. FM 23-90 Mortars
2. FM 23-91 Mortar Gunnery

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17430 Impact Area; Dudded
Facility Code 17670 Mortar Range

WEAPON AND ORDNANCE:

Weapon: M224 60mm lightweight mortar

DODIC		Quantity
B643	CTG, 60MM, HE, W/FZ PD M935	4 each

Weapon: M252 81mm medium extended range mortar

DODIC		Quantity
C869	CTG, 81MM, HE W/FZ PD	4 each

0341-CFF-2502: Conduct fire missions with a laser range finder

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: The forward observer, given a laser range finder, a compass, a map, a designated target, and communications with the Fire Direction Center (FDC).

STANDARD: Per the references, accurately measuring and announcing the target distance, to the nearest 10 meters.

PERFORMANCE STEPS:
1. Determine observer target direction.
2. Remove the lens cover.
3. Set the PWR switch at “on”.
4. Aim the laser at the target.
5. Lase the target.
6. Express range to the target.
7. Use the minimum range setting, when appropriate, or when the multiple target warning light illuminates.

8. Transmit the Call For Fire (CFF) using polar plot data.
9. Determine range to burst and transmit appropriate deviation and range corrections.
10. Request Fire For Effect (FFE).
11. Transmit refinement data (if any), Record as Target (if desired), End of Mission (required), and surveillance (required).
12. Set the PWR switch at "OFF".

REFERENCES:
1. FM 6-30 Observed Fire Procedures
2. MCWP 3-16.6 Supporting Arms Observer, Spotter, and Controller
3. TM 11-5860-201-10 Laser Infrared Observation Set AN/GVS-5

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17430 Impact Area; Dudded
Facility Code 17670 Mortar Range

WEAPON AND ORDNANCE:

Weapon: M252 81mm medium extended range mortar

DODIC		Quantity
C869	CTG, 81MM, HE W/FZ PD	4 each

0341-FDC-2601: Receive a Call For Fire (CFF)

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a forward observer's Call For Fire (CFF) request, corrections, DA Form 22399, and a pencil.

STANDARD: By recording the Call For Fire (CFF) without error.

PERFORMANCE STEPS:
1. In accordance with FM 23-91.

REFERENCES:
1. FM 23-91 Mortar Gunnery

0341-FDC-2602: Compute firing data manually

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an FDC, plotting board, map pen, topographical map, observer's call for fire, and firing tables.

STANDARD: By computing firing data and issuing a fire command within two minutes.

PERFORMANCE STEPS:
1. In accordance with FM. 23-91.

REFERENCES:
1. FM 23-91 Mortar Gunnery

0341-FDC-2603: Respond to an untrained observer

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a Fire Direction Center (FDC) and an untrained forward observer.

STANDARD: By talking the observer through a call for fire sequence in order to issue fire commands.

PERFORMANCE STEPS:
1. Identify observer as friendly.
2. Assist the observer in finding his location.
3. Assist the observer in target location using the shift, grid, or polar method or terrain association.
4. Ask the observer for the target description.
5. Ask the observer for the direction to the target.
6. Assist the observer in adjusting impact of rounds using the finger method of adjusting.
7. Adjust fire.
8. Request Fire For Effect (FFE).
9. End mission.

REFERENCES:
1. FM 6-30 Observed Fire Procedures

0341-FDC-2604: Inspect the plotting board for proper set up using the below the pivot point method

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a prepared plotting board set up using the below pivot point method, a protractor, map pen, and map.

STANDARD: To ensure there are no errors.

PERFORMANCE STEPS:
1. Plot the mortar position on a map.
2. Plot the enemy position or suspect area.
3. Using a map and protractor, determine the gun-target azimuth.
4. Index the azimuth disk to the gun-target azimuth.
5. Ensure the mortar position is plotted 1000 meters below the pivot point for the 60mm, 2000 meters below the pivot point for the 81mm, and 500 meters left or right of the vertical index line.
6. Determine the mounting azimuth by using the rounding off rule. If the grid direction of fire is not a direction ending in 50 or 00, round to the nearest 50 mils.
7. Ensure the Squad Leaders know the mounting azimuth.
8. Ensure the referred deflection is written on the azimuth disk below the mounting azimuth and numbered from right to left.
9. Ensure the forward observer position is plotted.

REFERENCES:
1. FM 23-91 Mortar Gunnery

0341-FDC-2605: Inspect the plotting board for proper set up using the pivot point method

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a prepared plotting board set up using the pivot point method, a protractor, map pen, and map.

STANDARD: To ensure there are no errors.

PERFORMANCE STEPS:
1. Determine an azimuth to the target using a map and protractor.
2. Round the azimuth to the nearest 50 mils to determine the mounting azimuth.
3. Ensure the referred deflection is superimposed on the azimuth disk under the mounting azimuth.
4. Ensure the deflection scale is numbered from left to right.
5. Ensure the disk is numbered at least 400 mils left and right of the referred deflection.

RELATED EVENTS:
0341-FDC-4124

REFERENCES:
1. FM 23-91 Mortar Gunnery

0341-FDC-2606: Set up the plotting board using the below the pivot point method

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Operating in the FDC in a 60/81mm mortar section, given a plotting board, protractor, map, map pen, direction of fire, referred deflection, and firing tables.

STANDARD: Super-impose a grid system and plot a target, computing the firing data to within 10 mils of the check board for deflection and 25 meter tolerance on range.

PERFORMANCE STEPS:
1. In accordance with the FM 23-91.

REFERENCES:
1. FM 23-91 Mortar Gunnery

0341-FDC-2607: Set up the plotting board using the pivot point method

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Operating in the FDC in a 60/81mm mortar section, given a plotting board, protractor, map, map pen, direction of fire, referred deflection, and firing tables.

STANDARD: Super-impose a grid system and plot a target, computing the firing data to within 20 mils of the check board for deflection and 25 meter tolerance on range.

PERFORMANCE STEPS:
1. In accordance with the FM 23-91.

REFERENCES:
1. FM 23-91 Mortar Gunnery

0341-FDC-2608: Set up the plotting board using the modified observer firing chart method

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Operating in the FDC in a 60/81mm mortar section, given a plotting board, protractor, map, map pen, direction of fire, referred deflection, and firing tables.

STANDARD: Super-impose a grid system and plot a target, computing the firing

data to within 10 mils of the check board for deflection and 25 meter tolerance on range.

PERFORMANCE STEPS:

1. In accordance with the FM 23-91.

REFERENCES:

1. FM 23-91 Mortar Gunnery

CHAPTER 11

INDIVIDUAL TRAINING

0351 ASSAULT MAN

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0351 ASSAULT MAN INDIVIDUAL EVENTS

11000. PURPOSE

The purpose of 1000-level training is to provide the knowledge and skills required to perform as an Assistant Gunner, Gunner, Team Leader, and Squad Leader in the Assault Section, Weapons Platoon of an Infantry Rifle Company.

11010. EVENT CODING

Events in the T&R manual are depicted with a 12 field alphanumeric system, i.e. xxxx-xxxx-xxxx. This chapter utilizes the following methodology:

a. Field one – Each event in this chapter begins with “0351” indicating that the event is for Assault Man.

b. Field two – This field is alpha characters indicating a functional area. Functional areas for Infantry Officers are:

JAV – Javelin
TOW – TOW2
EMPL – Employment
MOBL – Mobility

c. Field three - This field provides numerical sequencing.

11020. ADMINISTRATIVE NOTES

1. Currently, no events in this chapter have billets listed. Subsequent T&R development conferences or review points will establish the billet requirements for each task.

2. 2000-level events are Core Plus events, with initial training settings of either MOJT or through resident/distance learning PME.

3. Each Event contains a paragraph that describes internal and external Support Requirements the unit and Marines will need to complete the event. Ranges/Training Areas are described in this section with plain-language description. They are also described using the Range/Facility Codes that identify the type of range and/or training area needed to accomplish the Event. Marines can use the codes to find information about available ranges at their geographic location by using the web-based Range/Training Area Management System (see TECOM website). Ultimate use of the Range/Training Area Code is to relate ranges to readiness by identifying those Events that cannot be accomplished at a certain location due to lack of ranges.

11030. PREREQUISITES

The Marine will have completed The Infantry Assaultman Course at Infantry Training Battalion, School of Infantry (East/West).

11040. BILLET DESCRIPTIONS/CORE CAPABILITIES

CAREER PROGRESSION PHILOSOPHY

Upon completion of Level 1000 training at the Infantry Assaultman Course, Infantry Training Battalion, School of Infantry, the Assaultman will conduct sustainment training on the SMAW, APOBS, and demolitions in an Infantry Battalion. Prior to selection to Corporal or upon assuming the duties of squad/section leader, the Assaultman should attend Level 2000 training at the Dynamic Entry School until such time as appropriate leader-level training courses can be established at the Schools of Infantry.

BILLET: Assistant Gunner, Assault Section, Weapons Platoon

The Assistant Gunner carries out orders from the Gunner. He is responsible for the loading of the SMAW, spotting round impact and corrections for the Gunner, and security for the assault squad. He takes position on the left side of the Gunner. He is also trained in APOBS, demolitions, and assists the Gunner with demolitions. His rank is Private thru Lance Corporal. His T/O weapon is the M16 series service rifle.

Core Capabilities:
1. Carries out the orders of the assault Team Leader.
2. Performs the tasks required of an Assistant Gunner in the assault section of a weapons platoon.
3. Performs operator maintenance for and operates a MK153 SMAW.
4. Constructs, emplaces, and detonates field expedient demolition charges.
5. Performs operator maintenance for and is a proficient marksman with M16 series service rifle.
6. Engages targets with an M136 light anti-armor weapon and an M67 hand grenade.
7. Emplaces and recovers an M18A1 Claymore mine.
8. Emplaces and recovers APOBS.
9. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.
10. Determines current location and traverses designated points using a topographic map, lensatic compass, and protractor.
11. Performs self-aid and buddy aid.
12. Performs individual protective measures to counteract the effects of nuclear, biological, and chemical contamination.
13. Communicates using proper communications procedures with organic wired and wireless communications.
14. Performs fire and movement as an individual and as a member of an assault team.
15. Locates, closes with, and destroys the enemy by fire and maneuver.
16. Repels an enemy assault by fire and close combat.

BILLET: Team Leader/Gunner, Assault Section, Weapons Platoon

The assault Team Leader carries out orders from the Section Leader, or the unit commander. He is responsible for the discipline, appearance, training, control, conduct, and welfare of his team at all times, as well as the condition, care, and economical use of his weapons and equipment. In combat,

he is also responsible for the tactical employment, fire discipline, fire control, and maneuver of his team. He takes position where his team can best carry out the orders of the unit commander. He is also trained in APOBS and demolitions. His rank is a Lance Corporal. His T/O weapon is the 9mm pistol and SMAW.

Core Capabilities:
1. Carries out the orders of the assault Squad Leader.
2. Performs the tasks required of a Team Leader/Gunner in the assault section of a weapons platoon.
3. Performs operator maintenance for, and operates a MK153 SMAW.
4. Constructs, emplaces, and detonates field expedient demolition charges.
5. Performs operator maintenance for and is a proficient marksman with M16 series service rifle and an M9 pistol.
6. Engages targets with an M136 light anti-armor weapon and an M67 hand grenade.
7. Emplaces and recovers an M18A1 Claymore mine.
8. Emplaces and recovers APOBS.
9. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.
10. Determines current location and traverses designated points using a topographic map, lensatic compass, and protractor.
11. Performs self-aid and buddy aid.
12. Performs individual protective measures to counteract the effects of nuclear, biological, and chemical contamination.
13. Communicates using proper communications procedures with organic wired and wireless communications.
14. Performs fire and movement as an individual and as a member of an assault team.
15. Locates, closes with, and destroys the enemy by fire and maneuver.
16. Repels an enemy assault by fire and close combat.

BILLET: Squad Leader/Team Leader/Gunner, Assault Section, Weapons Platoon

The assault Squad Leader carries out orders from the Section Leader, or the unit commander. He is responsible for the discipline, appearance, training, control, conduct, and welfare of his squad at all times, as well as the condition, care, and economical use of his weapons and equipment. In combat, he is also responsible for the tactical employment, fire discipline, fire control, and maneuver of his squad. He takes position where his squad can best carry out the orders of the unit commander. He is also trained in APOBS and advanced demolitions. His rank is a Corporal. His T/O weapon is the 9mm pistol and SMAW.

Core Capabilities:
1. Carries out the orders of the assault Section Leader.
2. Performs the tasks required of a Squad Leader in the assault section of a weapons platoon.
3. Maintains the condition, care, and economical use of assigned personnel, weapons, and equipment.
4. Constructs, emplaces, and detonates field expedient demolition charges.
5. Performs operator maintenance for and is a proficient marksman with M16 series service rifle and an M9 pistol.
6. Engages targets with an M136 light anti-armor weapon and an M67 hand grenade.
7. Emplaces and recovers an M18A1 Claymore mine.

8. Emplaces and recovers APOBS.
9. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.
10. Determines current location and traverses designated points using a topographic map, lensatic compass, and protractor.
11. Performs self-aid and buddy aid.
12. Performs individual protective measures to counteract the effects of nuclear, biological, and chemical contamination.
13. Communicates using proper communications procedures with organic wired and wireless communications.
14. Controls the fire and movement of his assault squad.
15. Locates, closes with, and destroys the enemy by fire and maneuver.

BILLET: Section Leader, Assault Section, Weapons Platoon

The assault Section Leader carries out orders from the unit commander. He is responsible for the discipline, appearance, training, control, conduct, and welfare of his squads at all times, as well as the condition, care, and economical use of their weapons and equipment. In combat, he is also responsible for the tactical employment, fire discipline, fire control, and maneuver of his squads. He takes position where he can best carry out the orders of the unit commander and observe the squads, if practicable. He is also trained in APOBS and advanced demolitions. His rank is a Sergeant. His T/O weapon is the M16 series Service Rifle.

Core Capabilities:
1. Carries out the orders of the weapons platoon commander.
2. Performs the tasks required of a Section Leader in the assault section of a weapons platoon.
3. Maintains the discipline, appearance, control, conduct, and welfare of his assault section.
4. Trains his assault section in the performance of tasks that support platoon training objectives.
5. Maintains the condition, care, and economical use of assigned weapons and equipment.
6. Constructs, emplaces, and detonates field expedient demolition charges.
7. Performs operator maintenance for, and is a proficient marksman with M16 series service rifle and an M9 pistol.
8. Engages targets with an M136 light anti-armor weapon and an M67 hand grenade.
9. Emplaces and recovers an M18A1 Claymore mine.
10. Emplaces and recovers APOBS.
11. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.
12. Determines current location and traverses designated points using a topographic map, lensatic compass, and protractor.
13. Performs self-aid and buddy aid.
14. Performs individual protective measures to counteract the effects of nuclear, biological, and chemical contamination.
15. Communicates using proper communications procedures with organic wired and wireless communications.
16. Calls for and adjusts indirect fire.
17. Writes and issues combat orders.
18. Performs fire and movement as an individual and as a member of an assault section.
19. Controls the fire and movement of his assault section.

20. Locates, closes with, and destroys the enemy by fire and maneuver.
21. Repels an enemy assault by fire and close combat.

11050. INDEX OF INDIVIDUAL EVENTS BY LEVEL

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0351-SMAW-1004		Perform immediate action for an MK153 SMAW spotting rifle	11-11
0351-SMAW-1005		Perform immediate action for an MK153 SMAW launcher	11-12
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0351-SMAW-1007		Engage a target with an MK153 SMAW using a target designator	11-13
0351-SMAW-1008		Field zero a limited-visibility sight to an MK153 SMAW	11-14
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0351-APOB-1101		Maintain the MK7 MOD 1, APOBS	11-15
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0351-APOB-1104		Breach an anti-personnel mine and/or wire obstacle with the MK7 MOD1 APOBS using the electrical command mode initiation	11-17
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0351-DEMO-1207		Bore a hole using an improvised shape charge	11-24
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0351-DEMO-1211		Construct an improvised Bangalore torpedo	11-27
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0351-DEMO-1213		Breach a door using manual mechanical techniques	11-28
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0351-DEMO-1215		Determine an appropriate standoff distance	11-29
0351-DEMO-1216		Construct a detonation cord oval charge	11-30
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0351-DEMO-1218		Construct a detonation cord linear charge	11-31
0351-DEMO-1219		Create an entry using a detonation cord linear charge	11-32
0351-DEMO-1220		Construct a doughnut charge	11-32
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0351-SMAW-1006		Engage a target with an MK153 SMAW using a limited-visibility sight	11-12
0351-SMAW-1007		Engage a target with an MK153 SMAW using a target designator	11-13
0351-SMAW-1008		Field zero a limited-visibility sight to an MK153 SMAW	11-14
0351-SMAW-1009		Field zero a target designator to an MK153 SMAW	11-15
0351-SMAW-2101		Inspect an MK153 SMAW	11-35
0351-SMAW-2102		Bore-sight an MK153 SMAW	11-35
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0351-DEMO-1202		Clear an electrical initiation set misfire	11-21
0351-DEMO-1203		Construct a non-electric initiation set	11-21
0351-DEMO-1204		Clear a non-electric initiation set misfire	11-22
0351-DEMO-1205		Construct a single detonation cord firing-system	11-23
0351-DEMO-1206		Clear a single detonating cord firing-system misfire	11-23
0351-DEMO-1207		Bore a hole using an improvised shape charge	11-24
0351-DEMO-1208		Detonate a grapeshot charge	11-25
0351-DEMO-1209		Fall a tree using an external tree cutting charge	11-26
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0351-DEMO-1216		Construct a detonation cord oval charge	11-30
0351-DEMO-1217		Create an entry using a detonation cord oval charge	11-30
0351-DEMO-1218		Construct a detonation cord linear charge	11-31
0351-DEMO-1219		Create an entry using a detonation cord linear charge	11-32
0351-DEMO-1220		Construct a doughnut charge	11-32
0351-DEMO-1221		Create an entry using a doughnut charge	11-33
0351-DEMO-2201		Construct a dual detonation cord firing system	11-36
0351-DEMO-2202		Clear a dual detonation cord firing-system misfire	11-36
0351-DEMO-2203		Plan the demolition of a target	11-37
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0351-DEMO-2207		Create an entry using a fence charge	11-40
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0351-DEMO-2209		Create an entry using an uli-knot slider charge	11-41
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0351-DEMO-2211		Breach a concrete wall using a concrete charge	11-43
0351-DEMO-2212		Advise commander on employment of breaching charges	11-43

11070. 1000-LEVEL 0351 INDIVIDUAL EVENTS

0351-SMAW-1001: Perform operator maintenance for a MK153 SMAW

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an SL-3 complete MK153 SMAW, authorized cleaning gear, and lubricant.

STANDARD: In accordance with TM 08673A-10/1A.

PERFORMANCE STEPS:
1. Inspect the MK153 SMAW.
2. Clean the MK153 SMAW.
3. Lubricate the MK153 SMAW.
4. Perform a function check on the MK153 SMAW spotting rifle.
5. Perform a function check on the MK153 SMAW launcher.

REFERENCES:
1. TM 08673A-10/1 Launcher, Assault Rocket 83mm (SMAW) MK153 MOD 0

0351-SMAW-1002: Load a MK153 SMAW

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an MK153 SMAW, an encased rocket, and a magazine of spotting rounds, while wearing a fighting load.

STANDARD: In accordance with TM 08673A-10/1A.

PERFORMANCE STEPS:
1. Per the reference.

REFERENCES:
1. TM 08673A-10/1 Launcher, Assault Rocket 83mm (SMAW) MK153 MOD 0

SUPPORT REQUIREMENTS:
1. Live fire range for SMAW (if live ammunition is used)

RANGE/TRAINING AREA:
Facility Code 17631 Light Anti-armor Weapons Range; Live Fire

WEAPONS AND ORDNANCE:

Weapon: MK153 Shoulder launched Multipurpose Assault Weapon (SMAW)

DODIC		Quantity
HX06	RKT 83MM, HEAA (SMAW)	1 each

0351-SMAW-1003: Engage a target with an MK153 SMAW

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an SL-3 complete, bore-sighted MK153 SMAW loaded with a rocket and a magazine of spotting rounds, a target at an unknown range, while wearing a fighting load.

STANDARD: By achieving a hit on the target.

PERFORMANCE STEPS:
1. Select a firing site.
2. Assume a firing position.
3. Engage the target.

REFERENCES:
1. TM 08673A-10/1 Launcher, Assault Rocket 83mm (SMAW) MK153 MOD 0

SUPPORT REQUIREMENTS:
1. Live fire range for SMAW

RANGE/TRAINING AREA:
Facility Code 17631 Light Anti-armor Weapons Range; Live Fire

WEAPONS AND ORDNANCE:

Weapon: MK153 Shoulder launched Multipurpose Assault Weapon (SMAW)

DODIC		Quantity
HX05	RKT 83mm, ASSAULT, (SMAW)	1 each
HX06	RKT 83MM, HEAA (SMAW)	1 each
HX07	RKT 83MM, COMMON PRACTICE (SMAW)	1 each

0351-SMAW-1004: Perform immediate action on a MK153 SMAW spotting rifle

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an MK153 SMAW loaded with a magazine of spotting rounds, while wearing a fighting load.

STANDARD: By returning the spotting rifle into action and in accordance with TM 08673A-10/1.

PERFORMANCE STEPS:
1. Per the reference.

REFERENCES:
1. TM 08673A-10/1 Launcher, Assault Rocket 83mm (SMAW) MK153 MOD 0

SUPPORT REQUIREMENTS:
1. Live fire range for SMAW

RANGE/TRAINING AREA:
Facility Code 17631 Light Anti-armor Weapons Range; Live Fire

WEAPONS AND ORDNANCE:

Weapon: MK153 Shoulder launched Multipurpose Assault Weapon (SMAW)

DODIC		Quantity
AX11	CTG, 9mm, SPOTTING RIFLE, (SMAW)	1 each

0351-SMAW-1005: Perform immediate action on a MK153 SMAW launcher

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an MK153 SMAW loaded with a rocket and a magazine of spotting rounds, while wearing a fighting load.

STANDARD: By returning the spotting rifle into action and in accordance with TM 08673A-10/1.

PERFORMANCE STEPS:
1. Per the reference.

REFERENCES:
1. TM 08673A-10/1 Launcher, Assault Rocket 83mm (SMAW) MK153 MOD 0

SUPPORT REQUIREMENTS:
1. Live fire range for SMAW (if live ammunition is used)

WEAPONS AND ORDNANCE:

Weapon: MK153 Shoulder launched Multipurpose Assault Weapon (SMAW)

DODIC		Quantity
HX06	RKT 83MM, HEAA (SMAW)	1 each

ADMINISTRATIVE INSTRUCTIONS:
1. Expenditure of ammunition is not required to perform this task to standard.

0351-SMAW-1006: Engage a target with an MK153 SMAW using a limited-visibility sight

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an MK153 SMAW mounted with a zeroed limited-visibility sight and loaded with a rocket, and a magazine of spotting ammunition, while wearing a fighting load.

STANDARD: By achieving a hit on the target.

PERFORMANCE STEPS:
1. Select a firing site.
2. Assume a firing position.
3. Prepare the limited-visibility sight for use.
4. Acquire a target using the limited-visibility sight.
5. Engage the target.

REFERENCES:
1. TM 08673A-10/1 Launcher, Assault Rocket 83mm (SMAW) MK153 MOD 0
2. TM 11-5855-213-10 Operator's Manual for Night Vision Sight Individual Served Weapon AN/PVS-4
3. TM for AN/PVS-17

SUPPORT REQUIREMENTS:
1. Live fire range for SMAW

RANGE/TRAINING AREA:
Facility Code 17631 Light Anti-armor Weapons Range; Live Fire

WEAPONS AND ORDNANCE:

Weapon: MK153 Shoulder launched Multipurpose Assault Weapon (SMAW)

DODIC		Quantity
HX05	RKT 83mm, ASSAULT, (SMAW)	1 each
HX06	RKT 83MM, HEAA (SMAW)	1 each
HX07	RKT 83MM, COMMON PRACTICE (SMAW)	1 each

0351-SMAW-1007: Engage a target with a MK153 SMAW using a target designator

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an MK153 SMAW mounted with a target designator and loaded with a rocket and a magazine of spotting rounds, while wearing night vision goggles and a fighting load.

STANDARD: By achieving a hit on the target.

PERFORMANCE STEPS:
1. Select a firing site.
2. Assume a firing position.
3. Prepare the target designator for use.
4. Acquire a target using the target designator.
5. Engage the target.

REFERENCES:
1. TM 08673A-10/1 Launcher, Assault Rocket 83mm (SMAW) MK 153 MOD 0
2. TM 11-5855-301-12&P Operator's and Unit Maintenance Manual, Light, Aiming, Infrared, AN/PAQ-4B (IAL)
3. TM 10470A-12&P/1A Operator's and Unit Maintenance Manual, Target Pointer Illuminator/Aiming Light, AN/PEQ-2A
4. TM 10271A-10/1 Technical Manual for AN/PVS-14, Monocular NVD
5. TM 09500A-10/1 Operator's Manual AN/PVS-7B

SUPPORT REQUIREMENTS:
1. Live fire range for SMAW

RANGE/TRAINING AREA:
Facility Code 17631 Light Anti-armor Weapons Range; Live Fire

WEAPONS AND ORDNANCE:

Weapon: MK153 Shoulder launched Multipurpose Assault Weapon (SMAW)

DODIC		Quantity
HX05	RKT 83mm, ASSAULT, (SMAW)	1 each
HX06	RKT 83MM, HEAA (SMAW)	1 each
HX07	RKT 83MM, COMMON PRACTICE (SMAW)	1 each

0351-SMAW-1008: Field zero a limited-visibility sight to a MK153 SMAW

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an MK153 SMAW, a limited-visibility sight, a target, and a magazine of spotting rounds, while wearing a fighting load.

STANDARD: To achieve point-of-aim point-of-impact.

PERFORMANCE STEPS:
1. Mount the limited-visibility sight to the MK153.
2. Prepare the MK153 SMAW spotting rifle for firing.
3. Assume a firing position.
4. Fire the spotting rifle.
5. Adjust the limited-visibility sight to the point-of-impact.
6. Repeat steps 4 and 5 until point-of-aim is point-of-impact.

REFERENCES:
1. TM 08673A-10/1 Launcher, Assault Rocket 83mm (SMAW) MK 153 MOD 0
2. TM for AN/PVS-17
3. TM 11-5855-213-10 Operator's Manual for Night Vision Sight Individual Served Weapon AN/PVS-4

SUPPORT REQUIREMENTS:
1. Live fire range for SMAW

RANGE/TRAINING AREA:
Facility Code 17631 Light Anti-armor Weapons Range; Live Fire

WEAPONS AND ORDNANCE:

Weapon: MK153 Shoulder launched Multipurpose Assault Weapon (SMAW)

DODIC		Quantity
AX11	CTG, 9mm, SPOTTING RIFLE, (SMAW)	1 each

0351-SMAW-1009: Field zero a target designator to a MK153 SMAW

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an MK153 SMAW, a target designator, night vision goggles, a target, and a magazine of spotting rounds, while wearing a fighting load.

STANDARD: By achieving point-of-aim point-of-impact.

PERFORMANCE STEPS:
1. Mount the target designator to the MK153.
2. Employ the night vision goggles.
3. Prepare the MK153 SMAW spotting rifle for firing.
4. Assume a firing position.
5. Fire the spotting rifle.
6. Adjust the target designator to the point-of-impact.
7. Repeat steps 4 and 5 until point-of-aim is point-of-impact.

REFERENCES:
1. TM 08673A-10/1 Launcher, Assault Rocket 83mm (SMAW) MK 153 MOD 0
2. TM 11-5855-301-12&P Operator's and Unit Maintenance Manual, Light, Aiming, Infrared, AN/PAQ-4B (IAL)
3. TM 10470A-12&P/1A Operator's and Unit Maintenance Manual, Target Pointer Illuminator/Aiming Light, AN/PEQ-2A
4. TM 10271A-10/1 Technical Manual for AN/PVS-14, Monocular NVD
5. TM 09500A-10/1 Operator's Manual AN/PVS-7B

SUPPORT REQUIREMENTS:
1. Live fire range for SMAW

RANGE/TRAINING AREA:
Facility Code 17631 Light Anti-armor Weapons Range; Live Fire

WEAPONS AND ORDNANCE:

Weapon: MK153 Shoulder launched Multipurpose Assault Weapon (SMAW)

DODIC		Quantity
AX11	CTG, 9mm, SPOTTING RIFLE, (SMAW)	1 each

0351-APOB-1101: Maintain the MK7 MOD 1, Anti-Personnel Obstacle Breaching System (APOBS)

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: In a field environment, during daylight or darkness, given an APOBS, appropriate cleaning material, operating as a gunner.

STANDARD: The Marine must perform the steps in the correct order per the reference ensuring the APOBS is free of dirt, water, contaminates, and defects.

PERFORMANCE STEPS:
1. Observe all warnings and caution.
2. Inspect shipping and storage container.
3. Inspect components of backpacks.
4. Inspect components of softpack.
5. Inspect serviceability of ancillary equipment.
6. Report discrepancies.

REFERENCES:
1. TM 013750-13&P/B Anti Personnel Obstacle Breaching System (APOBS)

ADMINISTRATIVE INSTRUCTIONS:
1. This task can be trained using inert materials.

0351-APOB-1102: Inspect the APOBS

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: In a field environment, during daylight or darkness, given an APOBS, appropriate cleaning material, operating as a gunner.

STANDARD: Per the reference.

PERFORMANCE STEPS:
1. Per the reference.

REFERENCES:
1. TM 013750-13&P/B Anti Personnel Obstacle Breaching System (APOBS)

0351-APOB-1103: Breach an anti-personnel mine and wire obstacle with an APOBS using the delay mode initiation

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given a field environment, during daylight or darkness, anti-personnel mines and wire obstacles 25 to 45 meters in depth, and an MK7 MOD 1 APOBS.

STANDARD: The Marine must perform the steps in the correct order. The APOBS must employ and detonate creating a footpath lane through obstacle.

PERFORMANCE STEPS:
1. Observe all warnings and cautions.
2. Prepare the APOBS for field transport.
3. Prepare the APOBS for deployment.
4. Select a firing position.
5. Assemble the APOBS for delay mode initiation.
6. Correctly aim the APOBS rocket.
7. Confirm correct assembly.
8. Initiate delay-mode firing of the APOBS.
9. Immediately move to minimum safe separation distance.
10. Take immediate action if misfire occurs.
11. Upon successful deployment, destroy residual energetic materials.

REFERENCES:
1. TM 013750-13&P/B Anti Personnel Obstacle Breaching System (APOBS)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17830 Light Demolition Range

ADMINISTRATIVE INSTRUCTIONS:
1. All performance steps leading to step 8 can be trained using inert materials.
2. Ammunition requirements for the task are listed for each period of instruction or class taught, they are not specific to an individual Marine.
3. This task should be conducted only after training by an SNCO/Officer or a school trained NCO. Local range/safety orders apply.
4. Students should understand what measures could help prevent misfires and accidental detonation (keeping all safety pins in place until procedures require removal).

0351-APOB-1104: Breach an anti-personnel mine and/or wire obstacle with the MK7 MOD 1 APOBS using the electrical command mode initiation

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given a field environment, during daylight or darkness, anti-personnel mines and wire obstacles 25 to 45 meters in depth, MK7 MOD 1 APOBS, required ancillary demolitions equipment and in an area free of electrical storms and static electricity.

STANDARD: The Marine must perform the steps in the correct order. The APOBS must employ and detonate creating a footpath lane through obstacle.

PERFORMANCE STEPS:
1. Observe all warnings and cautions.
2. Prepare the APOBS for field transport.
3. Prepare the APOBS for deployment.

4. Select a firing position.
5. Assemble the APOBS.
6. Test the blasting machine.
7. Test the firing wire.
8. Assemble the APOBS for command mode initiation.
9. Confirm correct assembly.
10. Correctly aim the APOBS rocket.
11. Move to minimum safe separation distance.
12. Fire the APOBS.
13. Take immediate action if misfire occurs.
14. Upon successful deployment, destroy residual energetic materials.

REFERENCES:
1. TM 013750-13&P/B Anti Personnel Obstacle Breaching System (APOBS)
2. FM 5-250 Explosives and Demolitions

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17830 Light Demolition Range

ADMINISTRATIVE INSTRUCTIONS:
1. All performance steps leading to step 8 can be trained using inert materials.
2. Ammunition requirements for the task are listed for each period of instruction or class taught, they are not specific to an individual Marine.
3. This task should be conducted only after training by an SNCO/Officer or a school trained NCO. Local range/safety orders apply.
4. Students should understand what measures could help prevent misfires and accidental detonation (keeping all safety pins in place until procedures require removal).

0351-APOB-1105: Breach an anti-personnel mine and/or obstacle with the MK7 MOD1 APOBS using the non-electrical command mode initiation

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given a field environment, during daylight or darkness, anti-personnel mines and wire obstacles 25 to 45 meters in depth, MMK7 MOD 1 APOBS, required ancillary demolitions equipment and in an area free of electrical storms and static electricity.

STANDARD: The Marine must perform the steps in the correct order. The APOBS must employ and detonate creating a footpath lane through obstacle.

PERFORMANCE STEPS:
1. Observe all warnings and cautions.
2. Prepare the APOBS for field transport.
3. Prepare the APOBS for deployment.
4. Select a firing position.
5. Assemble the APOBS.

6. Test the blasting machine.
7. Test the firing wire.
8. Assemble the APOBS for non-electrical command mode initiation.
9. Confirm correct assembly.
10. Correctly aim the APOBS rocket.
11. Move to minimum safe separation distance.
12. Fire the APOBS.
13. Take immediate action if misfire occurs.
14. Upon successful deployment, destroy residual energetic materials.

REFERENCES:
1. TM 013750-13&P/B Anti Personnel Obstacle Breaching System (APOBS)
2. FM 5-250 Explosives and Demolitions

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17830 Light Demolition Range

ADMINISTRATIVE INSTRUCTIONS:
1. All performance steps leading to step 10 can be trained using inert materials.
2. Ammunition requirements for the task are listed for each period of instruction or class taught they are not specific to an individual Marine.
3. This task should be conducted only after training by a SNCO/Officer or a school trained NCO. Local range/safety orders apply.
4. Students should understand what measures could help prevent misfires and accidental detonation (keeping all safety pins in place until procedures require removal and designating one Marine responsible for all the electrical wiring and control of blasting machines).

0351-APOB-1106: Recover an Anti-Personnel Obstacle Breaching System (APOBS)

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: In a field environment, during daylight or darkness, given an APOBS, appropriate cleaning material, operating as a gunner.

STANDARD: Per the reference.

PERFORMANCE STEPS:
1. Per the reference.

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17830 Light Demolition Range

REFERENCES:
1. TM 013750-13&P/B Anti Personnel Obstacle Breaching System (APOBS)

0351-APOB-1107: Perform misfire procedures for an Anti-Personnel Obstacle Breaching System (APOBS)

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: In a field environment during daylight or darkness, given an APOBS, appropriate cleaning material, operating as a gunner.

STANDARD: Per the reference.

PERFORMANCE STEPS:
1. Per the reference.

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17830 Light Demolition Range

REFERENCES:
1. TM 013750-13&P/B Anti Personnel Obstacle Breaching System (APOBS)

0351-DEMO-1201: Construct an electric initiation set

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an electric blasting cap, firing wire, a test set, cap crimpers, and a blasting machine, while wearing a fighting load.

STANDARD: In accordance with FM 5-250.

PERFORMANCE STEPS:
1. In accordance with the references.

REFERENCES:
1. FM 5-34 Engineer Field Data – Field Expedient Charges
2. FM 5-250 Explosives and Demolitions

SUPPORT REQUIREMENTS:
1. Demolition range

RANGE/TRAINING AREA:
Facility Code 17830 Light Demolition Range

WEAPONS AND ORDNANCE:

Weapon: Munitions/Demolitions

DODIC		Quantity
M130	CAP, BLASTING, ELEC	1 each

ADMINISTRATIVE INSTRUCTIONS:
1. This event can be conducted in conjunction with any demolition construction task to serve as a required initiation set for that charge.

0351-DEMO-1202: Clear an electrical initiation set misfire

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an unexploded charge primed with an electric initiation set, a test set, a blasting machine, and 1 pound primed charge, while wearing a fighting load.

STANDARD: By ensuring sympathetic detonation of the charges.

PERFORMANCE STEPS:
1. Clear an electrical initiation set misfire in accordance with the references.
2. If unable to correct the misfire, place a primed, 1 pound charge against the misfired charge and detonate it in accordance with the references.

REFERENCES:
1. FM 5-34 Engineer Field Data - Field Expedient Charges
2. FM 5-250 Explosives and Demolitions
3. NAVSEASWO-60
4. OP-5 Navy Safety Manual

SUPPORT REQUIREMENTS:
1. Demolitions range

RANGE/TRAINING AREA:
Facility Code 17830 Light Demolition Range

WEAPONS AND ORDNANCE:

Weapon: Munitions/Demolitions

DODIC		Quantity
M030	CHG, DEMO, 1/4 LB BLOCK TNT	1 each
M130	CAP, BLASTING, ELEC	1 each

0351-DEMO-1203: Construct a non-electric initiation set

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given a non-electric blasting cap, time fuse, a fuse igniter, and cap crimpers, while wearing a fighting load.

STANDARD: In accordance with FM 5-250.

PERFORMANCE STEPS:
1. In accordance with the references.

REFERENCES:
1. FM 5-34 Engineer Field Data - Field Expedient Charges
2. FM 5-250 Explosives and Demolitions

SUPPORT REQUIREMENTS:
1. Demolitions range

RANGE/TRAINING AREA:
Facility Code 17830 Light Demolition Range

WEAPONS AND ORDNANCE:

Weapon: Munitions/Demolitions

DODIC		Quantity
M131	CAP, BLASTING, NON-ELEC	1 each
M670	FUZE, BLASTING, TIME	10 each
Allot for addition time fuse for computing burn rate.		
M766	IGNITOR, TIME, BLASTING, M60	1 each

ADMINISTRATIVE INSTRUCTIONS:
1. This event can be conducted in conjunction with any demolition construction task to serve as a required initiation set for that charge.

0351-DEMO-1204: Clear a non-electric initiation set misfire

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an unexploded charge primed with a non-electric initiation set and 1 pound primed charge, while wearing a fighting load.

STANDARD: By ensuring sympathetic detonation of the charge.

PERFORMANCE STEPS:
1. Clear a non-electric initiation set misfire in accordance with the references.
2. If unable to correct the misfire, place a primed, 1 pound charge against the misfired charge and detonate it.

REFERENCES:
1. FM 5-250 Explosives and Demolitions
2. FM 5-34 Engineer Field Data - Field Expedient Charges
3. NAVSEASWO-60
4. OP-5 Navy Safety Manual

SUPPORT REQUIREMENTS:
1. Demolitions range

RANGE/TRAINING AREA:
Facility Code 17830 Light Demolition Range

WEAPONS AND ORDNANCE:

Weapon: Munitions/Demolitions

DODIC		Quantity
M032	CHG, DEMO, 1-LB BLOCK TNT	1 each
M131	CAP, BLASTING, NON-ELEC	1 each
M670	FUZE, BLASTING, TIME	30 each
M766	IGNITOR, TIME, BLASTING, M60	1 each

0351-DEMO-1205: Construct a single detonation cord firing-system

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given detonating cord, an initiation set, and explosive charges, while wearing a fighting load.

STANDARD: In accordance with FM 5-250.

PERFORMANCE STEPS:
1. In accordance with the references.

REFERENCES:
1. FM 5-34 Engineer Field Data - Field Expedient Charges
2. FM 5-250 Explosives and Demolitions

SUPPORT REQUIREMENTS:
1. Demolitions range

RANGE/TRAINING AREA:
Facility Code 17830 Light Demolition Range

WEAPONS AND ORDNANCE:

Weapon: Munitions/Demolitions

DODIC		Quantity
M097	CAP, BLASTING, INERT, NON-ELEC	1 each
M456	DETONATING CORD	20 each
M670	FUZE, BLASTING, TIME	10 each
Ensure enough time fuze is available to compute the burn rate.		
M766	IGNITOR, TIME, BLASTING, M60	1 each

0351-DEMO-1206: Clear a single detonating cord firing-system misfire

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an unexploded single detonating cord firing system and a

1 pound primed charge, while wearing a fighting load.

STANDARD: By ensuring detonating cord firing-system misfire in accordance with the references.

PERFORMANCE STEPS:
1. Clear a single detonating cord firing-system misfire in accordance with the references.

REFERENCES:
1. FM 5-34 Engineer Field Data - Field Expedient Charges
2. FM 5-250 Explosives and Demolitions
3. OP-5 Navy Safety Manual
4. NAVSEASWO-60

SUPPORT REQUIREMENTS:
1. Demolitions range

RANGE/TRAINING AREA:
Facility Code 17830 Light Demolition Range

WEAPONS AND ORDNANCE:

Weapon: Munitions/Demolitions

DODIC		Quantity
M030	CHG, DEMO, 1/4 LB BLOCK TNT	1 each
M131	CAP, BLASTING, NON-ELEC	1 each
M670	FUZE, BLASTING, TIME	10 each
If the burn rate on this roll has not been computed, ensure enough time fuse is available to test the burn rate.		
M766	IGNITOR, TIME, BLASTING, M60	1 each

0351-DEMO-1207: Bore a hole using an improvised shape charge

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given construction material, explosives, and an initiation set, while wearing a fighting load.

STANDARD: In accordance with FM 5-250.

PERFORMANCE STEPS:
1. Construct an improvised shape charge in accordance with the references.
2. Place the improvised shape charge on the appropriate target in accordance with the references.
3. Initiate the improvised shape charge in accordance with the references.

REFERENCES:
1. FM 5-34 Engineer Field Data - Field Expedient Charges
2. FM 5-250 Explosives and Demolitions

SUPPORT REQUIREMENTS:
1. Demolitions range

RANGE/TRAINING AREA:
Facility Code 17830 Light Demolition Range

WEAPONS AND ORDNANCE:

Weapon: Munitions/Demolitions

DODIC		Quantity
M023	CHG, DEMO, 1 1/4 LB BLOCK C-4	1 each
M131	CAP, BLASTING, NON-ELEC	1 each
M670	FUZE, BLASTING, TIME	12 each
M766	IGNITOR, TIME, BLASTING, M60	2 each

0351-DEMO-1208: Detonate a grapeshot charge

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given construction materials, explosives, an electric initiation set, blasting machine, and a test set, while wearing a fighting load.

STANDARD: In accordance with FM 5-250.

PERFORMANCE STEPS:
1. Construct a grapeshot in accordance with the references.
2. Place the grapeshot in the appropriate direction in relation to the target in accordance with the references.
3. Fire the grapeshot charge upon command or upon entry of the enemy into the kill zone in accordance with the references.

REFERENCES:
1. FM 5-34 Engineer Field Data - Field Expedient Charges
2. FM 5-250 Explosives and Demolitions

SUPPORT REQUIREMENTS:
1. Demolitions range

RANGE/TRAINING AREA:
Facility Code 17830 Light Demolition Range

WEAPONS AND ORDNANCE:

Weapon: Munitions/Demolitions

DODIC		Quantity
M023	CHG, DEMO, 1 1/4 LB BLOCK C-4	1 each
M130	CAP, BLASTING, ELEC	1 each
M456	DETONATING CORD	15 each

0351-DEMO-1209: Fell a tree using an external tree cutting charge

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given construction materials, explosives, an initiation set, and a target, while wearing a fighting load.

STANDARD: By felling the tree or pole in the required direction and in accordance with FM 5-250.

PERFORMANCE STEPS:
1. Place the charge on the target in accordance with the references.
2. Cut the tree in accordance with the references.

REFERENCES:
1. FM 5-34 Engineer Field Data - Field Expedient Charges
2. FM 5-250 Explosives and Demolitions

SUPPORT REQUIREMENTS:
1. Demolitions range

RANGE/TRAINING AREA:
Facility Code 17830 Light Demolition Range

WEAPONS AND ORDNANCE:

Weapon: Munitions/Demolitions

DODIC		Quantity
M131	CAP, BLASTING, NON-ELEC	1 each
M670	FUZE, BLASTING, TIME	12 each
M766	IGNITOR, TIME, BLASTING, M60	2 each

0351-DEMO-1210: Sever steel using a steel cutting charge

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given construction materials, explosives, an initiation set, and a target, while wearing a fighting load.

STANDARD: By cutting the steel rail or plate into 2 sections and in accordance with FM 5-250.

PERFORMANCE STEPS:
1. Construct the appropriate steel cutting charge in accordance with the reference.
2. Employ the charge on the target in accordance with the reference.

REFERENCES:
1. FM 5-34 Engineer Field Data - Field Expedient Charges
2. FM 5-250 Explosives and Demolitions

SUPPORT REQUIREMENTS:
1. Demolitions range

RANGE/TRAINING AREA:
Facility Code 17830 Light Demolition Range

WEAPONS AND ORDNANCE:

Weapon: Munitions/Demolitions

DODIC		Quantity
M131	CAP, BLASTING, NON-ELEC	1 each
M670	FUZE, BLASTING, TIME	12 each
M766	IGNITOR, TIME, BLASTING, M60	2 each

0351-DEMO-1211: Construct an improvised Bangalore torpedo

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given construction materials, explosives, and an initiation set, while wearing a fighting load.

STANDARD: In accordance with FM 5-250.

PERFORMANCE STEPS:
1. In accordance with the references.

REFERENCES:
1. FM 5-34 Engineer Field Data - Field Expedient Charges
2. FM 5-250 Explosives and Demolitions

SUPPORT REQUIREMENTS:
1. Demolitions range

RANGE/TRAINING AREA:
Facility Code 17830 Light Demolition Range

WEAPONS AND ORDNANCE:

Weapon: Munitions/Demolitions

DODIC		Quantity
M023	CHG, DEMO, 1 1/4 LB BLOCK C-4	1 each
M131	CAP, BLASTING, NON-ELEC	1 each
M670	FUZE, BLASTING, TIME	12 each
M766	IGNITOR, TIME, BLASTING, M60	2 each

0351-DEMO-1212: Clear an obstacle with a Bangalore torpedo

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given a mission, an obstacle, an improvised or manufactured Bangalore torpedo, and an initiation set, while wearing a fighting load.

STANDARD: By clearing a lane through the obstacle and in accordance with FM 5-250.

PERFORMANCE STEPS:
1. Place the Bangalore torpedo on the target in accordance with the references.
2. Prime the Bangalore torpedo in accordance with the references.
3. Take appropriate cover.
4. Detonate the Bangalore torpedo in accordance with the references.
5. If obstacle is not cleared as required, repeat with another Bangalore torpedo.

REFERENCES:
1. FM 5-34 Engineer Field Data - Field Expedient Charges
2. FM 5-250 Explosives and Demolitions

SUPPORT REQUIREMENTS:
1. Demolitions range

RANGE/TRAINING AREA:
Facility Code 17830 Light Demolition Range

WEAPONS AND ORDNANCE:

Weapon: Munitions/Demolitions

DODIC		Quantity
M023	CHG, DEMO, 1 1/4 LB BLOCK C-4	1 each
M131	CAP, BLASTING, NON-ELEC	1 each
M456	DETONATING CORD	20 each
M670	FUZE, BLASTING, TIME	12 each
M766	IGNITOR, TIME, BLASTING, M60	2 each

0351-DEMO-1213: Breach a door using manual mechanical techniques

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given appropriate breaching tools and a target, while wearing a fighting load.

STANDARD: By gaining entry through the door.

PERFORMANCE STEPS:
1. Determine the appropriate mechanical breaching tool for the target.
2. Breach the target in accordance with the reference.

REFERENCES:
1. Urban Mobility Engineer’s Guidebook

SUPPORT REQUIREMENTS:
1. Demolitions range

RANGE/TRAINING AREA:
Facility Code 17830 Light Demolition Range

0351-DEMO-1214: Breach a window using manual mechanical techniques

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given appropriate breathing tools and a target, while wearing a fighting load.

STANDARD: By gaining entry through the window.

PERFORMANCE STEPS:
1. Determine the appropriate mechanical breaching tool for the target.
2. Breach the target in accordance with the reference.

REFERENCES:
1. Urban Mobility Engineer’s Guidebook

SUPPORT REQUIREMENTS:
1. Demolitions range

RANGE/TRAINING AREA:
Facility Code 17830 Light Demolition Range

0351-DEMO-1215: Determine an appropriate standoff distance

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an explosive breaching mission.

STANDARD: By gaining entry through the point of entry without effects of blast contacting members of the entry team, and in accordance with the references.

PERFORMANCE STEPS:
1. In accordance with the references.

REFERENCES:
1. Urban Mobility Engineer's Guidebook
2. NAVSEASWO-60
3. OP-5 Navy Safety Manual

0351-DEMO-1216: Construct a detonation cord oval charge

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given construction materials, and explosives, while wearing a fighting load.

STANDARD: In accordance with the Urban Mobility Engineer’s Guidebook.

PERFORMANCE STEPS:
1. In accordance with the references.

REFERENCES:
1. FM 5-250 Explosives and Demolitions
2. FM 5-34 Engineer Field Data - Field Expedient Charges
3. Urban Mobility Engineer's Guidebook

SUPPORT REQUIREMENTS:
1. Demolitions range

RANGE/TRAINING AREA:
Facility Code 17830 Light Demolition Range

WEAPONS AND ORDNANCE:

Weapon: Munitions/Demolitions

DODIC		Quantity
M131	CAP, BLASTING, NON-ELEC	1 each
M456	DETONATING CORD	96 each
M670	FUZE, BLASTING, TIME	12 each
M766	IGNITOR, TIME, BLASTING, M60	2 each

0351-DEMO-1217: Create an entry using a detonation cord oval charge

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given a mission, a pre-constructed detonation cord oval charge, an initiation set, and a target, while wearing a fighting load.

STANDARD: By gaining entry through the target.

PERFORMANCE STEPS:
1. Place the detonation cord oval charge on the target in accordance with the references.
2. Prime the detonation cord oval charge with an initiation set in accordance with the references.
3. Move to the appropriate standoff distance.
4. Detonate the detonation cord oval charge.

REFERENCES:
1. Urban Mobility Engineer's Guidebook
2. FM 5-34 Engineer Field Data - Field Expedient Charges
3. FM 5-250 Explosives and Demolitions

SUPPORT REQUIREMENTS:
1. Demolitions range

RANGE/TRAINING AREA:
Facility Code 17830 Light Demolition Range

WEAPONS AND ORDNANCE:

Weapon: Munitions/Demolitions

DODIC		Quantity
M131	CAP, BLASTING, NON-ELEC	1 each
M456	DETONATING CORD	100 each
M670	FUZE, BLASTING, TIME	12 each
M766	IGNITOR, TIME, BLASTING, M60	2 each

0351-DEMO-1218: Construct a detonation cord linear charge

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given construction materials and explosives, while wearing a fighting load.

STANDARD: In accordance with the Urban Mobility Engineer’s Guidebook.

PERFORMANCE STEPS:
1. In accordance with the references.

REFERENCES:
1. Urban Mobility Engineer's Guidebook
2. FM 5-34 Engineer Field Data - Field Expedient Charges
3. FM 5-250 Explosives and Demolitions

SUPPORT REQUIREMENTS:
1. Demolitions range

RANGE/TRAINING AREA:
Facility Code 17830 Light Demolition Range

WEAPONS AND ORDNANCE:

Weapon: Munitions/Demolitions

DODIC		Quantity
M131	CAP, BLASTING, NON-ELEC	1 each
M456	DETONATING CORD	50 each
M670	FUZE, BLASTING, TIME	12 each
M766	IGNITOR, TIME, BLASTING, M60	2 each

0351-DEMO-1219: Create an entry using a detonation cord linear charge

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given a pre-constructed detonation cord linear charge, an initiation set, and a target, while wearing a fighting load.

STANDARD: By gaining entry through the target.

PERFORMANCE STEPS:
1. Place the detonation cord linear charge on the target in accordance with the references.
2. Prime the detonation cord linear charge with an initiation set in accordance with the references.
3. Move to the appropriate standoff distance.
4. Detonate the detonation cord linear charge.

REFERENCES:
1. Urban Mobility Engineer's Guidebook
2. FM 5-34 Engineer Field Data - Field Expedient Charges
3. FM 5-250 Explosives and Demolitions

SUPPORT REQUIREMENTS:
1. Demolitions range

RANGE/TRAINING AREA:
Facility Code 17830 Light Demolition Range

WEAPONS AND ORDNANCE:

Weapon: Munitions/Demolitions

DODIC		Quantity
M131	CAP, BLASTING, NON-ELEC	1 each
M456	DETONATING CORD	50 each
M670	FUZE, BLASTING, TIME	12 each
M766	IGNITOR, TIME, BLASTING, M60	2 each

0351-DEMO-1220: Construct a doughnut charge

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given construction materials and explosives, while wearing a fighting load.

STANDARD: In accordance with the Urban Mobility Engineer’s Guidebook.

PERFORMANCE STEPS:
1. In accordance with the references.

REFERENCES:
1. Urban Mobility Engineer's Guidebook
2. FM 5-34 Engineer Field Data - Field Expedient Charges
3. FM 5-250 Explosives and Demolitions

SUPPORT REQUIREMENTS:
1. Demolitions range

RANGE/TRAINING AREA:
Facility Code 17830 Light Demolition Range

WEAPONS AND ORDNANCE:

Weapon: Munitions/Demolitions

DODIC		Quantity
M131	CAP, BLASTING, NON-ELEC	1 each
M456	DETONATING CORD	7 each
M670	FUZE, BLASTING, TIME	6 each
M766	IGNITOR, TIME, BLASTING, M60	2 each

0351-DEMO-1221: Create an entry using a doughnut charge

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given a pre-constructed doughnut charge, an initiation set, and a target, while wearing a fighting load.

STANDARD: By gaining entry through the target.

PERFORMANCE STEPS:
1. Place the doughnut charge on the target in accordance with the references.
2. Prime the doughnut charge with an initiation set in accordance with the references.
3. Move to the appropriate standoff distance.
4. Detonate the doughnut charge.

REFERENCES:
1. Urban Mobility Engineer's Guidebook
2. FM 5-34 Engineer Field Data - Field Expedient Charges
3. FM 5-250 Explosives and Demolitions

SUPPORT REQUIREMENTS:
1. Demolitions range

RANGE/TRAINING AREA:
Facility Code 17830 Light Demolition Range

WEAPONS AND ORDNANCE:

Weapon: Munitions/Demolitions

DODIC		Quantity
M131	CAP, BLASTING, NON-ELEC	1 each
M456	DETONATING CORD	7 each
M670	FUZE, BLASTING, TIME	6 each
M766	IGNITOR, TIME, BLASTING, M60	2 each

11080. 2000 LEVEL INDIVIDUAL TRAINING

0351-SMAW-2101: Inspect an MK153 SMAW

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an SL-3 complete MK153 SMAW.

STANDARD: In accordance with TM 08673A-10/1A.

PERFORMANCE STEPS:
1. Per the reference.

REFERENCES:
1. TM 08673A-10/1 Launcher, Assault Rocket 83mm (SMAW) MK153 MOD 0

0351-SMAW-2102: Bore-sight an MK153 SMAW

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an SL-3 complete MK153 SMAW and an MK145 Mod 0 tool-kit/ bore-sight fixture.

STANDARD: In accordance with TM 08673A-25 & P/2A.

PERFORMANCE STEPS:
1. Per the reference.

REFERENCES:
1. TM 08673A-25&P/2A Launcher, Assault Rocket 83mm (SMAW) MK153 MOD 0

0351-SMAW-2103: Advise commander on employment of the MK153 SMAW

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an order with a commander’s intent and a requirement to employ the MK153 SMAW.

STANDARD: To accomplish the intent of the higher headquarters’ order and in accordance with the references.

PERFORMANCE STEPS:
1. Analyze the mission using METT-T and KOCOA.
2. Consider the characteristics/capabilities of the SMAW.
3. Consider techniques of fire.
4. Consider employment in the offense and the defense.
5. Implement appropriate training.
6. Provide technical and tactical advice to all levels.
7. Recommend employment of the SMAW.

REFERENCES:
1. TM 08673A-10/1 Launcher, Assault Rocket 83mm (SMAW) MK 153 MOD 0
2. FMFM 6-5 Marine Rifle Platoon/Squad

0351-DEMO-2201: Construct a dual detonation cord firing-system

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given detonating cord, an initiation set, and explosive charges, while wearing a fighting load.

STANDARD: In accordance with FM 5-250.

PERFORMANCE STEPS:
1. In accordance with the references.

REFERENCES:
1. FM 5-34 Engineer Field Data - Field Expedient Charges
2. FM 5-250 Explosives and Demolitions

SUPPORT REQUIREMENTS:
1. Demolitions range

RANGE/TRAINING AREA:
Facility Code 17830 Light Demolition Range

WEAPONS AND ORDNANCE:

Weapon: Munitions/Demolitions

DODIC		Quantity
M131	CAP, BLASTING, NON-ELEC	1 each
M456	DETONATING CORD	40 each
M670	FUZE, BLASTING, TIME	12 each
M766	IGNITOR, TIME, BLASTING, M60	2 each

0351-DEMO-2202: Clear a dual detonation cord firing-system misfire

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an unexploded dual detonating cord firing system and a 1 pound primed charged, while wearing a fighting load.

STANDARD: By ensuring sympathetic detonation of the charges.

PERFORMANCE STEPS:
1. In accordance with the references.

REFERENCES:
1. FM 5-34 Engineer Field Data - Field Expedient Charges
2. FM 5-250 Explosives and Demolitions

SUPPORT REQUIREMENTS:
1. Demolitions range

RANGE/TRAINING AREA:
Facility Code 17830 Light Demolition Range

WEAPONS AND ORDNANCE:

Weapon: Munitions/Demolitions

DODIC		Quantity
M131	CAP, BLASTING, NON-ELEC	1 each
M456	DETONATING CORD	40 each
M670	FUZE, BLASTING, TIME	12 each
M766	IGNITOR, TIME, BLASTING, M60	2 each

0351-DEMO-2203: Plan the demolition of a target

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a demolition mission and an inventory of available demolition tools and materials, while wearing a fighting load.

STANDARD: In accordance with FM 5-250.

PERFORMANCE STEPS:
1. Determine the type and strength of target materials.
2. Determine the target size, shape, and configuration.
3. Determine the desired detonation effect.
4. Determine the type of hasty charge to create the desired detonation effect.
5. Determine the type of explosive needed to create the desired detonation effect.
6. Determine the amount of explosive needed to create the desired detonation effect.
7. Determine the placement of the charge to create the desired detonation effect.
8. Determine the tamping method for the charge.
9. Determine the type of initiation set.
10. Determine the priming direction for the charge.
11. Determine safety precautions necessary to detonate the charge(s) without

injury to friendly personnel.

REFERENCES:
1. FM 5-250 Explosives and Demolitions
2. FM 5-34 Engineer Field Data - Field Expedient Charges
3. Urban Mobility Engineer's Guidebook

0351-DEMO-2204: Construct a water charge

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given construction materials, explosives, and an initiation set, while wearing a fighting load.

STANDARD: In accordance with the Urban Mobility Engineer’s Guidebook.

PERFORMANCE STEPS:
1. Construct a water charge in accordance with the references.

REFERENCES:
1. Urban Mobility Engineer's Guidebook
2. FM 5-34 Engineer Field Data - Field Expedient Charges
3. FM 5-250 Explosives and Demolitions

SUPPORT REQUIREMENTS:
1. Demolitions range

RANGE/TRAINING AREA:
Facility Code 17830 Light Demolition Range

WEAPONS AND ORDNANCE:

Weapon: Munitions/Demolitions

DODIC		Quantity
M131	CAP, BLASTING, NON-ELEC	1 each
M456	DETONATING CORD	10 each
M670	FUZE, BLASTING, TIME	12 each
M766	IGNITOR, TIME, BLASTING, M60	2 each

0351-DEMO-2205: Breach a door using a water charge

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a pre-constructed water charge and a target, while wearing a fighting load.

STANDARD: By gaining entry through the target.

PERFORMANCE STEPS:
1. Place the water charge on the target in accordance with the references.
2. Prime the water charge with an initiation set in accordance with the references.
3. Move to the appropriate standoff distance.
4. Detonate the water charge.

REFERENCES:
1. Urban Mobility Engineer's Guidebook
2. FM 5-34 Engineer Field Data - Field Expedient Charges
3. FM 5-250 Explosives and Demolitions

SUPPORT REQUIREMENTS:
1. Demolitions range

RANGE/TRAINING AREA:
Facility Code 17830 Light Demolition Range

WEAPONS AND ORDNANCE:

Weapon: Munitions/Demolitions

DODIC		Quantity
M131	CAP, BLASTING, NON-ELEC	1 each
M456	DETONATING CORD	10 each
M670	FUZE, BLASTING, TIME	12 each
M766	IGNITOR, TIME, BLASTING, M60	2 each

0351-DEMO-2206: Construct a fence charge

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given construction materials, explosives, and an initiation set, while wearing a fighting load.

STANDARD: In accordance with the Urban Mobility Engineer’s Guidebook.

PERFORMANCE STEPS:
1. In accordance with the references.

REFERENCES:
1. Urban Mobility Engineer's Guidebook
2. FM 5-34 Engineer Field Data - Field Expedient Charges
3. FM 5-250 Explosives and Demolitions

SUPPORT REQUIREMENTS:
1. Demolitions range

RANGE/TRAINING AREA:
Facility Code 17830 Light Demolition Range

WEAPONS AND ORDNANCE:

Weapon: Munitions/Demolitions

DODIC		Quantity
M023	CHG, DEMO, 1 1/4 LB BLOCK C-4	3 each
M131	CAP, BLASTING, NON-ELEC	1 each
M456	DETONATING CORD	20 each
M670	FUZE, BLASTING, TIME	12 each
M766	IGNITOR, TIME, BLASTING, M60	2 each

0351-DEMO-2207: Create an entry using a fence charge

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a pre-constructed fence charge and a target, while wearing a fighting load.

STANDARD: By gaining entry through the target.

PERFORMANCE STEPS:
1. Place the fence charge on the target in accordance with the references.
2. Prime the fence charge with an initiation set in accordance with the references.
3. Move to the appropriate standoff distance.
4. Detonate the fence charge.

REFERENCES:
1. Urban Mobility Engineer's Guidebook
2. FM 5-34 Engineer Field Data - Field Expedient Charges
3. FM 5-250 Explosives and Demolitions

SUPPORT REQUIREMENTS:
1. Demolitions range

RANGE/TRAINING AREA:
Facility Code 17830 Light Demolition Range

WEAPONS AND ORDNANCE:

Weapon: Munitions/Demolitions

DODIC		Quantity
M023	CHG, DEMO, 1 1/4 LB BLOCK C-4	3 each
M131	CAP, BLASTING, NON-ELEC	1 each
M456	DETONATING CORD	20 each
M670	FUZE, BLASTING, TIME	12 each
M766	IGNITOR, TIME, BLASTING, M60	2 each

0351-DEMO-2208: Construct an uli-knot slider charge

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given construction materials, explosives, and an initiation set, while wearing a fighting load.

STANDARD: In accordance with the Urban Mobility Engineer’s Guidebook.

PERFORMANCE STEPS:
1. In accordance with the references.

REFERENCES:
1. Urban Mobility Engineer's Guidebook
2. FM 5-34 Engineer Field Data - Field Expedient Charges
3. FM 5-250 Explosives and Demolitions

SUPPORT REQUIREMENTS:
1. Demolitions range

RANGE/TRAINING AREA:
Facility Code 17830 Light Demolition Range

WEAPONS AND ORDNANCE:

Weapon: Munitions/Demolitions

DODIC		Quantity
M131	CAP, BLASTING, NON-ELEC	1 each
M456	DETONATING CORD	20 each
M670	FUZE, BLASTING, TIME	12 each
M766	IGNITOR, TIME, BLASTING, M60	2 each

0351-DEMO-2209: Create an entry using an uli-knot slider charge

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a pre-constructed uli-knot slider charge and a target, while wearing a fighting load.

STANDARD: By gaining entry through the target.

PERFORMANCE STEPS:
1. Place the uli-knot slider charge on the target in accordance with the references.
2. Prime the uli-knot slider charge with an initiation set in accordance with the references.
3. Move to the appropriate standoff distance.
4. Detonate the uli-knot slider charge.

REFERENCES:
1. Urban Mobility Engineer's Guidebook
2. FM 5-34 Engineer Field Data - Field Expedient Charges

3. FM 5-250 Explosives and Demolitions

SUPPORT REQUIREMENTS:
1. Demolitions range

RANGE/TRAINING AREA:
Facility Code 17830 Light Demolition Range

WEAPONS AND ORDNANCE:

Weapon: Munitions/Demolitions

DODIC		Quantity
M131	CAP, BLASTING, NON-ELEC	1 each
M456	DETONATING CORD	20 each
M670	FUZE, BLASTING, TIME	12 each
M766	IGNITOR, TIME, BLASTING, M60	2 each

0351-DEMO-2210: Construct a concrete charge

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given construction materials, explosives, and an initiation set, while wearing a fighting load.

STANDARD: In accordance with the Urban Mobility Engineer’s Guidebook.

PERFORMANCE STEPS:
1. In accordance with the references.

REFERENCES:
1. Urban Mobility Engineer's Guidebook
2. FM 5-34 Engineer Field Data - Field Expedient Charges
3. FM 5-250 Explosives and Demolitions

SUPPORT REQUIREMENTS:
1. Demolitions range

RANGE/TRAINING AREA:
Facility Code 17830 Light Demolition Range

WEAPONS AND ORDNANCE:

Weapon: Munitions/Demolitions

DODIC		Quantity
M023	CHG, DEMO, 1 1/4 LB BLOCK C-4	8 each
M131	CAP, BLASTING, NON-ELEC	1 each
M456	DETONATING CORD	20 each
M670	FUZE, BLASTING, TIME	12 each
M766	IGNITOR, TIME, BLASTING, M60	2 each

0351-DEMO-2211: Breach a concrete wall using a concrete charge

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a pre-constructed concrete charge and a target, while wearing a fighting load.

STANDARD: By gaining entry through the target.

PERFORMANCE STEPS:
1. Place the concrete charge on the target in accordance with the reference.
2. Prime the concrete charge with an initiation set in accordance with the references.
3. Move to the appropriate standoff distance.
4. Detonate the concrete charge.

REFERENCES:
1. Urban Mobility Engineer's Guidebook
2. FM 5-34 Engineer Field Data - Field Expedient Charges
3. FM 5-250 Explosives and Demolitions

SUPPORT REQUIREMENTS:
1. Demolitions range

RANGE/TRAINING AREA:
Facility Code 17830 Light Demolition Range

WEAPONS AND ORDNANCE:

Weapon: Munitions/Demolitions

DODIC		Quantity
M023	CHG, DEMO, 1 1/4 LB BLOCK C-4	8 each
M131	CAP, BLASTING, NON-ELEC	1 each
M456	DETONATING CORD	20 each
M670	FUZE, BLASTING, TIME	12 each
M766	IGNITOR, TIME, BLASTING, M60	2 each

0351-DEMO-2212: Advise commander on employment of breaching charges

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an order with a commander’s intent and a requirement to employ breaching charges.

STANDARD: To accomplish the intent of the higher headquarters’ order and in accordance with the references.

PERFORMANCE STEPS:

1. Analyze the mission using METT-T and KOCOA.
2. Recommend employment of the various breaching charges depending on the mission.
3. Provide technical and tactical advice to all levels.
4. Implement appropriate training.
5. Follow demolitions safety considerations.
6. Consider the characteristics/capabilities of the various breaching charges.

REFERENCES:

1. Urban Mobility Engineer's Guidebook
2. FM 5-34 Engineer Field Data - Field Expedient Charges
3. FM 5-250 Explosives and Demolitions

CHAPTER 12

INDIVIDUAL TRAINING

0352 ANTI-TANK MISSILEMAN

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0352 ANTI-TANK MISSILEMAN INDIVIDUAL EVENTS

12000. PURPOSE

The purpose of 1000-level training is to provide the knowledge and skills required to perform as an Assistant Gunner/Driver and Gunner, Anti-tank Squad, Anti-armor Platoon, Weapons Company.

12010. EVENT CODING

Events in the T&R manual are depicted with a 12 field alphanumeric system, i.e. xxxx-xxxx-xxxx. This chapter utilizes the following methodology:

a. Field one – Each event in this chapter begins with “0352” indicating that the event is for Infantry Officers.

b. Field two – This field is alpha characters indicating a functional area. Functional areas for Infantry Officers are:

JAV – Javelin
TOW – TOW2
EMPL – Employment
MOBL – Mobility

c. Field three - This field provides numerical sequencing.

12020. ADMINISTRATIVE NOTES

1. Currently, no events in this chapter have billets listed. Subsequent T&R development conferences or review points will establish the billet requirements for each task.

2. 2000-level events are Core Plus events, with initial training settings of either MOJT or through resident/distance learning PME.

3. Each Event contains a paragraph that describes internal and external Support Requirements the unit and Marines will need to complete the event. Ranges/Training Areas are described in this section with plain-language description. They are also described using the Range/Facility Codes that identify the type of range and/or training area needed to accomplish the Event. Marines can use the codes to find information about available ranges at their geographic location by using the web-based Range/Training Area Management System (see TECOM website). Ultimate use of the Range/Training Area Code is to relate ranges to readiness by identifying those Events that cannot be accomplished at a certain location due to lack of ranges.

12030. PREREQUISITES

The Marine will have completed The Infantry Anti-tank Guided Missileman Course.

12040. BILLET DESCRIPTIONS/CORE CAPABILITIES

CAREER PROGRESSION PHILOSOPHY

Upon completion of Level 1000 training at the Infantry Anti-tank Assault Guided Missileman Course, Infantry Training Battalion, School of Infantry, the anti-tank assault guided missileman will conduct sustainment training in an Infantry Battalion. Prior to selection to Sergeant or upon assuming the duties of Squad Leader, the anti-tank assault guided missileman should attend Level 2000 training at the Advanced Anti-armor Leaders Course, Advanced Infantry Training Company, School of Infantry.

BILLET: Infantry Anti-tank Guided Missileman Assistant Gunner/Driver

Infantry Anti-tank Guided Missileman carries out the orders of the Anti-tank Squad Leader. He performs the tasks required of a Driver and Assistant TOW Gunner in the Anti-tank (TOW) Section of the anti-armor platoon. He performs operator maintenance for, and operates an M220E4 TOW2. He performs operator maintenance for, and operates an M1045/46 hardback HMMWV. He maintains the condition, care, and economical use of his assigned weapons and equipment. His rank is a Private thru Lance Corporal. His T/O weapon is the M16 series service rifle.

Core Capabilities:

1. Carries out the orders of the Anti-tank Squad Leader.
2. Performs the tasks required of a Driver and Assistant Gunner in the Anti-tank (TOW) Section of the anti-armor platoon.
3. Performs operator maintenance for and operates an M220E4 TOW2.
4. Performs operator maintenance for and is a proficient marksman with an M16 series service rifle.
5. Identifies armored vehicles.
6. Engages targets with an M136 light anti-armor weapon and an M67 hand grenade.
7. Emplaces and recovers an M18A1 Claymore mine.
8. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.
9. Determines current location and traverses designated points using a topographic map, lensatic compass, and protractor.
10. Performs self-aid and buddy aid.
11. Performs individual protective measures to counteract the effects of nuclear, biological, and chemical contamination.
12. Communicates using proper communications procedures with organic wired and wireless communications
13. Performs operator maintenance for and operates an M1045/46 hardback HMMWV.
14. Performs fire and movement as an individual and as a member of an Anti-tank Squad.
15. Locates, closes with, suppresses, and destroys the enemy by fire and maneuver.
16. Repels an enemy assault by fire and close combat.

BILLET: Infantry Anti-tank Guided Missileman TOW Gunner

Infantry Anti-tank Guided Missileman TOW Gunner carries out the orders of the Anti-tank Squad Leader. He maintains the discipline, appearance, control, and welfare of the Anti-tank Squad. He trains his Anti-tank Squad in the performance of tasks that support platoon training objectives. He maintains the condition, care, and economical use of assigned personnel, weapons, and equipment. His rank is Corporal. His T/O weapon is the 9mm pistol.

Core Capabilities:
1. Carries out the orders of the Anti-tank Squad Leader.
2. Performs the tasks required of a TOW gunner in the Anti-tank (TOW) Section of the Anti-tank platoon.
3. Maintains the condition, care, and economical use of assigned personnel, weapons and equipment.
4. Performs operator maintenance for and operates an M220E4 TOW2.
5. Performs operator maintenance for and is a proficient marksman with an M16 series service rifle.
6. Identifies armored vehicles.
7. Engages targets with an M136 light anti-armor weapon and an M67 hand grenade.
8. Emplaces and recovers an M18A1 Claymore mine.
9. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.
10. Determines current location and traverses designated points using a topographic map, lensatic compass, and protractor.
11. Performs self-aid and buddy aid.
12. Performs individual protective measures to counteract the effects of nuclear, biological, and chemical contamination.
13. Communicates using proper communications procedures with organic wired and wireless communications.
14. Performs operator maintenance for and operates an M1045/46 hardback HMMWV.
15. Performs fire and movement as an individual and as a member of an Anti-tank Squad.
16. Locates, closes with, suppresses, and destroys the enemy by fire and maneuver.
17. Repels an enemy assault by fire and close combat.

BILLET: Infantry Anti-tank Guided Missileman Squad Leader

Infantry Anti-tank Guided Missileman Squad Leader carries out the orders of the Anti-tank Guided Missileman Section Leader. He trains his Anti-tank Squad in the performance of tasks that support platoon training objective. He maintains the condition, care, and economical use of assigned weapons, and equipment. His rank is Sergeant. His T/O weapon is the M16 series service rifle.

Core Capabilities:
1. Carries out the orders of the Anti-tank Guided Missileman Section Leader.
2. Performs the tasks required of a Squad Leader in the Anti-tank (TOW) Section of the anti-armor platoon.
3. Maintains the discipline, appearance, control, conduct, and welfare of his Anti-tank Squad.
4. Trains his Anti-tank Squad in the performance of tasks that support platoon training objectives.

5. Maintains the condition, care, and economical use of assigned weapons and equipment.
6. Performs operator maintenance for and operates an M220E4 TOW2.
7. Performs operator maintenance for and is a proficient marksman with an M16 series service rifle.
8. Identifies armored vehicles.
9. Engages targets with an M136 light anti-armor weapon and an M67 hand grenade.
10. Emplaces and recovers an M18A1 Claymore mine.
11. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.
12. Determines current location and traverses designated points using a topographic map, lensatic compass, and protractor.
13. Performs self-aid and buddy aid.
14. Performs individual protective measures to counteract the effects of nuclear, biological, and chemical contamination.
15. Communicates using proper communications procedures with organic wired and wireless communications.
16. Performs operator maintenance for, and operates an M1045/46 hardback HMMWV.
17. Calls for and adjusts indirect fire.
18. Writes and issues combat orders.
19. Performs fire and movement as an individual and as a member of an Anti-tank Squad.
20. Locates, closes with, suppresses, and destroys the enemy by fire, and maneuver.
21. Repels an enemy assault by fire and close combat.

BILLET: Assistant Gunner, Javelin Section, Anti-Armor Platoon

The Assistant Gunner carries out the orders of the Javelin Team Leader. He performs the tasks required of an Assistant Gunner in the Javelin section of the anti-armor platoon. He performs operator maintenance for and operates an M98A1 Javelin. He is trained in demolitions and can identify armored vehicles. He maintains the condition, care, and economical use of assigned weapons, vehicles, and equipment. His rank is a Lance Corporal. His T/O weapon is the M16 series service rifle.

Core Capabilities:
1. Carries out the orders of the Javelin Team Leader.
2. Performs the tasks required of an Assistant Gunner in the Javelin section of the anti-armor platoon.
3. Performs operator maintenance for and operates an M98A1 Javelin.
4. Constructs, emplaces, and detonates field expedient demolition charges.
5. Identifies armored vehicles.
6. Performs operator maintenance for, and is a proficient marksman with M16 series service rifle.
7. Engages targets with an M136 light anti-armor weapon and an M67 hand grenade.
8. Emplaces and recovers an M18A1 Claymore mine.
9. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.
10. Determines current location and traverses designated points using a topographic map, lensatic compass, and protractor.
11. Performs self-aid and buddy aid.
12. Performs individual protective measures to counteract the effects of

nuclear, biological, and chemical contamination.
13. Communicates using proper communications procedures with organic wired and wireless communications.
14. Performs fire and movement as an individual and as a member of a Javelin squad.
15. Locates, closes with, and destroys the enemy by fire and maneuver.
16. Repels an enemy assault by fire and close combat.

BILLET: Team Leader/Gunner, Javelin Section, Anti-Armor Platoon

The Javelin Team Leader carries out the orders of the Javelin Section Leader. He performs the tasks required of a Javelin Team Leader/Gunner in the Javelin section of the anti-armor platoon. He is trained in demolitions and can identify armored vehicles. He maintains the condition, care, and economical use of assigned personnel, weapons, vehicles, and equipment. His rank is a Corporal. His T/O weapon is the M16 series service rifle.

Core Capabilities:
1. Carries out the orders of the Javelin Squad Leader.
2. Performs the tasks required of a Javelin Team Leader/Gunner in the Javelin section of the anti-armor platoon.
3. Constructs, emplaces, and detonates field expedient demolition charges.
4. Identifies armored vehicles.
5. Performs operator maintenance for and is a proficient marksman with M16 series service rifle.
6. Engages targets with an M136 light anti-armor weapon and an M67 hand grenade.
7. Emplaces and recovers an M18A1 Claymore mine.
8. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.
9. Determines current location and traverses designated points using a topographic map, lensatic compass, and protractor.
10. Performs self-aid and buddy aid.
11. Performs individual protective measures to counteract the effects of nuclear, biological, and chemical contamination.
12. Communicates using proper communications procedures with organic wired and wireless communications.
13. Controls the fire and movement of his Javelin team.
14. Locates, closes with, and destroys the enemy by fire and maneuver.
15. Repels an enemy assault by fire and close combat.

BILLET: Squad Leader/Team Leader/Gunner, Javelin Section, Anti-Armor Platoon

The Javelin Squad Leader carries out the orders of the Javelin Section Leader. He performs the tasks required of a Javelin Squad Leader/Team Leader/Gunner in the Javelin section of the anti-armor platoon. He is trained in demolitions and can identify armored vehicles. He maintains the condition, care, and economical use of assigned personnel, weapons, vehicles and equipment. His rank is a Sergeant. His T/O weapon is the M16 series service rifle.

Core Capabilities:
1. Carries out the orders of the Javelin Section Leader.
2. Performs the tasks required of a Squad Leader, Team Leader, and Gunner in the Javelin section of the anti-armor platoon.

3. Maintains the discipline, appearance, control, conduct, and welfare of his Javelin squad.
4. Trains his Javelin squad in the performance of tasks that support platoon training objectives.
5. Constructs, emplaces, and detonates field expedient demolition charges.
6. Maintains the condition, care, and economical use of assigned weapons and equipment.
7. Identifies armored vehicles.
8. Performs operator maintenance for and is a proficient marksman with M16 series service rifle.
9. Engages targets with an M136 light anti-armor weapon and an M67 hand grenade.
10. Emplaces and recovers an M18A1 Claymore mine.
11. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.
12. Determines current location and traverses designated points using a topographic map, lensatic compass, and protractor.
13. Performs self-aid and buddy aid.
14. Performs individual protective measures to counteract the effects of nuclear, biological, and chemical contamination.
15. Communicates using proper communications procedures with organic wired and wireless communications.
16. Calls for and adjusts indirect fire.
17. Writes and issues combat orders.
18. Performs fire and movement as an individual and as a member a Javelin squad.
19. Controls the fire and movement of his Javelin squad.
20. Locates, closes with, and destroys the enemy by fire and maneuver.
21. Repels an enemy assault by fire and close combat.

12050. INDEX OF INDIVIDUAL EVENTS BY LEVEL

Event Code		Event	Page
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0352-JAV-1003		Inspect an M98A1 Javelin encased missile	12-9
0352-JAV-1004		Prepare an M98A1 Javelin for firing	12-10
0352-JAV-1005		Engage a target with an M98A1 Javelin weapon system	12-11
0352-JAV-1006		Perform immediate or remedial action for an M98A1 Javelin CLU failure or malfunction	12-12
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0352-JAV-1002		Perform operator maintenance for an M98A1 Javelin encased missile	12-9
0352-JAV-1003		Inspect an M98A1 Javelin encased missile	12-9
0352-JAV-1004		Prepare an M98A1 Javelin for firing	12-10
0352-JAV-1005		Engage a target with an M98A1 Javelin weapon system	12-11
0352-JAV-1006		Perform immediate or remedial action for an M98A1 Javelin CLU failure or malfunction	12-12
0352-JAV-1007		Qualify with an M98A1 Javelin weapon system	12-12
0352-JAV-1008		Construct an M98A1 javelin weapon system fighting position	12-13
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0352-TOW-1101		Perform operator maintenance for an M220E4 TOW2 weapon system	12-14
0352-TOW-1102		Conduct an M220E4 TOW2 weapon system checkout procedure and self-test	12-15
0352-TOW-1103		Inspect an M220E4 TOW2 encased missile	12-15
0352-TOW-1104		Load an M220E4 TOW2 weapon system	12-15
0352-TOW-1105		Engage a target with an M220E4 TOW2 weapon system	12-16
0352-TOW-1106		Qualify with an M220E4 TOW2 weapon system	12-17
0352-TOW-1107		Unload a live missile encasement from an M220E4 TOW2 weapons system	12-18
0352-TOW-1108		Unload an empty missile encasement from an M220E4 TOW2 weapon system	12-19
0352-TOW-1201		Assemble an M220E4 TOW2 weapon system	12-19
0352-TOW-1202		Disassemble the M220E4 TOW2 weapon system	12-19
0352-TOW-1203		Load a vehicle mounted M220E4 TOW2 weapon system	12-20
0352-TOW-1204		Perform immediate action for an M220E4 TOW2 weapon system	12-21
0352-TOW-1205		Construct a tripod mounted M220E4 TOW2 weapon system fighting position	12-21
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0352-EMPL-1302		Identify armored vehicles	12-22
0352-EMPL-2300		Issue a fire command for an anti-armor weapon system	12-24
0352-EMPL-2301		Advise commander on employment of anti-armor weapons	12-24
		MOBILITY	
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0352-MOBL-2403		Conduct mounted land navigation	12-25

12070. 1000-LEVEL 0352 INDIVIDUAL EVENTS

0352-JAV-1001: Perform operator maintenance for an M98A1 Javelin CLU

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an SL-3 complete M98A1 Javelin CLU, and authorized cleaning gear.

STANDARD: In accordance with the reference.

PERFORMANCE STEPS:
1. Per the reference.

REFERENCES:
1. TM 09397B-12/1 Operator and Organizational Maintenance Manual for Javelin

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0352-JAV-1002: Perform operator maintenance for an M98A1 Javelin encased missile

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an M98A1 Javelin encased missile and authorized cleaning gear.

STANDARD: In accordance with the reference.

PERFORMANCE STEPS:
1. Per the reference.

REFERENCES:
1. TM 09397B-12/1 Operator and Organizational Maintenance Manual for Javelin

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0352-JAV-1003: Inspect an M98A1 javelin encased missile

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an M98A1 Javelin encased missile.

STANDARD: In accordance with the reference.

PERFORMANCE STEPS:
1. Inspect the guide pin of the forward end cap for damage.
2. Inspect the BCU status indicator for serviceability of the BCU.
3. Inspect the BCU for damage.
4. Inspect the command launch unit interface connector for damage.
5. Inspect the bracket for damage.
6. Inspect the latch assembly for damage.
7. Inspect the latch release for damage.
8. Inspect the shoulder pad for damage.
9. Inspect the shoulder strap for damage.
10. Inspect the rear end cap for damage.
11. Inspect the launch tube assembly for damage.

SUPPORT REQUIREMENTS:
1. Live fire range for Javelin

RANGE/TRAINING AREA:
Facility Code 17631 Light Anti-armor Weapons Range; Live Fire

WEAPON AND ORDNANCE:

Weapon: Javelin

DODIC	Quantity
Javelin round	1 each

REFERENCES:
1. TM 09397B-12/1 Operator and Organizational Maintenance Manual for Javelin

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0352-JAV-1004: Prepare an M98A1 Javelin for firing

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an M98A1 Javelin CLU and an encased missile.

STANDARD: To put the Javelin weapon system into action.

PERFORMANCE STEPS:
1. Remove the protective cover from the round interface connector.
2. Remove the protective cover from the command launch unit interface connector.
3. Place the round interface bracket in the round hooks.
4. Engage round and command launch unit interface connectors.
5. Remove forward end cap.
6. Open day sight and night vision sight lens covers on the command launch unit.
7. Set power switch to NIGHT position.
8. Adjust diopter ring for best clarity.
9. Verify the day indicator and night sight NOT READY indicators are lit.
10. Wait 2.5 minutes for NVS to cool down.
11. Verify night sight NOT READY indicator goes out.
12. Press SGT SEL switch and observe the DAY indicator goes out, the WFOV video appears, and the WFOV indicator is lit.

13. Press the SGT SEL switch again and observe the DAY indicator goes out, the NFOV video appears, and the NFOV indicator is lit.
14. Press up on the FOCUS switch, and hold until the NFOV indicator begins to flash.
15. Press down on the FOCUS switch, and hold until the NFOV indicator begins to flash again.
16. Select a target in the command launch unit display.
17. Adjust focus for clear video using the FOCUS switch.
18. Adjust contrast of command launch unit display for clear video by pressing GATE ADJ/CTRS & BRT switch left and right.
19. Adjust brightness of command launch unit display for clear video by pressing GATE ADJ/CTRS & BRT switch up and down.
20. Press FLTR switch and observe command launch unit display becomes darker and FLTR indicator is lit.
21. Press FLTR switch again and observe command launch unit display brightness and the FLTR indicator goes out.
22. Press SGT SEL switch and observe NFOV indicator goes out, the DAY FOV appears, and DAY indicator is lit.
23. Turn power switch on the command launch unit to the OFF position.
24. Close day sight and night vision sight lens covers.

REFERENCES:
1. TM 09397B-12/1 Operator and Organizational Maintenance Manual for Javelin

SUPPORT REQUIREMENTS:
1. Live fire range for Javelin

RANGE/TRAINING AREA:
Facility Code 17631 Light Anti-armor Weapons Range; Live Fire

WEAPON AND ORDNANCE:

Weapon: Javelin

DODIC	Quantity
Javelin round	1 each

0352-JAV-1005: Engage a target with an M98A1 Javelin weapon system

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an M98A1 Javelin CLU and an encased missile, while wearing a fighting load.

STANDARD: To achieve a hit on a designated target.

PERFORMANCE STEPS:
1. Assume a firing position.
2. Using the command launch unit, acquire a target and determine range by using the stadia lines.
3. Cycle through the fields of view for best clarity of target.
4. Determine attack mode.
5. Sight along the top of the missile, to ensure overhead clearance.

6. Lift seeker trigger guard, and activate the seeker to begin missile cool-down.
7. Release the seeker trigger after SEEK and MISSLE NOT READY indicators go out.
8. Change attack mode by pressing ATTK SEL switch, if necessary.
9. Announce "Tracking."
10. Adjust tracking gates to fit tightly around the target.
11. Ensure the back-blast area is secure. Announce "back blast area all secure".
12. Center the cross hairs on the target and hold seeker trigger until cross hairs stop flashing.
13. Announce "launch", squeeze the firing trigger, and launch the missile.
14. Disconnect the launch tube assembly from the command launch unit, and discard expended launch tube assembly.

REFERENCES:
1. TM 09397B-12/1 Operator and Organizational Maintenance Manual for Javelin

SUPPORT REQUIREMENTS:
1. Live fire range for Javelin

RANGE/TRAINING AREA:
Facility Code 17631 Light Anti-armor Weapons Range; Live Fire

WEAPON AND ORDNANCE:

Weapon: Javelin

DODIC	Quantity
Javelin round	1 each

0352-JAV-1006: Perform immediate or remedial action for an M98A1 Javelin CLU failure or malfunction

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an M98A1 Javelin CLU with a failure or malfunction status indicator, while wearing a fighting load.

STANDARD: To return the weapon system to action.

PERFORMANCE STEPS:
1. Wait for the warning indicator to go out.
2. Fire the missile.

REFERENCES:
1. TM 09397B-12/1 Operator and Organizational Maintenance Manual for Javelin

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0352-JAV-1007: Qualify with an M98A1 Javelin weapon system

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an M98A1 Javelin CLU, and a basic skills trainer, while wearing a fighting load.

STANDARD: To hit 80% of designated targets.

PERFORMANCE STEPS:
1. Assume a firing position.
2. Using the command launch unit, acquire a target. Determine range by using the stadia lines.
3. Cycle through the fields of view for best clarity of target.
4. Determine attack mode.
5. Sight along the top of the missile, to ensure overhead clearance.
6. Lift seeker trigger guard, and activate the seeker.
7. Release the seeker trigger after SEEK and MISSLE NOT READY indicators go out.
8. Change attack mode by pressing ATTK SEL switch, if necessary.
9. Announce "Tracking."
10. Adjust tracking gates to fit tightly around the target.
11. Ensure the back-blast area is secure.
12. Center the cross hairs on the target, and hold seeker trigger until cross hairs stop flashing.
13. Squeeze the firing trigger, and launch the missile.
14. Disconnect the launch tube assembly from the command launch unit, and discard expended launch tube assembly.

REFERENCES:
1. TM 09397B-12/1 Operator and Organizational Maintenance Manual for Javelin

SUPPORT REQUIREMENTS:
1. Live fire range for Javelin

RANGE/TRAINING AREA:
Facility Code 17631 Light Anti-armor Weapons Range; Live Fire

WEAPON AND ORDNANCE:

Weapon: Javelin

DODIC	Quantity
Javelin round	1 each

ADMINISTRATIVE INSTRUCTIONS:
1. The Javelin gunner must score 8 out of 10 hits on qualification tables 1 through 10 suing the basic skills trainer.

0352-JAV-1008: Construct an M98A1 Javelin weapon system fighting position

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an entrenching tool, while wearing a fighting load.

STANDARD: To the proper dimensions in accordance with the reference.

PERFORMANCE STEPS:
1. Clear the back-blast area behind the fighting position of all personnel, obstructions, and loose objects.
2. The Assistant Gunner provides security and begins construction of range card.
3. The Gunner marks off an area for the fighting position, orientated towards the sector of fire.
4. The Gunner digs an elbow shelf 6 inches wide, 2 feet long, and 6 inches deep in the front of the fighting position.
5. The Gunner digs a primary back-blast slope 2 feet wide, 2 feet long, and 1½ feet deep, in the rear of the fighting position.
6. The Gunner digs a secondary back-blast slope 1 foot wide, 1½ feet long, and 1 foot deep, gradually sloping behind the primary back-blast slope.
7. The Gunner digs the standing area 3 feet from front to rear, 6 feet wide, and armpit deep.
8. The Gunner places all the dirt from the fighting position behind the position for the 2 feet high back-blast berm.

REFERENCES:
1. Javelin Contractor's Handout

SUPPORT REQUIREMENTS:
1. Training area where digging is permitted

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

ADMINISTRATIVE INSTRUCTIONS:
1. This task is a crew drill, but taught at entry level.

0352-TOW-1101: Perform operator maintenance for an MM220E4 TOW2 weapon system

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an SL-3 complete M220E4 TOW2 weapon system, authorized cleaning gear, and lubricant.

STANDARD: In accordance with the reference.

PERFORMANCE STEPS:
1. Inspect M220E4 TOW2 weapon system in accordance with the reference.
2. Perform operator maintenance for a M220E4 TOW2 weapon system in accordance with the reference.

REFERENCES:
1. TM 9-1425-472-12 TOW 2 Weapon System Guided Missile System M220E4

0352-TOW-1102: Conduct an M220E4 TOW2 weapon system checkout procedure and self-test

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an assembled, SL-3 complete M220E4 TOW2 weapon system, while wearing a fighting load.

STANDARD: In accordance with the reference.

PERFORMANCE STEPS:
1. Per the reference.

REFERENCES:
1. TM 9-1425-472-12 TOW 2 Weapon System Guided Missile System M220E4

0352-TOW-1103: Inspect an M220E4 TOW2 encased missile

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an M220E4 TOW2 encased missile, while wearing a fighting load.

STANDARD: In accordance with the reference.

PERFORMANCE STEPS:
1. Per the reference.

WEAPON AND ORDNANCE:

Weapon: M220E4 TOW2

DODIC		Quantity
PB97	GUIDED MISSILE TOW	1 each

Ammunition is not expended.

REFERENCES:
1. TM 9-1425-472-12 TOW 2 Weapon System Guided Missile System M220E4

0352-TOW-1104: Load an M220E4 TOW2 weapon system

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an unloaded M220E4 TOW2 weapon system, a TOW2 missile, while wearing a fighting load.

STANDARD: In accordance with the reference.

PERFORMANCE STEPS:
1. Per the reference.

REFERENCES:
1. TM 9-1425-472-12 TOW 2 Weapon System Guided Missile System M220E4

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17631 Light Anti-armor Weapons Range; Live Fire

WEAPON AND ORDNANCE:

Weapon: M220E4 TOW2

DODIC		Quantity
PB97	GUIDED MISSILE TOW	1 each

0352-TOW-1105: Engage a target with an M220E4 TOW2 weapon system

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given a vehicle or ground mounted M220E4 TOW2 weapon system, an encased missile, an armored vehicle target, and a fire command, while wearing a fighting load.

STANDARD: By achieving a hit on the target.

PERFORMANCE STEPS:
1. Gunner ensures the ON/OFF/STBY switch to the ON position.
2. Gunner unlocks the elevation and azimuth locks on the traversing unit.
3. Gunner holds the control knobs and acquires target using the optical site. Sounds off "Target acquired."
4. Gunner adjusts the focus control on the optical sight until the cross hairs in the optical sight are in focus. Note: When in conditions of low visibility the Gunner will turn the reticule light switch to the ON position.
5. Gunner looks through the thermal sight and adjust the diopter adjustment ring to focus the reticule in the thermal sight.
6. Gunner ensures the BATTERY MONITOR light and the NOT READY light in the thermal sight are not lit.
7. Gunner sets the field of view selector on the thermal sight to WFOV and then adjusts the range focus, contrast, and brightness knobs, as necessary.
8. Gunner switches the field of view on the thermal sight to the NFOV, and then adjusts the range focus, contrast, and brightness knobs, as necessary.
9. Gunner determines the sight to be used to engage the target by the best image presented to acquire the target. Note: Whenever possible the desired sight to be used is the thermal sight.
10. Driver/Assistant Gunner visually inspects the firing danger zone in front

of the weapons system, and the back-blast area behind the weapon system. Sounds off, "Back-blast area all secure."
11. Driver/Assistant Gunner raises the arming lever on the bridge clamp, and sounds off "Gun up."
12. Driver/Assistant Gunner faces the rear of the weapons system and observes the back-blast area.
13. Gunner raises the trigger protective cover and sounds off "Launch."
14. Gunner presses the trigger, and continues to track the target.
15. Upon impact, the Gunner sounds off "Impact."
16. Gunner lowers the trigger protective cover, and locks the traversing unit with both the elevation and azimuth locks.
17. Driver/Assistant Gunner raises the bridge clamp locking lever, and raises the bridge clamp, which cuts the command-link wires.
18. Driver/Assistant Gunner raises the aft end of the empty launch container, and removes it from the launch tube.
19. Driver/Assistant Gunner physically and visually inspects the launch tube for serviceability, stability, and debris.
20. Driver/Assistant Gunner sounds off "Weapon clear."

REFERENCES:
1. FM 23-34 TOW Heavy Antitank Weapon System
2. FMFM 2-11 Anti-armor Operations
3. TM 9-1425-472-12 TOW 2 Weapon System Guided Missile System M220E4

SUPPORT REQUIREMENTS:
1. TOW live fire missile range with targets
2. PGTS - TOW
3. FTT

RANGE/TRAINING AREA:
Facility Code 17631 Light Anti-armor Weapons Range; Live Fire

WEAPON AND ORDNANCE:

Weapon: M220E4 TOW2

DODIC		Quantity
PB97	GUIDED MISSILE TOW	1 each

ADMINISTRATIVE INSTRUCTIONS:
1. This task is a crew drill, but taught at entry level.
2. When vehicle mounted, Gunner will perform steps 11, 12, 17, 18, and 19.

0352-TOW-1106: Qualify with an M220E4 TOW2 weapon system

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an M220E4 TOW2 and necessary components, a simulated encased missile, fire commands, and a precision gunnery target system, while wearing a fighting load.

STANDARD: In accordance with the references.

PERFORMANCE STEPS:
1. Per the references.

REFERENCES:
1. TM 9-1425-472-12 TOW 2 Weapon System Guided Missile System M220E4
2. FM 23-34 TOW Heavy Antitank Weapon System

SUPPORT REQUIREMENTS:
1. TOW live fire missile range with targets
2. PGTS - TOW
3. FTT

RANGE/TRAINING AREA:
Facility Code 17631 Light Anti-armor Weapons Range; Live Fire

WEAPON AND ORDNANCE:

Weapon: M220E4 TOW2

DODIC		Quantity
PB97	GUIDED MISSILE TOW	1 each

0352-TOW-1107: Unload a live missile encasement from an M220E4 TOW2 weapon system

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given a loaded M220E4 TOW2 weapon system, while wearing a fighting load.

STANDARD: In accordance with the reference.

PERFORMANCE STEPS:
1. Per the reference.

REFERENCES:
1. TM 9-1425-472-12 TOW 2 Weapon System Guided Missile System M220E4
2. FM 23-34 TOW Heavy Antitank Weapon System

SUPPORT REQUIREMENTS:
1. TOW live fire missile range with targets
2. PGTS - TOW
3. FTT

RANGE/TRAINING AREA:
Facility Code 17631 Light Anti-armor Weapons Range; Live Fire

WEAPON AND ORDNANCE:

Weapon: M220E4 TOW2

DODIC		Quantity
PB97	GUIDED MISSILE TOW	1 each

0352-TOW-1108: Unload an empty missile encasement from an M220E4 TOW2 weapon system

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an assembled, SL-3 complete M220E4 TOW2 weapon system loaded with an empty missile encasement, while wearing a fighting load.

STANDARD: In accordance with the references.

PERFORMANCE STEPS:
1. Per the references.

REFERENCES:
1. TM 9-1425-472-12 TOW 2 Weapon System Guided Missile System M220E4
2. FM 23-34 TOW Heavy Antitank Weapon System

0352-TOW-1201: Assemble an M220E4 TOW2 weapon system

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given a disassembled, SL-3 complete M220E4 TOW2 weapon system, an appropriate tactical vehicle, a direction of fire, and an assigned position, while wearing a fighting load.

STANDARD: In accordance with the references.

PERFORMANCE STEPS:
1. Assemble M220E4 TOW2 weapon system on a tripod.
2. Assemble M220E4 TOW2 weapon system on a tactical vehicle.

REFERENCES:
1. TM 9-1425-450-12 TOW 2 Weapon System Guided Missile System
2. FM 23-34 TOW Heavy Antitank Weapon System

0352-TOW-1202: Disassemble the M220E4 TOW2 weapon system

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an assembled, SL-3 complete M220E4 TOW2 weapon system, an appropriate tactical vehicle, while wearing a fighting load.

STANDARD: In accordance with the references.

PERFORMANCE STEPS:
1. Per the references.

REFERENCES:
1. TM 9-1425-472-12 TOW 2 Weapon System Guided Missile System M220E4
2. FM 23-34 TOW Heavy Antitank Weapon System

0352-TOW-1203: Load a vehicle mounted M220E4 TOW2 weapon system

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an SL-3 M220E4 TOW2 mounted upon a tactical vehicle, and an encased missile, while wearing a fighting load.

STANDARD: In accordance with the references.

PERFORMANCE STEPS:
1. Gunner places the elevation and azimuth locks on the traversing unit into the LOCK position.
2. Gunner rotates the traversing unit until it locks into place. Then rotates the control knobs on the traversing unit until the trunnion locks into place.
3. Gunner pushes the bridge clamp locking lever forward, and then lifts the bridge clamp to the OPEN position.
4. Driver/Assistant Gunner opens the forward end of the cargo hatch. Then pushes the cargo shell door up and back to a 90-degree angle.
5. Driver/Assistant Gunner releases missile #1 from the missile #1 slot on the missile rack, by opening the securing straps.
6. Driver/Assistant Gunner pulls up on the quick release clamp at the forward handling ring and removes it from the encased missile.
7. Driver/Assistant Gunner turns the inside portion of the protective cover on the electrical connector on the encased missile 2 complete turns counter-clockwise.
8. Driver/Assistant Gunner turns the protective cover counter-clockwise and removes it from the electrical connector.
9. Driver/Assistant Gunner rotates the encased missile until the electrical connector is facing in the up position, and hand the missile to the Gunner.
10. Gunner raises the aft end of the encased missile and slides the encased missile forward. Ensures the indexing lugs on the forward end of the encased missile are aligned into the indexing slots on the launch tube.
11. Gunner firmly lowers the aft end of the encased missile, ensuring the electrical connector will properly join with the bridge clamp.
12. Gunner lowers the bridge clamp over the encased missile. Presses down on top of the bridge clamp. Pulls down the bridge clamp locking lever to lock the bridge clamp over the missile. Then sounds off "Loaded."
13. Driver/Assistant Gunner closes the cargo shell door on the back of the vehicle.
14. Driver/Assistant Gunner moves to the front of the vehicle and occupies the driver side seat.

REFERENCES:
1. FM 23-34 TOW Heavy Antitank Weapon System

2. TM 9-1425-472-12 TOW 2 Weapon System Guided Missile System M220E4

0352-TOW-1204: Perform immediate action for an M220E4 TOW2 weapon system

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an M220E4 TOW 2 weapon system with a misfire or hangfire, while wearing a fighting load.

STANDARD: In accordance with the references.

PERFORMANCE STEPS:
1. Per the references.

REFERENCES:
1. FM 23-34 TOW Heavy Antitank Weapon System
2. TM 9-1425-472-12 TOW 2 Weapon System Guided Missile System M220E4

ADMINISTRATIVE INSTRUCTIONS:
1. This task is a crew drill, but taught at entry level.

0352-TOW-1205: Construct a tripod mounted M220E4 TOW2 weapon system fighting position

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given an entrenching tool, a direction of fire, and a designated position, while wearing a fighting load.

STANDARD: In accordance with the reference.

PERFORMANCE STEPS:
1. Per the reference.

REFERENCES:
1. FM 7-91 Tactical Employment of Anti-armor Platoons, Companies, and Battalions

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0352-EMPL-1301: Prepare an anti-armor range card

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given a designated location, sector of fire, DA Form 5517-R, and a lensatic compass.

STANDARD: In accordance with the references.

PERFORMANCE STEPS:
1. Prepare an anti-armor range card in accordance with the reference.
2. Illustrate weapons position with proper weapon symbol and a six-digit grid.
3. Illustrate a known point and label back azimuth and distance from the known point to the weapon position.
4. Illustrate left and right lateral limits and label azimuth.
5. Illustrate minimum and maximum engagement lines and label distance.
6. Illustrate anticipated target engagement area, and label it as ATEA.
7. Illustrate target reference points and label azimuth and distance.
8. Illustrate dead space.
9. Illustrate magnetic north.
10. Label marginal data with unit, type of position, date, and time.

REFERENCES:
1. FM 7-91 Tactical Employment of Anti-armor Platoons, Companies, and Battalions
2. Javelin Contractor's Handout
3. FMFM 2-11 Anti-armor Operations

0352-EMPL-1302: Identify armored vehicles

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

BILLETS:

INITIAL TRAINING SETTING: FS

CONDITION: Given armored vehicles.

STANDARD: By achieving identification of 80% of the vehicles by NATO designator.

PERFORMANCE STEPS:
1. Determine tank or non-tank. Note: If tank, follow steps 2, 3, 4, 6, and 8. If non-tank, follow steps 5, 6, 7, and 8.
2. Determine absence or presence of a copula.
3. Determine the type turret.
4. Determine absence or presence, type, and location of bore evacuator.
5. Determine location of turret.
6. Determine type of suspension.
7. Determine country of origin indicators.
8. Determine specific key identifying features.

REFERENCES:
1. Jane's Armor and Artillery 2000 (CD ROM)
2. FM 2-11 Anti-Mechanized Operations
3. CVIG Combat Vehicle Identification Guide (CD ROM)
4. FM 100-2-3 The Soviet Army

ADMINISTRATIVE INSTRUCTIONS:

1. Additional vehicles may be added to the above list by reviewing intelligence reports for current.

12080. 2000 LEVEL INDIVIDUAL TRAINING

0352-EMPL-2300: Issue a fire command for an anti-armor weapon system

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a situation and an anti-armor target.

STANDARD: In accordance with the reference.

PERFORMANCE STEPS:
1. Give a target description, by announcing simple object identification.
2. Announce the direction of the target from the Gunner's position, to aid the Gunner in locating the target.
3. Announce the range of the target from the Gunner's position, to aid the Gunner in locating the target.
4. Announce the assignment of the team in the order they will engage the target.
5. Announce the method to be used for target engagement.
6. Announce subsequent commands to adjust, shift, cease, or suspend fire.

REFERENCES:
1. FM 23-334 TOW Heavy Antitank Weapon System

0352-EMPL-2301: Advise commander on employment of anti-armor weapons

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an order with a commander's intent and a requirement to employ anti-armor weapons.

STANDARD: To accomplish the intent of the higher headquarters' order and in accordance with the references.

PERFORMANCE STEPS:
1. Analyze the mission using METT-T and KOCOA.
2. Consider the characteristics/capabilities of the anti-armor weapons.
3. Consider techniques of fire.
4. Consider employment of the TOW and Javelin weapon systems in the offense and the defense.
5. Implement appropriate training.
6. Provide technical and tactical advice to all levels.
7. Recommend employment of anti-armor weapons.

REFERENCES:
1. TC 23-23 TOW Heavy Antitank Weapon System
2. TM 09397B-12/1 Operator and Organizational Maintenance Manual for Javelin

3. FM 7-91 Tactical Employment of Anti-armor Platoons, Companies, and Battalions
4. FMFM 2-11 Anti-armor Operations

0352-MOBL-2401: Perform operator maintenance for a tactical vehicle

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an SL-3 complete tactical vehicle and an appropriate operator's manual.

STANDARD: In accordance with the reference.

PERFORMANCE STEPS:
1. Per the reference.

REFERENCES:
1. TM 9-2320-280-10 Technical Manuals for Highly Mobile Multi-Wheeled Vehicle (HMMWV)

0352-MOBL-2402: Operate a tactical vehicle

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an SL-3 complete tactical vehicle, NAVMC 10627, and appropriate operator's manual.

STANDARD: In accordance with the references.

PERFORMANCE STEPS:
1. In accordance with unit SOPs and the references.

REFERENCES:
1. FM 21-305 Manual for the Wheeled Vehicle Driver
2. TM 2320-10/6, with changes 1 and 2, Operators Manual for Truck, Utility, 1-1/4 Ton

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17906 Wheeled Vehicle Drivers Course

0352-MOBL-2403: Conduct mounted land navigation

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

BILLETS:

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a tactical vehicle with driver, a designated point,, a topographical map, and a navigation device, while wearing a fighting load. To maneuver to within 100 meters of the designated point.

STANDARD: To maneuver to within 100 meters of the designated point.

PERFORMANCE STEPS:
1. Per the reference and in accordance with unit SOPs.

REFERENCES:
1. FM 21-26 Map Reading and Land Navigation

CHAPTER 13

INDIVIDUAL TRAINING

0369 INFANTRY UNIT LEADER

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0369 INFANTRY UNIT LEADER INDIVIDUAL EVENTS

13000. PURPOSE

The purpose of 1000-level training is to provide the knowledge and skills required to perform as a Section Leader, machinegun Section, Weapons Platoon; Section Leader, 60mm Mortar Section, Weapons Platoon; Section Leader, 81mm Mortar Platoon; Section Leader, Javelin Section, Anti-armor Platoon; Section Leader, TOW Section, Anti-armor Platoon; Platoon Sergeant, Rifle Platoon; Platoon Sergeant, Weapons Platoon; Platoon Sergeant, Heavy Machinegun Platoon; and Platoon Sergeant, Anti-armor Platoon.

13010. EVENT CODING

Events in the T&R manual are depicted with a 12 field alphanumeric system, i.e. xxxx-xxxx-xxxx. This chapter utilizes the following methodology:

a. Field one – Each event in this chapter begins with “0369” indicating that the event is for Infantry Unit Leaders.

b. Field two – This field is alpha characters indicating a functional area. Functional areas for Infantry Unit Leaders are:

PAT – Patrolling
FSPT – Fire Support
OPS – Operations
TACT – Tactics
TRNG - Training

c. Field three - This field provides numerical sequencing.

13020. ADMINISTRATIVE NOTES

1. Each Event contains a paragraph that describes internal and external Support Requirements the unit and Marines will need to complete the event. Ranges/Training Areas are described in this section with plain-language description. They are also described using the Range/Facility Codes that identify the type of range and/or training area needed to accomplish the Event. Marines can use the codes to find information about available ranges at their geographic location by using the web-based Range/Training Area Management System (see TECOM website). Ultimate use of the Range/Training Area Code is to relate ranges to readiness by identifying those Events that cannot be accomplished at a certain location due to lack of ranges.

2. 2000-level is available at the Infantry Operations Chief Course taught at SOI.

13030. PREREQUISITES

The Marine will be filling any of the above billets, and is required to complete the resident Infantry Unit Leader Course and the Non-Resident SNCO course.

13040. BILLET DESCRIPTIONS/CORE CAPABILITIES

BILLET: Section Leader, Machinegun Section, Weapons Platoon

The Machinegun Section Leader carries out the orders of the Platoon Commander or unit leader. He is responsible for the discipline, appearance, training, control, conduct, and welfare of his section at all times, as well as the condition, care, and economical use of its weapons and equipment. In combat, he is also responsible for the tactical employment, fire discipline, fire control, and effective employment of the machinegun squads as attachments to other units. His rank is Staff Sergeant. His T/O weapon is the 9mm pistol.

Core Capabilities:

1. Carries out the orders of the Platoon Commander.
2. Performs the tasks required of a Machinegun Section Leader.
3. Advises the commander on the discipline, appearance, control, conduct, and welfare of his section.
4. Trains his section in the performance of tasks that support platoon and/or company training objectives.
5. Performs operational risk management.
6. Inspects the condition, care, and economical use of assigned weapons and equipment.
7. Proficient in the employment of the weapon systems organic to his assigned section.
8. Directs casualty collection and evacuation for his assigned section.
9. Performs integration of supporting fires in accomplishment of an assigned mission.
10. Directs the supply and re-supply of his assigned section.
11. Coordinates and supervises the embarkation and debarkation of his assigned section.
12. Performs operator maintenance for and are a proficient marksman with an M16 series service rifle and M9 pistol.
16. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.
17. Land navigates to designated points using a topographic map, lensatic compass, protractor, and global positioning equipment while dismounted and mounted.
18. Communicates using proper communications procedures with organic wired and wireless communications.
19. Calls for and adjusts indirect fire.
20. Writes and issues combat orders.
21. Controls the fire and maneuver of his assigned section.
22. Locates, closes with, and destroys the enemy by fire and maneuver.
23. Repels the enemy assault by fire and close combat.
24. Capable of performing operator maintenance for, and is proficient in employment of, all optics assigned to the rifle platoon.
25. Proficient in proper combat reporting procedures.
26. Capable of zeroing the PEQ-2 and PSQ-18.
27. Requests close air support.
28. Integrates supporting fires in accomplishment of an assigned mission.
29. Proficient in HLZ procedures.

BILLET: Section Leader, 60mm Mortar Section, Weapons Platoon

The 60mm Mortar Section Leader carries out the orders of the Platoon Commander. He is responsible for the discipline, appearance, training, control, conduct, and welfare of his section at all times, as well as the condition, care, and economical use of its weapons and equipment. In combat, he is also responsible for the tactical employment, fire discipline, and fire control of the mortar section. His rank is Staff Sergeant. His T/O weapon is the 9mm pistol.

Core Capabilities:
1. Carries out the orders of the Platoon Commander.
2. Performs the tasks required of a 60mm Mortar Section Leader.
3. Advises the commander on the discipline, appearance, control, conduct, and welfare of his section.
4. Trains his section in the performance of tasks that support platoon and/or company training objectives.
5. Assists the commander in conducting operation risk management.
6. Inspects the condition, care, and economical use of assigned weapons and equipment.
7. Proficient in the employment of the weapon systems organic to his assigned section.
8. Directs casualty collection and evacuation for his assigned section.
9. Assists the Platoon Commander with the integration of supporting fires in accomplishment of an assigned mission.
10. Directs the supply and re-supply of his assigned section.
11. Coordinates and supervises the embarkation and debarkation of his assigned section.
12. Performs operator maintenance for and are a proficient marksman with an M16 series service rifle and M9 pistol.
13. Engages targets with an M136 light anti-armor weapon and an M67 hand grenade.
14. Emplaces and recovers an M18A1 Claymore mine.
15. Probes for and marks a mine.
16. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.
17. Determines current location and traverses designated points using a topographic map, lensatic compass, and protractor.
18. Performs self-aid and buddy aid.
19. Performs individual protective measures to counteract the effects of nuclear, biological, and chemical contamination.
20. Communicates using proper communications procedures with organic wired and wireless communications.
21. Calls for and adjusts indirect fire.
22. Writes and issues combat orders.
23. Assists the commander in controlling the fire and maneuver of his assigned section.
24. Locates, closes with, and destroys the enemy by fire and maneuver.
25. Repels the enemy assault by fire and close combat.

BILLET: Section Leader, 81mm Mortar Platoon

The 81mm Mortar Section Leader is responsible for the tactical employment of the 81mm mortar squads and carries out the orders of the Platoon Sergeant and Platoon Commander. He is capable of performing all the tasks required of an infantry unit leader and assumes the position of the Platoon Sergeant in his

absence. He advises the Platoon Sergeant on the discipline, appearance, control, conduct, and welfare of the squads. In addition to supervising the emplacement, laying, and firing of the mortars, he assists the Platoon Commander's set-up and operations of the Fire Direction Center (FDC). He coordinates and supervises the embarkation/debarkation, maintenance, condition, and care of the squad’s weapons and equipment including accountability, communication equipment, and if applicable, maintenance, and upkeep of the platoons assigned vehicles. His rank is Staff Sergeant and his T/O weapon is the 9mm pistol.

Core Capabilities:

1. Carries out the orders of the Platoon Commander.
2. Performs the tasks required of a 81mm Mortar Section Leader.
3. Advises the commander on the discipline, appearance, control, conduct, and welfare of his section.
4. Trains his section in the performance of tasks that support platoon and/or company training objectives.
5. Assists the commander in conducting operation risk management.
6. Inspects the condition, care, and economical use of assigned weapons and equipment.
7. Proficient in the employment of the weapon systems organic to his assigned section.
8. Directs casualty collection and evacuation for his assigned section.
9. Assists the Platoon Commander with the integration of supporting fires in accomplishment of an assigned mission.
10. Directs the supply and re-supply of his assigned section.
11. Coordinates and supervises the embarkation and debarkation of his assigned section.
12. Performs operator maintenance for and are a proficient marksman with an M16 series service rifle and M9 pistol.
13. Engages targets with an M136 light anti-armor weapon and an M67 hand grenade.
14. Emplaces and recovers an M18A1 Claymore mine.
15. Probes for and marks a mine.
16. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.
17. Determines current location and traverses designated points using a topographic map, lensatic compass, and protractor.
18. Performs self-aid and buddy aid.
19. Performs individual protective measures to counteract the effects of nuclear, biological, and chemical contamination.
20. Communicates using proper communications procedures with organic wired and wireless communications.
21. Calls for and adjusts indirect fire.
22. Writes and issues combat orders.
23. Assists the commander in controlling the fire and maneuver of his assigned section.
24. Locates, closes with, and destroys the enemy by fire and maneuver.
25. Repels the enemy assault by fire and close combat.

BILLET: Section Leader, Javelin Section, Anti-Armor Platoon

The Javelin Section Leader carries out the orders of the Platoon Commander or unit leader. He is responsible for the discipline, appearance, training, control, conduct, and welfare of his section at all times, as well as the condition, care, and economical use of its weapons and equipment. In combat,

he is also responsible for the tactical employment, fire discipline, fire control, and is responsible for the effective employment of the Javelin squads as attachments to other units. His rank is Staff Sergeant. His T/O weapon is the 9mm pistol.

Core Capabilities:

1. Carries out the orders of the Platoon Commander.
2. Performs the tasks required of a Javelin Section Leader.
3. Advises the commander on the discipline, appearance, control, conduct, and welfare of his section.
4. Trains his section in the performance of tasks that support platoon and/or company training objectives.
5. Assists the commander in conducting operation risk management.
6. Inspects the condition, care, and economical use of assigned weapons and equipment.
7. Proficient in the employment of the weapon systems organic to his assigned section.
8. Directs casualty collection and evacuation for his assigned section.
9. Assists the Platoon Commander with the integration of supporting fires in accomplishment of an assigned mission.
10. Directs the supply and re-supply of his assigned section.
11. Coordinates and supervises the embarkation and debarkation of his assigned section.
12. Performs operator maintenance for and are a proficient marksman with an M16 series service rifle and M9 pistol.
13. Engages targets with an M136 light anti-armor weapon and an M67 hand grenade.
14. Emplaces and recovers an M18A1 Claymore mine.
15. Probes for and marks a mine.
16. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.
17. Determines current location and traverses designated points using a topographic map, lensatic compass, and protractor.
18. Performs self-aid and buddy aid.
19. Performs individual protective measures to counteract the effects of nuclear, biological, and chemical contamination.
20. Communicates using proper communications procedures with organic wired and wireless communications.
21. Calls for and adjusts indirect fire.
22. Writes and issues combat orders.
23. Assists the commander in controlling the fire and maneuver of his assigned section.
24. Locates, closes with, and destroys the enemy by fire and maneuver.
25. Repels the enemy assault by fire and close combat.

BILLET: Section Leader, TOW Section, Anti-Armor Platoon

The Section Leader, TOW Platoon, carries out the orders of the Anti-armor Platoon Commander. He trains his platoon in both vehicle and ground anti-armor tactics. He maintains the discipline, appearance, control, and welfare of the TOW platoon. He trains his antitank platoon in the performance of tasks that support platoon/company/battalion training objectives. He maintains the condition, care, and economical use of assigned weapons, vehicles, and equipment. He is capable of performing all of the tasks

required of a Driver, Assistant Gunner, and TOW Gunner. He identifies armored vehicles. His rank is Staff Sergeant. His T/O weapon is the 9mm pistol.

Core Capabilities:

1. Carries out the orders of the Platoon Commander.
2. Performs the tasks required of an Antitank (TOW) Section Leader.
3. Advises the commander on the discipline, appearance, control, conduct, and welfare of his section.
4. Trains his section in the performance of tasks that support platoon and/or company training objectives.
5. Assists the commander in conducting operation risk management.
6. Inspects the condition, care, and economical use of assigned weapons and equipment.
7. Proficient in the employment of the weapon systems organic to his assigned section.
8. Directs casualty collection and evacuation for his assigned section.
9. Assists the Platoon Commander with the integration of supporting fires in accomplishment of an assigned mission.
10. Directs the supply and re-supply of his assigned section.
11. Coordinates and supervises the embarkation and debarkation of his assigned section.
12. Performs operator maintenance for and are a proficient marksman with an M16 series service rifle and M9 pistol.
13. Engages targets with an M136 light anti-armor weapon and an M67 hand grenade.
14. Emplaces and recovers an M18A1 Claymore mine.
15. Probes for and marks a mine.
16. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.
17. Determines current location and traverses designated points using a topographic map, lensatic compass, and protractor.
18. Performs self-aid and buddy aid.
19. Performs individual protective measures to counteract the effects of nuclear, biological, and chemical contamination.
20. Communicates using proper communications procedures with organic wired and wireless communications.
21. Calls for and adjusts indirect fire.
22. Writes and issues combat orders.
23. Assists the commander in controlling the fire and maneuver of his assigned section.
24. Locates, closes with, and destroys the enemy by fire and maneuver.
25. Repels the enemy assault by fire and close combat.

BILLET: Platoon Sergeant, Rifle Platoon

The Platoon Sergeant, Infantry Platoon carries out the orders of the Platoon Commander and Company Commander. He is capable of performing all the tasks required of an infantry unit leader and assumes the position of the Platoon Commander in his absence. He advises the Platoon Commander on the discipline, appearance, control, conduct, and welfare of the platoon. He assists the Platoon Commander in training of the platoon in performance of tasks which support assigned training objectives. He coordinates and supervises the embarkation/debarkation, maintenance, condition, and care of the platoons weapons and equipment including accountability, communication equipment, and if applicable, maintenance, and upkeep of the platoon's

assigned vehicles. He advises the Platoon Commander and works with the Company First Sergeant on all administrative matters pertaining to the Marines in the platoon. His rank is Staff Sergeant. His T/O weapon is the M16 series service rifle.

Core Capabilities:

1. Carries out the orders of the Platoon Commander.
2. Performs the tasks required of a Rifle Platoon Sergeant.
3. Serves as the second-in-command of a rifle platoon.
4. Trains his platoon in the performance of tasks that support platoon and/or company training objectives.
5. Advises the commander on the discipline, appearance, control, conduct, and welfare of his platoon.
6. Assists the commander in conducting operation risk management.
7. Inspects the condition, care, and economical use of assigned weapons and equipment.
8. Proficient in the employment of the weapon systems organic to his assigned platoon.
9. Directs casualty collection and evacuation for his assigned platoon.
10. Assists the Platoon Commander with the integration of supporting fires in accomplishment of an assigned mission.
11. Directs the supply and re-supply of his assigned platoon.
12. Coordinates and supervises the embarkation and debarkation of his assigned platoon.
13. Performs operator maintenance for and are a proficient marksman with an M16 series service rifle and M9 pistol.
14. Engages targets with an M136 light anti-armor weapon and an M67 hand grenade.
15. Emplaces and recovers an M18A1 Claymore mine.
16. Probes for and marks a mine.
17. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.
18. Determines current location and traverses designated points using a topographic map, lensatic compass, and protractor.
19. Performs self-aid and buddy aid.
20. Performs individual protective measures to counteract the effects of nuclear, biological, and chemical contamination.
21. Communicates using proper communications procedures with organic wired and wireless communications.
22. Calls for and adjusts indirect fire.
23. Writes and issues combat orders.
24. Assists the commander in controlling the fire and maneuver of his assigned platoon.
25. Locates, closes with, and destroys the enemy by fire and maneuver.
26. Repels the enemy assault by fire and close combat.

BILLET: Platoon Sergeant, Weapons Platoon

The Platoon Sergeant, Weapons Platoon carries out the orders of the Platoon Commander and Company Commander. He is capable of performing all the tasks required of an infantry unit leader and assumes the position of the Platoon Commander in his absence. He advises the Platoon Commander on the discipline, appearance, control, conduct, and welfare of the platoon. He assists the Platoon Commander in training of the platoon in performance of tasks which support assigned training objectives. He coordinates and supervises the embarkation/debarkation, maintenance, condition, and care of

the platoons weapons and equipment including accountability, communication equipment, and if applicable, maintenance and upkeep of the platoons assigned vehicles. He is also part of the companies Fire Direction Center (FDC) for the 60mm Mortar Section. He advises the Platoon Commander and works with the Company First Sergeant on all administrative matters pertaining to the Marines in the platoon. His rank is Gunnery Sergeant. His T/O weapon is the 9mm pistol.

Core Capabilities:

1. Carries out the orders of the Platoon Commander.
2. Performs the tasks required of a weapons Platoon Sergeant.
3. Serves as the second-in-command of a weapons platoon.
4. Trains his platoon in the performance of tasks that support platoon and/or company training objectives.
5. Advises the commander on the discipline, appearance, control, conduct, and welfare of his platoon.
6. Assists the commander in conducting operation risk management.
7. Inspects the condition, care, and economical use of assigned weapons and equipment.
8. Proficient in the employment of the weapon systems organic to his assigned platoon.
9. Directs casualty collection and evacuation for his assigned platoon.
10. Assists the Platoon Commander with the integration of supporting fires in accomplishment of an assigned mission.
11. Directs the supply and re-supply of his assigned platoon.
12. Coordinates and supervises the embarkation and debarkation of his assigned platoon.
13. Performs operator maintenance for, and are a proficient marksman with an M16 series service rifle and M9 pistol.
14. Engages targets with an M136 light anti-armor weapon and an M67 hand grenade.
15. Emplaces and recovers an M18A1 Claymore mine.
16. Probes for and marks a mine.
17. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.
18. Determines current location and traverses designated points using a topographic map, lensatic compass, and protractor.
19. Performs self-aid and buddy aid.
20. Performs individual protective measures to counteract the effects of nuclear, biological, and chemical contamination.
21. Communicates using proper communications procedures with organic wired and wireless communications.
22. Calls for and adjusts indirect fire.
23. Writes and issues combat orders.
24. Assists the commander in controlling the fire and maneuver of his assigned platoon.
25. Locates, closes with, and destroys the enemy by fire and maneuver.
26. Repels the enemy assault by fire and close combat.

BILLET: Platoon Sergeant, Heavy Machinegun Platoon

The Platoon Sergeant, Heavy Machinegun Platoon carries out the orders of the Platoon Commander or unit commander. He is responsible for the discipline, appearance, training, control, conduct, and welfare of his platoon at all times, as well as the condition, care, and economical use of its weapons, vehicles, and equipment. In combat, he is also responsible for the tactical

employment, fire discipline, fire control, and effective employment/ attachment of the machinegun squads as attachments to other units, ground or vehicle mounted. His rank is Gunnery Sergeant. His T/O weapon is the 9mm pistol.

Core Capabilities:

1. Carries out the orders of the Platoon Commander.
2. Performs the tasks required of a Heavy Machinegun Platoon Sergeant.
3. Serves as the second-in-command of a Heavy Machinegun Platoon.
4. Trains his platoon in the performance of tasks that support platoon and/or company training objectives.
5. Advises the commander on the discipline, appearance, control, conduct, and welfare of his platoon.
6. Assists the commander in conducting operation risk management.
7. Inspects the condition, care, and economical use of assigned weapons and equipment.
8. Proficient in the employment of the weapon systems organic to his assigned platoon.
9. Directs casualty collection and evacuation for his assigned platoon.
10. Assists the Platoon Commander with the integration of supporting fires in accomplishment of an assigned mission.
11. Directs the supply and re-supply of his assigned platoon.
12. Coordinates and supervises the embarkation and debarkation of his assigned platoon.
13. Performs operator maintenance for, and are a proficient marksman with an M16 series service rifle and M9 pistol.
14. Engages targets with an M136 light anti-armor weapon and an M67 hand grenade.
15. Emplaces and recovers an M18A1 Claymore mine.
16. Probes for and marks a mine.
17. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.
18. Determines current location and traverses designated points using a topographic map, lensatic compass, and protractor.
19. Performs self-aid and buddy aid.
20. Performs individual protective measures to counteract the effects of nuclear, biological, and chemical contamination.
21. Communicates using proper communications procedures with organic wired and wireless communications.
22. Calls for and adjusts indirect fire.
23. Writes and issues combat orders.
24. Assists the commander in controlling the fire and maneuver of his assigned platoon.
25. Locates, closes with, and destroys the enemy by fire and maneuver.
26. Repels the enemy assault by fire and close combat.

BILLET: Platoon Sergeant, Anti-armor Platoon

The Platoon Sergeant, Anti-armor Platoon carries out the orders of the Anti-armor Platoon Commander/unit leader. He performs the tasks required of a leader in the Antitank (TOW) and Javelin Platoon and thoroughly trains his platoon in both vehicle and ground anti-armor tactics and demolitions. He maintains the discipline, appearance, control, and welfare of the Anti-armor Platoon. His rank is Gunnery Sergeant. His T/O weapon is the 9mm pistol.

Core Capabilities:

1. Carries out the orders of the Platoon Commander.
2. Performs the tasks required of a rifle Platoon Sergeant.
3. Serves as the second-in-command of a Rifle Platoon.
4. Trains his platoon in the performance of tasks that support platoon and/or company training objectives.
5. Advises the commander on the discipline, appearance, control, conduct, and welfare of his platoon.
6. Assists the commander in conducting operation risk management.
7. Inspects the condition, care, and economical use of assigned weapons and equipment.
8. Proficient in the employment of the weapon systems organic to his assigned platoon.
9. Directs casualty collection and evacuation for his assigned platoon.
10. Assists the Platoon Commander with the integration of supporting fires in accomplishment of an assigned mission.
11. Directs the supply and re-supply of his assigned platoon.
12. Coordinates and supervises the embarkation and debarkation of his assigned platoon.
13. Performs operator maintenance for, and are a proficient marksman with an M16 series service rifle and M9 pistol.
14. Engages targets with an M136 light anti-armor weapon and an M67 hand grenade.
15. Emplaces and recovers an M18A1 Claymore mine.
16. Probes for and marks a mine.
17. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.
18. Determines current location and traverses designated points using a topographic map, lensatic compass, and protractor.
19. Performs self-aid and buddy aid.
20. Performs individual protective measures to counteract the effects of nuclear, biological, and chemical contamination.
21. Communicates using proper communications procedures with organic wired and wireless communications.
22. Calls for and adjusts indirect fire.
23. Writes and issues combat orders.
24. Assists the commander in controlling the fire and maneuver of his assigned platoon.
25. Locates, closes with, and destroys the enemy by fire and maneuver.
26. Repels the enemy assault by fire and close combat.

BILLET: Company Gunnery Sergeant, Rifle Company

Carries out the orders of the rifle company commander. He advises the company commander on the discipline, appearance, control, conduct, and welfare of the company. He serves as the senior enlisted technical and tactical advisor to the company commander. He coordinates and supervises the embarkation/debarkation for deployment of the company, maintenance, condition, and care of the companies weapons and equipment including accountability, communication equipment, and if applicable, maintenance and upkeep of assigned vehicles. His rank is Gunnery Sergeant. His T/O weapon is the 9mm pistol.

Core Capabilities:
1. Carries out the orders of the company commander.
2. Serves as the senior enlisted technical and tactical advisor to the company commander.
3. Serves as the senior enlisted technical and tactical advisor for platoon commanders and platoon sergeant in company.
4. Coordinates training, operational, and logistical support requirements for the company.
5. Assists the commander in conducting operation risk management.
6. Directs the supply and re-supply of his assigned company.
7. Performs the tasks required of a company gunnery sergeant.
8. Capable of performing all the tasks required of an infantry unit leader.

BILLET: Operations Chief, Weapons Company

The infantry operations chief carries out the orders of the weapon company commander or the battalion operations officer. He is capable of performing all the tasks required of an infantry unit leader. He performs the tasks required of the operations chief in the weapons company. The weapons company operations chief serves as the senior enlisted technical and tactical advisor to the weapons company commander. He advises the weapons company commander on the discipline, appearance, control, conduct, and welfare of the company. He trains the weapons company in the performance of tasks which support assigned training objectives. He advises the weapons company commander on the condition, care, and economical use of company weapons and equipment. He coordinates and supervises the embarkation and debarkation for deployment of Weapons Company. Weapons company operations chief supervises the actions of personnel within the fire support coordination center. His rank is Master Sergeant. His T/O weapon is the 9mm pistol.

Core Capabilities:
1. Carries out the orders of the company commander.
2. Serves as the senior enlisted technical and tactical advisor to the weapons company commander.
3. Serves as the senior enlisted technical and tactical advisor for platoon commanders and platoon sergeant in Weapons Company.
4. Supervises and assist in the actions within the fire support coordination center (FSC).
5. Coordinates and supervises the embarkation and debarkation for deployment of weapons company.
6. Performs the tasks required of the operations chief in the weapons company.
7. Capable of performing all the tasks required of an infantry unit leader.
8. Coordinates training, operational and logistical support requirements for the weapons company.

BILLET: Operations Chief, S-3 Section, Infantry Battalion/Regiment

The infantry operations chief also performs the tasks required of an operations chief for the infantry battalion. He may serve as an operations chief in an infantry regiment, division, Marine Expeditionary Unit, Marine Expeditionary Brigade, Marine Expeditionary Force and Special Purpose MAGTF. He may serve as the senior enlisted advisor to the battalion operations officer. He advises the battalion operations officer on the discipline, appearance, control, conduct, and welfare of the battalion operations

section. He trains his operation section in the performance of tasks which support assigned training objectives. He advises the battalion operations officer on the condition, care, and economical use of assigned weapons and equipment. He coordinates and supervises the embarkation and debarkation of the battalion operations section. He coordinates and supervises the set-up and displacement of the combat operations center. He supervises the actions of all enlisted personnel within the combat operations center. He maintains good order and discipline within the combat operations center. He manages the flow of information within the combat operations center. He supervises the input of data into the combat operations center journal. He assists the operations officer in the training of watch officers. He compiles the components of an operations order for distribution to subordinate units. He supervises the timely submission of messages and reports. He assists in the preparation of military briefs in support of the operations section. He maintains the operations section's publication library. He assists the operations officer with the development of the unit's training plan. He assists with the collection, review, and distribution of training schedules and letters of instruction in support of the unit's training plan. His rank is Master Gunnery Sergeant. His T/O weapon is the 9mm pistol.

Core Capabilities:

1. Serves as the senior enlisted tactical and technical advisor to the commander and operations officers.
2. Assists the commander and operations officers on the discipline, appearance, training, control, conduct, and welfare of the S-3 section.
3. Advise the commander and operations officers on the condition, maintenance and economical use of the operations section's equipment.
4. Coordinates and supervises the embarkation and debarkation of the operations section.
5. Coordinates and supervises the set-up and displacement of the Unit Operations Center as well as other functional areas as directed.
6. Supervises the actions of all personnel within the COC.
7. Supervises and controls section's CMR and funding.
8. Supervises the use of Automated Data Processing (ADP) equipment and software within the operations section.
9. Manages the flow of information provided through available C4I systems.
10. Supervises the control, dissemination and destruction of classified information within the operations section.
12. Supervise preparation of the operational journal and journal file.
13. Establishes the watch bill for the Command Operations Center.
14. Assembles and distributes operations orders.
15. Supervises the preparation and submission of messages and reports.
16. Supervises the preparation of military information briefs in support of the operations section.
17. Supervises the maintenance of the operations sections war fighting and training publication library.
18. Maintains the unit's training records.
19. Assists the operations officer with the development of the unit's training plan.
20. Prepares training schedules and letters of instruction.
21. Supervises the request of ranges and training areas.
22. Assists the commander in the tactical employment of the organic weapons systems for the unit.
23. Assists the commander in ensuring the establishment of a perimeter defense, security/observation posts, or a Force Protection posture.

13050. INDEX OF INDIVIDUAL EVENTS BY LEVEL

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0302-FSPT-2301		Prepare the fire support execution matrix	13-20
0302-FSPT-2302		Prepare a target list worksheet and scheduling worksheets	13-20
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13060. INDEX OF INDIVIDUAL EVENTS BY FUNCTIONAL AREA

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13070. 0369 1000 LEVEL INDIVIDUAL EVENTS

0302-PAT-1101: Issue a warning order

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

BILLETS: Rifle Platoon Sergeant, Wpns Plt Sgts, 1st Sgt

INITIAL TRAINING SETTING: FS

CONDITION: Given a 5 paragraph order from higher headquarters, issue a warning order to subordinate leaders.

STANDARD: Subordinate leaders understand and execute tasks laid out in warning order.

PERFORMANCE STEPS:
1. Conduct METT-TSL.
2. Determine task organization.
3. Consider time line. Identify implied missions will have to be accomplished if the mission is to succeed.
4. Write the situation paragraph as a brief statement of the enemy and friendly situation.
5. Write the mission, exactly as it was received from higher headquarters.
6. Write coordinating instructions.
7. Write special instructions to subordinate leaders, special purpose teams, and key individuals.

REFERENCES:
1. MCWP 3-11.1 Marine Rifle Company/Platoon
2. FMFM 6-5 Marine Rifle Platoon/Squad
3. MCWP 3-11.2 Marine Rifle Squad
4. MCRP 3-11.1A Commander's Tactical Handbook

ADMINISTRATIVE INSTRUCTIONS:
1. Warning orders are applicable but not limited to combat or training.

0302-PAT-1102: Write a five-paragraph order

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

BILLETS: Rifle Platoon Sergeant

INITIAL TRAINING SETTING: FS

CONDITION: Given a 5 paragraph order from higher headquarters write a 5 paragraph order for your platoon or company.

STANDARD: Develop an order that supports the higher headquarters' commander's intent.

PERFORMANCE STEPS:
1. Determine the mission, commander's intent, and specified tasks.

2. Analyze the enemy situation.
3. Analyze the friendly situation.
4. Analyze the combat power of attachments and/or detachments on the unit.
5. Analyze the fire support plan.
6. Develop the unit scheme of maneuver.
7. Develop the unit fire support plan.
8. Task organize the unit.
9. Analyze and Develop administration and logistics to determine the effect on the unit.
10. Determine unit administrative and logistic requirements.
11. Analyze higher command and signal plan.
12. Determine the unit command and signal plan.

REFERENCES:
1. MCWP 3-11.1 Marine Rifle Company/Platoon
2. MCWP 3-11.2 Marine Rifle Squad
3. MCRP 5-12A Operational Terms and Graphics
4. MCRP 3-11.1A Commander's Tactical Handbook

ADMINISTRATIVE INSTRUCTIONS:
1. Subordinate unit leaders have to clearly understand their specified tasks, implied tasks, distribution of labor, and priority of work.
2. Order includes but is not limited to combat operations.

0302-PAT-1103: Issue an order

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

BILLETS: Rifle Platoon Sergeant, Wpns Plt Sgt, 1st Sgt

INITIAL TRAINING SETTING: FS

CONDITION: Given a completed 5 paragraph order issue the order over a terrain model to subordinate leaders.

STANDARD: Subordinate leaders understand and execute tasks in support of commander’s intent.

PERFORMANCE STEPS:
1. Assemble the unit around the terrain model/role call/time hack.
2. Orient unit leaders to terrain model.
3. Issue entire order before taking questions.
4. Establish time line for back-briefs, rehearsals, pre-combat inspections, weapons test fire and crossing line of departure.
5. Supervise.

REFERENCES:
1. MCRP 5-12A Operational Terms and Graphics
2. MCRP 3-11.1A Commander's Tactical Handbook
3. MCWP 3-11.1 Marine Rifle Company/Platoon
4. FMFM 6-5 Marine Rifle Platoon/Squad

ADMINISTRATIVE INSTRUCTIONS:
1. Use terrain models, maps, sand tables or any other material to support issue of the order.

0302-FSPT-1301: Plan for the employment of supporting arms

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

BILLETS: Wpns Plt Sgt, Co Gunny & Wpns Ops Chief

INITIAL TRAINING SETTING: FS

CONDITION: Given scheme of maneuver, assets available and commander’s intent for fire support.

STANDARD: Develop plan that supports the scheme of maneuver in accordance with commander’s intent for fire support.

PERFORMANCE STEPS:
1. Determine organic and non-organic fire support assets available.
2. Identify fire support control measures.
3. Plan targets in support of the scheme of maneuver.
4. Identify priority targets on known, suspected, and likely enemy positions/avenues of approach.
5. Submit list of targets to higher headquarters.
6. Receive target list from higher headquarters.
7. Make changes to fire support plan.
8. Integrate fire support plan with scheme of maneuver.
9. Disseminate fire support plan.
10. Adjust the fire support plan based on METT-TSL.

REFERENCES:
1. MCRP 3-11.1A Commander's Tactical Handbook
2. MCWP 3-11.1 Marine Rifle Company/Platoon
3. MCWP 3-23.1 Close Air support
4. MCWP 3-23 Offensive Air Support
5. FMFM 2-7 MAGTF Fires
6. FMFM 6-18 Fire Support Coordination in the Ground Combat Element
7. MCWP 3-23.1 Close Air Support
8. MCWP 3-23 Offensive Air Support
9. FM 7-90 Tactical Employment of Mortars
10. MCWP 3-16.6 Supporting Arms Observer, Spotter, and Controller

ADMINISTRATIVE INSTRUCTIONS:
1. Requirement to satisfy 6-month training interval is not limited to live fire exercises. CAST facilities, sand tables and terrain models will suffice.

13080. 0369 2000 LEVEL INDIVIDUAL EVENTS

0302-FSPT-2301: Prepare the fire support execution matrix

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

BILLETS: Wpns Plt Sgt, Co Gunny

INITIAL TRAINING SETTING: MOJT

CONDITION: Given the maneuver commander's guidance, the execution paragraph of the OPORD, fire support requirements, target list worksheet, fire support situation map, tactical situation overlay, paper, plotting equipment, and the references.

STANDARD: Prepare fire support matrix, include all subordinate units and all phases of the operation.

PERFORMANCE STEPS:
1. Construct the matrix.
2. Allocate fires and fire support tasks according to the scheme of maneuver and the fire support plan.
3. Disseminate the completed matrix to all Forward Observer (FO) teams and other pertinent subordinate units.
4. Monitor the operation to ensure the plan in the matrix is implemented correctly and updated, as necessary.

REFERENCES:
1. MCWP 3-23 Offensive Air Support
2. MCWP 3-16 Techniques and Procedures for Fire Support Coordination
3. MCRP 3-16C Tactics, Techniques and Procedures for Fire Support for the Combined Arms Commander (Dual Designate)
4. MCWP 3-16A Tactics, Techniques, and Procedures for the Targeting Process
5. MCWP 3-23.1 Close Air support
6. MCWP 3-16.4 Tactics Techniques and Procedures for the Field Artillery Manual Cannon Battery (Dual Designate)
7. MCWP 3-16.2 MCFSS Techniques and Procedures
8. MCWP 3-16.1 Artillery Operations

ADMINISTRATIVE INSTRUCTIONS:
1. Live fire not required to satisfy sustainment interval.

0302-FSPT-2302: Prepare a target list worksheet and scheduling worksheets

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

BILLETS: Wpns Plt Sgt, Co Gunny

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a tactical scenario, a map with overlay, plotting equipment, a list of targets, a scheduling worksheet, a target list worksheet and commander's guidance.

STANDARD: Prepare a target list worksheet and schedule that supports commander's intent for fire support.

PERFORMANCE STEPS:
1. Identify uses of multiple target engagement (i.e., group, series, or program).
2. Plot targets on an overlay.
3. Prepare and submit a target list worksheet.
4. Prepare a scheduling worksheet for a preparation/counter preparation fire (based on the tactical situation), a series, and a group.
5. Utilize the NATO/ABCA targeting numbering system.
6. Utilize fire support coordination principles.

REFERENCES:
1. FM 6-20-40 Fire Support For Brigade Operations (Heavy)

0302-OPS-2101: Integrate company organic direct and indirect fire weapons into fire plans

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

BILLETS: Wpns Plt Sgt

INITIAL TRAINING SETTING: MOJT

CONDITION: Given the references, the maneuver commander's guidance, the company's scheme of maneuver, current intelligence, and the order from the commander to plan the fires of the company's organic indirect fire weapons.

STANDARD: Successfully support the scheme of maneuver/concept of operations, plan the integration of organic direct and indirect fire weapons into a fire plan.

PERFORMANCE STEPS:
1. Obtain and keep current information on weapon positions.
2. Know weapon characteristics, status, and capabilities.
3. Coordinate the plan with the Weapons Platoon Commanders/ Fire Support Coordinator.
4. Obtain Company Commander's approval of the plan.
5. Coordinate the plan with the Fire Support Coordination Center (FSCC).
6. Disseminate the plan to the appropriate agencies.

REFERENCES:
1. TM 9-1010-223-10 Lightweight Company Mortar, M224
2. TM 09922A-10/1 M252 81mm Mortar Operator's Manual
3. TM 08670A-10/1A Operator's Manual, Machinegun, 7.62mm, M240
4. TM 08611A-10/1 Operator's Manual, Machinegun, 5.56mm, M249
5. TM 08206A-10/1A Operator's Manual, M224 60mm Lightweight Company Mortar
6. MCWP 3-11.1 Marine Rifle Company/Platoon
7. MCRP 3-15.2A Mortars (Dual Designate)
8. IP 2-32 Anti-mechanized Weapons
9. IP 2-31 Infantry Mortars
10. FM 23-31 40mm Grenade Launchers M203 and M79
11. MCWP 3-16 Techniques and Procedures for Fire Support Coordination

12. FMFM 6-18.1 Tactics, Techniques, and Procedures for the Marine Corps Fire Support System

SUPPORT REQUIREMENTS:
1. Combined arms staff trainer

ADMINISTRATIVE INSTRUCTIONS:
1. Consideration of distance X direct fire weapons, line of sight/IV lines, mitigation of distance X, dead space, and proper IPB with MCOO should be considered.
2. Integration of weapons systems does not require live fire. CAST facilities, Sand tables, map exercises, blank fire and TEWTs will satisfy.

0302-OPS-2201: Supervise the operations in the Fire Support Coordination Center (FSCC)

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

BILLETS: 81's section leader

INITIAL TRAINING SETTING: MOJT

CONDITION: Given the references, a Fire Support Coordination Center (FSCC) complete with personnel and equipment, and a tactical situation requiring FSCC operations.

STANDARD: Plan, deconflict, and clear fire missions in support of commander's intent for fire support.

PERFORMANCE STEPS:
1. See references.

REFERENCES:
1. MCRP 3-16 Techniques and Procedures for Fire Support Coordination
2. MCRP 3-16.6 Multi-service Procedures for the Joint Application of Firepower (J-Fires)
3. MCWP 3-16.2 MCFSS Techniques and Procedures
4. MCRP 3-16C Tactics, Techniques and Procedures for Fire Support for the Combined Arms Commander (Dual Designate)
5. MCRP 5-12A Operational Terms and Graphics

SUPPORT REQUIREMENTS:
1. Close Air Support (CAS) aircraft /Forward Air Controller (FAC)
2. Combined Arms Staff Trainer

ADMINISTRATIVE INSTRUCTIONS:
1. Supervision of the FSCC is not limited to live fire FSIOPs. CAST facilities, Sand table exercises, and non-live fire BN operations will suffice.

0302-OPS-2201: Supervise the operations in the Fire Support Coordination Center (FSCC)

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

BILLETS: 81mm section leader

INITIAL TRAINING SETTING: MOJT

CONDITION: Given the references, a Fire Support Coordination Center (FSCC) complete with personnel and equipment, and a tactical situation requiring FSCC operations.

STANDARD: Plan, deconflict, and clear fire missions in support of commander's intent for fire support.

PERFORMANCE STEPS:
1. Per the references and unit SOPs.

REFERENCES:
1. MCRP 3-16 Techniques and Procedures for Fire Support Coordination
2. MCRP 3-16.6 Multi-service Procedures for the Joint Application of Firepower (J-Fires)
3. MCWP 3-16.2 MCFSS Techniques and Procedures
4. MCRP 3-16C Tactics, Techniques and Procedures for Fire Support for the Combined Arms Commander (Dual Designate)
5. MCRP 5-12A Operational Terms and Graphics

SUPPORT REQUIREMENTS:
1. Combined Arms Staff Trainer
2. Close Air Support (CAS) aircraft / Forward Air Controller (FAC)

ADMINISTRATIVE INSTRUCTIONS:
1. Supervision of the FSCC is not limited to live fire FSIOPs. CAST facilities, Sand table exercises, and non-live fire BN operations will suffice.

0369-OPS-2202: Manage the operations of a Fire Support Coordination Center (FSCC)

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

BILLETS: Wpns Co Ops Chief

INITIAL TRAINING SETTING: MOJT

CONDITION: Given the references, a Fire Support Coordination Center (FSCC) complete with personnel and equipment, and a tactical situation requiring FSCC operations.

STANDARD: Per the references.

PERFORMANCE STEPS:
1. Obtain the commander's concept of fire support and develop, with the commander and operations officer, the overall fire support plan.
2. Supervise and coordinate the development of the supporting arms plans to execute the overall fire support tasks.

3. Supervise the preparation of fire plans by resolving conflicts regarding selection of targets, assignment of fire support means, type and method of fire supporting, and timing or scheduling of missions or fires.
4. Review fire plans to ensure they can be implemented with the fire support means available and, if necessary, coordinate with the operations officer and commander to secure additional means or to modify plans.
5. Ensure chemical and conventional fires are fully coordinated.
6. Ensure unnecessary duplication of fires is eliminated.
7. Ensure plans of the various supporting arms are coordinated.
8. Ensure adequate fires are planned on targets and critical areas.
9. Ensure efficient use is made of all supporting arms.
10. Present the fire support plan to the commander.
11. Assist supporting arms representatives in selection of coordination measures, and recommends them to the commander for approval.
12. Approve and institute airspace coordination areas and any plans for trajectory limitations to ensure the safety of aircraft and the coordination of the other supporting arms with air operations.
13. Obtain clearance and coordinate strikes or missions of supporting arms that might endanger or hinder the operations of an element of the amphibious task force.
14. Ensure the Fire Support Coordination Center (FSCC) receives and disseminates available target information to all staff sections and commands requiring the information.
15. Coordinate with the Target Information Officer (TIO) and the commander and his staff in the selection of targets and assignment of classification and attack priorities.
16. Maintain close liaison and working relations with the operations officer and the intelligence officer to ensure the most effective planning and application of fire support.
17. Ensure, in conjunction with the operations officer, timely and adequate warning of the delivery of chemical munitions is disseminated to all appropriate commands.
18. Ensure the situation map is maintained and necessary operational records of the Fire Support Coordination Center (FSCC) are kept.
19. Ensure the most effective means of attacking targets is used.
20. Ensure target classifications and attack priorities are correctly assigned.
21. Supervise the coordination of cross boundary fires.
22. Supervise the collection and dissemination of target data, to include target lists and target bulletins. If your Fire Support Coordination Center (FSCC) is not the senior FSCC, submit a list of targets, accordingly.
23. Transmit the necessary enemy information collected at the FSCC to all applicable artillery units.
24. Perform other command and liaison duties, as directed by the commander.
25. Supervise the performance of those assigned to operate in the Fire Support Coordination Center (FSCC).

REFERENCES:

1. ATP-4(D) Allied Spotting Procedures for Naval Gunfire Support
2. FM 6-20-50 Fire Support For Brigade Operations (Light)
3. MCRP 3-16 Techniques and Procedures for Fire Support Coordination
4. MCWP 3-16.6 Supporting Arms Observer, Spotter and Controller
5. MCRP 3-16.1A Tactics, Techniques and Procedures for Field Artillery Target Acquisition (Dual Designate)
6. MCRP 3-16C Tactics, Techniques and Procedures for Fire Support for the Combined Arms Commander (Dual Designate)

7. MCWP 3-16 Techniques and Procedures for Fire Support Coordination
8. MCWP 3-16A Tactics, Techniques, and Procedures for the Targeting Process

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0369-OPS-2501: Assist commander in analyzing unit missions and requirements

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

BILLETS: Co Gunny and Wpns Co Ops Chief

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a higher headquarters order.

STANDARD: To assist commander in conducting mission analysis with respect to supportability, and supplemental and administrative requirements.

PERFORMANCE STEPS:
1. Examine sources for missions.
2. Determine requirements.

REFERENCES:
1. MCO 1500.40 USMC Training Philosophy, Definitions, Priorities, and Training Requirements
2. MCO 1553.1A The Systems Approach to Training
3. MCRP 3-0A Unit Training Management Guide
4. MCRP 3-0B How to Conduct Training

ADMINISTRATIVE INSTRUCTIONS:
1. Determining mission requirements is a continual process that occurs at every level of command. Close and continual liaison among training managers at every level will pay big dividends toward identifying everything a unit has to do far enough in advance to manage it.

0369-OPS-2502: Participate in the Marine Corps Planning Process

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

BILLETS: Operations Chief

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a higher headquarters order.

STANDARD: In accordance with MCWP 5-1 Marine Planning Process.

EVENT DESCRIPTION: Participation should be to the maximum extent possible in order to understand and contribute to the process. Participation should include: Mission analysis, Course of Action (COA) development, COA war gaming, COA comparison and decision, orders development, transition, briefing, and graphics, etc.

REFERENCES:
1. MCWP 5-1 Marine Corps Planning Process
2. MCO 3120.9 MEU (SOC)

ADMINISTRATIVE INSTRUCTIONS:
1. This task includes Deliberate Planning, Crisis Action Planning, and Marine Corps Rapid Planning Process.

0369-OPS-2601: Manage the operations of a Combat Operations Center (COC)

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

BILLETS: Operations Chief

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a Combat Operations Center (COC).

STANDARD: In accordance with FMFM 6-3 Marine Infantry Battalion.

EVENT DESCRIPTION:
Organization of the available C4I assets and information flow through the COC should be seamless. Detailed operator skills are not required to complete this task to standard but basic knowledge and type of inputs and outputs should be well understood.

REFERENCES:
1. FMFM 6-3 Marine Infantry Battalion
2. Unit Combat SOP
3. MCRP 5-12A Operational Terms and Graphics

0369-OPS-2602: Assist the commander/fire support coordinator to establish Fire Support Coordination Measures (FSCM)

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

BILLETS: Operations Chief

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a unit, a higher headquarters order with FSCM, and a commander’s intent for fire support.

STANDARD: In accordance with MCWP 3-16 Fire Support Coordination in the Ground Combat Element.

EVENT DESCRIPTION:
Established fire support coordination measures (FSCM) must comply with established higher headquarter’ FSMC, support the commander’s intent for fire support, and the scheme of maneuver. Depicted FSCMs should be complete, clear, and readable.

REFERENCES:
1. FMFM 6-18 Fire Support Coordination in the Ground Combat Element
2. MCRP 5-12A Operational Terms and Graphics

0369-TACT-2701: Prepare a platoon/company fire plan sketch

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

BILLETS: Rifle Plt Sgt, Section Ldrs, Wpns Plt Sgt

INITIAL TRAINING SETTING: MOJT

CONDITION: Given squad/platoon fire plan sketches.

STANDARD: By developing a fire plan sketch that contains each of the required items.

PERFORMANCE STEPS:
1. Consolidate the squad/platoon fire plan sketches.
2. Consolidate the crew-served weapons range cards.
3. Designate squad/platoon primary and supplementary positions and sectors of fire.
4. Designate primary and alternate positions, principle directions of fire, and final protective lines for machineguns within the platoon/company sector of fire.
5. Designate primary and alternate positions, principle direction of fire, target reference points, maximum engagement lines, and engagement areas for anti-armor weapons within the platoon/company sector of fire.
6. Designate position and principle direction of fire for squad automatic weapons.
7. Designate position and principle direction of fire for grenade launchers, when assigned by the platoon/company commander.
8. Designate the wire barrier plan within the platoon/company engagement area.
9. Designate the location of Claymore mines and booby traps within the platoon/company frontage.
10. Designate the location of observation/listening posts within the platoon/company frontage.
11. Designate preplanned targets within the platoon/company engagement area.
12. Designate the location of the platoon/company command post.
13. Illustrate dead space.
14. Designate marginal information.
15. Designate magnetic north.
16. Submit a copy of the platoon fire plan sketch to higher headquarters.

REFERENCES:
1. FMFM 6-4 Marine Rifle Company
2. MCWP 3-11.1 Marine Rifle Company/Platoon
3. MCWP 3-11.1 Marine Rifle Company/Platoon

0369-TACT-2702: Lead a unit in offensive operations

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

BILLETS: Rifle and Wpn Plt Sgts

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a unit, an objective, and an order with a mission to conduct an attack.

STANDARD: To accomplish the intent of the higher headquarters' order.

PERFORMANCE STEPS:
1. Initiate reconnaissance plan ahead of attack to gain and maintain observation of enemy.
2. Execute tactical deception, if planned.
3. Initiate prearranged fires.
4. Cross line of departure (LOD) at the specified time.
5. Report crossing of tactical control measures to higher headquarters.
6. Overcome enemy forces enroute to objective, without becoming decisively engaged or committing unnecessary forces.
7. Maintain status of units and positions to best influence the attack.
8. Adjust, shift, and cease direct and indirect fires to support successes.
9. Avoid committing units in a piecemeal fashion.
10. Commit reserve, only when necessary, and only to exploit success.
11. Pursue beyond objective to the limit of advance before transitioning into the consolidation.
12. Report status of the attack to higher headquarters.
13. Issue fragmentary orders to units in preparation for follow-on missions.

REFERENCES:
1. FMFM 6-4 Marine Rifle Company
2. FMFM 6-5 Marine Rifle Platoon/Squad
3. MCWP 3-11.1 Marine Rifle Company/Platoon
4. MCWP 3-11.2 Marine Rifle Squad

0369-TACT-2703: Lead a unit in urban operations

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

BILLETS: Rifle and Wpn Plt Sgts

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a unit, an objective within urban environment, and an order with a mission to conduct operations in urbanized terrain.

STANDARD: To accomplish the intent of the higher headquarters' order.

PERFORMANCE STEPS:
1. Initiate reconnaissance plan ahead of attack, to gain and maintain observation of enemy.
2. Task organizes the unit to include assault element, security element, and support element.
3. Execute tactical deception, if planned.
4. Isolate the object through direct and indirect fires.
5. Initiate prearranged fires, to include suppression and obscuration fires on enemy observation posts.
6. Cross line of departure at the specified time.
7. Gain a foothold in limited objectives.
8. Maintain communications with subordinate units.
9. Report crossing of tactical control measures and securing interim objectives to higher headquarters.

10. Adjust, shift, and cease direct and indirect fires to support successes.
11. Breach obstacles, create friendly building accesses, and close off unnecessary accesses, without committing additional forces.
12. Maintain momentum of the attack by rotating lead unit and supplies.
13. Seize the assigned objective.
14. Report status of the attack to higher headquarters.
15. Issue fragmentary orders to units in preparation for follow-on missions.

REFERENCES:
1. FM 90-10-1 Infantryman's Guide to Combat in Built-Up Areas
2. FMFM 6-4 Marine Rifle Company
3. FMFM 6-5 Marine Rifle Platoon/Squad
4. MCWP 3-35.3 Military Operations on Urbanized Terrain
5. MCRP 3-35.3 Military Operations on Urbanized Terrain (MOUT)
6. MCWP 3-11.1 Marine Rifle Company/Platoon
7. MCWP 3-11.2 Marine Rifle Squad

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17962 MOUT Collective Training Facility, Small (<24 Buildings)

0369-TACT-2704: Direct the employment of machineguns in offensive operations

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

BILLETS: Wpns Plt Sgt, MGun Sect Ldr, Rifle Plt Sgt

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a medium machinegun unit and an order with a mission to conduct offensive operations.

STANDARD: To provide effective medium machinegun fires in support of the ground scheme of maneuver.

PERFORMANCE STEPS:
1. Determine method of support for machinegun units.
2. Provide appropriate signals for commence, shift, and cease.
3. Direct positioning of machinegun units to best observe and support scheme of maneuver.
4. Provide infantry security for machinegun unit.
5. Ensure fires commence, shift, and cease on signal to support the attack.
6. Anticipate displacement requirements to ensure continuous support.
7. Direct positioning of machinegun units in preparation for counterattack.
8. Reposition machinegun units for defense.

REFERENCES:
1. FM 23-90 Mortars
2. FM 90-10-1 Infantryman's Guide to Combat in Built-Up Areas
3. FMFM 2-11 Anti-armor Operations
4. FMFM 6-5 Marine Rifle Platoon/Squad
5. MCWP 3-15.1 Machine Guns and Machine Gun Gunnery
6. MCWP 3-35.3 Military Operations on Urbanized Terrain

SUPPORT REQUIREMENTS:
1. Maneuver/Training area

ADMINISTRATIVE INSTRUCTIONS:
1. If weapons platoon assets are attached, employment is directed by attached unit commander.
2. This includes all offensive operations to include MOUT/mechanized/ fortified strong point.

0369-TACT-2705: Direct the employment of an anti-armor platoon in support of offensive operations

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

BILLETS: Anti-armor Plt Sgt & section leaders

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an anti-armor platoon and an order with a task to support offensive operations.

STANDARD: To accomplish the intent of the higher headquarters' order.

PERFORMANCE STEPS:
1. Prepare for combat.
2. Attach/Detach units, per higher headquarters' order.
3. Position to support the attack.
4. Provide fires to support the assault.
5. Displace, as required.
6. Consolidate and reorganize.
7. Prepare for counterattack and exploitation.

REFERENCES:
1. FM 7-91 Tactical Employment of Anti-armor Platoons, Companies, and Battalions
2. FMFM 2-11 Anti-armor Operations
3. MCWP 3-11.3 Scouting and Patrolling

ADMINISTRATIVE INSTRUCTIONS:
1. This includes all offensive operations.

0369-TACT-2706: Lead a unit in defensive operations (platoon and company level)

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

BILLETS: Plt Sgt

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a unit, an assigned area or sector from which to defend, and an order with a mission to conduct defensive operations.

STANDARD: To accomplish the intent of the higher headquarters' order.

PERFORMANCE STEPS:
1. Conduct map and physical reconnaissance of assigned area to determine the general lay of the defense, natural obstacles, likely enemy avenues of approach, and adjacent units.
2. Establish local security beyond proposed defensive area.
3. Coordinate with adjacent units.
4. Develop counterattack plan.
5. Establish crew served positions, ensuring mutual supporting fires. Identify final protective lines.
6. Identify subordinate unit primary positions. Ensure units tie in, at least by fire.
7. Identify dead space and cover by indirect fire.
8. Register final protective fires.
9. Ensure communications are established between units and to listening post/observation posts (LP/OP).
10. Designate alternate and supplementary positions.

11. Collect subordinate unit fire plan sketches. Submit consolidated fire plan sketch to higher headquarters.
12. Ensure positions are being improved and noise and light discipline is enforced. Ensure the sleep plan is implemented.

REFERENCES:
1. FM 90-10-1 Infantryman's Guide to Combat in Built-Up Areas
2. FMFM 2-11 Anti-armor Operations
3. FMFM 6-4 Marine Rifle Company
4. FMFM 6-5 Marine Rifle Platoon/Squad
5. MCWP 3-11.1 Marine Rifle Company/Platoon
6. MCWP 3-11.2 Marine Rifle Squad

SUPPORT REQUIREMENTS:
1. Maneuver/Training area

ADMINISTRATIVE INSTRUCTIONS:
1. This includes all defensive operations to include MOUT and counter-mechanized.

0369-TACT-2707: Direct the employment of machineguns in support of defensive operations (platoon and company level)

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

BILLETS: Wpns Plt Sgt, MGun Sect Ldr, Rifle Plt Sgt

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a medium machinegun unit and an order with a mission to conduct defensive operations.

STANDARD: To provide effective medium machinegun fires in support of the ground scheme of maneuver.

PERFORMANCE STEPS:
1. Determine method of support and tentative primary defensive positions.

2. Determine type of fires to be employed, target precedence, and engagement criteria.
3. Emplace machineguns to best support defense.
4. Identify alternate and supplementary positions.
5. Ensure coordination is conducted with adjacent units.
6. Compile completed range cards, and ensure integration of fires, in accordance with defensive plan.
7. Supervise registration of fires.
8. Supervise delivery of fires for the defense and counterattack.

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

SUPPORT REQUIREMENTS:
1. Maneuver/Training area

ADMINISTRATIVE INSTRUCTIONS:
1. If weapons platoon assets are attached, employment is directed by attached unit commander.
2. This includes all defensive operations, to include MOUT and counter-mechanized strong point.

0369-TACT-2708: Direct the employment of an anti-armor platoon in support of defensive operations

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

BILLETS: Anti-armor Plt Sgt, Section Leader

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an anti-armor platoon and an order with a task to support defensive operations.

STANDARD: To accomplish the intent of the higher headquarters’ order.

PERFORMANCE STEPS:
1. Prepare for combat.
2. Attach/Detach units per higher headquarters' order.
3. Position to support the defense.
4. Provide fires to support the defense.
5. Prepare for counterattack or exploitation.

REFERENCES:
1. FMFM 2-11 Anti-armor Operations
2. MCWP 3-11.3 Scouting and Patrolling
3. FM 7-91 Tactical Employment of Anti-Armor Platoons, Companies, and Battalions

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0369-TACT-2709: Direct the resupply of a unit

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

BILLETS: Co Gunny

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a unit and an order with an implied or specified task requiring the resupply of the unit.

STANDARD: To ensure the unit can logistically support the scheme of maneuver.

PERFORMANCE STEPS:
1. Begin detailed logistics planning upon receipt of higher headquarters order.
2. Identify actual, forecasted, and potential shortages in supplies and operational equipment.
3. Consolidate subordinate unit resupply requests.
4. Submit requests early in planning in order to not impair current or future operations.
5. Coordinate link-up point, resupply point(s), distribution point(s), and storage point(s) for equipment and ammunition.
6. Designate a security element and a recovery and distribution element.
7. Ensure supplies are tactically distributed, while maintaining security.
8. Continue with assigned mission.

REFERENCES:
1. FM 17-98 Scout Platoon
2. FMFM 6-30 Employment of the Light Armored Reconnaissance Battalion
3. FMFM 6-4 Marine Rifle Company
4. FMFM 6-5 Marine Rifle Platoon/Squad

0369-TACT-2710: Direct the employment of assault units in support of offensive operations

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

BILLETS: Wpns Plt Sgt, Rifle Plt Sgt

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an assault unit and an order to conduct offensive operations.

STANDARD: To provide effective support from the assault unit in support of the ground scheme of maneuver.

PERFORMANCE STEPS:
1. Determine method and type of support for the assault unit.
2. Request additional assets (demolitions, rockets, etc.).
3. Position assault unit with infantry security.
4. Direct the employment of rocket assets.
5. Direct the employment of demolitions.
6. Position assault unit to best support consolidation.

REFERENCES:
1. FMFM 2-11 Anti-armor Operations
2. FM 5-250 Explosives and Demolitions

SUPPORT REQUIREMENTS:
1. Maneuver/Training area

0369-TACT-2711: Direct the employment of assault units in support of defensive operations

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

BILLETS: Wpns Plt Sgt, Rifle Plt Sgt

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an assault unit and an order to conduct defensive operations.

STANDARD: To provide effective support from the assault unit in support of the ground scheme of maneuver.

PERFORMANCE STEPS:
1. Determine method of support and tentative primary defensive positions.
2. Determine type of fires to be employed, target precedence, and engagement criteria.
3. Consider employment of assault unit to assist in construction of obstacles.
4. Emplace assault units to best support the defense.
5. Identify alternate and supplementary positions.
6. Ensure coordination is conducted with adjacent units.
7. Compile completed range cards and ensure integration of fires, in accordance with defensive plan.
8. Supervise delivery of fires for the defense and counterattack.

REFERENCES:
1. 1. FMFM 2-11 Anti-armor Operations
2. FM 5-102 Counter-mobility

SUPPORT REQUIREMENTS:
1. Maneuver/Training area

0369-TACT-2712: Direct the employment of 60mm/81mm mortars in support of offensive operations

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

BILLETS: Wpns Plt Sgt, 81s Section Leader

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a 60mm mortar section and an order to conduct offensive operations.

STANDARD: To provide effective support from the 60mm mortar section in support of the ground scheme of maneuver.

PERFORMANCE STEPS:
1. Determine method of employment, priority targets, priority of fires, method of displacement, signals, and logistics.
2. Integrate employment plan with external fire support assets.
3. Designate initial and subsequent firing positions.
4. Anticipate and plan resupply requirements.
5. Anticipate displacement requirements, in order to maintain support.
6. Monitor Calls For Fire (CFF).
7. Deconflict requests for mortar fires.
8. Position mortar section/platoon to support consolidation.

REFERENCES:
1. FM 23-90 Mortars
2. FM 23-91 Mortar Gunnery
3. FM 7-90 Tactical Employment of Mortars

SUPPORT REQUIREMENTS:
1. Maneuver/Training area

0369-TACT-2713: Direct the employment of 60mm/81mm mortars in support of defensive operations

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

BILLETS: Wpns Plt Sgt, 81s section leader

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a 60mm mortar section and an order to conduct defensive operations.

STANDARD: To provide effective support from the 60mm mortar section in support of the ground scheme of maneuver.

PERFORMANCE STEPS:
1. Determine method of employment, priority targets, priority of fires, tentative primary firing position, signals, and logistics.
2. Integrate employment plan with external fire support assets.
3. Position mortars to best support defense and counterattack plan.
4. Designate alternate and supplementary positions.
5. Ensure mortars sink base plates prior to registration fires.
6. Identify Final Protective Fire (FPF) location.
7. Register FPF.
8. Register additional planned targets, time and ammunition permitting.
9. Ensure data for FPF is maintained on guns, when not firing on other targets.
10. Anticipate and plan resupply requirements.
11. Monitor Call For Fire (CFF).
12. Deconflict requests for mortar fires.

REFERENCES:
1. FM 23-90 Mortars
2. FM 23-91 Mortar Gunnery
3. FM 7-90 Tactical Employment of Mortars

SUPPORT REQUIREMENTS:
1. Maneuver/Training area

0369-TACT-2714: Advise commander on the integration of fires of organic weapons

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

BILLETS: Wpns Plt Sgt, Wpns Co Ops Ch

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an order with a commander's intent and a requirement to integrate the fires of organic weapons.

STANDARD: To accomplish the intent of the higher headquarters' order, and in accordance with the references.

PERFORMANCE STEPS:
1. Analyze the mission using METT-T and KOCOA.
2. Consider the characteristics/capabilities of the organic weapons.
3. Consider integration of organic weapons in the offense and defense.
4. Implement training.
5. Provide technical and tactical advice to all levels.

REFERENCES:
1. FMFM 6-5 Marine Rifle Platoon/Squad
2. MCWP 3-11.3 Scouting and Patrolling

0369-TRNG-2801: Construct an Operational Risk Management (ORM) assessment (platoon and company level)

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

BILLETS: Plt Sgt, Co Gy, 1st Sgt

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a training event.

STANDARD: To develop controls which reduce or eliminate risk hazards.

PERFORMANCE STEPS:
1. Conduct an operational analysis by listing the major steps of the operation.
2. Conduct a preliminary hazard analysis by listing the hazards associated with each step.
3. List the possible causes of the hazards.
4. Determine the degree of risk for each hazard in terms of severity and probability.
5. Develop controls for each hazard to eliminate the hazard or reduce the risk until the benefit is greater than the risk.
6. Determine residual risk.
7. Make a risk decision.

8. Incorporate the selected controls into SOPs, Letters of Instruction (LOIs), orders, briefs, training, and rehearsals.
9. Communicate selected controls to the lowest level.
10. Enforce standards and controls.
11. Remain alert for changes and unexpected developments that require time critical or deliberate ORM.
12. Take corrective action, when necessary.

REFERENCES:
1. MCRP 5-12.1C Risk Management

0369-TRNG-2802: Conduct small unit training (platoon and company)

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

BILLETS: Plt Sgt and section leaders

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a unit, required external support and equipment, and a mission.

STANDARD: By ensuring each Marine or team achieves the training standard, and to prepare unit for future combat operations.

PERFORMANCE STEPS:
1. Determine the task to be trained from the platoon training schedule.
2. Review the training standard to determine required resources and the most appropriate method(s) for delivering instruction.
3. Request the required resources from higher headquarters.
4. Prepare a training outline that explains how the training will be conducted.
5. Prepare the training area.
6. Assemble the student Marines.
7. Explain the training standard to the students.
8. Conduct a safety brief.
9. Conduct the instruction, in accordance with the training outline.
10. Evaluate the performance of the student Marines or teams, in accordance with the training standard.
11. Remediate student Marines or teams that do not master the training standard.
12. Submit a training after action report to higher headquarters.
13. Update individual training records.

REFERENCES:
1. MCRP 3-0B How to Conduct Training

0369-TRNG-2803: Assist the commander/operations officer in developing a unit training plan

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

BILLETS: Co Gunny and Ops Chief

INITIAL TRAINING SETTING: MOJT

CONDITION: Given missions and requirements, unit goals, unit/individual strengths, training priorities, and a strategy for training covering 24 months.

STANDARD: To develop a long-range plan that covers a 24 month period. Plan is updated and published quarterly.

PERFORMANCE STEPS:
1. Schedule the required training to include events from the Training Exercise and Employment Plan (TEEP) compiled by subordinate staff sections.
2. Schedule prime time or training cycles.
3. Schedule unit controlled exercises and other training.
4. Conduct backward planning.
5. Identify available training resources and align with training priorities.
6. Develop short and long term plans as appropriate.

REFERENCES:
1. MCO 1500.42A Management for Marine Corps Formal Schools and Training Centers
2. MCO 1553.1A The Systems Approach to Training
3. MCRP 3-0A Unit Training Management Guide
4. MCRP 3-0B How to Conduct Training

0369-TRNG-2804: Advise commander on training ammunition requirements in support of training plans

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

BILLETS: Co Gunny and Ops Chief

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an approved long-range training plan, appropriate MCOs (ITS, MCCRES, T&R) for all MOSs in the unit, higher headquarters guidance, and MCBul 8011.

STANDARD: To assist the commander in relating training goals, subordinate unit training needs, environmental constraints, and the training ammunition guidelines available in higher headquarters' orders.

PERFORMANCE STEPS:
1. Determine total annual ammunition required by standards established by training and readiness manual for those training events approved in the long-range training plan.
2. Determine factors that currently affect unit ammunition allocation (MCBUL 8011, Para 1001.5.b(4), Basis of Allowance).
3. Compare ammunition requirements computed in performance steps 1 and 2.
4. Submit the larger requirement which includes ammunition for sustainment of individual proficiencies based on CMC approved standards rather than individuals or weapons.

REFERENCES:
1. MCO 1500.42A Management for Marine Corps Formal Schools and Training Centers

2. MCRP 3-0A Unit Training Management Guide
3. MCRP 3-0B How to Conduct Training

ADMINISTRATIVE INSTRUCTIONS:
1. As training ammunition requirements go up the chain of command, higher headquarters must add the requirements that support their missions so the validated subordinate unit requirements, which are based on approved standards leading to combat proficiencies, are not diluted beyond recognition.

0369-TRNG-2805: Advise the commander/operations officer on the application of the Systems Approach to Training (SAT)

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

BILLETS: Co Gunny and Ops Chief

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a requirement to train.

STANDARD: In accordance with MCRP-30A, Unit Training Management Guide.

EVENT DESCRIPTION:
Ensure training is conducted under the standards-based system, in accordance with the 5 phases of the Systems Approach to Training: Analysis, Design, Development, Implementation, and Evaluation. The training plan should include approved individual and collective training standards.

REFERENCES:
1. MCRP 3-0A Unit Training Management Guide

0369-TRNG-2806: Assist the commander/operations officer in developing the unit training priorities

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

BILLETS: Co Gunny and Ops Chief

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a mission to train, higher headquarters' METL, and a commander's intent.

STANDARD: In accordance with MCRP 3-0A, Unit Training Management Guide.

EVENT DESCRIPTION:
Develop the unit's METL that achieve both the higher headquarters' METL and the commander's intent. The METL should be developed on the fundamentals of METL identified in MCRP 3-0A, Unit Training Management Guide.

REFERENCES:
1. MCRP 3-0A Unit Training Management Guide

0369-TRNG-2807: Assist the commander/operations officer in developing training reports

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

BILLETS: Co Gunny and Ops Chiefs

INITIAL TRAINING SETTING: MOJT

CONDITION: Guide a unit and a unit training plan.

STANDARD: In accordance with MCRP 3-0A, Unit Training Management Guide.

EVENT DESCRIPTION:
The report, intended for internal use, should identify the subordinate unit training accomplished over the previous period with respect to the goals of the unit, upcoming unit organized annual training, and changes in training plans or commander's intent for training. Other items that can be included are available school seats, after action comments and observations applicable to the entire unit, and an ammunition/range availability report.

REFERENCES:
1. MCPR 3-0A Unit Training Management Guide

0369-TRNG-2808: Assist commander in monitoring qualification/requalification for organic individual and crew-served weapons

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

BILLETS: Co Gunny and Ops Chief

INITIAL TRAINING SETTING: MOJT

CONDITION: Given commander's guidance, unit mission, available ranges, and marines required to qualify/requalify.

STANDARD: To accomplish the intent of the higher headquarters' order, and in accordance with the references.

PERFORMANCE STEPS:
1. Determine qualification/requalification requirements.
2. Receive commander's guidance.
3. Consider unit priorities.
4. Determine available training resources.
5. Analyze training requirements relative to available training resources.
6. Develop a training plan to accomplish requirements.
7. Monitor progress.
8. Take corrective action, as needed.

REFERENCES:
1. MCRP 3-01A Rifle Marksmanship
2. MCO 3574.2 Marksmanship Training with Individual Small Arms
3. MCO 3591.2J Small Arms Marksmanship Competition
4. MCO P3570.1A Safety Policies and Procedures for Firing Ammunition for Training

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CHAPTER 14

INDIVIDUAL TRAINING

8541 SCOUT SNIPER

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8541 SCOUT SNIPER INDIVIDUAL EVENTS

14000. PURPOSE

The purpose of 1000-level training is to provide the knowledge and skills required to perform as Scout Sniper. The purpose of the Level 2000 training is to provide the knowledge and skills required to perform as a Scout Sniper Team Leader/Chief Scout.

14010. EVENT CODING

Events in the T&R manual are depicted with a 12 field alphanumeric system, i.e. xxxx-xxxx-xxxx. This chapter utilizes the following methodology:

a. Field one – Each event in this chapter begins with “8541” indicating that the event is for Scout Snipers.

b. Field two – This field is alpha characters indicating a functional area. Functional areas for Scout Snipers are:

M40 – M40 Sniper Rifle
MARK – Marksmanship
OPS – Operations
SASR – Series special application scoped rifle
SURV - Surveillance
TACT – Tactics
COMM – Communication
FSPT – Fire Support

c. Field three - This field provides numerical sequencing.

14020. PREREQUISITES

The Marine will have completed The Scout Sniper Basic Course. Current expert rifle, minimum GT score 100, and current 1st Class PFT. The Marine will maintain proficiency in all 0311 tasks.

14030. ADMINISTRATIVE NOTES

Each Event contains a paragraph that describes internal and external Support Requirements the unit and Marines will need to complete the event. Ranges/Training Areas are described in this section with plain-language description. They are also described using the Range/Facility Codes that identify the type of range and/or training area needed to accomplish the Event. Marines can use the codes to find information about available ranges at their geographic location by using the web-based Range/Training Area Management System (see TECOM website). Ultimate use of the Range/Training Area Code is to relate ranges to readiness by identifying those Events that cannot be accomplished at a certain location due to lack of ranges.

14040. BILLET DESCRIPTIONS/CORE CAPABILITIES

CAREER PROGRESSION PHILOSOPHY

The Marine Scout Sniper starts as an Infantry Marine attending the School of Infantry. He is assigned to an operational unit where, if meeting the pre-requisites of the Scout Sniper (MOS 8541), he is selected to join a Scout Sniper Platoon. It is preferred, not required, that he complete a deployment prior to transfer to a Scout Sniper Platoon. After initial in-house training with the platoon, he attends the Scout Sniper Basic Course in his geographic region. The Scout Sniper may attend the MSPF (Urban) sniper and/or MSPF (Urban) reconnaissance and surveillance course. He may also attend the Mountain Sniper Course and SERE courses. The Scout Sniper Team Leader/Chief Scout Sniper will attend the Scout Sniper Advanced Course at Quantico, VA. Scout Sniper team leaders that have attended the Scout Sniper Advanced Course and are the rank of Sgt or above should also be considered for instructors at the Scout Sniper Basic Courses. The Scout Sniper Chief Scout and Platoon Sergeant, may attend the Scout Sniper Platoon Commander Course at Quantico, VA. Scout Sniper Platoon Commanders will attend the Scout Sniper Platoon Commander Course as part of the (0203 MOS) Ground Intelligence Officer entry schools pipeline after the Infantry Officers Course.

BILLET: Scout Sniper/Observer

The Scout Sniper in the Scout Sniper Platoon carries out the orders of the Scout Sniper Platoon Commander and the Battalion Intelligence Officer. He is responsible for the employment of the M40 series sniper rifle and the M82A3 .50 caliber special application scoped rifle (SASR) series rifle. He is also responsible for the collection and reporting of information within the Battalion’s immediate zone.

Core Capabilities:

1. Carries out the orders of the Scout Sniper Platoon Commander and the Battalion Intelligence Officer.
2. Performs tasks required of a Scout Sniper.
3. Carries, performs operator maintenance for and is proficient in marksmanship with the M16 series rifles, the M40 Series sniper rifle, the .50 caliber SASR series rifle, and other designated small arms as required.
4. Employs and utilizes mines (Claymore) for defensive survivability.
5. Employs and utilizes grenades and pyrotechniques for signaling, illumination, and screening.
6. Communicates using proper communications procedures with VHF, HF, UHF, SatCom, and multi-band radios.
7. Adjusts and direct indirect fire support and close air support as required.
8. Conducts surveillance and collects and reports information in support of combat operations.
9. Detects, selects, and reduces key targets and targets of opportunity in support of combat operations.
10. Advises, plans, and executes basic scout sniper missions in support of combat operations.
11. Performs the skills sets of Marine Rifleman up to the squad leader level.
12. Performs tasks required of the observer in a two-man sniper team.

13. Establishes, builds, and occupies Final Firing Positions and hide sites as required.
14. Employs all optics organic to the Scout Sniper Platoon.

BILLET: Chief Scout Sniper

The Chief Scout Sniper is the senior scout sniper in the Scout Sniper Platoon. He directs the actions of the Scout Sniper Teams under the direction and guidance of the Scout Sniper Platoon Commander and the Battalion Intelligence Officer. He is proficient with the M40 series sniper rifle and the M82A3 .50 caliber special application scoped rifle (SASR) series rifle.

Core Capabilities:
1. Carries out the orders of the Scout Sniper Platoon Commander and the Battalion Intelligence Officer.
2. Trains the platoon in the performance of tasks which support platoon, company, and battalion operations.
3. Assists the commander in conducting operational risk management.
4. Inspects the condition, care, and economical use of assigned weapons and equipment.
5. Assists in the supply and re-supply of the platoon.
6. Advises on tactical sniper employment from team to platoon level.
7. Performs the duties of Scout Sniper/Observer as required.
8. Serves as liaison for the platoon to the formal scout sniper basic course.

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8541-M40-1001: Perform weapons handling procedures with the M40 series sniper rifle

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

BILLETS: Scout Sniper

INITIAL TRAINING SETTING: FS

CONDITION: Given an M40 series sniper rifle and dummy ammunition.

STANDARD: Without violating the 4 safety rules.

PERFORMANCE STEPS:
1. Handle the weapon safely.
2. Fill the magazine.
3. Empty the magazine.
4. Demonstrate the weapons carry.
5. Demonstrate the proper assembly and positioning of the sling.
6. Load the rifle.
7. Make the rifle ready to fire.
8. Unload the rifle.
9. Make the rifle safe.
10. Apply immediate action.
11. Apply remedial action.
12. Demonstrate weapons conditions.
13. Demonstrate sustained and rapid bolt manipulation.
14. Manipulate/Adjust bipod as needed.
15. Manipulate/Adjust stock as needed.

REFERENCES:
1. TM 05539C-10/1 Sniper Rifle, 7.62mm, M40A1
2. MCRP 3-01A Rifle Marksmanship
3. TM 05539D-10/1 Sniper Rifle, 7.62mm, M40A3
4. MCWP 3-15.3 Scout Sniping

WEAPON AND ORDNANCE:

Weapon: M40A series 7.62mm Sniper Rifle

DODIC		Quantity
A135	CTG, 7.62MM, DUMMY	5 each

Ammunition is not expended.

ADMINISTRATIVE INSTRUCTIONS:
1. The weapon must be stored without tension on the firing pin spring. Ensure the weapon is stored in a manner that will prevent damage to the scope or the weapon, such as a climate-controlled armory with individual racks or hooks per weapon system.
2. 5 dummy rounds will be used for this event.

8541-M40-1002: Perform preventive maintenance on the M40 series sniper rifle

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

BILLETS: Scout Sniper

INITIAL TRAINING SETTING: FS

CONDITION: Given an M40 series sniper rifle, operator's manual, approved cleaning equipment, cleaning solvents and lubricants.

STANDARD: Ensuring the weapon is clean, lubricated and serviceable.

PERFORMANCE STEPS:
1. Handle the weapon safely.
2. Place the weapon in Condition 4.
3. Disassemble the rifle.
4. Clean the rifle.
5. Lubricate the rifle.
6. Assemble the rifle.
7. Perform a function check.
8. Make entries in/review the gun book.
9. Ensure the rifle gun case and bag are clean and serviceable.
10. Inspect weapon.
11. Prepare weapon for field use.
12. Prepare and submit weapon for SAPM/LTI/PFI.

REFERENCES:
1. FMFM 1-3B Sniping
2. TM 05539D-10/1 Sniper Rifle, 7.62mm, M40A3
3. MCWP 3-15.3 Scout Sniping

ADMINISTRATIVE INSTRUCTIONS:
1. The scout-sniper must know the M40 series rifle's characteristics and understand the weapon's cycle of operation.
2. Check gun book/gun log for appropriate entries and serviceability.
3. Make appropriate gun book/gun log entries.
4. The scout-sniper must know the proper torques for his assigned weapon.

8541-M40-1003: Perform focus/adjustment on the Sniper Day Scope

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

BILLETS: Scout Sniper

INITIAL TRAINING SETTING: FS

CONDITION: Given a Sniper Day Scope, scope tools, and a target 300 yards away.

STANDARD: Obtain a focused target with sniper day scope.

PERFORMANCE STEPS:
1. Inspect scope and mounts.
2. Adjust focus.
3. Check for parallax.
4. Adjust if parallax is present as required.

REFERENCES:
1. FMFM 1-3B Sniping
2. TM 05539C-10/1 Sniper Rifle, 7.62mm, M40A1
3. TM 09629A-10/1 Special Application Scoped Rifle, .50 CAL, M82 SERIES SNIPER RIFLE
4. Scope/Optics owner's manual
5. MCWP 3-15.3 Scout Sniping

ADMINISTRATIVE INSTRUCTIONS:
1. The weapon must be placed in a stable position that will prevent the weapon from being moved while the scope is being checked for parallax.
2. When adjusting the scope for eye relief ensure that the scope rings do not touch the flanged parts of the ocular and objective lens housing.

8541-M40-1004: Zero the M40 series sniper rifle

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

BILLETS: Scout Sniper

INITIAL TRAINING SETTING: FS

CONDITION: Given an M40A1 rifle with adjusted scope, an observer, ammunition, and any known distance target.

STANDARD: To ensure point of aim/point of impact (within 1 minute of angle MOA) is obtained once zeroed.

PERFORMANCE STEPS:
1. Handle the weapon safely.
2. Place scope on initial elevation, windage, and fine-tune settings. Ensure the set screws are tight.
3. Assume a supported firing position.
4. Prepare for firing.
5. Fire a cold bore shot and record impact location.
6. Fire 3 well aimed shots, while applying the fundamentals of marksmanship.
7. Record information in the data book.
8. Analyze data.
9. Apply required adjustments to scope.
10. Fire a second zeroing group (repeat steps 5 to 8).
11. Fire a well-aimed shot group to confirm zero.
12. Demonstrate field expedient zeroing techniques.
13. Make appropriate entries (round count) into gun book.

REFERENCES:
1. FMFM 1-3B Sniping
2. TM 05539C-10/1 Sniper Rifle, 7.62mm, M40A1
3. MCWP 3-15.3 Scout Sniping

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17550 Rifle Known Distance (KD) Range

WEAPON AND ORDNANCE:

Weapon: M40A series 7.62mm Sniper Rifle

DODIC		Quantity
AA11	CTG, 7.62MM, BALL L/R	15 each

ADMINISTRATIVE INSTRUCTIONS:
1. The 100 yard method is preferred, however, can be used at ranges of 200 and 300 yards with main elevation knob set at 2 and 3 respectively.
2. Scope is already focused/adjusted and inspected.
3. Group sizes should be within 1 minute of angle (MOA).

8541-M40-1005: Qualify with the M40 series sniper rifle at known distances

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

BILLETS: Scout Sniper

INITIAL TRAINING SETTING: FS

CONDITION: Given an M40 series sniper rifle, observer, ammunition, spotting scope, and targets.

STANDARD: Engage 35 designated targets at ranges from 300-1,000 yards with an 80 percent accuracy (28 hits of 35 targets) and in accordance with the references.

PERFORMANCE STEPS:
1. Handle the weapon safely.
2. Assume a supported prone firing position.
3. Prepare for firing.
4. Confirm zero before firing known distance qualification course.
5. Determine ballistic settings based on weather and other conditions and adjust scope turrets accordingly.
6. Utilize sniper/observer dialogue.
7. Engage targets as required.
8. Determine method of engagement for present conditions.
9. Engage moving targets based on observer's commands.
10. Engage targets of limited exposure based on observer's commands.
11. Assess the situation.
12. Make appropriate entries into gun book and data book.

REFERENCES:
1. FMFM 1-3B Sniping
2. TM 05539C-10/1 Sniper Rifle, 7.62mm, M40A1
3. MCWP 3-15.3 Scout Sniping

SUPPORT REQUIREMENTS:
1. Known distance range (minimum of 1,000 yards) with appropriate targets.

RANGE/TRAINING AREA:
Facility Code 17560 Sniper Field Fire Range

WEAPON AND ORDNANCE:

Weapon: M40A series 7.62mm Sniper Rifle

DODIC		Quantity
AA11	CTG, 7.62MM, BALL L/R	35 each

ADMINISTRATIVE INSTRUCTIONS:
1. The sustained rate of fire for the M40 series sniper rifle is 1 round per minute.
2. Course of fire: Engage 3 stationary targets and 2 moving targets at approx 2-3 feet per second at each of the following yard lines 300, 500, 600. Engage 3 stationary and 2 stop and go targets at 700 yards. Engage 3 stationary and 2 bobbing targets at 800 yards. Engage 5 stationary targets at 900 and 1,000 yards at the sustained rate of fire.

8541-M40-1006: Qualify with the M40 series sniper rifle at unknown distances

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

BILLETS: Scout Sniper

INITIAL TRAINING SETTING: FS

CONDITION: Given an M40 series sniper rifle, observer, ammunition, spotting scope, binoculars, and target.

STANDARD: Engage 10 designated targets at various ranges with 80 percent accuracy (8 of 10 targets hit).

PERFORMANCE STEPS:
1. Handle the weapon safely.
2. Assume supported firing position.
3. Prepare a range card.
4. Assess weather conditions and estimate ballistics to hit targets and adjust scope turrets accordingly.
5. Prepare for firing.
6. Engage targets as required at various ranges with 2 rounds per target.
7. Utilize sniper/observer dialogue.
8. Assess the situation.
9. Record and analyze information in data book.
10. Make appropriate gun book entries.

REFERENCES:
1. FMFM 1-3B Sniping
2. TM 05539C-10/1 Sniper Rifle, 7.62mm, M40A1
3. MCWP 3-15.3 Scout Sniping

SUPPORT REQUIREMENTS:
1. Sniper unknown distance live fire range (1,000 yards for 7.62 SB and batwing SDZ for steel targets).

RANGE/TRAINING AREA:
Facility Code 17560 Sniper Field Fire Range

WEAPON AND ORDNANCE:

Weapon: M40A series 7.62mm Sniper Rifle

DODIC		Quantity
AA11	CTG, 7.62MM, BALL L/R	20 each

ADMINISTRATIVE INSTRUCTIONS:
1. A score of 10 is given for first round hits on target. A score of 8 is given for corrected second round hits on targets when first round misses. A score of 0 is given if both rounds miss.
2. Course of fire: 10 steel targets are placed from 100 to 1,000 yards. Sniper has 2 rounds to engage each target.

8541-M40-1101: Mount and zero the Sniper Night Sights on M40 series sniper rifle

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

BILLETS: Scout Sniper

INITIAL TRAINING SETTING: FS

CONDITION: Given a Sniper Night Sight, M40 series sniper rifle with scope, required mounting tools, and ammunition.

STANDARD: To achieve point of aim/point of impact at 100 yards with a clear and focused target.

PERFORMANCE STEPS:
1. Inspect night sight.
2. Mount the night sight to the M40 series sniper rifle.
3. Operate night sight.
4. Adjust the focus/parallax on the night sight.
5. Zero night sight (if required) or confirm zero and shot placement.
6. Remove and store night sight when not required for use.

REFERENCES:
1. SW215-AM-MMO-010 Operator's and organizational maintenance manual for night vision imaging system (NVIS), AN/PVS-9
2. MCWP 3-15.3 Scout Sniping
3. TM 11-5855-303-12&P Sight night vision sniper scope, AN/PVS-10
4. TM 05539D-10/1 Sniper rifle, 7.62mm M40A3

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17560 Sniper Field Fire Range

WEAPON AND ORDNANCE:

Weapon: M40A series 7.62mm Sniper Rifle

DODIC		Quantity
AA11	CTG, 7.62MM, BALL L/R	15 each

Per night sight device.

ADMINISTRATIVE INSTRUCTIONS:
1. Many night optics may be used for this event. Some of them are: KN203F SIMRAD, AN/PVS-10 night sight.

8541-M40-1102: Engage targets during low light and reduced visibility with the M40 series sniper rifle (no night sights)

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

BILLETS: Scout Sniper

INITIAL TRAINING SETTING: FS

CONDITION: Given an M40 series sniper rifle, observer, ammunition, spotting scope, targets ad artificial illumination, during periods of flow light and darkness.

STANDARD: To engage targets in low light without illumination and in darkness with illumination, while compensating for the effects of weather to achieve point of aim/point of impact.

PERFORMANCE STEPS:
1. Handle the weapon safely.
2. Prepare for firing assuming a firing position.
3. Detect the target.
4. Estimate weather conditions and ballistics needed to hit target and adjust scope turrets accordingly.
5. Engage target based on observer's commands.
6. Assess the situation.
7. Record information in data book and gun book.

REFERENCES:
1. FMFM 1-3B Sniping
2. TM 05539C-10/1 Sniper Rifle, 7.62mm, M40A1
3. MCWP 3-15.3 Scout Sniping

SUPPORT REQUIREMENTS:
1. Sniper unknown distance live fire range (1,000 yards for 7.62 SB and batwing SDZ for steel targets).
Note: Completed after a known distance course of fire and for more advanced training and sustainment.
2. Known distance range with appropriate targets.
Note: Done at known distances for data and to compare limitations of night as opposed to during day.

RANGE/TRAINING AREA:
Facility Code 17560 Sniper Field Fire Range

WEAPON AND ORDNANCE:

Weapon: M40A series 7.62mm Sniper Rifle

DODIC		Quantity
AA11	CTG, 7.62MM, BALL L/R	10 each
L312	SIGNAL, WHITE STAR PARACHUTE	5 each

For illumination.

ADMINISTRATIVE INSTRUCTIONS:
1. Event is completed during twilight times or during reduced visibility, with illumination, or artificial light (vehicle headlights, or light found in an urban environment). This event is conducted without night sights.

8541-M40-1103: Engage targets night qual course with M40 series sniper rifle and night sight at known distances.

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

BILLETS: Scout Sniper

INITIAL TRAINING SETTING: FS

CONDITION: Given an M40 series sniper rifle, night vision devices, observer, ammunition, spotting scope, and targets.

STANDARD: Engage 35 designated targets at ranges from 100-600 yards with an 80 percent accuracy (28 hits of 35 targets).

PERFORMANCE STEPS:
1. Handle the weapon safely.
2. Assume a supported prone firing position.
3. Prepare for firing.
4. Confirm zero before firing known distance qualification course.
5. Determine ballistic settings based on weather and other conditions and adjust scope turrets accordingly.
6. Utilize sniper/observer dialogue.
7. Engage targets as required.
8. Determine method of engagement for present conditions.
9. Engage moving targets based on observer's commands.
10. Engage targets of limited exposure based on observer's commands.
11. Assess the situation.
12. Make appropriate entries into gun book and data book.

REFERENCES:
1. MCWP 3-15.3 Scout Sniping
2. TM 05539D-10/1 Sniper rifle, 7.62mm M40A3
3. SW215-AM-MMO-010 Night Vision Imaging System, Simrad, AN/PVS-9
4. TM 11-5855-303-12&P Sight night vision sniper scope, AN/PVS-10

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17560 Sniper Field Fire Range

WEAPON AND ORDNANCE:

Weapon: M40A series 7.62mm Sniper Rifle

DODIC		Quantity
AA11	CTG, 7.62MM, BALL L/R	35 each

ADMINISTRATIVE INSTRUCTIONS:
1. Course of fire: Engage 5 stationary targets and 2 moving targets (at 2-3 FPS) at the 100, 200, 300 yard lines and 7 stationary targets at the 500 and 600 yard lines.

8541-M40-1104: Engage targets on night qual course with an M40 series sniper rifle and night sight at unknown distances

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

BILLETS: Scout Sniper

INITIAL TRAINING SETTING: FS

CONDITION: Given an M40 series sniper rifle, observer, ammunition, spotting scope, binoculars, and targets, during reduced visibility.

STANDARD: Engage 10 designated targets at various ranges with 80 percent accuracy (8 of 10 targets hit).

PERFORMANCE STEPS:
1. Handle the weapon safely.
2. Assume supported firing position.
3. Prepare a range card.
4. Assess weather conditions and estimate ballistics to hit targets and adjust scope turrets accordingly.
5. Prepare for firing.
6. Engage targets as required at various ranges with 2 rounds per target.
7. Utilize sniper/observer dialogue.
8. Assess the situation.
9. Record and analyze information in data book.
10. Make appropriate gun book entries.

REFERENCES:
1. MCWP 3-15.3 Scout Sniping
2. TM 05539D-10/1 Sniper rifle, 7.62mm M40A3
3. SW215-AM-MMO-010 Night Vision Imaging System, Simrad, AN/PVS-9
4. TM 11-5855-303-12&P Sight night vision sniper scope, AN/PVS-10

SUPPORT REQUIREMENTS:
1. Sniper unknown distance live fire range (1,000 yards, 7.62 SB batwing SDZ and steel targets).

RANGE/TRAINING AREA:
Facility Code 17560 Sniper Field Fire Range

WEAPON AND ORDNANCE:

Weapon: M40A series 7.62mm Sniper Rifle

DODIC		Quantity
A111	CTG, 7.62MM, BLANK LINKED, M82	20 each
L312	SIGNAL, WHITE STAR PARACHUTE	20 each

ADMINISTRATIVE INSTRUCTIONS:
1. Course of fire: 10 steel targets are placed from 100 to 600 yards. Sniper has 2 rounds to engage each target.
2. A score of 10 is given for first round hits on target. A score of 8 is given for corrected second round hits on targets when first round misses. A score of 0 is given if both rounds miss.

8541-MARK-1001: Perform operator maintenance for optics

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

BILLETS: Scout Sniper

INITIAL TRAINING SETTING: FS

CONDITION: Given a spotting scope, binoculars, sniper rifle day scope, and approved cleaning equipment and materials.

STANDARD: Ensure that optics function.

PERFORMANCE STEPS:
1. Inspect the optics and accessories for defects and serviceability.
2. Operate optics.
3. Clean the optics (and lens).
4. Lubricate appropriate parts.
5. Demonstrate proper placement, threading, installation, and removal of lens caps.
6. Demonstrate authorized assembly/disassembly of all optical equipment.
7. Report damaged/defective optics.

REFERENCES:
1. FMFM 1-3B Sniping
2. TM 05539C-10/1 Sniper Rifle, 7.62mm, M40A1
3. TM 09629A-10/1 Special Application Scoped Rifle, .50 CAL, M82 SERIES SNIPER RIFLE
4. Scope / Optics owners manual
5. MCWP 3-15.3 Scout Sniping

ADMINISTRATIVE INSTRUCTIONS:
1. If spotting scope body is camouflaged with paint, there is no requirement to lubricate body of the scope.
2. The use of adhesive material, such as tape, is not authorized for use on the surface of the binoculars for masking shine. A chemical reaction will take place that will cause the rubber coating to deteriorate.
3. Applies to all used optics: Rifle scope, Binoculars, Spotting scope, Laser range finders.

8541-MARK-1002: Determine cold bore placement

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

BILLETS: Scout Sniper

INITIAL TRAINING SETTING: FS

CONDITION: Given an M40 series sniper rifle, observer, ammunition, spotting scope, binoculars, and target at 100 yards.

STANDARD: To within one minute of angle from point of aim.

PERFORMANCE STEPS:
1. Record current cold bore data.
2. Record current zero data.

3. Analyze placement of cold bore shot to zero.
4. Identify the target.
5. Determine ballistics and weather to hit target.
6. Compare ballistics in MOA and Mils to achieve point of aim/point of impact within one MOA.
7. Apply adjustments/holds to scope turrets.
8. Engage target.
9. Asses situation.
10. Make entries in data book/gun log.

REFERENCES:
1. MCWP 3-15.3 Scout Sniping
2. TM 05539D-10/1 Sniper rifle, 7.62mm M40A3
3. FM 3-05.222 US Army S.F. Sniper training and employment

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17560 Sniper Field Fire Range

WEAPON AND ORDNANCE:

Weapon: M40A series 7.62mm Sniper Rifle

DODIC		Quantity
AA11	CTG, 7.62MM, BALL L/R	1 each

Determined over multiple cold bores and then continually tracked.

ADMINISTRATIVE INSTRUCTIONS:
1. Placement of a cold bore shot is determined after multiple cold bore shots have been conducted and can then be determined. Once determined, it is continually tracked to better achieve first round hits on threats.

8541-MARK-1101: Prepare a sniper range card

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

BILLETS: Scout Sniper

INITIAL TRAINING SETTING: FS

CONDITION: Given a mission, a military map, pencil, straight edge, protractor, lensatic compass, sniper rifle with scope, spotting scope, and binoculars.

STANDARD: With enough detail/accuracy to engage targets within 1 hour.

PERFORMANCE STEPS:
1. Estimate distance to target.
2. Identify reference points.
3. Establish 3 sectors.
4. Identify center azimuth.
5. Include marginal data.
6. Draw terrain features on range card.
7. Write marginal information and target information.

REFERENCES:
1. FMFM 1-3B Sniping
2. MCWP 3-15.3 Scout Sniping
3. FM 3-05.222 US Army S.F. Sniper training and employment

ADMINISTRATIVE INSTRUCTIONS:
1. 30 minutes is used to estimate range to targets and 30 minutes is used to physically draw the range card totaling 1 hour.

8541-OPS-1001: Select key targets in support of scout sniper mission

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

BILLETS: Scout Sniper

INITIAL TRAINING SETTING: FS

CONDITION: Provided a tactical scenario, higher headquarters' order, an area of operation, required weapons, ammunition, optics, equipment, Rules of Engagement (ROE), and possible threats.

STANDARD: With correct sequences of reduction and within the ROE and in accordance with higher's (supported unit commanders) intent.

PERFORMANCE STEPS:
1. Make recommendations for selected priority targets.
2. Observe/Survey area.
3. Detect/Locate targets.
4. Identify targets.
5. Prioritize targets based on mission/operation.
6. Engage targets as required.
7. Make reports, as required.
8. Debrief mission.

REFERENCES:
1. FMFM 1-3B Sniping
2. MCWP 3-15.3 Scout Sniping
3. FM 3-05.222 US Army S.F. Sniper training and employment

8541-OPS-1002: Advise commander on employment of the M40 series sniper rifle

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

BILLETS: Scout Sniper

INITIAL TRAINING SETTING: FS

CONDITION: Given a tactical scenario, an order with a commander's intent, and a requirement to employ the M40 series sniper rifle.

STANDARD: Position the M40 series sniper rifle where it can best support the mission while accomplishing the intent of the higher headquarters' order, and in accordance with the references.

PERFORMANCE STEPS:
1. Analyze the mission using METT-T and KOCOA.
2. Consider the characteristics/capabilities/limitations of the M40 series sniper rifle.
3. Consider techniques of fire.
4. Consider employment in the offense and the defense.
5. Implement appropriate training as required.
6. Provide technical and tactical advice to all levels.
7. Recommend employment of the M40 series sniper rifle.

REFERENCES:
1. FMFM 1-3B Sniping
2. TM 05539C-10/1 Sniper Rifle, 7.62mm, M40A1
3. MCWP 3-15.3 Scout Sniping
4. FM 3-05.222 US Army S.F. Sniper training and employment
5. FMFM 6-3 Marine Infantry Battalion

8541-OPS-1003: Advise commander on employment of the SASR series (special application scoped rifle)

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

BILLETS: Scout Sniper

INITIAL TRAINING SETTING: FS

CONDITION: Given a tactical scenario, an order with a commander's intent, and a requirement to employ the .50 cal Special Application Scoped Rifle (SASR).

STANDARD: Position the SASR where it can best support the mission while accomplishing the intent of the higher headquarters' order and in accordance with the references.

PERFORMANCE STEPS:
1. Analyze the mission using METT-T and KOCOA.
2. Consider the characteristics/capabilities/limitations of the .50 cal SASR.
3. Consider techniques of fire.
4. Consider employment in the offense and the defense.
5. Implement appropriate training.
6. Provide technical and tactical advice to all levels.
7. Recommend employment of the .50 cal SASR.

REFERENCES:
1. MCWP 3-15.3 Scout Sniping
2. TM 09629B-10/1A Special Application Scoped Rifle, .50 CAL, M82A3 w/ equipment
3. FM 3-05.222 US Army S.F. Sniper training and employment
4. FMFM 6-3 Marine Infantry Battalion

8541-OPS-1004: Advise commander on employment of scout sniper team

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

BILLETS: Scout Sniper

INITIAL TRAINING SETTING: FS

CONDITION: Given a tactical scenario, an order with a commander's intent, and a requirement to employ a scout sniper team.

STANDARD: Position the scout sniper team where it can best support the mission and survive while accomplishing the intent of the higher headquarters' order and in accordance with the references.

PERFORMANCE STEPS:
1. Analyze the mission using METT-T and KOCOA.
2. Analyze target priorities.
3. Consider techniques of employment of sniper teams in the offense and the defense.
4. Determine status of sniper teams.
5. Recommend appropriate training.
6. Consider coordination with forward unit commanders.
7. Consider coordination with external units/agencies.
8. Consider support requirements for sniper teams.
9. Consider capabilities/limitations of sniper weapons and equipment.
10. Recommend employment of sniper teams to commander.

REFERENCES:
1. FMFM 1-3B Sniping
2. FMFM 6-5 Marine Rifle Platoon/Squad
3. MCWP 3-11.3 Scouting and Patrolling
4. MCWP 3-15.3 Scout Sniping
5. FM 3-05.222 US Army S.F. Sniper training and employment
6. FMFM 6-3 Marine Infantry Battalion

8541-OPS-1005: Operate in support of defensive operations

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

BILLETS: Scout Sniper

INITIAL TRAINING SETTING: FS

CONDITION: Given a tactical scenario, an operations order to support the defense, required weapons, ammunition, and equipment.

STANDARD: Position the scout sniper team to support the defense, where it can best support the mission and survive while accomplishing the intent of the higher headquarters' order and in accordance with the references.

PERFORMANCE STEPS:
1. Receive the commander's order.
2. Consider capabilities/limitations.
3. Suggest recommendations/modifications on sniper employment.
4. Coordinate and prepare.
5. Execute mission.
6. Make reports, as required.
7. Debrief mission.

REFERENCES:
1. MCWP 3-15.3 Scout Sniping
2. FM 3-05.222 US Army S.F. Sniper training and employment
3. FMFM 6-3 Marine Infantry Battalion

SUPPORT REQUIREMENTS:
1. Training areas

8541-OPS-1006: Operate in support of offensive operations

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

BILLETS: Scout Sniper

INITIAL TRAINING SETTING: FS

CONDITION: Given a tactical scenario, an operations order to support the offense, required weapons, ammunition, and equipment.

STANDARD: Position the scout sniper team to support the offense, where it can best accomplish the mission and survive while accomplishing the intent of the higher headquarters' order, in accordance with the references.

PERFORMANCE STEPS:
1. Receive commander's order.
2. Suggest recommendations/modifications for sniper employment.
3. Coordinate and prepare.
4. Execute mission.
5. Make reports, as required.
6. Debrief mission.

REFERENCES:
1. MCWP 3-15.3 Scout Sniping
2. FM 3-05.222 US Army S.F. Sniper training and employment
3. FMFM 6-3 Marine Infantry Battalion

SUPPORT REQUIREMENTS:
1. Training areas

8541-OPS-1007: Operate in support of actions in a built up area

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

BILLETS: Scout Sniper

INITIAL TRAINING SETTING: FS

CONDITION: Given a tactical scenario, an operations order for a mission in a built-up area, required weapons, ammunition, and equipment.

STANDARD: Position the scout sniper team in the built-up are, where it can best accomplish the mission and survive while accomplishing the intent of the higher headquarters' order, in accordance with the references.

PERFORMANCE STEPS:
1. Receive the commander's concept of operations.
2. Consider capabilities and limitations of weapons, equipment, and personnel.
3. Suggest recommendations/modifications of proposed actions to the commander.
4. Coordinate with appropriate agencies.
5. Execute mission.
6. Make reports, as required.
7. Debrief mission.

REFERENCES:
1. FMFM 1-3B Sniping
2. MCWP 3-15.3 Scout Sniping
3. MCWP 3-35.3 Military Operations on Urbanized Terrain
4. FM 3-05.222 US Army S.F. Sniper training and employment
5. FMFM 6-3 Marine Infantry Battalion

SUPPORT REQUIREMENTS:
1. MOUT Facility/MOUT training area

8541-OPS-1008: Plan a scout-sniper team mission

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

BILLETS: Scout Sniper

INITIAL TRAINING SETTING: FS

CONDITION: Given a tactical scenario, an operations order, a tactical radio set, a communications plan, required weapons, ammunition, and equipment.

STANDARD: Issue an operations order for a scout sniper mission in accordance with the references.

PERFORMANCE STEPS:
1. Study the mission.
2. Begin planning.
3. Issue a warning order.
4. Coordinate with friendly units.
5. Make reconnaissance and complete the estimate of the situation.
6. Develop a course of action considering capabilities/limitations of weapons, equipment, and personnel.
7. Determine what type of fire support will be required.
8. Prepare a map overlay showing planned routes, fire support plan, and tactical control measures.
9. Issue a scout sniper patrol order using the 5-paragraph order format.
10. Supervise preparations and rehearsals.
11. Make final adjustments to the plan, as required.

REFERENCES:
1. FMFM 1-3B Sniping
2. FMFM 6-5 Marine Rifle Platoon/Squad
3. MCWP 3-11.3 Scouting and Patrolling
4. FM 3-05.222 US Army S.F. Sniper training and employment

5. FMFM 6-3 Marine Infantry Battalion
6. SH 21-76 Ranger Handbook

8541-SASR-1001: Perform weapons handling procedures with the .50 cal SASR series special application scoped rifle

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

BILLETS: Scout Sniper

INITIAL TRAINING SETTING: FS

CONDITION: Given a .50 cal SASR special application scoped rifle and ammunition.

STANDARD: Without violating the 4 safety rules.

PERFORMANCE STEPS:
1. Handle the weapon safely.
2. Fill the magazine.
3. Empty the magazine.
4. Demonstrate the weapons carry based on tactical scenario/employment method.
5. Load the rifle.
6. Make the rifle ready to fire.
7. Unload the rifle.
8. Make a Condition 4 weapon.
9. Apply immediate action.
10. Apply remedial action.

REFERENCES:
1. TM 09629A-10/1 Special Application Scoped Rifle, .50 CAL, M82 SERIES SNIPER RIFLE
2. MCWP 3-15.3 Scout Sniping

WEAPON AND ORDNANCE:

Weapon: M82 series .50 cal Special Application Scoped Rifle

DODIC		Quantity
A560	CTG, CAL .50, DUMMY	5 each

Ammunition is not expended.

ADMINISTRATIVE INSTRUCTIONS:
1. Ensure weapon is properly disassembled for storage and is stored in its prescribed carrying case. Cases should be stored side-by-side, and not stacked, to prevent damage to the weapon system.

8541-SASR-1002: Perform preventive maintenance on the .50 cal SASR series special application scoped rifle

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

BILLETS: Scout Sniper

INITIAL TRAINING SETTING: FS

CONDITION: Given a .50 cal SASR series special application scoped rifle, operator's manual, approved cleaning equipment, cleaning solvents, and lubricants.

STANDARD: Ensuring the weapon is clean, lubricated, and serviceable.

PERFORMANCE STEPS:
1. Handle the weapon safely.
2. Place the weapon in Condition 4.
3. Disassemble the rifle.
4. Clean the rifle.
5. Lubricate the rifle.
6. Reassemble the rifle.
7. Perform a function check.
8. Make entries in the gun book.
9. Ensure the rifle gun case and bag are clean and serviceable.

REFERENCES:
1. TM 09629A-10/1 Special Application Scoped Rifle, .50 CAL, M82 SERIES SNIPER RIFLE
2. MCWP 3-15.3 Scout Sniping

ADMINISTRATIVE INSTRUCTIONS:
1. The scout-sniper must know the M82 SERIES SNIPER RIFLE rifle's characteristics and understand the weapon's cycle of operation.
2. Check the gun book for appropriate entries and serviceability.

8541-SASR-1003: Zero the .50 cal SASR series special application scoped rifle

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

BILLETS: Scout Sniper

INITIAL TRAINING SETTING: FS

CONDITION: Given a .50 cal SASR series special application scoped rifle, observer, ammunition, spotting scope, range, and target.

STANDARD: Achieving point of aim/point of impact is obtained once zeroed.

PERFORMANCE STEPS:
1. Handle the weapon safely.
2. Place scope on initial elevation, windage, and fine tune settings. Ensure the set screws are tight. Preferred range is 300 yards.
3. Assume the supported prone firing position.
4. Prepare for firing.
5. Fire 3 well aimed shoots while applying the fundamentals of marksmanship.
6. Record information in the data book.
7. Analyze data.
8. Apply required adjustments to scope.
9. Fire a second zeroing group (repeat steps 5 to 8).
10. Fire a well-aimed 4 shot group to confirm zero.

REFERENCES:
1. TM 09629A-10/1 Special Application Scoped Rifle, .50 CAL, M82 SERIES SNIPER RIFLE
2. MCWP 3-15.3 Scout Sniping
3. Scope/Optics owner's manual

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17560 Sniper Field Fire Range

WEAPON AND ORDNANCE:

Weapon: M82 series .50 cal Special Application Scoped Rifle

DODIC		Quantity
A606	CTG, CAL .50, API	15 each

ADMINISTRATIVE INSTRUCTIONS:
1. .50 cal SASR is NOT a one minute of angle (MOA) weapon system.

8541-SASR-1004: Engage stationary targets with the .50 cal SASR series special application scoped rifle at known distances

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

BILLETS: Scout Sniper

INITIAL TRAINING SETTING: FS

CONDITION: Given a .50 cal SASR series special application scoped rifle, observer, ammunition, spotting scope, and stationary targets (100 yard increments) at known distances out to the maximum effective range of the rifle.

STANDARD: Achieve point of aim/point of impact grouping on the target.

PERFORMANCE STEPS:
1. Handle the weapon safely.
2. Assume the supported prone firing position.
3. Prepare for firing.
4. Estimate ballistics and weather to hit targets and apply to scope turrets.
5. Utilize sniper observer dialogue.
6. Engage target based on observer's commands.
7. Assess the situation.
8. Make entries into databook/gunlog.

REFERENCES:
1. MCRP 3-01A Rifle Marksmanship
2. FMFM 1-3B Sniping
3. TM 09629A-10/1 Special Application Scoped Rifle, .50 CAL, M82 SERIES SNIPER RIFLE
4. MCWP 3-15.3 Scout Sniping

SUPPORT REQUIREMENTS:
1. Sniper known distance range for .50 cal SDZ (100-2,000 yards in 100 yard increments)

RANGE/TRAINING AREA:
Facility Code 17560 Sniper Field Fire Range

WEAPON AND ORDNANCE:

Weapon: M82 series .50 cal Special Application Scoped Rifle

DODIC		Quantity
A606	CTG, CAL .50, API	30 each

ADMINISTRATIVE INSTRUCTIONS:
1. The sustained rate of fire for the SASR is 1 round per minute.
2. The rapid rate of fire for the SASR is 10 rounds per minute.
3. .50 cal SASR is NOT a one minute of angle (MOA) weapon system.

8541-SASR-1005: Engage targets at unknown distances with the .50 cal SASR series special application scoped rifle

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

BILLETS: Scout Sniper

INITIAL TRAINING SETTING: FS

CONDITION: Given a .50 cal SASR series special application scoped rifle, observer, ammunition, spotting scope, range, and targets.

STANDARD: Achieve 80 percent hits (8 of 10 hits) on vehicle sized targets at unknown distances from 300 to 1,800 yards while compensating for the effects of weather in accordance with the references.

PERFORMANCE STEPS:
1. Handle the weapon safely.
2. Prepare for firing.
3. Detect the target.
4. Estimate the range to the target.
5. Estimate/Calculate ballistics to hit the target.
6. Present the rifle to the target, while assuming a supported field firing position.
7. Engage target.
8. Assess the situation.
9. Adjust for second round (follow up round) if needed.

REFERENCES:
1. FMFM 1-3B Sniping
2. TM 09629A-10/1 Special Application Scoped Rifle, .50 CAL, M82 SERIES SNIPER RIFLE
3. MCWP 3-15.3 Scout Sniping

SUPPORT REQUIREMENTS:
1. Sniper unknown distance range for .50 cal (2,000 yards, with vehicle sized targets, and batwing SDZ)

RANGE/TRAINING AREA:
Facility Code 17560 Sniper Field Fire Range

WEAPON AND ORDNANCE:

Weapon: M82 series .50 cal Special Application Scoped Rifle

DODIC		Quantity
A606	CTG, CAL .50, API	20 each

ADMINISTRATIVE INSTRUCTIONS:
1. 10 unknown distance vehicle sized targets from 300 to 1,800 yards.
2. A score of 10 is given for first round hits on target. A score of 8 is given for corrected second round hits on targets when first round misses. A score of 0 is given if both rounds miss.

8541-SASR-1006: Engage targets during low light and reduced visibility with the .50 cal SASR series special application scoped rifle (no night sight)

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

BILLETS: Scout Sniper

INITIAL TRAINING SETTING: FS

CONDITION: Given a .50 cal SASR series special application scoped rifle, observer, ammunition, spotting scope, targets, and artificial illumination, during periods of low light and darkness.

STANDARD: Engage targets in low light without illumination and in darkness with illumination, while compensating for the effects of weather to achieve point of aim/point of impact.

PERFORMANCE STEPS:
1. Handle the weapon safely.
2. Acquire night vision.
3. Prepare for firing.
4. Detect the target, calculate ballistics to hit target.
5. Present the rifle to the target, while assuming the firing position.
6. Engage target based on observer's commands.
7. Assess the situation.

REFERENCES:
1. FMFM 1-3B Sniping
2. TM 09629A-10/1 Special Application Scoped Rifle, .50 CAL, M82 SERIES SNIPER RIFLE
3. MCWP 3-15.3 Scout Sniping

SUPPORT REQUIREMENTS:
1. Known distance range with appropriate targets
Note: Known distance should be established first.
2. Sniper unknown distance range for .50 cal (2,000 yards, with vehicle sized targets, and batwing SDZ)

Note: Sniper should progress to unknown distance once data is acquired during known distance.

RANGE/TRAINING AREA:
Facility Code 17560 Sniper Field Fire Range

WEAPON AND ORDNANCE:

Weapon: M82 series .50 cal Special Application Scoped Rifle

DODIC		Quantity
A606	CTG, CAL .50, API	20 each
L312	SIGNAL, WHITE STAR PARACHUTE	10 each

For illumination.

8541-SASR-1101: Mount and zero the Sniper Night Sights on the .50 cal SASR series special application scoped rifle

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

BILLETS: Scout Sniper

INITIAL TRAINING SETTING: FS

CONDITION: Given a Sniper Night Sight, .50 cal SASR series special application scoped rifle, required mounting tools, and ammunition.

STANDARD: To point of aim/point of impact with groups in accordance with the references.

PERFORMANCE STEPS:
1. Inspect night sight.
2. Mount night sight.
3. Operate night sight.
4. Adjust focus/parallax on night sight.
5. Zero night sight (if required) or confirm zero and shot placement.
6. Remove night sight and store night sight when not needed.

REFERENCES:
1. MCWP 3-15.3 Scout Sniping
2. TM 09629A-23&p/2a M82 SERIES SNIPER RIFLE .50 caliber SASR
3. FM 3-05.222 US Army S.F. Sniper training and employment
4. Scope/Optics owners manual
5. TM 11-5855-303-12&P Sight night vision sniper scope, AN/PVS-10
6. SW215-AM-MMO-010 Night Vision Imaging System, Simrad, AN/PVS-9

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17560 Sniper Field Fire Range

WEAPON AND ORDNANCE:

Weapon: M82 series .50 cal Special Application Scoped Rifle

DODIC		Quantity
A606	CTG, CAL .50, API	15 each

ADMINISTRATIVE INSTRUCTIONS:
1. .50 cal SASR is NOT a one minute of angle (MOA) weapon.
2. Zero at 300 yards is preferred for .50 cal SASR.

8541-SASR-1102: Engage targets at night with .50 cal SASR series special application scoped rifle and night sight at known distances

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

BILLETS: Scout Sniper

INITIAL TRAINING SETTING: FS

CONDITION: Given a .50 cal SASR series special application scoped rifle, night vision devices, observer, ammunition, spotting scope, and targets.

STANDARD: Achieve grouped hits on target for point of aim/point of impact and in accordance with the references.

PERFORMANCE STEPS:
1. Handle weapon safely.
2. Assume supported firing position.
3. With night sight mounted, prepare for firing.
4. Determine ballistics and weather conditions to hit target and adjust scope turrets accordingly.
5. Utilize sniper observer dialogue.
6. Engage targets as required.
7. Assess the situation.
8. Make entries in databook/gunlog.

REFERENCES:
1. MCWP 3-15.3 Scout Sniping
2. TM 09629A-23&p/2a M82 SERIES SNIPER RIFLE .50 caliber SASR
3. SW215-AM-MMO-010 Night Vision Imaging System, Simrad, AN/PVS-9
4. TM 11-5855-303-12&P Sight night vision sniper scope, AN/PVS-10

SUPPORT REQUIREMENTS:
1. Sniper known distance range for .50 cal SDZ (100-2,000 yards in 100 yard increments)
Note: Targets are vehicle sized targets for .50 cal SASR.

RANGE/TRAINING AREA:
Facility Code 17560 Sniper Field Fire Range

WEAPON AND ORDNANCE:

Weapon: M82 series .50 cal Special Application Scoped Rifle

DODIC		Quantity
A606	CTG, CAL .50, API	20 each

ADMINISTRATIVE INSTRUCTIONS:
1. 5 round groups are fired at vehicle size targets from the 300 yards to the maximum capability of the .50 cal SASR.

8541-SURV-1001: Prepare a field sketch

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

BILLETS: Scout Sniper

INITIAL TRAINING SETTING: FS

CONDITION: Given a mission, a military map, pencil, straight edge (ruler), clipboard, protractor, spotting scope, binoculars, an objective, and a final firing position (FFP).

STANDARD: To sketch permanent objects, and items of military importance, and record all pertinent information in accordance with the references.

PERFORMANCE STEPS:
1. Identify terrain features in objective area.
2. Measure any personnel or equipment in the objective area as needed.
3. Determine scale to be used on the sketch.
4. Place reference points/azimuths on the sketch.
5. Draw features on the sketch.
6. Place marginal information on the sketch.

REFERENCES:
1. FMFM 1-3B Sniping
2. MCWP 3-15.3 Scout Sniping
3. FM 3-05.222 US Army S.F. Sniper training and employment
4. MCWP 3-11.3 Scouting and Patrolling

ADMINISTRATIVE INSTRUCTIONS:
1. Initial formal training time to conduct a detailed sketch to standard on a given objective is approximately 1 hour.

8541-SURV-1002: Describe foreign weapons and equipment

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

BILLETS: Scout Sniper

INITIAL TRAINING SETTING: FS

CONDITION: Given an object or picture of weapons, vehicles, equipment, or a partial exposure of an object or picture of weapons, vehicles, equipment, with the proper equipment and optics.

STANDARD: To accurately identify the item to provide sufficient information to higher headquarters or supported units.

PERFORMANCE STEPS:
1. Describe foreign vehicles and aircraft.
2. Describe foreign weapons and equipment.
3. Describe foreign small arms.
4. Describe foreign crew-served weapons.

REFERENCES:
1. Janes Book Of Armored Vehicles (Current Year)

2. FM 100-2-3 The Soviet Army
3. MCWP 3-15.3 Scout Sniping

SUPPORT REQUIREMENTS:
1. Foreign and NATO weapons, aircraft, vehicles (may be actual item, replica, scaled version, or pictures)

ADMINISTRATIVE INSTRUCTIONS:
1. The scout sniper must also know the NATO weapons, vehicles, and aircraft.

8541-SURV-1003: Execute surveillance of an objective

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

BILLETS: Scout Sniper

INITIAL TRAINING SETTING: FS

CONDITION: Given an assigned mission, objective area, map or photo, observation log, NATO report formats, spotting scope, sniper rifle scope, binoculars, night vision devices, a sketching kit, radio, and communications log.

STANDARD: To locate, identify, record, and plot items of military importance or personnel and routines without being compromised.

PERFORMANCE STEPS:
1. Select a Final Firing Position (FFP).
2. Establish security.
3. Employ observation techniques appropriate to the mission and situation.
4. Use observation techniques of hasty and detailed searches.
5. Conduct overlapping strip searches as appropriate.
6. Identify and record items of military importance.
7. Supplement surveillance with photos, sketches, range cards, observation logs, etc.
8. Report information as needed.

REFERENCES:
1. FMFM 1-3B Sniping
2. MCWP 3-11.3 Scouting and Patrolling
3. MCWP 3-15.3 Scout Sniping
4. MCRP 2-15.3B Reconnaissance Reports Guide
5. FM 3-05.222 US Army S.F. Sniper training and employment

ADMINISTRATIVE INSTRUCTIONS:
1. In a school setting, additional constraints are applied due to time limitations and number of students: the student must locate, plot, identify, and record 7 of 10 partially concealed items of military importance in a 1 hour time limit.

8541-SURV-1004: Report information

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

BILLETS: Scout Sniper

INITIAL TRAINING SETTING: FS

CONDITION: Given an assigned mission, objective area, map or photo, observation log, NATO report formats, spotting scope, sniper rifle scope, binoculars, night vision devices, a sketching kit, radio, and communications log.

STANDARD: Detailing information of military importance in a timely manner.

PERFORMANCE STEPS:
1. Record information of military/tactical importance.
2. Utilize reporting formats.
3. Utilize tactical and other radios.
4. Transmit reports.
5. Conduct link up and provide "data dump" with supported unit commander as needed.
6. Conduct debriefs with team/higher/S-2 intelligence.

REFERENCES:
1. MCWP 3-15.3 Scout Sniping
2. MCRP 2-15.3B Reconnaissance Reports Guide
3. FM 3-05.222 US Army S.F. Sniper training and employment
4. MCWP 3-11.3 Scouting and Patrolling

8541-TACT-1001: Construct a ghillie suit

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

BILLETS: Scout Sniper

INITIAL TRAINING SETTING: FS

CONDITION: Given netting or mesh, canvas, garnish (jutte, burlap, etc.), a set of utilities, a cover, glue, sewing materials, 1 pair of gloves, dyes and paints, fire retardant spray.

STANDARD: To effectively blend the sniper and his equipment with environment.

PERFORMANCE STEPS:
1. Attach base netting to clothing/cover.
2. Tie various garnish/jutte to netting.
3. Camouflage boots.
4. Paint as needed.
5. Modify/Upkeep ghillie suits, as necessary.

REFERENCES:
1. FMFM 1-3B Sniping
2. MCWP 3-15.3 Scout Sniping
3. FM 20-3 Camouflage
4. MCWP 3-11.3 Scouting and Patrolling
5. FM 3-05.222 US Army S.F. Sniper training and employment

SUPPORT REQUIREMENTS:
1. Ghillie suit materials, ghillie suite kit, ghillie suit accessories

ADMINISTRATIVE INSTRUCTIONS:
1. Each sniper must have 1 ghillie suit for the most likely area of operations.
2. After initial ghillie suit is maintained, sniper sustainment is to maintain ghillie suits.

8541-TACT-1002: Camouflage sniper equipment

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

BILLETS: Scout Sniper

INITIAL TRAINING SETTING: FS

CONDITION: Given netting or mesh, canvas, garnish (jutte, burlap, etc.), glue, sewing materials, dyes and paints, fire retardant spray, tape, 550 cord, and pieces of vegetation found in the area of operations.

STANDARD: To effectively blend equipment to surrounding environment.

PERFORMANCE STEPS:
1. Camouflage rifles (paint, field prep, garnish, natural vegetation, etc.).
2. Camouflage optics (paint, field prep, garnish, natural vegetation, etc.).
3. Camouflage radio (paint, field prep, garnish, natural vegetation, etc.).
4. Camouflage equipment (paint, field prep, garnish, natural vegetation, etc.).

SUPPORT REQUIREMENTS:
1. Ghillie suit materials, ghillie suit kit, ghillie suit accessories

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

REFERENCES:
1. FMFM 1-3B Sniping
2. MCWP 3-15.3 Scout Sniping
3. FM 3-05.222 US Army S.F. Sniper training and employment
4. MCWP 3-11.3 Scouting and Patrolling
5. FM 5-20 Camouflage

ADMINISTRATIVE INSTRUCTIONS:
1. If appropriate materials are not available, the scout sniper will utilize field expedient materials.

8541-TACT-1003: Move to and from a target location (Patrolling)

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

BILLETS: Scout Sniper

INITIAL TRAINING SETTING: FS

CONDITION: Given the appropriate weapons, ammunition, equipment, camouflage material, mission statement, and an area of operation.

STANDARD: Without being detected accomplishing higher headquarters' mission and commander's intent.

PERFORMANCE STEPS:
1. Camouflage self.
2. Camouflage weapons and equipment.
3. Navigate/Patrol to within the designated range of the target using proper techniques.
4. Select and occupy final firing positions or observation post or hide.
5. Prepare range card/sketch.
6. Observe objective/targets.
7. Engage target as required.
8. Withdraw from objective.
9. Participate in a debrief.

REFERENCES:
1. FMFM 1-3B Sniping
2. MCWP 3-11.3 Scouting and Patrolling
3. MCWP 3-15.3 Scout Sniping
4. FM 3-05.222 US Army S.F. Sniper training and employment
5. SH 21-76 Ranger Handbook

SUPPORT REQUIREMENTS:

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

8541-TACT-1004: Stalk a target

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

BILLETS: Scout Sniper

INITIAL TRAINING SETTING: FS

CONDITION: Given a ghillie suit, camouflage items, drag bag, sniper rifle, optics, required ammunition, and mission.

STANDARD: Accomplishing the mission by stalking within 200 yards, identifying the target, and firing a blank at the enemy target without being detected and in accordance with the references.

PERFORMANCE STEPS:
1. Conduct map recon.
2. Continuously camouflage self, weapons, and equipment.
3. Orient self to objective and use reference points/terrain features to stay oriented.
4. Move (navigate) to within designated range of targets/objectives using proper movement techniques of crawls, walks, turns.
5. Divide route into bounds/shorter legs while enroute.
6. Conduct SLLS - stop look listen smell - as needed.
7. Select/Confirm a final firing position.
8. Occupy and improve a FFP final firing position.
9. Detect/Locate/Identify targets on objective.
10. Estimate range to targets.
11. Engage targets on command or as needed.

12. Withdraw from FFP.
13. Conduct debrief.

REFERENCES:
1. MCWP 3-15.3 Scout Sniping
2. FM 3-05.222 US Army S.F. Sniper training and employment
3. MCWP 3-11.3 Scouting and Patrolling
4. FM 5-20 Camouflage

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17560 Sniper Field Fire Range

WEAPON AND ORDNANCE:

Weapon: M40A series 7.62mm Sniper Rifle

DODIC		Quantity
A112	CTG, 7.62MM, BLANK (IN CTNS)	2 each

May substitute an M16 with ACOG or similar sniper rifle as needed for training.

ADMINISTRATIVE INSTRUCTIONS:
1. Initial formal training includes having the sniper move across 600-1,200 meters/yards of varying types of terrain and establish an FFP as close as within 200 yards of the objective and identifying the target holding a 6x6 inch letter/number/symbol on contrasting background, then firing 2 blanks on at the target. The first blank is on his own, the second blank is on command of a controller/walker.

8541-TACT-1005: Operate from a hide

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

BILLETS: Scout Sniper

INITIAL TRAINING SETTING: FS

CONDITION: Given the appropriate weapons, ammunition, equipment, camouflage material, operation order, and an area of operation.

STANDARD: Observing, reporting, and engaging targets while remaining undetected.

PERFORMANCE STEPS:
1. Select a hide position.
2. Determine type of hide.
3. Establish security.
4. Construct the hide.
5. Observe, report, and engage targets from the hide.
6. Destroy and camouflage the hide before withdrawing.
7. Do not leave indications of sniper presence.

REFERENCES:
1. FMFM 1-3B Sniping
2. MCWP 3-11.3 Scouting and Patrolling

3. MCWP 3-15.3 Scout Sniping
4. FM 3-05.222 US Army S.F. Sniper training and employment

SUPPORT REQUIREMENTS:
1. Training areas
Note: When non-live fire.
2. Sniper unknown distance live fire range (1,000 yards, 7.62 SB batwing SDZ and steel targets)
Note: When conducting live fire.

RANGE/TRAINING AREA:
Facility Code 17560 Sniper Field Fire Range

WEAPON AND ORDNANCE:

Weapon: M40A series 7.62mm Sniper Rifle

DODIC		Quantity
A112	CTG, 7.62MM, BLANK (IN CTNS)	2 each
Used when simulated shooting at personnel.		
AA11	CTG, 7.62MM, BALL L/R	2 each
Used when firing at targets.		

ADMINISTRATIVE INSTRUCTIONS:
1. Both rural and urban hides of various types should be completed.

8541-TACT-1006: Conduct a link-up

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

BILLETS: Scout Sniper

INITIAL TRAINING SETTING: FS

CONDITION: Given the necessary equipment, friendly forces, and a mission to link-up with a stationary force.

STANDARD: To ensure team leader links-up with a friendly force.

PERFORMANCE STEPS:
1. Establish communications with the maneuver unit.
2. Coordinate routes, checkpoints, and link-up point with the supported unit.
3. Coordinate link-up procedures with the supported unit.
4. Establish a no-communication plan.
5. Move to link-up point and observe for enemy near link up location.
6. Ensure security is established at the link-up point.
7. Establish communications with the supported unit.
8. Execute the signal plan.

REFERENCES:
1. FMFM 1-3B Sniping
2. MCWP 3-15.3 Scout Sniping
3. SH 21-76 Ranger Handbook

SUPPORT REQUIREMENTS:

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

8541-TACT-1007: Conduct route reconnaissance

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

BILLETS: Scout Sniper

INITIAL TRAINING SETTING: FS

CONDITION: Given an assigned mission, a military map, compass, and standard sniper team equipment.

STANDARD: Collecting the required route information without compromise.

PERFORMANCE STEPS:
1. Conduct a map reconnaissance.
2. Issue a patrol order or fragmentary order.
3. Direct actions in the objective area.
4. Collect and record information requirements.
5. Report information on route.

REFERENCES:
1. FM 21-75 Combat Skills of the Soldier
2. FM 5-36 Route Reconnaissance and Classification
3. FMFM 1-3B Sniping
4. MCWP 3-15.3 Scout Sniping
5. MCRP 2-15.3B Reconnaissance Reports Guide
6. MCWP 3-11.3 Scouting and Patrolling

SUPPORT REQUIREMENTS:
1. Training areas with various roads, routes, bridges, etc.

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

8541-TACT-1008: Establish a Final Firing Position (FFP)

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

BILLETS: Scout Sniper

INITIAL TRAINING SETTING: FS

CONDITION: Given a ghillie suit, camouflage items, drag bag, sniper rifle, optics, required ammunition, and mission.

STANDARD: Allowing the engagement and/or observation of a threat without being compromised.

PERFORMANCE STEPS:

1. Detect threats/targets on objective.
2. Use proper movement techniques.
3. Identify a covered and concealed, non-obvious, nearby location.
4. Ensure fields of fire and observation.
5. Ensure FFP can support weapons system.
6. Consider lighting conditions.
7. Consider camouflage.
8. Consider backdrop.
9. Conceal/Secure non-essential equipment.
10. Ensure routes of egress.
11. Establish appropriate firing position.
12. Engage threats as required.
13. Improve FFP as required or needed and times permits or relocate to a more suitable FFP as required.

REFERENCES:

1. MCWP 3-15.3 Scout Sniping
2. FM 3-05.222 US Army S.F. Sniper training and employment

SUPPORT REQUIREMENTS:

1. Training areas

Note: In support of rural/field tactics.

2. MOUT Facility/MOUT training area

Note: In support of urban tactics/operations.

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area; Light Forces

ADMINISTRATIVE INSTRUCTIONS:

1. Both hasty and deliberate final firing positions should be conducted.

14080. 2000 LEVEL 8541 INDIVIDUAL EVENTS

8541-COMM-2001: Construct a field expedient antenna

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

BILLETS: Scout Sniper

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a radio, field wire, metal stakes, insulators, and a distant station.

STANDARD: Which allows clear communication with a distant station.

PERFORMANCE STEPS:
1. Determine the direction of the station you need to contact and line up antenna.
2. Stretch 100 foot of field wire on the ground.
3. Connect an insulator, such as a plastic spoon, piece of wood, or a button to each end of the wire. Add tie down wires to each insulator.
4. Raise the center of the wire 30 feet into the air, using a nonmetal, object such as a tent pole or a tree limb.
5. Tie one end of the antenna wire to a metal stake.
6. Connect the antenna wire to the support, and raise the antenna.
7. Extend the other end of the antenna wire until it is tight, and secure it using another metal stake.
8. Measure and cut another piece of wire.
9. Run the second piece of wire to the other end of the antenna, keeping it 1 foot off the ground.
10. Attach the second piece of wire between ground stake and antenna insulator.
11. Attach an antenna lead-in to antenna and radio.
12. Transmit to desired station.

REFERENCES:
1. MCRP 3-40.3C Field Antenna Handbook
2. MCWP 3-15.3 Scout Sniping
3. MCRP 3-40.3B Radio Operator's Handbook

SUPPORT REQUIREMENTS:
1. Tactical Radio

ADMINISTRATIVE INSTRUCTIONS:
1. For multiple radio types.

8541-COMM-2002: Operate an HF radio set

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

BILLETS: Scout Sniper

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a tactical situation, an HF radio set, all accessories, another station, frequencies, and call signs.

STANDARD: To assemble the radio set and make a communication check with the receiving station.

PERFORMANCE STEPS:
1. Assemble the radio set.
2. Conduct operation check.
3. Establish a communication check.
4. Troubleshoot problems.
5. Perform operator level maintenance.

REFERENCES:
1. TM 07748A-12/1 Operator's Manual AN/PRC-104
2. MCRP 3-40.3B Radio Operator's Handbook

8541-COMM-2003: Operate communications security equipment sets

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

BILLETS: Scout Sniper

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a tactical situation, current radios, corresponding crypto equipment, all accessories, another station, frequencies, and call signs.

STANDARD: To securely transmit and receive traffic.

PERFORMANCE STEPS:
1. Prepare the equipment for secure voice operation.
2. Conduct a secure communications check.
3. Perform operator level preventive maintenance.

REFERENCES:
1. TM 07748A-12/1 Operator's Manual AN/PRC-104
2. TM 11-5810-256-OP-2 Operating Procedures for Communication Security Equipment
3. MCRP 3-40.3B Radio Operator's Handbook

8541-COMM-2004: Operate a UHF radio set

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

BILLETS: Scout Sniper

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a tactical situation, a UHF radio set, all accessories, another station, frequencies, and call signs.

STANDARD: To assemble the radio set and make a communication check with the receiving station.

PERFORMANCE STEPS:
1. Assemble the radio set.
2. Conduct operation check.
3. Establish a communication check.
4. Troubleshoot problems.
5. Perform operator level maintenance.

REFERENCES:
1. TO 31R2-2 PRC-113-1 Operator's Manual, AN/PRC-113
2. MCRP 3-40.3B Radio Operator's Handbook.

8541-COMM-2005: Operate satellite communication equipment

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

BILLETS: Scout Sniper

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a satellite communication set, all accessories, frequencies, and call signs.

STANDARD: To assemble the radio set and conduct a communication check.

PERFORMANCE STEPS:
1. Install the battery.
2. Attach handset.
3. Attach antenna.
4. Select manual frequency.
5. Set in operating mode.
6. Turn on power.
7. Adjust volume.
8. Troubleshoot problems, if required.

REFERENCES:
1. TM 5895-10-1 Operator's Manual, Radio Set AN/PSC-3
2. TM 5895-34-12 Radio Set AN/PSC-3
3. MCRP 3-40.3B Radio Operator's Handbook

8541-FSTP-2001: Adjust supporting arms

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

BILLETS: Scout Sniper

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a mission, scenario, radio and frequencies/call signs, designated targets, and weapons systems.

STANDARD: Achieving effect on targets and in accordance with the references.

PERFORMANCE STEPS:
1. Assist in planning supporting arms to support scheme of maneuver.
2. Make recommendations to plan and conduct coordination.

3. Locate/Identify threats.
4. Use tactical radio and request for fires.
5. Adjust fires/correct fires.
6. Submit reports as required.

REFERENCES:
1. MCWP 3-15.3 Scout Sniping
2. FMFM 5-41 Close Air Support and Close In Fire Support
3. FM 6-30 Tactics, Techniques, and Procedures for Observed Fire
4. FMFM 6-18 Techniques and Procedures for Fire Support Coordination
5. U-DASC-PCL-00393B Direct Air Support Center Pocket Checklist
6. MCI DLTD Fire Support Handbook

SUPPORT REQUIREMENTS:
1. Combined Arms Staff Trainer (CAST)

ADMINISTRATIVE INSTRUCTIONS:
1. Includes both indirect fires and close air support.

8541-M40-2001: Engage targets with an M40 series sniper rifle at known distances using various shooting positions

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

BILLETS: Scout Sniper

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an M40 series sniper rifle, observer, ammunition, spotting scope, binoculars, and targets.

STANDARD: Engage 35 designated targets at known ranges from 300 to 1,000 yards using various positions.

PERFORMANCE STEPS:
1. Handle the weapon safely.
2. Assume a supported prone firing position.
3. Prepare for firing.
4. Confirm zero before firing known distance qualification course.
5. Determine ballistic settings based on weather and other conditions and adjust scope turrets accordingly.
6. Utilize sniper/observer dialogue.
7. Engage targets as required.
8. Determine method of engagement for present conditions.
9. Engage moving targets based on observer's commands.
10. Engage targets of limited exposure based on observer's commands.
11. Assess the situation.
12. Make appropriate entries into gun book and data book.
13. Assume various supported positions (partner, Hawkins, sitting, kneeling, standing).
14. Assume sling supported positions.
15. Adjust sling.

REFERENCES:
1. MCWP 3-15.3 Scout Sniping
2. TM 05539D-10/1 Sniper rifle, 7.62mm M40A3

SUPPORT REQUIREMENTS:
1. Known distance range (minimum of 1,000 yards) with appropriate targets.

RANGE/TRAINING AREA:
Facility Code 17560 Sniper Field Fire Range

WEAPON AND ORDNANCE:

Weapon: M40A series 7.62mm Sniper Rifle

DODIC		Quantity
AA11	CTG, 7.62MM, BALL L/R	35 each

ADMINISTRATIVE INSTRUCTIONS:
1. The sustained rate of fire for the M40 series sniper rifle is 1 round per minute.
2. Course of fire: Engage 3 stationary targets and 2 moving targets at approx 2-3 feet per second at each of the following yard lines 300, 500, 600. Engage 3 stationary and 2 stop and go targets at 700 yards. Engage 3 stationary and 2 bobbing targets at 800 yards. Engage 5stationary targets at 900 and 1,000 yards at the sustained rate of fire.
3. While using various positions.

8541-M40-2002: Engage targets with an M40 series sniper rifle at unknown distances using various shooting positions

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

BILLETS: Scout Sniper

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an M40 series sniper rifle, observer, ammunition, spotting scope, binoculars, and targets.

STANDARD: Engage 10 designated targets at various ranges with 80 percent accuracy (8 of 10 targets hit) from various shooting positions.

PERFORMANCE STEPS:
Note: While using various positions:
1. Handle the weapon safely.
2. Assume supported firing position.
3. Prepare a range card.
4. Assess weather conditions and estimate ballistics to hit targets and adjust scope turrets accordingly.
5. Prepare for firing.
6. Engage targets as required at various ranges with 2 rounds per target.
7. Utilize sniper/observer dialogue.
8. Assess the situation.
9. Record and analyze information in data book.
10. Make appropriate gun book entries.

REFERENCES:
1. MCWP 3-15.3 Scout Sniping
2. TM 05539D-10/1 Sniper rifle, 7.62mm M40A3

SUPPORT REQUIREMENTS:
1. Sniper unknown distance live fire range (1,000 yards for 7.62 SB and batwing SDZ for steel targets).

RANGE/TRAINING AREA:
Facility Code 17560 Sniper Field Fire Range

WEAPON AND ORDNANCE:

Weapon: M40A series 7.62mm Sniper Rifle

DODIC		Quantity
AA11	CTG, 7.62MM, BALL L/R	20 each

ADMINISTRATIVE INSTRUCTIONS:
1. A score of 10 is given for first round hits on target. A score of 8 is given for corrected second round hits on targets when first round misses. A score of 0 is given if both rounds miss.
2. Course of fire: 10 steel targets are placed from 100 to 1,000 yards. Sniper has 2 rounds to engage each target.
3. While using various supported positions.

8541-M40-2003: Engage various speed moving targets with M40 series sniper rifle

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

BILLETS: Scout Sniper

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an M40 series sniper rifle, observer, ammunition, spotting scope, binoculars, and various speed moving targets.

STANDARD: Achieve hits on the targets using proper mil leads.

PERFORMANCE STEPS:
1. Handle the weapon safely.
2. Assume a supported firing position.
3. Prepare for firing.
4. Determine ballistics and weather conditions to hit targets and make adjustments on scope turret.
5. Determine speed and direction of moving target.
6. Determine method of engagement for moving target.
7. Utilize sniper observer dialogue.
8. Engage moving target.
9. Assess the situation.
10. Make entries in data book and gun log.

REFERENCES:
1. MCWP 3-15.3 Scout Sniping
2. FM 3-05.222 US Army S.F. Sniper training and employment
3. TM 05539D-10/1 Sniper rifle, 7.62mm M40A3

SUPPORT REQUIREMENTS:
1. Live fire range with appropriate targets.
Note: May use Echo silhouette targets or 3-dimensional targets on a stick,

or may use automated moving target system with variable speeds.

RANGE/TRAINING AREA:
Facility Code 17560 Sniper Field Fire Range

WEAPON AND ORDNANCE:

Weapon: M40A series 7.62mm Sniper Rifle

DODIC		Quantity
AA11	CTG, 7.62MM, BALL L/R	20 each

ADMINISTRATIVE INSTRUCTIONS:
1. Sniper will estimate the speed of various speed moving targets then engage targets. Target speeds should be approximately 2-3 FPS, 4-6 FPS, and 8-15 FPS. Snipers will do this at the 300 yard range and the 500 or 600 yard range. Initially, ample time is given for the sniper to estimate the speed of the target prior to engaging.

8541-M40-2004: Engage multiple targets at unknown distance with mil holds

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

BILLETS: Scout Sniper

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an M40 series sniper rifle, observer, ammunition, spotting scope, binoculars, and targets.

STANDARD: Achieve 80 percent hits on multiple unknown distance targets using mil holds.

PERFORMANCE STEPS:
1. Assume a supported firing position.
2. Prepare a range card and range estimate.
3. Prepare for firing.
4. Estimate ballistics and weather conditions to hit targets.
5. Determine a scope setting to mid range of targets.
6. Determine mil holds from mid range of targets.
7. Utilize sniper observer dialogue.
8. Engage targets as required using mil holds and rapid bolt manipulation.
9. Assess the situation.
10. Make entries in data book and gun log.
11. Handle the weapon safely.

REFERENCES:
1. MCWP 3-15.3 Scout Sniping
2. TM 05539D-10/1 Sniper rifle, 7.62mm M40A3

SUPPORT REQUIREMENTS:
1. Sniper unknown distance live fire range (1,000 yards for 7.62 SB and batwing SDZ for steel targets).

RANGE/TRAINING AREA:
Facility Code 17560 Sniper Field Fire Range

WEAPON AND ORDNANCE:

Weapon: M40A series 7.62mm Sniper Rifle

DODIC		Quantity
AA11	CTG, 7.62MM, BALL L/R	20 each

ADMINISTRATIVE INSTRUCTIONS:
1. Course of fire: Two series of 5 steel targets each (spanning 500 yards) are placed from 100 - 800 yards. Sniper has 2 rounds per target to achieve hits on target. Sniper will use 1 common setting on the scope elevation and hold mils for remaining targets for each series. Sniper has 2 rounds per target.

8541-M40-2005: Engage targets with the M40 series sniper rifle while wearing the field protective mask

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

BILLETS: Scout Sniper

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an M40 series sniper rifle, observer, ammunition, spotting scope, targets, and field protective mask.

STANDARD: To engage targets while compensating for the effects of weather to achieve point of aim/point of impact.

PERFORMANCE STEPS:
1. Handle the weapon safely.
2. Prepare for firing.
3. Don and clear the field protective mask.
4. Detect the target.
5. Present the rifle to the target, while assuming the firing position.
6. Engage target, based on observer's commands.
7. Assume the ready position.
8. Assess the situation.
9. Make appropriate entries in gun book.

REFERENCES:
1. FMFM 1-3B Sniping
2. TM 05539C-10/1 Sniper Rifle, 7.62mm, M40A1
3. MCWP 3-37.2 NBC Protection

SUPPORT REQUIREMENTS:
1. Known distance range with appropriate targets.
2. MOPP suites/NBC equipment

RANGE/TRAINING AREA:
Facility Code 17560 Sniper Field Fire Range

WEAPON AND ORDNANCE:

Weapon: M40A series 7.62mm Sniper Rifle

DODIC		Quantity
AA11	CTG, 7.62MM, BALL L/R	10 each

8541-MARK-2001: Engage targets from an aerial platform

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

BILLETS: Scout Sniper

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a helicopter, rigging material, semi-auto rifle with scope, binoculars, and ammunition.

STANDARD: Achieve hits on targets while airborne.

PERFORMANCE STEPS:
1. Handle the weapon safely.
2. Rig the aircraft.
3. Brief aircrew.
4. Assume a firing position.
5. Estimate range.
6. Determine ballistics to hit target.
7. Utilize sniper observer dialogue (including aircrew via ICS).
8. Engage targets as required.
9. Assess the situation/report information.
10. Conduct debrief.
11. Make entries in data book/gun log as needed.

REFERENCES:
1. MCWP 3-15.3 Scout Sniping
2. FM 3-05.222 US Army S.F. Sniper training and employment

SUPPORT REQUIREMENTS:
1. Aircraft
2. Live fire range

RANGE/TRAINING AREA:
Facility Code 17560 Sniper Field Fire Range
Facility Code 17926 Aerial Gunnery Range

WEAPON AND ORDNANCE:

Weapon: M16 series 5.56mm Service Rifle

DODIC		Quantity
A059	CTG, 5.56MM, BALL, M855	20 each

Similar weapon may be used.

ADMINISTRATIVE INSTRUCTIONS:
1. Used in support of Raids, TRAPs, Maritime operations.
2. Sniper fire from an aircraft is NOT 1 MOA and is accurate suppressive fire.

3. Normally conducted with a low or variable power scope and semi-auto rifle.

8541-MARK-2002: Engage targets behind mediums/glass

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

BILLETS: Scout Sniper

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a sniper rifle, spotting scope, binoculars, observer, ammunition, and various mediums.

STANDARD: Achieve hits on target within one minute of angle from point of aim.

PERFORMANCE STEPS:
1. Handle the weapon safely.
2. Assume a firing position.
3. Estimate ballistics and weather to hit target and apply to scope turrets.
4. Identify/Determine mediums (types of glass, brick, sandbags, vehicle body, etc.) as may be found in combat environments.
5. Engage targets positioned behind mediums.
6. Assess situation.
7. Make data book/gun log entries.

REFERENCES:
1. MCWP 3-15.3 Scout Sniping
2. FM 3-05.222 US Army S.F. Sniper training and employment
3. TM 05539D-10/1 Sniper rifle, 7.62mm M40A3
4. TM 09629A-23&p/2A M82 SERIES SNIPER RIFLE .50 caliber SASR
5. MCWP 3-35.3 Military Operations on Urbanized Terrain

SUPPORT REQUIREMENTS:
1. Live fire range with appropriate targets.

RANGE/TRAINING AREA:
Facility Code 17560 Sniper Field Fire Range
Facility Code 17945 Training Mockups

WEAPON AND ORDNANCE:
Weapon: M40A series 7.62mm Sniper Rifle

DODIC		Quantity
AA11	CTG, 7.62MM, BALL L/R	10 each

May also be conducted with SASR and DODIC A606.

ADMINISTRATIVE INSTRUCTIONS:
1. Mediums should include various types of glass, bricks, sandbags, etc as found in combat environment.
2. Conducted at different distances/ranges.

8541-MARK-2003: Engage targets at angles with sniper rifles

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

BILLETS: Scout Sniper

INITIAL TRAINING SETTING: MOJT

CONDITION: Given sniper rifle and scope, ammunition, spotting scope, binoculars, map, compass, protractor, angle finding devices/charts, targets and a range that has more than 15 degrees up/down angle and a range of at least 500 yards.

STANDARD: Achieve 80 percent hits on targets.

PERFORMANCE STEPS:
1. Handle the weapon safely.
2. Assume a firing position.
3. Prepare a range card and estimate range to targets.
4. Measure/Determine angle to target.
5. Estimate ballistics and weather conditions to hit target.
6. Combine steps 4 and 5 and apply to scope turrets to hit target.
7. Utilize sniper observer dialogue.
8. Engage targets as required.
9. Assess the situation.
10. Make entries into databook/gun book.

REFERENCES:
1. MCWP 3-15.3 Scout Sniping
2. FM 3-05.222 US Army S.F. Sniper training and employment
3. TM 05539D-10/1 Sniper rifle, 7.62mm M40A3
4. TM 09629A-23&p/2a M82 SERIES SNIPER RIFLE .50 caliber SASR

SUPPORT REQUIREMENTS:
1. Sniper unknown distance live fire range (1,000 yards for 7.62 SB and batwing SDZ for steel targets)
Note: Range is needed that provides a minimum of 15 degrees up/down angle and a range of at least 500 yards.

RANGE/TRAINING AREA:
Facility Code 17560 Sniper Field Fire Range

WEAPON AND ORDNANCE:

Weapon: M40A series 7.62mm Sniper Rifle

DODIC		Quantity
AA11	CTG, 7.62MM, BALL L/R	20 each

May also be conducted with SASR and DODIC A606

Weapon: M82 series .50 cal Special Application Scoped Rifle

DODIC		Quantity
A606	CTG, CAL .50, API	20 each

8541-OPS-2001: Establish a sniper control center (SCC)

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

BILLETS: Scout Sniper

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a tactical scenario, the required communications equipment, report formats, and other necessary equipment and personnel.

STANDARD: Where it can best support the mission and survive while accomplishing the intent of the higher headquarters' order by receiving, processing, and disseminating reports from the scout sniper teams, in accordance with the references.

PERFORMANCE STEPS:
1. Select location.
2. Establish security.
3. Set up communications assets.
4. Perform operations checks on communications equipment.
5. Setup briefing/situation folders.
6. Maintain communications log.
7. Maintain situation log.
8. Process reports.
9. Perform situation update/brief at the ORP/SCC with the supported unit commander, as required.

REFERENCES:
1. FMFM 1-3B Sniping
2. MCWP 3-15.3 Scout Sniping

ADMINISTRATIVE INSTRUCTIONS:
1. SCC is a tactical element that is forward deployed from the main unit and in close enough proximity to the sniper teams to allow for communications relay and possibly eyes on teams/objective area. SCC may also be used as a fall-back position and QRF if needed.
2. SCC is normally used when there is an offensive mission requiring a larger amount of reporting of longer distances to the Supported unit, and multiple teams are employed.

8541-OPS-2002: Conduct counter sniper operations

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

BILLETS: Scout Sniper

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a tactical scenario with enemy snipers, an operations order to support a mission, scout sniper teams, required weapons, ammunition, and equipment.

STANDARD: Position the scout sniper team(s) to support the mission, where it can best accomplish the mission and survive while accomplishing the intent of the higher headquarters' order, in accordance with the reference.

PERFORMANCE STEPS:
1. Research historical lessons.
2. Determine possible enemy sniper threats, training levels, capabilities, and limitations.
3. Take/Advise on precautions for enemy snipers.
4. Consider use of deception.

5. Determine enemy sniper patterns and best methods to locate/eliminate enemy snipers.
6. Execute immediate action for sniper fire when needed.
7. Utilize camouflage techniques to move/establish positions without being detected.
8. Utilize observation/surveillance techniques to locate enemy snipers.
9. Utilize marksmanship skills to eliminate enemy snipers when needed.
10. Make reports and debrief as needed.

REFERENCES:
1. MCWP 3-15.3 Scout Sniping
2. FM 3-05.222 US Army S.F. Sniper training and employment

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:
Facility Code 17410 Maneuver/Training Area; Light Forces
Facility Code 17962 MOUT Collective Training Facility, Small (<24 Buildings)

ADMINISTRATIVE INSTRUCTIONS:
1. When possible, should be executed using free play methods of force-on-force snipers.

8541-SASR-2001: Engage targets with the .50 cal SASR series special application scoped rifle while wearing the field protective mask

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

BILLETS: Scout Sniper

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a .50 cal SASR series special application scoped rifle, observer, ammunition, spotting scope, targets, and field protective mask.

STANDARD: Achieve hits on targets while wearing the field protective mask, compensating for the effects of weather.

PERFORMANCE STEPS:
1. Handle the weapon safely.
2. Prepare for firing.
3. Don and clear the field protective mask.
4. Detect the target.
5. Present the rifle to the target, while assuming the firing position.
6. Engage target based on observer's commands.
7. Assess the situation.

REFERENCES:
1. FMFM 1-3B Sniping
2. TM 09629A-10/1 Special Application Scoped Rifle, .50 CAL, M82 SERIES SNIPER RIFLE
3. TM 09629A-10/1 Special Application Scoped Rifle, .50 CAL, M82 SERIES SNIPER RIFLE
4. MCRP 3-37A NBC Handbook

SUPPORT REQUIREMENTS:
1. Known distance range with appropriate targets
2. MOPP suits/NBC equipment

RANGE/TRAINING AREA:
Facility Code 17560 Sniper Field Fire Range

WEAPON AND ORDNANCE:

Weapon: M82 series .50 cal Special Application Scoped Rifle

DODIC		Quantity
A606	CTG, CAL .50, API	10 each

ADMINISTRATIVE INSTRUCTIONS:
1. NBC shoot is NOT accomplished at formal schools.

8541-SASR-2002: Engage multiple targets with .50 cal SASR series special application scoped rifle at unknown distance with mil holds

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

BILLETS: Scout Sniper

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a .50 cal SASR series special application scoped rifle, observer, ammunition, spotting scope, binoculars, and targets.

STANDARD: Achieve hits on multiple unknown distance targets using mil holds.

PERFORMANCE STEPS:
1. Handle the weapon safely.
2. Assume a supported firing position.
3. Prepare a range card and range estimate.
4. Prepare for firing.
5. Estimate ballistics and weather conditions to hit targets.
6. Determine scope setting to mid range target.
7. Determine mil holds from mid range setting.
8. Utilize sniper observer dialogue.
9. Engage targets as required using mil holds.
10. Assess the situation.
11. Make entries into databook/gun log.

REFERENCES:
1. MCWP 3-15.3 Scout Sniping
2. TM 09629A-23&P/2A M82 SERIES SNIPER RIFLE .50 caliber SASR
3. FM 3-05.222 US Army S.F. Sniper training and employment

SUPPORT REQUIREMENTS:
1. Sniper unknown distance range for .50 cal (2,000 yards, with vehicle sized targets, and batwing SDZ)

RANGE/TRAINING AREA:
Facility Code 17560 Sniper Field Fire Range

WEAPON AND ORDNANCE:

Weapon: M82 series .50 cal Special Application Scoped Rifle

DODIC		Quantity
A606	CTG, CAL .50, API	20 each

ADMINISTRATIVE INSTRUCTIONS:
1. Course of fire: Two series of vehicle-sized targets are placed from 300 - 1,800 yards. Sniper will use 1 common setting on the scope elevation and hold mils for remaining targets for each series. Sniper has a minimum of 2 rounds per target.

8541-SASR-2003: Engage various speed moving targets with .50 cal SASR series special application scoped rifle

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

BILLETS: Scout Sniper

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a .50 cal SASR series special application scoped rifle, observer, ammunition, spotting scope, binoculars, and various speed moving targets.

STANDARD: Achieve hits on the targets using proper mil leads.

PERFORMANCE STEPS:
1. Handle the weapon safely.
2. Assume a supported firing position.
3. Prepare for firing.
4. Determine ballistics and weather conditions to hit targets and make adjustments on scope turrets.
5. Determine speed and direction of moving target.
6. Determine method of engagement for moving target.
7. Utilize sniper observer dialogue.
8. Engage moving target.
9. Assess the situation.
10. Make entries in data book and gun log.

REFERENCES:
1. MCWP 3-15.3 Scout Sniping
2. TM 09629A-23&p/2a M82 SERIES SNIPER RIFLE .50 caliber SASR

SUPPORT REQUIREMENTS:
1. Sniper known distance range for .50 cal SDZ (100-2,000 yards in 100 yard increments)
Note: With variable speed moving vehicle sized targets.
May also use unknown distance range.

RANGE/TRAINING AREA:
Facility Code 17560 Sniper Field Fire Range

WEAPON AND ORDNANCE:

Weapon: M82 series .50 cal Special Application Scoped Rifle

DODIC		Quantity
A606	CTG, CAL .50, API	20 each

ADMINISTRATIVE INSTRUCTIONS:
1. Sniper will estimate speed of various moving vehicle sized targets then engage the targets. During initial training the sniper should be given ample time to estimate the speed of the target.

8541-TACT-2001: Lead a scout sniper team mission

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

BILLETS: Scout Sniper

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an operations order, a tactical radio set, a communications plan, required weapons, ammunition, team members, and equipment.

STANDARD: To accomplish the mission and commander's intent.

PERFORMANCE STEPS:
1. Depart friendly lines.
2. Navigate to and from the objective.
3. Maintain communications.
4. Control team actions.
5. Conduct assigned actions in the objective area.
6. Observe, select, and engage targets.
7. Depart objective area.
8. Make reports, as appropriate.
9. Re-enter friendly lines.
10. Debrief mission.

REFERENCES:
1. FMFM 1-3B Sniping
2. FMFM 6-5 Marine Rifle Platoon/Squad
3. MCWP 3-11.3 Scouting and Patrolling
4. MCWP 3-15.3 Scout Sniping
5. FM 3-05.222 US Army S.F. Sniper training and employment
6. SH 21-76 Ranger Handbook

SUPPORT REQUIREMENTS:
1. Training areas

Note: For various scenarios and environments.

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

8541-TACT-2101: Track an enemy

EVALUATION CODED: NO **SUSTAINMENT INTERVAL**: 24 months

BILLETS: Scout Sniper

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a ghillie suit, camouflage items, drag bag, sniper rifle, optics, required ammunition, required equipment, and mission.

STANDARD: To enemy current location and interpreting sign.

PERFORMANCE STEPS:
1. Locate "sign"/evidence of passage.
2. Interpret/analyze "sign".
3. Track/Follow "sign".
4. Utilize various tracking formations.
5. Ensure security of patrol while tracking.
6. Ensure camouflage while tracking.
7. Conduct counter-tracking techniques while moving.
8. Gather/Record information and make reports as needed.

REFERENCES:
1. MCWP 3-15.3 Scout Sniping
2. MCWP 3-11.3 Scouting and Patrolling
3. FM 3-05.222 US Army S.F. Sniper training and employment

SUPPORT REQUIREMENTS:

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