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Subj: INFANTRY TRAINING AND READINESS MANUAL

Ref: (a) MCO P3500.72A11082619

Encl: (1) Infantry T&R Manual

1. Purpose. Per the reference, this Training and Readiness (T&R) Manual, contained in enclosure (1), establishes training standards, regulations, and policies regarding the training of Marines in the infantry occupational field.

2. Cancellation. NAVMC 3500.44C.

3. Scope. The Infantry T&R manual had an overall reduction of 38% in total number of events. Highlights of the major changes included in this manual are:

a. Chapter 1 Overview. Adjusted to reflect current organization of this T&R Manual.

b. Chapter 2 Mission Essential Tasks. Revised to reflect the communities approved and published Marine Corps Tasks.

c. Chapter 3 Regimental Collective Events. Reviewed, revised, and validated all collective events and added new functional areas for Stability Operations and Amphibious Operations. Overall 63% reduction in total number of events. E-coded events changed from 19 to 13 representing a 32% reduction.

d. Chapter 4 Battalion Collective Events. Reviewed, revised, and validated all collective events and added new functional areas for Stability Operations and Amphibious Operations. Overall 56% reduction in total number of events. E-coded events changed from 18 to 13 for a 28% reduction.


e. Chapter 5 Company Collective Events. Reviewed, revised, and validated all collective events and added a new functional area for Stability Operations. Overall 56% reduction in total number of events.

f. Chapter 6 Platoon and Section Events. Reviewed, revised, and validated all collective events and added a new functional area for Stability Operations. Overall 46% reduction in total number of events.

g. Chapter 7 Squad and Fire Team/Crew Served Weapon Team Events. Reviewed, revised, and validated all collective events and added a new functional area for Stability Operations. Overall 38% reduction in total number of events.

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- h. Chapter 8 MOS 0300 (Basic Infantry Marine) Individual Events. Overall 18% reduction in total number of events.
- i. Chapter 9 MOS 0302 (Infantry Officer), 0369 (Infantry Unit Leader), and 0399 (Operations Chief) Individual Events. Overall 38% reduction in total number of 0302 events. Overall 38% reduction in total number of 0369 events. Added a new functional area titled 0399 and four new events to codify the service-level minimum training standards for the billet of Operations Chief.
- j. Chapter 10 MOS 0306 (Infantry Weapons Officer) Individual Events. Reviewed, revised, and validated all individual training events for MOS 0306. No changes required. Revised billet description for MOS 0306 Gunner.
- k. Chapter 11 MOS 0311 (Rifleman) Individual Events. Overall 31% reduction in total number of events.
- l. Chapter 12 MOS 0317 (Scout Sniper) Individual Events. Overall 31% reduction in total number of events.
- m. Chapter 13 MOS 0331 (Machinegunner) Individual Events. Overall 62% reduction in total number of events.
- n. Chapter 14 MOS 0341 (Mortarman) Individual Events. Overall 51% reduction in total number of events.
- o. Chapter 15 MOS 0351 (Infantry Assault Marine) Individual Events. Individual training events for MOS 0351 were not reviewed due to incremental removal of MOS.
- p. Chapter 16 MOS 0352 (Antitank Missile Gunner) Individual Events. Overall 22% reduction in total number of events.
- q. Chapter 17 MOS 0369 (Infantry Unit Leader) and 0399 (Operations Chief) Individual Events. Created new chapter, separating MOS 0302 and 0369. Overall 38% reduction in total number of 0369 events. Added a new functional area titled 0399 and four new events to codify the service-level minimum training standards for the billet of Operations Chief.
4. Information. Commanding General (CG), Training and Education Command (TECOM) will update this T&R Manual as necessary to provide current and relevant training standards to commanders. All questions pertaining to the Marine Corps Ground T&R Program and Unit Training Management should be directed to: CG, TECOM, Policy and Standards Division (C 466), 1019 Elliot Road, Quantico, Virginia 22134.
5. Command. This Manual is applicable to the Marine Corps Total Force.
6. Certification. Reviewed and approved this date.


W. F. MULLEN III
By direction

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CHAPTER 1

OVERVIEW

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INFANTRY T&R MANUAL

CHAPTER 1

OVERVIEW

1000. INTRODUCTION

1. The training and readiness (T&R) program is the Corps' primary tool for planning, conducting and evaluating training, and assessing training readiness. Subject matter experts (SME) from the operating forces (OPFOR) developed core capability mission essential task lists (METL) for ground communities derived from the Marine Corps task list. This T&R Manual is built around these METLs and other related Marine Corps tasks (MCT). All events contained in this Manual relate directly to these METLs and MCTs. This comprehensive T&R program will help to ensure the Marine Corps continues to improve its combat readiness by training more efficiently and effectively. Ultimately, this will enhance the Marine Corps' ability to accomplish real-world missions.

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

3. This T&R Manual is designed for use by unit commanders to determine pre-deployment training requirements in preparation for training and for formal schools and training detachments to create programs of instruction. This manual focuses on individual and collective tasks performed by OPFOR units and supervised by personnel in the performance of unit mission essential task(s) (MET).

1001. UNIT TRAINING

1. The training of Marines to perform as an integrated unit in combat lies at the heart of the T&R program. Unit and individual readiness are directly related. Individual training and the mastery of individual core skills serve as the building blocks for unit combat readiness. A Marine's ability to perform critical skills required in combat is essential.

2. Commanders will ensure that all training is focused on their combat mission. Unit training should focus on achieving proficiency in the unit METL. This T&R Manual is a tool to help develop the unit's training plan based on the unit METL, as approved by their higher commander and reported in the Defense Readiness Reporting System (DRRS). Training will support the unit METL and be designed to meet T&R standards. Commanders at all levels are responsible for effective combat training. The conduct of standards based training consistent with Marine Corps T&R standards cannot be over emphasized.

1002. UNIT TRAINING MANAGEMENT

1. Effective unit training management (UTM) focuses the overall organization on development of training plans based on the unit METL and standards-based community T&R events. This is accomplished in a manner that maximizes training results and focuses the training priorities of the unit in preparation for the conduct of its mission.

2. Unit training management techniques, described in reference MCO 1553.3_, MCTP 8-10A, and MCTP 8-10B provide commanders with the requisite tools and techniques to analyze, design, develop, implement, and evaluate the training of their unit. To maintain an efficient and effective training program, leaders at every level must understand and implement UTM.

1003. SUSTAINMENT AND EVALUATION OF TRAINING

1. Marines are expected to maintain proficiency in the training events for their military occupational specialty (MOS) at the appropriate grade or billet to which assigned. Leaders are responsible for recording the training achievements of their Marines. For collective or individual training events not executed and evaluated as part of the daily routine, leaders must ensure proficiency is sustained by requiring retraining of each event at or before expiration of the designated sustainment interval.

2. The evaluation of training is necessary to properly prepare Marines for combat. Evaluations are either formal or informal, and performed by members of the unit (internal evaluation) or from an external command (external evaluation). The purpose of formal and informal evaluation is to provide commanders with a process to determine a unit's/Marine's proficiency in the tasks that must be performed in combat. Informal evaluations are conducted during every training evolution. Formal evaluations are often scenario-based, focused on the unit's METs, based on collective training standards, and usually conducted during higher-level collective events.

3. Evaluation is a continuous process that is integral to training management and is conducted by leaders at every level and during all phases of planning and the conduct of training. To ensure training is efficient and effective, evaluation is an integral part of the training plan. Ultimately, leaders remain responsible for determining if the training was effective.

1004. ORGANIZATION. This Infantry T&R Manual is comprised of 17 chapters and 6 appendices. Chapter 1 is an overview of the ground T&R program. Chapter 2 lists the core METs/MCTs supported by the Community, which are used as part of DRRS. Chapters 3 through 8 contain collective events. Chapters 9 through 11 through contain individual events specific to a particular MOS and/or billet, as noted. Appendix A contains acronyms; Appendix B contains terms and definitions; Appendix C contains an example of Class V(W) allocations; Appendix D contains Simulation information; Appendix E contains Load Terms and Definitions; and Appendix F contains MOS-Specific Physical Standards.

1005. T&R EVENT CODING

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

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

| | | |
|--|---|---|
| Collective Training Command Element | Collective Training Regiment/Group | Collective Training Battalion/Squadron |
| 9000-level | 8000-level | 7000-level |
| Collective Training Company | Collective Training Platoon | Collective Training Squad |
| 6000-level | 5000-level | 4000-level |
| Collective Training Team/Section/Crew | Individual Training Skills Progression MOJT, Advanced Level Schools (Core Plus Skills) | Individual Training Entry-Level Formal School Training (Core Skills) |
| 3000-level | 2000-level | 1000-level |

Figure. 1-1 T&R Event Levels

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

3. Sequencing. A numerical code is assigned to each collective (3000-9000 level) or individual (1000-2000 level) training event. The first number identifies the size of the unit performing the event, as depicted in figure 1-1. Exception: Events that relate to staff planning, to conduct of a command operations center, or to staff level decision making processes will be numbered according to the level of the unit to which the staff

belongs. For example: an infantry battalion staff conducting planning for an offensive attack would be labeled as INF-PLAN-7001 even though the entire battalion is not actively involved in the planning of the operation. T&R event sequence numbers that begin with "9" are reserved for Marine air-ground task force (MAGTF) command element events. An example of event coding is displayed in figure 1-2.

| |
|--|
| <p>Functional Area</p> <p>MOS/Community-----> #####-####-#### <-1st event in sequence</p> <p style="text-align: center;"><u>Event level</u></p> |
|--|

Figure 1-2. T&R Event Coding

1006. T&R EVENT COMPOSITION

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

2. An example of a collective T&R event is provided in figure 1-3 and an example of an individual T&R event is provided in figure 1-4. Events shown in figures are for illustrative purposes only and are not actual T&R events.

| |
|--|
| <p><u>XXXX-XXXX-####</u>: Provide interior guard</p> <p><u>SUPPORTED MET(S)</u>: MCT #.#.#</p> <p><u>EVALUATION CODED</u>: YES/NO <u>SUSTAINMENT INTERVAL</u>: 12 months</p> <p><u>DESCRIPTION</u>: Text</p> <p><u>CONDITION</u>: Text</p> <p><u>STANDARD</u>: Text</p> <p><u>EVENT COMPONENTS</u>:</p> <ol style="list-style-type: none">1. Event component.2. Event component.3. Event component. <p><u>REFERENCES</u>:</p> <ol style="list-style-type: none">1. Reference2. Reference3. Reference <p><u>PREREQUISITE EVENTS</u>:</p> <p>XXXX-XXXX-#### XXXX-XXXX-####</p> <p><u>INTERNAL SUPPORTED</u>:</p> |
|--|

XXXX-XXXX-#### XXXX-XXXX-####
INTERNAL SUPPORTING:
XXXX-XXXX-#### XXXX-XXXX-####
SUPPORT REQUIREMENTS:

 EQUIPMENT: XXX
MISCELLANEOUS: XXX

 ADMINISTRATIVE INSTRUCTIONS: XXX

Figure 1-3. Example of a Collective T&R Event

XXXX-XXXX-####: Stand a sentry post
EVALUATION CODED: NO SUSTAINMENT INTERVAL: 12 months
DESCRIPTION: Text
MOS PERFORMING: ####, ####
INITIAL TRAINING SETTING: XXX
CONDITION: Text
STANDARD: Text
PERFORMANCE STEPS:
1. Event component.
2. Event component.
3. Event component.
REFERENCES:
1. Reference
2. Reference
3. Reference
PREREQUISITE EVENTS:
XXXX-XXXX-#### XXXX-XXXX-####
INTERNAL SUPPORTED:
XXXX-XXXX-#### XXXX-XXXX-####
INTERNAL SUPPORTING:
XXXX-XXXX-#### XXXX-XXXX-####
SUPPORT REQUIREMENTS:

 EQUIPMENT: XXX
MISCELLANEOUS: XXX

 ADMINISTRATIVE INSTRUCTIONS: XXX

Figure 1-4. Example of an Individual Event

1. Event Code. The event code is explained in paragraph 1005.
2. Title. The name of the event. The event title contains one action verb and one object.
3. Evaluation-Coded (E-Coded). Collective events categorize the capabilities that a given unit may be expected to perform. There are some collective events that the Marine Corps has determined that a unit MUST be able to perform, if that unit is to be considered fully ready for operations. These E-Coded events represent the irreducible minimum or the floor of readiness for a unit. These E-Coded events are derived from the training measures of effectiveness (MOE) for the METs for units that must report readiness in DRRS. It would seem intuitive that most E-Coded events would be for battalion sized units and higher since those are the units that report in DRRS. However, if the Marine Corps has determined that the readiness of a subordinate, supporting unit to accomplish a particular collective event is vital to the accomplishment of the supported unit's MET, then that lower echelon collective event is E-Coded.
4. Supported MET(s). List all METs that are supported by the training event in the judgment of the OccFld drafting the T&R manual, even if those events are not listed as MOE in a MET.
5. Sustainment Interval. It is critical to understand the intent of the sustainment interval so training time is not wasted with duplicated training. Sustainment interval is expressed in number of months. Most individual T&R events and many lower level collective events are never out of sustainment because they are either part of a Marine's daily routine, or are frequently executed within the sustainment interval. Sustainment interval is relevant when an individual or collective event is not observed and evaluated within the sustainment period, has atrophied, and therefore retraining and evaluation is required.
6. Billet/MOS. Each individual training event will contain a billet code and/or MOS that designates who is responsible for performing that event and any corresponding formal course required for that billet. Each commander has the flexibility to shift responsibilities based on the organization of his command. These codes are based on recommendations from the collective subject matter expertise that developed this manual and are listed for each event.
7. Grade. The grade field indicates the rank at which Marines are required to complete the event.
8. Description. This field allows T&R developers to include an explanation of event purpose, objectives, goals, and requirements. It is a general description of an action requiring learned skills and knowledge, i.e., engage fixed target with crew-served weapons. This is an optional field for individual events but is required for collective events. This field can be of great value guiding a formal school or OPFOR unit trying to discern the intent behind an event that might not be readily apparent.
9. Condition. Condition refers to the constraints that may affect event performance in a real-world environment. It indicates what is provided (equipment, tools, materials, manuals, aids, etc.), environmental constraints or conditions under which the task is to be performed, and any specific cues

or indicators to which the performer must respond. Commanders can modify the conditions of the event to best prepare their Marines to accomplish the assigned mission (e.g. in a desert environment; in a mountain environment; etc.). When resources or safety requirements limit the conditions, this should be stated. The content of the condition should be included in the event on a "by exception" basis. If there exists an assumption regarding the conditions under which all or most of the events in the manual will be performed, then only those additional or exceptional items required should be listed in the condition. The common conditions under which all the events in a chapter will be executed will be listed as a separate paragraph at the beginning of the chapter.

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

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

a. The event components and performance steps will be consciously written so that they may be employed as performance evaluation check lists by the OPFORs. They must be sequenced to demonstrate the building block approach to training.

b. Event components may be events one individual in the unit performs, events that small groups in the unit perform, or events involving the entire unit.

12. Chained Events. Enables unit leaders to effectively identify prerequisite, supporting, and supported events that ultimately support MCTs/METs. Supported events are chained to supporting events to enable the accomplishment of the supported event to standard and therefore are considered "chained". The completion of identified supported events can be utilized to update sustainment interval credit for supporting events, based on the assessment of the commander.

13. 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.

14. Supported Event. An event whose performance is inherently supported by the performance of one or more supporting events. A supported event will be classified as internal supported if it has been developed specifically for the community. A supported event that has been chained to an event from an external community T&R will be classified as external supported.

15. Supporting Event. An event whose performance inherently supports the performance of a supported event. A supporting event will be classified as internal supporting if it has been developed specifically for the community. A supporting event that has been chained to a community event from an external community T&R will be classified as external supporting.

16. Initial Training Setting. All individual events will designate the setting at which the skill is first taught, either formally, Marine on the Job Training (MOJT) within the OPFOR, or via a distance learning product (DL).

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

18. Distance Learning Products. Distance learning products include: Individual multimedia instruction, computer-based training, MarineNet, etc. This notation is included when, in the opinion of the T&R manual group charter in consultation with the MAGTF T&R Standards Division representative, the event can be taught via one of these media vice attending a formal course of instruction or receiving MOJT.

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

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

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

20. Suitability of Simulation/Simulators/DL products. The following "Suitability and Sequence" codes listed in figure 1-5 have been developed to communicate characteristics for employing simulations during training. Units

of measure have been assigned based on the amount of time it takes a Marine or unit to train to task utilizing a particular simulator. Suitability and sequence codes are captured in the event title in a parenthetical remark, as well as within the simulation field of the T&R event. The simulation field also identifies the type of simulation, units of measure, and any other pertinent information.

| Code | Requirement |
|------|--|
| L | The event can only be trained to standard in a Live environment. Any event assessed as "NO" for Simulatable was coded "L." |
| P | The event must be performed to standard in simulator as a PREREQUISITE to live fire qualification as per current doctrine, policy, or T&R manual. |
| S/L | Event must be trained to standard in simulation then live unless simulation capacity is not available, then live only training is appropriate. |
| L/S | Event must be trained to standard in a live environment then simulation unless simulation capacity is not available, then live only training is appropriate. |
| S | Event can ONLY be conducted to standard and qualification in simulator. |

Figure 1-5. Suitability and sequence codes

a. Training simulation capabilities offer an opportunity to build and sustain proficiency while achieving and/or maintaining certain economies. Commanders should take into consideration simulation tools as a matter of course when designing training.

b. Simulation Terms:

(1) Simulation: A model of a system animated discretely or continuously over a period of time. A simulation may be closed-loop (i.e., it executes based in initial inputs without human intervention), or it may be open-loop (i.e., human input to alter the variables in the system during execution is allowed). A simulation is an approximation of how the modeled system will behave over time. Simulations are constructed based on verified and validated mathematical models of actual systems. Simulations can be very simple or complex depending on the degree of fidelity and resolution needed to understand the behavior of a system.

(2) Simulator: A simulator is the physical apparatus employed as the interface for humans to interact with a model or observe its output. A simulator has input controls and outputs in the form of human sensory stimuli (visual, auditory, olfactory, tactile/haptic, and taste). For instance, some of the features of the vehicle cab (the seat, steering wheel, turn signals, accelerator pedal, brakes, and windshield) and projection screen. Both the vehicle cab and projection screen are the interface by which a human being interacts with the simulated environment of a driving a vehicle and observe the outputs of the mathematical models of vehicle dynamics.

(3) Model: A mathematical representation of the behavior (i.e., shows the behavior of projectiles, combat simulations, etc.) of a system at a distinct point in time.

(4) Live: Real people operates real systems to include both live people operating real platforms or systems on a training range and battle staffs from joint, component or service tactical headquarters using real world command and control systems.

(5) Virtual: Real people operating simulated systems. Virtual simulations inject humans-in-the-loop in a central role by exercising motor control skills (e.g., flying an air platform simulator, engaging targets in indoor simulated marksmanship trainer), decision skills, and/or communication skills.

(6) Constructive: Models and simulations that involve simulated people operating simulated systems (i.e., MAGTF Tactical Warfare Simulation). Real people make inputs to such simulations, but are not involved in determining the outcomes.

(7) Live, Virtual and Constructive (LVC) Training Environment: Defined by combining any of the three training domains LVC to create a common operational environment, by which units can interact across LVC domains as though they are physically located in the same operational environment.

(8) Distance Learning: Any instruction and evaluation provided through a variety of DL delivery systems (i.e., MarineNet) where the students and instructors are separated by time and/or location.

c. Figure 1-6 depicts an event title with simulation code and simulation and/or simulators that can be used, as displayed within a T&R event.

| | | | | | |
|--|---------------------------|-------------------------|-------------------------------|---------------------|------------------|
| <u>XXXX-XXX-XXXX</u> : Call for indirect fire using the grid method (L/S) | | | | | |
| <u>SUPPORT REQUIREMENTS</u> : | | | | | |
| <u>SIMULATION EVALUATION</u> : | | | | | |
| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
| Yes | L/S | ODS | Marine Hours | 12 | Y |

Figure 1-6. Example of simulation/simulators displayed within a T&R event

21. Miscellaneous

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

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

1007. **COMBAT READINESS PERCENTAGE (CRP)**

1. The Marine Corps ground T&R program includes processes to assess readiness of units and individual Marines. Every unit in the Marine Corps maintains a basic level of readiness based on the training and experience of the Marines in the unit. Even units that never trained together are capable of accomplishing some portion of their missions. Combat readiness assessment does not associate a quantitative value for this baseline of readiness, but uses a "Combat Readiness Percentage" as a method to provide a concise descriptor of the recent training accomplishments of units and Marines.

2. Combat readiness percentage is the percentage of required training events that a unit or Marine accomplishes within specified sustainment intervals.

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

1008. CRP CALCULATION

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

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

For Example:

MET 1: 75% complete (3 of 4 E-Coded events trained)
MET 2: 100% complete (6 of 6 E-Coded events trained)
MET 3: 25% complete (1 of 4 E-Coded events trained)
MET 4: 50% complete (2 of 4 E-Coded events trained)
MET 5: 75% complete (3 of 4 E-Coded events trained)

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

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

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

3. Combat readiness percentage is a valuable tool to assist commanders in readiness reporting by providing objective data to support and inform their subjective assessment.

1009. CHEMICAL BIOLOGICAL RADIOLOGICAL NUCLEAR TRAINING

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

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

1010. NIGHT TRAINING

1. While it is understood that all personnel and units of the OPFOR are capable of performing their assigned mission in "every clime and place," current doctrine emphasizes the requirement to perform assigned missions at night and during periods of limited visibility. Basic skills are significantly more difficult when visibility is limited.

2. To ensure units are capable of accomplishing their mission they must train under the conditions of limited visibility. Units should strive to conduct all events in this T&R Manual during both day and night/limited visibility conditions. When there is limited training time available, night training should take precedence over daylight training, contingent on the availability of equipment and personnel.

1011. RISK MANAGEMENT (RM)

1. Risk management is a process that enables commanders to plan for and minimize risk while still accomplishing the mission. It is a tool to aid decision making used by Marines at all levels to increase effectiveness by anticipating hazards and reducing the potential for loss, thereby increasing the probability of success. Risk management minimizes risks to acceptable levels, commensurate with mission accomplishment.

2. All leaders and Marines will integrate RM in the planning process and implement hazard controls to reduce risk to acceptable levels. Applying the RM process will reduce mishaps, injuries, and damage they cause, thereby increasing both individual performance and unit readiness. Risk management assists the commander in avoiding unnecessary risk, determining the balance between training realism and unnecessary risks in training, making an informed decision to implement a course of action, identifying feasible and

effective control measures, adjusting training plans to fit the level of proficiency and experience of Marines/Sailors, and providing reasonable alternatives for mission accomplishment.

3. Specifically, commanders are required to implement and document deliberate RM in the planning and execution of all training evolutions and activities. Furthermore, the authority to approve or accept risk assessment code (RAC) 1 or 2 hazards will not be delegated below lieutenant colonel (O5). Further guidance for RM is found in Marine Corps Order 3500.27_.

1012. IMPROVISED EXPLOSIVE TRAINING

1. Improvised explosive device (IED) threat impacts all elements of the MAGTF and all Marines regardless of MOS, location, or operational environment. The ability to effectively operate and survive in environments with an IED threat is critical to force protection, maintaining combat effectiveness, and mission accomplishment.

2. Per Marine Corps policy on organizing, training, and equipping for operations in an IED environment (MCO 3502.9), Marines must be capable of not only accomplishing their assigned mission, but also accomplishing their mission in environments with an IED threat. Counter-improvised explosive device (C-IED) training must be integrated into the unit training plan in order to ensure personnel assigned to the OPFOR train and maintain proficiency in C-IED tactics, techniques, and procedures.

1013. MOS-SPECIFIC PHYSICAL STANDARDS. 1. Within the Infantry Community, Marines are required to demonstrate a high degree of physical strength to standard, in order to perform those regularly assigned, recurrent duties of each of the Infantry's military occupational specialties (MOSs).

2. This T&R Manual contains MOS-specific physical standards, which must be demonstrated, in order to achieve MOS qualification. These MOS-specific physical standards have been identified throughout this T&R manual within the administrative instructions to the event.

3. Assessments for MOS-specific physical standards have been developed and are contained within Appendix F. These assessments provide Commanders reasonable assurance a Marine has the physical capacity to perform the regularly assigned and recurrent duties of the MOS.

4. These MOS-specific physical standards are not the sole requirement for MOS qualification.

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CHAPTER 2

MISSION-ESSENTIAL TASKS

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INFANTRY T&R MANUAL

CHAPTER 2

MISSION-ESSENTIAL TASKS

2000. INFANTRY MISSION ESSENTIAL TASK LIST (METL). The lists below depict the METL for Infantry units by echelon. All METs are derived from the Marine Corps Task List (MCTL). All METLs are approved by the Infantry Operational Advisory Group (IOAG) to serve as the foundation for readiness reporting in the Defense Readiness Reporting System (DRRS).

Infantry Regiment METL

Core METS

MCT 1.1 Provide Forces
MCT 1.6.1 Conduct Offensive Operations
MCT 1.6.4 Conduct Defensive Operations
MCT 1.12.1 Conduct Amphibious Operations
MCT 1.14 Conduct Stability Operations

Core Plus MET

MCT 1.6.12 Conduct Cold Weather Operations

Infantry Regiment, Headquarters Company METL

Core METS

MCT 5.7.1 Plan and Direct Amphibious Operations
MCT 5.7.2 Plan and Direct Offensive Operations
MCT 5.7.3 Plan and Direct Defensive Operations
MCT 5.7.4 Plan and Direct Stability Operations

Core Plus MET

MCT 1.6.12 Conduct Cold Weather Operations

Infantry Battalion METL

Core METS

MCT 1.6.1 Conduct Offensive Operations
MCT 1.6.4 Conduct Defensive Operations
MCT 1.12.1 Conduct Amphibious Operations
MCT 1.14 Conduct Stability Operations

Core Plus MET

MCT 1.6.12 Conduct Cold Weather Operation

2001. BASELINE AND ADVANCED MET STANDARDS

1. **MET Assessment.** Each MET has output standards for two levels of capability: "Baseline" and "Advanced".

a. Baseline Capability. The level of readiness expected from a unit, normally sustained through unit core training at home station and achieved without requiring a Deployment for Training (DFT), dedicated at-sea training, or external Marine Air-Ground Task Force (MAGTF) support.

Considerations for Baseline Capability:

- Sustainment training conducted at home station
- No external MAGTF support required
- No dedicated at-sea support required

b. Advanced Capability. The level of readiness required by a unit, expected to perform a critical role in a mission or Operational Plan (OPLAN). This level of readiness normally requires external MAGTF support, ship-to-shore movement, or a service-level or joint training exercise. Units designated for training to this level are normally selected through the force synchronization process.

Considerations for Advanced Capability:

- Training against an adversary force
- Training against an adversary force representing peer threat
- Training in a degraded and/or denied command and control environment
- Training that require external MAGTF support
- Deployment for Training (DFT)
- Unique environmental conditions (Cold Weather Operations)
- Ship-to-Shore movement
- At sea training
- Joint or Naval integration

2. Additional guidance for readiness reporting can be found in MCO 3000.13, Marine Corps Readiness Reporting.

2002. INFANTRY REGIMENT CORE AND CORE PLUS METS.

MCT 1.1 Provide Forces

Baseline: Generate and sustain the deployment of a baseline core-capable infantry battalion to support emergent and rotational force requirements manned with forces capable of accomplishing assigned missions.

Advanced: Generate and sustain the deployment of a baseline core-capable infantry battalion to support emergent and rotational force requirements manned with forces capable of accomplishing assigned missions.

MCT 1.6.1 Conduct Offensive Operations

Baseline: Capable of defeating a conventional enemy force, up to battalion strength, in prepared defensive positions, as well as, capable of conducting offensive operations.

Advanced: Capable of defeating a peer adversary, of battalion strength, in complex terrain, in a contested and/or degraded command and control environment.

MCT 1.6.4 Conduct Defensive Operations

Baseline: Capable of defending two regimental avenues of approach against conventional attack and capable of defeating an enemy division-sized attack.

Advanced: Capable of defending against a peer adversary of division strength in complex terrain, in a contested and/or degraded command and control environment.

MCT 1.12.1 Conduct Amphibious Operations

Baseline: Capable of planning and synchronizing a regiment-level amphibious operation, transitioning sufficient capability ashore from amphibious platforms to accomplish the mission, and exercising command and control throughout all phases of the amphibious operation.

Advanced: Demonstrated capability to execute a regiment-level amphibious operation, transitioning combat capability ashore from amphibious platforms involving sea-based operations and ship-to-shore movement conducted under realistic conditions.

MCT 1.14 Conduct Stability Operations

Baseline: Capable of securing designated critical infrastructure and integrating military operations with joint, inter-agency, inter-governmental, multi-national (JIIM) agencies and activities, in a permissive to uncertain environment.

Advanced: Capable of securing designated, critical infrastructure, integrating military operations with joint, inter-agency, inter-governmental, multi-national (JIIM) agencies and activities, and establishing civil security within a regiment-sized area of operation, in an uncertain to hostile environment.

Infantry Regiment Core Plus MET

MCT 1.6.12 Conduct Cold Weather Operations

Baseline: Capable of employing task-organized forces in a snow-covered, wet and/or dry cold weather environment.

Advanced: Capable of employing task-organized forces, sustaining MAGTF operations, in an intense cold weather environment.

2003. INFANTRY REGIMENT, HEADQUARTERS COMPANY CORE AND CORE PLUS METS.

MCT 5.7.1 Plan and Direct Amphibious Operations

Baseline: Capable of exercising command and control over assigned or attached forces, planning amphibious operations, and the planning and directing the embarkation of a task organized Marine regiment, and the execution of an amphibious landing.

Infantry Regiment, Headquarters Company trained to standard in the following events:

INF-AMPH-8001: Plan and Direct Amphibious Operations

INF-C2-8002: Conduct Force Deployment Planning and Execution (FDP&E)

Advanced: Capable of planning and directing the embarkation of a task organized Marine regiment, execution of an amphibious operation, integration of naval and joint forces and fires, and sustainment from a sea-base.

Infantry Regiment, Headquarters Company trained to standard in the following events:

INF-AMPH-8002: Conduct an Amphibious Landing

INF-AMPH-8003: Conduct Amphibious Operations

INF-AMPH-8004: Conduct an Amphibious Withdrawal

Note: The Infantry Regiment, Headquarters Company must conduct one of the, above listed, events to meet the Advanced criteria.

MCT 5.7.2 Plan and Direct Offensive Operations

Baseline: Capable of planning and directing offensive operations to defeat an enemy force of battalion strength, in prepared defensive positions.

Infantry Regiment, Headquarters Company trained to standard in the following events:

INF-C2-8001: Conduct Command and Control (C2)

INF-C2-8002: Conduct Force Deployment Planning and Execution (FDP&E)

Advanced: Capable of planning and directing offensive operations to defeat a peer adversary, of battalion strength, in complex terrain, in a contested and/or degraded command and control environment.

Infantry Regiment, Headquarters Company trained to standard in the following events:

INF-C2-8001: Conduct Command and Control (C2)

INF-LOG-8001: Conduct Tactical Logistics

INF-FP-8001: Conduct Force Protection

INF-INT-8001: Conduct Intelligence Functions

MCT 5.7.3 Plan and Direct Defensive Operations

Baseline: Capable of planning and directing the defense of two regimental avenues of approach, against conventional attack, and planning and directing the defense against an enemy division-sized unit attack.

Infantry Regiment, Headquarters Company trained to standard in the following events:

INF-C2-8001: Conduct Command and Control (C2)

INF-C2-8002: Conduct Force Deployment Planning and Execution (FDP&E)

Advanced: Capable of planning and directing defensive operations to defeat a peer adversary, of division strength, in complex terrain, in a contested and/or degraded command and control environment.

Infantry Regiment, Headquarters Company trained to standard in the following events:

INF-C2-8001: Conduct Command and Control (C2)

INF-LOG-8001: Conduct Tactical Logistics

INF-FP-8001: Conduct Force Protection

INF-INT-8001: Conduct Intelligence Functions

MCT 5.7.4 Plan and Direct Stability Operations

Baseline: Capable of planning and directing the integration of military operations with governmental and non-governmental agencies, in support of stability operations, in a regiment-sized area of responsibility, in a permissive to uncertain environment.

Infantry Regiment, Headquarters Company trained to standard in the following events:

INF-C2-8001: Conduct Command and Control (C2)

INF-C2-8002: Conduct Force Deployment Planning and Execution (FDP&E)

Advanced: Capable of planning and directing the integration of military operations with governmental and non-governmental agencies, in support of stability operations, in a regiment-sized area of responsibility, in an uncertain to hostile environment.

Infantry Regiment, Headquarters Company trained to standard in the following events:

INF-C2-8001: Conduct Command and Control (C2)

INF-LOG-8001: Conduct Tactical Logistics

INF-FP-8001: Conduct Force Protection

INF-INT-8001: Conduct Intelligence Functions

Infantry Regiment, Headquarters Company Core Plus MET

MCT 1.6.12 Conduct Cold Weather Operations

Baseline: Infantry Regiment, Headquarters Company is trained to command and control task-organized forces in a snow-covered, wet and/or dry cold weather environment.

Advanced: Infantry Regiment, Headquarters Company is trained to command and control task-organized forces, sustaining MAGTF operations, in an intense cold weather environment.

2004. INFANTRY BATTALION CORE AND CORE PLUS METS. Infantry Battalion Core METs

MCT 1.6.1 Conduct Offensive Operations

Baseline: Capable of destroying a conventional enemy force, of company strength, in prepared defensive positions, and capable of defeating enemy forces in an assigned battlespace.

Infantry battalion trained to standard in the following events:

INF-MAN-7001: Conduct an Attack

CIED-OPS-7001: Operate in Environments with an Improvised Explosive Device (IED) Threat

Advanced: Capable of defeating a peer adversary, of company strength, in complex terrain, in a contested and/or degraded command and control environment. Must demonstrate proficiency of warfighting functions in an externally supported and evaluated exercise.

Infantry battalion trained to standard in the following events:

INF-C2-7001: Conduct Command and Control

INF-MAN-7011: Conduct Obstacle Breaching

INF-FP-7001: Conduct Force Protection

INF-FSPT-7001: Conduct Fire Support

INF-INT-7001: Conduct Intelligence Functions

INF-LOG-7001: Conduct Tactical Logistics

MCT 1.6.4 Conduct Defensive Operations

Baseline: Capable of defeating a conventional enemy regiment-sized attack and capable of defending key terrain, for a duration of time, defined by the resources provided.

Infantry battalion trained to standard in the following events:

INF-MAN-7006: Conduct an Area Defense

CIED-OPS-7001: Operate in Environments with an Improvised Explosive Device (IED) Threat

Advanced: Capable of destroying a peer adversary, of regiment strength, in complex terrain, in a contested and/or degraded command and control environment. Must demonstrate proficiency of warfighting functions in an externally supported and evaluated exercise.

Infantry battalion trained to standard in the following events:

INF-C2-7001: Conduct Command and Control

INF-FP-7001: Conduct Force Protection

INF-FSPT-7001: Conduct Fire Support

INF-INT-7001: Conduct Intelligence Functions

INF-LOG-7001: Conduct Tactical Logistics

MCT 1.12.1 Conduct Amphibious Operations

Baseline: Capable of planning and synchronizing a battalion-level amphibious operation, transitioning capability ashore from amphibious platforms to accomplish the mission, and capable of executing command and control throughout all phases of the amphibious operation.

Infantry battalion trained to standard in the following events:

INF-AMPH-7001: Plan an Amphibious Operations

Note: The above event can be conducted either embarked or underway or during a pier-side staff planning exercise.

Advanced: Capable of destroying a peer adversary, of regiment strength, in complex terrain, in a contested and/or degraded command and control environment. Must demonstrate proficiency of warfighting functions in an externally supported and evaluated exercise.

Infantry Battalion trained to standard in the following events:

INF-AMPH-7002: Conduct an Amphibious Landing

INF-AMPH-7003: Conduct Amphibious Assault

INF-AMPH-7004: Conduct an Amphibious Raid

Note: The Infantry battalion must conduct one of the, above listed, events to meet the Advanced criteria.

MCT 1.14 Conduct Stability Operations

Baseline: Capable of securing critical infrastructure, within a battalion sized area of responsibility, in a permissive to uncertain environment, integrating military operations with joint, inter-agency, inter-governmental, multi-national (JIIM) agencies and activities.

Infantry battalion trained to standard in the following events:

INF-STAB-7002: Establish Civil Control and Security

CIED-OPS-7001: Operate in Environments with an Improvised Explosive Device Threat

Advanced: Capable of securing critical infrastructure and providing humanitarian assistance, in an uncertain to hostile environment, integrating military operations with joint, inter-agency, inter-governmental, multi-national (JIIM) agencies and activities.

Infantry battalion trained to standard in the following events:

INF-STAB-7001: Plan and Direct Stability Operations

INF-STAB-7002: Establish Civil Control and Security

Infantry Battalion Core Plus MET

MCT 1.6.12 Conduct Cold Weather Operations

Baseline: Capable of conducting offensive and defensive operations in wet and dry cold weather environments, including snowshoe movement, with a scout skier platoon, capable of ski-borne operations.

Infantry battalion trained to standard in the following events:

INF-C2-7001: Conduct Command and Control (C2)

INF-MAN-6001: Conduct an Attack

INF-MAN-Conduct an Area Defense

Note: Infantry battalion executes a Deployment for Training (DFT), including company-level maneuver, in a cold weather environment with a battalion-level command post exercise (CPX).

Advanced: Capable of conducting and sustaining offensive and defensive operations, in an intense cold weather environment, including battalion-level ski-mobile operations, with one company and one scout skier platoon capable of ski-borne operations.

Note: Infantry battalion executes a Deployment for Training (DFT) including battalion-level maneuver, in a cold weather environment.

Infantry battalion trained to standard in the following events:

INF-MAN-7001: Conduct an Attack

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CHAPTER 3

REGIMENTAL COLLECTIVE EVENTS

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INFANTRY T&R MANUAL

CHAPTER 3

REGIMENTAL COLLECTIVE EVENTS

3000. PURPOSE. Chapter 3 contains collective training events for the Infantry Regiment.

3001. EVENT CODING

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

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

| <u>Code</u> | <u>Description</u> |
|-------------|--------------------|
| INF | Infantry |

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

| <u>Code</u> | <u>Description</u> |
|-------------|---------------------|
| AMPH | Amphibious |
| C2 | Command and Control |
| COND | Conditioning |
| LOG | Logistics |
| FP | Force Protection |
| FSPT | Fire Support |
| INT | Intelligence |
| MAN | Maneuver |
| STAB | Stability |

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

| <u>Code</u> | <u>Description</u> |
|-------------|--------------------|
| 8000 | Regimental Level |

3002. INDEX OF COLLECTIVE EVENTS

| Event Code | E-Coded | Event | Page |
|--------------------------|----------------|---------------------------------------|-------------|
| 8000 Level Events | | | |
| INF-AMPH-8001 | YES | Plan and Direct Amphibious Operations | 3-3 |
| INF-AMPH-8002 | YES | Conduct an Amphibious Landing | 3-5 |
| INF-AMPH-8003 | YES | Conduct Amphibious Operations | 3-7 |
| INF-AMPH-8004 | NO | Conduct an Amphibious Withdrawal | 3-9 |
| INF-C2-8001 | YES | Conduct Command and Control (C2) | 3-11 |

| | | | |
|---------------|-----|---|------|
| INF-C2-8002 | NO | Conduct Force Deployment Planning & Execution (FDP&E) | 3-13 |
| INF-COND-8001 | YES | Conduct a Forced March | 3-14 |
| INF-FP-8001 | YES | Conduct Force Protection | 3-15 |
| INF-FSPT-8001 | YES | Conduct Fire Support | 3-17 |
| INF-INT-8001 | YES | Conduct Intelligence Functions | 3-18 |
| INF-LOG-8001 | YES | Conduct Tactical Logistics | 3-19 |
| INF-MAN-8001 | YES | Conduct Offensive Operations | 3-21 |
| INF-MAN-8003 | NO | Conduct Security Operations | 3-22 |
| INF-MAN-8004 | NO | Conduct a Relief in Place (RIP) | 3-23 |
| INF-MAN-8005 | NO | Establish an Assembly Area | 3-25 |
| INF-MAN-8006 | YES | Conduct Defensive Operations | 3-27 |
| INF-MAN-8011 | NO | Conduct a Gap Crossing | 3-28 |
| INF-STAB-8001 | YES | Plan and Direct Stability Operations | 3-30 |
| INF-STAB-8002 | YES | Conduct Stability Operations | 3-31 |

3003. 8000-LEVEL EVENTS

INF-AMPH-8001: Plan and Direct Amphibious Operations

SUPPORTED MET(S):

[MCT 1.12.1 Conduct Amphibious Operations](#)

[MCT 5.7.1 Plan and Direct Amphibious Operations](#)

EVALUATION-CODED: YES

SUSTAINMENT INTERVAL: 24 months or once per deployment cycle, whichever is more frequent.

READINESS-CODED: NO

DESCRIPTION: The planning process links the employment of the amphibious force to the achievement of operational and strategic objectives through the planning, organization, and integration of the amphibious operation within the overall joint operation or campaign. The nature of amphibious operations gives rise to planning procedures that are both intricate and unique. This intricacy stems from the complex detail required to fully coordinate the landing of troops, equipment, and supplies by air and surface means; maximize maneuver, speed, and available fire support; and minimize the vulnerability of the amphibious force. The uniqueness of amphibious planning stems from the interrelationships between the components of the amphibious force, between the amphibious force and the joint force, and between the amphibious force and supporting organizations and agencies. ([JP 3-02, Amphibious Operations](#))

An amphibious operation is a military operation launched from the sea by an amphibious force (AF), embarked in ships or craft with the primary purpose of introducing a landing force (LF) ashore to accomplish the assigned mission. Amphibious operations can take place across the range of military operations, from military operations other than war to a major theater war. Types of amphibious operations include assaults, withdrawals, demonstrations, raids, and other amphibious operations in a permissive, uncertain, or hostile environment. Amphibious operations consist of five phases; Planning Embarkation, Rehearsal, Movement, Action. ([JP 3-02.1, Amphibious Embarkation and Debarkation](#))

Detailed planning considerations for all of the warfighting functions should be considered by planning staffs when developing the overall plan.

CONDITION: Given an initiating directive with supporting attachments, while operating as a Marine air-ground task force (MAGTF) and/or joint, multinational, or interagency force. For Baseline Capability, the above T&R event conducted either while embarked (underway/pier-side) or during shore-based staff planning event.

STANDARD: To transition the regiment from ship to shore utilizing both surface and air assets.

EVENT COMPONENTS:

1. Conduct amphibious planning
2. Conduct pier-side embarkation and ship familiarization
3. Determine landing force requirements for assault shipping
4. Develop landing force organization for embarkation
5. Determine embarkation support requirements
6. Prepare detailed embarkation and loading plans
7. Coordinate lift requirements
8. Organize units for embarkation
9. Participate in embarkation planning meetings
10. Select method of entry
11. Select landing areas
12. Select landing beaches
13. Determine sea areas and echelon plan
14. Select landing force objectives
15. Select landing zones and drop zones
16. Select forward arming and refueling points
17. Determine go/no-go and abort criteria
18. Orders and operational general (OPGEN) messages development
19. Disseminate the order

PRIMARY REFERENCE:

[JP 3-02 Amphibious Operations](#)

SUPPLEMENTARY REFERENCES:

[JP 3-02.1 Amphibious Embarkation and Debarkation](#)

CHAINED EVENTS:

INTERNAL SUPPORTING EVENTS:

[INF-AMPH-7001 Plan an Amphibious Operation](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | P | MTWS | Unit Hours | 0 | N |

RANGE/TRAINING AREA:

Facility Code 17411 Maneuver/Training Area, Amphibious Forces

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

OTHER SUPPORT REQUIREMENTS:

L-Class amphibious ship with a landing force operations center (LFOC) and supporting arms coordination center (SACC)
Assault support aircraft
Landing craft
Assault amphibian unit
Embarked Navy amphibious staff
Close air support aircraft, naval gunfire, and surface fire support
Regimental fire support coordination center
Direct air support center
Ground combat element (GCE) planners (Tank, LAR, Combat Engineer, AA)
Reconnaissance operations center
Multiple embarked subordinate maneuver elements with the ability to own battlespace and execute all warfighting functions

INF-AMPH-8002: Conduct an Amphibious Landing

SUPPORTED MET(S):

[MCT 1.12.1 Conduct Amphibious Operations](#)

[MCT 5.7.1 Plan and Direct Amphibious Operations](#)

EVALUATION-CODED: YES

SUSTAINMENT INTERVAL: 24 months or once per deployment cycle, whichever is more frequent.

READINESS-CODED: NO

CONDITION: Given a regimental headquarters and attachments, Navy and Marine Corps supporting elements (amphibious ship with a landing force control center (LFOC) and supporting arms coordination center (SACC), Embarked Navy amphibious staff, landing/assault craft, assault support aircraft, Close air support aircraft, naval gunfire, and surface fire support) operating with a Marine air-ground task force (MAGTF) higher headquarters, aviation combat element (ACE), and logistics combat element (LCE), in a joint, combined, and/or interagency environment with a semi-permissive enemy situation, a higher headquarters' operations order to conduct an amphibious landing, and commander's guidance.

STANDARD: To accomplish the mission and meet the commander's intent of moving the regiment from ship to shore utilizing both surface and air assets.

EVENT COMPONENTS:

1. Conduct integrated planning with Navy and Marine Corps supporting elements
2. Conduct pre-landing operations
3. Create a landing diagram
4. Determine landing force scheme of maneuver and fire support plan
5. Develop ship-to-shore movement plan
6. Create landing force serial assignment table
 - a. Serial assignment table (surface)
 - b. Assault support serial assignment table (ASSAT)

7. Establish go/no-go criteria
8. Develop phasing of command and control and fires ashore plan
9. Conduct embarkation of at least two battalions and the regimental headquarters (alternate event component available-9a)
10. Establish command and control (all warfighting functions) aboard amphibious shipping in the landing force operations center (LFOC) and supporting arms coordination center (SACC)(alternate event component available-10a)
11. Conduct rehearsals
12. Establish H-hour and L-hour
13. Landing/assault craft teams and assault support teams are assembled, staged, and prepared for debarkation/enplanement
14. Conduct ship to shore movement with Landing/Assault Craft and Assault Support Aircraft for at least two battalions and the regimental headquarters (Alternate event component available-14a)
15. Transition command and control ashore. (alternate event component available-15a)
16. Transition control of fires ashore. (alternate event component available-16a)
17. Execute landing force scheme of maneuver; coordinate and adjust the employment of forces as the situation develops and changes, integrating maneuver and fires
18. Coordinate with the landing force support party (LFSP), the beach operations group (BOG), and the port operations group (POG) for reception, staging, onward movement, and integration (RSO&I) of follow-on forces
19. Coordinate logistics support for landing elements
20. Process casualties and detainees, as required

PRIMARY REFERENCE:

[JP 3-02 Amphibious Operations](#)

CHAINED EVENTS:

INTERNAL SUPPORTING EVENTS:

[INF-AMPH-7002 Conduct an Amphibious Landing](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | P | MTWS | Unit Hours | 0 | N |

RANGE/TRAINING AREA:

Facility Code 17411 Maneuver/Training Area, Amphibious Forces

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

ALTERNATE EVENT COMPONENTS:

9a. Conduct embarkation of representative elements from two battalions and the regimental headquarters to at least a pier-side L-class amphibious ship and develop a full embarkation plan for validation by naval and combat cargo planners.

10a. Simulating a landing force control center (LFOC) and supporting arms using doctrinal nets and equipment that would be available aboard amphibious shipping.

14a. Simulating embarked procedures, conduct both surface and air shore to shore movement through the use of Landing/Assault Craft and Assault Support Aircraft with representative elements from at least two battalions and the regimental headquarters.

15a. Simulating embarked procedures, transition Command and Control from shore based landing force control center (LFOC)
(Established during event component 10a).

16a. Simulating embarked procedures, transition Command and Control from shore based supporting arms coordination center (SACC)
(Established during event component 10a).

INF-AMPH-8003: Conduct Amphibious Operations

SUPPORTED MET(S):

[MCT 1.12.1 Conduct Amphibious Operations](#)

[MCT 5.7.1 Plan and Direct Amphibious Operations](#)

EVALUATION-CODED: YES

SUSTAINMENT INTERVAL: 24 months or once per deployment cycle, whichever is more frequent

READINESS-CODED: NO

DESCRIPTION: An amphibious operation is a military operation launched from the sea by an amphibious force (AF) to conduct landing force (LF) operations within the littorals. The littorals include those land areas (and their adjacent sea and associated air space) that are predominantly susceptible to engagement and influence from the sea and may reach far inland. Amphibious operations consist of five phases: (1) planning; (2) embarkation; (3) rehearsal; (4) movement; and (5) action. ([JP 3-02, Amphibious Operations](#))

CONDITION: Given a regimental headquarters and attachments, Navy and Marine Corps supporting elements (amphibious ship with landing force operations center (LFOC) and supporting arms coordination center (SACC), embarked Navy amphibious staff, landing/assault craft, assault support aircraft, close air support aircraft, naval gunfire, and surface fire support) operating with a Marine air-ground task force (MAGTF) higher headquarters, aviation combat element (ACE), and logistics combat element (LCE), in a joint, combined, and/or interagency environment with a hostile or potentially hostile enemy situation, a higher headquarters' operations order to conduct an amphibious operation, and commander's guidance.

STANDARD: To accomplish the mission and meet the commander's intent.

EVENT COMPONENTS:

1. Conduct integrated planning with Navy and Marine Corps supporting elements
2. Conduct pre-landing operations
3. Conduct deception operations
4. Create a landing diagram
5. Determine landing force scheme of maneuver and fire support plan
6. Develop ship to shore movement plan
7. Create landing force serial assignment table consisting of the serial assignment table (surface), and assault support serial assignment table (ASSAT)
8. Establish go/no-go criteria
9. Develop phasing of command and control and fires ashore plan
10. Conduct embarkation of at least two battalions and the regimental headquarters
(alternate event component available-10a)
11. Establish Command and Control (All warfighting functions) aboard amphibious shipping in the landing force operations center (LFOC) and supporting arms coordination center (SACC)
(alternate event component available-11a)
12. Conduct rehearsals
13. Establish H-hour and L-hour
14. Coordinate with intelligence, surveillance, and reconnaissance (ISR) assets to update intelligence picture
15. Disseminate intelligence updates to subordinate units
16. Landing/assault craft teams and assault support teams are assembled, staged, and prepared for debarkation/ enplanement
17. Conduct ship to shore movement with landing/assault craft and assault support aircraft for at least two battalions and the regimental headquarters
(alternate event component available-17a)
18. Transition command and control ashore
(alternate event component available-18a)
19. Transition control of fires ashore
(alternate event component available-19a)
20. Execute landing force scheme of maneuver; coordinate and adjust the employment of forces as the situation develops and changes, integrating maneuver and fires
21. Coordinate with the landing force support party (LFSP), the beach operations group (BOG), and the port operations group (POG) for reception, staging, onward movement, and integration (RSO&I) of follow-on forces
22. Coordinate logistics support for landing elements
23. Process casualties and detainees, as required

PRIMARY REFERENCE:

[JP 3-02 Amphibious Operations](#)

CHAINED EVENTS:

INTERNAL SUPPORTING EVENTS:

[INF-AMPH-7001 Plan an Amphibious Operation](#)
[INF-AMPH-7002 Conduct an Amphibious Landing](#)
[INF-AMPH-7003 Conduct an Amphibious Assault](#)
[INF-AMPH-7005 Conduct an Amphibious Raid](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | P | MTWS | Unit Hours | 0 | N |

RANGE/TRAINING AREA:

Facility Code 17411 Maneuver/Training Area, Amphibious Forces

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

ALTERNATE EVENT COMPONENTS:

10a. Conduct embarkation of representative elements from two battalions and the regimental headquarters to at least a pier-side L-class amphibious ship and develop of a full embarkation plan for validation by naval and combat cargo planners.

11a. Simulating a landing force operations center (LFOC) and supporting arms coordination center (SACC) with shore based assets, establish command and control using doctrinal nets and equipment that would be available aboard amphibious shipping.

17a. Simulating embarked procedures, conduct both surface and air shore to shore movement through the use of landing/assault craft and assault support aircraft with representative elements from at least two battalions and the regimental headquarters.

18a. Simulating embarked procedures, transition command and control from shore based landing force control center (LFOC) (established during event component 10a).

19a. Simulating embarked procedures, transition command and control from shore based supporting arms coordination center (SACC)(established during event component 11a)

INF-AMPH-8004: Conduct an Amphibious Withdrawal

SUPPORTED MET(S):

[MCT 1.12.1 Conduct Amphibious Operations](#)

[MCT 5.7.1 Plan and Direct Amphibious Operations](#)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

READINESS-CODED: NO

DESCRIPTION: Full readiness and task completion can be achieved only through accomplishment of the event components as described within the events. Full amphibious readiness can only be achieved via embarked actions while underway aboard L-class amphibious shipping conducting combined surface and air activities.

In the event that amphibious shipping availability unexpectedly is reduced to a level where full execution of the event components becomes impossible, alternate (shore based or shore-to-shore) event components for certain training events may be used to attain an alternatively acceptable level of amphibious training readiness. Only in this amphibious shipping resource constrained situation will an alternatively acceptable level of amphibious training readiness be achieved through a combination of primary and alternate event components. The statement, "alternate event component available" is listed at the end of each event component where an alternate means of training is acceptable. Details are contained within the Administrative Instructions.

Additionally, units should use the alternate event components as preparation for completing the primary event components.

CONDITION: Given supporting attachments, (L-class amphibious shipping, landing/assault craft, and assault support aircraft) operating in a Marine air-ground task force (MAGTF), joint, combined, and/or interagency environment, a higher headquarters' operations order to conduct an amphibious withdrawal, and commander's guidance.

STANDARD: To accomplish the mission and meet the commander's intent of conducting an amphibious withdrawal.

EVENT COMPONENTS:

1. Conduct planning for amphibious withdrawal
 - a. Plan for the transition of fires
 - b. Develop a fire support plan
 - c. Develop a deception plan
 - d. Plan for employment of the reserve force
2. Establish defense of embarkation area
 - a. Integrate the deception plan
 - b. Integrate the fire support plan
3. Where possible, continue local counterattacks and employ fire support to degrade and disrupt enemy forces during withdrawal
4. 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
5. Landing force executes orderly withdrawal along designated routes
6. Hold the number of personnel and vehicles brought forward to the withdrawal locations to a minimum
7. Movement to embarkation beaches and landing zones is controlled through the use of predesignated assembly areas, routes of withdrawal, initial points, and checkpoints
8. 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
9. Ensure close coordination between the security force and the remainder of 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

10. Evacuate casualties by the most expeditious means possible
11. Transition command and control from shore to ship
(alternate event component available-11a)
12. Transition control of fires from shore to ship
(alternate event component available-12a)
13. Execute withdrawal of the landing force in the most expeditious manner possible
(alternate event component available-13a)

PRIMARY REFERENCE:

[JP 3-02 Amphibious Operations](#)

SUPPLEMENTARY REFERENCES:

[JP 3-02.1 Amphibious Embarkation and Debarkation](#)

CHAINED EVENTS:

INTERNAL SUPPORTING EVENTS:

[INF-AMPH-7004 Conduct an Amphibious Withdrawal](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | S/L | MTWS | Unit Hours | 0 | N |

RANGE/TRAINING AREA:

Facility Code 17411 Maneuver/Training Area, Amphibious Forces

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

ALTERNATE EVENT COMPONENTS:

11a. Transition command and control from shore to an alternate shore based landing force operations center (LFOC) that is established to accomplish this event component and simulates the communications equipment available aboard amphibious shipping.

12a. Transition control of fires from shore to an alternate shore based supporting arms coordination center (SACC) that is established to accomplish this event component and simulates the communications equipment available aboard amphibious shipping.

13a. Conduct withdrawal of representative elements from two companies and the battalion headquarters through shore to shore movement of landing/assault craft, and/or assault support aircraft.

INF-C2-8001: Conduct Command and Control (C2)

SUPPORTED MET(S):

[MCT 1.12.1 Conduct Amphibious Operations](#)

MCT 1.14 Conduct Stability Operations
MCT 1.6.1 Conduct Offensive Operations
MCT 1.6.4 Conduct Defensive Operations
MCT 5.7.1 Plan and Direct Amphibious Operations
MCT 5.7.2 Plan and Direct Offensive Operations
MCT 5.7.3 Plan and Direct Defensive Operations
MCT 5.7.4 Plan and Direct Stability Operations

EVALUATION-CODED: YES

SUSTAINMENT INTERVAL: 24 months or once per deployment cycle, whichever is more frequent

READINESS-CODED: NO

DESCRIPTION: The command and control (C2) process enables the commander to exercise command across the breadth of the forces. It provides the means for the commander to form an understanding of the situation, decide what action is required, transmit instructions to subordinate commanders, monitor execution of instructions, and assess the results of the action. The GCE is task-organized to command and control organic and attached forces, to conduct fire support coordination, to coordinate aviation and logistic support, and to maintain a common operational picture (COP). Ground combat element command and control is designed for maneuver warfare. It incorporates flexible and decentralized mission-type orders, while eschewing unnecessary control measures that limit the initiative of leaders. (MCWP 3-10 MAGTF Ground Operations, Ch. 1, p. 1-14)

CONDITION: Given an operations order, with or without supporting attachments, and a command and control (C2) support structure.

STANDARD: To form an understanding of the situation, decide what action is required, transmit instructions to subordinate commanders, monitor the execution of operations, and assess the results of the action. (MCWP 3-10 MAGTF Ground Operations, Ch.4, p. 4-1)

EVENT COMPONENTS:

1. Establish a command post (CP)
2. Conduct combat operations center (COC) functions
3. Conduct command and control (C2) planning
4. Conduct assessment of command and control (C2) activities
5. Conduct information management (IM)
6. Integrate command and control (C2) enabler support
7. Exercise various command and control (C2) echelons
 - a. Main command post (CP)
 - b. Forward command post (CP)
 - c. Rear command post (CP)
 - d. Commander's jump command post (CP)

PRIMARY REFERENCE:

MCTOG Regiment Tactical Standing Operational Procedures (SOP)

SUPPLEMENTARY REFERENCES:

MCWP 3-10 MAGTF Ground Operations
MCTP 3-10A Marine Infantry Battalion

CHAINED EVENTS:

INTERNAL SUPPORTING EVENTS:

INF-C2-7001 Conduct Command and Control (C2)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | P | MTWS | Unit Hours | 0 | N |

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

The Marine air-ground task force (MAGTF) Training Plan (MAGTFTP), Battle Staff Training Program (BSTP), integrates all four of the MAGTF element's staff training into a single training continuum facilitated by the Command and Control Training and Education Center of Excellence/MAGTF Integrated Systems Training Center (C2TECOE/MISTC), the MAGTF Staff Training Plan (MSTP), the Marine Corps Tactics and Operations Group (MCTOG), the Marine Aviation Weapons and Tactics Squadron-1 (MAWTS-1), and the Marine Corps Operations and Logistics Group (MCLOG). This enables a common framework of staff training across the service and maximizes utilization of existing resources. C2TECOE/MISTCs provides individual C2 operator training for all elements and levels of command and initial combat operations center (COC) collective training. MCTOG, MAWTS-1, and MCLOG provide individual and collective training for battalion-level and higher units.

INF-C2-8002: Conduct Force Deployment Planning & Execution (FDP&E)

SUPPORTED MET(S):

MCT 1.12.1 Conduct Amphibious Operations
MCT 1.14 Conduct Stability Operations
MCT 1.6.1 Conduct Offensive Operations
MCT 1.6.4 Conduct Defensive Operations
MCT 5.7.1 Plan and Direct Amphibious Operations
MCT 5.7.2 Plan and Direct Offensive Operations
MCT 5.7.3 Plan and Direct Defensive Operations
MCT 5.7.4 Plan and Direct Stability Operations

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 24 months or once per deployment cycle, whichever is more frequent

READINESS-CODED: NO

DESCRIPTION: The force deployment planning & execution (FDP&E) process outlines the detailed planning and execution timeline, force deployment planning guidelines, logistics and force sustainment, manpower planning guidelines and global force management process. ([MCO 3000.18_ Marine Corps Force Deployment Planning and Execution Manual](#))

CONDITION: Given warning order, commander's guidance, a battle staff, a unit table of organization and equipment (TO&E).

STANDARD: To ensure the unit supports the operational plan by arriving at the correct location, properly equipped and prepared for operations in support of assigned tasks. ([MCO 3000.18_ Marine Corps Force Deployment Planning and Execution Manual](#))

EVENT COMPONENTS:

1. Conduct force deployment planning & execution (FDP&E) planning
 - a. Determine transportation requirements
2. Prepare unit manifests
3. Prepare unit equipment density lists (EDLs)
4. Input time phased force & deployment data (TPFDD)
5. Disseminate movement schedules
6. Supervise unit embarkation and movement to staging area
7. Conduct embarkation inspections
8. Disseminate the plan for reception, staging, onward movement and integration (RSO&I)
9. Supervise the force flow plan

PRIMARY REFERENCE:

[MCO 3000.18_ Marine Corps Force Deployment Planning and Execution Manual](#)

CHAINED EVENTS:

INTERNAL SUPPORTING EVENTS:

[INF-C2-7002 Conduct Force Deployment Planning & Execution \(FDP&E\)](#)

INF-COND-8001: Conduct a Forced March

SUPPORTED MET(S):

[MCT 1.12.1 Conduct Amphibious Operations](#)
[MCT 1.14 Conduct Stability Operations](#)
[MCT 1.6.1 Conduct Offensive Operations](#)
[MCT 1.6.4 Conduct Defensive Operations](#)
[MCT 5.7.2 Plan and Direct Offensive Operations](#)

EVALUATION-CODED: YES

SUSTAINMENT INTERVAL: 24 months

READINESS-CODED: NO

CONDITION: Given an infantry regimental headquarters carrying an assault load of 70 pounds (+/- 10%) with additional organic weapons and mission essential equipment.

STANDARD: To move 32 kilometers in a time limit of 8 hours, with 95% of the force remaining mission capable.

EVENT COMPONENTS:

1. Determine unit capabilities and limitations
2. Ensure proper execution of a progressive unit hike program
3. Ensure proper execution of pre-combat checks (PCCs) and pre-combat inspections (PCIs)
4. Execute forced march
5. Conduct follow-on actions

PRIMARY REFERENCE:

[ATP 3-21.18 Foot Marches](#)

SUPPLEMENTARY REFERENCES:

[MCO 3501.1D Marine Corps Combat Readiness Evaluation \(MCCRE\)](#)

CHAINED EVENTS:

INTERNAL SUPPORTING EVENTS:

[INF-COND-7001 Conduct a Forced March](#)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

This foot movement can be incorporated into tactical training scenarios or executed as a stand-alone event.

The defined loads and weights in the tables provided in Appendix E are to be used in training as a bench mark standard as they reflect the most likely sets of items, and their associated weight, carried in actual combat operations. In the event that the items in the table are not available for training, items of similar weight may be substituted in order to meet the event standard. The unit commander still retains the authority to modify the actual load requirements based on their assessment of the situation.

INF-FP-8001: Conduct Force Protection

SUPPORTED MET(S):

[MCT 1.12.1 Conduct Amphibious Operations](#)
[MCT 1.14 Conduct Stability Operations](#)
[MCT 1.6.1 Conduct Offensive Operations](#)
[MCT 1.6.4 Conduct Defensive Operations](#)
[MCT 5.7.1 Plan and Direct Amphibious Operations](#)
[MCT 5.7.2 Plan and Direct Offensive Operations](#)
[MCT 5.7.3 Plan and Direct Defensive Operations](#)
[MCT 5.7.4 Plan and Direct Stability Operations](#)

EVALUATION-CODED: YES

SUSTAINMENT INTERVAL: 24 months or once per deployment cycle, whichever is more frequent

READINESS-CODED: NO

DESCRIPTION: Force protection is taking reasonable measures to ensure that the infantry regiment retains enough capability to accomplish the mission assigned.

Force protection is not intended to be a prescription for paralysis or non-action; it is meant to ensure that the battalion commander can deploy the right forces, at the right time, and in the right place, ready to fight. While the semantics, processes, and procedures may be modern, the concept of force protection is as old as warfare itself. When determining, implementing, and executing measures, infantry battalion commanders face a task that is no different from the ones their predecessors faced. Force protection should be applied both inward and outward; while the internal application helps to protect the force from its own actions, the external application protects the force from outside threats. (MCRP 3-10A, [Infantry Battalion Operations](#))

CONDITION: Operating within a Marine air-ground task force (MAGTF), joint, combined, interagency environment, a higher headquarters' operations order and commander's guidance.

STANDARD: To take reasonable measures to ensure that the infantry battalion retains enough capability to accomplish the mission assigned. (MCRP 3-10A, [Infantry Battalion Operations](#))

EVENT COMPONENTS:

1. Conduct operational risk management (ORM) assessment
 - a. Identify hazards to the force
 - b. Assess the potential impacts of identified hazards
 - c. Develop risk controls and make a risk decisions
 - d. Implement risk controls
 - e. Supervise and evaluate risk controls
2. Conduct external force protection
 - a. Conduct operational security (OPSEC)
 - b. Conduct counter-terrorism measures
 - c. Conduct anti-terrorism measures
 - d. Conduct chemical, biological, radiological, and nuclear (CBRN) functions
3. Conduct internal force protection
 - a. Establish over watch
 - b. Conduct fratricide avoidance
4. Coordinate logistical support for the force protection plan

PRIMARY REFERENCE:

[MCRP 3-10A Infantry Battalion Operations](#)

SUPPLEMENTARY REFERENCES:

[MCO 3500.27 Risk Management](#)

[MSTP 3-0.1 Force Protection](#)

CHAINED EVENTS:

INTERNAL SUPPORTING EVENTS:

[INF-FP-7001 Conduct Force Protection](#)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

This event should not be evaluated against the Commanding General's Readiness Inspection Program (CGIP) functional area checklist "Anti-terrorism."

INF-FSPT-8001: Conduct Fire Support

SUPPORTED MET(S):

MCT 1.12.1 Conduct Amphibious Operations
MCT 1.14 Conduct Stability Operations
MCT 1.6.1 Conduct Offensive Operations
MCT 1.6.4 Conduct Defensive Operations
MCT 5.7.1 Plan and Direct Amphibious Operations
MCT 5.7.2 Plan and Direct Offensive Operations
MCT 5.7.3 Plan and Direct Defensive Operations
MCT 5.7.4 Plan and Direct Stability Operations

EVALUATION-CODED: YES

SUSTAINMENT INTERVAL: 24 months or once per deployment cycle, whichever is more frequent

READINESS-CODED: NO

DESCRIPTION: Fire support is fires that directly support land, maritime, amphibious, and special operations forces to engage enemy forces, combat formations, and facilities in pursuit of tactical and operational objectives (JP 1-02). Fire support coordination is the planning and executing of fires so that targets are adequately covered by a suitable weapon or group of weapons. (MCTP 3-10F, [Fire Support Coordination in the Ground Combat Element, Ch.1, p. 1-1](#))

CONDITION: Given supporting attachments operating in a Marine air-ground task force (MAGTF), joint, combined, and/or interagency environment, a higher headquarters' operations order, and commander's guidance.

STANDARD: To coordinate and integrate fires from armed aircraft, land-based and sea-based indirect fire systems, and electronic warfare systems that directly support land, maritime, amphibious, and special operation forces to engage enemy forces, combat formations, and facilities in pursuit of tactical and operational objectives. (MCTP 3-10F, [Fire Support Coordination in the Ground Combat Element, Ch. 3, p. 3-1](#))

EVENT COMPONENTS:

1. Plan fire support
 - a. Organize the battlespace
 - i. Tactical control measures (TCM)
 - ii. Fire support coordination measures (FSCM)
 - iii. Aviation control measures (ACM)
 - b. Organize fire support assets in support of the scheme of maneuver
 - i. Prioritize fire support resources
 - ii. Allocate fire support resources
 - iii. Establish essential fire support tasks (EFST)
 - c. Synchronize fire support plan with intelligence and information plans
2. Prepare fire support

- a. Conduct targeting supported by intelligence and information plans
- b. Confirm fire support assets are in position to support scheme of maneuver
- c. Maintain a fire support overlay
3. Execute fire support
 - a. Coordinate fires
 - b. Integrate fires
 - c. Deconflict fires
4. Assess the effects of fires
 - a. Conduct battle damage assessment (BDA)
 - b. Conduct munitions effects assessment (MEA)
 - c. Provide re-attack recommendations
 - d. Adjust priority and allocation of fire support resources based on the evolving scheme of maneuver

PRIMARY REFERENCE:

[MCTP 3-10F Fire Support Coordination in the Ground Combat Element](#)

CHAINED EVENTS:

INTERNAL SUPPORTING EVENTS:

[INF-FSPT-7001 Conduct Fire Support](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | P | MTWS | Unit Hours | 0 | N |

INF-INT-8001: Conduct Intelligence Functions

SUPPORTED MET(S):

[MCT 1.12.1 Conduct Amphibious Operations](#)
[MCT 1.14 Conduct Stability Operations](#)
[MCT 1.6.1 Conduct Offensive Operations](#)
[MCT 1.6.4 Conduct Defensive Operations](#)
[MCT 5.7.1 Plan and Direct Amphibious Operations](#)
[MCT 5.7.2 Plan and Direct Offensive Operations](#)
[MCT 5.7.3 Plan and Direct Defensive Operations](#)
[MCT 5.7.4 Plan and Direct Stability Operations](#)

EVALUATION-CODED: YES

SUSTAINMENT INTERVAL: 24 months

READINESS-CODED: NO

DESCRIPTION: Intelligence functions support the decision making executed during the planning, decision, execution and assessment (PDE&A) cycle at all levels throughout the force. ([MCWP 2-10, Intelligence Operations, Ch. 1, p. 1-6](#))

CONDITION: Given an intelligence section, orders and guidance, references, software and systems, access to communications networks, production and presentation equipment.

STANDARD: To identify potential advantages offered by the environment, describes limitations imposed by the environment, ascertain and assess enemy strengths to be avoided, uncover enemy critical vulnerabilities that can be exploited, and recommend courses of action based on factors of the battlespace and threat. (MCWP 2-10, [Intelligence Operations, Ch. 1, p. 1-5](#))

EVENT COMPONENTS:

1. Support the commander's estimate
2. Support situational development
3. Provide indications and warnings (I&W)
4. Provide support to force protection
5. Provide support to targeting
6. Provide support to combat assessments

PRIMARY REFERENCE:

[MCWP 2-10 Intelligence Operations](#)

CHAINED EVENTS:

INTERNAL SUPPORTING EVENTS:

[INF-INT-7001 Conduct Intelligence Functions](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | P | MTWS | Unit Hours | 0 | N |

INF-LOG-8001: Conduct Tactical Logistics

SUPPORTED MET(S):

[MCT 1.12.1 Conduct Amphibious Operations](#)
[MCT 1.14 Conduct Stability Operations](#)
[MCT 1.6.1 Conduct Offensive Operations](#)
[MCT 1.6.4 Conduct Defensive Operations](#)
[MCT 5.7.1 Plan and Direct Amphibious Operations](#)
[MCT 5.7.2 Plan and Direct Offensive Operations](#)
[MCT 5.7.3 Plan and Direct Defensive Operations](#)
[MCT 5.7.4 Plan and Direct Stability Operations](#)

EVALUATION-CODED: YES

SUSTAINMENT INTERVAL: 24 months

READINESS-CODED: NO

DESCRIPTION: Tactical logistics includes organic unit capabilities and the combat service support (CSS) activities necessary to support military operations. Its focus is to support the commander's intent and concept of operations while maximizing the commander's flexibility and freedom of action.

Tactical logistics involves the coordination of functions required to sustain and move units, personnel, equipment, and supplies. These functions must deliver flexible and responsive combat service support to meet the needs of the forces engaged in operations. Therefore, the response time of tactical logistics is necessarily rapid and requires anticipatory planning to provide responsive support. Supply and maintenance activities generate materiel readiness; transportation resources move personnel, equipment, and supplies within the tactical area of operations; and general engineering support, health service support, and general services support contribute to mission accomplishment. (MCWP 3-40, Logistics Operations, Ch. 1, p. 1-5)

CONDITION: Given supporting attachments operating in a Marine air-ground task force (MAGTF), joint, combined, and/or interagency environment, a higher headquarters' operations order, and commander's intent.

STANDARD: To deliver flexible and responsive combat service support to meet the needs of the forces engaged in operations. (MCWP 3-40 Logistics Operations, Ch. 1, p. 1-5)

EVENT COMPONENTS:

1. Identify the logistical requirements
2. Develop a logistics concept of support
 - a. Supply
 - b. Maintenance
 - c. Transportation
 - d. General Engineering
 - e. Health Services
 - f. Services
3. Provide logistics support to operations
 - a. Coordinate all facets of support
 - b. Track the logistics status of subordinate units
 - c. Prioritize logistics efforts
 - d. Report status of logistics to higher headquarters
 - e. Process casualties
 - f. Process detainees

PRIMARY REFERENCE:

[MCWP 3-40 Logistics Operations](#)

SUPPLEMENTARY REFERENCES:

MCTP 3-40B Tactical-Level Logistics
MCTP 3-40A Health Service Support Operations
MCTP 3-40E Maintenance Operations
MCTP 3-40F Transportation Operations
MCTP 3-40G Services in an Expeditionary Environment
MCTP 3-40H MAGTF Supply Operations

CHAINED EVENTS:

INTERNAL SUPPORTING EVENTS:

INF-LOG-7001 Conduct Tactical Logistics

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | L/S | MTWS | Unit Hours | 0 | N |

INF-MAN-8001: Conduct Offensive Operations

SUPPORTED MET(S):

MCT 1.6.1 Conduct Offensive Operations
MCT 5.7.2 Plan and Direct Offensive Operations

EVALUATION-CODED: YES

SUSTAINMENT INTERVAL: 24 months or once per deployment cycle, whichever is more frequent

READINESS-CODED: NO

DESCRIPTION: The offense is the decisive form of warfare. While other operations may do great damage to, or harm to the interests of, an enemy or adversary, offensive operations are the means to decisive victory. An offensive operation is an operation conducted to take the initiative from the enemy, gain freedom of action, and generate effects to achieve objectives. The four types of offensive operations are movement to contact, attack, exploitation, and pursuit. (MCWP 3-01, [Offensive and Defensive Tactics, Ch. 3](#))

CONDITION: Given supporting attachments operating in a Marine air-ground task force (MAGTF), joint, combined, and/or interagency environment, a higher headquarters' operations order, and commander's guidance.

STANDARD: To allow the commander to impose his will on the enemy by shattering the enemy's moral, mental, and physical cohesion. (MCDP 1, [Warfighting](#))

EVENT COMPONENTS:

1. Conduct planning
 - a. Allocate resources
 - b. Determine type of attack
 - c. Organize the battlespace
 - d. Organize forces
 - e. Position combat service support forward to provide continuous support throughout the attack
 - f. Conduct rehearsal of concepts
2. Gain and maintain contact with the enemy
 - a. Conduct intelligence, surveillance, reconnaissance (ISR)
 - b. Conduct battlefield deconfliction and reallocation of resources based on mission, enemy, terrain, troops and fire support available, and time (METT-T)

3. Disrupt the enemy
 - a. Conduct shaping actions
4. Fix the enemy
 - a. Continue shaping actions
 - b. Continue battlefield coordination and reallocation of resources
5. Execute maneuver
 - a. Mass combat power at decisive time and place
6. Follow through with execution
 - a. Conduct exploitation
 - b. Reprioritize and reallocate assets

PRIMARY REFERENCE:

MCWP 3-01 Offensive and Defensive Tactics

SUPPLEMENTARY REFERENCE:

MCDP 1 Warfighting

CHAINED EVENTS:

INTERNAL SUPPORTING EVENTS:

INF-MAN-7001 Conduct an Attack
INF-MAN-7002 Conduct a Movement to Contact
INF-MAN-7009 Conduct Exploitation

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | P | MTWS | Unit Hours | 0 | N |

INF-MAN-8003: Conduct Security Operations

SUPPORTED MET(S):

MCT 1.14 Conduct Stability Operations
MCT 1.6.1 Conduct Offensive Operations
MCT 1.6.4 Conduct Defensive Operations
MCT 5.7.4 Plan and Direct Stability Operations

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 24 months or once per deployment cycle, whichever is more frequent

READINESS-CODED: NO

DESCRIPTION: A security operation is an operation undertaken to provide early and accurate warning of enemy operations, to provide the force being protected with time and maneuver space within which to react to the enemy, and to develop the situation to allow effective use of the protected force. The ultimate goal of security operations is to protect the force from surprise and reduce the unknowns in any situation. (MCWP 3-01, [Offensive and Defensive Tactics, Ch. 13](#))

CONDITION: Given supporting attachments operating in a Marine air-ground task force (MAGTF), joint, combined, and/or interagency environment, a higher headquarters' operations order, and commander's guidance.

STANDARD: To maintain continuous reconnaissance and contact with the enemy to provide early and accurate warning of enemy operations, to provide the force being protected with time and maneuver space within which to react to the enemy, and to develop the situation to allow the commander to effectively use the protected force. (MCWP 3-01, [Offensive and Defensive Tactics, Ch. 13](#))

EVENT COMPONENTS:

1. Conduct planning
 - a. Designate the security area
 - b. Determine the type of security operation to be conducted
 - c. Establish control measures
 - d. Organize the force
2. Execute the security operation
 - a. Orient on the force or facility
 - b. Perform continuous reconnaissance
 - c. Gain and maintain contact with the enemy
 - d. Provide early warning of enemy disposition
 - e. Provide reaction time and maneuver space
3. Transition
 - a. Action decision points based on type of security operation being conducted

PRIMARY REFERENCE:

[MCWP 3-01 Offensive and Defensive Tactics](#)

SUPPLEMENTARY REFERENCES:

[MCRP 3-10A1 Marine Infantry Battalion](#)
[MCDP 1 Warfighting](#)
[MCDP 1-0 Marine Corps Operations](#)

CHAINED EVENTS:

INTERNAL SUPPORTING EVENTS:

[INF-MAN-7003 Conduct Security Operations](#)
[INF-MAN-7012 Conduct a Cordon and Search](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | S/L | MTWS | Unit Hours | 0 | N |

INF-MAN-8004: Conduct a Relief in Place (RIP)

SUPPORTED MET(S):

[MCT 1.12.1 Conduct Amphibious Operations](#)

[MCT 1.14 Conduct Stability Operations](#)

[MCT 1.6.1 Conduct Offensive Operations](#)

[MCT 1.6.4 Conduct Defensive Operations](#)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 24 months or once per deployment cycle, whichever is more frequent

READINESS-CODED: NO

DESCRIPTION: A relief in place (RIP) is an operation in which, by direction of higher authority, all or part of a unit is replaced in an area by the incoming unit and the responsibilities of the replaced elements for the mission and the assigned area of operations are transferred to the incoming unit. A commander conducts a RIP as part of a larger operation, primarily to maintain the combat effectiveness of committed units. There are three methods of conducting a relief: sequentially, simultaneously, or staggered. ([MCWP 3-01, Offensive and Defensive Tactics, Ch. 15](#))

CONDITION: As either the stationary or relieving unit, given supporting attachments, operating in a Marine air-ground task force (MAGTF), joint, combined, and/or interagency environment, a higher headquarters' operations order, and commander's guidance.

STANDARD: To ensure passage of tactical responsibilities and control of a designated area with minimal disruption in operations. ([MCWP 3-01, Offensive and Defensive Tactics, Ch. 15](#))

EVENT COMPONENTS:

1. Conduct planning for the relief in place (RIP)
 - a. Conduct coordination and planning between higher headquarters, both stationary and relieving units, as well as other supporting units and fire support agencies
 - b. Determine method for relief in place
 - c. Organize the force
 - i. Advance party
 - ii. Liaison element
 - d. Establish control measures
 - e. Develop and maintain plan of action and milestone (POA&M)
 - f. Coordinate when and where battle handover and passage of command will occur
2. Prepare for relief in place
 - a. Conduct detailed coordination and liaison between representatives of fire support units in support of both units
 - b. Ensure a common view of battle space, current operations, and passage of control information at all levels
3. Execute relief in place
 - a. Keep fire support assets in position throughout the relief of maneuver units ensuring they are prepared to support both units

- b. Keep liaison personnel in position until the relieving unit has assumed control
- c. Conduct familiarization and combined operations to ensure relieving unit's readiness to assume mission
- d. Conduct battle handover
- e. Conduct passage of control
- f. Execute transfer of authority (TOA) for the area upon agreement by the two commanders and after approval from the higher commander

PRIMARY REFERENCE:

MCWP 3-01 Offensive and Defensive Tactics

SUPPLEMENTARY REFERENCES:

MCRP 3-10A1 Marine Infantry Battalion

CHAINED EVENTS:

INTERNAL SUPPORTING EVENTS:

INF-MAN-7004 Conduct a Relief in Place

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | S/L | MTWS | Unit Hours | 0 | N |

NOTES: The regiment staff can be put through MAGTF Tactical Warfare Simulation (MTWS) and trained to standard with three battalion response cells.

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

Facility Code 17420 Maneuver/Training Area, Heavy Forces

INF-MAN-8005: Establish an Assembly Area

SUPPORTED MET(S):

MCT 1.14 Conduct Stability Operations

MCT 1.6.1 Conduct Offensive Operations

MCT 1.6.4 Conduct Defensive Operations

MCT 5.7.2 Plan and Direct Offensive Operations

MCT 5.7.3 Plan and Direct Defensive Operations

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 24 months or once per deployment cycle, whichever is more frequent

READINESS-CODED: NO

DESCRIPTION: An assembly area is an area in which a command is assembled and prepared for further action. Ideally, an assembly area provides: Concealment from air and ground observation, adequate entrances, exits, and internal routes, space for dispersion, cover from direct fire, good drainage and soil conditions that can sustain unit vehicles and individual movement, terrain masking of electromagnetic signatures. ([MCWP 3-01, Offensive and Defensive Tactics, Ch.2, p. 2-14](#))

CONDITION: Given supporting attachments operating in a Marine air-ground task force (MAGTF), joint, combined, and/or interagency environment, a higher headquarters' operations order, and commander's guidance.

STANDARD: To provide the force with an area to organize and mass combat power. ([MCWP 3-01, Offensive and Defensive Tactics, Ch.5, p. 5-7](#))

EVENT COMPONENTS:

1. Conduct planning to occupy the assembly area
 - a. Conduct intelligence, surveillance, and reconnaissance (ISR)
 - b. Choose terrain for assembly area
 - c. Organize the battlespace
 - d. Organize the force
 - i. Quartering party
 - ii. Guides
 - iii. Security
 - iv. Main body
 - v. Quick reaction force
 - e. Allocate resources
 - f. Conduct fire support planning
 - g. Establish priorities of work
 - i. Synchronize kinetic fires
 - ii. Synchronize non-kinetic fires
2. Prepare to occupy assembly area
 - a. Conduct intelligence, surveillance, and reconnaissance (ISR)
 - b. Coordinate with higher, adjacent, and supporting elements
 - c. Conduct shaping actions
 - d. Conduct battlefield de-confliction and reallocation of resources based on Mission, Enemy, Terrain and Weather, troops and Fire Support available, and Time (METT-T).
 - e. Conduct rehearsals
3. Occupy the assembly area
 - a. Conduct leader's reconnaissance
 - b. Establish security
 - c. Establish command and control plan
 - d. Move combat service support assets forward to provide continuous support
 - e. Continue battlefield coordination and reallocation of resources.
 - f. Establish defensive posture and perform continuing actions (see [INF-MAN-7006: Conduct an Area Defense](#))
 - g. Employ active and passive security measures
 - h. Complete preparations for future operations

PRIMARY REFERENCE:

[MCWP 3-01 Offensive and Defensive Tactics](#)

SUPPLEMENTARY REFERENCES:

[ADP 3-90 Offense and Defense](#)

[ATP3-21.10 Infantry Rifle Company](#)

CHAINED EVENTS:

INTERNAL SUPPORTING EVENTS:

INF-MAN-7005 Establish an Assembly Area

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | S | MTWS | Unit Hours | 0 | N |

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

INF-MAN-8006: Conduct Defensive Operations

SUPPORTED MET(S):

MCT 1.6.4 Conduct Defensive Operations

MCT 5.7.3 Plan and Direct Defensive Operations

EVALUATION-CODED: YES

SUSTAINMENT INTERVAL: 24 months or once per deployment cycle, whichever is more frequent

READINESS-CODED: NO

DESCRIPTION: A defensive operation is an operation conducted to defeat an enemy attack, gain time, economize forces, and develop conditions favorable to offensive or stability operations. Defensive operations alone normally cannot achieve a decision. Their purpose is to create conditions that allow friendly forces to regain the initiative and return to the offense. They do so by attriting or fixing the enemy, retaining terrain decisive to mission accomplishment, denying a vital area to the enemy, or by increasing an adversary's vulnerability as they concentrate mass to attack. There are three types of defensive operations: the area defense, the mobile defense, and the retrograde. (MCWP 3-01, [Offense Defense Tactics, Ch. 8](#))

CONDITION: Given supporting attachments operating in a Marine air-ground task force (MAGTF), joint, combined, and/or interagency environment, a higher headquarters' operations order, and commander's guidance.

STANDARD: To force the attacker to reach a culminating point without achieving their objectives and create the opportunity to shift to the offense in accordance with the commander's intent. (MCWP 3-01, [Offense Defense Tactics, Ch. 8](#))

EVENT COMPONENTS:

1. Conduct planning
 - a. Allocate resources
 - b. Determine type of defensive method
 - c. Organize the battlespace

- i. Regimental Security Area (RSA)
 - ii. Assign areas of operation to subordinates
 - iii. Establish the reserve force
 - iv. De-conflict airspace
2. Gain and maintain contact with the enemy
 - a. Conduct intelligence, surveillance, and reconnaissance (ISR)
 - b. Conduct battlefield de-confliction and reallocation of resources based on mission, enemy, terrain and weather, troops and fire support available, and time (METT-T).
3. Disrupt the enemy
 - a. Conduct shaping actions
4. Fix the enemy
 - a. Continue shaping actions
 - b. Conduct battle handover to main battle area forces
 - c. Continue battlefield coordination and reallocation of resources.
5. Transition
 - a. Execute exploitation or pursuit
 - b. Execute counterattack
 - i. Transition to the offense
 - ii. Transition to stability efforts
 - iii. Consolidate gains
 - c. Reprioritize and reallocate resources

REFERENCES:

[MCWP 3-01 Offensive and Defensive Tactics](#)

SUPPLEMENTARY REFERENCES:

[MCDP 1 Warfighting](#)

[MCDP 1-0 Marine Corps Operations](#)

[ADP 3-90 Offense and Defense](#)

CHAINED EVENTS:

INTERNAL SUPPORTING EVENTS:

[INF-MAN-7006 Conduct an Area Defense](#)

[INF-MAN-7007 Conduct Retrograde](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

Facility Code 17411 Maneuver/Training Area, Amphibious Forces

INF-MAN-8011: Conduct a Gap Crossing

SUPPORTED MET(S):

[MCT 1.6.1 Conduct Offensive Operations](#)

[MCT 5.7.2 Plan and Direct Offensive Operations](#)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 24 months or once per deployment cycle, whichever is more frequent

READINESS-CODED: NO

DESCRIPTION: A gap crossing in support of maneuver is similar to a breach in that the force is vulnerable while moving through a lane or across a gap. Maneuver units are forced to break movement formations, concentrate within lanes or at crossing points, and reform on the far side before continuing to maneuver. Gap crossing fundamentals are surprise, preparation, flexibility, traffic management, organization, and speed. The types of gap crossings are deliberate, hasty, and covert. ([MCTP 3-34A, Combined Arms Mobility Operations](#))

CONDITION: Given supporting attachments operating in a Marine air-ground task force (MAGTF), joint, combined, and/or interagency environment, a higher headquarters' operations order, and commander's guidance, an obstacle that must be bridged, and bridging materials.

STANDARD: To provide an avenue of approach, lane, or means across a gap that allows for the uninterrupted assault and destruction of the enemy. ([MCTP 3-34A, Combined Arms Mobility Operations](#))

EVENT COMPONENTS:

1. Conduct planning for the gap crossing
 - a. Determine the type of crossing to be employed
 - b. Organize forces
 - i. Support element
 - ii. Bridgehead element
 - iii. Assault force
 - iv. Breakout force
 - c. Identify primary and alternate crossing means
 - d. Plan primary and alternate crossing points
 - e. Identify axis' of advance for all elements
 - f. Develop a fire support plan
 - g. Develop suppress, obscure, seize, and reduce (SOSR) plan
 - h. Conduct combined arms rehearsals
2. Prepare for the gap crossing
 - a. Position forces
 - b. Deploy forces
 - c. Conduct shaping actions with supporting arms
 - d. Commence attack in support of gap crossing
3. Execute the gap crossing
 - a. Command and control (C2)
 - i. Continue shaping actions. Synchronize all kinetics and non-kinetic fires
 - ii. Prioritize and allocate resources in support of gap crossing
 - b. Bridgehead Element
 - i. Provide near side security
 - ii. Mark and report lanes
 - iii. Assist in passage of assault force through lanes
 - c. Assault force
 - i. Seize the far side objective
 - ii. Prevent enemy direct fire from interfering with follow on forces
 - iii. Conduct battle handover with follow on forces
 - d. Breakout force

- i. Attack to seize
 - ii. Continue the attack
 - e. Assured mobility
 - i. Provide a means for gap crossing
 - ii. Maintain traffic control
 - iii. Maintain positive control of crossing site
- 4. Transition
 - a. Choose courses of action based on decision points

PRIMARY REFERENCE:

[MCTP 3-34A Combined Arms Mobility Operations](#)

CHAINED EVENTS:

INTERNAL SUPPORTING EVENTS:

[INF-MAN-7011 Conduct Obstacle Breaching](#)

INF-STAB-8001: Plan and Direct Stability Operations

SUPPORTED MET(S):

[MCT 1.14 Conduct Stability Operations](#)

[MCT 5.7.4 Plan and Direct Stability Operations](#)

EVALUATION-CODED: YES

SUSTAINMENT INTERVAL: 24 months or once per deployment cycle, whichever is more frequent

READINESS-CODED: NO

DESCRIPTION: Planning stability operations requires consideration of many factors, some not generally considered by military planners. The centrally important planning consideration is that a long-term view is required. Stability operations are, at their essence, political with interlocking instruments of diplomacy, economics, information, and military action. The stability operations environment requires an inclusive approach, which extends beyond the joint community and into the interagency. Early collaboration with interagency partners is a critical component to reduce risk and help ensure success. In operating in these complex environments, Marines must understand interagency partner capabilities and limitations and integrate them into all actions from the early planning phase through execution and transition. As planning is widely discussed in other doctrinal publications such as Marine Corps Warfighting Publication (MCWP) 5-10, Marine Corps Planning Process, this chapter focuses on planning considerations unique to stability operations. Failure to provide adequate planning attention on any of these considerations may compromise mission success. ([MCWP 3-03, Stability Operations, Ch.1, p. 1-1](#))

CONDITION: Having received an operations order while operating in a permissive, uncertain, or hostile environment, and in coordination with applicable joint, interagency, intergovernmental, and multinational (JIIM) organizations.

STANDARD: To maintain or re-establish a safe and secure environment, provide essential governmental services, emergency infrastructure reconstruction, and humanitarian relief. (MCWP 3-03, [Stability Operations, Ch.1, p. 1-1](#))

EVENT COMPONENTS:

1. Establish a unified action plan
 - a. Determine cultural considerations
2. Establish civil control and security
3. Integrate information and communications
4. Establish stability assessment framework
5. Establish transition plan

PRIMARY REFERENCE:

[MCWP 3-03 Stability Operations](#)

CHAINED EVENTS:

INTERNAL SUPPORTING EVENTS:

[INF-STAB-7001 Plan and Direct Stability Operations](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

INF-STAB-8002: Conduct Stability Operations

SUPPORTED MET(S):

[MCT 1.14](#)

EVALUATION-CODED: YES

SUSTAINMENT INTERVAL: 24 months or once per deployment cycle, whichever is more frequent

READINESS-CODED: NO

DESCRIPTION: Stability operations are an overarching term encompassing various military missions, tasks, and activities in coordination with other instruments of national power: diplomatic, information, military, economic (DIME) to establish a safe and secure environment, provide essential government services, emergency infrastructure reconstruction, and humanitarian relief. (MCWP 3-03, [Stability Operations, Ch.1, p. 1-1](#))

Stability tasks include: Establish civil security, provide humanitarian assistance, support and/or provide restoration of essential services, support establishment of civil control, support economic and infrastructure development, support governance. (MCWP 3-03, [Stability Operations, Ch. 2, p. 2-2](#))

CONDITION: Operating in a permissive, uncertain, or hostile environment, given an area of operation, experiencing factors contributing to instability, in concert with joint, international, inter-agency, multi-national (JIIM) and using a whole of government approach

STANDARD: To achieve stability articulated within higher headquarters and country team published plan of action and milestones. ([MCWP 3-03, Stability Operations](#))

EVENT COMPONENTS:

1. Coordinate with joint, international, inter-agency, multi-national (JIIM) agencies to inform the planning process
2. Identify stability tasks
3. Conduct planning
4. Integrate civil military operations (CMO) considerations throughout the planning process
5. Exercise command and control of subordinate's execution
6. Conduct assessments to gauge effects
7. Refine planning based on assessment results
8. Issue refined guidance
9. Reallocate resources as required

PRIMARY REFERENCE:

[MCWP 3-03 Stability Operations](#)

SUPPLEMENTARY REFERENCES:

[JP 3-07 Stability Operations](#)
[JP 3-08 Interorganizational Cooperation](#)
[GCE Assessments Pamphlet 3-0](#)

CHAINED EVENTS:

INTERNAL SUPPORTING EVENTS:

[INF-STAB-7002 Establish Civil Control and Security](#)
[INF-STAB-7003 Provide Humanitarian Assistance](#)

INFANTRY T&R MANUAL

CHAPTER 4

BATTALION COLLECTIVE EVENTS

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INFANTRY T&R MANUAL

CHAPTER 4

BATTALION COLLECTIVE EVENTS

4000. PURPOSE. Chapter 4 contains collective training events for the Infantry Battalion.

4001. EVENT CODING

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

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

| <u>Code</u> | <u>Description</u> |
|-------------|--------------------|
| INF | Infantry |

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

| <u>Code</u> | <u>Description</u> |
|-------------|---------------------|
| AMPH | Amphibious |
| C2 | Command and Control |
| COND | Conditioning |
| LOG | Logistics |
| FP | Force Protection |
| FSPT | Fire Support |
| INT | Intelligence |
| MAN | Maneuver |
| STAB | Stability |

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

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

4002. INDEX OF COLLECTIVE EVENTS

| Event Code | E-Coded | Event | Page |
|--------------------------|----------------|----------------------------------|-------------|
| 7000 Level Events | | | |
| INF-AMPH-7001 | YES | Plan an Amphibious Operation | 4-3 |
| INF-AMPH-7002 | YES | Conduct an Amphibious Landing | 4-6 |
| INF-AMPH-7003 | YES | Conduct an Amphibious Assault | 4-9 |
| INF-AMPH-7004 | NO | Conduct an Amphibious Withdrawal | 4-11 |
| INF-AMPH-7005 | NO | Conduct an Amphibious Raid | 4-13 |

| | | | |
|---------------|-----|---|------|
| INF-C2-7001 | YES | Conduct Command and Control (C2) | 4-15 |
| INF-C2-7002 | NO | Conduct Force Deployment Planning & Execution (FDP&E) | 4-17 |
| INF-COND-7001 | YES | Conduct a Forced March | 4-18 |
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| INF-LOG-7001 | YES | Conduct Tactical Logistics | 4-24 |
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| INF-MAN-7002 | NO | Conduct a Movement to Contact | 4-27 |
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| INF-MAN-7004 | NO | Conduct a Relief in Place (RIP) | 4-30 |
| INF-MAN-7005 | NO | Establish an Assembly Area | 4-32 |
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| INF-MAN-7010 | NO | Conduct a Linkup | 4-41 |
| INF-MAN-7011 | NO | Conduct Obstacle Breaching | 4-43 |
| INF-MAN-7012 | NO | Conduct a Cordon and Search | 4-45 |
| INF-STAB-7001 | NO | Plan and Direct Stability Operations | 4-47 |
| INF-STAB-7002 | YES | Establish Civil Control and Security | 4-48 |
| INF-STAB-7003 | NO | Provide Humanitarian Assistance | 4-49 |

4003. 7000-LEVEL EVENTS

INF-AMPH-7001: Plan an Amphibious Operation

SUPPORTED MET(S):

[MCT 1.12.1 Conduct Amphibious Operations](#)

EVALUATION-CODED: YES

SUSTAINMENT INTERVAL: 24 months or once per deployment cycle, whichever is more frequent

READINESS-CODED: NO

DESCRIPTION: The planning process links the employment of the amphibious force (AF) to the achievement of operational and strategic objectives through the planning, organization, and integration of the amphibious operation within the overall joint operation or campaign. The nature of amphibious operations gives rise to planning procedures that are both intricate and unique. This intricacy stems from the complex detail required to fully coordinate the landing of troops, equipment, and supplies by air and surface means; maximize maneuver, speed, and available fire support; and minimize the vulnerability of the AF. The uniqueness of amphibious planning stems from the interrelationships between the components of the amphibious force, between the AF and the joint force, and between the AF and supporting organizations and agencies. ([JP 3-02, Amphibious Operations](#))

An amphibious operation is a military operation launched from the sea by an amphibious force (AF), embarked in ships or craft with the primary purpose of introducing a landing force (LF) ashore to accomplish the assigned mission. Amphibious operations can take place across the range of military operations, from military operations other than war to a major theater war. Types of amphibious operations include assaults, withdrawals, demonstrations, raids, and other amphibious operations in a permissive, uncertain, or hostile environment. Amphibious operations consist of five phases; planning embarkation, rehearsal, movement, action. (JP 3-02.1, [Amphibious Embarkation and Debarkation](#))

CONDITION: Given Navy and Marine Corps staff members (L-class amphibious shipping, landing/assault craft, assault support aircraft, close air support aircraft, naval gunfire, and surface fire support) combined, and/or interagency environment, a higher headquarters operations order to conduct an amphibious landing, and commander's guidance. Close, continuous, and detailed coordination among the commander amphibious task force (CATF), Marine air-ground task force (MAGTF), ground combat element (GCE), aviation combat element (ACE), and combat service support element (CSSE) staff members and unit commanders has occurred throughout the entire planning process.

Conduct the following training and readiness event either while embarked (underway or pier-side) on amphibious shipping, or during a shore-based staff planning event.

STANDARD: To synchronize a battalion-level amphibious operation.

EVENT COMPONENTS:

1. Determine available assets
 - a. Navy
 - b. Marine Corps
2. Determine requirements for ship-to-shore movement and review
 - a. Amphibious vehicle availability table
 - b. Assault support availability table
 - c. Landing craft availability table
3. Consider enemy capabilities to counter
 - a. Surface assault
 - b. Air assault
4. Assign elements
 - a. Scheduled wave
 - b. On-call wave
 - c. Non-scheduled unit
5. Ensure the landing plan is
 - a. Integrated with the scheme of maneuver
 - b. Integrated with the fire support plan
 - c. Provides for the rapid buildup of combat power ashore during the initial phase of the assault
6. Allocate assets for use by subordinate elements, and ensure the proposed landing diagram, assault schedule, and landing sequence table are developed concurrently and are mutually compatible, and forward these documents to the MAGTF commander for approval/consolidation
7. Ensure landing force 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 Marine air-ground task force (MAGTF) commander for approval

8. Ensure 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 combat power, and maintains the tactical integrity required by the plan of attack
9. Ensure assault support landing table (ASLT) and the assault support serial assignment table (ASSAT) is coordinated with the aviation combat element (ACE) and the Marine air-ground task force (MAGTF) command element (CE), compatible with the previously approved landing plan documents, provides for the rapid buildup of combat power in the zone, and maintains the tactical integrity required by the scheme of maneuver
10. Provide input for the development of the approach schedule
11. Develop debarkation schedule, when applicable, and ensure its distribution to all personnel responsible for the control of debarkation
12. Publish the landing plan
13. Develop alternate plans to cover foul weather interference and/or changes in enemy capabilities
14. Plan for adequate personnel to operate the tactical-logistical group (TACLOG) to advise Marine air-ground force (MAGTF) and Navy control personnel on the location of troops, equipment, supplies, landing requirements, and of adjustments to the landing sequence
15. Coordinate planning with Marine air-ground task force (MAGTF) command element (CE) for pre D-Day transfers of units and equipment
16. Plan embarkation requirements for the detailed landing plan to include planning of air
 - a. Helicopter availability tables (HAT)
 - b. Helicopter employment and assault landing table (HEALT)
 - c. Helicopter wave and serial assignment table (HWSAT)
 - d. Helicopter landing diagram (HLD)
 - e. Surface (considerations
 - i. Serial assignment
 - ii. Landing diagrams
 - iii. Landing craft and amphibian vehicle assignment tables (LCAVAT)
17. Plan for intelligence, surveillance, and reconnaissance (ISR) of the objective
18. Conduct mission analysis
19. Develop preliminary estimates based on the warning order and general planning guidance provided by higher commanders
20. Formulate information requirements
21. Recommend priority intelligence requirements (PIRs) for the commander
22. Identify intelligence gaps to request response or collection
 - a. Higher headquarters
 - b. subordinate headquarters
 - c. Adjacent headquarters
23. Commander issues planning guidance to his staff and subordinate element leaders; staff conducts initial course of action development (COADEV)
24. Conduct concurrent planning with Marine air-ground task force (MAGTF staff) to select
 - a. Landing area
 - b. Landing force (LF) objectives
 - c. Beachheadfor CLF/Commander amphibious task force (CATF) approval

25. Develop, in conjunction with the planning guidance and approved landing force (LF) objectives, additional battalion landing team objectives
26. Brief estimates of supportability to the commander
27. Conduct a thorough and continuous analysis of
 - a. Terrain
 - b. Weather
 - c. Hydrographic conditions
 - d. Enemy situationthroughout the planning process
28. Conduct
 - a. Rehearsals
 - b. Inspections
 - c. Subordinate unit brief-backs
29. Conduct concurrent and parallel planning with all elements of the Marine air-ground task force (MAGTF) during the development of
 - a. Detailed scheme of maneuver
 - b. Fire support plan
 - c. Landing plan
30. Develop, publish and disseminate plans
 - a. Operations plan
 - b. Embarkation plan
 - c. Landing plan
 - d. Alternate plan

PRIMARY REFERENCE:

[JP 3-02 Amphibious Operations](#)

SUPPLEMENTARY REFERENCES:

[JP 3-02.1 Amphibious Embarkation and Debarkation](#)
[MCDP 1-0 Marine Corps Operations](#)
[MCDP 3 Expeditionary Operations](#)
[MCTP 13-10E Ship-to-Shore Movement](#)
[MCTP 3-10C Employment of Amphibious Assault Vehicles \(AAVs\)](#)
[MCTP 3-31A Supporting Arms Coordination in Amphibious Operations](#)
[MCWP 3-10 MAGTF Ground Operations](#)
[MCWP 5-10 Marine Corps Planning Process](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-AMPH-8001 Plan and Direct Amphibious Operations](#)
[INF-AMPH-8003 Conduct Amphibious Operations](#)

INF-AMPH-7002: Conduct an Amphibious Landing

SUPPORTED MET(S):

[MCT 1.12.1 Conduct Amphibious Operations](#)

EVALUATION-CODED: YES

SUSTAINMENT INTERVAL: 24 months or once per deployment cycle, whichever is more frequent

READINESS-CODED: NO

CONDITION: Given an infantry battalion (minimum of two rifle companies, a headquarters and service (H&S) company, and a weapons company, Navy and Marine Corps supporting elements, L-class amphibious shipping, embarked Navy amphibious staff, landing/assault craft, assault support aircraft, close air support aircraft, naval gunfire, and surface fire support, operating in a Marine air-ground task force (MAGTF), joint, combined, and/or interagency environment with a semi-permissive enemy situation, a higher headquarters' operations order to conduct an amphibious landing, and commander's guidance.

STANDARD: To move the battalion from ship to shore utilizing both surface and air assets.

EVENT COMPONENTS:

1. Conduct integrated planning with:
 - a. Navy
 - b. Marine Corps
 - c. Supporting elements
2. Conduct pre-landing operations
3. Create a landing diagram
4. Determine landing force
 - a. Scheme of maneuver
 - b. Fire support plan
5. Develop the ship-to-shore movement plan
6. Create landing force serial assignment table consisting of
 - a. Serial assignment table (surface)
 - b. Assault support serial assignment table (ASSAT)
7. Establish go/no-go criteria
8. Develop plans for
 - a. Phasing of command and control ashore
 - b. Phasing fires ashore
9. Conduct embarkation
 - a. Minimum of two rifle companies
 - b. The battalion headquarters
(Alternate event component-9a)
10. Establish command and control aboard amphibious shipping
 - a. Amphibious Embarkation and Debarkation center (LFOC)
 - b. Supporting arms coordination center (SACC)
(Alternate event component-10a)
11. Conduct rehearsals
12. Establish H-hour and L-hour
13. Landing/assault craft teams and assault support teams
 - a. Assembled
 - b. Staged
 - c. Prepared for debarkation/enplanement
14. Conduct ship to shore movement
 - a. Landing/assault craft
 - b. Assault Support Aircraft
for at least two companies and the battalion headquarters (Alternate event component-14a)
15. Transition command and control ashore
(Alternate event component-15a)
16. Transition control of fires ashore

- (Alternate event component-16a)
17. Execute landing force scheme of maneuver
 18. Coordinate and adjust the employment of forces as the situation develops
 19. Integrate maneuver and fires
 20. Conduct coordination with
 - a. Landing force support party (LFSP)
 - b. Beach Operations Group (BOG)
 - c. Port operations group (POG)for reception, staging, onward movement, and integration (RSO&I) of follow-on forces
 21. Coordinate logistics support for landing elements
 22. Process casualties and detainees

PRIMARY REFERENCE:

[JP 3-02 Amphibious Operations](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-AMPH-8002 Conduct an Amphibious Landing](#)

[INF-AMPH-8003 Conduct Amphibious Operations](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17411 Maneuver/Training Area, Amphibious Forces

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

Alternate event components:

9a. Conduct embarkation of representative elements from two rifle companies and the battalion headquarters to at least a pier-side L-class amphibious ship and develop of a full embarkation plan for validation by naval and combat cargo planners.

10a. Simulating an Amphibious Embarkation and Debarkation center (LFOC) and supporting arms coordination center (SACC) with shore based assets, establish command and control using doctrinal nets and equipment that would be available aboard amphibious shipping.

14a. Simulating embarked procedures, conduct both surface and air shore to shore movement through the use of landing/assault craft and assault support aircraft with representative elements from at least two rifle companies and the battalion headquarters.

15a. Simulating embarked procedures, transition command and control from shore based Amphibious Embarkation and Debarkation center (LFOC)
(Established during event component 10a).

16a. Simulating embarked procedures, transition command and control from shore based supporting arms coordination center (SACC)
(Established during event component 10a).

Full readiness and task completion can be achieved only through accomplishment of the event components as described within the events. Full amphibious readiness can only be achieved via embarked actions while underway aboard L-class amphibious shipping conducting combined surface and air activities.

In the event that amphibious shipping availability unexpectedly is reduced to a level where full execution of the event components becomes impossible, alternate (shore based or shore-to-shore) event components for certain training events may be used to attain an alternatively acceptable level of amphibious training readiness. Only in this amphibious shipping resource constrained situation will an alternatively acceptable level of amphibious training readiness be achieved through a combination of primary and alternate event components. The statement, "alternate event component" is listed at the end of each event component where an alternate means of training is acceptable.

Additionally, units should use the alternate event components as preparation for completing the primary event components.

INF-AMPH-7003: Conduct an Amphibious Assault

SUPPORTED MET(S):

[MCT 1.12.1 Conduct Amphibious Operations](#)

EVALUATION-CODED: YES

SUSTAINMENT INTERVAL: 24 months or once per deployment cycle, whichever is more frequent

READINESS-CODED: NO

CONDITION: Given an infantry battalion (minimum of two rifle companies, a headquarters (H&S) company, and a weapons company), Navy and Marine Corps supporting elements (L-class amphibious shipping, embarked Navy amphibious staff, landing/assault craft, assault support aircraft, close air support aircraft, naval gunfire, and surface fire support) operating in a Marine air-ground task force (MAGTF), joint, combined, and/or interagency environment with a hostile or potentially hostile enemy situation, a higher headquarters' operations order to conduct an amphibious assault, and commander's guidance.

STANDARD: To accomplish the mission with a swift introduction of sufficient combat power ashore utilizing both surface and air assets to accomplish amphibious force (AF) objectives and meet the commander's intent.

EVENT COMPONENTS:

1. Conduct integrated planning with:
 - a. Navy
 - b. Marine Corps
 - c. Supporting elements
2. Conduct pre-assault operations
3. Create a landing diagram
4. Develop amphibious assault products
 - a. Landing force scheme of maneuver
 - b. Fire support plan

- c. Ship-to-shore movement plan
- d. Landing force serial assignment table
 - i. Serial Assignment Table (Surface)
 - ii. Assault Support Serial Assignment Table (ASSAT)
5. Create Landing Force Serial Assignment Table consisting of:
 - a. The serial assignment table (Surface)
 - b. The assault support serial assignment table (ASSAT)
6. Establish go/no-go criteria
7. Develop plans for phasing ashore
 - a. Command and control
 - b. Fire support
8. Conduct embarkation of at least two companies and the battalion headquarters.
(Alternate event component-9a)
9. Establish command and control aboard amphibious shipping in the Amphibious Embarkation and Debarkation center (LFOC) and supporting arms coordination center (SACC)
(Alternate event component-10a)
10. Conduct rehearsals
11. Establish H-hour and L-hour
12. Coordinate with intelligence, surveillance, and reconnaissance (ISR) assets to update intelligence picture
13. Disseminate intelligence updates to subordinate units
14. Landing/assault craft teams and assault support teams
 - a. Assemble
 - b. Stage
 - c. Prepare for debarkation/enplanement
15. Conduct ship to shore movement with Landing/Assault Craft and Assault Support Aircraft for:
 - a. Minimum two rifle companies
 - b. Headquarters and service company
(Alternate event component-16a)
16. Transition ashore:
 - a. Command and control
(Alternate event component-17a)
 - b. Control of fire support
(Alternate event component-18a)
17. Maintain momentum of the attack by avoiding unnecessary delays in the zone/beach
18. Execute landing force scheme of maneuver; coordinate and adjust the employment of forces as the situation develops and changes, integrating maneuver and fires.
19. Coordinate with:
 - a. The landing force support party (LFSP)
 - b. The beach operations group (BOG) for reception, staging, onward movement, and integration (RSO&I) of follow-on forces.
20. Coordinate logistics support for assault elements
21. Process casualties and detainees

PRIMARY REFERENCE:

[JP 3-02 Amphibious Operations](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-AMPH-8003 Conduct Amphibious Operations](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17411 Maneuver/Training Area, Amphibious Forces

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

Alternate Event Components:

9a. Conduct embarkation of representative elements from two companies and the battalion headquarters to at least a pier-side L-class amphibious ship and develop of a full embarkation plan for validation by naval and combat cargo planners.

10a. Simulating an LFOC and SACC with shore based assets, establish Command and Control (All warfighting functions) using doctrinal nets and equipment that would be available aboard amphibious shipping.

16a. Simulating embarked procedures, conduct both surface and air shore to shore movement through the use of Landing/Assault Craft and Assault Support Aircraft with representative elements from at least two companies and the battalion headquarters.

17a. Simulating embarked procedures, transition Command and Control from shore based LFOC (established during event component 10a).

18a. Simulating embarked procedures, transition Command and Control from shore based SACC (established during event component 10a).

In the event that amphibious shipping availability unexpectedly is reduced to a level where full execution of the event components becomes impossible, alternate (shore based or shore-to-shore) event components for certain training events may be used to attain an alternatively acceptable level of amphibious training readiness. Only in this amphibious shipping resource constrained situation will an alternatively acceptable level of amphibious training readiness be achieved through a combination of primary and alternate event components. The statement, "Alternate Event Component Available" is listed at the end of each event component where an alternate means of training is acceptable. Details are contained within the Administrative Instructions.

Additionally, units should use the alternate event components as preparation for completing the primary event components.

INF-AMPH-7004: Conduct an Amphibious Withdrawal

SUPPORTED MET(S):

[MCT 1.12.1 Conduct Amphibious Operations](#)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

READINESS-CODED: NO

DESCRIPTION: Full readiness and task completion can be achieved only through accomplishment of the event components as described within the events. Full amphibious readiness can only be achieved via embarked actions while underway aboard L-class amphibious shipping conducting combined surface and air activities.

In the event that amphibious shipping availability unexpectedly is reduced to a level where full execution of the event components becomes impossible, alternate (shore based or shore-to-shore) event components for certain training events may be used to attain an alternatively acceptable level of amphibious training readiness. Only in this amphibious shipping resource constrained situation will an alternatively acceptable level of amphibious training readiness be achieved through a combination of primary and alternate event components. The statement, "alternate event component available" is listed at the end of each event component where an alternate means of training is acceptable. Details are contained within the Administrative Instructions.

Additionally, units should use the alternate event components as preparation for completing the primary event components.

CONDITION: Given supporting attachments, L-class amphibious shipping, landing/assault craft, and assault support aircraft) operating in a Marine air-ground task force (MAGTF), joint, combined, and/or interagency environment, a higher headquarters' operations order to conduct an amphibious withdrawal, and commander's guidance.

STANDARD: To accomplish the mission and meet the commander's intent of conducting an amphibious withdrawal.

EVENT COMPONENTS:

1. Conduct planning for amphibious withdrawal
 - a. Plan for the transition of fires
 - b. Develop a fire support plan
 - c. Develop a deception plan
 - d. Plan for employment of the reserve force
2. Establish defense of embarkation area
 - a. Integrate the deception plan
 - b. Integrate the fire support plan
3. Where possible, continue local counterattacks and employ fire support to degrade and disrupt enemy forces during withdrawal
4. 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
5. Landing force executes orderly withdrawal along designated routes
6. Hold the number of personnel and vehicles brought forward to the withdrawal locations to a minimum
7. Movement to embarkation beaches and landing zones is controlled through the use of predesignated assembly areas, routes of withdrawal, initial points, and checkpoints
8. 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

9. Ensure close coordination between the security force and the remainder of 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
10. Evacuate casualties by the most expeditious means possible
11. Transition command and control from shore to ship
(alternate event component available-11a)
12. Transition control of fires from shore to ship
(alternate event component available-12a)
13. Execute withdrawal of the landing force in the most expeditious manner possible
(alternate event component available-13a)

PRIMARY REFERENCE:

JP 3-02 Amphibious Operations

SUPPLEMENTARY REFERENCES:

JP 3-02.1 Amphibious Embarkation and Debarkation

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

INF-AMPH-8003 Conduct Amphibious Operations

INF-AMPH-8004 Conduct an Amphibious Withdrawal

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17411 Maneuver/Training Area, Amphibious Forces

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

Alternate event components:

11a. Transition command and control from shore to an alternate shore based Amphibious Embarkation and Debarkation center (LFOC) that is established to accomplish this event component and simulates the communications equipment available aboard amphibious shipping.

12a. Transition control of fires from shore to an alternate shore based supporting arms coordination center (SACC) that is established to accomplish this event component and simulates the communications equipment available aboard amphibious shipping.

13a. Conduct withdrawal of representative elements from two companies and the battalion headquarters through shore to shore movement of landing/assault craft, and/or assault support aircraft.

INF-AMPH-7005: Conduct an Amphibious Raid

SUPPORTED MET(S):

MCT 1.12.1 Conduct Amphibious Operations

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 24 months or once per deployment cycle, whichever is more frequent

READINESS-CODED: NO

CONDITION: Given Navy and Marine Corps supporting elements (L-class amphibious shipping, landing/assault craft, assault support aircraft, small craft capabilities (when available), close air support aircraft, naval gunfire, and surface fire support, operating in a Marine air-ground task force (MAGTF), joint, combined, and/or interagency environment with a hostile or potentially hostile enemy situation, a higher headquarters' operations order to conduct an amphibious raid.

STANDARD: To accomplish the mission, meet the commander's intent, and account for all personnel and equipment following the planned withdrawal.

EVENT COMPONENTS:

1. Conduct integrated planning with:
 - a. Navy
 - b. Marine Corps
 - c. Supporting elements
2. Develop raid force scheme of maneuver
 - a. Insertion plan
 - b. Withdrawal plan
 - c. Fire support plan
3. Plan for execution of:
 - a. Command and control
 - b. Fire support
4. Task organize forces for the raid
5. Develop a ship-to-shore movement plan
6. Create landing force serial assignment table
 - a. Serial assignment table (Surface)
 - b. Assault support serial assignment table (ASSAT)
7. Establish go/no-go criteria
8. Coordinate with intelligence, surveillance, and reconnaissance (ISR) assets to update the intelligence picture
9. Disseminate intelligence updates to subordinate units
10. Landing/assault craft teams and assault support teams
 - a. Assembled
 - b. Staged
 - c. Prepared for debarkation/ enplanement
11. Conduct ship to shore movement of a raid force of at least two rifle companies
(Alternate Event Component-11a)
12. Ensure assault element:
 - a. Executes actions on the objective
 - b. Consolidates
 - c. Reorganizes
13. Conduct control of:
 - a. Maneuver during the conduct of the raid
 - b. Fire support during the conduct of the raid
14. Conduct withdrawal from the objective
15. Ensure accountability prior to withdrawal

- a. Personnel
 - b. Equipment
16. Conduct shore to ship movement as per the planned withdrawal
(Alternate event component-16a)

PRIMARY REFERENCE:

[JP 3-02 Amphibious Operations](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-AMPH-8003 Conduct Amphibious Operations](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

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

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

In the event that amphibious shipping availability unexpectedly is reduced to a level where full execution of the event components becomes impossible, alternate (shore based or shore-to-shore) event components for certain training events may be used to attain an alternatively acceptable level of amphibious training readiness. Only in this amphibious shipping resource constrained situation will an alternatively acceptable level of amphibious training readiness be achieved through a combination of primary and alternate event components.

Additionally, units should use the alternate event components as preparation for completing the primary event components.

Alternate Event Components:

11a. Simulating embarked procedures, conduct shore to shore movement of the raid force with representative elements from at least two rifle companies and the battalion headquarters.

16a. Conduct shore to shore movement as per the planned withdrawal of the raid force with representative elements from at least two rifle companies and the battalion headquarters.

INF-C2-7001: Conduct Command and Control (C2)

SUPPORTED MET(S):

[MCT 1.12.1 Conduct Amphibious Operations](#)
[MCT 1.14 Conduct Stability Operations](#)
[MCT 1.6.1 Conduct Offensive Operations](#)
[MCT 1.6.4 Conduct Defensive Operations](#)

EVALUATION-CODED: YES

SUSTAINMENT INTERVAL: 24 months or once per deployment cycle, whichever is more frequent

READINESS-CODED: NO

DESCRIPTION: The command and control (C2) process enables the commander to exercise command across the breadth of the forces. It provides the means for the commander to form an understanding of the situation, decide what action is required, transmit instructions to subordinate commanders, monitor execution of instructions, and assess the results of the action. The GCE is task-organized to command and control organic and attached forces, to conduct fire support coordination, to coordinate aviation and logistic support, and to maintain a common operational picture (COP). Ground combat element command and control is designed for maneuver warfare. It incorporates flexible and decentralized mission-type orders, while eschewing unnecessary control measures that limit the initiative of leaders. (MCWP 3-10, MAGTF Ground Operations, Ch. 1, p. 1-14)

CONDITION: Given an operations order, with or without supporting attachments, and a command and control (C2) support structure.

STANDARD: To form an understanding of the situation, decide what action is required, transmit instructions to subordinate commanders, monitor the execution of operations, and assess the results of the action. (MCWP 3-10, MAGTF Ground Operations, Ch.4, p. 4-1)

EVENT COMPONENTS:

1. Establish a command post (CP)
2. Conduct combat operations center (COC) functions
3. Conduct command and control (C2) planning
4. Conduct assessment of command and control (C2) activities
5. Conduct information management (IM)
6. Integrate command and control (C2) enabler support
7. Exercise various command and control (C2) echelons
 - a. Main command post (CP)
 - b. Forward command post (CP)
 - c. Rear command post (CP)
 - d. Commander's jump command post (CP)

PRIMARY REFERENCE:

MCTOG Battalion TACSOP

SUPPLEMENTARY REFERENCES:

MCWP 3-10 MAGTF Ground Operations
MCRP 3-10A.1 Marine Infantry Battalion

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

INF-C2-8001 Conduct Command and Control (C2)

INTERNAL SUPPORTING EVENTS:

INF-C2-6001 Conduct Command and Control (C2)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | P | MTWS | Unit Hours | 0 | N |

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

The Marine air-ground task force (MAGTF) Training Plan (MAGTFTP), Battle Staff Training Program (BSTP), integrates all four of the MAGTF element's staff training into a single training continuum facilitated by the Command and Control Training and Education Center of Excellence/MAGTF Integrated Systems Training Center (C2TECOE/MISTC), the MAGTF Staff Training Plan (MSTP), the Marine Corps Tactics and Operations Group (MCTOG), the Marine Aviation Weapons and Tactics Squadron-1 (MAWTS-1), and the Marine Corps Operations and Logistics Group (MCLOG). This enables a common framework of staff training across the service and maximizes utilization of existing resources. C2TECOE/MISTCs provides individual C2 operator training for all elements and levels of command and initial combat operations center (COC) collective training. MCTOG, MAWTS-1, and MCLOG provide individual and collective training for battalion-level and higher units.

INF-C2-7002: Conduct Force Deployment Planning & Execution (FDP&E)

SUPPORTED MET(S):

[MCT 1.12.1 Conduct Amphibious Operations](#)
[MCT 1.14 Conduct Stability Operations](#)
[MCT 1.6.1 Conduct Offensive Operations](#)
[MCT 1.6.4 Conduct Defensive Operations](#)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 24 months or once per deployment cycle, whichever is more frequent

READINESS-CODED: NO

DESCRIPTION: The force deployment planning & execution (FDP&E) process outlines the detailed planning and execution timeline, force deployment planning guidelines, logistics and force sustainment, manpower planning guidelines and global force management process. ([MCO 3000.18_](#), [Marine Corps Force Deployment Planning and Execution Manual](#))

CONDITION: Given warning order, commander's guidance, a battle staff, a unit table of organization and equipment (TO&E).

STANDARD: To ensure the unit supports the operational plan by arriving at the correct location, properly equipped and prepared for operations in support of assigned tasks. ([MCO 3000.18_](#), [Marine Corps Force Deployment Planning and Execution Manual](#))

EVENT COMPONENTS:

1. Conduct force deployment planning & execution (FDP&E) planning
 - a. Determine transportation requirements

2. Prepare unit manifests
3. Prepare unit equipment density lists (EDLs)
4. Input time phased force & deployment data (TPFDD)
5. Disseminate movement schedules
6. Supervise unit embarkation and movement to staging area
7. Conduct embarkation inspections
8. Disseminate the plan for reception, staging, onward movement and integration (RSO&I)
9. Supervise the force flow plan

REFERENCES:

[MCO 3000.18_](#), Marine Corps Force Deployment Planning and Execution Manual

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-C2-8002 Conduct Force Deployment Planning & Execution \(FDP&E\)](#)

INTERNAL SUPPORTING EVENTS:

[INF-C2-6002 Prepare for Operations](#)

INF-COND-7001: Conduct a Forced March

SUPPORTED MET(S):

[MCT 1.14 Conduct Stability Operations](#)

[MCT 1.6.1 Conduct Offensive Operations](#)

[MCT 1.6.4 Conduct Defensive Operations](#)

EVALUATION-CODED: YES

SUSTAINMENT INTERVAL: 24 months or once per deployment cycle, whichever is more frequent

READINESS-CODED: NO

CONDITION: Given an Infantry Battalion carrying an assault load of 70 pounds (+/- 10%) with additional organic weapons and mission essential equipment.

STANDARD: To move 32 kilometers in a time limit of 8 hours, with 95% of the force remaining mission capable.

EVENT COMPONENTS:

1. Determine unit capabilities and limitations
2. Ensure proper execution of a progressive unit hike program
3. Ensure proper execution of Pre-Combat Checks (PCCs) and Pre-Combat Inspections (PCIs)
4. Execute the march
5. Conduct follow-on actions

PRIMARY REFERENCE:

[ATP 3-21.18 Foot Marches](#)

SUPPLEMENTARY REFERENCES:

[MCO 3501.1D Marine Corps Combat Readiness Evaluation \(MCCRE\)](#)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

This foot movement can be incorporated into tactical training scenarios or executed as a stand-alone event.

The defined loads and weights in the tables provided in Appendix E are to be used in training as a bench mark standard as they reflect the most likely sets of items, and their associated weight, carried in actual combat operations. In the event that the items in the table are not available for training, items of similar weight may be substituted in order to meet the event standard. The unit commander still retains the authority to modify the actual load requirements based on their assessment of the situation.

INF-COND-7002: Conduct a Forced March

SUPPORTED MET(S):

[MCT 1.1 Provide Forces](#)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 24 months or once per deployment cycle, whichever is more frequent

READINESS-CODED: NO

DESCRIPTION: This event is applicable to Division Headquarters Battalion, which is designated as a non-load bearing unit. [MCO 3501.1_ Marine Corps Combat Readiness Evaluation \(MCCRE\)](#) directs non-load bearing units to incorporate the execution of this event into their respective unit MCCRE within the following parameters: Forced march will be integrated as part of the MCCRE, but may be executed as a stand-alone event. Design of the integration shall be directed by the Marine Division Commander.

CONDITION: Given a unit carrying a fighting load of 55 pounds (+/- 10%) with organic weapons and mission essential equipment.

STANDARD: To move 15 kilometers in a time limit of 4 hours, with 95% of the force remaining mission capable.

EVENT COMPONENTS:

1. Determine unit capabilities and limitations
2. Ensure proper execution of a progressive unit hike program
3. Ensure proper execution of Pre-Combat Checks (PCCs) and Pre-Combat Inspections (PCIs)
4. Execute forced march
5. Conduct follow-on actions

PRIMARY REFERENCE:

[ATP 3-21.18 Foot Marches](#)

SUPPLEMENTARY REFERENCES:

[MCO 3501.1D Marine Corps Combat Readiness Evaluation \(MCCRE\)](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-COND-8001 Conduct a Forced March](#)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

This foot movement can be incorporated into tactical training scenarios or executed as a stand-alone event.

The defined loads and weights in the tables provided in Appendix E are to be used in training as a bench mark standard as they reflect the most likely sets of items, and their associated weight, carried in actual combat operations. In the event that the items in the table are not available for training, items of similar weight may be substituted in order to meet the event standard. The unit commander still retains the authority to modify the actual load requirements based on their assessment of the situation.

INF-FP-7001: Conduct Force Protection

SUPPORTED MET(S):

[MCT 1.12.1 Conduct Amphibious Operations](#)

[MCT 1.14 Conduct Stability Operations](#)

[MCT 1.6.1 Conduct Offensive Operations](#)

[MCT 1.6.4 Conduct Defensive Operations](#)

EVALUATION-CODED: YES

SUSTAINMENT INTERVAL: 24 months or once per deployment cycle, whichever is more frequent

READINESS-CODED: NO

DESCRIPTION: Force protection is taking reasonable measures to ensure that the infantry battalion retains enough capability to accomplish the mission assigned. Force protection is not intended to be a prescription for paralysis or non-action; it is meant to ensure that the battalion commander can deploy the right forces, at the right time, and in the right place, ready to fight. While the semantics, processes, and procedures may be modern, the concept of force protection is as old as warfare itself. When determining, implementing, and executing measures, infantry battalion commanders face a task that is no different from the ones their predecessors faced. Force protection should be applied both inward and outward; while the internal application helps to protect the force from its own actions, the external application protects the force from outside threats. ([MCRP 3-10A.1, Marine Infantry Battalion](#))

CONDITION: Operating within a Marine air-ground task force (MAGTF), joint, combined, interagency environment, given a higher headquarters' operations order and commander's guidance.

STANDARD: To take reasonable measures to ensure that the infantry battalion retains enough capability to accomplish the mission assigned. (MCRP 3-10A.1, [Marine Infantry Battalion](#)).

EVENT COMPONENTS:

1. Conduct operational risk management
 - a. Identify hazards to the force
 - b. Assess potential impacts to the force
 - c. Develop risk controls and make a risk decision
 - d. Implement risk controls
 - e. Supervise and evaluate risk controls
2. Conduct external force protection
 - a. Conduct operational security (OPSEC)
 - b. Conduct counter-terrorism (CT) measures
 - c. Conduct anti-terrorism (AT) measures
 - d. Conduct chemical, biological, radiological, and nuclear operations (CBRN)
3. Conduct internal force protection
 - a. Establish over watch
 - b. Conduct fratricide avoidance
4. Coordinate logistics to support the force protection plan

PRIMARY REFERENCE:

[MCRP 3-10A.1 Marine Infantry Battalion](#)

SUPPLEMENTARY REFERENCES:

[MCO 3500.27 Risk Management](#)

[MSTP 3-0.1 Force Protection](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-FP-8001 Conduct Force Protection](#)

INTERNAL SUPPORTING EVENTS:

[INF-FP-6001 Conduct Force Protection](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17962 MOUT Collective Training Facility (Small)
Facility Code 17963 MOUT Collective Training Facility (Large)

INF-FSPT-7001: Conduct Fire Support

SUPPORTED MET(S):

[MCT 1.12.1 Conduct Amphibious Operations](#)

[MCT 1.14 Conduct Stability Operations](#)

[MCT 1.6.1 Conduct Offensive Operations](#)

[MCT 1.6.4 Conduct Defensive Operations](#)

EVALUATION-CODED: YES

SUSTAINMENT INTERVAL: 24 months or once per deployment cycle, whichever is more frequent

READINESS-CODED: NO

DESCRIPTION: Fire support is fires that directly support land, maritime, amphibious, and special operations forces to engage enemy forces, combat formations, and facilities in pursuit of tactical and operational objectives (JP 1-02, Department of Defense Dictionary of Military and Associated Terms). Fire support coordination is the planning and executing of fires so that targets are adequately covered by a suitable weapon or group of weapons. (MCTP 3-10F, [Fire Support Coordination in the Ground Combat Element, Ch.1, p. 1-1](#))

CONDITION: Given supporting attachments operating in a Marine air-ground task force (MAGTF), joint, combined, and/or interagency environment, a higher headquarters' operations order, and commander's guidance.

STANDARD: To coordinate and integrate fires from armed aircraft, land-based and sea-based indirect fire systems, and electronic warfare systems that directly support land, maritime, amphibious, and special operation forces to engage enemy forces, combat formations, and facilities in pursuit of tactical and operational objectives. (MCTP 3-10F, [Fire Support Coordination in the Ground Combat Element, Ch. 3, p. 3-1](#))

EVENT COMPONENTS:

1. Plan fire support
 - a. Organize the battlespace
 - i. Tactical control measures (TCM)
 - ii. Fire support coordination measures (FSCM)
 - iii. Aviation control measures (ACM)
 - b. Organize fire support assets in support of the scheme of maneuver
 - i. Prioritize fire support resources
 - ii. Allocate fire support resources
 - iii. Establish essential fire support tasks (EFST)
 - c. Synchronize fire support plan with intelligence and information plans
2. Prepare fire support
 - a. Conduct targeting supported by intelligence and information plans
 - b. Confirm fire support assets are in position to support scheme of maneuver
 - c. Maintain a fire support overlay
3. Execute fire support
 - a. Coordinate fires
 - b. Integrate fires
 - c. Deconflict fires
4. Assess the effects of fires
 - a. Conduct battle damage assessment (BDA)
 - b. Conduct munitions effects assessment (MEA)
 - c. Provide re-attack recommendations
 - d. Adjust priority and allocation of fire support resources based on the evolving scheme of maneuver

PRIMARY REFERENCE:

[MCTP 3-10F Fire Support Coordination in the Ground Combat Element](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

INF-FSPT-8001 Conduct Fire Support

INTERNAL SUPPORTING EVENTS:

INF-FSPT-6001 Conduct Fire Support Planning

INF-FSPT-6002 Conduct Fire Support Coordination

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | P | MTWS | Unit Hours | 0 | N |

INF-INT-7001: Conduct Intelligence Functions

SUPPORTED MET(S):

MCT 1.12.1 Conduct Amphibious Operations

MCT 1.14 Conduct Stability Operations

MCT 1.6.1 Conduct Offensive Operations

MCT 1.6.4 Conduct Defensive Operations

EVALUATION-CODED: YES

SUSTAINMENT INTERVAL: 24 months or once per deployment cycle, whichever is more frequent

READINESS-CODED: NO

DESCRIPTION: Intelligence functions support the decision making executed during the planning, decision, execution and assessment (PDE&A) cycle at all levels throughout the force. (MCWP 2-10, Intelligence Operations, Ch.1, p. 1-6)

CONDITION: Given an intelligence section, orders and guidance, references, software and systems, access to communications networks, production and presentation equipment.

STANDARD: To identify potential advantages offered by the environment, describes limitations imposed by the environment, ascertain and assess enemy strengths to be avoided, uncover enemy critical vulnerabilities that can be exploited, and recommend courses of action based on factors of the battlespace and threat. (MCWP 2-10, Intelligence Operations, Ch.1, p. 1-5)

EVENT COMPONENTS:

1. Support the commander's estimate
2. Support situational development
3. Provide indications and warning (I&W)
4. Provide support to force protection
5. Provide support to targeting

6. Provide support to combat assessments

PRIMARY REFERENCE:

MCWP 2-10 Intelligence Operations

SUPPLEMENTARY REFERENCES:

MCRP 3-10A.1 Marine Infantry Battalion

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

INF-INT-8001 Conduct Intelligence Functions

INTERNAL SUPPORTING EVENTS:

INF-INT-6001 Conduct Intelligence Functions

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | P | MTWS | Unit Hours | 0 | N |

INF-LOG-7001: Conduct Tactical Logistics

SUPPORTED MET(S):

MCT 1.12.1 Conduct Amphibious Operations
MCT 1.14 Conduct Stability Operations
MCT 1.6.1 Conduct Offensive Operations
MCT 1.6.4 Conduct Defensive Operations

EVALUATION-CODED: YES

SUSTAINMENT INTERVAL: 24 months or once per deployment cycle, whichever is more frequent

READINESS-CODED: NO

DESCRIPTION: Tactical logistics includes organic unit capabilities and the combat service support (CSS) activities necessary to support military operations. Its focus is to support the commander's intent and concept of operations while maximizing the commander's flexibility and freedom of action.

Tactical logistics involves the coordination of functions required to sustain and move units, personnel, equipment, and supplies. These functions must deliver flexible and responsive combat service support to meet the needs of the forces engaged in operations. Therefore, the response time of tactical logistics is necessarily rapid and requires anticipatory planning to provide responsive support. Supply and maintenance activities generate matériel readiness; transportation resources move personnel, equipment, and supplies within the tactical area of operations; and general engineering support, health service support, and general services support contribute to mission accomplishment. ([MCWP 3-40 Logistics Operations, Ch. 1, p. 1-5](#))

CONDITION: Given supporting attachments operating in a Marine air-ground task force (MAGTF), joint, combined, and/or interagency environment, a higher headquarters' operations order, and commander's intent.

STANDARD: To deliver flexible and responsive combat service support to meet the needs of the forces engaged in operations. ([MCWP 3-40 Logistics Operations, Ch. 1, p. 1-5](#))

EVENT COMPONENTS:

1. Identify the logistical requirements
2. Develop a logistics concept of support
 - a. Supply
 - b. Maintenance
 - c. Transportation
 - d. General Engineering
 - e. Health Services
 - f. Services
3. Provide logistics support to operations
 - a. Coordinate all facets of support
 - b. Track the logistics status of subordinate units
 - c. Prioritize logistics efforts
 - d. Report status of logistics to higher headquarters
 - e. Process casualties
 - f. Process detainees

PRIMARY REFERENCE:

[MCWP 3-40 Logistics Operations](#)

SUPPLEMENTARY REFERENCES:

[MCTP 3-40B Tactical-Level Logistics](#)
[MCTP 3-40A Health Service Support Operations](#)
[MCTP 3-40E Maintenance Operations](#)
[MCTP 3-40F Transportation Operations](#)
[MCTP 3-40G Services in an Expeditionary Environment](#)
[MCTP 3-40H MAGTF Supply Operations](#)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

INF-MAN-7001: Conduct an Attack

SUPPORTED MET(S):

MCT 1.12.1 Conduct Amphibious Operations
MCT 1.6.1 Conduct Offensive Operations

EVALUATION-CODED: YES

SUSTAINMENT INTERVAL: 24 months or once per deployment cycle, whichever is more frequent

READINESS-CODED: NO

DESCRIPTION: An attack is an offensive task that destroys or defeats enemy forces, seizes and secures terrain, or both. When the commander decides to attack or the opportunity to attack occurs during combat operations, the execution of that attack must mass the effects of overwhelming combat power against selected portions of the enemy force with a tempo and intensity that cannot be matched by the enemy. ([MCRP 3-10A.1 Marine Infantry Battalion Ch. 5, p. 142](#))

This event accounts for the eight types of attacks: hasty, deliberate, spoiling, counterattack, feint, demonstration, reconnaissance-in-force, and raid. Additionally, this event is applicable to foot mobile, mechanized, motorized and tilt-rotor platforms.

CONDITION: Given supporting attachments, operating in a Marine air-ground task force (MAGTF), joint, combined, and/or interagency environment, a higher headquarters' order, and commander's guidance.

STANDARD: To allow the commander to impose his will on the enemy by shattering the enemy's moral, mental, and physical cohesion. ([MCDP 1, Warfighting](#))

EVENT COMPONENTS:

1. Conduct planning for the attack
 - a. Allocate resources from higher headquarters to subordinate units
 - b. Determine the type of attack to be executed
 - c. Organize the battlespace
 - d. Organize forces
 - e. Move combat service support forward to provide continuous support throughout the attack
 - f. Conduct rehearsal of concepts (ROC) drill
2. Gain and maintain contact with the enemy
 - a. Conduct intelligence, surveillance, reconnaissance (ISR)
 - b. Conduct battlefield de-confliction
 - c. Conduct reallocation of resources based on mission, enemy, terrain and weather, troops and fire support available, and time (METT-T)
3. Disrupt the enemy
 - a. Conduct shaping actions
4. Fix the enemy
 - a. Continue shaping actions
 - b. Continue battlefield coordination
 - c. Continue reallocation of resources
5. Execute maneuver
 - a. Mass combat power at decisive times and places
6. Follow Through
 - a. Conduct exploitation
 - b. Reprioritize assets
 - c. Reallocate assets

PRIMARY REFERENCE:

MCWP 3-01 Offensive and Defensive Tactics

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

INF-MAN-8001 Conduct Offensive Operations

INTERNAL SUPPORTING EVENTS:

INF-MAN-6001 Conduct an Attack

INF-MAN-6014 Establish a Support by Fire Position

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | P | MTWS | Unit Hours | 0 | N |

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17430 Impact Area Dudded
Facility Code 17581 Machine Gun Field Fire Range
Facility Code 17631 Light Antiarmor Weapons Range Live
Facility Code 17670 Mortar Range
Facility Code 17752 Infantry Platoon Battle Course
Facility Code 17936 Close Air Support Range

UNITS/PERSONNEL:

Close air support (CAS)

Forward air controller (FAC) or Joint terminal attack controller (JTAC)

INF-MAN-7002: Conduct a Movement to Contact

SUPPORTED MET(S):

MCT 1.12.1 Conduct Amphibious Operations

MCT 1.14 Conduct Stability Operations

MCT 1.6.1 Conduct Offensive Operations

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 24 months or once per deployment cycle, whichever is more frequent

READINESS-CODED: NO

DESCRIPTION: A movement to contact is an offensive operation conducted to develop the situation, establish and regain contact with the enemy utilizing the smallest force possible (e.g., fire team or squad), or to approach an area of operation. The battalion conducts movement to contact when the tactical situation is not clear or when the enemy has broken contact. Battalions conduct movement to contact independently or as part of a larger force to locate and defeat the enemy, develop the situation for higher headquarters, or when they lack intelligence, surveillance, reconnaissance (ISR) assets or when operating in an electronic warfare (EW) degraded environment. ([MCRP 3-10A.1 Marine Infantry Battalion, Ch. 5, p. 5-5](#))

CONDITION: Given supporting attachments operating in a Marine air-ground task force (MAGTF), joint, combined, and/or interagency environment, a higher headquarters' operations order, and commander's guidance.

STANDARD: To create favorable conditions for subsequent tactical tasks, such as forcing the enemy to reveal themselves, develop the combat situation, and maintains the commander's freedom of action after contact is gained. ([MCWP 3-01, Offensive and Defensive Tactics, Ch. 4](#))

EVENT COMPONENTS:

1. Conduct planning
 - a. Allocate resources
 - b. Determine type of movement to contact
 - c. Organize the battlespace
 - d. Organize forces
 - e. Move combat service support (CSS) forward to provide continuous support throughout the attack.
 - f. Conduct rehearsal of concepts
2. Gain and maintain contact with the enemy
 - a. Conduct intelligence, surveillance, and reconnaissance (ISR)
 - b. Conduct battlefield de confliction
 - c. Conduct reallocation of resources based on mission, enemy, terrain and weather, troops and fire support available-time (METT-T).
3. Actions on contact
 - a. Deploy forces and report
 - b. Evaluate and develop situation
 - c. Choose a course of action (COA)
4. Disrupt the enemy
 - a. Conduct shaping actions
5. Fix the enemy
 - a. Continue shaping actions
 - b. Continue battlefield coordination
 - c. Continue reallocation of resources
6. Maneuver
 - a. Mass combat power at decisive time and place
7. Follow Through
 - a. Exploitation
 - b. Re prioritize assets
 - c. Reallocate assets

PRIMARY REFERENCE:

[MCRP 3-10A.1 Marine Infantry Battalion](#)

SUPPLEMENTARY REFERENCES:

[MCDP 1-0 Marine Corps Operations](#)

[MCWP 3-10 MAGTF Ground Operations](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-MAN-8001](#)

INTERNAL SUPPORTING EVENTS:

[INF-MAN-6002](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | S/L | MTWS | Unit Hours | 0 | N |

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17420 Maneuver/Training Area, Heavy Forces
Facility Code 17430 Impact Area Dudded
Facility Code 17581 Machine Gun Field Fire Range
Facility Code 17631 Light Antiarmor Weapons Range Live
Facility Code 17670 Mortar Range
Facility Code 17671 Field Artillery Indirect Fire Range
Facility Code 17730 Fire and Movement Range

INF-MAN-7003: Conduct Security Operations

SUPPORTED MET(S):

[MCT 1.14 Conduct Stability Operations](#)
[MCT 1.6.1 Conduct Offensive Operations](#)
[MCT 1.6.4 Conduct Defensive Operations](#)

EVALUATION-CODED: YES

SUSTAINMENT INTERVAL: 24 months or once per deployment cycle, whichever is more frequent

READINESS-CODED: NO

DESCRIPTION: A security operation is an operation undertaken to provide early and accurate warning of enemy operations, to provide the force being protected with time and maneuver space within which to react to the enemy, and to develop the situation to allow effective use of the protected force. The ultimate goal of security operations is to protect the force from surprise and reduce the unknowns in any situation. The force being protected may be the civilian population, civil institutions, and civilian infrastructure within the unit's area of operations. ([MCRP 3-10A.1, Marine Infantry Battalion, Ch. 9, p. 9-20](#))

CONDITION: Given an order, area of operation, a friendly force or facility

STANDARD: Maintain continuous reconnaissance and contact with the enemy to provide early and accurate warning of enemy operations, to provide the force being protected with time and maneuver space, within which to react to the enemy, and to develop the situation to allow the commander to effectively use the protected force. (MCRP 3-10A.1, Marine Infantry Battalion, Ch. 9, p. 9-20)

EVENT COMPONENTS:

1. Conduct planning for security operations
 - a. Determine the type of security operation to be conducted
 - b. Identify control measures
 - c. Organize the force
2. Execute the security operation
 - a. Orient on the force or facility
 - b. Perform continuous reconnaissance
 - c. Gain and maintain enemy contact
 - d. Provide early and accurate warning of enemy action
 - e. Provide reaction time and maneuver space for friendly forces
3. Transition
 - a. Action pre-determined decision points

PRIMARY REFERENCE:

MCRP 3-10A.1 Marine Infantry Battalion

SUPPLEMENTARY REFERENCES:

MCDP 1 Warfighting
MCDP 1-0 Marine Corps Operations
MCWP 3-01 Offensive and Defensive Tactics

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

INF-MAN-8003 Conduct Security Operations

INTERNAL SUPPORTING EVENTS:

INF-MAN-6003 Conduct Security Operations

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | S/L | MTWS | Unit Hours | 0 | N |

NOTES: The battalion staff can be put through MTWS and trained to standard with three company response cells.

INF-MAN-7004: Conduct a Relief in Place (RIP)

SUPPORTED MET(S):

MCT 1.14 Conduct Stability Operations
MCT 1.6.1 Conduct Offensive Operations
MCT 1.6.4 Conduct Defensive Operations

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 24 months or once per deployment cycle, whichever is more frequent

READINESS-CODED: NO

DESCRIPTION: A relief in place (RIP) is an operation in which, by direction of higher authority, all or part of a unit is replaced in an area by the incoming unit and the responsibilities of the replaced elements for the mission and the assigned area of operations are transferred to the incoming unit. A commander conducts a RIP as part of a larger operation, primarily to maintain the combat effectiveness of committed units. There are three methods of conducting a relief: sequentially, simultaneously, or staggered. (MCWP 3-01, *Offensive and Defensive Tactics*, Ch. 15)

CONDITION: As either the stationary or relieving unit, given supporting attachments operating in a Marine air-ground task force (MAGTF), joint, combined, and/or interagency environment, a higher headquarters' operations order, and commander's guidance.

STANDARD: To ensure passage of tactical responsibilities and control of a designated area with minimal disruption in operations. (MCWP 3-01, *Offensive and Defensive Tactics*, Ch. 15)

EVENT COMPONENTS:

1. Conduct planning for the relief in place (RIP)
 - a. Conduct coordination and planning between
 - i. Higher headquarters
 - ii. Stationary unit
 - iii. Relieving units
 - iv. Supporting units
 - v. Fire support agencies
 - b. Determine method for relief in place
 - c. Organize the force
 - i. Advance party
 - ii. Liaison element
 - d. Establish control measures
 - e. Develop and maintain plan of action and milestone (POA&M)
 - f. Coordinate battle handover (BHO) and passage of command
 - i. Location of BHO and passage of command
 - ii. Time for BHO and passage of command
2. Prepare for relief in place (RIP)
 - a. Conduct coordination and liaison between representatives of fire support units in support of both units
 - b. Ensure common view of battle space and operation and passage of information
 - i. Co-location of command groups
 - ii. Exchange of liaison personnel at all levels
3. Execute relief in place
 - a. Keep fire support assets in position throughout the relief of maneuver units ensuring they are prepared to support both units
 - b. Keep liaison personnel in position until the relieving unit has assumed control
 - c. Conduct familiarization and combined operations to ensure relieving unit's readiness to assume mission

- d. Conduct battle handover (BHO)
- e. Conduct passage of control
- f. Execute transfer of authority (TOA) for the area upon agreement by the two commanders and after approval from the higher commander

PRIMARY REFERENCE:

MCWP 3-01 Offensive and Defensive Tactics

SUPPLEMENTARY REFERENCES:

MCRP 3-10A.1 Marine Infantry Battalion
MCRP 3-10A.2 Infantry Company Operations

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

INF-MAN-8004 Conduct a Relief in Place (RIP)

INTERNAL SUPPORTING EVENTS:

INF-MAN-6004 Conduct a Relief in Place (RIP)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | S/L | MTWS | Unit Hours | 0 | N |

NOTES: The battalion staff can be put through MTWS and trained to standard with three company response cells.

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17420 Maneuver/Training Area, Heavy Forces

INF-MAN-7005: Establish an Assembly Area

SUPPORTED MET(S):

MCT 1.12.1 Conduct Amphibious Operations
MCT 1.14 Conduct Stability Operations
MCT 1.6.1 Conduct Offensive Operations
MCT 1.6.4 Conduct Defensive Operations

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 24 months or once per deployment cycle, whichever is more frequent

READINESS-CODED: NO

DESCRIPTION: An assembly area is an area in which a command is assembled and prepared for further action. ([JP 1-02, Department of Defense Dictionary of Military and Associated Terms](#)). Ideally, an assembly area (AA) provides: Concealment from air and ground observation, adequate entrances, exits, and internal routes, space for dispersion, cover from direct fire, good drainage and soil conditions that can sustain unit vehicles and individual movement, terrain masking of electromagnetic signatures. ([MCWP 3-01, Offensive and Defensive Tactics, Ch.2, p. 2-14](#))

CONDITION: Given supporting attachments operating in a Marine air-ground task force (MAGTF), joint, combined, and/or interagency environment, a higher headquarters' operations order, and commander's guidance.

STANDARD: To provide the force with an area to organize and mass combat power. ([MCWP 3-01, Offensive and Defensive Tactics, Ch.5, p. 5-7](#))

EVENT COMPONENTS:

1. Conduct planning for the establishment of the assembly area
 - a. Conduct intelligence, surveillance, and reconnaissance (ISR)
 - b. Choose terrain for the establishment of the assembly area
 - c. Organize the battlespace
 - d. Organize the force
 - i. Quartering party
 - ii. Guides
 - iii. Security element
 - iv. Main body
 - v. Quick reaction force (QRF)
 - e. Allocate resources from higher headquarters to subordinate units
 - f. Conduct fire support planning
 - i. Synchronize kinetic and non-kinetic fire support assets
 - g. Establish priorities of work
2. Prepare to establish the assembly area
 - a. Conduct intelligence, surveillance, and reconnaissance (ISR)
 - b. Coordinate with higher, adjacent, and supporting elements
 - c. Conduct shaping actions
 - d. Conduct battlefield de-confliction and reallocation of resources based on mission, enemy, terrain and weather, troops and fire support available, and time (METT-T)
 - e. Conduct rehearsals
3. Establish the assembly area
 - a. Conduct a leader's reconnaissance
 - b. Establish security
 - c. Establish command and control architecture
 - d. Move combat service support (CSS) forward to provide continuous support
 - e. Continue battlefield coordination and reallocation of resources
 - f. Establish defensive posture and perform continuing actions
 - g. Employ active and passive security measures
 - h. Complete preparations for future operations

PRIMARY REFERENCE:

[MCWP 3-01 Offensive and Defensive Tactics](#)

SUPPLEMENTARY REFERENCES:

[ADP 3-90 Offense and Defense](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

INF-MAN-8005 Establish an Assembly Area

INTERNAL SUPPORTING EVENTS:

INF-MAN-6005 Occupy an Assembly Area

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | P | MTWS | Unit Hours | 0 | N |

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17411 Maneuver/Training Area, Amphibious Forces

INF-MAN-7006: Conduct an Area Defense

SUPPORTED MET(S):

MCT 1.6.4 Conduct Defensive Operations

EVALUATION-CODED: YES

SUSTAINMENT INTERVAL: 24 months or once per deployment cycle, whichever is more frequent

READINESS-CODED: NO

DESCRIPTION: The area defense is a type of defense in which the bulk of the defending force is disposed in selected tactical localities where the decisive battle is to be fought. Principal reliance is placed on the ability of the forces in the defended localities to maintain their positions and to control the terrain between them. The reserve is used to add depth, to block, or restore the battle position by counterattack. An area defense capitalizes on the strength inherent in closely integrated defensive organization on the ground. The conduct of an area defense facilitates the consolidation and reconstitution of forces necessary to transition to offense or stability operations. Commanders may assign subordinate units area defense missions as part of a larger type of defense. (MCWP 3-01, [Offensive and Defensive Tactics, Ch. 9](#))

CONDITION: Given an assigned sector or battle position to defend as a battalion that is conducting tactical operations with supporting attachments, a higher headquarters' operations order, and commander's guidance.

STANDARD: To force the attacker to reach a culminating point without achieving their objectives and create the opportunity to shift to the offense in accordance with the commander's intent. ([MCWP 3-01, Offensive and Defensive Tactics, Ch. 9](#))

EVENT COMPONENTS:

1. Conduct planning for the area defense
 - a. Allocate resources
 - b. Determine method of defense
 - c. Organize the battlespace
 - i. Conduct coordination with higher headquarters
 - ii. Conduct coordination with adjacent units
 - iii. Conduct coordination with supporting units
 - iv. Assign sectors of fire
 - v. Establish the reserve force
 - d. Develop the engagement area
 - e. Establish priorities of work
2. Gain and maintain contact with the enemy
 - a. Conduct reconnaissance of known and suspected enemy positions
 - b. Conduct local security operations
 - c. Conduct preparatory fires
 - d. Conduct battlefield de-confliction and reallocation of resources based on mission, enemy, terrain and weather, troops and fire support available, and time (METT-T)
3. Execute maneuver
 - a. Mass and concentrate combat power at decisive times and places in the engagement area
 - b. Execute decision points
 - i. Based on the enemies' intended course of action
 - ii. Decision to execute local counter attack
 - iii. Decision to commit the reserve
 - iv. Decision to shift the main effort
4. Follow-through
 - a. Reprioritize assets
 - b. Reallocate assets
 - c. Conduct exploitation or counter-attack
 - d. Transition to the offense
 - e. Consolidate and reorganize

PRIMARY REFERENCE:

[MCWP 3-01 Offensive and Defensive Tactics](#)

SUPPLEMENTARY REFERENCES:

[MCRP 3-10A.2 Infantry Company Operations](#)

[ADP 3-90 Offense and Defense](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-MAN-8006 Conduct Defensive Operations](#)

INTERNAL SUPPORTING EVENTS:

[INF-MAN-6006 Conduct an Area Defense](#)

[INF-MAN-6013 Conduct Patrolling Operations](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | P | MTWS | Unit Hours | 0 | N |

NOTES: The battalion staff can train in MTWS to standard with three company response cells.

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17430 Impact Area Dudded
Facility Code 17581 Machine Gun Field Fire Range
Facility Code 17631 Light Antiarmor Weapons Range Live
Facility Code 17670 Mortar Range
Facility Code 17752 Infantry Platoon Battle Course

INF-MAN-7007: Conduct Retrograde

SUPPORTED MET(S):

[MCT 1.6.4 Conduct Defensive Operations](#)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 24 months or once per deployment cycle, whichever is more frequent

READINESS-CODED: NO

DESCRIPTION: The retrograde is a type of defensive operation that consists of any movement or maneuver of a command to the rear, or away from the enemy. The enemy may force these operations or a commander may execute them voluntarily. In either case, the higher commander of the force executing the operation must approve the retrograde. Retrograde operations are transitional operations; they are not considered in isolation. There are three core methods of conducting a retrograde, a delay, withdrawal, or retirement. There are two unique, associated methods, denial measures and stay behind operations. ([MCWP 3-01, Offensive and Defensive Tactics, Ch. 11](#))

CONDITION: Given an assigned sector or battle position to defend as a company that is conducting tactical operations with supporting attachments, a higher headquarters' operations order, and commander's guidance.

STANDARD: To disengage from operations to preserve the force, avoid combat under undesirable condition, or to reposition forces to create a more favorable environment for a resumption of operations. ([MCWP 3-01, Offensive and Defensive Tactics, Ch. 11](#))

EVENT COMPONENTS:

1. Conduct planning
 - a. Determine method of retrograde
 - b. Organize Forces
 - i. Main Effort
 - ii. Supporting Effort
 - c. Establish control measures

- d. Establish decision points
 - i. Retrograde criteria
- 2. Prepare for retrograde
 - a. Conduct intelligence, surveillance, reconnaissance (ISR)
 - b. Conduct battlefield de confliction and reallocation of resources based on mission, enemy and weather, terrain and fire support available-time (METT-T)
 - c. Maintain contact with the enemy
 - d. Prepare positions
 - e. Rehearse
- 3. Execute Retrograde
 - a. Employ security force
 - b. Position reserve
 - c. Move main body
 - d. Coordinate passage of control
 - e. Coordinate linkup and passage of lines
 - f. Continue battlefield coordination and reallocation of resources.
 - g. Transition to offense or reconstitute defense

PRIMARY REFERENCE:

[MCWP 3-01 Offensive and Defensive Tactics](#)

SUPPLEMENTARY REFERENCES:

MCRP 3-10A.2 Infantry Company Operations

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-MAN-8006 Conduct Defensive Operations](#)

INTERNAL SUPPORTING EVENTS:

[INF-MAN-6007 Conduct Retrograde](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | S/L | MTWS | Unit Hours | 0 | N |

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17420 Maneuver/Training Area, Heavy Forces
Facility Code 17430 Impact Area Dudded
Facility Code 17560 Sniper Field-Fire Range
Facility Code 17581 Machine Gun Field Fire Range
Facility Code 17631 Light Antiarmor Weapons Range Live
Facility Code 17670 Mortar Range
Facility Code 17730 Fire And Movement Range
Facility Code 17830 Light Demolition Range
Facility Code 17905 Mine Warfare Area

INF-MAN-7008: Conduct a Passage of Lines

SUPPORTED MET(S):

MCT 1.14 Conduct Stability Operations
MCT 1.6.1 Conduct Offensive Operations
MCT 1.6.4 Conduct Defensive Operations

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 24 months or once per deployment cycle, whichever is more frequent

READINESS-CODED: NO

DESCRIPTION: Passage of lines is an operation in which a force moves forward or rearward through another force's combat positions with the intention of moving into or out of contact with the enemy. A passage may be designated as a forward or rearward passage of lines ([JP 1-02, The Department of Defense Dictionary of Military and Associated Terms](#)). A commander conducts a passage of lines to continue an attack or conduct a counterattack, retrograde security or main battle forces, and anytime one unit cannot bypass another unit's position. Commanders conduct a passage of lines to sustain the tempo of an offensive operation by passing fresh units forward, to free a unit for another mission or task, to pass counterattack forces forward, and to maintain an effective defense by passing the battle from one element to another. ([MCWP 3-01, Offensive and Defensive Tactics, Ch. 16](#))

CONDITION: As either the moving or stationary unit, given supporting attachments operating in a Marine air-ground task force (MAGTF), joint, combined, and/or interagency environment, a higher headquarters' operations order, and commander's guidance.

STANDARD: To maintain operational tempo, maintain contact with the enemy, prevent enemy interference, maintain close coordination, control measures, positive control and create the conditions necessary for both forces to successfully complete their missions. ([MCWP 3-01, Offensive and Defensive Tactics, Ch. 16](#))

EVENT COMPONENTS:

1. Conduct Planning
 - a. Conduct coordination and planning between
 - i. Higher headquarters
 - ii. Moving unit
 - iii. Stationary units
 - iv. Supporting units
 - v. Fire support agencies
 - b. Determine type of passage
 - c. Organize forces
 - i. Guides
 - ii. Security
 - d. Establish control measures
 - i. Area of operation (AO)
 - ii. Assembly area (AA)
 - iii. Contact points
 - iv. Passage points
 - v. Check points
 - vi. Passage lanes

- vii. Primary routes
 - viii. Alternate routes
 - e. Allocate terrain for use by the passing force
 - f. Coordinate time and place for battle handover (BHO)
2. Prepare
- a. Conduct detailed coordination between
 - i. Higher headquarters
 - ii. Moving unit
 - iii. Stationary units
 - iv. Supporting units
 - v. Fire support agencies
 - b. Open obstacles
 - c. Common tactical picture (CTP) should display status of:
 - i. Command and control
 - ii. Maneuver
 - iii. Fire support
 - iv. Force protection
 - v. Intelligence
 - vi. Logistics
 - vii. Information operations
 - d. Establish and coordinate communication plan
 - i. Call signs
 - ii. Frequencies
 - iii. Long-range recognition symbols
 - iv. Short-range recognition symbols
 - v. Vehicle markings
3. Execute passage of lines
- a. Keep fire support assets in position throughout the passage, ensuring they are prepared to support both units
 - b. Keep liaison personnel and guides in position until control is passed
 - c. Conduct familiarization to ensure passing unit readiness to assume mission
 - d. Ensure combat service support (CSS) for the passing unit is provided by the stationary unit
 - i. Class III (Petroleum Supply)
 - ii. Class V (Ammunition)
 - iii. VII (Medical Supply)
 - e. Deploy into combat formations
 - f. Conduct battle handover (BHO)

PRIMARY REFERENCE:

[MCRP 3-10A.1 Marine Infantry Battalion](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-MAN-8006 Conduct Defensive Operations](#)

INTERNAL SUPPORTING EVENTS:

[INF-MAN-6008 Conduct a Passage of Lines](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | S/L | MTWS | Unit Hours | 0 | N |

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17420 Maneuver/Training Area, Heavy Forces

INF-MAN-7009: Conduct Exploitation

SUPPORTED MET(S):

MCT 1.6.1 Conduct Offensive Operations

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 24 months or once per deployment cycle, whichever is more frequent

READINESS-CODED: NO

DESCRIPTION: Exploitation is an offensive operation following a successful attack that is designed to disorganize the enemy in depth. It capitalizes on the success of an attack by preventing the enemy from disengaging, withdrawing, and reestablishing an effective defense. Exploitations seek to disintegrate enemy forces to the point where they have no alternative but surrender or take flight. Exploitations must be relentless to prevent the enemy from reestablishing an effective defense and therefore place necessary, but great, demands on the endurance of Marines and equipment. (MCWP 3-01, [Offensive and Defensive Tactics, Ch. 6](#))

CONDITION: Given supporting attachments operating in a Marine air-ground task force (MAGTF), joint, combined, and/or interagency environment, a higher headquarters' fragmentary operations order, commander's guidance, and an enemy force in retrograde

STANDARD: To maintain pressure on the enemy, compound and take advantage of the enemy's disorganization, shatter the enemy's will to resist, and seize decisive or key terrain. (MCWP 3-01, [Offensive and Defensive Tactics, Ch. 6](#))

EVENT COMPONENTS:

1. Conduct planning
 - a. Allocate resources
 - b. Establish exploitation force
 - c. Organize the battlespace
 - d. Organize forces
 - e. Move combat service support (CSS) forward to provide continuous support throughout the exploitation.
 - f. Conduct rehearsal of concepts
2. Conduct an attack (see INF-MAN-7001 Conduct an Attack)
3. Execute the exploitation
 - a. Issue fragmentary order
 - b. Re prioritize assets
 - c. Reallocate assets

- d. Execute by-pass criteria
- e. Gain and maintain enemy contact
- f. Disrupt the enemy
- g. Fix the enemy
- h. Maneuver
- i. Follow through/transition

PRIMARY REFERENCE:

MCWP 3-01 Offensive and Defensive Tactics

SUPPLEMENTARY REFERENCES:

MCRP 3-10A.2 Infantry Company Operations

MCWP 3-10 MAGTF Ground Operations

MCTP 3-10F Fire Support Coordination in the Ground Combat Element

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

INF-MAN-8001 Conduct Offensive Operations

INTERNAL SUPPORTING EVENTS:

INF-MAN-6009 Conduct Exploitation

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | S/L | MTWS | Unit Hours | 0 | N |

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

Facility Code 17420 Maneuver/Training Area, Heavy Forces

INF-MAN-7010: Conduct a Linkup

SUPPORTED MET(S):

MCT 1.12.1 Conduct Amphibious Operations

MCT 1.14 Conduct Stability Operations

MCT 1.6.1 Conduct Offensive Operations

MCT 1.6.4 Conduct Defensive Operations

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 24 months or once per deployment cycle, whichever is more frequent

READINESS-CODED: NO

DESCRIPTION: A linkup is an operation that entails the meeting of friendly ground forces. Infantry battalions can conduct linkups semi independently, or as part of a regiment operation. When conducting a linkup, one of the units must be stationary. If both are moving, one occupies temporary stationary positions to conduct the linkup. The higher headquarters directing the linkup dictates command relationships. Regardless of the size of the units conducting a linkup, all require communication, coordination, and planning. (MCTP 3-10A.1, Marine Infantry Battalion, Ch. 9, p. 9-18)

CONDITION: Given an order, linkup point(s), and while serving as either the moving or stationary unit.

STANDARD: To ensure the safe, expeditious and efficient link-up of units. (MCTP 3-10A.1, Marine Infantry Battalion, Ch.9, p. 9-18)

EVENT COMPONENTS:

1. Conduct planning
 - a. Conduct coordination and planning between
 - i. Higher headquarters
 - ii. Moving unit
 - iii. Stationary unit
 - iv. Supporting units
 - v. Fire support agencies
 - b. Organize the force
 - i. Guides
 - ii. Security
 - c. Establish control measures
 - d. Coordinate and identify
 - i. Linkup time
 - ii. Linkup location
2. Prepare for linkup
 - a. Conduct detailed coordination between
 - i. Higher headquarters
 - ii. Moving unit
 - iii. Stationary unit
 - iv. Supporting units
 - v. Fire support agencies
 - b. Pass current status and disposition of:
 - i. Command and control
 - ii. Fires
 - iii. Maneuver
 - iv. Intelligence
 - v. Logistics
 - vi. Force protection
 - vii. Information operations
 - c. Employ all means to ensure common view of battle space and operation and passage of information
 - d. Confirm
 - i. Communication plan
 - ii. Call signs
 - iii. Frequencies
 - iv. Long-range recognition and symbols
 - v. Short-range recognition symbols
 - vi. Vehicle markings
3. Execute the linkup
 - a. Maintain a clear understanding of who is exercising tactical control throughout the linkup

- b. Move to the contact point
- c. Moving unit initiates far recognition signal
- d. Stationary units responds with far recognition signal
- e. Stationary unit initiates near recognition signal
- f. Moving unit responds with near recognition signal
- g. Confirm position of both units
- h. Exchange guides and liaisons
- i. Conduct joint reconnaissance
- j. Transition to follow-on operations

PRIMARY REFERENCE:

MCRP 3-10A.2 Infantry Company Operations

SUPPLEMENTARY REFERENCES:

MCIP 3-10A.3i Marine Infantry Platoon

MCTP 3-10A.1 Marine Infantry Battalion

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

INF-MAN-8001 Conduct Offensive Operations

INF-MAN-8003 Conduct Security Operations

INF-MAN-8006 Conduct Defensive Operations

INF-STAB-8002 Conduct Stability Operations

INTERNAL SUPPORTING EVENTS:

INF-MAN-6010 Conduct a Link-up

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

Facility Code 17962 MOUT Collective Training Facility (Small)

Facility Code 17963 MOUT Collective Training Facility (Large)

INF-MAN-7011: Conduct Obstacle Breaching

SUPPORTED MET(S):

MCT 1.6.1 Conduct Offensive Operations

MCT 1.6.4 Conduct Defensive Operations

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 24 months or once per deployment cycle, whichever is more frequent

READINESS-CODED: NO

DESCRIPTION: A breach is conducted to break through or secure a passage through an obstacle. A breach is a synchronized combined arms activity under the control of the maneuver commander conducted to allow maneuver through an obstacle. Breaching operations begin when friendly forces detect an obstacle and begin to apply the breaching fundamentals, and they end when battle handover has occurred between follow-on forces and a unit conducting the breaching operation. Breaching involves the employment of tactics and techniques to advance an attacking force to the far side of an obstacle that is covered by fire. One of the most difficult combat tasks that a force can encounter. Most combined arms breaching is conducted by a battalion-size task force as a tactical mission. Normally, as a battalion executes a breach and the company teams are assigned as support, breach, and assault force. (MCTP 3-34A, [Combined Arms Mobility Operations](#))

CONDITION: Given supporting attachments operating in a Marine air-ground task force (MAGTF), joint, combined, and/or interagency environment, a higher headquarters' operations order, and commander's guidance for a unit performing tactical operations, an obstacle that cannot be bypassed, and breaching materials.

STANDARD: To reduce the obstacle, assault through the breach site, and continue the attack with minimal delay. (MCTP 3-34A, [Combined Arms Mobility Operations](#))

EVENT COMPONENTS:

1. Conduct planning for obstacle breaching
 - a. Organize the force
 - i. Support element
 - ii. Breach element
 - iii. Assault element
 - b. Identify primary and alternate reduction means
 - c. Identify primary and alternate breach points
 - d. Identify the axis of advance for all elements
 - e. Develop a fire support plan
 - f. Develop suppress, obscure, secure, and reduce (SOSR) plan
 - g. Conduct a combined arms rehearsal (CAR)
2. Prepare to breach obstacles
 - a. Position forces
 - b. Deploy forces
 - c. Execute shaping actions
 - d. Commence the attack
3. Execute obstacle breach
 - a. Command and control (C2)
 - i. Synchronize kinetic and non-kinetic fires
 - ii. Prioritize and allocate resources
 - b. Support element
 - i. Suppress the enemy to protect breach and assault element
 - ii. Fix enemy forces in position
 - c. Breach Element
 - i. Provide near side security
 - ii. Reduce lanes in obstacle
 - iii. Provide local security
 - iv. Provide internal suppression
 - v. Mark and report breach lanes
 - vi. Assist in passage of assault force through lanes
 - d. Assault Element
 - i. Seize far side objective

- ii. Reduce protective obstacles
 - iii. Prevent enemy direct fire from interfering with follow on forces
 - iv. Provide clear routes for follow on forces
 - v. Conduct battle handover with follow on forces
4. Transition
- a. Consider decision points

PRIMARY REFERENCE:

[MCTP 3-34A Combined Arms Mobility Operations](#)

SUPPLEMENTARY REFERENCES:

[MCTP 3-10F Fire Support Coordination in the Ground Combat Element](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-MAN-8001 Conduct Offensive Operations](#)

[INF-MAN-8011 Conduct a Gap Crossing](#)

INTERNAL SUPPORTING EVENTS:

[INF-MAN-6011 Conduct Obstacle Breaching](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | S/L | MTWS | Unit Hours | 0 | N |

NOTES: The battalion staff can be put through MTWS and trained to standard with three company response cells.

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

Facility Code 17420 Maneuver/Training Area, Heavy Forces

Facility Code 17830 Light Demolition Range

INF-MAN-7012: Conduct a Cordon and Search

SUPPORTED MET(S):

[MCT 1.14 Conduct Stability Operations](#)

[MCT 1.6.1 Conduct Offensive Operations](#)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 24 months or once per deployment cycle, whichever is more frequent

READINESS-CODED: NO

DESCRIPTION: Cordon and search operations isolate a target area and search suspected buildings and areas to capture or destroy possible insurgents/contraband. They may be conducted in any type of environment and the principles remain the same whether in a jungle or in a city. Cordon and search operations are by no means limited to, but often are associated with, clear-in-zone actions conducted during clear-hold-build counter-insurgency (COIN) operations.

Depending on the threat and the accuracy of intelligence leading to the operation, a cordon and search may appear similar to a movement to contact, raid, deliberate attack, or area reconnaissance. The cordon and search consists of five phases: planning and reconnaissance, movement to the objective area, cordon, actions on the objective, and withdrawal. (MCRP 3-10A.2, [Infantry Company Operations, Ch. 11, p. 11-9](#))

CONDITION: Given attachments, a mission, commander's intent, and an objective area.

STANDARD: To capture or kill targeted persons, seize and/or destroy arms, explosives, supplies, documents, build information and the intelligence picture, deprive the enemy sanctuary, disrupt enemy activity, reduce or eliminate enemy influence on the population, and gain and maintain initiative. (MCRP 3-10A.2, [Infantry Company Operations, Ch.11, p. 11-9](#))

EVENT COMPONENTS:

1. Conduct planning
 - a. Task Organize forces
 - i. Command element
 - ii. Support
 - iii. Search/assault element
 - iv. Security element
 - v. Special teams
 - b. Conduct intelligence, surveillance, and reconnaissance
 - c. Select route to objective
 - d. Select method of approach to the objective
 - e. Develop fire support plan
 - f. Conduct rehearsal of concepts
2. Move to the objective area
 - a. Continue intelligence, surveillance, and reconnaissance (ISR) of the objective
 - b. Conduct battlefield de confliction and reallocation of resources based on mission, enemy, terrain and weather, troops and fire support available-time (METT-T)
 - c. Employ security measures
 - i. Active measures
 - ii. Passive measures
 - d. Conduct shaping actions and set conditions
3. Establish cordons
 - a. Establish inner cordon to prevent enemy escape and provide security
 - b. Establish outer cordon to isolate objective area through containment and interdiction
 - c. Secure ingress and egress routes
4. Conduct actions on the objective
 - a. Make entry into the structure
 - b. Conduct breach if necessary
 - c. Search objective area

- d. Assemble occupants
- e. Consolidate evidence
- f. Conduct detainee handling, as necessary
- 5. Execute withdrawal from objective
 - a. Maintain security posture
 - b. Assault force exits objective area
 - c. Collapse inner cordon
 - d. Collapse outer cordon
 - e. Conduct accountability
 - f. Transport detainees
 - g. Consolidate forces

PRIMARY REFERENCES:

[MCRP 3-10A.2 Infantry Company Operations](#)

SUPPLEMENTARY REFERENCES:

[MCIP 3-10A.3i: Marine Rifle Platoon](#)

[MCRP 3-30.5 Multi-Service Tactics, Techniques, and Procedures for Cordon and Search Operations](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-MAN-8003 Conduct Security Operations](#)

INTERNAL SUPPORTING EVENTS:

[INF-MAN-6012 Conduct a Cordon and search](#)

[INF-MAN-6013 Conduct Patrolling Operations](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

Facility Code 17752 Infantry Platoon Battle Course

Facility Code 17962 MOUT Collective Training Facility (Small)

Facility Code 17963 MOUT Collective Training Facility (Large)

INF-STAB-7001: Plan and Direct Stability Operations

SUPPORTED MET(S):

[MCT 1.14 Conduct Stability Operations](#)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

READINESS-CODED: NO

DESCRIPTION: Planning stability operations requires consideration of many factors, some not generally considered by military planners. The centrally important planning consideration is that a long-term view is required. Stability operations are, at their essence, political with interlocking instruments of diplomacy, economics, information, and military action. The stability operations environment requires an inclusive approach, which extends beyond the joint community and into the interagency. Early collaboration with interagency partners is a critical component to reduce risk and help ensure success. In operating in these complex environments, Marines must understand interagency partner capabilities and limitations and integrate them into all actions from the early planning phase through execution and transition. As planning is widely discussed in other doctrinal publications such as Marine Corps Warfighting Publication (MCWP) 5-10, Marine Corps Planning Process, this chapter focuses on planning considerations unique to stability operations. Failure to provide adequate planning attention on any of these considerations may compromise mission success. (MCWP 3-03, [Stability Operations, Ch.1, p. 1-1](#))

CONDITION: Having received an operations order while operating in a permissive, uncertain, or hostile environment, and in coordination with applicable joint, interagency, intergovernmental, and multinational (JIIM) organizations.

STANDARD: To maintain or re-establish a safe and secure environment, provide essential governmental services, emergency infrastructure reconstruction, and humanitarian relief. (MCWP 3-03, [Stability Operations, Ch.1, p. 1-1](#))

EVENT COMPONENTS:

1. Establish a unified action plan
 - a. Determine cultural considerations
2. Establish civil control and security
3. Integrate information and communications
4. Establish stability assessment framework
5. Establish transition plan

REFERENCES:

[MCWP 3-03 Stability Operations](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-STAB-8001 Plan and Direct Stability Operations](#)

[INF-STAB-8002 Conduct Stability Operations](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

INF-STAB-7002: Establish Civil Control and Security

SUPPORTED MET(S):

[MCT 1.14 Conduct Stability Operations](#)

EVALUATION-CODED: YES

SUSTAINMENT INTERVAL: 24 months or once per deployment cycle, whichever is more frequent

READINESS-CODED: NO

CONDITION: Given supporting attachments operating in a Marine air-ground task force (MAGTF), joint, combined, and/or interagency environment, a higher headquarters' operations order, and commander's guidance.

STANDARD: To protect the population and deny freedom of movement to the insurgents.

EVENT COMPONENTS:

1. Plan for the establishment of civil control and security
 - a. Coordinate with applicable Joint, Interagency, Intergovernmental & Multinational (JIIM) to inform planning process
 - b. Identify civil security tasks
 - c. Identify civil control tasks
 - d. Determine cultural considerations
2. Secure lines of communication leading into and out of the cleared area
3. Conduct a census
4. Implement an identification card system
5. Establish curfews
6. Enforce a pass system
7. Establish mechanisms and enforce limits on the length of time people can travel
8. Establish mechanisms and enforce limits on the number of visitors from outside the cleared area
9. Establish requirement to register visitors with local security forces or civil authorities
10. Establish checkpoints along major routes to monitor and enforce compliance with population control measures
11. Establish control over key resource storage and distribution sites
 - a. Water
 - b. Fuel
 - c. Food

PRIMARY REFERENCE:

[JP 3-08 Interorganizational Cooperation](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-STAB-8002 Conduct Stability Operations](#)

INTERNAL SUPPORTING EVENTS:

[INF-STAB-6001 Establish Civil Security](#)

[INF-STAB-6002 Establish Civil Control](#)

[INF-STAB-6003 Support Humanitarian Assistance](#)

[INF-STAB-6004 Support Disarmament, Demobilization, and Reintegration](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17962 MOUT Collective Training Facility (Small)

Facility Code 17963 MOUT Collective Training Facility (Large)

INF-STAB-7003: Provide Humanitarian Assistance

SUPPORTED MET(S):

[MCT 1.14 Conduct Stability Operations](#)

[MCT 5.7.4 Plan and Direct Stability Operations](#)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 24 months or once per deployment cycle, whichever is more frequent

READINESS-CODED: NO

DESCRIPTION: Humanitarian assistance consists of activities conducted to directly relieve or reduce suffering, disease, hunger, or privation. Humanitarian assistance may be conducted in conjunction with other stability operations. The three types of humanitarian assistance operations are disaster relief, technical assistance and support functions, and foreign consequence management operations. An Infantry battalion will most likely conduct disaster relief and technical assistance and support. ([JP 3-29, Foreign Humanitarian Assistance](#))

CONDITION: Having received an order, while operating in a permissive, uncertain, or hostile environment, and in coordination with applicable joint, interagency, international, and/or multinational (JIIM) organizations.

STANDARD: To meet higher headquarters' expectation for transition to appropriate agencies.

EVENT COMPONENTS:

1. Conduct planning for Humanitarian Assistance operations
 - a. Coordinate with joint forces and organizations
 - b. Coordinate with interagency organizations
 - c. Coordinate with international forces and organizations
 - d. Coordinate with multinational forces and organizations
 - e. Identify operational authorities
 - f. Determine cultural considerations
2. Provide support to humanitarian operations
 - a. Logistics and supplies
 - b. Communications support
 - c. Relief capabilities
 - d. Security
3. Execute civil military operations (CMO) and stability actions in concert with
 - a. Government agencies
 - b. Non-governmental agencies
 - c. Civilian organizations
4. Support dislocated civilian operations
5. Conduct assessments
6. Conduct transition of control to appropriate authority

PRIMARY REFERENCE:

[MCWP 3-03 Stability Operations](#)

SUPPLEMENTARY REFERENCES:

MCRP 3-03A.2 Multi-service, Techniques for Civil Affairs Support to Foreign Humanitarian Assistance
JP 3-29 Foreign Humanitarian Assistance
GCE Assessments Pamphlet 3-0
ISBN-13: 978-1511949835 Operational Culture for the Warfighter Principles and Applications
CJCSI 3126.01A Language, Regional Expertise, and Culture (LREC) Capability Identification, Planning, and Sourcing

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

INF-STAB-8002 Conduct Stability Operations

INTERNAL SUPPORTING EVENTS:

INF-STAB-6003 Support Humanitarian Assistance

INFANTRY T&R MANUAL

CHAPTER 5

COMPANY COLLECTIVE EVENTS

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INFANTRY T&R MANUAL

CHAPTER 5

COMPANY COLLECTIVE EVENTS

5000. PURPOSE. Chapter 5 contains collective training events for the Infantry Company.

5001. EVENT CODING

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

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

| <u>Code</u> | <u>Description</u> |
|-------------|--------------------|
| INF | Infantry |

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

| <u>Code</u> | <u>Description</u> |
|-------------|---------------------|
| C2 | Command and Control |
| LOG | Logistics |
| FP | Force Protection |
| FSPT | Fire Support |
| INT | Intelligence |
| MAN | Maneuver |

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

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

5002. INDEX OF COLLECTIVE EVENTS

| Event Code | E-Coded | Event | Page |
|--------------------------|----------------|-----------------------------------|-------------|
| 6000 Level Events | | | |
| INF-C2-6001 | NO | Conduct Command and Control (C2) | 5-3 |
| INF-C2-6002 | NO | Prepare for Operations | 5-4 |
| INF-FP-6001 | NO | Conduct Force Protection | 5-5 |
| INF-FSPT-6001 | NO | Conduct Fire Support Planning | 5-6 |
| INF-FSPT-6002 | NO | Conduct Fire Support Coordination | 5-8 |
| INF-INT-6001 | NO | Conduct Intelligence Functions | 5-9 |
| INF-LOG-6001 | NO | Conduct Tactical Logistics | 5-10 |
| INF-MAN-6001 | NO | Conduct an Attack | 5-12 |

| | | | |
|---------------|----|--|------|
| INF-MAN-6002 | NO | Conduct a Movement to Contact | 5-15 |
| INF-MAN-6003 | NO | Conduct Security Operations | 5-19 |
| INF-MAN-6004 | NO | Conduct a Relief in Place (RIP) | 5-20 |
| INF-MAN-6005 | NO | Occupy an Assembly Area | 5-22 |
| INF-MAN-6006 | NO | Conduct an Area Defense | 5-23 |
| INF-MAN-6007 | NO | Conduct Retrograde | 5-27 |
| INF-MAN-6008 | NO | Conduct a Passage of Lines | 5-28 |
| INF-MAN-6009 | NO | Conduct Exploitation | 5-31 |
| INF-MAN-6010 | NO | Conduct a Linkup | 5-32 |
| INF-MAN-6011 | NO | Conduct Obstacle Breaching | 5-34 |
| INF-MAN-6012 | NO | Conduct a Cordon and Search | 5-36 |
| INF-MAN-6013 | NO | Conduct Patrolling Operations | 5-38 |
| INF-MAN-6014 | NO | Establish a Support by Fire Position | 5-40 |
| INF-STAB-6001 | NO | Establish Civil Security | 5-41 |
| INF-STAB-6002 | NO | Establish Civil Control | 5-42 |
| INF-STAB-6003 | NO | Support Humanitarian Assistance | 5-43 |
| INF-STAB-6004 | NO | Support Disarmament, Demobilization, and Reintegration | 5-44 |

5003. 6000-LEVEL EVENTS

INF-C2-6001: Conduct Command and Control (C2)

SUPPORTED MET(S):

- MCT 1.12.1 Conduct Amphibious Operations
- MCT 1.14 Conduct Stability Operations
- MCT 1.6.1 Conduct Offensive Operations
- MCT 1.6.4 Conduct Defensive Operations

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

READINESS-CODED: NO

DESCRIPTION: Command and control is the exercise of authority and direction by a properly designated commander over assigned and attached forces in the accomplishment of the mission. Command and control functions are performed through an arrangement of personnel, equipment, communications, facilities, and procedures employed by a commander in planning, directing, coordinating, and controlling forces and operations in the accomplishment of the mission. (MCRP 3-10A.2, [Infantry Company Operations, Ch. 3, p. 3-1](#))

CONDITION: Given an operations order, with or without supporting attachments, and command and control support structure

STANDARD: To form an understanding of the situation, decide what action is required, transmit instructions to subordinate commanders, monitor the execution of operations, and assess the results of the action. (MCWP 3-10A.2, [Infantry Company Operations, Ch. 4, p. 4-1](#))

EVENT COMPONENTS:

1. Establish a command post (CP)
2. Employ a combat operations center (COC)

3. Conduct planning
4. Conduct assessments
5. Conduct information management (IM)
6. Integrate enabler support
7. Displace the command post (CP)

PRIMARY REFERENCE:

[MCWP 3-10A.2 Infantry Company Operations](#)

SUPPLEMENTARY REFERENCES:

MCWP 3-10 MAGTF Ground Operations

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-C2-7001 Conduct Command and Control \(C2\)](#)

INF-C2-6002: Prepare for Operations

SUPPORTED MET(S):

MCT 1.12.1 MCT 1.14 MCT 1.6.1
MCT 1.6.4

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

READINESS-CODED: NO

DESCRIPTION: Preparation for operations begins with issuing warning orders (WARNORD). After the operation order (OPORD) reaches subordinates and supporting organizations, the company commander begins a supervisory process. This supervisory process consists of two parts: the intellectual and the physical. When supervising and inspecting, company commanders must ensure that enough time is allowed for correction of noted discrepancies. (MCRP 3-10A.2, Infantry Company Operations, Ch. 2, p. 2-11)

CONDITION: Given an operations order, fragmentary order (FRAGO), or warning order, while the unit is located in an assembly area, and the company staff has conducted planning

STANDARD: To finalize preparations for combat. Preparations are as complete and detailed as the available time and the situation permit. Time available will be dictated from the higher headquarters; order. ([MCRP 3-10A.2, Infantry Company Operations, Ch. 6, p. 6-19](#))

EVENT COMPONENTS:

1. Conduct pre-combat checks (PCCs)
2. Conduct pre-combat inspections (PCIs)
3. Conduct final resupply (fuel, water, rations, and ammunition)
4. Stage equipment and personal effects not required for the operation
5. Issue mission-specific special equipment for the operation
6. Conduct a rest plan consistent with security and preparations for the attack
7. Continue planning and intelligence updates
8. Integrate attachments

9. Conduct specialized training
10. Conduct rehearsals

PRIMARY REFERENCE:

[MCRP 3-10A.2 Infantry Company Operations](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-C2-7002 Conduct Force Deployment Planning and Execution \(FDP&E\)](#)

INF-FP-6001: Conduct Force Protection

SUPPORTED MET(S):

[MCT 1.12.1 Conduct Amphibious Operations](#)

[MCT 1.14 Conduct Stability Operations](#)

[MCT 1.6.1 Conduct Offensive Operations](#)

[MCT 1.6.4 Conduct Defensive Operations](#)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

READINESS-CODED: NO

DESCRIPTION: Force protection are continuing actions taken which preserve forces to achieve the commander's objective

CONDITION: Operating within a Marine air-ground task force (MAGTF), joint, combined, interagency environment, a higher headquarters' operation order and commander's guidance

STANDARD: To preserve the force's potential so that combat power can be applied at the appropriate time and place

EVENT COMPONENTS:

1. Asses hazards to the force
2. Integrate hazard assessments into the planning process
3. Develop unit specific force protection measures
 - a. Select forms of maneuver with force protection considerations
 - b. Intelligence support to force protection
 - c. Develop fire support plan that contributes to force protection
 - d. Incorporate force protection into defensive planning
 - e. Develop a communications/emissions plan that minimize risk to force and mission
4. Conduct survivability
5. Conduct mobility
6. Conduct counter-mobility
7. Develop fratricide prevention methods
 - a. Tactical control measures
 - b. Fire support coordination measures
 - c. Rules of engagement training
 - d. Friendly unit marking procedures
 - e. Back briefs and rehearsal of concept (ROC) drill
8. Coordinate logistical support for the force protection plan

9. Incorporate chemical, biological, radiological, and nuclear (CBRN) considerations into operations
10. Protect essential elements of friendly information (EEFI)

PRIMARY REFERENCE:

[ADRP 3-37 Protection](#)

SUPPLEMENTARY REFERENCES:

[MCO 3500.27 Risk Management](#)
[MSTP 3-0.1 Force Protection](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-FP-7001 Conduct Force Protection](#)

INTERNAL SUPPORTING EVENTS:

[INF-FP-5001 Employ Platoon Force Protection Measures](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17962 MOUT Collective Training Facility (Small)
Facility Code 17963 MOUT Collective Training Facility (Large)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

NOTE: This event should not be evaluated against functional area checklist Antiterrorism

INF-FSPT-6001: Conduct Fire Support Planning

SUPPORTED MET(S):

[MCT 1.12.1 Conduct Amphibious Operations](#)
[MCT 1.14 Conduct Stability Operations](#)
[MCT 1.6.1 Conduct Offensive Operations](#)
[MCT 1.6.4 Conduct Defensive Operations](#)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

READINESS-CODED: NO

DESCRIPTION: The infantry company serves as the primary executor of lethal and non-lethal fires in its battlespace. The fire support team (FST) plans and executes the company's fire support tasks based on guidance and direction from the company commander and coordinates with higher headquarters fire support agencies. The FST will coordinate, plan, and control organic and non-organic fire support assets to the company. While the FST may often reside with the company COC, it may just as likely deploy elsewhere within the battlespace to execute the company commander's intent.

The infantry company does not normally provide full range clearance of fires in its battlespace; however, there are unique circumstances when a company is required to coordinate its own fires. ([MCRP 3-10A.2, Infantry Company Operations, Ch. 5, p. 5-1](#))

CONDITION: Given supporting attachments operating in a Marine air-ground task force (MAGTF), joint, combined, and/or interagency environment, a battalion operations order, a fire support plan, fire support products, and company commander's guidance

STANDARD: To coordinate and integrate fires from armed aircraft, land-based and sea-based indirect fire systems, and electronic warfare systems that directly support the scheme of maneuver. ([MCTP 3-10F Fire Support Coordination in the Ground Combat Element, Ch. 3, p. 3-1](#))

EVENT COMPONENTS:

1. Plan fires
 - a. Receive battalion's fire support plan and products
 - i. Available assets
 - ii. Control measures
 - iii. Target list worksheet
 - iv. Fire support execution matrix
 - v. Attack guidance matrix
 - b. Integrate fires with company's scheme of maneuver
 - i. Receive company commander's mission and fire support guidance
 - ii. Organize Fire support assets in support of scheme of maneuver
 - iii. Prioritize resources
 - iv. Allocate resources
 - v. Establish essential fire support tasks (EFST)
 - c. Develop fire support products
2. Prepare fires
 - a. Conduct targeting supported by intelligence, surveillance, and reconnaissance (ISR) plan
 - b. Verify target locations, trigger points, and observation plan.
 - c. Confirm friendly locations and initial battlespace deconfliction
 - d. Maintain fire support overlay
3. Execute fires
 - a. Conduct targeting process
 - b. Coordinate fires
 - c. Integrate fires
 - d. De-conflict fires
4. Assess the effects of fires
 - a. Conduct battle damage assessment (BDA)
 - b. Conduct munitions effects assessment (MEA)
 - c. Recommend re-attack
 - d. Adjust priorities and allocation of resources based on evolving scheme of maneuver

PRIMARY REFERENCE:

[MCRP 3-10A.2 Infantry Company Operations](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-FSPT-7001 Conduct Fire Support](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | P | CACCTUS | Unit Hours | 0 | N |

INF-FSPT-6002: Conduct Fire Support Coordination

SUPPORTED MET(S):

[MCT 1.12.1 Conduct Amphibious Operations](#)
[MCT 1.14 Conduct Stability Operations](#)
[MCT 1.6.1 Conduct Offensive Operations](#)
[MCT 1.6.4 Conduct Defensive Operations](#)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

READINESS-CODED: NO

DESCRIPTION: The ability for the infantry company to operate across a broad range of operations often includes the requirement to operate semi-independently with augmentation. In these circumstances or in situations specifically designated by higher headquarters, the infantry company may control and coordinate fires. This level of responsibility often entails personnel and equipment augmentation to the infantry company. ([MCRP 3-10A.2, Infantry Company Operations, Ch. 5, p. p. 5-11](#))

CONDITION: Given higher headquarters operation order and having completed the fire support planning process, with or without kinetic and non-kinetic fire support assets available, with or without a company level fire support coordination center established

STANDARD: To coordinate, de-conflict, and execute kinetic and non-kinetic fire in support of company operations. ([MCRP 3-10A.2, Infantry Company Operations, Ch.5](#))

EVENT COMPONENTS:

1. Advise the company commander of changes in the status of fire support
2. Recommend changes in fire support employment based on the current tactical situation
3. Deliver fires on targets by executing attack guidance
4. Clear requests for fire using an established approval mode
5. Integrate fires to support the scheme of maneuver
6. Coordinate fires with adjacent, and higher units
7. Coordinate fires between the observer and supporting arm and/or multiple firing units
8. Request additional fire support when needed

9. Establish and maintain fire support coordination measures (FSCM)
10. Disseminate information to adjacent companies, and higher headquarters
 - a. Unit locations
 - b. Fire support coordination measures (FSCM)
 - c. Target information
 - d. Fire support status reports

PRIMARY REFERENCE:

[MCRP 3-10A.2 Infantry Company Operations](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-FSPT-7001 Conduct Fire Support](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | S/L | CACCTUS | Unit Hours | 0 | N |

INF-INT-6001: Conduct Intelligence Functions

SUPPORTED MET(S):

[MCT 1.12.1 Conduct Amphibious Operations](#)
[MCT 1.14 Conduct Stability Operations](#)
[MCT 1.6.1 Conduct Offensive Operations](#)
[MCT 1.6.4 Conduct Defensive Operations](#)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

READINESS-CODED: NO

DESCRIPTION: The S-2 section's support to the infantry companies and other subordinate units is influenced by the battalion's mission. The battalion S-2 should foster an effective working relationship with subordinate units, as they are the main sources of information in support of assessment and answering requests for intelligence, priority intelligence requirements (PIR), and intelligence requirements (IR). The key to this is the intelligence function performed by the company-level intelligence cells (CLIC). The intelligence actions of the CLICs are not a substitute for the battalion's intelligence section. Rather, the intelligence functions performed by the CLICs primarily serve to enhance and facilitate intelligence activities at the company level. In situations where one company or more than one company operates independently or semi-independently (i.e., conducting dispersed or distributed operations in company landing teams), the CLICs may require reinforcement with additional intelligence personnel and equipment to execute the intelligence cycle continuously over an extended period of time. ([MCRP 3-10A.1, Marine Infantry Battalion, Ch. 3, p. 3-3](#))

CONDITION: Given a unit, organic/supporting/higher collection assets, an operations order, and higher headquarters priority intelligence requirements

STANDARD: To provide timely, relevant, and accurate intelligence to support operations. ([MCRP 3-10A.1, Marine Infantry Battalion, Ch. 3, p. 3-3](#))

EVENT COMPONENTS:

1. Evaluate intelligence
2. Recommend and track priority intelligence requirements (PIR)
3. Integrate intelligence assets
4. Staff the combat operations center (COC)
5. Develop the intelligence preparation of the battlespace (IPB)
6. Conduct the intelligence cycle
7. Support targeting
8. Conduct assessment

PRIMARY REFERENCE:

[MCRP 3-10A.2 Infantry Company Operations](#)

SUPPLEMENTARY REFERENCES:

[MCIP 2-10.1i Company Level Intelligence Cell](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-INT-7001 Conduct Intelligence Functions](#)

INTERNAL SUPPORTING EVENTS:

[INF-INT-5001 Conduct Information Collections](#)

INF-LOG-6001: Conduct Tactical Logistics

SUPPORTED MET(S):

[MCT 1.12.1 Conduct Amphibious Operations](#)

[MCT 1.14 Conduct Stability Operations](#)

[MCT 1.6.1 Conduct Offensive Operations](#)

[MCT 1.6.4 Conduct Defensive Operations](#)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

READINESS-CODED: NO

DESCRIPTION: Tactical logistics includes organic unit capabilities and the combat service support (CSS) activities necessary to support military operations. Its focus is to support the commander's intent and concept of operations while maximizing the commander's flexibility and freedom of action. Tactical logistics involves the coordination of functions required to sustain and move units, personnel, equipment, and supplies. These functions must deliver flexible and responsive combat service support to meet the needs of the forces engaged in operations. Therefore, the response time of tactical logistics is necessarily rapid and requires anticipatory planning to provide responsive support. Supply and maintenance activities generate materiel readiness; transportation resources move personnel, equipment, and supplies within the tactical area of operations; and general engineering support, health service support, and general services support contribute to mission accomplishment. (MCWP 3-40, Logistics Operations, Ch. 1, p. 1-5)

CONDITION: Given supporting attachments operating in a Marine air-ground task force (MAGTF), joint, combined, and/or interagency environment, a higher headquarters' operations order, and commander's intent.

STANDARD: To deliver flexible and responsive combat service support to meet the needs of the forces engaged in operations (MCWP 3-40, Logistics Operations, Ch. 1, p. 1-5)

EVENT COMPONENTS:

1. Identify logistical requirements
2. Develop a logistics concept of support
 - a. Supply
 - b. Maintenance
 - c. Transportation
 - d. General Engineering
 - f. Services
3. Provide logistical support
 - a. Coordinate logistical support
 - b. Track status of subordinate unit equipment
 - c. Prioritize logistical efforts
 - d. Report logistics status to higher headquarters
 - e. Process casualties

PRIMARY REFERENCE:

MCWP 3-40 Logistics Operations

SUPPLEMENTARY REFERENCES:

MCTP 3-40B Tactical-Level Logistics
MCTP 3-40A Health Service Support Operations
MCTP 3-40E Maintenance Operations
MCTP 3-40F Transportation Operations
MCTP 3-40G Services in an Expeditionary Environment
MCTP 3-40H MAGTF Supply Operations

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

INF-LOG-7001 Conduct Tactical Logistics

INTERNAL SUPPORTING EVENTS:

INF-LOG-5001 Conduct Tactical Logistics

INF-MAN-6001: Conduct an Attack

SUPPORTED MET(S):

MCT 1.12.1 Conduct Amphibious Operations

MCT 1.6.1 Conduct Offensive Operations

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

READINESS-CODED: NO

DESCRIPTION: Infantry companies attack known enemy threats and specific enemies, their positions, their means of support, and other pressure points associated with their will to resist. Attacks are offensive operations of coordinated movement that are supported by fire and are conducted to seize or secure terrain or to defeat, destroy, or capture the enemy. (MCRP 3-10A.2, [Infantry Company Operations, 2014, Ch. 6, p. 6-9](#))

This training event accounts for the eight types of attacks: hasty attack, deliberate attack, spoiling attack, counterattack, feint, demonstration, reconnaissance-in-force, and raid. Additionally, this event is applicable to foot mobile, mechanized, and motorized platforms.

CONDITION: The Company has received an operations order or fragmentary order tasking them to attack an enemy position and has conducted their own planning. Additional maneuver sustainment assets and supporting arms may be available. The company has received guidance on the rules of engagement.

STANDARD: To defeat, destroy, or capture the enemy or seize and/or secure key terrain, no later than time prescribed in the operations order. (MCWP 3-01, [Offensive and Defensive Tactics, 2017, p. 54](#))

EVENT COMPONENTS:

1. Plan the attack
 - a. Allocate resources
 - b. Determine the type of attack
 - c. Organize the battlespace
 - d. Organize forces
 - e. Move combat service support forward to provide continuous support throughout the attack
 - f. Develop the fire support plan
 - g. Conduct a rehearsal of concepts
2. Gain and maintain contact with the enemy
 - a. Conduct intelligence, surveillance, reconnaissance (ISR)
 - b. Conduct battlefield de-confliction

- c. Reallocate resources based on mission, enemy, terrain and weather, troops and fire support available-time (METT-T)
- 3. Disrupt the enemy
 - a. Conduct shaping actions
- 4. Fix the enemy
 - a. Continue shaping actions
 - b. Continue battlefield coordination
 - c. Continue reallocation of resources
- 5. Maneuver
 - a. Mass combat power at decisive time and place
- 6. Follow Through
 - a. Exploit success
 - b. Re-prioritize efforts
 - c. Reallocate assets

PRIMARY REFERENCE:

[MCWP 3-01 Offensive and Defensive Tactics](#)

SUPPLEMENTARY REFERENCES:

[MCDP 1-0 Marine Corps Operations](#)

[MCRP 3-10A.2 Infantry Company Operations](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-MAN-7001 Conduct an Attack](#)

INTERNAL SUPPORTING EVENTS:

[INF-0317-5001 Conduct Sniper Control Center \(SCC\) Functions](#)

[INF-0317-5002 Conduct Scout Sniper Platoon Operations](#)

[INF-ANTI-5001 Provide Fires](#)

[INF-MAN-5001 Conduct an Attack](#)

[INF-MAN-5014 Establish a Support by Fire Position](#)

[INF-MGUN-5001 Provide Fires](#)

[INF-MORT-5001 Provide Fires](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------------|------------------------|--------------|-----------|
| Partial | S/L | I-TESS (Individual) | Marine Hours | 3 | N |

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|---|--------------------------|
| A059 Cartridge, 5.56mm Ball M855 10/Clip | 19320 rounds per Company |
| A063 Cartridge, 5.56mm Tracer M856 Single Round | 820 rounds per Company |
| A064 Cartridge, 5.56mm 4 Ball M855/1 Tracer M856 Linked | 2400 rounds per Company |
| A075 Cartridge, 5.56mm Blank M200 Linked | 1200 rounds per Company |

| | |
|--|-------------------------|
| A080 Cartridge, 5.56mm Blank M200 Single Round | 9660 rounds per Company |
| A111 Cartridge, 7.62mm Blank M82 Linked | 5600 rounds per Company |
| A143 Cartridge, 7.62mm Ball M80 Linked | 2800 rounds per Company |
| A151 Cartridge, 7.62mm 4 Ball/1 Tracer Linked | 8400 rounds per Company |
| A358 Cartridge, 9mm TP-T M939 for AT-4 Trainer | 20 per Company |
| A555 Cartridge, Caliber .50 Ball M33 Linked (M2 Links) | 600 rounds per Company |
| A576 Cartridge, Caliber .50 4 API M8/1 API-T M20 Linked | 1800 rounds per Company |
| A598 Cartridge, Caliber .50 Blank M1A1 Linked | 1200 rounds per Company |
| A606 Cartridge, Caliber .50 API MK211 Mod 0 Single Round | 20 rounds per Company |
| AB39 Cartridge, 7.62mm Special Ball Long Range MK 316 Mod 0 | 40 rounds per Company |
| B504 Cartridge, 40mm Green Star Parachute M661 | 15 signals per Company |
| B509 Cartridge, 40mm Yellow Smoke Ground Marker M716 | 15 signals per Company |
| B535 Cartridge, 40mm White Star Parachute M583/M583A1 | 15 signals per Company |
| B647 Cartridge, 60mm Illuminating M721 | 12 rounds per Company |
| BA15 Cartridge, 60mm Target Practice | 60 rounds per Company |
| BA16 Cartridge, 60mm HE M720A1 w/Multi-Option Fuze M734A1 | 60 rounds per Company |
| BA21 Cartridge, 40mm Practice (Day/Night) MK281 Mod 1 Linked | 576 rounds per Company |
| BA35 Cartridge, 40mm Practice (Day/Night) M1110 | 150 rounds per Company |
| C868 Cartridge, 81mm HE M821/M821A1 with Multi-Option Fuze | 119 rounds per Company |
| C871 Cartridge, 81mm Illuminating M853A1 with MTSQ Fuze M772 | 24 rounds per Company |
| C875 Cartridge, 81mm Practice M879 | 119 rounds per Company |
| C995 Cartridge and Launcher, 84mm M136 AT-4 | 3 rockets per Company |
| G811 Grenade, Hand Practice Body M69 | 20 grenades per Company |
| G878 Fuze, Hand Grenade Practice M228 w/ Conf Clip | 20 fuzes per Company |
| G881 Grenade, Hand Fragmentation M67 w/ Conf Clip | 20 grenades per Company |
| G940 Grenade, Hand Green Smoke M18 | 3 grenades per Company |
| G945 Grenade, Hand Yellow Smoke M18 | 3 grenades per Company |
| G955 Grenade, Hand Violet Smoke M18 | 3 grenades per Company |
| G982 Grenade, Hand Smoke TA, M83 | 3 grenades per Company |

| | |
|---|---------------------------|
| HA21 Rocket, 21mm Sub-Caliber M72AS LAW Trainer | 3 rockets per Company |
| HA29 Rckt 66mm HE, M72A7, LAW W/GRAZE | 3 rockets per Company |
| HA34 Rckt 83mm HE, SMAW-NE, MK80-0 | 3 rockets per Company |
| HX05 Rocket, 83mm Assault MK3 Mod 0 (SMAW) | 2 rockets per Company |
| HX07 Rocket, 83mm HEAA Practice MK7 Mod 0 (SMAW) | 4 rockets per Company |
| J007 Mine, Antipersonnel M18A1 with Non-Elec Mini Shock Tube | 2 per Company |
| L 305 Signal, Illum Green Star Par M195 | 2 signals per Company |
| L307 Signal, Illumination Ground White Star Cluster M159 | 2 signals per Company |
| L312 Signal, Illumination Ground White Star Parachute M127A1 | 2 signals per Company |
| L314 Signal, Illumination Ground Green Star Cluster M125A1 | 4 signals per Company |
| L594 Simulator, Projectile Ground Burst M115A2 | 5 projectiles per Company |
| M028 Demolition Kit, Bangalore Torpedo M1A2 | 2 per Company |
| M032 Charge, Demolition Block TNT 1-Pound | 4 per Company |
| M130 Cap, Blasting Electric M6 | 5 per Company |
| M131 Cap, Blasting Non-Electric M7 | 10 per Company |
| M456 Cord, Detonating PETN Type I Class E | 500 FT per Company |
| M670 Fuse, Blasting Time M700 | 100 FT per Company |
| M757 Charge, Assembly Demolition M183 Comp C-4 | 1 per Company |
| MN08 Igniter, Time Blasting Fuse with Shock Tube Capability M81 | 10 per Company |
| MN79 Mine, Antipersonnel Obstacle Breaching System MK7 Mod 1 | 2 per Company |
| PL64 Guided Missile, Surface Attack FGM-148C (Javelin) | 1 per Company |
| WH03 Guided Missile, Surface Attack, BGM-71E-2B (TOW-2A HEAT) | 1 per Company |
| WH05 Guided Missile, BTM-71E-1B (TOW Practice) | 2 per Company |

ORDNANCE NOTES: The ammunition is listed in total quantities per DODIC and represents the maximum allotment for (1) company reinforced to train this event to standard.

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17430 Impact Area Dudded
Facility Code 17581 Machine Gun Field Fire Range
Facility Code 17631 Light Antiarmor Weapons Range Live
Facility Code 17670 Mortar Range
Facility Code 17752 Infantry Platoon Battle Course
Facility Code 17936 Close Air Support Range

INF-MAN-6002: Conduct a Movement to Contact

SUPPORTED MET(S):

MCT 1.12.1 Conduct Amphibious Operations
MCT 1.14 Conduct Stability Operations
MCT 1.6.1 Conduct Offensive Operations

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

READINESS-CODED: NO

DESCRIPTION: A movement to contact is an offensive operation conducted to develop the situation, establish and regain contact with the enemy utilizing the smallest force possible (e.g., fire team or squad), or to approach an area of operation. The company conducts movement to contact when the tactical situation is not clear or when the enemy has broken contact. Companies conduct movement to contact independently or as part of a larger force to locate and defeat the enemy, develop the situation for higher headquarters, or when they lack intelligence, surveillance, and reconnaissance (ISR) assets or when operating in an EW-degraded environment. On contact, company commanders have five options: take offensive action, take defensive action, bypass, delay, or withdraw. (MCRP 3-10A.1, Marine Infantry Battalion, Ch. 5, p. 5-5)

CONDITION: Given supporting attachments operating in a Marine air-ground task force (MAGTF), joint, combined, and/or interagency environment, a higher headquarters' operations order, and commander's guidance.

STANDARD: To create favorable conditions for subsequent tactical tasks, such as forcing the enemy to reveal themselves, develop the combat situation, and maintains the commander's freedom of action after contact is gained. (MCWP 3-01, Offensive and Defensive Tactics, Ch. 4)

EVENT COMPONENTS:

1. Plan the movement to contact
 - a. Allocate resources from higher headquarters to subordinate units
 - b. Determine type of movement to contact to be utilized
 - c. Organize the battlespace
 - d. Organize forces
 - i. Advance guard
 - ii. Main body
 - iii. Connecting files
 - iv. Flank security
 - v. Rear guard
 - vi. Traveling over watch
 - e. Move combat service support (CSS) forward to provide continuous support throughout the attack
 - f. Conduct a rehearsal of concept (ROC)
2. Gain and maintain contact with the enemy
 - a. Conduct intelligence, surveillance, and reconnaissance (ISR)
 - b. Conduct battlefield de-confliction
 - c. Conduct reallocation of resources based METT-T
 - i. Mission
 - ii. Enemy
 - iii. Terrain and weather
 - iv. Troops and fire support available
 - v. Time
3. Execute actions upon contact

- a. Deploy forces
- b. Transmit reports to higher headquarters
- c. Evaluate and develop situation
- d. Choose a course of action (COA)
4. Disrupt the enemy
 - a. Conduct shaping actions
5. Fix the enemy
 - a. Continue shaping actions
 - b. Continue battlefield coordination
 - c. Continue to reallocate resources
6. Maneuver against the enemy
 - a. Mass combat power at decisive time and place
7. Follow through
 - a. Exploit success
 - b. Re prioritize efforts
 - c. Reallocate assets

PRIMARY REFERENCE:

[MCWP 3-01 Offensive and Defensive Tactics](#)

SUPPLEMENTARY REFERENCES:

[MCDP 1-0 Marine Corps Operations](#)
[MCRP 3-10A.1 Marine Infantry Battalion](#)
[MCWP 3-10 MAGTF Ground Operations](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-MAN-7002](#)

INTERNAL SUPPORTING EVENTS:

[INF-MAN-5002](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------------|------------------------|--------------|-----------|
| Partial | S/L | I-TESS (Individual) | Marine Hours | 3 | N |

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|---|--------------------------|
| A059 Cartridge, 5.56mm Ball M855 10/Clip | 19320 rounds per Company |
| A063 Cartridge, 5.56mm Tracer M856 Single Round | 820 rounds per Company |
| A064 Cartridge, 5.56mm 4 Ball M855/1 Tracer M856 Linked | 2400 rounds per Company |
| A075 Cartridge, 5.56mm Blank M200 Linked | 1200 rounds per Company |
| A080 Cartridge, 5.56mm Blank M200 Single Round | 9660 rounds per Company |

| | |
|--|-------------------------|
| A111 Cartridge, 7.62mm Blank M82 Linked | 5600 rounds per Company |
| A143 Cartridge, 7.62mm Ball M80 Linked | 2800 rounds per Company |
| A151 Cartridge, 7.62mm 4 Ball/1 Tracer Linked | 8400 rounds per Company |
| A358 Cartridge, 9mm TP-T M939 for AT-4 Trainer | 20 rounds per Company |
| A555 Cartridge, Caliber .50 Ball M33 Linked (M2 Links) | 600 rounds per Company |
| A576 Cartridge, Caliber .50 4 API M8/1 API-T M20 Linked | 1800 rounds per Company |
| A598 Cartridge, Caliber .50 Blank M1A1 Linked | 1200 rounds per Company |
| A606 Cartridge, Caliber .50 API MK211 Mod 0 Single Round | 20 rounds per Company |
| AB39 Cartridge, 7.62mm Special Ball Long Range MK 316 Mod 0 | 40 rounds per Company |
| B504 Cartridge, 40mm Green Star Parachute M661 | 15 signals per Company |
| B509 Cartridge, 40mm Yellow Smoke Ground Marker M716 | 15 signals per Company |
| B535 Cartridge, 40mm White Star Parachute M583/M583A1 | 15 signals per Company |
| B647 Cartridge, 60mm Illuminating M721 | 12 rounds per Company |
| BA15 Cartridge, 60mm Target Practice | 60 rounds per Company |
| BA16 Cartridge, 60mm HE M720A1 w/Multi-Option Fuze M734A1 | 60 rounds per Company |
| BA21 Cartridge, 40mm Practice (Day/Night) MK281 Mod 1 Linked | 576 rounds per Company |
| BA35 Cartridge, 40mm Practice (Day/Night) M1110 | 150 rounds per Company |
| C868 Cartridge, 81mm HE M821/M821A1 with Multi-Option Fuze | 119 rounds per Company |
| C871 Cartridge, 81mm Illuminating M853A1 with MTSQ Fuze M772 | 24 rounds per Company |
| C875 Cartridge, 81mm Practice M879 | 119 rounds per Company |
| C995 Cartridge and Launcher, 84mm M136 AT-4 | 3 rockets per Company |
| G811 Grenade, Hand Practice Body M69 | 20 grenades per Company |
| G878 Fuze, Hand Grenade Practice M228 w/ Conf Clip | 20 grenades per Company |
| G881 Grenade, Hand Fragmentation M67 w/ Conf Clip | 20 grenades per Company |
| G940 Grenade, Hand Green Smoke M18 | 3 grenades per Company |
| G945 Grenade, Hand Yellow Smoke M18 | 3 grenades per Company |
| G955 Grenade, Hand Violet Smoke M18 | 3 grenades per Company |
| G982 Grenade, Hand Smoke TA, M83 | 3 grenades per Company |

| | |
|---|---------------------------|
| HA21 Rocket, 21mm Sub-Caliber M72AS LAW Trainer | 3 rockets per Company |
| HA29 Rckt 66mm HE, M72A7, LAW W/GRAZE | 3 rockets per Company |
| HA34 Rckt 83mm HE, SMAW-NE, MK80-0 | 3 rockets per Company |
| HX05 Rocket, 83mm Assault MK3 Mod 0 (SMAW) | 2 rockets per Company |
| HX07 Rocket, 83mm HEAA Practice MK7 Mod 0 (SMAW) | 4 rockets per Company |
| L305. SIGNAL , ILLUM GRN STAR PARA M19A1/A2 | 2 signals per Company |
| L307 Signal, Illumination Ground White Star Cluster M159 | 2 signals per Company |
| L312 Signal, Illumination Ground White Star Parachute M127A1 | 2 signals per Company |
| L314 Signal, Illumination Ground Green Star Cluster M125A1 | 4 signals per Company |
| L594 Simulator, Projectile Ground Burst M115A2 | 5 projectiles per Company |
| M028 Demolition Kit, Bangalore Torpedo M1A2 | 2 per Company |
| M032 Charge, Demolition Block TNT 1-Pound | 4 per Company |
| M130 Cap, Blasting Electric M6 | 5 per Company |
| M131 Cap, Blasting Non-Electric M7 | 10 per Company |
| M456 Cord, Detonating PETN Type I Class E | 500 FT per Company |
| M670 Fuse, Blasting Time M700 | 100 FT per Company |
| M757 Charge, Assembly Demolition M183 Comp C-4 | 1 per Company |
| MN08 Igniter, Time Blasting Fuse with Shock Tube Capability M81 | 10 per Company |
| MN79 Mine, Antipersonnel Obstacle Breaching System MK7 Mod 1 | 2 per Company |
| PL64 Guided Missile, Surface Attack FGM-148C (Javelin) | 1 per Company |
| WH03 Guided Missile, Surface Attack, BGM-71E-2B (TOW-2A HEAT) | 1 per Company |
| WH05 Guided Missile, BTM-71E-1B (TOW Practice) | 2 per Company |

ORDNANCE NOTES: The ammunition is listed in total quantities per DODIC and represents the maximum allotment for (1) company reinforced to train this event to standard.

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17430 Impact Area Dudded
Facility Code 17581 Machine Gun Field Fire Range
Facility Code 17631 Light Antiarmor Weapons Range Live
Facility Code 17670 Mortar Range
Facility Code 17752 Infantry Platoon Battle Course
Facility Code 17936 Close Air Support Range

INF-MAN-6003: Conduct Security Operations

SUPPORTED MET(S):

MCT 1.14 Conduct Stability Operations
MCT 1.6.1 Conduct Offensive Operations
MCT 1.6.4 Conduct Defensive Operations

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

READINESS-CODED: NO

DESCRIPTION: A security operation is an operation undertaken to provide early and accurate warning of enemy operations, to provide the force being protected with time and maneuver space within which to react to the enemy, and to develop the situation to allow effective use of the protected force. The ultimate goal of security operations is to protect the force from surprise and reduce the unknowns in any situation. There are five types of security operations: screen, guard, cover, rear area security, and local security. Of the five types of security operations, an infantry company is capable of conducting all but the cover mission. (.MCWP 3-01, [Offensive and Defensive Tactics, Ch. 13](#))

CONDITION: Given an operations order, a clearly delineated security area and/or route.

STANDARD: To maintain continuous reconnaissance and contact with the enemy to provide early and accurate warning of enemy operations, to provide the force being protected with time and maneuver space, within which to react to the enemy, and to develop the situation to allow the commander to effectively use the protected force. ([MCWP 3-01, Offensive and Defensive Tactics, Ch. 13](#))

EVENT COMPONENTS:

1. Conduct Planning
 - a. Identify control measures
 - b. Organize forces
2. Execute security operations
 - a. Orient on the force or facility
 - b. Perform continuous reconnaissance
 - c. Gain and maintain enemy contact
 - d. Provide early warning
 - e. Provide reaction time and maneuver space
3. Transition
 - a. Action decision points

PRIMARY REFERENCE:

[MCWP 3-01 Offensive and Defensive Tactics](#)

SUPPLEMENTARY REFERENCES:

[MCDP 1 Warfighting](#)
[MCDP 1-0 Marine Corps Operations](#)
[MCRP 3-10A.1 Marine Infantry Battalion](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-MAN-7003 Conduct Security Operations](#)

INTERNAL SUPPORTING EVENTS:

[INF-MAN-5013 Conduct Patrolling Operations](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

INF-MAN-6004: Conduct a Relief in Place (RIP)

SUPPORTED MET(S):

[MCT 1.14 Conduct Stability Operations](#)
[MCT 1.6.1 Conduct Offensive Operations](#)
[MCT 1.6.4 Conduct Defensive Operations](#)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

READINESS-CODED: NO

DESCRIPTION: A relief in place (RIP) is an operation in which, by direction of higher authority, all or part of a unit is replaced in an area by the incoming unit and the responsibilities of the replaced elements for the mission and the assigned area of operations are transferred to the incoming unit. A commander conducts a RIP as part of a larger operation, primarily to maintain the combat effectiveness of committed units. The higher headquarters directs when and where to conduct the relief and establishes the appropriate control measures. Normally the relieved unit is in a defensive posture during the relief, even if the purpose of the relief is to resume offensive operations. A relief may also serve to free the relieved unit for other tasks, such as decontamination, reconstitution, routine rest, resupply, maintenance, or specialized training. There are three methods of conducting a relief: sequentially, simultaneously, or staggered. ([MCWP 3-01 Offensive and Defensive Tactics, Ch. 15](#))

CONDITION: As either the stationary or relieving unit, given supporting attachments operating in a Marine air-ground task force (MAGTF), joint, combined, and/or interagency environment, a higher headquarters' operations order, and commander's guidance.

STANDARD: To ensure passage of tactical responsibilities and control of a designated area with minimal disruption in operations. ([MCWP 3-01 Offensive and Defensive Tactics, Ch. 15](#))

EVENT COMPONENTS:

1. Conduct planning for the relief in place (RIP)
 - a. Conduct coordination and planning between
 - i. Higher headquarters
 - ii. Stationary unit
 - iii. Relieving units
 - iv. Supporting units
 - v. Fire support agencies
 - b. Determine method for relief in place
 - c. Organize the force

- i. Advance party
 - ii. Liaison element
 - d. Establish control measures
 - e. Develop and maintain plan of action and milestone (POA&M)
 - f. Coordinate battle handover (BHO) and passage of command
 - i. Location of BHO and passage of command
 - ii. Time for BHO and passage of command
- 2. Prepare for relief in place (RIP)
 - a. Conduct coordination and liaison between representatives of fire support units in support of both units
 - b. Ensure common view of battle space and operation and passage of information
 - i. Co-location of command groups
 - ii. Exchange of liaison personnel at all levels
- 3. Execute relief in place (RIP)
 - a. Keep fire support assets in position throughout the relief of maneuver units ensuring they are prepared to support both units
 - b. Keep liaison personnel in position until the relieving unit has assumed control
 - c. Conduct familiarization and combined operations to ensure relieving unit's readiness to assume mission
 - d. Conduct battle handover (BHO)
 - e. Conduct passage of control
 - f. Execute transfer of authority (TOA) for the area upon agreement by the two commanders and after approval from the higher commander

PRIMARY REFERENCE:

[MCWP 3-01 Offensive and Defensive Tactics](#)

SUPPLEMENTARY REFERENCES:

[MCRP 3-10A.1 Marine Infantry Battalion](#)

[MCRP 3-10A.2 Infantry Company Operations](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

INF-MAN-6005: Occupy an Assembly Area

SUPPORTED MET(S):

[MCT 1.6.1 Conduct Offensive Operations](#)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

READINESS-CODED: NO

DESCRIPTION: An assembly area is an area in which a command is assembled and prepared for further action. ([JP 1-02, Department of Defense Dictionary of Military and Associated Terms](#)). Ideally, an assembly area (AA) provides: Concealment from air and ground observation, adequate entrances, exits, and internal routes, space for dispersion, cover from direct fire, good drainage and soil conditions that can sustain unit vehicles and individual movement, terrain masking of electromagnetic signatures. ([MCWP 3-01, Offensive and Defensive Tactics, Ch.2, p. 2-14](#))

CONDITION: Given supporting attachments operating in a Marine air-ground task force (MAGTF), joint, combined, and/or interagency environment, a higher headquarters' operations order, and commander's guidance.

STANDARD: To provide the force with an area to organize and mass combat power. ([MCWP 3-01, Offensive and Defensive Tactics, Ch.5, p. 5-7](#)).

EVENT COMPONENTS:

1. Conduct planning for the establishment of the assembly area
 - a. Conduct intelligence, surveillance, and reconnaissance (ISR)
 - b. Choose terrain for the establishment of the assembly area
 - c. Organize the battlespace
 - d. Organize the force
 - i. Quartering party
 - ii. Guides
 - iii. Security element
 - iv. Main body
 - v. Quick reaction force (QRF)
 - e. Allocate resources from higher headquarters to subordinate units
 - f. Conduct fire support planning
 - i. Synchronize kinetic and non-kinetic fire support assets
 - g. Establish priorities of work
2. Prepare to establish the assembly area
 - a. Conduct intelligence, surveillance, and reconnaissance (ISR)
 - b. Coordinate with higher, adjacent, and supporting elements
 - c. Conduct shaping actions
 - d. Conduct battlefield de-confliction and reallocation of resources based on METT-T
 - i. Mission
 - ii. Enemy
 - iii. Terrain and weather
 - iv. Troops and fire support available
 - v. Time
 - e. Conduct rehearsals
3. Establish the assembly area
 - a. Conduct a leader's reconnaissance
 - b. Establish security
 - c. Establish command and control architecture
 - d. Move combat service support (CSS) forward to provide continuous support
 - e. Continue battlefield coordination and reallocation of resources
 - f. Establish defensive posture and perform continuing actions
 - g. Employ active and passive security measures
 - h. Complete preparations for future operations

PRIMARY REFERENCE:

[MCWP 3-01 Offensive and Defensive Tactics](#)

SUPPLEMENTARY REFERENCES:

[ATP 3-21.10 Infantry Rifle Company](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-MAN-7005](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17420 Maneuver/Training Area, Heavy Forces

INF-MAN-6006: Conduct an Area Defense

SUPPORTED MET(S):

[MCT 1.14 Conduct Stability Operations](#)

[MCT 1.6.4 Conduct Defensive Operations](#)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

READINESS-CODED: NO

DESCRIPTION: The area defense is a type of defense in which the bulk of the defending force is disposed in selected tactical localities where the decisive battle is to be fought. Principal reliance is placed on the ability of the forces in the defended localities to maintain their positions and to control the terrain between them. The reserve is used to add depth, to block, or restore the battle position by counterattack. ([MCWP 3-01, Offense Defense Tactics, Ch. 9](#))

CONDITION: Given an assigned sector or battle position to defend as a company that is conducting operations with supporting attachments, a higher headquarters' operations order, and commander's guidance.

STANDARD: To force the attacker to reach a culminating point without achieving their objectives and create the opportunity to shift to the offense in accordance with the commander's intent. ([MCDP 1, Warfighting](#))

EVENT COMPONENTS:

1. Plan the area defense
 - a. Allocate resources
 - b. Determine method for occupying the defense
 - c. Organize battlespace
 - i. Coordinate with higher headquarters
 - ii. Coordinate with adjacent units
 - iii. Coordinate with supporting units
 - iv. Assign defensive sectors
 - v. Establish and organize the reserve force
 - d. Engagement area Development
 - e. Establish priorities of work
2. Gain and maintain contact with the enemy

- a. Conduct reconnaissance
 - b. Establish security
 - c. Execute preparatory fires
 - d. Conduct battlefield de-confliction
 - e. Reallocate of resources based on METT-T
 - i. Mission
 - ii. Enemy
 - iii. Terrain and weather
 - iv. Troops and fire support available
 - v. Time
3. Maneuver against the enemy
- a. Mass and concentration combat power at the decisive time and place in the engagement area
 - b. Decision point
 - i. Enemy's intended course of action (COA)
 - ii. Local counter attack
 - iii. Reserve action
 - iv. Shifting the main effort

PRIMARY REFERENCE:

MCWP 3-01 Offensive and Defensive Tactics

SUPPLEMENTARY REFERENCES:

MCRP 3-10A.2 Infantry Company Operations

ADP 3-90 Offense and Defense

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

INF-MAN-7006 Conduct an Area Defense

INTERNAL SUPPORTING EVENTS:

INF-0317-5001 Conduct Sniper Control Center (SCC) Functions

INF-0317-5002 Conduct Scout Sniper Platoon Operations

INF-ANTI-5001 Provide Fires

INF-MAN-5006 Conduct an Area Defense

INF-MAN-5013 Conduct Patrolling Operations

INF-MGUN-5001 Provide Fires

INF-MORT-5001 Provide Fires

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | L/S | CACCTUS | Unit Hours | 12 | N |

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|---|--------------------------|
| A059 Cartridge, 5.56mm Ball M855 10/Clip | 19320 rounds per Company |
| A063 Cartridge, 5.56mm Tracer M856 Single Round | 820 rounds per Company |

| | |
|--|-------------------------|
| A064 Cartridge, 5.56mm 4 Ball M855/1 Tracer M856 Linked | 2400 rounds per Company |
| A075 Cartridge, 5.56mm Blank M200 Linked | 1200 rounds per Company |
| A080 Cartridge, 5.56mm Blank M200 Single Round | 9660 rounds per Company |
| A111 Cartridge, 7.62mm Blank M82 Linked | 5600 rounds per Company |
| A143 Cartridge, 7.62mm Ball M80 Linked | 2800 rounds per Company |
| A151 Cartridge, 7.62mm 4 Ball/1 Tracer Linked | 8400 rounds per Company |
| A358 Cartridge, 9mm TP-T M939 for AT-4 Trainer | 20 rounds per Company |
| A555 Cartridge, Caliber .50 Ball M33 Linked (M2 Links) | 600 rounds per Company |
| A576 Cartridge, Caliber .50 4 API M8/1 API-T M20 Linked | 1800 rounds per Company |
| A598 Cartridge, Caliber .50 Blank M1A1 Linked | 1200 rounds per Company |
| A606 Cartridge, Caliber .50 API MK211 Mod 0 Single Round | 20 rounds per Company |
| AB39 Cartridge, 7.62mm Special Ball Long Range MK 316 Mod 0 | 40 rounds per Company |
| B504 Cartridge, 40mm Green Star Parachute M661 | 15 signals per Company |
| B509 Cartridge, 40mm Yellow Smoke Ground Marker M716 | 15 signals per Company |
| B535 Cartridge, 40mm White Star Parachute M583/M583A1 | 15 signals per Company |
| B647 Cartridge, 60mm Illuminating M721 | 12 rounds per Company |
| BA15 Cartridge, 60mm Target Practice | 60 rounds per Company |
| BA16 Cartridge, 60mm HE M720A1 w/Multi-Option Fuze M734A1 | 60 rounds per Company |
| BA21 Cartridge, 40mm Practice (Day/Night) MK281 Mod 1 Linked | 576 rounds per Company |
| BA35 Cartridge, 40mm Practice (Day/Night) M1110 | 150 rounds per Company |
| C868 Cartridge, 81mm HE M821/M821A1 with Multi-Option Fuze | 119 rounds per Company |
| C871 Cartridge, 81mm Illuminating M853A1 with MTSQ Fuze M772 | 24 rounds per Company |
| C875 Cartridge, 81mm Practice M879 | 119 rounds per Company |
| C995 Cartridge and Launcher, 84mm M136 AT-4 | 3 rockets per Company |
| G811 Grenade, Hand Practice Body M69 | 20 grenades per Company |
| G878 Fuze, Hand Grenade Practice M228 w/ Conf Clip | 20 per Company |
| G881 Grenade, Hand Fragmentation M67 w/ Conf Clip | 20 grenades per Company |
| G940 Grenade, Hand Green Smoke M18 | 3 grenades per Company |

| | |
|---|---------------------------|
| G945 Grenade, Hand Yellow Smoke M18 | 3 grenades per Company |
| G955 Grenade, Hand Violet Smoke M18 | 3 grenades per Company |
| G982 Grenade, Hand Smoke TA, M83 | 3 grenades per Company |
| HA21 Rocket, 21mm Sub-Caliber M72AS LAW Trainer | 3 rockets per Company |
| HA29 Rckt 66mm HE, M72A7, LAW W/GRAZE | 3 rockets per Company |
| HA34 Rckt 83mm HE, SMAW-NE, MK80-0 | 3 rockets per Company |
| HX05 Rocket, 83mm Assault MK3 Mod 0 (SMAW) | 2 rockets per Company |
| HX07 Rocket, 83mm HEAA Practice MK7 Mod 0 (SMAW) | 4 rockets per Company |
| J007 Mine, Antipersonnel M18A1 with Non-Elec Mini Shock Tube | 2 per Company |
| L305. SIGNAL , ILLUM GRN STAR PARA M19A1/A2 | 2 signals per Company |
| L307 Signal, Illumination Ground White Star Cluster M159 | 2 signals per Company |
| L312 Signal, Illumination Ground White Star Parachute M127A1 | 2 signals per Company |
| L314 Signal, Illumination Ground Green Star Cluster M125A1 | 4 signals per Company |
| L594 Simulator, Projectile Ground Burst M115A2 | 5 projectiles per Company |
| M028 Demolition Kit, Bangalore Torpedo M1A2 | 2 per Company |
| M032 Charge, Demolition Block TNT 1-Pound | 4 per Company |
| M130 Cap, Blasting Electric M6 | 5 per Company |
| M131 Cap, Blasting Non-Electric M7 | 10 per Company |
| M456 Cord, Detonating PETN Type I Class E | 500 FT per Company |
| M670 Fuse, Blasting Time M700 | 100 FT per Company |
| M757 Charge, Assembly Demolition M183 Comp C-4 | 1 per Company |
| MN08 Igniter, Time Blasting Fuse with Shock Tube Capability M81 | 10 per Company |
| MN79 Mine, Antipersonnel Obstacle Breaching System MK7 Mod 1 | 2 per Company |
| PL64 Guided Missile, Surface Attack FGM-148C (Javelin) | 1 per Company |
| WH03 Guided Missile, Surface Attack, BGM-71E-2B (TOW-2A HEAT) | 1 per Company |
| WH05 Guided Missile, BTM-71E-1B (TOW Practice) | 2 per Company |

ORDNANCE NOTES: The ammunition is listed in total quantities per DODIC and represents the maximum allotment for (1) company reinforced to train this event to standard.

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17430 Impact Area Dudded
Facility Code 17581 Machine Gun Field Fire Range
Facility Code 17631 Light Antiarmor Weapons Range Live
Facility Code 17670 Mortar Range
Facility Code 17752 Infantry Platoon Battle Course

INF-MAN-6007: Conduct Retrograde

SUPPORTED MET(S):

MCT 1.6.4 Conduct Defensive Operations

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

READINESS-CODED: NO

DESCRIPTION: The retrograde is a type of defensive operation that consists of any movement or maneuver of a command to the rear, or away from the enemy. The enemy may force these operations or a commander may execute them voluntarily. In either case, the higher commander of the force executing the operation must approve the retrograde. Retrograde operations are transitional operations; they are not considered in isolation. There are three core methods of conducting a retrograde, a delay, withdrawal, or retirement. There are two unique, associated methods, denial measures and stay behind operations. (MCWP 3-01, [Offensive and Defensive Tactics, Ch. 11](#))

CONDITION: Given an assigned sector or battle position to defend as a company that is conducting operations with supporting attachments, a higher headquarters' operations order, and commander's guidance.

STANDARD: To disengage from operations to preserve the force, avoid combat under undesirable conditions, or to reposition forces to create a more favorable environment for a resumption of operations. (MCWP 3-01, [Offensive and Defensive Tactics, Ch. 11](#))

EVENT COMPONENTS:

1. Conduct planning
 - a. Determine method of retrograde
 - b. Organize Forces
 - i. Main Effort
 - ii. Supporting Efforts
 - c. Establish control measures
 - d. Establish decision points
 - i. Retrograde criteria
2. Prepare for retrograde
 - a. Conduct intelligence, surveillance, reconnaissance (ISR)
 - b. Conduct battlefield de confliction and reallocation of resources based on METT-T
 - i. Mission
 - ii. Enemy
 - iii. Terrain and weather
 - iv. Troops and fire support available
 - v. Time
 - c. Maintain contact with the enemy
 - d. Prepare positions
 - e. Conduct rehearsals
3. Execute Retrograde
 - a. Employ security force
 - b. Position reserve force

- c. Move main body
- d. Coordinate passage of control
- e. Coordinate linkup and passage of lines
- f. Continue battlefield coordination
- g. Reallocate resources
- h. Transition to the offense
- i. Reconstitute the defense

PRIMARY REFERENCE:

MCWP 3-01 Offensive and Defensive Tactics

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

INF-MAN-7007 Conduct Retrograde

INTERNAL SUPPORTING EVENTS:

INF-MAN-5007 Conduct Retrograde

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------------|------------------------|--------------|-----------|
| Partial | L/S | I-TESS (Individual) | Marine Hours | 4 | N |

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17420 Maneuver/Training Area, Heavy Forces

INF-MAN-6008: Conduct a Passage of Lines

SUPPORTED MET(S):

MCT 1.14 Conduct Stability Operations
MCT 1.6.1 Conduct Offensive Operations
MCT 1.6.4 Conduct Defensive Operations

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

READINESS-CODED: NO

DESCRIPTION: Passage of lines is an operation in which a force moves forward or rearward through another force's combat positions with the intention of moving into or out of contact with the enemy. A passage may be designated as a forward or rearward passage of lines. A commander conducts a passage of lines to continue an attack or conduct a counterattack, retrograde security or main battle forces, and anytime one unit cannot bypass another unit's position. Commanders conduct a passage of lines to sustain the tempo of an offensive operation by passing fresh units forward, to free a unit for another mission or task, to pass counterattack forces forward, and to maintain an effective defense by passing the battle from one element to another. (MCWP 3-01, [Offensive and Defensive Tactics, Ch. 16](#))

CONDITION: As either the moving or stationary unit, given supporting attachments operating in a Marine air-ground task force (MAGTF), joint, combined, and/or interagency environment, a higher headquarters' operations order, and commander's guidance.

STANDARD: To maintain operational tempo, maintain contact with the enemy, prevent enemy interference, maintain close coordination, control measures, positive control and create the conditions necessary for both forces to successfully complete their missions. (MCWP 3-01, [Offensive and Defensive Tactics, Ch. 16](#))

EVENT COMPONENTS:

1. Conduct Planning
 - a. Conduct coordination and planning between
 - i. Higher headquarters
 - ii. Moving unit
 - iii. Stationary units
 - iv. Supporting units
 - v. Fire support agencies
 - b. Determine type of passage
 - c. Organize forces
 - i. Guides
 - ii. Security
 - d. Establish control measures
 - i. Area of operation (AO)
 - ii. Assembly area (AA)
 - iii. Contact points
 - iv. Passage points
 - v. Check points
 - vi. Passage lanes
 - vii. Primary routes
 - viii. Alternate routes
 - e. Allocate terrain for use by the passing force
 - f. Coordinate time and place for battle handover (BHO)
2. Prepare
 - a. Conduct detailed coordination between
 - i. Higher headquarters
 - ii. Moving unit
 - iii. Stationary units
 - iv. Supporting units
 - v. Fire support agencies
 - b. Open obstacles
 - c. Common tactical picture (CTP) should display status of:
 - i. Command and control
 - ii. Maneuver

- iii. Fire support
- iv. Force protection
- v. Intelligence
- vi. Logistics
- vii. Information operations
- d. Establish and coordinate communication plan
 - i. Call signs
 - ii. Frequencies
 - iii. Long-range recognition symbols
 - iv. Short-range recognition symbols
 - v. Vehicle markings
- 3. Execute passage of lines
 - a. Keep fire support assets in position throughout the passage, ensuring they are prepared to support both units
 - b. Keep liaison personnel and guides in position until control is passed
 - c. Conduct familiarization to ensure passing unit readiness to assume mission
 - d. Ensure combat service support (CSS) for the passing unit is provided by the stationary unit
 - i. Class III (Petroleum Supply)
 - ii. Class V (Ammunition)
 - iii. VII (Medical Supply)
 - e. Deploy into combat formations
 - f. Conduct battle handover (BHO)

PRIMARY REFERENCE:

[MCRP 3-10A.2 Infantry Company Operations](#)

SUPPLEMENTARY REFERENCES:

[MCRP 3-10A.1 Marine Infantry Battalion](#)
[MCWP 3-01 Offensive and Defensive Tactics](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-MAN-7008 Conduct Passage of Lines](#)

INTERNAL SUPPORTING EVENTS:

[INF-MAN-5008 Conduct Passage of Lines](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | S/L | MTWS | Unit Hours | 0 | N |

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

INF-MAN-6009: Conduct Exploitation

SUPPORTED MET(S):

MCT 1.12.1 Conduct Amphibious Operations

MCT 1.14 Conduct Stability Operations

MCT 1.6.1 Conduct Offensive Operations

MCT 1.6.4 Conduct Defensive Operations

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

READINESS-CODED: NO

DESCRIPTION: An exploitation is an offensive operation following a successful attack that is designed to disorganize the enemy in depth. It capitalizes on the success of an attack by preventing the enemy from disengaging, withdrawing, and reestablishing an effective defense. Exploitations seek to disintegrate enemy forces to the point where they have no alternative but surrender or take flight. Exploitations must be relentless to prevent the enemy from reestablishing an effective defense and therefore place necessary, but great, demands on the endurance of Marines and equipment. (MCWP 3-01, [Offensive and Defensive Tactics, Ch. 6](#))

CONDITION: Given supporting attachments operating in a Marine air-ground task force (MAGTF), joint, combined, and/or interagency environment, a higher headquarters' fragmentary operations order, commander's guidance and an enemy force in retrograde.

STANDARD: To maintain pressure on the enemy, compound and take advantage of the enemy's disorganization, shatter the enemy's will to resist, and seize decisive or key terrain. (MCWP 3-01, [Offensive and Defensive Tactics, Ch. 6](#))

EVENT COMPONENTS:

1. Conduct planning
 - a. Allocate resources
 - b. Establish the exploitation force
 - c. Organize the battlespace
 - d. Organize forces
 - e. Move combat service support (CSS) forward to provide continuous support throughout the exploitation
 - f. Conduct rehearsal of concepts (ROC) drill
2. Conduct an attack (see INF-MAN-6001 Conduct an Attack)
3. Execute an exploitation
 - a. Issue fragmentary order
 - b. Re prioritize assets
 - c. Reallocate assets
 - d. Execute by-pass criteria
 - e. Gain and maintain contact with the enemy
 - f. Disrupt the enemy
 - g. Fix the enemy
 - h. Maneuver
 - i. Follow through/transition

PRIMARY REFERENCE:

MCWP 3-01 Offensive and Defensive Tactics

SUPPLEMENTARY REFERENCES:

MCRP 3-10A.2 Infantry Company Operations

MCWP 3-10 MAGTF Ground Operations

MCTP 3-10F Fire Support Coordination in the Ground Combat Element

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

INF-MAN-7009 Conduct Exploitation

INTERNAL SUPPORTING EVENTS:

INF-MAN-5009 Conduct Exploitation

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | S/L | MTWS | Unit Hours | 0 | N |

NOTES: The battalion staff can be put through MTWS and trained to standard with three company response cells.

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

Facility Code 17420 Maneuver/Training Area, Heavy Forces

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

INF-MAN-6010: Conduct a Linkup

SUPPORTED MET(S):

MCT 1.14 Conduct Stability Operations

MCT 1.6.1 Conduct Offensive Operations

MCT 1.6.4 Conduct Defensive Operations

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

READINESS-CODED: NO

DESCRIPTION: A linkup is an operation that entails the meeting of friendly ground forces. Infantry platoons can conduct linkups semi-independently, or as part of a company operation. When conducting a linkup, one of the units must be stationary. If both are moving, one occupies temporary stationary positions to conduct the linkup. The higher headquarters directing the linkup dictates command relationships. Linkup operations may be conducted for the following reasons: Advancing forces reach an objective area previously secured by air assault or infiltrating forces, units conduct coordination for a relief in place, cross-attached units move to join their new organization, a unit moves forward to conduct a follow and support or follow and assume mission, a unit moves to assist an encircled force, units converge on the same objective during an attack, or a unit is conducting conduct a passage of lines. (MCRP 3-10A.2, [Infantry Company Operations, Ch. 11, p. 11-20](#))

CONDITION: Given a unit, an operations order, linkup point(s), and while serving as either the moving or stationary unit

STANDARD: To ensure the safe, expeditious and efficient linkup of units. (MCRP 3-10A.2, [Infantry Company Operations, Ch. 11, p. 11-20](#))

EVENT COMPONENTS:

1. Conduct planning
 - a. Conduct coordination and planning between
 - i. Higher headquarters
 - ii. Moving unit
 - iii. Stationary unit
 - iv. Supporting units
 - v. Fire support agencies
 - b. Organize the force
 - i. Guides
 - ii. Security
 - c. Establish control measures
 - d. Coordinate and identify
 - i. Linkup time
 - ii. Linkup location
2. Prepare for linkup
 - a. Conduct detailed coordination between
 - i. Higher headquarters
 - ii. Moving unit
 - iii. Stationary unit
 - iv. Supporting units
 - v. Fire support agencies
 - b. Pass current status and disposition of:
 - i. Command and control
 - ii. Fires
 - iii. Maneuver
 - iv. Intelligence
 - v. Logistics
 - vi. Force protection
 - vii. Information operations
 - c. Employ all means to ensure common view of battle space and operation and passage of information
 - d. Confirm
 - i. Communication plan
 - ii. Call signs
 - iii. Frequencies
 - iv. Long-range recognition and symbols

- v. Short-range recognition symbols
 - vi. Vehicle markings
3. Execute the linkup
- a. Maintain a clear understanding of who is exercising tactical control throughout the linkup
 - b. Move to the contact point
 - c. Moving unit initiates far recognition signal
 - d. Stationary units responds with far recognition signal
 - e. Stationary unit initiates near recognition signal
 - f. Moving unit responds with near recognition signal
 - g. Confirm position of both units
 - h. Exchange guides and liaisons
 - i. Conduct joint reconnaissance
 - j. Transition to follow-on operations

PRIMARY REFERENCE:

[MCRP 3-10A.2 Infantry Company Operations](#)

SUPPLEMENTARY REFERENCES:

[MCRP 3-10A.3 Marine Infantry Platoon](#)

[MCRP 3-10A.1 Marine Infantry Battalion](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-MAN-7010 Conduct a Link-up](#)

INTERNAL SUPPORTING EVENTS:

[INF-MAN-5010 Conduct a Link-up](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

Facility Code 17962 MOUT Collective Training Facility (Small)

Facility Code 17963 MOUT Collective Training Facility (Large)

INF-MAN-6011: Conduct Obstacle Breaching

SUPPORTED MET(S):

[MCT 1.14 Conduct Stability Operations](#)

[MCT 1.6.1 Conduct Offensive Operations](#)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

READINESS-CODED: NO

DESCRIPTION: A breach is to break through or secure a passage through an obstacle. A breach is a synchronized combined arms activity under the control of the maneuver commander conducted to allow maneuver through an obstacle. Breaching operations begin when friendly forces detect an obstacle and begin to apply the breaching fundamentals, and they end when battle handover has occurred between follow-on forces and a unit conducting the breaching operation. Breaching involves the employment of tactics and techniques to advance an attacking force to the far side of an obstacle that is covered by fire. One of the most difficult combat tasks that a force can encounter. Most combined arms breaching is conducted by a battalion-size task force as a tactical mission. Normally, as battalion executes a breach and the company teams are assigned as support, breach, and assault force. (MCTP 3-34A, [Combined Arms Mobility Operations](#))

CONDITION: Given supporting attachments operating in a Marine air-ground task force (MAGTF), joint, combined, and/or interagency environment, a higher headquarters' operations order, and commander's guidance for a unit performing tactical operations, an obstacle that cannot be bypassed, and breaching materials.

STANDARD: To reduce the obstacle, assault through the breach site, and continue the attack with minimal delay. (MCTP 3-34A, [Combined Arms Mobility Operations](#))

EVENT COMPONENTS:

1. Conduct planning for obstacle breaching
 - a. Organize the force
 - i. Support element
 - ii. Breach element
 - iii. Assault element
 - b. Identify primary and alternate reduction means
 - c. Identify primary and alternate breach points
 - d. Identify the axis of advance for all elements
 - e. Develop a fire support plan
 - f. Develop suppress, obscure, secure, and reduce (SOSR) plan
 - g. Conduct a combined arms rehearsal (CAR)
2. Prepare to breach obstacles
 - a. Position forces
 - b. Deploy forces
 - c. Execute shaping actions
 - d. Commence the attack
3. Execute obstacle breach
 - a. Command and control (C2)
 - i. Synchronize kinetic and non-kinetic fires
 - ii. Prioritize and allocate resources
 - b. Support element
 - i. Suppress the enemy to protect breach and assault element
 - ii. Fix enemy forces in position
 - c. Breach Element
 - i. Provide near side security
 - ii. Reduce lanes in obstacle
 - iii. Provide local security
 - iv. Provide internal suppression
 - v. Mark and report breach lanes
 - vi. Assist in passage of assault force through lanes
 - d. Assault Element
 - i. Seize far side objective

- ii. Reduce protective obstacles
 - iii. Prevent enemy direct fire from interfering with follow on forces
 - iv. Provide clear routes for follow on forces
 - v. Conduct battle handover with follow on forces
4. Transition
- a. Consider decision points

PRIMARY REFERENCE:

MCTP 3-34A Combined Arms Mobility Operations

SUPPLEMENTARY REFERENCES:

MCTP 3-10F Fire Support Coordination in the Ground Combat Element

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

INF-MAN-7011 Conduct Obstacle Breaching

INTERNAL SUPPORTING EVENTS:

INF-MAN-5011 Breach an Obstacle

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | S/L | MTWS | Unit Hours | 0 | N |

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17420 Maneuver/Training Area, Heavy Forces
Facility Code 17830 Light Demolition Range

INF-MAN-6012: Conduct a Cordon and Search

SUPPORTED MET(S):

MCT 1.14 Conduct Stability Operations
MCT 1.6.1 Conduct Offensive Operations

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

READINESS-CODED: NO

DESCRIPTION: Cordon and search operations isolate a target area and search suspected buildings and areas to capture or destroy possible insurgents/contraband. They may be conducted in any type of environment and the principles remain the same whether in a jungle or in a city. Cordon and search operations are by no means limited to, but often are associated with, clear-in-zone actions conducted during clear-hold-build COIN operations.

Depending on the threat and the accuracy of intelligence leading to the operation, a cordon and search may appear similar to a movement to contact, raid, deliberate attack, or area reconnaissance. The cordon and search consists of five phases: planning and reconnaissance, movement to the objective area, cordon, actions on the objective, and withdrawal. (MCRP 3-10A.2, [Infantry Company Operations, Ch. 11, p. 11-9](#))

CONDITION: Given attachments, a mission, commander's intent, and an objective area.

STANDARD: To capture or kill targeted persons, seize and/or destroy arms, explosives, supplies, documents, build information and the intelligence picture, deprive the enemy sanctuary, disrupt enemy activity, reduce or eliminate enemy influence on the population, and gain and maintain initiative. (MCRP 3-10A.2, [Infantry Company Operations, Ch.11, p. 11-9](#))

EVENT COMPONENTS:

1. Conduct planning
 - a. Task Organize
 - i. Command element
 - ii. Support
 - iii. Search/assault element
 - iv. Security element
 - v. Special teams
 - b. Conduct intelligence, surveillance, and reconnaissance
 - c. Select route to objective
 - d. Select method of approach to the objective
 - e. Develop fire support plan
 - f. Conduct rehearsal of concepts
2. Move to the objective area
 - a. Continue intelligence, surveillance, and reconnaissance (ISR) of the objective
 - b. Conduct battlefield de confliction and reallocation of resources based on mission, enemy, terrain and weather, troops and fire support available-time (METT-T)
 - c. Employ security measures
 - i. Active measures
 - ii. Passive measures
 - d. Conduct shaping actions and set conditions
3. Establish cordons
 - a. Establish inner cordon to prevent enemy escape and provide security
 - b. Establish outer cordon to isolate objective area through containment and interdiction
 - c. Secure ingress and egress routes
4. Conduct actions on the objective
 - a. Make entry into the structure
 - b. Conduct breach if necessary
 - c. Search objective area
 - d. Assemble occupants
 - e. Consolidate evidence
 - f. Conduct detainee handling as necessary
5. Execute withdrawal from objective
 - a. Maintain security posture
 - b. Assault force exits objective area
 - c. Collapse inner cordon
 - d. Collapse outer cordon

- e. Conduct accountability
- f. Transport detainees
- g. Consolidate forces

PRIMARY REFERENCE:

[MCRP 3-10A.2 Infantry Company Operations](#)

SUPPLEMENTARY REFERENCES:

[MCRP 3-10A.3 Marine Rifle Platoon](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-MAN-7012 Conduct a Cordon and Search](#)

INTERNAL SUPPORTING EVENTS:

[INF-MAN-5012 Conduct a Cordon and Search](#)

INF-MAN-6013: Conduct Patrolling Operations

SUPPORTED MET(S):

[MCT 1.12.1 Conduct Amphibious Operations](#)

[MCT 1.14 Conduct Stability Operations](#)

[MCT 1.6.1 Conduct Offensive Operations](#)

[MCT 1.6.4 Conduct Defensive Operations](#)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

READINESS-CODED: NO

DESCRIPTION: A patrol is a detachment of ground, sea or air forces sent out for the purpose of gathering information or carrying out a destructive, harassing, mopping-up or security mission. The mission to conduct a patrol may be given to a fire team, squad, platoon or company. Patrols are an important means of gaining this information and are used to destroy enemy installations, capture enemy personnel, perform security missions or prevent the enemy from gaining information. Company leadership at all levels must conduct focused training, inspect preparations, judge operational effectiveness, and base corrections on the tenets of successful patrolling. The two types of patrols are reconnaissance and combat. ([MCRP 3-10A.2, Infantry Company Operations, Ch. 8](#))

CONDITION: The company has received an operations order or fragmentary order tasking them to conduct patrolling operations. Additional maneuver sustainment assets and supporting arms may be available.

STANDARD: To gain information, destroy enemy installations, capture enemy personnel, perform security missions or prevent the enemy from gaining information. ([MCRP 3-10A.2, Infantry Company Operations, Ch. 8](#))

EVENT COMPONENTS:

1. Plan for patrolling operations
 - a. Determine type of patrol and means of movement

- b. Allocate resources to subordinates
 - c. Identify special equipment requirements
 - d. Organize forces
 - e. Organize the battlespace
 - i. Higher headquarters
 - ii. Adjacent units
 - iii. Supporting units
 - iv. Reserve force
 - f. Develop planning products
 - i. Intelligence preparation of the battlefield (IPB)
 - ii. Patrol plan
 - iii. Intelligence, surveillance, and reconnaissance (ISR) plan
 - iv. Fire support plan
 - v. Maneuver plan
 - vi. Contingency plans
 - g. Plan for combat operations center (COC) employment
 - h. Plan patrol base operations
 - i. Establish priorities of work
2. Prepare for patrolling operations
 - a. Conduct reconnaissance
 - b. Conduct security operations
 - c. Execute preparatory fires
 - d. Conduct battlefield de confliction
 - e. Reallocate resources
 - f. Prep for combat
 - i. Conduct rehearsals
 - ii. Rehearse immediate action (IA) drills
 - iii. Conduct pre-combat inspections (PCI)
 - iv. Conduct pre-combat checks (PCC)
 3. Execute patrolling operations
 - a. Maintain security
 - b. Gain and maintain enemy contact
 - c. Transmit reports to support the common tactical picture (CTP) and common operational picture (COP)
 - d. Conduct passage of lines
 4. Assess patrolling operations
 - a. Conduct patrol debriefs
 - b. Integrate tactical lessons observed and learned

PRIMARY REFERENCE:

[MCRP 3-10A.2 Infantry Company Operations](#)

SUPPLEMENTARY REFERENCES:

[MCTP 3-01A Scouting and Patrolling](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-MAN-7003 Conduct Security Operations](#)

[INF-MAN-7006 Conduct an Area Defense](#)

[INF-MAN-7012 Conduct a Cordon and Search](#)

INTERNAL SUPPORTING EVENTS:

[INF-MAN-5013 Conduct Patrolling Operations](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | L/S | CACCTUS | Unit Hours | 0 | N |

NOTES: This event can also be trained in the deployable, virtual training environment (DVTE).

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17420 Maneuver/Training Area, Heavy Forces
Facility Code 17962 MOU Collective Training Facility (Small)
Facility Code 17963 MOU Collective Training Facility (Large)

INF-MAN-6014: Establish a Support by Fire Position

SUPPORTED MET(S):

[MCT 1.14 Conduct Stability Operations](#)
[MCT 1.6.1 Conduct Offensive Operations](#)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

READINESS-CODED: NO

DESCRIPTION: The purpose of a support by fire position is to support the maneuver of another force by using direct fires to suppress or neutralize enemy positions capable of affecting the maneuver force. Support by fire positions are located within the maximum friendly direct fire range of the enemy, in a manner that prevents being masked by friendly maneuver, and properly de-conflicted from other elements of battlespace geometry. Support by fire positions are often located on the flank of the assault force, elevated above the objective if possible. Support by fire positions are rarely applicable to units larger than company size. ([MCWP 3-01, Offensive and Defensive Tactics, Ch. 3, p. 3-10](#))

CONDITION: The Company has received an order to conduct support by fire in support of a maneuvering element. Additional maneuver sustainment assets and supporting arms may be available. The company has received guidance on the rules of engagement.

STANDARD: To support the maneuver of another force by using direct fires to suppress or neutralize an enemy force. ([MCWP 3-01, Offensive and Defensive Tactics, Ch. 3, p. 3-10](#))

EVENT COMPONENTS:

1. Reconnoiter the tentative support by fire position(s)
2. Conduct planning
3. Conduct fire support planning
4. Coordinate with adjacent units
5. Task organize forces
6. Integrate attachments
7. Conduct assembly area actions

8. Prepare for operations
9. Integrate fires
10. Execute command and control
11. Occupy support by fire position(s)
12. Improve positions
13. Conduct tactical logistics
14. Execute the signal plan
15. Deliver supporting fires
16. Determine effects of fires on target(s)
17. Adjust supporting fires
18. Displace, as necessary
19. Consolidate

PRIMARY REFERENCE:

[MCRP 3-10A.2 Infantry Company Operations](#)

SUPPLEMENTARY REFERENCES:

[MCTP 3-01C Machine Guns and Machine Gun Gunnery](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-MAN-7001 Conduct an Attack](#)

INTERNAL SUPPORTING EVENTS:

[INF-MAN-5014 Establish a Support by Fire Position](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

Facility Code 17430 Impact Area Dudded

Facility Code 17581 Machine Gun Field Fire Range

Facility Code 17631 Light Antiarmor Weapons Range Live

Facility Code 17671 Field Artillery Indirect Fire Range

Facility Code 17730 Fire and Movement Range

Facility Code 17936 Close Air Support Range

INF-STAB-6001: Establish Civil Security

SUPPORTED MET(S):

[MCT 1.14 Conduct Stability Operations](#)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

READINESS-CODED: NO

DESCRIPTION: Civil security is the provision of security for state entities, indigenous populations and institutions, including protection from internal and external threats. Infantry units establish civil security through developing host nation capabilities to enable civil control. Establishing a safe, secure, and stable environment helps obtain local support for stability operations. (MCWP 3-03, [Stability Operations, Ch. 2](#))

CONDITION: Having received an operations order, given civil control and security tasks, operating in a permissive, uncertain, or hostile environment, given an area of operation (AO) experiencing factors contributing to instability.

STANDARD: To ensure unit area of operation (AO) is secure and stable enough to allow sanctioned local security forces to function.

EVENT COMPONENTS:

1. Coordinate with applicable (JIIM) agencies:
 - a. Joint
 - b. Interagency
 - c. Intra-governmental
 - d. Multi-national
2. Conduct stability planning
3. Enforce cessation of hostilities, peace agreements, and other arrangements
4. Determine disposition and composition of national armed services
5. Support disarmament, demobilization, and reintegration
6. Support border control, boundary security, and freedom of movement
7. Support identification programs
8. Protect key personnel and facilities
9. Clear explosive ordnance
10. Execute stability actions with government agencies and non-governmental civilian organizations
11. Conduct assessments
12. Refine plans based upon assessments

PRIMARY REFERENCE:

[MCWP 3-03 Stability Operations](#)

SUPPLEMENTARY REFERENCES:

[MCWP 5-10 Marine Corps Planning Process](#)
[MCTP 3-03A MAGTF Civil Military Operations](#)
[Pamphlet 3-0 Ground Combat Element \(GCE\) Assessments](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-STAB-7002 Establish Civil Control and Security](#)

INTERNAL SUPPORTING EVENTS:

[INF-STAB-5001 Develop Foreign National Armed and Security Forces](#)
[INF-STAB-5003 Support Border Control, Boundary Security, and Freedom of Movement](#)

INF-STAB-6002: Establish Civil Control

SUPPORTED MET(S):

MCT 1.14 Conduct Stability Operations

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

READINESS-CODED: NO

DESCRIPTION: Civil control is the ability for the sanctioned local leadership to manage the disputes and conflicts within the population effectively and foster the rule of law. Infantry units support civil control by developing host nation capabilities. Establishing a safe, secure, and stable environment helps obtain local support for stability operations. (MCWP 3-03, Stability Operations, Ch. 2)

CONDITION: Having received an operations order, given a civil control mission, operating in a permissive, uncertain, or hostile environment, given an area of operations (AO) experiencing factors contributing to instability.

STANDARD: To ensure the area of operations (AO) is secure and stable enough to allow sanctioned local leadership to function.

EVENT COMPONENTS:

1. Coordinate with applicable (JIIM) agencies:
 - a. Joint
 - b. Interagency
 - c. Intra-governmental
 - d. Multi-national
2. Conduct stability planning
3. Support the establishment of public order and safety
4. Support law enforcement and police reform efforts
5. Support corrections reform efforts
6. Support public outreach and community rebuilding programs
7. Execute stability actions with government agencies and non-governmental civilian organizations
8. Conduct assessments
9. Refine plans based upon assessments

REFERENCES:

MCWP 3-03 Stability Operations

SUPPLEMENTARY REFERENCES:

MCWP 5-10 Marine Corps Planning Process
MCTP 3-03A MAGTF Civil Military Operations
Pamphlet 3-0 Ground Combat Element (GCE) Assessments

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

INF-STAB-7002 Establish Civil Control and Security

INTERNAL SUPPORTING EVENTS:

INF-STAB-5002 Support Establishment of Public Order and Safety
INF-STAB-5004 Support Identification Programs

INF-STAB-6003: Support Humanitarian Assistance

SUPPORTED MET(S):

[MCT 1.14 Conduct Stability Operations](#)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

READINESS-CODED: NO

DESCRIPTION: Support to humanitarian assistance are actions taken to directly relieve or reduce suffering, disease, hunger, or privation. Humanitarian assistance may be conducted in conjunction with other stability operations. ([JP 3-29, Foreign Humanitarian Assistance](#))

CONDITION: Having received an operations order while operating in a permissive, uncertain, or hostile environment, and in coordination with available joint, interagency, intergovernmental, and/or multinational (JIIM) organizations.

STANDARD: To meet the commander's intent for humanitarian assistance support.

EVENT COMPONENTS:

1. Coordinate with applicable (JIIM) agencies:
 - a. Joint
 - b. Interagency
 - c. Intra-governmental
 - d. Multi-national
2. Conduct humanitarian assistance planning
3. Support logistics, distribution, communication, and other relief capabilities
4. Provide security
5. Execute stability actions with government agencies and non-governmental civilian organizations
6. Support dislocated civilian operations
7. Conduct Assessments

PRIMARY REFERENCE:

[MCWP 3-03 Stability Operations](#)

SUPPLEMENTARY REFERENCES:

[MCWP 5-10 Marine Corps Planning Process](#)
[MCTP 3-03A MAGTF Civil Military Operations](#)
[Pamphlet 3-0 Ground Combat Element \(GCE\) Assessments](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-STAB-7003 Provide Humanitarian Assistance](#)

INF-STAB-6004: Support Disarmament, Demobilization, and Reintegration

SUPPORTED MET(S):

[MCT 1.14 Conduct Stability Operations](#)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

READINESS-CODED: NO

DESCRIPTION: Infantry companies conduct disarmament, demobilization, and reintegration tasks in support of higher headquarters' mission. Companies will perform security and support related tasks to facilitate a state monopoly over the means of violence. ([MCWP 3-03, Stability Operations, Ch. 2](#))

CONDITION: Having received an operations order while operating in a permissive, uncertain, or hostile environment, and in coordination with available joint, interagency, intergovernmental, and/or multinational (JIIM) organizations.

STANDARD: Meet higher headquarters' commander's intent for support of disarmament, demobilization, and reintegration.

EVENT COMPONENTS:

1. Conduct planning
 - a. Conduct coordination with:
 - i. Joint forces
 - ii. Interagency
 - iii. Intragovernmental
 - iv. Multinational organizations
2. Support weapons collections and control programs
3. Support demobilization camps
4. Assess disarmament, demobilization, and reintegration efforts
5. Continually refine support disarmament, demobilization, and reintegration efforts based on assessments

PRIMARY REFERENCE:

[MCWP 3-03 Stability Operations](#)

SUPPLEMENTARY REFERENCES:

[JP 3-57.1 Joint Doctrine for Civil Affairs](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-STAB-7002 Establish Civil Control and Security](#)

INFANTRY T&R MANUAL

CHAPTER 6

PLATOON AND SECTION COLLECTIVE EVENTS

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INFANTRY T&R MANUAL

CHAPTER 6

PLATOON AND SECTION COLLECTIVE EVENTS

6000. PURPOSE. Chapter 6 contains collective training events for the Infantry Platoon and Section.

6001. EVENT CODING

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

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

| <u>Code</u> | <u>Description</u> |
|-------------|--------------------|
| INF | Infantry |

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

| <u>Code</u> | <u>Description</u> |
|-------------|---------------------|
| 0317 | Scout Sniper |
| ANTI | Anti-Armor |
| ASLT | Assault |
| C2 | Command and Control |
| LOG | Logistics |
| FP | Force Protection |
| FSPT | Fire Support |
| INT | Intelligence |
| MAN | Maneuver |
| MGUN | Machineguns |
| MORT | Mortars |
| STAB | Stability |

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

| <u>Code</u> | <u>Description</u> |
|-------------|---------------------------|
| 5000 | Platoon and Section Level |

6002. INDEX OF COLLECTIVE EVENTS

| Event Code | E-Coded | Event | Page |
|--------------------------|---------|---|------|
| 5000 Level Events | | | |
| INF-0317-5001 | NO | Conduct Sniper Control Center (SCC) Functions | 6-3 |

| | | | |
|---------------|----|--|------|
| INF-0317-5002 | NO | Conduct Scout Sniper Platoon Operations | 6-5 |
| INF-ANTI-5001 | NO | Provide Fires | 6-7 |
| INF-C2-5002 | NO | Prepare for Operations | 6-9 |
| INF-FP-5001 | NO | Employ Platoon Force Protection Measures | 6-10 |
| INF-INT-5001 | NO | Conduct Information Collections | 6-11 |
| INF-LOG-5001 | NO | Conduct Tactical Logistics | 6-13 |
| INF-MAN-5001 | NO | Conduct an Attack | 6-14 |
| INF-MAN-5002 | NO | Conduct a Movement to Contact | 6-17 |
| INF-MAN-5004 | NO | Conduct a Relief in Place (RIP) | 6-20 |
| INF-MAN-5006 | NO | Conduct an Area Defense | 6-22 |
| INF-MAN-5007 | NO | Conduct Retrograde | 6-25 |
| INF-MAN-5008 | NO | Conduct a Passage of Lines | 6-26 |
| INF-MAN-5009 | NO | Conduct Exploitation | 6-29 |
| INF-MAN-5010 | NO | Conduct a Linkup | 6-30 |
| INF-MAN-5011 | NO | Breach an Obstacle | 6-32 |
| INF-MAN-5012 | NO | Conduct a Cordon and Search | 6-34 |
| INF-MAN-5013 | NO | Conduct Patrolling Operations | 6-36 |
| INF-MAN-5014 | NO | Establish a Support by Fire Position | 6-38 |
| INF-MAN-5015 | NO | Detain Personnel | 6-41 |
| INF-MAN-5016 | NO | Conduct Casualty Evacuation | 6-42 |
| INF-MGUN-5001 | NO | Provide Fires | 6-43 |
| INF-MORT-5001 | NO | Provide Fires | 6-45 |
| INF-STAB-5001 | NO | Develop Foreign National Armed and Security Forces | 6-47 |
| INF-STAB-5002 | NO | Support the Establishment of Public Order and Safety | 6-49 |
| INF-STAB-5003 | NO | Support Border Control, Boundary Security, and Freedom of Movement | 6-50 |
| INF-STAB-5004 | NO | Support Identification Programs | 6-51 |

6003. 5000-LEVEL EVENTS

INF-0317-5001: Conduct Sniper Control Center (SCC) Functions

SUPPORTED MET(S):

[MCT 1.12.1 Conduct Amphibious Operations](#)
[MCT 1.14 Conduct Stability Operations](#)
[MCT 1.6.1 Conduct Offensive Operations](#)
[MCT 1.6.4 Conduct Defensive Operations](#)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

READINESS-CODED: NO

DESCRIPTION: The Sniper Control Center (SCC) is a team sized on scene command and control center: working as an extension of the Surveillance and Reconnaissance Center (SARC) and the Battalion Commander. The SCC is a team sized platoon headquarters near the objective area to facilitate command and control of the teams on the ground and to help ease the flow of information from the objective area to the Intelligence section, higher headquarters, and Supported Unit Commander (SUC). The SCC should be utilized when multiple teams are supporting the same objective. Scout sniper operations include, but are not limited to, reconnaissance, surveillance, precision fires, target acquisition, fixing the enemy, control of supporting arms, and counter-sniper/counter reconnaissance operations. Commanders may augment the SCC with target acquisition devices. The SCC is normally led by the Scout Sniper platoon sergeant. ([MCWP 3-01 Offensive and Defensive Tactics, Ch. 8, p. 8-22](#))

CONDITION: Given an operations order, scout sniper unit table of organization and equipment (TO&E), communication assets and command and control (C2) systems.

STANDARD: To control and provide support to forces, as well as receive, process and disseminate intelligence for use by higher, adjacent and supported units.

EVENT COMPONENTS:

1. Conduct planning
2. Establish a sniper control center
3. Conduct coordination
 - a. Precision fires
 - b. Reconnaissance assets
 - c. Surveillance assets
 - d. Indirect fires
 - e. Information
 - f. Close air support
 - g. Sniper teams
 - h. Quick reaction forces
 - j. Sniper team insertions and extractions
4. Implement information management
5. Coordinate sniper team logistics
6. Displace the sniper control center, as necessary

PRIMARY REFERENCE:

[MCWP 3-01 Offensive and Defensive Tactics](#)

SUPPLEMENTARY REFERENCES:

[MCTP 3-01E Sniping](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-INT-6001 Conduct Intelligence Functions](#)

[INF-INT-7001 Conduct Intelligence Functions](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
|------------------|--------------------|------------------|------------------------|--------------|-----------|

Yes S/L CACCTUS Unit Hours 24 N

INF-0317-5002: Conduct Scout Sniper Platoon Operations

SUPPORTED MET(S):

[MCT 1.12.1 Conduct Amphibious Operations](#)
[MCT 1.14 Conduct Stability Operations](#)
[MCT 1.6.1 Conduct Offensive Operations](#)
[MCT 1.6.4 Conduct Defensive Operations](#)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

READINESS-CODED: NO

DESCRIPTION: Scout sniper operations include, but are not limited to, reconnaissance, surveillance, delivery of precision fires, target acquisition, fixing the enemy, control of supporting arms, and counter-sniper/counter reconnaissance operations. Commanders may augment the sniper control center (SCC) with target acquisition devices.

CONDITION: Given an operations order, current scout sniper unit table of organization and equipment (TO&E), communication assets and command and control (C2) systems.

STANDARD: To provide surveillance, control fire support assets, and precision engagements as required on the objective without being compromised.

EVENT COMPONENTS:

1. Employ scout sniper teams in support of the offensive operations
2. Employ scout sniper teams in support of the defensive operations
3. Employ scout sniper teams in support of raids
4. Employ scout sniper teams in support of patrolling activities
5. Employ scout sniper teams in support of military operations in urban terrain (MOUT)
6. Employ scout sniper teams in support of counter-insurgency operations (COIN)
7. Employ scout sniper teams in support of Marine Expeditionary Unit (MEU) operations
8. Employ scout sniper teams in support of reconnaissance operations

PRIMARY REFERENCE:

[MCTP 3-01E Sniping](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-FP-6001 Conduct Force Protection](#)
[INF-INT-6001 Conduct Intelligence Functions](#)
[INF-MAN-6001 Conduct an Attack](#)
[INF-MAN-6002 Conduct a Movement to Contact](#)
[INF-MAN-6003 Conduct Security Operations](#)
[INF-MAN-6006 Conduct an Area Defense](#)

INF-MAN-6007 Conduct Retrograde
INF-MAN-6011 Conduct Obstacle Breaching
INF-MAN-6012 Conduct a Cordon and Search
INF-MAN-6013 Conduct Patrolling Operations
INF-MAN-6014 Establish a Support by Fire Position
INF-STAB-6001 Establish Civil Security
INF-STAB-6002 Establish Civil Control

INTERNAL SUPPORTING EVENTS:

INF-0317-4001 Provide Offensive Fires
INF-0317-4002 Provide Defensive Fires

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|--|------------------------------|
| A059 Cartridge, 5.56mm Ball M855 10/Clip | 120 cartridges per weapon |
| A063 Cartridge, 5.56mm Tracer M856 Single Round | 40 cartridges per weapon |
| A080 Cartridge, 5.56mm Blank M200 Single Round | 160 cartridges per weapon |
| A112 Cartridge, 7.62mm Blank M82 | 2 cartridges per weapon |
| A606 Cartridge, Caliber .50 API MK211 Mod 0 Single Round | 2 cartridges per weapon |
| AB39 Cartridge, 7.62mm Special Ball Long Range MK 316 Mod 0 | 2 cartridges per weapon |
| B508 Cartridge, 40mm Green Smoke Ground Marker M715 | 2 cartridges per weapon |
| B509 Cartridge, 40mm Yellow Smoke Ground Marker M716 | 2 cartridges per weapon |
| B519 Cartridge, 40mm Target Practice M781 | 6 cartridges per weapon |
| B546 Cartridge, 40mm HEDP M433 | 6 per weapon |
| BA35 Cartridge, 40mm Practice (Day/Night) M1110 | 6 per weapon |
| G811 Grenade, Hand Practice Body M69 | 2 per Marine |
| G878 Fuze, Hand Grenade Practice M228 w/ Conf Clip | 4 fuzes per Marine |
| G881 Grenade, Hand Fragmentation M67 w/ Conf Clip | 2 grenades per Marine |
| G940 Grenade, Hand Green Smoke M18 | 2 grenades per Team |
| G945 Grenade, Hand Yellow Smoke M18 | 2 grenades per Team |
| G982 Grenade, Hand Smoke TA, M83 | 1 per Marine |
| HA21 Rocket, 21mm Sub-Caliber M72AS LAW Trainer | 1 per Team |
| HA29 Rckt 66mm HE, M72A7, LAW W/GRAZE | 1 per Team |
| J007 Mine, Antipersonnel M18A1 with Non-Elec Mini Shock Tube | 1 per Team |
| J008 Mine, Antipersonnel Practice M68 w NonElec Mini Shock Tube | 1 per Team |
| L312 Signal, Illumination Ground White Star Parachute M127A1 | 2 signals per Team |
| L314 Signal, Illumination Ground Green Star Cluster M125A1 | 2 signals per Team |
| L594 Simulator, Projectile Ground Burst M115A2 | 10 per Team |

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 17710 Multipurpose Training Range (MPTR)
Facility Code 17730 Fire and Movement Range
Facility Code 17962 MOUT Collective Training Facility (Small)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: This task can be trained to standard without ammunition.

INF-ANTI-5001: Provide Fires

SUPPORTED MET(S):

MCT 1.12.1 Conduct Amphibious Operations
MCT 1.14 Conduct Stability Operations
MCT 1.6.1 Conduct Offensive Operations
MCT 1.6.4 Conduct Defensive Operations

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

READINESS-CODED: NO

DESCRIPTION: The anti-armor platoon provides heavy caliber, long-range, anti-armor fires for the battalion. The platoon can operate mounted or dismounted, as a massed platoon, or as independent sections. The battalion's rifle companies may receive portions of the anti-armor platoon as attachments. The anti-armor platoon may also combine with the heavy machine gun platoon to create maneuver elements, such as a combined anti-armor team (CAAT) or mounted assault platoon (MAP). (MCRP 3-10A.2, [Infantry Company Operations, Ch. 1, p. 1-12](#))

CONDITION: Given an order, and a supported unit scheme of maneuver, while operating in the full range of military operations.

STANDARD: To provide fires in support of the unit's scheme of maneuver

EVENT COMPONENTS:

1. Conduct assembly area actions
 - a. Task organize forces
 - b. Prepare for operations
 - c. Conduct rehearsals
2. Employ intelligence, surveillance, and reconnaissance (ISR) assets
3. Move to the line of departure (LOD)
4. Maneuver to the objective
 - a. Assume maneuver formation
 - b. Maintain security
5. Deploy forces
 - a. Conduct leader's reconnaissance of the objective
 - b. Occupy battle positions
6. Execute the assault

- a. Deliver fires to support scheme of maneuver
 - b. Mass and concentrate fires
 - c. Deconflict geometries of fires
 - d. Synchronize the delivery of fires
 - e. Control rate of fires
 - f. Adhere to established engagement criteria
7. Consolidate and reorganize forces
- a. Assign defensive positions
 - b. Assign sectors of fire
 - c. Redistribute ammunition
 - d. Manage casualties

PRIMARY REFERENCE:

MCRP 3-10A.2 Infantry Company Operations

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

INF-MAN-6001 Conduct an Attack
INF-MAN-6002 Conduct a Movement to Contact
INF-MAN-6003 Conduct Security Operations
INF-MAN-6006 Conduct an Area Defense
INF-MAN-6007 Conduct Retrograde
INF-MAN-6011 Conduct Obstacle Breaching
INF-MAN-6013 Conduct Patrolling Operations
INF-MAN-6014 Establish a Support by Fire Position

INTERNAL SUPPORTING EVENTS:

INF-ANTI-4001 Provide Fires

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|---|-----------------|
| PL53 Guided Missile, AT JAVELIN | 1 per |
| WH03 Guided Missile, Surface Attack, BGM-71E-2B (TOW-2A HEAT) | 1 per |
| WH05 Guided Missile, BTM-71E-1B (TOW Practice) | 1 per |

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17640 Antiarmor Tracking And Live-Fire Range

EQUIPMENT:

M41A4 SABER system
M98A2 Javelin medium anti-armor weapon system

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

This event covers offense, patrolling, mounted and dismounted operations. Actions on the objective may include execution of engagement criteria, application of target precedence, completion of range cards, fortification of positions, integration of fires with obstacles, etc. This event includes fires that are direct by line of sight or through concealment.

INF-C2-5002: Prepare for Operations

SUPPORTED MET(S):

MCT 1.12.1 Conduct Amphibious Operations
MCT 1.14 Conduct Stability Operations
MCT 1.6.1 Conduct Offensive Operations
MCT 1.6.4 Conduct Defensive Operations

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 3 months

READINESS-CODED: NO

DESCRIPTION: Preparation for operations begins with issuing warning orders (WARNORD). After the operation order (OPORD) reaches subordinates and supporting organizations, the company commander begins a supervisory process. This supervisory process consists of two parts: the intellectual and the physical. When supervising and inspecting, company commanders must ensure that enough time is allowed for correction of noted discrepancies. (MCRP 3-10A.2, [Infantry Company Operations](#))

CONDITION: Given an operations order (OPORD), fragmentary order (FRAGO), or warning order, while the unit is located in the company assembly area, and the platoon has conducted planning.

STANDARD: To ensure preparations for combat are finalized. They are as complete and detailed as the available time and the situation permit. Time available will be dictated from the higher headquarters' order. (MCRP 3-10A.2, [Infantry Company Operations, Ch. 6, p. 6-19](#))

EVENT COMPONENTS:

1. Conduct pre-combat checks (PCCs)
2. Conduct pre-combat inspections (PCIs)
3. Conduct final resupply of:
 - a. Fuel
 - b. Water
 - c. Rations
 - d. Ammunition
4. Stage equipment and personal effects not required for the operation
5. Issue mission-specific special equipment for the operation
6. Conduct a rest plan consistent with security and preparations for the attack
7. Continue planning and intelligence updates
8. Integrate attachments
9. Conduct specialized training
10. Conduct rehearsals
 - a. Battle drills
 - b. Immediate action drills

PRIMARY REFERENCE:

[MCIP 3-10A.3i Marine Infantry Platoon](#)

SUPPLEMENTARY REFERENCES:

MCRP 3-10A.2 Infantry Company Operations

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-C2-6002 Prepare for Operations](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17962 MOUT Collective Training Facility (Small)
Facility Code 17963 MOUT Collective Training Facility (Large)

INF-FP-5001: Employ Platoon Force Protection Measures

SUPPORTED MET(S):

[MCT 1.12.1 Conduct Amphibious Operations](#)
[MCT 1.14 Conduct Stability Operations](#)
[MCT 1.6.1 Conduct Offensive Operations](#)
[MCT 1.6.4 Conduct Defensive Operations](#)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

DESCRIPTION: Platoon commanders use operational risk management and a range of techniques, tactics, and procedures to protect the force and mitigate the effects of the environment and the enemy's ability to locate, target, and engage friendly forces. Marines counter enemy actions through fire and maneuver and active and passive security measures, including camouflage, dispersion, fortifying positions, conducting security and reconnaissance activities, and enforcing strict operational security (OPSEC) standards. Force protection measures are an integral component of all operations. They consist of internal measures taken to protect the force from its own actions, and external measures taken to protect the force from threats, which can include the environment, disease, or enemy action. The platoon and company plan for and enforce safety and field hygiene procedures in training and operations to reduce the inherent risk of non-battle deaths, injuries, and disease. Similarly, commanders avoid fratricide through operational planning, which takes into account battlespace geometry and establishes required control measures and identification of friend or foe procedures. Intelligence supports force protection by reducing uncertainty for the commander and providing force protection through counterintelligence. ([MCIP 3-10A.3i, Marine Infantry Platoon](#))

CONDITION: Given a threat assessment, a mission, and a commander's intent.

STANDARD: To mitigate risk to friendly forces.

EVENT COMPONENTS:

1. 1. Conduct Operations Security

- a. Protect critical information
 - b. Conduct threat analysis
 - c. Analyze vulnerabilities
 - d. conduct risk assessment
 - e. Apply operational security (OPSEC) measures
2. Apply emissions control
 3. Incorporate counter-CBRN measures
 - a. Avoidance Measures
 - b. Protection Measures
 - c. Decontamination Measures
 4. Incorporate counter-RCIED and Electronic Warfare (EW) measures
 5. Employ mutual support
 6. Establish overwatch
 7. Incorporate air defense measures
 8. Conduct risk management
 9. Continually reassess

PRIMARY REFERENCE:

[MCIP 3-10A.3i Marine Infantry Platoon](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-FP-6001 Conduct Force Protection](#)

INTERNAL SUPPORTING EVENTS:

[INF-FP-4001 Employ Squad Force Protection Measures](#)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Force protection should not be limited strictly to the anti-terrorism measures defined in MCO 3302.1D. This task must include measures to protect the squad from emerging enemy capabilities, such as unmanned aerial system (UAS) observation, the use of drones as a kinetic weapon, electronic warfare (EW), improvised explosive devices (IED), and cyber-attack.

INF-INT-5001: Conduct Information Collections

SUPPORTED MET(S):

[MCT 1.12.1 Conduct Amphibious Operations](#)

[MCT 1.14 Conduct Stability Operations](#)

[MCT 1.6.1 Conduct Offensive Operations](#)

[MCT 1.6.4 Conduct Defensive Operations](#)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

DESCRIPTION: Platoons assess, utilize, and contribute to the collection of intelligence. Intelligence is the product resulting from the collection, processing, integration, evaluation, analysis, and interpretation of available information concerning foreign nations, hostile or potentially hostile forces or elements, or areas of actual or potential operations. Intelligence reduces uncertainty about the enemy and the surrounding environment, thereby supporting the decision-making process. Intelligence identifies and evaluates enemy capabilities, estimates possible enemy courses of action, identifies friendly vulnerabilities, and assists in developing friendly courses of action. Infantry platoons are both a user of intelligence from the Company-level Intelligence Cell (CLIC) and a means of collecting intelligence required for operations. (MCIP 3-10A.3i, Marine Infantry Platoon, Ch. 4)

CONDITION: Given an operations order, and intelligence requirements.

STANDARD: To provide information relative to the enemy, terrain, and weather that supports the commander's intelligence requirements. (MCIP 3-10A.3i, Marine Infantry Platoon, Ch. 4)

EVENT COMPONENTS:

1. Evaluate intelligence
2. Receive priority intelligence requirements (PIR)s
3. Integrate intelligence assets
4. Transmit reports to higher headquarters

PRIMARY REFERENCE:

MCIP 3-10A.3i Marine Infantry Platoon

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

INF-INT-6001 Conduct Intelligence Functions

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | S/L | IIT | Squad Hours | 2 | N |

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17962 MOUT Collective Training Facility (Small)
Facility Code 17963 MOUT Collective Training Facility (Large)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Certification is required prior to conducting any tactical questioning or debriefing.

INF-LOG-5001: Conduct Tactical Logistics

SUPPORTED MET(S):

[MCT 1.12.1 Conduct Amphibious Operations](#)
[MCT 1.14 Conduct Stability Operations](#)
[MCT 1.6.1 Conduct Offensive Operations](#)
[MCT 1.6.4 Conduct Defensive Operations](#)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

DESCRIPTION: Tactical logistics includes organic unit capabilities and the combat service support (CSS) activities necessary to support military operations. Its focus is to support the commander's intent and concept of operations while maximizing the commander's flexibility and freedom of action.

Tactical logistics involves the coordination of functions required to sustain and move units, personnel, equipment, and supplies. These functions must deliver flexible and responsive combat service support to meet the needs of the forces engaged in operations. Therefore, the response time of tactical logistics is necessarily rapid and requires anticipatory planning to provide responsive support. Supply and maintenance activities generate materiel readiness; transportation resources move personnel, equipment, and supplies within the tactical area of operations; and general engineering support, health service support, and general services support contribute to mission accomplishment. ([MCWP 3-40, Logistics Operations, Ch. 1, p. 1-5](#))

CONDITION: Given a unit, a mission, and commander's intent, while operating independently or as part of a larger unit.

STANDARD: To prevent the unit from hitting a culminating point, to allow the force to maintain the initiative and sustain tempo. ([MCIP 3-10A.31, Marine Infantry Platoon, Ch. 2, p. 30](#))

EVENT COMPONENTS:

1. Identify the logistical requirements
 - a. Class I-Food
 - b. Class II- Clothing, individual equipment, tentage, and organizational tool sets
 - c. Class III- Petroleum supply
 - d. Class IV- Construction and barrier material
 - e. Class V Ammunition
 - f. Class VI-Personal demand
 - g. Class VII-Major assemblies
 - h. Class VIII-Medical supply
 - i. Class IX-Repair parts
 - j. Class X-Agricultural and non-military material not in other classes of supply
2. Submit logistic support requests
3. Coordinate resupply
4. Track the status of logistics (LOGSTATS)
5. Submit status of logistics (LOGSTATS) to higher headquarters

PRIMARY REFERENCE:

MCIP 3-10A.3i Marine Infantry Platoon

SUPPLEMENTARY REFERENCES:

MCWP 3-40 Logistics Operations
MCTP 3-40B Tactical-Level Logistics
MCTP 3-40G Services in an Expeditionary Environment

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

INF-LOG-6001 Conduct Tactical Logistics

INTERNAL SUPPORTING EVENTS:

INF-LOG-4001 Employ Squad Force Protection Measures

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17962 MOUT Collective Training Facility (Small)
Facility Code 17963 MOUT Collective Training Facility (Large)

INF-MAN-5001: Conduct an Attack

SUPPORTED MET(S):

MCT 1.12.1 Conduct Amphibious Operations
MCT 1.6.1 Conduct Offensive Operations

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

DESCRIPTION: Infantry platoons attack known enemy threats and specific enemies, their positions, their means of support, and other pressure points associated with their will to resist. Attacks are offensive operations of coordinated movement that are supported by fire and are conducted to seize or secure terrain or to defeat, destroy, or capture the enemy. (MCRP 3-10A.2, *Infantry Company Operations, 2014, Ch. 6, p. 6-9*)

This training event accounts for the eight types of attacks: hasty attack, deliberate attack, spoiling attack, counterattack, feint, demonstration, reconnaissance-in-force, and raid. Additionally, this event is applicable to foot mobile, mechanized, and motorized platforms.

CONDITION: The platoon has received an operations order or fragmentary order tasking them to attack an enemy position and has conducted their own planning. Additional maneuver sustainment assets and supporting arms may be available. The platoon has received guidance on the rules of engagement.

STANDARD: To defeat, destroy, or capture the enemy or seize and/or secure key terrain, no later than time prescribed in the operations order.

(MCWP 3-01, Offensive and Defensive Tactics, 2017, p. 54)

EVENT COMPONENTS:

1. Plan the attack
 - a. Allocate resources
 - b. Determine the type of attack
 - c. Organize the battlespace
 - d. Organize forces
 - e. Move combat service support forward to provide continuous support throughout the attack.
 - f. Develop the fire support plan
 - g. Conduct a rehearsal of concepts
2. Gain and maintain contact with the enemy
 - a. Conduct intelligence, surveillance, reconnaissance (ISR)
 - b. Conduct battlefield de-confliction
 - c. Reallocate resources based on METT-T
 - i. Mission
 - ii. Enemy
 - iii. Terrain and weather
 - iv. Troops and fire support available
 - v. Time
3. Disrupt the enemy
 - a. Conduct shaping actions
4. Fix the enemy
 - a. Continue shaping actions
 - b. Continue battlefield coordination
 - c. Continue reallocation of resources
5. Maneuver
 - a. Mass combat power at decisive time and place
 - b. Conduct in stride reconnaissance
 - c. Gain a foot hold
 - i. Suppress
 - ii. Obscure
 - iii. Secure
 - iv. Reduce
 - d. Seize the objective
 - e. De-conflict fires
6. Follow Through
 - a. Exploit success
 - b. Re-prioritize efforts
 - c. Reallocate assets

PRIMARY REFERENCE:

[MCIP 3-10A.3i Marine Infantry Platoon](#)

SUPPLEMENTARY REFERENCES:

[MCDP 1-0 Marine Corps Operations](#)
[MCRP 3-10A.2 Infantry Company Operations](#)
[MCWP 3-01 Offensive and Defensive Tactics](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

INF-MAN-6001

INTERNAL SUPPORTING EVENTS:

[INF-MAN-4001 Conduct an Attack](#)

INF-MAN-4014 Support by Fire

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------------|------------------------|--------------|-----------|
| Partial | L/S | I-TESS (Individual) | Marine Hours | 3 | N |

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|---|-------------------------|
| A059 Cartridge, 5.56mm Ball M855 10/Clip | 6720 rounds per Platoon |
| A063 Cartridge, 5.56mm Tracer M856 Single Round | 420 rounds per Platoon |
| A064 Cartridge, 5.56mm 4 Ball M855/1 Tracer M856 Linked | 1200 rounds per Platoon |
| A075 Cartridge, 5.56mm Blank M200 Linked | 600 rounds per Platoon |
| A080 Cartridge, 5.56mm Blank M200 Single Round | 3360 rounds per Platoon |
| A151 Cartridge, 7.62mm 4 Ball/1 Tracer Linked | 3200 rounds per Platoon |
| B504 Cartridge, 40mm Green Star Parachute M661 | 5 signals per Platoon |
| B509 Cartridge, 40mm Yellow Smoke Ground Marker M716 | 5 signals per Platoon |
| B535 Cartridge, 40mm White Star Parachute M583/M583A1 | 5 signals per Platoon |
| B647 Cartridge, 60mm Illuminating M721 | 12 rounds per Section |
| BA15 Cartridge, 60mm Target Practice | 12 rounds per Section |
| BA16 Cartridge, 60mm HE M720A1 w/Multi-Option Fuze M734A1 | 12 rounds per Section |
| BA35 Cartridge, 40mm Practice (Day/Night) M1110 | 75 rounds per Platoon |
| C995 Cartridge and Launcher, 84mm M136 AT-4 | 3 rockets per Platoon |
| G811 Grenade, Hand Practice Body M69 | 5 grenades per Platoon |
| G878 Fuze, Hand Grenade Practice M228 w/ Conf Clip | 5 fuzes per Platoon |
| G881 Grenade, Hand Fragmentation M67 w/ Conf Clip | 5 grenades per Platoon |
| G940 Grenade, Hand Green Smoke M18 | 2 grenades per Platoon |
| G945 Grenade, Hand Yellow Smoke M18 | 2 grenades per Platoon |
| G955 Grenade, Hand Violet Smoke M18 | 2 grenades per Platoon |
| G982 Grenade, Hand Smoke TA, M83 | 6 grenades per Platoon |

| | |
|---|---------------------------|
| HA21 Rocket, 21mm Sub-Caliber M72AS LAW Trainer | 3 rockets per Platoon |
| HA29 Rckt 66mm HE, M72A7, LAW W/GRAZE | 3 rockets per Platoon |
| HA34 Rckt 83mm HE, SMAW-NE, MK80-0 | 1 rocket per Section |
| HX05 Rocket, 83mm Assault MK3 Mod 0 (SMAW) | 1 rocket per Section |
| HX07 Rocket, 83mm HEAA Practice MK7 Mod 0 (SMAW) | 2 rockets per Section |
| J007 Mine, Antipersonnel M18A1 with Non-Elec Mini Shock Tube | 1 per Platoon |
| L305. SIGNAL , ILLUM GRN STAR PARA M19A1/A2 | 1 per Platoon |
| L307 Signal, Illumination Ground White Star Cluster M159 | 1 per Platoon |
| L312 Signal, Illumination Ground White Star Parachute M127A1 | 2 per Platoon |
| L314 Signal, Illumination Ground Green Star Cluster M125A1 | 1 per Platoon |
| L594 Simulator, Projectile Ground Burst M115A2 | 2 projectiles per Platoon |
| M131 Cap, Blasting Non-Electric M7 | 2 per Platoon |
| M456 Cord, Detonating PETN Type I Class E | 5 FT per Platoon |
| M670 Fuse, Blasting Time M700 | 5 per Platoon |
| MN08 Igniter, Time Blasting Fuse with Shock Tube Capability M81 | 2 per Platoon |

ORDNANCE NOTES: The ammunition is listed in total quantities per DODIC and represents the maximum allotment for (1) platoon reinforced to train this event to standard.

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17430 Impact Area Dudded
Facility Code 17581 Machine Gun Field Fire Range
Facility Code 17631 Light Antiarmor Weapons Range Live
Facility Code 17670 Mortar Range
Facility Code 17752 Infantry Platoon Battle Course
Facility Code 17936 Close Air Support Range
Facility Code 17962 MOUT Collective Training Facility (Small)

ADDITIONAL RANGE/TRAINING AREA: This event should be trained on a range that supports fires and maneuver integration.

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

Certification occurs only through live fire execution.

INF-MAN-5002: Conduct a Movement to Contact

SUPPORTED MET(S):

[MCT 1.12.1 Conduct Amphibious Operations](#)
[MCT 1.14 Conduct Stability Operations](#)
[MCT 1.6.1 Conduct Offensive Operations](#)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

DESCRIPTION: A movement to contact is an offensive operation conducted to develop the situation, establish and regain contact with the enemy utilizing the smallest force possible (e.g., fire team or squad), or to approach an area of operation. The company conducts movement to contact when the tactical situation is not clear or when the enemy has broken contact. Companies conduct movement to contact independently or as part of a larger force to locate and defeat the enemy, develop the situation for higher headquarters, or when they lack intelligence, surveillance, and reconnaissance (ISR) assets or when operating in an EW-degraded environment. On contact, company commanders have five options: take offensive action, take defensive action, bypass, delay, or withdraw. (MCRP 3-10A.1, [Infantry Battalion Operations, Ch. 5, p. 5-5](#))

CONDITION: Given supporting attachments operating in a Marine air-ground task force (MAGTF), joint, combined, and/or interagency environment, a higher headquarters' operations order, and commander's guidance.

STANDARD: To create favorable conditions for subsequent tactical tasks, such as forcing the enemy to reveal themselves, develop the combat situation, and maintains the commander's freedom of action after contact is gained. (MCWP 3-01, [Offensive and Defensive Tactics, Ch. 4](#))

EVENT COMPONENTS:

1. Plan the movement to contact
 - a. Allocate resources from higher headquarters to subordinate units
 - b. Determine type of movement to contact to be utilized
 - c. Organize the battlespace
 - d. Organize forces
 - i. Advance guard
 - ii. Main body
 - iii. Connecting files
 - iv. Flank security
 - v. Rear guard
 - vi. Traveling over watch
 - e. Move combat service support (CSS) forward to provide continuous support throughout the attack
 - f. Conduct a rehearsal of concept (ROC)
2. Gain and maintain contact with the enemy
 - a. Conduct intelligence, surveillance, and reconnaissance (ISR)
 - b. Conduct battlefield de-confliction
 - c. Conduct reallocation of resources based on METT-T
 - i. Mission
 - ii. Enemy
 - iii. Terrain and weather
 - iv. Troops and fire support available
 - v. Time
3. Execute actions upon contact
 - a. Deploy forces
 - b. Transmit reports to higher headquarters
 - c. Evaluate and develop situation
 - d. Choose a course of action (COA)
4. Disrupt the enemy

- a. Conduct shaping actions
5. Fix the enemy
 - a. Continue shaping actions
 - b. Continue battlefield coordination
 - c. Continue to reallocate resources
6. Maneuver against the enemy
 - a. Mass combat power at decisive time and place
7. Follow through
 - a. Exploit success
 - b. Re prioritize efforts
 - c. Reallocate assets

PRIMARY REFERENCE:

[MCRP 3-10A.1 Infantry Battalion Operations](#)

SUPPLEMENTARY REFERENCES:

[MCDP 1-0 Marine Corps Operations](#)

[MCWP 3-10 MAGTF Ground Operations](#)

[MCWP 3-01 Offensive and Defensive Tactics](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-MAN-6002 Conduct a Movement to Contact](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------------|------------------------|--------------|-----------|
| Partial | L/S | I-TESS (Individual) | Marine Hours | 3 | N |

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|---|-------------------------|
| A059 Cartridge, 5.56mm Ball M855 10/Clip | 6720 rounds per Platoon |
| A063 Cartridge, 5.56mm Tracer M856 Single Round | 420 rounds per Platoon |
| A064 Cartridge, 5.56mm 4 Ball M855/1 Tracer M856 Linked | 1200 rounds per Platoon |
| A075 Cartridge, 5.56mm Blank M200 Linked | 600 rounds per Platoon |
| A080 Cartridge, 5.56mm Blank M200 Single Round | 3360 rounds per Platoon |
| A151 Cartridge, 7.62mm 4 Ball/1 Tracer Linked | 3200 rounds per Platoon |
| B504 Cartridge, 40mm Green Star Parachute M661 | 5 signals per Platoon |
| B509 Cartridge, 40mm Yellow Smoke Ground Marker M716 | 5 signals per Platoon |
| B535 Cartridge, 40mm White Star Parachute M583/M583A1 | 5 signals per Platoon |
| B647 Cartridge, 60mm Illuminating M721 | 12 round per Section |

| | |
|---|---------------------------|
| BA15 Cartridge, 60mm Target Practice | 12 rounds per Section |
| BA16 Cartridge, 60mm HE M720A1 w/Multi-Option Fuze M734A1 | 12 rounds per Section |
| BA35 Cartridge, 40mm Practice (Day/Night) M1110 | 75 rounds per Platoon |
| C995 Cartridge and Launcher, 84mm M136 AT-4 | 3 rockets per Platoon |
| G811 Grenade, Hand Practice Body M69 | 5 grenades per Platoon |
| G878 Fuze, Hand Grenade Practice M228 w/ Conf Clip | 5 fuzes per Platoon |
| G881 Grenade, Hand Fragmentation M67 w/ Conf Clip | 5 grenades per Platoon |
| G940 Grenade, Hand Green Smoke M18 | 2 grenades per Platoon |
| G945 Grenade, Hand Yellow Smoke M18 | 2 grenades per Platoon |
| G955 Grenade, Hand Violet Smoke M18 | 2 grenades per Platoon |
| G982 Grenade, Hand Smoke TA, M83 | 6 grenades per Platoon |
| HA21 Rocket, 21mm Sub-Caliber M72AS LAW Trainer | 3 rockets per Platoon |
| HA29 Rckt 66mm HE, M72A7, LAW W/GRAZE | 3 rockets per Platoon |
| HX05 Rocket, 83mm Assault MK3 Mod 0 (SMAW) | 1 rocket per Section |
| HX07 Rocket, 83mm HEAA Practice MK7 Mod 0 (SMAW) | 2 rockets per Section |
| J007 Mine, Antipersonnel M18A1 with Non-Elec Mini Shock Tube | 1 per Platoon |
| L305. SIGNAL , ILLUM GRN STAR PARA M19A1/A2 | 1 per Platoon |
| L307 Signal, Illumination Ground White Star Cluster M159 | 1 per Platoon |
| L312 Signal, Illumination Ground White Star Parachute M127A1 | 2 signals per Platoon |
| L314 Signal, Illumination Ground Green Star Cluster M125A1 | 1 per Platoon |
| L594 Simulator, Projectile Ground Burst M115A2 | 2 projectiles per Platoon |
| M131 Cap, Blasting Non-Electric M7 | 2 per Platoon |
| M456 Cord, Detonating PETN Type I Class E | 5 FT per Platoon |
| M670 Fuse, Blasting Time M700 | 5 per Platoon |
| MN08 Igniter, Time Blasting Fuse with Shock Tube Capability M81 | 2 per Platoon |

ORDNANCE NOTES: The ammunition is listed in total quantities per DODIC and represents the maximum allotment for (1) platoon reinforced to train this event to standard.

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17430 Impact Area Dudded
Facility Code 17581 Machine Gun Field Fire Range
Facility Code 17631 Light Antiarmor Weapons Range Live
Facility Code 17670 Mortar Range
Facility Code 17752 Infantry Platoon Battle Course

Facility Code 17936 Close Air Support Range

INF-MAN-5004: Conduct a Relief in Place (RIP)

SUPPORTED MET(S):

[MCT 1.14 Conduct Stability Operations](#)

[MCT 1.6.1 Conduct Offensive Operations](#)

[MCT 1.6.4 Conduct Defensive Operations](#)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

DESCRIPTION: A relief in place (RIP) is an operation in which, by direction of higher authority, all or part of a unit is replaced in an area by the incoming unit and the responsibilities of the replaced elements for the mission and the assigned area of operations are transferred to the incoming unit. A commander conducts a RIP as part of a larger operation, primarily to maintain the combat effectiveness of committed units. The higher headquarters directs when and where to conduct the relief and establishes the appropriate control measures. Normally the relieved unit is in a defensive posture during the relief, even if the purpose of the relief is to resume offensive operations. A relief may also serve to free the relieved unit for other tasks, such as decontamination, reconstitution, routine rest, resupply, maintenance, or specialized training. There are three methods of conducting a relief: sequentially, simultaneously, or staggered. ([MCWP 3-01, Offensive and Defensive Tactics, Ch. 15](#))

CONDITION: As either the stationary or relieving unit, given supporting attachments operating in a Marine air-ground task force (MAGTF), joint, combined, and/or interagency environment, a higher headquarters' operations order, and commander's guidance.

STANDARD: To ensure passage of tactical responsibilities and control of a designated area with minimal disruption in operations. ([MCWP 3-01, Offensive and Defensive Tactics, Ch. 15](#))

EVENT COMPONENTS:

1. Conduct planning for the relief in place (RIP)
 - a. Conduct coordination and planning between
 - i. Higher headquarters
 - ii. Stationary unit
 - iii. Relieving units
 - iv. Supporting units
 - v. Fire support agencies
 - b. Determine method for relief in place
 - c. Organize the force
 - i. Advance party
 - ii. Liaison element
 - d. Establish control measures
 - e. Develop and maintain plan of action and milestone (POA&M)
 - f. Coordinate battle handover (BHO) and passage of command
 - i. Location of BHO and passage of command

- ii. Time for BHO and passage of command
- 2. Prepare for relief in place (RIP)
 - a. Conduct coordination and liaison between representatives of fire support units in support of both units
 - b. Ensure common view of battle space and operation and passage of information
 - i. Co-location of command groups
 - ii. Exchange of liaison personnel at all levels
- 3. Execute relief in place (RIP)
 - a. Keep fire support assets in position throughout the relief of maneuver units ensuring they are prepared to support both units
 - b. Keep liaison personnel in position until the relieving unit has assumed control
 - c. Conduct familiarization and combined operations to ensure relieving unit's readiness to assume mission
 - d. Conduct BHO
 - e. Conduct passage of control
 - f. Execute transfer of authority (TOA) for the area upon agreement by the two commanders and after approval from the higher commander

PRIMARY REFERENCE:

[MCRP 3-10A.2 Infantry Company Operations](#)

SUPPLEMENTARY REFERENCES:

[MCWP 3-01 Offensive and Defensive Tactics](#)

[MCRP 3-10A.1 Marine Infantry Battalion](#)

[MCIP 3-10A.3i Marine Infantry Platoon](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-MAN-6004 Conduct a Relief in Place \(RIP\)](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

Facility Code 17962 MOUT Collective Training Facility (Small)

Facility Code 17963 MOUT Collective Training Facility (Large)

INF-MAN-5006: Conduct an Area Defense

SUPPORTED MET(S):

[MCT 1.14 Conduct Stability Operations](#)

[MCT 1.6.4 MCT 1.6.4 Conduct Defensive Operations](#)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

DESCRIPTION: The area defense is a type of defense in which the bulk of the defending force is disposed in selected tactical localities where the decisive battle is to be fought. Principal reliance is placed on the ability of the forces in the defended localities to maintain their positions and to control the terrain between them. The reserve is used to add depth, to block, or restore the battle position by counterattack. (MCWP 3-01, [Offensive and Defensive Tactics, Ch. 9](#))

CONDITION: Given an assigned sector or battle position to defend as a company that is conducting operations with supporting attachments, a higher headquarters' operations order, and commander's guidance.

STANDARD: To force the attacker to reach a culminating point without achieving their objectives and create the opportunity to shift to the offense in accordance with the commander's intent. (MCDP 1, [Warfighting](#))

EVENT COMPONENTS:

1. Plan the area defense
 - a. Allocate resources
 - b. Determine method for occupying the defense
 - c. Organize battlespace
 - i. Coordinate with higher headquarters
 - ii. Coordinate with adjacent units
 - iii. Coordinate with supporting units
 - iv. Assign defensive sectors
 - v. Establish and organize the reserve force
 - d. Engagement area Development
 - e. Establish priorities of work
2. Gain and maintain contact with the enemy
 - a. Conduct reconnaissance
 - b. Establish security
 - c. Execute preparatory fires
 - d. Conduct battlefield de-confliction
 - e. Reallocate of resources based on METT-T
 - i. Mission
 - ii. Enemy
 - iii. Terrain and weather
 - iv. Troops and fire support available
 - v. Time
3. Maneuver against the enemy
 - a. Mass and concentration combat power at the decisive time and place in the engagement area
 - b. Decision point
 - i. Enemy's intended course of action (COA)
 - ii. Local counter attack
 - iii. Reserve action
 - iv. Shifting the main effort
4. Follow through and counterattack
 - a. Re-prioritize efforts
 - b. Reallocate assets
 - c. Exploit success
 - d. Prepare to counter attack
 - e. Consolidate
 - f. Reorganize forces

PRIMARY REFERENCE:

[MCIP 3-10A.3i Marine Infantry Platoon](#)

SUPPLEMENTARY REFERENCES:

MCDP 1 Warfighting
MCWP 3-01 Offensive and Defensive Tactics

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

INF-MAN-6006 Conduct an Area Defense

INTERNAL SUPPORTING EVENTS:

INF-0317-4004 Provide Offensive Fires
INF-ANTI-4001 Provide Fires
INF-MAN-4006 Conduct a Defense
INF-MAN-4013 Conduct a Patrol
INF-MGUN-4001 Provide Fires
INF-MORT-4001 Provide 81mm Mortar Fires
INF-MORT-4002 Provide 60mm Mortar Fires

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|---|-------------------------|
| A059 Cartridge, 5.56mm Ball M855 10/Clip | 6720 rounds per Platoon |
| A063 Cartridge, 5.56mm Tracer M856 Single Round | 420 rounds per Platoon |
| A064 Cartridge, 5.56mm 4 Ball M855/1 Tracer M856 Linked | 1200 rounds per Platoon |
| A075 Cartridge, 5.56mm Blank M200 Linked | 600 rounds per Platoon |
| A080 Cartridge, 5.56mm Blank M200 Single Round | 3360 rounds per Platoon |
| A151 Cartridge, 7.62mm 4 Ball/1 Tracer Linked | 3200 rounds per Platoon |
| B504 Cartridge, 40mm Green Star Parachute M661 | 5 signals per Platoon |
| B509 Cartridge, 40mm Yellow Smoke Ground Marker M716 | 5 signals per Platoon |
| B535 Cartridge, 40mm White Star Parachute M583/M583A1 | 5 signals per Platoon |
| B647 Cartridge, 60mm Illuminating M721 | 12 rounds per Section |
| BA15 Cartridge, 60mm Target Practice | 12 rounds per Platoon |
| BA16 Cartridge, 60mm HE M720A1 w/Multi-Option Fuze M734A1 | 12 rounds per Section |
| BA35 Cartridge, 40mm Practice (Day/Night) M1110 | 75 rounds per Platoon |
| C995 Cartridge and Launcher, 84mm M136 AT-4 | 3 rockets per Platoon |
| G811 Grenade, Hand Practice Body M69 | 5 grenades per Platoon |
| G878 Fuze, Hand Grenade Practice M228 w/ Conf Clip | 5 fuzes per Platoon |

| | |
|---|---------------------------|
| G881 Grenade, Hand Fragmentation M67 w/ Conf Clip | 5 grenades per Platoon |
| G940 Grenade, Hand Green Smoke M18 | 2 grenades per Platoon |
| G945 Grenade, Hand Yellow Smoke M18 | 2 grenades per Platoon |
| G955 Grenade, Hand Violet Smoke M18 | 2 grenades per Platoon |
| G982 Grenade, Hand Smoke TA, M83 | 6 grenades per Platoon |
| HA21 Rocket, 21mm Sub-Caliber M72AS LAW Trainer | 3 rockets per Platoon |
| HA29 Rckt 66mm HE, M72A7, LAW W/GRAZE | 3 rockets per Platoon |
| HA34 Rckt 83mm HE, SMAW-NE, MK80-0 | 1 rocket per Section |
| HX05 Rocket, 83mm Assault MK3 Mod 0 (SMAW) | 1 rocket per Section |
| HX07 Rocket, 83mm HEAA Practice MK7 Mod 0 (SMAW) | 2 rockets per Section |
| J007 Mine, Antipersonnel M18A1 with Non-Elec Mini Shock Tube | 1 per Platoon |
| L305. SIGNAL , ILLUM GRN STAR PARA M19A1/A2 | 1 per Platoon |
| L307 Signal, Illumination Ground White Star Cluster M159 | 1 per Platoon |
| L312 Signal, Illumination Ground White Star Parachute M127A1 | 2 per Platoon |
| L314 Signal, Illumination Ground Green Star Cluster M125A1 | 1 per Platoon |
| L594 Simulator, Projectile Ground Burst M115A2 | 2 projectiles per Platoon |
| M131 Cap, Blasting Non-Electric M7 | 2 per Platoon |
| M456 Cord, Detonating PETN Type I Class E | 5 FT per Platoon |
| M670 Fuse, Blasting Time M700 | 5 per Platoon |
| MN08 Igniter, Time Blasting Fuse with Shock Tube Capability M81 | 2 per Platoon |

ORDNANCE NOTES: The ammunition is listed in total quantities per DODIC and represents the maximum allotment for (1) platoon reinforced to train this event to standard.

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17430 Impact Area Dudded
Facility Code 17581 Machine Gun Field Fire Range
Facility Code 17631 Light Antiarmor Weapons Range Live
Facility Code 17670 Mortar Range
Facility Code 17752 Infantry Platoon Battle Course

INF-MAN-5007: Conduct Retrograde

SUPPORTED MET(S):

[MCT 1.6.4 Conduct Defensive Operations](#)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

DESCRIPTION: The retrograde is a type of defensive operation that consists of any movement or maneuver of a command to the rear, or away from the enemy. The enemy may force these operations or a commander may execute them voluntarily. In either case, the higher commander of the force executing the operation must approve the retrograde. Retrograde operations are transitional operations; they are not considered in isolation. There are three core methods of conducting a retrograde, a delay, withdrawal, or retirement. There are two unique, associated methods, denial measures and stay behind operations. (MCWP 3-01, [Offensive and Defensive Tactics, Ch. 11](#))

CONDITION: Given an assigned sector or battle position to defend as a company that is conducting operations with supporting attachments, a higher headquarters' operations order, and commander's guidance.

STANDARD: To disengage from operations to preserve the force, avoid combat under undesirable conditions, or to reposition forces to create a more favorable environment for a resumption of operations. (MCWP 3-01, [Offensive and Defensive Tactics, Ch. 11](#))

EVENT COMPONENTS:

1. Conduct planning
 - a. Determine method of retrograde
 - b. Organize forces
 - i. Main effort
 - ii. Supporting efforts
 - c. Establish control measures
 - d. Establish decision points
 - i. Retrograde criteria
2. Prepare for retrograde
 - a. Conduct intelligence, surveillance, reconnaissance (ISR)
 - b. Conduct battlefield de confliction and reallocation of resources based on METT-T
 - i. Mission
 - ii. Enemy
 - iii. Terrain and weather
 - iv. Troops and fire support available
 - v. Time
 - c. Maintain contact with the enemy
 - d. Prepare positions
 - e. Conduct rehearsals
3. Execute Retrograde
 - a. Employ security force
 - b. Position reserve force
 - c. Move main body
 - d. Coordinate passage of control
 - e. Coordinate linkup and passage of lines
 - f. Continue battlefield coordination
 - g. Reallocate resources
 - h. Transition to the offense
 - i. Reconstitute the defense

PRIMARY REFERENCE:

[MCWP 3-01 Offensive and Defensive Tactics](#)

SUPPLEMENTARY REFERENCES:

MCRP 3-10A.2 Infantry Company Operations
MCIP 3-10A.3i Marine Infantry Platoon

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

INF-MAN-6007 Conduct Retrograde

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17430 Impact Area Dudded
Facility Code 17752 Infantry Platoon Battle Course

INF-MAN-5008: Conduct a Passage of Lines

SUPPORTED MET(S):

MCT 1.6.1 Conduct Offensive Operations
MCT 1.6.4 Conduct Defensive Operations

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

DESCRIPTION: Passage of lines is an operation in which a force moves forward or rearward through another force's combat positions with the intention of moving into or out of contact with the enemy. A passage may be designated as a forward or rearward passage of lines. A commander conducts a passage of lines to continue an attack or conduct a counterattack, retrograde security or main battle forces, and anytime one unit cannot bypass another unit's position. Commanders conduct a passage of lines to sustain the tempo of an offensive operation by passing fresh units forward, to free a unit for another mission or task, to pass counterattack forces forward, and to maintain an effective defense by passing the battle from one element to another. (MCWP 3-01, [Offensive and Defensive Tactics, Ch. 16](#))

CONDITION: As either the moving or stationary unit, given supporting attachments operating in a Marine air-ground task force (MAGTF), joint, combined, and/or interagency environment, a higher headquarters' operations order, and commander's guidance.

STANDARD: To maintain operational tempo, maintain contact with the enemy, prevent enemy interference, maintain close coordination, control measures, positive control and create the conditions necessary for both forces to successfully complete their missions. (MCWP 3-01, [Offensive and Defensive Tactics, Ch. 16](#))

EVENT COMPONENTS:

1. Conduct Planning
 - a. Conduct coordination and planning between

- i. Higher headquarters
 - ii. Moving unit
 - iii. Stationary units
 - iv. Supporting units
 - v. Fire support agencies
 - b. Determine type of passage
 - c. Organize forces
 - i. Guides
 - ii. Security
 - d. Establish control measures
 - i. Area of operation (AO)
 - ii. Assembly area (AA)
 - iii. Contact points
 - iv. Passage points
 - v. Check points
 - vi. Passage lanes
 - vii. Primary routes
 - viii. Alternate routes
 - e. Allocate terrain for use by the passing force
 - f. Coordinate time and place for battle handover (BHO)
- 2. Prepare
 - a. Conduct detailed coordination between
 - i. Higher headquarters
 - ii. Moving unit
 - iii. Stationary units
 - iv. Supporting units
 - v. Fire support agencies
 - b. Open obstacles
 - c. Common tactical picture (CTP) should display status of:
 - i. Command and control
 - ii. Maneuver
 - iii. Fire support
 - iv. Force protection
 - v. Intelligence
 - vi. Logistics
 - vii. Information operations
 - d. Establish and coordinate communication plan
 - i. Call signs
 - ii. Frequencies
 - iii. Long-range recognition symbols
 - iv. Short-range recognition symbols
 - v. Vehicle markings
- 3. Execute passage of lines
 - a. Keep fire support assets in position throughout the passage, ensuring they are prepared to support both units
 - b. Keep liaison personnel and guides in position until control is passed
 - c. Conduct familiarization to ensure passing unit readiness to assume mission
 - d. Ensure combat service support (CSS) for the passing unit is provided by the stationary unit
 - i. Class III (Petroleum Supply)
 - ii. Class V (Ammunition)
 - iii. VII (Medical Supply)
 - e. Deploy into combat formations
 - f. Conduct battle handover (BHO)

PRIMARY REFERENCE:

MCIP 3-10A.3i Marine Infantry Platoon

SUPPLEMENTARY REFERENCES:

MCWP 3-01 Offensive and Defensive Tactics
MCRP 3-10A.2 Infantry Company Operations
MCRP 3-10A.1 Marine Infantry Battalion

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

INF-MAN-6008 Conduct a Passage of Lines

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17962 MOUT Collective Training Facility (Small)
Facility Code 17963 MOUT Collective Training Facility (Large)

INF-MAN-5009: Conduct Exploitation

SUPPORTED MET(S):

MCT 1.6.1 Conduct Offensive Operations
MCT 1.6.4 Conduct Defensive Operations

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

DESCRIPTION: An exploitation is an offensive operation following a successful attack that is designed to disorganize the enemy in depth. It capitalizes on the success of an attack by preventing the enemy from disengaging, withdrawing, and reestablishing an effective defense. Exploitations seek to disintegrate enemy forces to the point where they have no alternative but surrender or take flight. Exploitations must be relentless to prevent the enemy from reestablishing an effective defense and therefore place necessary, but great, demands on the endurance of Marines and equipment. (MCWP 3-01, [Offensive and Defensive Tactics, Ch. 6](#))

CONDITION: Given supporting attachments operating in a Marine air-ground task force (MAGTF), joint, combined, and/or interagency environment, a higher headquarters' fragmentary operations order, commander's guidance and an enemy force in retrograde.

STANDARD: To maintain pressure on the enemy, compound and take advantage of the enemy's disorganization, shatter the enemy's will to resist, and seize decisive or key terrain. (MCWP 3-01, [Offensive and Defensive Tactics, Ch. 6](#))

EVENT COMPONENTS:

1. Conduct planning
 - a. Allocate resources
 - b. Establish the exploitation force

- c. Organize the battlespace
- d. Organize forces
- e. Move combat service support (CSS) forward to provide continuous support throughout the exploitation
- f. Conduct rehearsal of concepts (ROC) drill
2. Conduct an attack (see [INF-MAN-5001 Conduct an Attack](#))
3. Execute an exploitation
 - a. Issue fragmentary order
 - b. Re prioritize assets
 - c. Reallocate assets
 - d. Execute by-pass criteria
 - e. Gain and maintain contact with the enemy
 - f. Disrupt the enemy
 - g. Fix the enemy
 - h. Maneuver
 - i. Follow through/transition

PRIMARY REFERENCE:

[MCWP 3-01 Offensive and Defensive Tactics](#)

SUPPLEMENTARY REFERENCES:

[MCRP 3-10A.2 Infantry Company Operations](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-MAN-6009 Conduct Exploitation](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17420 Maneuver/Training Area, Heavy Forces

INF-MAN-5010: Conduct a Linkup

SUPPORTED MET(S):

[MCT 1.12.1 Conduct Amphibious Operations](#)
[MCT 1.14 Conduct Stability Operations](#)
[MCT 1.6.1 Conduct Offensive Operations](#)
[MCT 1.6.4 Conduct Defensive Operations](#)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

DESCRIPTION: A linkup is an operation that entails the meeting of friendly ground forces. Infantry platoons can conduct linkups semi-independently, or as part of a company operation. When conducting a linkup, one of the units must be stationary. If both are moving, one occupies temporary stationary positions to conduct the linkup. The higher headquarters directing the linkup dictates command relationships. Linkup operations may be conducted for the following reasons: Advancing forces reach an objective area previously secured by air assault or infiltrating forces, units conduct coordination for a relief in place, cross-attached units move to join their new organization, a unit moves forward to conduct a follow and support or follow and assume mission, a unit moves to assist an encircled force, units converge on the same objective during an attack, or a unit is conducting conduct a passage of lines. (MCRP 3-10A.2, [Infantry Company Operations, Ch. 11, p. 11-20](#))

CONDITION: Given a unit, an operations order, linkup point(s), and while serving as either the moving or stationary unit.

STANDARD: To ensure the safe, expeditious and efficient linkup of units. (MCRP 3-10A.2, [Infantry Company Operations, Ch. 11, p. 11-20](#))

EVENT COMPONENTS:

1. Conduct planning
 - a. Conduct coordination and planning between
 - i. Higher headquarters
 - ii. Moving unit
 - iii. Stationary unit
 - iv. Supporting units
 - v. Fire support agencies
 - b. Organize the force
 - i. Guides
 - ii. Security
 - c. Establish control measures
 - d. Coordinate and identify
 - i. Linkup time
 - ii. Linkup location
2. Prepare for linkup
 - a. Conduct detailed coordination between
 - i. Higher headquarters
 - ii. Moving unit
 - iii. Stationary unit
 - iv. Supporting units
 - v. Fire support agencies
 - b. Pass current status and disposition of:
 - i. Command and control
 - ii. Fires
 - iii. Maneuver
 - iv. Intelligence
 - v. Logistics
 - vi. Force protection
 - vii. Information operations
 - c. Employ all means to ensure common view of battle space and operation and passage of information
 - d. Confirm
 - i. Communication plan
 - ii. Call signs
 - iii. Frequencies
 - iv. Long-range recognition and symbols

- v. Short-range recognition symbols
 - vi. Vehicle markings
3. Execute the linkup
- a. Maintain a clear understanding of who is exercising tactical control throughout the linkup
 - b. Move to the contact point
 - c. Moving unit initiates far recognition signal
 - d. Stationary units responds with far recognition signal
 - e. Stationary unit initiates near recognition signal
 - f. Moving unit responds with near recognition signal
 - g. Confirm position of both units
 - h. Exchange guides and liaisons
 - i. Conduct joint reconnaissance
 - j. Transition to follow-on operations

PRIMARY REFERENCE:

[MCIP 3-10A.3i Marine Infantry Platoon](#)

SUPPLEMENTARY REFERENCES:

[MCRP 3-10A.2 Infantry Company Operations](#)

[MCRP 3-10A.1 Marine Infantry Battalion](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-MAN-6010 Conduct a Linkup](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

Facility Code 17962 MOUT Collective Training Facility (Small)

Facility Code 17963 MOUT Collective Training Facility (Large)

INF-MAN-5011: Breach an Obstacle

SUPPORTED MET(S):

[MCT 1.6.1 Conduct Offensive Operations](#)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

DESCRIPTION: A breach is to break through or secure a passage through an obstacle. A breach is a synchronized combined arms activity under the control of the maneuver commander conducted to allow maneuver through an obstacle. Breaching operations begin when friendly forces detect an obstacle and begin to apply the breaching fundamentals, and they end when battle handover has occurred between follow-on forces and a unit conducting the breaching operation. Breaching involves the employment of tactics and techniques to advance an attacking force to the far side of an obstacle that is covered by fire. One of the most difficult combat tasks that a force can encounter. Most combined arms breaching is conducted by a battalion-size task force as a tactical mission. Normally, as battalion executes a breach and the company teams are assigned as support, breach, and assault force. (MCTP 3-34A, [Combined Arms Mobility Operations](#))

CONDITION: Given supporting attachments operating in a Marine air-ground task force (MAGTF), joint, combined, and/or interagency environment, a higher headquarters' operations order, and commander's guidance for a unit performing tactical operations, an obstacle that cannot be bypassed, and breaching materials.

STANDARD: To reduce the obstacle, assault through the breach site, and continue the attack with minimal delay. (MCTP 3-34A, [Combined Arms Mobility Operations](#))

EVENT COMPONENTS:

1. Conduct planning for obstacle breaching
 - a. Organize the force
 - i. Support element
 - ii. Breach element
 - iii. Assault element
 - b. Identify primary and alternate reduction means
 - c. Identify primary and alternate breach points
 - d. Identify the axis of advance for all elements
 - e. Develop a fire support plan
 - f. Develop suppress, obscure, secure, and reduce (SOSR) plan
 - g. Conduct a combined arms rehearsal (CAR)
2. Prepare to breach obstacles
 - a. Position forces
 - i. Support by fire position
 - b. Deploy forces
 - c. Execute shaping actions
 - d. Commence the attack
3. Execute obstacle breach
 - a. Command and control (C2)
 - i. Synchronize kinetic and non-kinetic fires
 - ii. Prioritize and allocate resources
 - b. Support element
 - i. Suppress the enemy to protect breach and assault element
 - ii. Fix enemy forces in position
 - c. Breach Element
 - i. Provide near side security
 - ii. Reduce lanes in obstacle
 - iii. Provide local security
 - iv. Provide internal suppression
 - v. Mark and report breach lanes
 - vi. Assist in passage of assault force through lanes
 - d. Assault Element

- i. Seize far side objective
 - ii. Reduce protective obstacles
 - iii. Prevent enemy direct fire from interfering with follow on forces
 - iv. Provide clear routes for follow on forces
 - v. Conduct battle handover with follow on forces
- 4. Transition
 - a. Consider decision points

PRIMARY REFERENCE:

[MCTP 3-34A Combined Arms Mobility Operations](#)

SUPPLEMENTARY REFERENCES:

[MCTP 3-10F Fire Support Coordination in the Ground Combat Element](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-MAN-6011 Conduct Obstacle Breaching](#)

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|---|------------------------|
| J007 Mine, Antipersonnel M18A1 with Non-Elec Mini Shock Tube | 2 per Platoon |
| M023 Charge, Demolition Block M112 1-1/4 pound C-4 | 16 charges per Platoon |
| M028 Demolition Kit, Bangalore Torpedo M1A2 | 1 charges per Platoon |
| M032 Charge, Demolition Block TNT 1-Pound | 2 charges per Platoon |
| M130 Cap, Blasting Electric M6 | 50 per Platoon |
| M131 Cap, Blasting Non-Electric M7 | 50 per Platoon |
| M456 Cord, Detonating PETN Type I Class E | 100 FT per Platoon |
| M670 Fuse, Blasting Time M700 | 50 FT per Platoon |
| M757 Charge, Assembly Demolition M183 Comp C-4 | 1 per Platoon |
| MN08 Igniter, Time Blasting Fuse with Shock Tube Capability M81 | 50 FT per Platoon |
| MN79 Mine, Antipersonnel Obstacle Breaching System MK7 Mod 1 | 1 per Platoon |
| MN88 Cap, Blasting, Non-Electric, M21 w/ 500 ft. Minitube | 50 FT per Platoon |

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17752 Infantry Platoon Battle Course
Facility Code 17760 MOUT Assault Course (MAC)
Facility Code 17962 MOUT Collective Training Facility (Small)
Facility Code 17963 MOUT Collective Training Facility (Large)

INF-MAN-5012: Conduct a Cordon and Search

SUPPORTED MET(S):

MCT 1.14 Conduct Stability Operations
MCT 1.6.1 Conduct Offensive Operations

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

DESCRIPTION: Cordon and search operations isolate a target area and search suspected buildings and areas to capture or destroy possible insurgents/contraband. They may be conducted in any type of environment and the principles remain the same whether in a jungle or in a city. Cordon and search operations are by no means limited to, but often are associated with, clear-in-zone actions conducted during clear-hold-build counter-insurgency (COIN) operations.

Depending on the threat and the accuracy of intelligence leading to the operation, a cordon and search may appear similar to a movement to contact, raid, deliberate attack, or area reconnaissance. The cordon and search consists of five phases: planning and reconnaissance, movement to the objective area, cordon, actions on the objective, and withdrawal. (MCRP 3-10A.2, [Infantry Company Operations, Ch. 11, p. 11-9](#))

CONDITION: Given attachments, a mission, commander's intent, and an objective area.

STANDARD: To capture or kill targeted persons, seize and/or destroy arms, explosives, supplies, documents, build information and the intelligence picture, deprive the enemy sanctuary, disrupt enemy activity, reduce or eliminate enemy influence on the population, and gain and maintain initiative. (MCRP 3-10A.2, [Infantry Company Operations, Ch.11, p. 11-9](#))

EVENT COMPONENTS:

1. Conduct planning
 - a. Task Organize forces
 - i. Command element
 - ii. Support
 - iii. Search/assault element
 - iv. Security element
 - v. Special teams
 - b. Conduct intelligence, surveillance, and reconnaissance
 - c. Select route to objective
 - d. Select method of approach to the objective
 - e. Develop fire support plan
 - f. Conduct rehearsal of concepts
2. Move to the objective area
 - a. Continue intelligence, surveillance, and reconnaissance (ISR) of the objective
 - b. Conduct battlefield de confliction and reallocation of resources based on METT-T
 - i. Mission
 - ii. Enemy
 - iii. Terrain and weather
 - iv. Troops and fire support available
 - v. Time

- c. Employ security measures
 - i. Active measures
 - ii. Passive measures
- d. Conduct shaping actions and set conditions
- 3. Establish cordons
 - a. Establish inner cordon to prevent enemy escape and provide security
 - b. Establish outer cordon to isolate objective area through containment and interdiction
 - c. Secure ingress and egress routes
- 4. Conduct actions on the objective
 - a. Make entry into the structure
 - b. Conduct breach if necessary
 - c. Search objective area
 - d. Assemble occupants
 - e. Consolidate evidence
 - f. Conduct detainee handling as necessary
- 5. Execute withdrawal from objective
 - a. Maintain security posture
 - b. Assault force exits objective area
 - c. Collapse inner cordon
 - d. Collapse outer cordon
 - e. Conduct accountability
 - f. Transport detainees
 - g. Consolidate forces

PRIMARY REFERENCE:

[MCRP 3-10A.2 Infantry Company Operations](#)

SUPPLEMENTARY REFERENCES:

[MCIP 3-10A.3i: Marine Rifle Platoon](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-MAN-6012 Conduct a Cordon and Search](#)

INTERNAL SUPPORTING EVENTS:

[INF-MAN-4012 Conduct a Cordon and Search](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17752 Infantry Platoon Battle Course
Facility Code 17962 MOUT Collective Training Facility (Small)
Facility Code 17963 MOUT Collective Training Facility (Large)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

Note: Compared to a raid, this event is less kinetic, and oriented more on protecting the people rather than the raid which is oriented on destruction of the enemy or enemy capabilities.

INF-MAN-5013: Conduct Patrolling Operations

SUPPORTED MET(S):

[MCT 1.12.1 Conduct Amphibious Operations](#)
[MCT 1.14 Conduct Stability Operations](#)
[MCT 1.6.1 Conduct Offensive Operations](#)
[MCT 1.6.4 Conduct Defensive Operations](#)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

DESCRIPTION: A patrol is a detachment of ground, sea or air forces sent out for the purpose of gathering information or carrying out a destructive, harassing, mopping-up or security mission. The mission to conduct a patrol may be given to a fire team, squad, platoon or company. Patrols are an important means of gaining this information and are used to destroy enemy installations, capture enemy personnel, perform security missions or prevent the enemy from gaining information. Company leadership at all levels must conduct focused training, inspect preparations, judge operational effectiveness, and base corrections on the tenets of successful patrolling. The two types of patrols are reconnaissance and combat. ([MCRP 3-10A.2, Infantry Company Operations, Ch. 8](#))

CONDITION: The platoon has received an operations order or fragmentary order tasking them to conduct patrolling operations. Additional maneuver sustainment assets and supporting arms may be available.

STANDARD: To gain information, destroy enemy installations, capture enemy personnel, perform security missions or prevent the enemy from gaining information. ([MCRP 3-10A.2, Infantry Company Operations, Ch. 8](#))

EVENT COMPONENTS:

1. Plan for patrolling operations
 - a. Determine type of patrol and means of movement
 - b. Allocate resources to subordinates
 - c. Identify special equipment requirements
 - d. Organize forces
 - e. Organize the battlespace
 - i. Higher headquarters
 - ii. Adjacent units
 - iii. Supporting units
 - iv. Reserve force
 - f. Develop planning products
 - i. Intelligence preparation of the battlefield (IPB)
 - ii. Patrol plan
 - iii. Intelligence, surveillance, and reconnaissance (ISR) plan
 - iv. Fire support plan
 - v. Maneuver plan
 - vi. Contingency plans
 - g. Plan for patrol base operations
 - h. Plan patrol base operations
 - i. Establish priorities of work
2. Prepare for patrolling operations
 - a. Conduct reconnaissance

- b. Conduct security operations
- c. Execute preparatory fires
- d. Conduct battlefield de confliction
- e. Reallocate resources
- f. Prep for combat
 - i. Conduct rehearsals
 - ii. Rehearse immediate action (IA) drills
 - iii. Conduct pre-combat inspections (PCI)
 - iv. Conduct pre-combat checks (PCC)
- 3. Execute patrolling operations
 - a. Maintain security
 - b. Gain and maintain enemy contact
 - c. Transmit reports to support the common tactical picture (CTP) and common operational picture (COP)
 - d. Conduct passage of lines
- 4. Assess patrolling operations
 - a. Conduct patrol debriefs
 - b. Integrate tactical lessons observed and learned

PRIMARY REFERENCE:

[MCRP 3-10A.2 Infantry Company Operations](#)

SUPPLEMENTARY REFERENCES:

[MCTP 3-01A Scouting and Patrolling](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-MAN-6003 Conduct Security Operations](#)
[INF-MAN-6006 Conduct an Area Defense](#)
[INF-MAN-6013 Conduct Patrolling Operations](#)

INTERNAL SUPPORTING EVENTS:

[INF-MAN-4013 Conduct a Patrol](#)

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|---|-------------------------|
| A075 Cartridge, 5.56mm Blank M200 Linked | 800 rounds per Platoon |
| A080 Cartridge, 5.56mm Blank M200 Single Round | 9660 rounds per Platoon |
| A111 Cartridge, 7.62mm Blank M82 Linked | 5600 rounds per Platoon |
| B504 Cartridge, 40mm Green Star Parachute M661 | 5 per Platoon |
| B509 Cartridge, 40mm Yellow Smoke Ground Marker M716 | 5 per Platoon |
| B535 Cartridge, 40mm White Star Parachute M583/M583A1 | 5 per Platoon |
| B647 Cartridge, 60mm Illuminating M721 | 6 rounds per Section |
| BA15 Cartridge, 60mm Target Practice | 12 rounds per Section |
| BA35 Cartridge, 40mm Practice (Day/Night) M1110 | 30 rounds per Platoon |
| G811 Grenade, Hand Practice Body M69 | 3 grenades per Platoon |

| | |
|--|---------------------------|
| G878 Fuze, Hand Grenade Practice M228 w/ Conf Clip | 3 fuzes per Platoon |
| G940 Grenade, Hand Green Smoke M18 | 3 grenades per Platoon |
| G945 Grenade, Hand Yellow Smoke M18 | 3 grenades per Platoon |
| G955 Grenade, Hand Violet Smoke M18 | 3 grenades per Platoon |
| G982 Grenade, Hand Smoke TA, M83 | 3 grenades per Platoon |
| L305. SIGNAL , ILLUM GRN STAR PARA M19A1/A2 | 2 per Platoon |
| L307 Signal, Illumination Ground White Star Cluster M159 | 2 per Platoon |
| L312 Signal, Illumination Ground White Star Parachute M127A1 | 2 per Platoon |
| L314 Signal, Illumination Ground Green Star Cluster M125A1 | 4 per Platoon |
| L594 Simulator, Projectile Ground Burst M115A2 | 5 projectiles per Platoon |

ORDNANCE NOTES: The ammunition is listed in total quantities per DODIC and represents the maximum allotment for (1) platoon reinforced to train this event to standard.

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17670 Mortar Range
Facility Code 17752 Infantry Platoon Battle Course
Facility Code 17962 MOUT Collective Training Facility (Small)
Facility Code 17963 MOUT Collective Training Facility (Large)

INF-MAN-5014: Establish a Support by Fire Position

SUPPORTED MET(S):

[MCT 1.14 Conduct Stability Operations](#)
[MCT 1.6.1 Conduct Offensive Operations](#)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

DESCRIPTION: The purpose of a support by fire position is to support the maneuver of another force by using direct fires to suppress or neutralize enemy positions capable of affecting the maneuver force. Support by fire positions are located within the maximum friendly direct fire range of the enemy, in a manner that prevents being masked by friendly maneuver, and properly de-conflicted from other elements of battlespace geometry. Support by fire positions are often located on the flank of the assault force, elevated above the objective if possible. Support by fire positions are rarely applicable to units larger than company size. ([MCWP 3-01, Offensive and Defensive Tactics, Ch. 3, p. 3-10](#))

CONDITION: The platoon has received an order to conduct support by fire in support of a maneuvering element. Additional maneuver sustainment assets and supporting arms may be available. The platoon has received guidance on the rules of engagement.

STANDARD: To afford direct and indirect fire that will allow a maneuvering element to close with and assault an objective occupied by an enemy unit.

EVENT COMPONENTS:

1. Reconnoiter the tentative support by fire position(s)
2. Conduct planning
3. Conduct fire support planning
4. Coordinate with adjacent units
5. Task organize forces
6. Integrate attachments
7. Conduct assembly area actions
8. Prepare for operations
9. Integrate fires
10. Execute command and control
11. Occupy support by fire position(s)
12. Improve positions
13. Conduct tactical logistics
14. Execute the signal plan
15. Deliver supporting fires
16. Determine effects of fires on target(s)
17. Adjust supporting fires
18. Displace, as necessary
19. Consolidate

PRIMARY REFERENCE:

[MCIP 3-10A.3i Marine Infantry Platoon](#)

SUPPLEMENTARY REFERENCES:

[MCRP 3-10A.2 Infantry Company Operations](#)

[MCTP 3-01C Machine Guns and Machine Gun Gunnery](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-MAN-6001 Conduct an Attack](#)

[INF-MAN-6014 Establish a Support by Fire Position](#)

INTERNAL SUPPORTING EVENTS:

[INF-MAN-4014 Support by Fire](#)

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|--|----------------------------|
| A059 Cartridge, 5.56mm Ball M855 10/Clip | 6720 rounds per Platoon |
| A063 Cartridge, 5.56mm Tracer M856 Single Round | 420 rounds per Platoon |
| A064 Cartridge, 5.56mm 4 Ball M855/1 Tracer M856 Linked | 1200 rounds per Platoon |

| | |
|---|---------------------------|
| A075 Cartridge, 5.56mm Blank M200 Linked | 600 rounds per Platoon |
| A080 Cartridge, 5.56mm Blank M200 Single Round | 3360 rounds per Platoon |
| A151 Cartridge, 7.62mm 4 Ball/1 Tracer Linked | 3200 rounds per Platoon |
| B504 Cartridge, 40mm Green Star Parachute M661 | 5 signals per Platoon |
| B509 Cartridge, 40mm Yellow Smoke Ground Marker M716 | 5 signals per Platoon |
| B535 Cartridge, 40mm White Star Parachute M583/M583A1 | 5 signals per Platoon |
| BA15 Cartridge, 60mm Target Practice | 12 rounds per Platoon |
| BA35 Cartridge, 40mm Practice (Day/Night) M1110 | 75 rounds per Platoon |
| C995 Cartridge and Launcher, 84mm M136 AT-4 | 3 rockets per Platoon |
| G811 Grenade, Hand Practice Body M69 | 5 grenades per Platoon |
| G878 Fuze, Hand Grenade Practice M228 w/ Conf Clip | 5 fuzes per Platoon |
| G881 Grenade, Hand Fragmentation M67 w/ Conf Clip | 5 grenades per Platoon |
| G940 Grenade, Hand Green Smoke M18 | 2 grenades per Platoon |
| G945 Grenade, Hand Yellow Smoke M18 | 2 grenades per Platoon |
| G955 Grenade, Hand Violet Smoke M18 | 2 grenades per Platoon |
| G982 Grenade, Hand Smoke TA, M83 | 6 grenades per Platoon |
| HA21 Rocket, 21mm Sub-Caliber M72AS LAW Trainer | 3 rockets per Platoon |
| HA29 Rckt 66mm HE, M72A7, LAW W/GRAZE | 3 rockets per Platoon |
| HA34 Rckt 83mm HE, SMAW-NE, MK80-0 | 1 rocket per Section |
| HX05 Rocket, 83mm Assault MK3 Mod 0 (SMAW) | 1 rocket per Section |
| HX07 Rocket, 83mm HEAA Practice MK7 Mod 0 (SMAW) | 2 rockets per Section |
| J007 Mine, Antipersonnel M18A1 with Non-Elec Mini Shock Tube | 1 per Platoon |
| L305. SIGNAL , ILLUM GRN STAR PARA M19A1/A2 | 1 per Platoon |
| L307 Signal, Illumination Ground White Star Cluster M159 | 1 per Platoon |
| L312 Signal, Illumination Ground White Star Parachute M127A1 | 2 per Platoon |
| L314 Signal, Illumination Ground Green Star Cluster M125A1 | 1 per Platoon |
| L594 Simulator, Projectile Ground Burst M115A2 | 2 projectiles per Platoon |
| M131 Cap, Blasting Non-Electric M7 | 2 per Platoon |
| M456 Cord, Detonating PETN Type I Class E | 5 FT per Platoon |
| M670 Fuse, Blasting Time M700 | 5 per Platoon |
| MN08 Igniter, Time Blasting Fuse with Shock Tube Capability M81 | 2 per Platoon |

ORDNANCE NOTES: The ammunition is listed in total quantities per DODIC and represents the maximum allotment for (1) platoon reinforced to train this event to standard.

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17581 Machine Gun Field Fire Range
Facility Code 17752 Infantry Platoon Battle Course

INF-MAN-5015: Detain Personnel

SUPPORTED MET(S):

[MCT 1.12.1 Conduct Amphibious Operations](#)
[MCT 1.14 Conduct Stability Operations](#)
[MCT 1.6.1 Conduct Offensive Operations](#)
[MCT 1.6.4 Conduct Defensive Operations](#)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

DESCRIPTION: The detainee handling team is responsible for searching, transporting, and safeguarding captured enemy personnel. Personnel must have a thorough understanding of the procedures involved with searching, segregating, silencing, speed, safeguarding, and tagging of detained individuals, as well as the detainee handling plan outlined in the patrol order. The team should carry special equipment to assist them in the execution of these duties (e.g., flexi-cuffs, cameras, evidence bags, and tags for the documentation of captured materials). ([MCRP 3-10A.4, Marine Rifle Squad, p. 95](#))

CONDITION: Given a unit, an order, and apprehended personnel.

STANDARD: To ensure safe and expeditious handling of detainees in accordance with the laws of armed conflict. ([MCRP 3-10A.4, Marine Rifle Squad, p. 95](#))

EVENT COMPONENTS:

1. Search detainees
 - a. Weapons
 - b. Ammunition
 - c. Items of intelligence value
 - d. All clothing to include shoes
 - e. Exempt nothing from the search
2. Tag detainees with a DD Form 2745 (Capture Tag) or a field-expedient capture tag that includes:
 - a. Date of capture
 - b. Time of capture
 - c. Capturing unit
 - d. Location of capture (grid coordinates)
 - e. Special circumstances of capture
 - f. List all documents and items on their person at the time of capture
3. Photograph scenes of intelligence value

4. Inventory and collect all items removed
5. Report personnel detained to higher headquarters
6. Evacuate to a detainee collection point
7. Segregate detainees based upon:
 - a. Perceived status
 - b. Authority
 - c. Position
 - d. Gender
 - e. Age
8. Safeguard detainees
9. Complete documentation

PRIMARY REFERENCE:

MCRP 3-10A.4 Marine Rifle Squad

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

INF-INT-6001 Conduct Intelligence Functions

INF-MAN-6012 Conduct a Cordon and Search

INF-STAB-6001 Establish Civil Security

INF-STAB-6002 Establish Civil Control

INF-STAB-6004 Support Disarmament, Demobilization, and Reintegration

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

EQUIPMENT: Detainee kits

INF-MAN-5016: Conduct Casualty Evacuation

SUPPORTED MET(S):

MCT 1.12.1 Conduct Amphibious Operations

MCT 1.14 Conduct Stability Operations

MCT 1.6.1 Conduct Offensive Operations

MCT 1.6.4 Conduct Defensive Operations

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

DESCRIPTION: Conduct triage, assessment, treatment and evacuation of casualties. Medical care shall be within current standards set forth by the Committee on Tactical Combat Casualty Care Guidelines for Medical Providers. Be prepared for contingencies in which casualty evacuation timelines may be delayed. (MCRP 3-10A.2, [Infantry Company Operations](#))

CONDITION: Given a unit with a corpsman, an order, and casualties.

STANDARD: To treat and evacuate casualties in a timely manner with minimal interruption to the mission, while maintaining accountability. (MCRP 3-10A.2, [Infantry Company Operations](#))

EVENT COMPONENTS:

1. Establish security
2. Report casualty to the next higher echelon
 - a. Coordination for transport
3. Move casualties to safe area
4. Provide Tactical Combat Casualty Care (TCCC)
5. Conduct triage in case of multiple casualties
6. Coordinate evacuation transport
7. Initiate prolonged field care measures in case of delayed casualty evacuation
8. Move casualties to transport
9. Submit reports
 - a. Accountability

PRIMARY REFERENCE:

[MCRP 3-10A.2 Infantry Company Operations](#)

SUPPLEMENTARY REFERENCES:

[MCRP 3-10A.4 Marine Rifle Squad](#)
[Committee on Tactical Combat Casualty Care Guidelines for Medical Providers](#)
[Joint Trauma System Pre-hospital / Enroute Clinical Practice Guidelines](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-LOG-6001 Conduct Tactical Logistics](#)

INTERNAL SUPPORTING EVENTS:

[INF-MAN-4016 Conduct Casualty Evacuation](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17962 MOUT Collective Training Facility (Small)
Facility Code 17963 MOUT Collective Training Facility (Large)

INF-MGUN-5001: Provide Fires

SUPPORTED MET(S):

[MCT 1.6.1 Conduct Offensive Operations](#)
[MCT 1.6.4 Conduct Defensive Operations](#)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

READINESS-CODED: NO

DESCRIPTION: Properly employed, the machinegun platoon provides a high volume of accurate fire in support of the infantry in the offense and defense. In the offense the machinegun platoon can add firepower to the assault but is often best employed to suppress or neutralize crew served weapons or enemy personnel from a support by fire position. In the defense the long range, close defensive and final protective fires of the machinegun platoon provides an integral piece of the defensive scheme against enemy infantry attack. ([MCTP 3-01C, Machineguns and Machinegun Gunnery](#))

The four roles of the machinegun in the offense are; flank protective fires, close supporting fires, long range fires, and fires in support of consolidation.

The three roles of machineguns in the defense are; long range fires, close defensive fires, and final protective fires.

CONDITION: Given a machinegun section or squad, an operations order, and a supported unit's scheme of maneuver; while motorized, mechanized, or dismounted; during daylight or limited visibility.

STANDARD: Support unit's scheme of maneuver and achieve desired effects on the enemy in accordance with the commander's intent.

EVENT COMPONENTS:

1. Plan to provide fires
 - a. Allocate resources from higher headquarters to subordinates
 - b. Organize forces
 - i. Supported unit may form combined anti-armor teams (CAAT)
 - ii. Unit can be mounted or dismounted
 - iii. Engagement criteria and target precedence must be received within the operations order
 - c. Plan occupation of firing position(s)
 - d. Conduct rehearsal of concept
2. Gain and maintain contact with the enemy
 - a. Conduct intelligence, surveillance, and reconnaissance (ISR)
 - b. Conduct battlefield deconfliction
 - c. Reallocate resources
3. Disrupt the enemy
 - a. Set conditions for supported unit's maneuver
4. Fix the enemy
 - a. Maintain distribution of fires
 - b. Continue battlefield coordination
 - c. Continue reallocation of resources
5. Follow through
 - a. Conduct exploitation
 - b. Reprioritize assets
 - c. Reallocate assets

PRIMARY REFERENCE:

[MCTP 3-01C Machine Guns and Machine Gun Gunnery](#)

SUPPLEMENTARY REFERENCES:

[MCIP 3-10A.3i Marine Infantry Platoon \(Appendix G\)](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

INF-FP-6001 Conduct Force Protection
INF-MAN-6001 Conduct an Attack
INF-MAN-6002 Conduct a Movement to Contact
INF-MAN-6003 Conduct Security Operations
INF-MAN-6006 Conduct an Area Defense
INF-MAN-6007 Conduct Retrograde
INF-MAN-6009 Conduct Exploitation
INF-MAN-6011 Conduct Obstacle Breaching
INF-MAN-6012 Conduct a Cordon and Search
INF-MAN-6013 Conduct Patrolling Operations
INF-MAN-6014 Establish a Support by Fire Position

INTERNAL SUPPORTING EVENTS:

INF-MGUN-4001 Provide Fires

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|---|----------------------------|
| A064 Cartridge, 5.56mm 4 Ball M855/1 Tracer M856 Linked | 800 rounds per Platoon |
| A151 Cartridge, 7.62mm 4 Ball/1 Tracer Linked | 4800 rounds per Platoon |
| A576 Cartridge, Caliber .50 4 API M8/1 API-T M20 Linked | 3600 rounds per Platoon |
| BA21 Cartridge, 40mm Practice (Day/Night) MK281 Mod 1 Linked | 760 rounds per Platoon |

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17582 Automated Multipurpose Machine Gun Range (MPMG)
Facility Code 17730 Fire and Movement Range

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

This covers offensive operations, while mounted or dismounted. Actions on the objective may include execution of engagement criteria and application of target precedence. This event includes fires that are direct by line of sight or through concealment or indirect by alignment and observer.

INF-MORT-5001: Provide Fires

SUPPORTED MET(S):

MCT 1.6.1 Conduct Offensive Operations
MCT 1.6.4 Conduct Defensive Operations

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

READINESS-CODED: NO

DESCRIPTION: The 81-mm mortar platoon provides responsive indirect fires that support company/battalion level maneuver elements in the offense and reinforce direct fires in the defense. The platoon can operate mounted or dismounted, as a massed platoon, or as two independent sections.

CONDITION: Given a mission, a commander's intent, and a supported unit(s) scheme of maneuver

STANDARD: Support unit's scheme of maneuver and achieve desired effects on the enemy in accordance with the commander's intent.

EVENT COMPONENTS:

1. Plan to provide fires
 - a. Allocate resources from higher headquarters to subordinate units
 - b. Organize forces
 - c. Plan to occupy firing position(s)
 - d. Conduct rehearsal of concept
2. Establish mortar position(s)
 - a. Conduct reconnaissance, selection, and occupation of position (RSOP)
 - b. Conduct battlefield deconfliction
 - c. Reallocate resources
3. Disrupt the enemy
 - a. Set conditions for the supported unit's maneuver
4. Fix the enemy
 - a. Maintain the distribution of fires
 - b. Continue battlefield coordination
 - c. Continue reallocation of resources
5. Follow through
 - a. Conduct exploitation
 - b. Reprioritize assets
 - c. Reallocate assets

PRIMARY REFERENCE:

[MCTP 3-01D Tactical Employment of Mortars](#)

SUPPLEMENTARY REFERENCES:

[MCIP 3-10A.3i Marine Infantry Platoon \(Appendix F\)](#)

[TC 3-22.90 Mortars](#)

[TC 3-22.91 Mortar Fire Direction Procedures](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-FP-6001 Conduct Force Protection](#)

[INF-MAN-6001 Conduct an Attack](#)

[INF-MAN-6002 Conduct a Movement to Contact](#)

[INF-MAN-6003 Conduct Security Operations](#)

[INF-MAN-6006 Conduct an Area Defense](#)

[INF-MAN-6007 Conduct Retrograde](#)

[INF-MAN-6009 Conduct Exploitation](#)

[INF-MAN-6011 Conduct Obstacle Breaching](#)

[INF-MAN-6013 Conduct Patrolling Operations](#)

[INF-MAN-6014 Establish a Support by Fire Position](#)

INTERNAL SUPPORTING EVENTS:

[INF-MORT-4001 Provide 81mm Mortar Fires](#)

INF-MORT-4002 Provide 60mm Mortar Fires
INF-MORT-4003 Perform Reciprocal Lay

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | S/L | CACCTUS | Unit Hours | 6 | N |

NOTES: FDC and FOs can use this simulation while communicating to gun line outside the facility.

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|--|-----------------------|
| B647 Cartridge, 60mm Illuminating M721 | 36 rounds per Platoon |
| BA14- Cartridge, 60mm Smoke White Phosphorus M722A1 | 36 rounds per Platoon |
| BA15 Cartridge, 60mm Target Practice | 18 rounds per Platoon |
| BA16 Cartridge, 60mm HE M720A1 w/Multi-Option Fuze M734A1 | 18 rounds per Platoon |
| C868 Cartridge, 81mm HE M821/M821A1 with Multi-Option Fuze | 48 rounds per Platoon |
| C870 Cartridge, 81mm Smoke Red Phosphorus M819 MTSQ Fuze | 96 rounds per weapon |
| C871 Cartridge, 81mm Illuminating M853A1 with MTSQ Fuze M772 | 96 rounds per weapon |

RANGE/TRAINING AREA:

Facility Code 17670 Mortar Range

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

This event applies to supporting offensive, defensive, patrolling, and urban operations as well as conducted with or without vehicle assets. Tactical logistics for mortar live fire is pre-staging and combat loading vehicles/packs with ammo as well as coordinating tactical resupply. Split section/platoon considerations include tactical fire direction, communication deconfliction for conduct of fire nets/command and control net, echelon of movement, logistics, overwatch, firing positions, etc. in support of the unit(s) scheme of maneuver.

INF-STAB-5001: Develop Foreign National Armed and Security Forces

SUPPORTED MET(S):

MCT 1.14 Conduct Stability Operations

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 24 months

READINESS-CODED: NO

DESCRIPTION: Actions taken to improve the capabilities of host nation armed and security forces. Host nation armed and security forces may include active duty, reserve, conscript, or constabulary components. ([MCWP 3-03 Stability Operations](#))

CONDITION: While operating in an unstable environment with local national armed and security forces.

STANDARD: To enhance the effectiveness of foreign national armed and security forces.

EVENT COMPONENTS:

1. Conduct an initial assessment of the host nation
 - a. Capabilities
 - b. Limitations
 - c. Resources
 - d. Support requirements
 - e. Authorities
 - f. Determine cultural considerations
2. Devise and implement a systematic training plan to develop host nation capabilities from current state to desired end state
3. Develop communication methods between U.S. and host nation force
4. Provide instruction and support to the training cadre
5. Implement an assessment plan
6. Conduct after action reviews
7. Provide force protection

PRIMARY REFERENCE:

[MCWP 3-03 Stability Operations](#)

SUPPLEMENTARY REFERENCES:

[Ground Combat Element \(GCE\) Assessments Pamphlet 3-0](#)
[Operational Culture for the Warfighter Principles and Applications](#)
[CJCSI 3126.01A Language, Regional Expertise, and Culture \(LREC\) Capability Identification, Planning, and Sourcing](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-STAB-6001](#)

INTERNAL SUPPORTING EVENTS:

[INF-STAB-4001](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17962 MOUT Collective Training Facility (Small)
Facility Code 17963 MOUT Collective Training Facility (Large)

INF-STAB-5002: Support the Establishment of Public Order and Safety

SUPPORTED MET(S):

[MCT 1.14 Conduct Stability Operations](#)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 24 months

READINESS-CODED: NO

DESCRIPTION: Infantry platoons support the establishment of public order and safety by partnering with host nation armed national and security forces and conducting security tasks. ([MCWP 3-03, Stability Operations](#))

CONDITION: While operating in a permissive, uncertain, or hostile environment with local leadership in support of higher headquarters' mission.

STANDARD: To set the conditions for local leadership to provide public order and safety.

EVENT COMPONENTS:

1. Conduct planning
 - a. Coordinate with local agencies
 - b. Determine cultural considerations
2. Provide security for:
 - a. Local population
 - b. Critical infrastructure
 - c. Supporting agencies
3. Enforce standing agreements with host nation
 - a. Cessation of hostilities
 - b. Peace agreements
4. Support civil police functions
5. Support population control initiatives
6. Implement an assessment plan
7. Conduct after action reviews
8. Provide force protection

PRIMARY REFERENCE:

[MCWP 3-03 Stability Operations](#)

SUPPLEMENTARY REFERENCES:

[MCWP 5-10 Marine Corps Planning Process](#)

[MCWP 3-02 Insurgencies and Countering Insurgencies](#)

[GCE Assessments Pamphlet 3-0](#)

[ISBN-13: 978-1511949835 Operational Culture for the Warfighter: Principles and Applications](#)

[CJCSI 3126.01A Language, Regional Expertise, and Culture \(LREC\) Capability Identification, Planning, and Sourcing](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-STAB-6002 Establish Civil Control](#)

INTERNAL SUPPORTING EVENTS:

INF-STAB-4001 Train Foreign Forces

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17962 MOU Collective Training Facility (Small)
Facility Code 17963 MOU Collective Training Facility (Large)

INF-STAB-5003: Support Border Control, Boundary Security, and Freedom of Movement

SUPPORTED MET(S):

[MCT 1.14 Conduct Stability Operations](#)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 24 months

READINESS-CODED: NO

DESCRIPTION: When confronted with an internal threat Marine units support the host nation securing its borders to prevent an influx of foreign fighters and keep insurgents from getting support or sanctuary. In some situations the host nation secures its international boundaries to prevent factional conflict. ([MCWP 3-03, Stability Operations, Ch. 2](#))

CONDITION: While operating in a permissive, uncertain, or hostile environment with local leadership in support of higher headquarters' mission.

STANDARD: To set the conditions for local leadership to provide public order and safety.

EVENT COMPONENTS:

1. Conduct planning
 - a. Coordinate with local agencies
 - b. Determine cultural considerations
2. Support host nation border and boundary security efforts
3. Monitor border and boundary activity
4. Ensure freedom of movement
 - a. Establish checkpoints
 - b. Dismantle roadblocks
 - c. Enforce movement guidelines for local populace
5. Train and support border control and boundary security forces
6. Support population control initiatives
7. Provide force protection

PRIMARY REFERENCE:

[MCWP 3-03 Stability Operations](#)

SUPPLEMENTARY REFERENCES:

[MCWP 5-10 Marine Corps Planning Process](#)
[MCWP 3-02 Insurgencies and Countering Insurgencies](#)
ISBN-13: 978-1511949835 [Operational Culture for the Warfighter Principles and Applications](#)

CJCSI 3126.01A Language, Regional Expertise, and Culture (LREC) Capability
Identification, Planning, and Sourcing

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-STAB-6001 Establish Civil Security](#)

INTERNAL SUPPORTING EVENTS:

[INF-STAB-4001 Train Foreign Forces](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

Facility Code 17962 MOUT Collective Training Facility (Small)

Facility Code 17963 MOUT Collective Training Facility (Large)

INF-STAB-5004: Support Identification Programs

SUPPORTED MET(S):

[MCT 1.14 Conduct Stability Operations](#)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 24 months

READINESS-CODED: NO

DESCRIPTION: Identification programs support security, governance, the rule of law, document individuals, businesses, and corporations. These measures support legitimate activity, and enable government regulation. Effective population methods facilitate establishing a secure and stable environment for the population. ([MCWP 3-03 Stability Operations](#))

CONDITION: While operating in a permissive, uncertain, or hostile environment with local leadership in support of higher headquarters' mission.

STANDARD: To set the conditions for local leadership to provide public order and safety.

EVENT COMPONENTS:

1. Conduct planning
 - a. Coordinate with local agencies
 - b. Determine cultural considerations
2. Enforce adherence to the identification program
3. Screen, record, and process personnel identification
4. Develop a plan for identified persons of interest
5. Process detainees
6. Provide force protection

REFERENCES:

[MCWP 3-03 Stability Operations](#)

SUPPLEMENTARY REFERENCES:

MCWP 5-10 Marine Corps Planning Process
MCWP 3-02 Insurgencies and Countering Insurgencies
ISBN-13: 978-1511949835 Operational Culture for the Warfighter Principles and Applications
CJCSI 3126.01A Language, Regional Expertise, and Culture (LREC) Capability Identification, Planning, and Sourcing

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

INF-STAB-6002 Establish Civil Control

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17962 MOUT Collective Training Facility (Small)
Facility Code 17963 MOUT Collective Training Facility (Large)

INFANTRY T&R MANUAL

CHAPTER 7

SQUAD AND FIRE TEAM/WEAPON SYSTEM CREW COLLECTIVE EVENTS

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INFANTRY T&R MANUAL

CHAPTER 7

SQUAD AND FIRE TEAM/WEAPON SYSTEM CREW COLLECTIVE EVENTS

7000. PURPOSE. Chapter 7 contains collective training events for the Infantry Squad Fire Team/Crew Served Weapon Team.

7001. EVENT CODING

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

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

| <u>Code</u> | <u>Description</u> |
|-------------|--------------------|
| INF | Infantry |

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

| <u>Code</u> | <u>Description</u> |
|-------------|--------------------|
| 0317 | Scout Sniper |
| ANTI | Anti-Armor |
| ASLT | Assault |
| LOG | Logistics |
| FP | Force Protection |
| MAN | Maneuver |
| MGUN | Machineguns |
| MORT | Mortars |
| STAB | Stability |

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

| <u>Code</u> | <u>Description</u> |
|-------------|---|
| 4000 | Squad Level |
| 3000 | Fire Team/Crew Served Weapon Team Level |

7002. INDEX OF SQUAD LEVEL COLLECTIVE EVENTS

| Event Code | E-Coded | Event | Page |
|--------------------------|----------------|-------------------------------|-------------|
| 4000 Level Events | | | |
| INF-0317-4001 | NO | Provide Offensive Fires (L/S) | 7-3 |
| INF-0317-4002 | NO | Provide Defensive Fires (L/S) | 7-4 |
| INF-ANTI-4001 | NO | Provide Fires | 7-5 |
| INF-ASLT-4001 | NO | Provide Mobility (L/S) | 7-7 |
| INF-ASLT-4002 | NO | Conduct a Breach | 7-9 |

| | | | |
|---------------|----|--|------|
| INF-FP-4001 | NO | Employ Squad Force Protection Measures | 7-10 |
| INF-LOG-4001 | NO | Process Detainees | 7-11 |
| INF-MAN-4001 | NO | Conduct an Attack (L/S) | 7-12 |
| INF-MAN-4006 | NO | Conduct a Defense | 7-15 |
| INF-MAN-4011 | NO | Breach an Obstacle | 7-16 |
| INF-MAN-4012 | NO | Conduct a Cordon and Search | 7-18 |
| INF-MAN-4013 | NO | Conduct a Patrol | 7-20 |
| INF-MAN-4014 | NO | Support by Fire (L/S) | 7-23 |
| INF-MAN-4016 | NO | Conduct Casualty Evacuation | 7-25 |
| INF-MAN-4017 | NO | Conduct Immediate Actions | 7-27 |
| INF-MGUN-4001 | NO | Provide Fires (L/S) | 7-29 |
| INF-MORT-4001 | NO | Provide 81mm Mortar Fires | 7-31 |
| INF-MORT-4002 | NO | Provide 60mm Mortar Fires | 7-32 |
| INF-MORT-4003 | NO | Perform Reciprocal Lay | 7-34 |
| INF-STAB-4001 | NO | Train Foreign Forces | 7-35 |

7003. SQUAD LEVEL EVENTS

INF-0317-4001: Provide Offensive Fires (L/S)

SUPPORTED MET(S):

[MCT 1.6.1 Conduct Offensive Operations](#)

[MCT 1.6.4 Conduct Defensive Operations](#)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

CONDITION: Given two or more scout sniper teams, an operations order, table of equipment, a sustainment load, and area of operations, and a supported unit's scheme of maneuver, while operating in the full range of environmental conditions during daylight and limited visibility.

STANDARD: To accomplish the mission and meet commander's intent.

EVENT COMPONENTS:

1. Occupy mutually supporting final firing position
2. Observe and report
3. Observe and adjust supporting arms
4. Identify targets by precedence
5. Control coordinated shots on command
6. Engage targets
7. Displace units as directed

PRIMARY REFERENCE:

[MCTP 3-01A Scouting and Patrolling](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-0317-5002 Conduct Scout Sniper Platoon Operations](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Partial | L/S | DVTE | Marine Hours | 8 | Y |
| Partial | L/S | TDK | Marine Hours | 8 | N |

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|--|--------------------|
| .AB39 Cartridge, 7.62 HPBT LR | 40 rounds per Team |
| A112 Cartridge, 7.62mm Blank M82 | 10 rounds per Team |
| A606 Cartridge, Caliber .50 API MK211 Mod 0 Single Round | 30 rounds per Team |

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17560 Sniper Field-Fire Range

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

Conducted with multiple teams.
This event can be trained to standard without ammunition.
Proper sub-DODIC to non-dud producing ammo, A552.

INF-0317-4002: Provide Defensive Fires (L/S)

SUPPORTED MET(S):

MCT 1.6.1 Conduct Offensive Operations
MCT 1.6.4 Conduct Defensive Operations

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

CONDITION: Given two or more scout sniper teams, an operations order, table of equipment, a sustainment load, and area of operations, and a supported unit's scheme of maneuver, while operating in the full range of environmental conditions during daylight and limited visibility.

STANDARD: To accomplish the mission and meet commander's intent.

EVENT COMPONENTS:

1. Occupy mutually supporting final firing position
2. Observe and report

3. Observe and adjust supporting arms, as required
4. Identify targets by precedence
5. Control coordinated shots on command
6. Engage targets
7. Provide continuous observation
8. Displace to alternate or supplementary position according to the scheme of maneuver

PRIMARY REFERENCE:

MCTP 3-01A Scouting and Patrolling

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

INF-0317-5002 Conduct Scout Sniper Platoon Operations

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Partial | L/S | DVTE | Marine Hours | 8 | Y |
| Partial | L/S | TDK | Marine Hours | 8 | N |

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|--|--------------------|
| .AB39 Cartridge, 7.62 HPBT LR | 40 rounds per Team |
| A112 Cartridge, 7.62mm Blank M82 | 10 rounds per Team |
| A606 Cartridge, Caliber .50 API MK211 Mod 0 Single Round | 30 rounds per Team |

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17560 Sniper Field-Fire Range

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

Conducted with multiple teams.
This event can be trained to standard without ammunition.
Proper sub-DODIC to non-dud producing ammo, A552.

INF-ANTI-4001: Provide Fires

SUPPORTED MET(S):

MCT 1.6.1 Conduct Offensive Operations
MCT 1.6.4 Conduct Defensive Operations

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

DESCRIPTION: The Anti-Armor Squads primary role is to destroy enemy armored vehicles. When there is no armored threat, the Anti-Armor Squad can be employed in a secondary role of providing fire support against point targets such as bunkers and crew-served weapons positions. (TC 3-22.37, [Javelin Close Combat Weapon System Medium, Ch. 4-1](#))

CONDITION: Given a mission, a commander's intent, and a supported unit scheme of maneuver, while vehicle mounted or ground mounted, while operating in the full Range of Military Operations (ROMO).

STANDARD: To destroy, neutralize or suppress enemy armor and/or fortifications as directed in the operations order.

EVENT COMPONENTS:

1. Conduct reconnaissance of firing position
2. Occupy firing position
3. Identify target by precedence
4. Engage targets
5. Conduct battle damage assessment (BDA)
6. Re-engage target(s) as necessary
7. Displace units as necessary

PRIMARY REFERENCE:

[MCTP 3-01F MAGTF Antiarmor Operations](#)

SUPPLEMENTARY REFERENCES:

[TC 3-22.32 M41 Improved Target Acquisition System \(ITAS\) and Tube-Launched, Optically-Tracked, Wire-Guided/Wireless \(TOW\) Missile](#)
[TC 3-22.37 Javelin Close Combat Weapon System Medium](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-ANTI-5001 Provide Fires](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Partial | S/L | CCS | Marine Hours | 4 | N |

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|---|------------------------|
| PM93 Guided Missile, Surface Attack FGM-148E (Javelin) | 1 per Section |
| WH03 Guided Missile, Surface Attack, BGM-71E-2B (TOW-2A HEAT) | 2 missiles per Section |

WH05 Guided Missile, BTM-71E-1B (TOW Practice)

2 missiles per
Section

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17640 Antiarmor Tracking And Live-Fire Range

EQUIPMENT:

M41A4 Saber heavy anti-armor weapon system.
M98A2 Javelin medium anti-armor weapon.

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

This event covers offense, defensive, patrolling, mounted and dismounted operations. Actions on the objective may include execution of engagement criteria, application of target precedence, completion of range cards, fortification of positions, integration of fires with obstacles, etc. This event includes fires that are direct by line of sight or through concealment.

The full range of environmental conditions includes daylight, limited visibility, urban, rural, littoral, arctic, jungle, mountain, etc. Mounted or dismounted/ground mounted.

INF-ASLT-4001: Provide Mobility (L/S)

SUPPORTED MET(S):

[MCT 1.6.1 Conduct Offensive Operations](#)
[MCT 1.6.4 Conduct Defensive Operations](#)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

DESCRIPTION: This event includes those actions taken by the assault squad in order for a supported unit to move, while conducting offense or defense operations, whether mounted or dismounted. This includes, but is not limited to mechanical, or explosive breaching, providing fires, and reducing explosive hazard threats.

CONDITION: Given a mission, commander's intent, and a supported scheme of maneuver, while operating in the full range of military operations, (ROMO).

STANDARD: To support the scheme of maneuver.

EVENT COMPONENTS:

1. Conduct mission analysis
2. Assist in the development of the scheme of maneuver
3. Task organize the squad
4. Direct the emplacement of the squad
5. Coordinate with adjacent and supported units to ensure conditions are set for reducing an obstacle

6. Reduce obstacles, as required
7. Prepare for follow on missions

PRIMARY REFERENCE:

MCTP 3-01F MAGTF Antiarmor Operations

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

INF-MAN-5001 Conduct an Attack
INF-MAN-5002 Conduct a Movement to Contact
INF-MAN-5006 Conduct an Area Defense
INF-MAN-5007 Conduct Retrograde
INF-MAN-5009 Conduct Exploitation
INF-MAN-5011 Breach an Obstacle
INF-MAN-5013 Conduct Patrolling Operations
INF-MAN-5014 Establish a Support by Fire Position

INTERNAL SUPPORTING EVENTS:

INF-ASLT-3001 Provide Fires
INF-ASLT-3002 Conduct a Breach

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Partial | L/S | DVTE | Marine Hours | 3 | Y |
| Partial | L/S | TDK | Marine Hours | 3 | N |

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|---|-----------------------------|
| AA54- Cartridge, 12 Gauge, Breaching, M1030 | 12 rounds per weapon |
| AX11 Cartridge, 9mm Spotting Rifle MK217 Mod 0 | 14 rounds per weapon |
| HX05 Rocket, 83mm Assault MK3 Mod 0 (SMAW) | 1 rocket per squad |
| HX07 Rocket, 83mm HEAA Practice MK7 Mod 0 (SMAW) | 2 rockets per squad |
| M023 Charge, Demolition Block M112 1-1/4 pound C-4 | 32 charges per squad |
| M028 Demolition Kit, Bangalore Torpedo M1A2 | 2 charges per squad |
| M032 Charge, Demolition Block TNT 1-Pound | 4 charges per squad |
| M130 Cap, Blasting Electric M6 | 100 blasting caps per squad |
| M131 Cap, Blasting Non-Electric M7 | 100 blasting caps per squad |
| M456 Cord, Detonating PETN Type I Class E | 200 FT per squad |
| M670 Fuse, Blasting Time M700 | 100 FT per squad |
| M757 Charge, Assembly Demolition M183 Comp C-4 | 2 charges per squad |
| MN08 Igniter, Time Blasting Fuse with Shock Tube Capability M81 | 100 igniters per squad |
| MN79 Mine, Antipersonnel Obstacle Breaching System MK7 Mod 1 | 2 mines per squad |

MN88 Cap, Blasting, Non-Electric, M21 w/ 500 100 FT per squad
ft. Minitube

RANGE/TRAINING AREA:

Facility Code 17640 Antiarmor Tracking And Live-Fire Range
Facility Code 17752 Infantry Platoon Battle Course
Facility Code 17830 Light Demolition Range

EQUIPMENT:

Blasting machine.
Compact Metal Detector (CMD)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

Actions on the objective may include execution of engagement criteria, application of target precedence, completion of range cards, fortification of positions, integration of fires with obstacles, etc. The full range of environmental conditions includes daylight, limited visibility, urban, rural, littoral, arctic, jungle, mountain, etc. Mounted or dismounted/ground mounted.

INF-ASLT-4002: Conduct a Breach

SUPPORTED MET(S):

[MCT 1.6.1 Conduct Offensive Operations](#)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

DESCRIPTION: This task details the squads actions required to conduct the Reduce step of SOSR. This includes, but is not limited to, breaching a door, wall, wire obstacle, and explosive hazard threat.

CONDITION: Given an operations order, assault squad, obstacle(s), and breaching materials.

STANDARD: To support the scheme of maneuver.

EVENT COMPONENTS:

1. Plan to breach
 - a. Identify obstacle
 - b. Determine technique for reduction
2. Prepare to breach
 - a. Ready breaching equipment
 - b. Clear lane to obstacle
 - c. Mark breach lane
 - d. Prepare obstacle for reduction
 - e. Reduce obstacle
3. Conduct the breach
4. Clear the far side of the obstacle
5. Support follow-on unit movement

6. Prepare for follow on missions

PRIMARY REFERENCE:

[MCRP 3-10A.2 Infantry Company Operations](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-MAN-5011 Breach an Obstacle](#)

INTERNAL SUPPORTING EVENTS:

[INF-ASLT-3002 Conduct a Breach](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

Facility Code 17962 MOUT Collective Training Facility (Small)

INF-FP-4001: Employ Squad Force Protection Measures

SUPPORTED MET(S):

[MCT 1.12.1 Conduct Amphibious Operations](#)

[MCT 1.14 Conduct Stability Operations](#)

[MCT 1.6.1 Conduct Offensive Operations](#)

[MCT 1.6.4 Conduct Defensive Operations](#)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

DESCRIPTION: Force protection is taking reasonable measures to ensure that the Infantry squad retains enough capability to accomplish the mission assigned.

CONDITION: Given a threat assessment, a mission, and a commander's intent.

STANDARD: To mitigate risk to friendly forces.

EVENT COMPONENTS:

1. Plan force protection
 - a. Allocate resources from higher headquarters to subordinate units
 - b. Operational security
 - c. Emissions control
 - d. Personal protective equipment
 - e. Air defense
 - f. Chemical, biological, radiological, and nuclear protection
2. Maintain force protection
 - a. Continually reassess force protection posture
 - b. Improve positions
 - i. Entrenchment
 - ii. Cover
 - iii. Camouflage

- c. Enforce light discipline
- d. Enforce sound discipline
- e. Enforce emissions discipline
- f. Enforce Personal protective equipment level

PRIMARY REFERENCE:

[MCIP 3-10A.4i Marine Rifle Squad](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-FP-5001 Employ Platoon Force Protection Measures](#)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Force protection should not be limited strictly to the anti-terrorism measures defined in MCO 3302.1D. This task must include measures to protect the squad from emerging enemy capabilities, such as unmanned aerial system (UAS) observation, the use of drones as a kinetic weapon, electronic warfare (EW), improvised explosive devices (IEDs), and cyber-attack.

INF-LOG-4001: Process Detainees

SUPPORTED MET(S):

[MCT 1.14 Conduct Stability Operations](#)
[MCT 1.6.1 Conduct Offensive Operations](#)
[MCT 1.6.4 Conduct Defensive Operations](#)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

DESCRIPTION: The platoon plans to process and evacuate detainees and captured enemy materiel as part of the operation order. Evacuating large numbers of detainees is normally done using logistical assets, but attention is paid to maintaining security and a chain of custody, and preserving items of intelligence value.

CONDITION: Given the apprehension of personnel during operations.

STANDARD: To ensure safe and expeditious handling of detainees in accordance with the laws of armed conflict.

EVENT COMPONENTS:

1. Plan for detainee processing
 - a. Assign Enemy Prisoner of War (EPW) teams
 - b. Allocate resources from higher headquarters to subordinate units
 - c. Conduct rehearsal of concepts
2. Detain personnel
 - a. Search
 - b. Safeguard
 - c. Segregate

- d. Silence
- e. Speed
- f. Tag

PRIMARY REFERENCE:

[MCIP 3-10A.3i Marine Infantry Platoon](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-LOG-5001 Conduct Tactical Logistics](#)

INF-MAN-4001: Conduct an Attack (L/S)

SUPPORTED MET(S):

[MCT 1.14 Conduct Stability Operations](#)

[MCT 1.6.1 Conduct Offensive Operations](#)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 3 months

READINESS-CODED: NO

DESCRIPTION: Infantry squads attack known enemy threats and specific enemies, their positions, their means of support, and other pressure points associated with their will to resist. Attacks are offensive operations of coordinated movement that are supported by fire and are conducted to seize or secure terrain or to defeat, destroy, or capture the enemy. ([MCRP 3-10A.2, Infantry Company Operations, 2014, Ch. 6, p. 6-9](#))

This training event accounts for the eight types of attacks: hasty attack, deliberate attack, spoiling attack, counterattack, feint, demonstration, reconnaissance-in-force, and raid. Additionally, this event is applicable to foot mobile, mechanized, and motorized platforms.

The offensive mission of the squad is to attack. Offensive action, or maneuver, is normally divided into five steps: preparation, conduct, consolidation and reorganization, exploitation, and pursuit. Each step is subdivided according to the mission and/or unit involved. Squad leaders may apply the steps of offensive action to any offensive activity that their squads may be tasked with; but since the mission of the squad is to attack, the following planning steps will be viewed through the lens of a squad participating in an attack. In both planning and execution, some steps may be shortened, omitted, or repeated. ([MCIP 3-10A.4i Marine Rifle Squad Ch 3.](#))

CONDITION: The squad has received an operations order or fragmentary order tasking them to attack an enemy position and has conducted their own planning. Additional maneuver sustainment assets and supporting arms may be available. The squad has received guidance on the rules of engagement.

STANDARD: To defeat, destroy, or capture the enemy or seize and/or secure key terrain, no later than time prescribed in the operations order. ([MCWP 3-01, Offensive and Defensive Tactics, 2017, p. 54](#))

EVENT COMPONENTS:

1. Preparatory for the attack
 - a. Movement to the assembly area
 - b. Reconnaissance and rehearsals
 - c. Movement to the line of departure
2. Conduct the attack
 - a. Movement forward of the line of departure to the assault position
 - b. Advance by fire and maneuver
 - c. Arrival at the assault position
 - d. Assault and advance through the assigned objective
 - e. Consolidation and reorganization
3. Consolidate and reorganize
 - a. Establish security
 - b. Assume hasty defensive positions
 - c. Position any supporting elements
 - d. Redistribute arms, ammunition, and supplies
 - e. Restore internal communications
 - f. Prepare for enemy counterattack
4. Exploitation
 - a. Continue the attack
 - b. Prepare to exploit tactical success
5. Pursuit
 - a. Prevent the enemy from escaping and destroy them

PRIMARY REFERENCE:

[MCIP 3-10A.4i Marine Rifle Squad](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-MAN-5001 Conduct an Attack](#)

INTERNAL SUPPORTING EVENTS:

[INF-MAN-3001 Establish a Base of Fire](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | L/S | DVTE | Marine Hours | 3 | Y |

NOTES: ITESS can also be used to enhance live training.

| | | | | | |
|-----|-----|-----|--------------|---|---|
| Yes | L/S | TDK | Marine Hours | 3 | N |
|-----|-----|-----|--------------|---|---|

NOTES: ITESS can also be used to enhance live training.

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|---|-----------------------|
| A059 Cartridge, 5.56mm Ball M855 10/Clip | 100 rounds per Marine |
| A063 Cartridge, 5.56mm Tracer M856 Single Round | 20 round per Marine |
| A064 Cartridge, 5.56mm 4 Ball M855/1 Tracer M856 Linked | 800 round per weapon |
| A075 Cartridge, 5.56mm Blank M200 Linked | 800 round per unit |

| | |
|--|--|
| A080 Cartridge, 5.56mm Blank M200 Single Round | 120 round per Marine |
| A112 Cartridge, 7.62mm Blank M82 | 800 round per weapon |
| A131 Cartridge, 7.62mm 4 Ball M80/1 Tracer M62 Linked | 800 round per weapon |
| A143 Cartridge, 7.62mm Ball M80 Linked | 800 round per weapon |
| A151 Cartridge, 7.62mm 4 Ball/1 Tracer Linked | 800 round per weapon |
| A358 Cartridge, 9mm TP-T M939 for AT-4 Trainer | 1 round per weapon |
| B504 Cartridge, 40mm Green Star Parachute M661 | 1 signals per weapon |
| B509 Cartridge, 40mm Yellow Smoke Ground Marker M716 | 1 signals per weapon |
| B535 Cartridge, 40mm White Star Parachute M583/M583A1 | 2 signals per Platoon |
| B546 Cartridge, 40mm HEDP M433 | 2 round per weapon |
| B643 Cartridge, 60mm High Explosive M888 | 16 round per Section |
| B647 Cartridge, 60mm Illuminating M721 | 12 round per Section |
| BA15 Cartridge, 60mm Target Practice | 16 cartridges per Section |
| BA16 Cartridge, 60mm HE M720A1 w/Multi-Option Fuze M734A1 | 16 round per Section |
| BA35 Cartridge, 40mm Practice (Day/Night) M1110 | 2 round per weapon |
| C995 Cartridge and Launcher, 84mm M136 AT-4 FMPR FOTS Multi-Purpose Round | 1 rockets per squad 1 rockets per squad |
| FPTR FOTS Practice Training Round | 1 rockets per squad |
| G811 Grenade, Hand Practice Body M69 | 1 grenades per Marine |
| G878 Fuze, Hand Grenade Practice M228 w/ Conf Clip | 1 fuze per Marine |
| G881 Grenade, Hand Fragmentation M67 w/ Conf Clip | 3 grenades per squad |
| G940 Grenade, Hand Green Smoke M18 | 1 grenades per squad |
| G945 Grenade, Hand Yellow Smoke M18 | 1 grenades per squad |
| G955 Grenade, Hand Violet Smoke M18 | 1 grenades per squad |
| G982 Grenade, Hand Smoke TA, M83 | 1 grenades per squad |
| HA21 Rocket, 21mm Sub-Caliber M72AS LAW Trainer | 1 rockets per squad |
| HA29 Rckt 66mm HE, M72A7, LAW W/GRAZE | 1 rockets per squad |
| HA34 Rckt 83mm HE, SMAW-NE, MK80-0 | 1 rockets per squad |
| L305. SIGNAL , ILLUM GRN STAR PARA M19A1/A2 | 1 signals per squad |
| L307 Signal, Illumination Ground White Star Cluster M159 | 1 signals per squad |
| L312 Signal, Illumination Ground White Star Parachute M127A1 | 1 signals per squad |
| L314 Signal, Illumination Ground Green Star Cluster M125A1 | 1 signals per squad |
| L594 Simulator, Projectile Ground Burst M115A2 | 1 projectiles per squad |

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17430 Impact Area Dudded
Facility Code 17581 Machine Gun Field Fire Range
Facility Code 17631 Light Antiarmor Weapons Range Live
Facility Code 17670 Mortar Range
Facility Code 17750 Infantry Squad Battle Course

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

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

Tactical Considerations: Actions on the objective may include repelling an enemy counterattack, pursuit of enemy by fire, etc. mechanized/tank considerations, dismount considerations, this event includes frontal and flanking attacks/ supported and unsupported, fire and movement and fire and maneuver. A leader issues the fire command in support of this event.

INF-MAN-4006: Conduct a Defense

SUPPORTED MET(S):

[MCT 1.14 Conduct Stability Operations](#)

[MCT 1.6.4 Conduct Defensive Operations](#)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

DESCRIPTION: The conduct of an area defense facilitates the consolidation and reconstitution of forces necessary to transition to offense or stability operations. A squad may be ordered to conduct defensive actions for a wide range of reasons, including to set conditions favorable to offensive or stability actions, to protect the force, to deny the enemy key terrain, to gain time, to economize forces, to facilitate other operations, to preoccupy the enemy in one area while friendly forces attack them in another, or to destroy attacking enemy forces.

A defensive operation is conducted to defeat an enemy attack, gain time, economize forces, and develop conditions favorable to offensive or stability actions. Defensive operations alone cannot normally achieve a decision. Their purpose is to create conditions that allow friendly forces to regain the initiative and return to the offense. They do so by attriting or fixing the enemy, retaining terrain that is decisive to mission accomplishment, denying a vital area to the enemy, or increasing an adversary's vulnerability as they concentrate mass to attack. ([MCIP 3-10A.4i](#), [Marine Rifle Squad Ch 4.](#))

CONDITION: Given an assigned sector or battle position to defend as a squad that is conducting tactical operations with or without supporting attachments, a higher headquarters operations order, commander's guidance.

STANDARD: To force the attacker to reach a culminating point without achieving their objectives and create the opportunity to shift to the offense.

EVENT COMPONENTS:

1. Plan the defense
 - a. Allocate resources
 - b. Determine method for occupying the defense
 - c. Organize battlespace
 - i. Coordinate with higher headquarters
 - ii. Coordinate with adjacent units
 - iii. Coordinate with supporting units

- iv. Assign defensive sectors
 - v. Establish and organize the reserve force
 - d. Engagement area Development
 - e. Establish priorities of work
 - 2. Gain and maintain contact with the enemy
 - a. Conduct reconnaissance
 - b. Establish security
 - c. Execute preparatory fires
 - d. Conduct battlefield de-confliction
 - e. Reallocate of resources based on METT-T
 - i. Mission
 - ii. Enemy
 - iii. Terrain and weather
 - iv. Troops and fire support available
 - v. Time
 - 3. Maneuver against the enemy
 - a. Mass and concentration combat power at the decisive time and place in the engagement area
 - b. Decision point
 - i. Enemy's intended course of action (COA)
 - ii. Local counter attack
 - iii. Reserve action
 - iv. Shifting the main effort
 - 4. Follow through and counterattack
 - a. Re-prioritize efforts
 - b. Reallocate assets
 - c. Exploit success
 - d. Prepare to counter attack
 - e. Consolidate
 - f. Reorganize forces

PRIMARY REFERENCE:

[MCIP 3-10A.4i Marine Rifle Squad](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-MAN-5006 Conduct an Area Defense](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17740 Squad Defense Range

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

Planning should include: forms of defense: sector, perimeter, linear, non-linear, reverse slope, and defensive recon considerations.
Integration of fires should include: long range fires, close supporting fires, and final protective fires.

Security plan: should be commenced as early as possible, even during the leader's recon if able. Security should be established NLT prior to commencing priorities of work.

Priorities of work security, automatic weapons on avenues of approach, fields of fire, entrenching (SAFE).

INF-MAN-4011: Breach an Obstacle

SUPPORTED MET(S):

MCT 1.6.1 MCT 1.6.1 Conduct Offensive Operations

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

DESCRIPTION: Approaching fortifications usually requires penetrating extensive protective obstacles. Anti-personnel obstacles (i.e. both explosive and non-explosive) are of a particular concern to Marines. These include wire entanglements, trip flares, anti-personnel mines, field expedient devices, improvised explosive devices, booby-traps, rubble, CBRN, and any other type of obstacle created to prevent attacking forces from penetrating a position. Obstacles are usually covered by enemy fires close enough to the fortification for adequate surveillance during both daytime and reduced visibility. This may be a squad supported event or a part of a platoon or larger event. Event components may need to be modified according to the size of the overall event.

CONDITION: Given a squad with or without supporting attachments, a higher headquarters operations order, commander's guidance for a unit performing tactical operations, an obstacle that cannot be bypassed, and breaching materials.

STANDARD: To reduce the obstacle, assault through the breach site, and continue the attack with minimal delay.

EVENT COMPONENTS:

1. Plan to breach
 - a. Task organize the squad
 - b. Identify primary and alternate reduction means
 - c. Plan breach points
 - i. Primary breach point
 - ii. Alternate breach point
 - d. Identify axis of advance
 - e. Develop a fire support plan
 - f. Develop a SOSRA plan
 - i. Suppress
 - ii. Obscure
 - iii. Secure
 - iv. Reduce
 - v. Assault
 - g. Conduct rehearsals
2. Prepare to breach
 - a. Position fire teams
 - i. Base of fire (BOF)
 - ii. Support by fire (SBF)
 - b. Set conditions for breach

- c. Commence the attack
- 3. Execute SOSRA plan
 - a. Support Force
 - i. Suppress enemy to protect breach and assault force
 - ii. Fix enemy forces in position
 - iii. Obscure the enemy
 - b. Breach Force
 - i. Provide near side security
 - ii. Reduce lanes in obstacle
 - iii. Proof near and far side lanes
 - iv. Provide local security
 - v. Provide internal suppression
 - vi. Mark and report breach lanes
 - vii. Assist in passage of assault force through lanes
 - c. Assault Force
 - i. Seize far side objective
 - ii. Reduce protective obstacles
 - iii. Prevent enemy direct fire from interfering with follow on forces
 - iv. Assault the objective
- 4. Transition
 - a. Consider decision points

PRIMARY REFERENCE:

[MCIP 3-10A.4i Marine Rifle Squad](#)

SUPPLEMENTARY REFERENCES:

[MCDP 1 Warfighting](#)

[MCIP 3-10A.3i Marine Infantry Platoon](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-MAN-5011 Breach an Obstacle](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

Facility Code 17750 Infantry Squad Battle Course

Facility Code 17752 Infantry Platoon Battle Course

Facility Code 17830 Light Demolition Range

Facility Code 17962 MOUT Collective Training Facility (Small)

EQUIPMENT:

Mechanical breaching kit

Grappling hook

Sledge hammer

Hooligan tool

INF-MAN-4012: Conduct a Cordon and Search

SUPPORTED MET(S):

[MCT 1.14 Conduct Stability Operations](#)

[MCT 1.6.1 Conduct Offensive Operations](#)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

DESCRIPTION: Cordon and search operations isolate a target area and search suspected buildings and areas to capture or destroy possible insurgents/contraband. They may be conducted in any type of environment and the principles remain the same whether in a jungle or in a city. Cordon and search operations are by no means limited to, but often are associated with, clear-in-zone actions conducted during clear-hold-build counter-insurgency (COIN) operations.

Depending on the threat and the accuracy of intelligence leading to the operation, a cordon and search may appear similar to a movement to contact, raid, deliberate attack, or area reconnaissance. The cordon and search consists of five phases: planning and reconnaissance, movement to the objective area, cordon, actions on the objective, and withdrawal. (MCRP 3-10A.2, [Infantry Company Operations, Ch. 11, p. 11-9](#))

CONDITION: Given attachments, a mission, commander's intent, and an objective area.

STANDARD: To capture or kill targeted persons, seize and/or destroy arms, explosives, supplies, documents, build information and the intelligence picture, deprive the enemy sanctuary, disrupt enemy activity, reduce or eliminate enemy influence on the population, and gain and maintain initiative. (MCRP 3-10A.2, [Infantry Company Operations, Ch.11, p. 11-9](#))

EVENT COMPONENTS:

1. Conduct planning
 - a. Task Organize
 - i. Command element
 - ii. Support
 - iii. Search/assault element
 - iv. Security element
 - v. Special teams
 - b. Conduct intelligence, surveillance, and reconnaissance
 - c. Select route to objective
 - d. Select method of approach to the objective
 - e. Develop fire support plan
 - f. Conduct rehearsal of concepts
2. Move to the objective area
 - a. Continue intelligence, surveillance, and reconnaissance (ISR) of the objective
 - b. Conduct battlefield de confliction and reallocation of resources based on METT-T
 - i. Mission
 - ii. Enemy
 - iii. Terrain and weather
 - iv. Troops and fire support available
 - v. Time
 - c. Employ security measures
 - i. Active measures
 - ii. Passive measures

- d. Conduct shaping actions and set conditions
3. Establish cordons
 - a. Establish inner cordon to prevent enemy escape and provide security
 - b. Establish outer cordon to isolate objective area through containment and interdiction
 - c. Secure ingress and egress routes
4. Conduct actions on the objective
 - a. Make entry into the structure
 - b. Conduct breach if necessary
 - c. Search objective area
 - d. Assemble occupants
 - e. Consolidate evidence
 - f. Conduct detainee handling as necessary
5. Execute withdrawal from objective
 - a. Maintain security posture
 - b. Assault force exits objective area
 - c. Collapse inner cordon
 - d. Collapse outer cordon
 - e. Conduct accountability
 - f. Transport detainees
 - g. Consolidate forces

PRIMARY REFERENCE:

[MCIP 3-10A.4i Marine Rifle Squad](#)

SUPPLEMENTARY REFERENCES:

[MCIP 3-10A.3i: Marine Rifle Platoon](#)

[MCIP 3-01A Scouting and Patrolling](#)

[Operational Culture for the Warfighter, Marine Corps University](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-MAN-5012 Conduct a Cordon and Search](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | L/S | IIT | Squad Hours | 2 | N |

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

Facility Code 17962 MOUT Collective Training Facility (Small)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

Note: Compared to a raid, this event is less kinetic, and oriented more on protecting the people rather than the raid which is oriented on destruction of the enemy or enemy capabilities.

INF-MAN-4013: Conduct a Patrol

SUPPORTED MET(S):

[MCT 1.14 Conduct Stability Operations](#)
[MCT 1.6.1 Conduct Offensive Operations](#)
[MCT 1.6.4 Conduct Defensive Operations](#)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

DESCRIPTION:

Reconnaissance Patrol: Reconnaissance patrols gather information about the enemy, terrain or resources. Relying on stealth rather than combat strength, they gather this information and fight only when necessary to complete the mission or to defend themselves. The distance covered by reconnaissance patrols varies based on the terrain and mission. The squad is ideally suited for reconnaissance patrol missions because of its relative small size and its experience of working together. ([MCTP 3-01A, Scouting and Patrolling](#))

Combat Patrol: A combat patrol is a fighting patrol assigned missions that require engagement with the enemy in combat. Larger and more heavily armed than reconnaissance patrols, combat patrols have a mission to capture enemy documents, provide security, and capture or destroy enemy equipment and installations. Such action is ordinarily followed by a return to friendly positions. Regardless of the mission, the patrol reports any information concerning the enemy and terrain acquired during the accomplishment of the assigned mission. There are four types of combat patrols: raid, contact, ambush, and security (normally conducted by a Marine rifle platoon). A rifle platoon reinforced with crew-served weapons is normally considered the minimum size for contact, economy of force or ambush patrols. In some situations, such as the capture of a small enemy outpost, a rifle platoon could conduct a raid. However, a raid is a complex mission and, due to the organization of a raid force (command, reconnaissance, assault, support, security, and reserve elements), a rifle company is normally the smallest force assigned to a raid. ([MCTP 3-01A, Scouting and Patrolling](#))

CONDITION: The squad has received an operations order or fragmentary order tasking them to conduct a combat patrol. Additional maneuver sustainment assets and supporting arms may be available.

STANDARD: To gain information, destroy enemy installations, capture enemy personnel, perform security missions or prevent the enemy from gaining information. ([MCRP 3-10A.2, Infantry Company Operations, Ch. 8](#))

EVENT COMPONENTS:

1. Plan for a patrol
 - a. Task organize the squad
 - b. Conduct the troop leading steps ([BAMCIS](#))
 - i. Begin the planning
 - ii. Arrange reconnaissance
 - iii. Make reconnaissance
 - iv. Complete the plan

- v. Issue the order
- vi. Supervise
- b. Develop a fire support plan
- c. Rehearse immediate action drills
- 2. Conduct a patrol
 - a. Conduct intelligence, surveillance, and reconnaissance (ISR)
 - b. Conduct Passage of Lines
 - c. Organize for movement
 - d. Exercise control of patrol
 - e. Conduct movement techniques
 - f. Conduct immediate actions
 - g. Conduct actions at the objective
- 3. Return to friendly lines
 - a. Conduct a debrief
 - b. Refit the squad

PRIMARY REFERENCE:

[MCTP 3-01A Scouting and Patrolling](#)

SUPPLEMENTARY REFERENCES:

[Operational Culture for the Warfighter, Marine Corps University](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-MAN-5006 Conduct an Area Defense](#)

[INF-MAN-5013 Conduct Patrolling Operations](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | L/S | IIT | Squad Hours | 2 | N |

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|---|-------------------------|
| A059 Cartridge, 5.56mm Ball M855 10/Clip | 40 round per Marine |
| A063 Cartridge, 5.56mm Tracer M856 Single Round | 10 round per Marine |
| A064 Cartridge, 5.56mm 4 Ball M855/1 Tracer M856 Linked | 200 round per weapon |
| A075 Cartridge, 5.56mm Blank M200 Linked | 200 round per weapon |
| A080 Cartridge, 5.56mm Blank M200 Single Round | 40 round per Marine |
| A358 Cartridge, 9mm TP-T M939 for AT-4 Trainer | 1 cartridges per squad |
| B504 Cartridge, 40mm Green Star Parachute M661 | 1 cartridges per weapon |
| B508 Cartridge, 40mm Green Smoke Ground Marker M715 | 1 cartridges per weapon |
| B509 Cartridge, 40mm Yellow Smoke Ground Marker M716 | 1 cartridges per weapon |
| B535 Cartridge, 40mm White Star Parachute M583/M583A1 | 1 cartridges per weapon |

| | |
|---|----------------------------|
| B546 Cartridge, 40mm HEDP M433 | 2 cartridges per weapon |
| BA35 Cartridge, 40mm Practice (Day/Night) M1110 | 5 cartridges per weapon |
| C995 Cartridge and Launcher, 84mm M136 AT-4 | 1 cartridges per squad |
| G811 Grenade, Hand Practice Body M69 | 1 grenades per Team |
| G878 Fuze, Hand Grenade Practice M228 w/ Conf Clip | 1 grenades per Team |
| G881 Grenade, Hand Fragmentation M67 w/ Conf Clip | 1 grenades per Team |
| G940 Grenade, Hand Green Smoke M18 | 1 grenades per Team |
| G945 Grenade, Hand Yellow Smoke M18 | 1 grenades per Team |
| G955 Grenade, Hand Violet Smoke M18 | 1 grenades per Team |
| G982 Grenade, Hand Smoke TA, M83 | 1 grenades per Team |
| HA21 Rocket, 21mm Sub-Caliber M72AS LAW Trainer | 1 rockets per Team |
| HA29 Rckt 66mm HE, M72A7, LAW W/GRAZE | 1 rockets per Team |
| L594 Simulator, Projectile Ground Burst M115A2 | 1 Simulator per Team |

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17630 Light Antiarmor Weapons Range Sub-caliber
Facility Code 17631 Light Antiarmor Weapons Range Live
Facility Code 17752 Infantry Platoon Battle Course

INF-MAN-4014: Support by Fire (L/S)

SUPPORTED MET(S):

[MCT 1.6.1 Conduct Offensive Operations](#)
[MCT 1.6.4 Conduct Defensive Operations](#)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

DESCRIPTION: A tactical mission task in which a maneuver force moves to a position where it can engage the enemy by direct fire in support of another maneuvering force. ([FM 1-02.1, Operational Terms](#))

CONDITION: Given a squad, with or without attachments, an order, and a maneuvering unit scheme of maneuver; while motorized, mechanized, or dismounted; during daylight or limited visibility.

STANDARD: To suppress an enemy position in support of maneuver. ([MCRP 3-10A.3 Marine Rifle Squad](#))

EVENT COMPONENTS:

1. Plan support by fire
 - a. Allocate resources from higher headquarters to subordinate units
 - b. Task organize the squad
 - c. Conduct rehearsals
2. Gain and maintain contact with the enemy

- a. Conduct intelligence, surveillance, and reconnaissance (ISR)
- b. Conduct battlefield de confliction
- c. Reallocate resources
3. Suppress the enemy
4. Transition
 - a. Displace
 - b. Re prioritize effort
 - c. Reallocate assets

PRIMARY REFERENCE:

[MCRP 3-10A.3 Marine Rifle Squad](#)

SUPPLEMENTARY REFERENCES:

[MCDP 1 Warfighting](#)
[MCIP 3-10A.3i Marine Infantry Platoon](#)
[FM 1-02.1 Operational Terms](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-MAN-5001 Conduct an Attack](#)
[INF-MAN-5014 Establish a Support by Fire Position](#)

INTERNAL SUPPORTING EVENTS:

[INF-MAN-3014 Establish a Base of Fire](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | L/S | DVTE | Marine Hours | 3 | Y |
| Yes | L/S | TDK | Marine Hours | 3 | N |

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|---|-----------------------|
| A059 Cartridge, 5.56mm Ball M855 10/Clip | 100 rounds per Marine |
| A063 Cartridge, 5.56mm Tracer M856 Single Round | 20 rounds per Marine |
| A064 Cartridge, 5.56mm 4 Ball M855/1 Tracer M856 Linked | 800 rounds per weapon |
| A075 Cartridge, 5.56mm Blank M200 Linked | 800 rounds per unit |
| A080 Cartridge, 5.56mm Blank M200 Single Round | 120 rounds per Marine |
| A112 Cartridge, 7.62mm Blank M82 | 800 rounds per weapon |
| A131 Cartridge, 7.62mm 4 Ball M80/1 Tracer M62 Linked | 800 rounds per Team |
| A143 Cartridge, 7.62mm Ball M80 Linked | 800 rounds per Team |

| | |
|--|-----------------------|
| A151 Cartridge, 7.62mm 4 Ball/1 Tracer Linked | 800 rounds per Team |
| A358 Cartridge, 9mm TP-T M939 for AT-4 Trainer | 1 round per weapon |
| B504 Cartridge, 40mm Green Star Parachute M661 | 1 signals per weapon |
| B509 Cartridge, 40mm Yellow Smoke Ground Marker M716 | 1 signals per weapon |
| B535 Cartridge, 40mm White Star Parachute M583/M583A1 | 2 signals per Platoon |
| B546 Cartridge, 40mm HEDP M433 | 2 rounds per weapon |
| BA35 Cartridge, 40mm Practice (Day/Night) M1110 | 2 rounds per weapon |
| C995 Cartridge and Launcher, 84mm M136 AT-4 | 1 rockets per squad |
| FMPR FOTS Multi-Purpose Round | 1 rockets per squad |
| FPTR FOTS Practice Training Round | 1 rockets per squad |
| G811 Grenade, Hand Practice Body M69 | 3 grenades per squad |
| G878 Fuze, Hand Grenade Practice M228 w/ Conf Clip | 3 fuzes per squad |
| G881 Grenade, Hand Fragmentation M67 w/ Conf Clip | 1 grenades per squad |
| G940 Grenade, Hand Green Smoke M18 | 1 grenades per squad |
| G945 Grenade, Hand Yellow Smoke M18 | 1 grenades per squad |
| G955 Grenade, Hand Violet Smoke M18 | 1 grenades per squad |
| G982 Grenade, Hand Smoke TA, M83 | 1 grenades per squad |
| HA21 Rocket, 21mm Sub-Caliber M72AS LAW Trainer | 1 rockets per squad |
| HA29 Rckt 66mm HE, M72A7, LAW W/GRAZE | 1 rockets per squad |
| HA34 Rckt 83mm HE, SMAW-NE, MK80-0 | 1 rockets per squad |
| L305. SIGNAL , ILLUM GRN STAR PARA M19A1/A2 | 1 signals per squad |
| L307 Signal, Illumination Ground White Star Cluster M159 | 1 signals per squad |
| L312 Signal, Illumination Ground White Star Parachute M127A1 | 1 signals per squad |
| L314 Signal, Illumination Ground Green Star Cluster M125A1 | 1 signals per squad |
| L594 Simulator, Projectile Ground Burst M115A2 | 1 Simulator per squad |

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17581 Machine Gun Field Fire Range
Facility Code 17750 Infantry Squad Battle Course
Facility Code 17752 Infantry Platoon Battle Course

ADDITIONAL RANGE/TRAINING AREA: A range equipped with robot targets with appropriate number of rounds and repetitions.

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

Range will need to support a platoon level attack. Range must support all organic company weapons and attached weapons, to include dud-producing ordnance and overhead fires.

INF-MAN-4016: Conduct Casualty Evacuation

SUPPORTED MET(S):

[MCT 1.12.1 Conduct Amphibious Operations](#)
[MCT 1.14 Conduct Stability Operations](#)
[MCT 1.6.1 Conduct Offensive Operations](#)
[MCT 1.6.4 Conduct Defensive Operations](#)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

DESCRIPTION: Conduct triage, assessment, treatment and evacuation of casualties. Medical care shall be within current standards set forth by the Committee on Tactical Combat Casualty Care Guidelines for Medical Providers. Be prepared for contingencies in which casualty evacuation timelines may be delayed.

CONDITION: Given a unit with a corpsman, an operations order, and casualties.

STANDARD: To treat and evacuate casualties in a timely manner with minimal interruption to the mission, while maintaining accountability.

EVENT COMPONENTS:

1. Establish security
2. Provide care under fire
3. Report casualty to higher headquarters
4. Move casualties to a safe area
5. Provide Tactical Combat Casualty Care (TCCC)
6. Conduct triage in case of multiple casualties
7. Coordinate evacuation transport
8. Initiate prolonged field care measures in case of delayed casualty evacuation
9. Move casualties to transport

PRIMARY REFERENCE:

[MCRP 3-10A.4 Marine Rifle Squad](#)

SUPPLEMENTARY REFERENCES:

[MCRP 3-10A.3i Marine Infantry Platoon](#)
[MCRP 3-10A.2 Infantry Company Operations](#)

Committee on Tactical Combat Casualty Care Guidelines for Medical Providers,
current edition
Joint Trauma System Pre-hospital / En Route Clinical Practice Guidelines,
current edition

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

INF-MAN-5016 Conduct Casualty Evacuation

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | L/S | IIT | Squad Hours | 0 | N |

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17962 MOUT Collective Training Facility (Small)

INF-MAN-4017: Conduct Immediate Actions

SUPPORTED MET(S):

MCT 1.14 Conduct Stability Operations
MCT 1.6.1 Conduct Offensive Operations
MCT 1.6.4 Conduct Defensive Operations

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

DESCRIPTION: Immediate actions are designed to provide swift and positive small unit reaction to visual or physical contact to the enemy. They are simple courses of action in which all Marines are well trained. Minimal signals or commands are required and they are developed as needed for the combat situation. Immediate action include, but are not limited to; immediate halt, air observation and/or attack, meeting engagement (hasty ambush, immediate assault), break contact, counter to near and far ambush.

CONDITION: Given a rifle squad and an assigned mission.

STANDARD: In accordance with the commander's intent while maintaining control of all elements and awareness of adjacent unit positions and actions.

EVENT COMPONENTS:

1. Plan immediate action drills
 - a. Consider mission, enemy, terrain and weather, troops and fire support available, and time (METT-T)
 - b. Determine types of immediate action drills required
 - c. Task organize the squad for immediate action

- d. Integrate fire support into immediate action drills
- e. Rehearse immediate action drills
2. React to enemy contact
 - a. All squad members repeat the fire command (ADDRAC)
 - i. Alert
 - ii. Direction
 - iii. Description
 - iv. Range
 - v. Assignment
 - vi. Control
 - b. Deploy fire teams
 - c. Report contact to higher headquarters
 - d. Evaluate the situation
 - e. Develop the situation
 - f. Select a course of action
 - g. Execute the plan with violence of action
3. Follow through
 - a. Exploit the enemy
 - b. Consolidate after immediate action
 - c. Submit reports to higher headquarters
 - d. Re prioritize patrol effort
 - e. Reallocate assets

PRIMARY REFERENCE:

[MCTP 3-01A Scouting and Patrolling](#)

SUPPLEMENTARY REFERENCES:

[MCIP 3-10A.4i Marine Rifle Squad](#)

[MCDP 1 Warfighting](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-MAN-5013 Conduct Patrolling Operations](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | L/S | IIT | Squad Hours | 0 | N |

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|--|----------------------|
| A059 Cartridge, 5.56mm Ball M855 10/Clip | 5 rounds per weapon |
| A064 Cartridge, 5.56mm 4 Ball M855/1 Tracer M856 Linked | 15 rounds per weapon |
| BA35 Cartridge, 40mm Practice (Day/Night) M1110 | 1 round per weapon |
| G881 Grenade, Hand Fragmentation M67 w/ Conf Clip | 3 grenades per squad |
| G940 Grenade, Hand Green Smoke M18 | 1 grenades per squad |
| G945 Grenade, Hand Yellow Smoke M18 | 1 grenades per squad |
| G955 Grenade, Hand Violet Smoke M18 | 1 grenades per squad |
| G982. Grenade, Hand Smoke TA M83 | 1 grenades per squad |

| | |
|--|-------------------------|
| HA21 Rocket, 21mm Sub-Caliber M72AS LAW Trainer | 1 rocket per squad |
| HA29 Rckt 66mm HE, M72A7, LAW W/GRAZE | 1 rocket per squad |
| J007 Mine, Antipersonnel M18A1 with Non-Elec Mini Shock Tube | 1 mines per squad |
| L312 Signal, Illumination Ground White Star Parachute M127A1 | 1 signals per squad |
| L314 Signal, Illumination Ground Green Star Cluster M125A1 | 1 signals per squad |
| L594 Simulator, Projectile Ground Burst M115A2 | 1 projectiles per squad |

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17430 Impact Area Dudded
Facility Code 17581 Machine Gun Field Fire Range
Facility Code 17631 Light Antiarmor Weapons Range Live
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-MGUN-4001: Provide Fires (L/S)

SUPPORTED MET(S):

[MCT 1.14 Conduct Stability Operations](#)
[MCT 1.6.1 Conduct Offensive Operations](#)
[MCT 1.6.4 Conduct Defensive Operations](#)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

DESCRIPTION: Properly employed, the machinegun section/squad provides a high volume of accurate fire in support of the infantry in the offense and defense. In the offense the machinegun section/squad can add firepower to the assault but is often best employed to suppress or neutralize crew served weapons or enemy personnel from a support by fire position. In the defense the long range, close defensive and final protective fires of the machinegun section/squad provide an integral piece of the defensive scheme against enemy infantry attack. ([MCTP 3-01C, Machine Guns and Machine Gun Gunnery](#))

The four roles of the machinegun in the offense are; flank protective fires, close supporting fires, long range fires, and fires in support of consolidation.

The three roles of machineguns in the defense are; long range fires, close defensive fires, and final protective fires.

CONDITION: Given a machinegun section or squad, an operations order, and a supported unit's scheme of maneuver; while motorized, mechanized, or dismounted; during daylight or limited visibility.

STANDARD: Support unit's scheme of maneuver and achieve desired effects on the enemy in accordance with the commander's intent.

EVENT COMPONENTS:

1. Plan to provide fires
 - a. Allocate resources from higher headquarters to subordinates
 - b. Organize forces
 - i. Supported unit may form combined anti-armor teams (CAAT)
 - ii. Unit can be mounted or dismounted
 - iii. Engagement criteria and target precedence must be received within the operations order
 - c. Plan occupation of firing position(s)
 - d. Conduct rehearsal of concept
2. Gain and maintain contact with the enemy
 - a. Conduct intelligence, surveillance, and reconnaissance (ISR)
 - b. Conduct battlefield deconfliction
 - c. Reallocate resources
3. Disrupt the enemy
 - a. Set conditions for supported unit's maneuver
4. Fix the enemy
 - a. Maintain distribution of fires
 - b. Continue battlefield coordination
 - c. Continue reallocation of resources
5. Follow through
 - a. Conduct exploitation
 - b. Reprioritize assets
 - c. Reallocate assets

PRIMARY REFERENCE:

[MCTP 3-01C Machine Guns and Machine Gun Gunnery](#)

SUPPLEMENTARY REFERENCES:

[MCIP 3-10A.3i Marine Infantry Platoon \(Appendix G\)](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-MGUN-5001 Provide Fires](#)

INTERNAL SUPPORTING EVENTS:

[INF-MGUN-3001 Conduct Crew Qualification](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Partial | L/S | DVTE | Marine Hours | 3 | Y |

NOTES: ISMT can be used to supplement training. DVTE is the primary means of simulation.

| | | | | | |
|---------|-----|-----|--------------|---|---|
| Partial | L/S | TDK | Marine Hours | 3 | N |
|---------|-----|-----|--------------|---|---|

NOTES: ISMT can be used to supplement training. DVTE is the primary means of simulation.

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|---|--------------------------|
| A059 Cartridge, 5.56mm Ball M855 10/Clip | 30 rounds per Marine |
| A062 Cartridge, 5.56mm Ball M855 Linked | 800 rounds per weapon |
| A064 Cartridge, 5.56mm 4 Ball M855/1 Tracer M856 Linked | 800 rounds per weapon |
| A131 Cartridge, 7.62mm 4 Ball M80/1 Tracer M62 Linked | 800 rounds per weapon |
| A143 Cartridge, 7.62mm Ball M80 Linked | 800 rounds per weapon |
| A151 Cartridge, 7.62mm 4 Ball/1 Tracer Linked | 800 rounds per weapon |
| A576 Cartridge, Caliber .50 4 API M8/1 API-T M20 Linked | 600 rounds per weapon |
| A598 Cartridge, Caliber .50 Blank M1A1 Linked | 600 rounds per unit |
| B542 Cartridge, 40mm HEDP M430/M430A1 Linked | 144 rounds per weapon |
| BA21 Cartridge, 40mm Practice (Day/Night) MK281 Mod 1 Linked | 144 rounds per weapon |

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17430 Impact Area Dudded
Facility Code 17581 Machine Gun Field Fire Range
Facility Code 17610 Grenade Launcher Range
Facility Code 17631 Light Antiarmor Weapons Range Live

INF-MORT-4001: Provide 81mm Mortar Fires

SUPPORTED MET(S):

[MCT 1.6.1 Conduct Offensive Operations](#)
[MCT 1.6.4 Conduct Defensive Operations](#)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

DESCRIPTION: Provide responsive indirect fires that support company/battalion-level maneuver elements in the offense and reinforce direct fires in the defense.

CONDITION: Given a section, an order, and a supported unit scheme of maneuver, during daylight or limited visibility.

STANDARD: Support unit's scheme of maneuver and achieve desired effects on the enemy in accordance with the commander's intent.

EVENT COMPONENTS:

1. Plan to provide fires
 - a. Allocate resources from higher headquarters to subordinate units
 - b. Organize forces
 - c. Plan to occupy firing position(s)
 - d. Conduct rehearsal of concept
2. Establish mortar position(s)
 - a. Conduct RSOP
 - i. Reconnaissance
 - ii. Selection
 - iii. Occupation of position
 - b. Conduct battlefield deconfliction
 - c. Reallocate resources
3. Disrupt the enemy
 - a. Set conditions for the supported unit's maneuver
4. Fix the enemy
 - a. Maintain the distribution of fires
 - b. Continue battlefield coordination
 - c. Continue reallocation of resources
5. Follow through
 - a. Conduct exploitation
 - b. Reprioritize assets
 - c. Reallocate assets

PRIMARY REFERENCE:

[MCTP 3-01D Tactical Employment of Mortars](#)

SUPPLEMENTARY REFERENCES:

[MCIP 3-10A.3i Marine Infantry Platoon \(Appendix F\)](#)

[TC 3-22.90 Mortars](#)

[TC 3-22.91 Mortar Fire Direction Procedures](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-MORT-5001 Provide Fires](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | L/S | CACCTUS | Unit Hours | 3 | N |

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|---|-------------------------|
| C869 Cartridge, 81mm HE M889/M889A1 with PD Fuze M935 | 46 rounds per weapon |
| C870 Cartridge, 81mm Smoke Red Phosphorus M819 MTSQ Fuze | 36 rounds per weapon |
| C871 Cartridge, 81mm Illuminating M853A1 with MTSQ Fuze M772 | 36 rounds per weapon |

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

Facility Code 17670 Mortar Range

INF-MORT-4002: Provide 60mm Mortar Fires

SUPPORTED MET(S):

[MCT 1.6.1 Conduct Offensive Operations](#)

[MCT 1.6.4 Conduct Defensive Operations](#)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

DESCRIPTION: Provide responsive indirect fires that support platoon/company level maneuver elements in the offense and reinforce direct fires in the defense.

There are no dedicated fire direction center (FDC) personnel in a 60mm mortar section. 60mm mortars are employed as a squad (one cannon) in support of a unit using either direct lay, direct alignment or handheld mode. They can be massed as a section in support of company operations based off mission, enemy, terrain and weather, troops and fire support available, and time (METT-T).

CONDITION: Given a 60mm mortar squad, an operations order, and a supported unit's scheme of maneuver, during daylight or limited visibility.

STANDARD: Support unit's scheme of maneuver and achieve desired effects on the enemy in accordance with the commander's intent.

EVENT COMPONENTS:

1. Plan to provide fires
 - a. Allocate resources from higher headquarters to subordinate units
 - b. Organize forces
 - c. Plan to occupy firing position(s)
 - d. Conduct rehearsal of concept
2. Establish mortar position(s)
 - a. Conduct RSOP
 - i. Reconnaissance
 - ii. Selection
 - iii. Occupation of position
 - b. Conduct battlefield deconfliction
 - c. Reallocate resources
3. Disrupt the enemy
 - a. Set conditions for the supported unit's maneuver
4. Fix the enemy
 - a. Maintain the distribution of fires
 - b. Continue battlefield coordination
 - c. Continue reallocation of resources
5. Follow through
 - a. Conduct exploitation
 - b. Reprioritize assets
 - c. Reallocate assets

PRIMARY REFERENCE:

MCTP 3-01D Tactical Employment of Mortars

SUPPLEMENTARY REFERENCES:

MCIP 3-10A.3i Marine Infantry Platoon (Appendix F)

TC 3-22.90 Mortars

TC 3-22.91 Mortar Fire Direction Procedures

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

INF-MORT-5001 Provide Fires

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | L/S | CACCTUS | Unit Hours | 3 | N |

NOTES: Indoor Simulated Marksmanship Trainer (ISMT) currently does not offer the proper weapon system to train this event.

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|---|----------------------|
| B643 Cartridge, 60mm High Explosive M888 | 32 rounds per weapon |
| B647 Cartridge, 60mm Illuminating M721 | 24 rounds per weapon |
| BA16 Cartridge, 60mm HE M720A1 w/Multi-Option Fuze M734A1 | 32 rounds per weapon |

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17670 Mortar Range

INF-MORT-4003: Perform Reciprocal Lay

SUPPORTED MET(S):

MCT 1.6.1 Conduct Offensive Operations

MCT 1.6.4 Conduct Defensive Operations

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

DESCRIPTION: Reciprocal lay is a procedure by which all mortars in the section/platoon are laid parallel within one mil of each other to reduce errors between cannons.

CONDITION: Given a mortar platoon, a declinated compass/aiming circle, bore sighted mortars and a mortar position during daylight or darkness.

STANDARD: All mortars are laid to within one mil of the aiming instrument.

EVENT COMPONENTS:

1. Identify direction of fire
2. Emplace base gun
3. Emplace aiming circle
4. Emplace the gun line on the direction of fire post
5. Perform reciprocal lay off of base gun sight and aiming circle
6. Refer and realign each mortar to the referred deflection
7. Prepare for fire missions

PRIMARY REFERENCE:

[TC 3-22.90 Mortars](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-MORT-5001 Provide Fires](#)

INF-STAB-4001: Train Foreign Forces

SUPPORTED MET(S):

[MCT 1.14 Conduct Stability Operations](#)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

READINESS-CODED: NO

CONDITION: Given a unit, a mission, a commander's intent, and foreign forces

STANDARD: To enhance the effectiveness of foreign security forces in conducting operations.

EVENT COMPONENTS:

1. Identify personnel and equipment requirements for advisor staff
2. Screen advisors
3. Provide relevant training to advisors
4. Ensure adequate force protection for advisors
5. Develop support/manning/supply plans in support of advisory team
6. Develop plan for information sharing
7. Select and conduct missions and tasks to build successes/confidence
8. Conduct after action reviews
9. Identify potential leaders

PRIMARY REFERENCE:

[MCRP 3-10A.2 Infantry Company Operations](#)

CHAINED EVENTS:

INTERNAL SUPPORTING EVENTS:

INF-STAB-5001 Develop Foreign National Armed and Security Forces
 INF-STAB-5002 Support Establishment of Public Order and Safety
 INF-STAB-5003 Support Border Control, Boundary Security, and Freedom of Movement

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
 Facility Code 17962 MOUT Collective Training Facility (Small)
 Facility Code 17963 MOUT Collective Training Facility (Large)

7004. INDEX OF FIRE TEAM/CREW SERVED WEAPON TEAM LEVEL COLLECTIVE EVENTS

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7005. FIRE TEAM/CREW SERVED WEAPON TEAM LEVEL EVENTS

INF-0317-3002: Conduct Scout Sniper Team Operations

SUPPORTED MET(S):

MCT 1.14 Conduct Stability Operations
 MCT 1.6.1 Conduct Offensive Operations
 MCT 1.6.4 Conduct Defensive Operations

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

DESCRIPTION: Scout sniper operations include, but are not limited to, reconnaissance, surveillance, delivery of precision fires, target acquisition, fixing the enemy, control of supporting arms, and counter-sniper/counter reconnaissance operations. Commanders may augment the sniper control center (SCC) with target acquisition devices.

CONDITION: Given an operations order, table of equipment, a sustainment load, an area of operations, and a supported unit's scheme of maneuver, while operating in the full range of environmental conditions during daylight and limited visibility.

STANDARD: To provide precision fires, surveillance, control supporting arms, and report, as required on the objective without being compromised.

EVENT COMPONENTS:

1. Conduct the troop leading steps (BAMCIS)
 - a. Begin the planning
 - b. Arrange reconnaissance
 - c. Make reconnaissance
 - d. Complete the plan
 - e. Issue the order
 - f. Supervise
2. Depart friendly lines
3. Establish security
4. Utilize patrolling techniques
5. Continuously camouflage
6. Navigate to the objective area
7. Occupy the final firing position (FFP)
 - a. Conduct surveillance
 - b. Transmit reports to higher headquarters
8. Identify targets by precedence
9. Engage selected targets with precision fires
10. Observe and adjust supporting arms
11. Execute clandestine withdraw from the final firing position (FFP)
12. Re-enter friendly lines or link-up with adjacent unit
13. Conduct debrief with the Intelligence section (S-2)

PRIMARY REFERENCE:

[MCTP 3-01E Sniping](#)

SUPPLEMENTARY REFERENCES:

[MCTP 3-01A Scouting and Patrolling](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-0317-5002 Conduct Scout Sniper Platoon Operations](#)

SUPPORT REQUIREMENTS:

ORDNANCE:

DODIC

QUANTITY

| | |
|--|--------------------|
| A112 Cartridge, 7.62mm Blank M82 | 10 rounds per Team |
| A606 Cartridge, Caliber .50 API MK211 Mod 0 Single Round | 30 rounds per Team |
| AA11 Cartridge, 7.62mm Long Range M118 LR | 40 rounds per Team |

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17560 Sniper Field-Fire Range

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

This event can be trained to standard without ammunition.
Proper sub-DODIC to non-dud producing ammo, A552.

INF-0317-3003: Provide Offensive Fires

SUPPORTED MET(S):

[MCT 1.6.1 Conduct Offensive Operations](#)
[MCT 1.6.4 Conduct Defensive Operations](#)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

CONDITION: Given a scout sniper team, an operations order, table of equipment, a sustainment load, and area of operations, and a supported unit's scheme of maneuver, while operating in the full range of environmental conditions during daylight and limited visibility.

STANDARD: To accomplish the mission and meet commander's intent.

EVENT COMPONENTS:

1. Occupy final firing position (FFP)
2. Observe and report
3. Observe and adjust supporting arms
4. Identify targets by precedence
5. Coordinated with adjacent units
6. Engage targets
7. Displace, as directed

PRIMARY REFERENCE:

[MCTP 3-01E Sniping](#)

SUPPLEMENTARY REFERENCES:

[MCTP 3-01A Scouting and Patrolling](#)
[MCTP 3-10F Fire Support Coordination in the Ground Combat Element](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

INF-0317-4003 Provide Offensive Fires

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------------|------------------------|--------------|-----------|
| Partial | L/S | I-TESS (Individual) | Marine Hours | 8 | N |

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|---|-----------------------|
| .AB39 Cartridge, 7.62 HPBT LR | 40 rounds per Team |
| A112 Cartridge, 7.62mm Blank M82 | 10 rounds per Team |
| A606 Cartridge, Caliber .50 API MK211 Mod 0 Single Round | 30 rounds per Team |

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

This event can be trained to standard without ammunition.
Proper sub-DODIC to non-dud producing ammo, A552.

INF-0317-3004: Provide Defensive Fires

SUPPORTED MET(S):

MCT 1.6.1 Conduct Offensive Operations
MCT 1.6.4 Conduct Defensive Operations

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

CONDITION: Given a scout sniper team, an operations order, table of equipment, a sustainment load, and area of operations, and a supported unit's scheme of maneuver, while operating in the full range of environmental conditions during daylight and limited visibility.

STANDARD: To accomplish the mission and meet commander's intent.

EVENT COMPONENTS:

1. Occupy final firing position
2. Observe and report
3. Observe and adjust supporting arms
4. Identify targets by precedence
5. Coordinate with adjacent units
6. Engage targets
7. Provide continuous observation

8. Displace to alternate or supplementary position according to the scheme of maneuver

PRIMARY REFERENCE:

MCTP 3-01E Sniping

SUPPLEMENTARY REFERENCES:

MCTP 3-01A Scouting and Patrolling

MCTP 3-10F Fire Support Coordination in the Ground Combat Element

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

INF-0317-4004 Provide Defensive Fires

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------------|------------------------|--------------|-----------|
| Partial | L/S | I-TESS (Individual) | Marine Hours | 8 | N |

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|--|--------------------|
| A112 Cartridge, 7.62mm Blank M82 | 10 rounds per Team |
| A606 Cartridge, Caliber .50 API MK211 Mod 0 Single Round | 30 rounds per Team |
| AA11 Cartridge, 7.62mm Long Range M118 LR | 40 rounds per Team |

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17560 Sniper Field-Fire Range

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

This event can be trained to standard without ammunition.
Proper sub-DODIC to non-dud producing ammo, A552.

INF-0317-3005: Engage Targets with Coordinated Shots

SUPPORTED MET(S):

MCT 1.6.1 Conduct Offensive Operations

MCT 1.6.4 Conduct Defensive Operations

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

CONDITION: Given an operations order, table of equipment, a sustainment load, an area of operations, a controller, and a supported unit's scheme of maneuver, while operating in the full range of environmental conditions during daylight and limited visibility.

STANDARD: On command.

EVENT COMPONENTS:

1. Establish engagement area
2. Determine precedence for target engagement
3. Establish method for target engagement
4. Engage targets on command
5. Assess the effect of fire on targets
6. Reengage targets, as necessary
7. Displace form firing position, as necessary

PRIMARY REFERENCE:

MCTP 3-01E Sniping

SUPPLEMENTARY REFERENCES:

MCTP 3-01A Scouting and Patrolling
OM 9-1005-239-10 SASR, 50 CALIBER M107
OM SW370-BX-MMO-010 SR-M110 with 3-12x Scope Illustrated
TM 05539D-10/1 M40A3 Sniper Rifle
TM 9-1005-239-23 NP SASR, .50 CALIBER M107

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

INF-0317-4003 Provide Offensive Fires
INF-0317-4004 Provide Defensive Fires

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------------|------------------------|--------------|-----------|
| Yes | S/L | I-TESS (Individual) | Marine Hours | 3 | N |

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|--|----------------------|
| A606 Cartridge, Caliber .50 API MK211 Mod 0 Single Round | 30 rounds per weapon |
| AA11 Cartridge, 7.62mm Long Range M118 LR | 40 rounds per weapon |

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17560 Sniper Field-Fire Range

UNITS/PERSONNEL: 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 T of TWO) however, other methods exist to control sniper fire.

INF-0317-3006: Execute Immediate Action Drills

SUPPORTED MET(S):

[MCT 1.6.1 Conduct Offensive Operations](#)

[MCT 1.6.4 Conduct Defensive Operations](#)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

CONDITION: Given an operations order, table of equipment, a sustainment load, an area of operations, while operating in the full range of environmental conditions during daylight and limited visibility.

STANDARD: Appropriate to mission, enemy, terrain and weather, troops and fire support available (METT-T), commander's intent, and unit standard operating procedures (SOP).

EVENT COMPONENTS:

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:
 - a. Obstacles
 - b. Minefields
6. React to enemy sniper fire
7. React to contact on departure and re-entry or friendly lines
8. React to contact during link up
9. React to contact in the final firing position (FFP) and hide site
10. React to an improvised explosive device (IED)
11. Move as a unit
12. Move by bounds from cover to cover
13. Submit reports, as required
14. Request support
 - a. Extract
 - b. Quick reaction force
 - c. Casualty evacuation (CASEVAC)

PRIMARY REFERENCE:

[MCTP 3-01A Scouting and Patrolling](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-0317-5002 Conduct Scout Sniper Platoon Operations](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------------|------------------------|--------------|-----------|
| Yes | L/S | I-TESS (Individual) | Marine Hours | 3 | N |

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|--|---------------------------|
| A059 Cartridge, 5.56mm Ball M855 10/Clip | 30 round per Marine |
| A064 Cartridge, 5.56mm 4 Ball M855/1 Tracer M856 Linked | 100 round per weapon |
| A075 Cartridge, 5.56mm Blank M200 Linked | 100 rounds per weapon |
| A080 Cartridge, 5.56mm Blank M200 Single Round | 30 round per Marine |
| AA11 Cartridge, 7.62mm Long Range M118 LR | 40 rounds per weapon |
| B643 Cartridge, 60mm High Explosive M888 | 12 cartridges per Team |
| B647 Cartridge, 60mm Illuminating M721 | 5 cartridges per Team |
| BA35 Cartridge, 40mm Practice (Day/Night) M1110 | 4 round per weapon |
| G811 Grenade, Hand Practice Body M69 | 1 grenades per Marine |
| G878 Fuze, Hand Grenade Practice M228 w/ Conf Clip | 1 fuze per Marine |
| G881 Grenade, Hand Fragmentation M67 w/ Conf Clip | 1 grenades per Marine |
| G940 Grenade, Hand Green Smoke M18 | 2 grenades per Team |
| J008 Mine, Antipersonnel Practice M68 w NonElec Mini Shock Tube | 1 mines per Team |
| K143 Mine, AP M18A1 w/Accessories Electric Initiation | 1 mines per Team |

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17560 Sniper Field-Fire Range
Facility Code 17670 Mortar Range
Facility Code 17750 Infantry Squad Battle Course
Facility Code 17760 MOUT Assault Course (MAC)
Facility Code 17962 MOUT Collective Training Facility (Small)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

Drills should be conducted with fighting load, assault load, and sustainment load progressively.

Range must support all infantry platoon weapons and attached weapons to include dud producing ordnance.

INF-ANTI-3001: Mount a Heavy Anti-Armor Weapon System on a Tactical Vehicle

SUPPORTED MET(S):

[MCT 1.6.1 Conduct Offensive Operations](#)

[MCT 1.6.4 Conduct Defensive Operations](#)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

CONDITION: Given an SL-3 complete heavy anti-armor weapon system, a tactical vehicle with a heavy anti-armor weapon turret, in a heavy anti-armor weapon team, while wearing a fighting load.

STANDARD: To prepare for mounted operations.

EVENT COMPONENTS:

1. Inspect the weapon system
2. Mount the traversing unit (TU) to the vehicle
3. Attach the target acquisition sub-system (TAS) onto the traversing unit (TU)
4. Attach the position attitude determination sub-system to the target acquisition sub-system (TAS)
5. Mount the fire control sub-system (FCS) and connect the traversing unit (TU) coil cable
6. Insert the launch tube into the traversing unit (TU)
7. Mount the vehicle charger to the vehicle
8. Connect the vehicle mounted charger to the lithium-ion Battery Box (LBB)
9. Connect the vehicle interface cable to the lithium-ion battery box (LBB) and the fire control sub-system (FCS)
10. Determine if the system has power
11. Dismount and stow components in reverse order

PRIMARY REFERENCE:

[TM 11581B-OR/1 Operator Maintenance Manual for M41A7 Saber System](#)

SUPPLEMENTARY REFERENCES:

[TM 11581B-10/1 Operator Manual for Improved Target Acquisition System \(ITAS\)](#)

[M41A7 Saber Mounted on Joint Light Tactical Vehicle-Close Combat Weapons Carrier \(JLTV-CCWC\)](#)

SUPPORT REQUIREMENTS:

EQUIPMENT: Tactical Vehicle with a Heavy Anti-Armor Weapon System Turret

INF-ANTI-3002: Construct an Anti-Armor Fighting Position

SUPPORTED MET(S):

MCT 1.6.1 Conduct Offensive Operations
MCT 1.6.4 Conduct Defensive Operations

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

READINESS-CODED: NO

DESCRIPTION: Anti-armor fighting positions may be mounted or dismounted, depending on the situation. A camouflage net can be used with either configuration.

CONDITION: Given a mission, an anti-armor weapons system, an entrenching tool or pioneer gear, a direction of fire, and a designated position.

STANDARD: To provide protection from the effects of enemy fire. (TC 3-22.32 M41 Improved Target Acquisition System (ITAS) and Tube-Launched, Optically-Tracked, Wire-Guided/Wireless (TOW) Missile, CH. 7, pg. 7-15)

EVENT COMPONENTS:

1. Identify the anti-armor weapons system to be emplaced
2. Trace the outline of the fighting position
3. Prepare the anti-armor weapon system
4. Clear fields of fire
5. Dig the fighting position
6. Emplace the weapon system
7. Dig an alternate position
8. Dig the supplementary position
9. Continue to improve the position(s)

PRIMARY REFERENCES:

TC 3-22.32 M41 Improved Target Acquisition System (ITAS) and Tube-Launched, Optically-Tracked, Wire-Guided/Wireless (TOW) Missile

SUPPLEMENTARY REFERENCES:

TC 3-22.37 Javelin-Close Combat Missile, Medium

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17411 Maneuver/Training Area, Amphibious Forces

INF-ASLT-3001: Provide Fires

SUPPORTED MET(S):

MCT 1.6.1 Conduct Offensive Operations
MCT 1.6.4 Conduct Defensive Operations

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

CONDITION: Given a mission, commander's intent, and a supported unit scheme of maneuver, while operating in the full range of military operations, (ROMO).

STANDARD: To support the scheme of maneuver.

EVENT COMPONENTS:

1. Patrol to tentative firing position(s)
 - a. Identify cold position
 - b. Identify hot position
2. Engage targets
 - a. Control the delivery of fires
3. Displace from the firing position
4. Prepare for follow on tasking

PRIMARY REFERENCE:

[MCRP 3-10A.3 Marine Rifle Squad](#)

SUPPLEMENTARY REFERENCES:

[MCRP 3-10A.2 Infantry Company Operations](#)
[TM 08673A-10/1 Launcher, Assault Rocket 83MM \(SMAW\) MK 153 MOD 0](#)
[TM 08673A-25&P/2A Launcher, Assault Rocket 83MM \(SMAW\)](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-ASLT-4001 Provide Mobility](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17640 Antiarmor Tracking And Live-Fire Range

INF-ASLT-3002: Conduct a Breach

SUPPORTED MET(S):

[MCT 1.6.1 Conduct Offensive Operations](#)
[MCT 1.6.4 Conduct Defensive Operations](#)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

DESCRIPTION: This task details the squad's actions required to conduct the "Reduce" step of suppress, obscure, secure, and reduce, (SOSR).

CONDITION: Given an operations order, assault squad, obstacle(s), and breaching materials.

STANDARD: To reduce obstacles that impede the scheme of maneuver.

EVENT COMPONENTS:

1. Identify the obstacle
 - a. Door
 - b. Wall
 - c. Wire obstacle
 - d. Explosive hazard
2. Determine technique for reduction
 - a. Ballistic breach
 - b. Mechanical breach
 - c. Explosive breach
3. Prepare for breach
 - a. Prepare breaching equipment
 - b. Clear a lane to the obstacle
 - c. Mark the lane
 - d. Prepare the obstacle for reduction
4. Reduce the obstacle
5. Clear far side of the obstacle
6. Support follow-on unit movement
7. Prepare for follow on tasking

PRIMARY REFERENCE:

[MCRP 3-10A.3 Marine Rifle Squad](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-ASLT-4002 Conduct a Breach](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17830 Light Demolition Range
Facility Code 17962 MOUT Collective Training Facility (Small)

INF-MAN-3001: Conduct Fire and Movement

SUPPORTED MET(S):

[MCT 1.6.1 Conduct Offensive Operations](#)
[MCT 1.6.4 Conduct Defensive Operations](#)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

DESCRIPTION: Fire teams base their action on the actions of the fire team leader. The fire team may move as a unit or by individual rushes. The volume of the enemy's fire, terrain, and proximity will determine which method the squad and fire teams use. Execute fire and movement guided by suppress, assess, move, and kill (SAMK).

CONDITION: Given a fire team, an operations order, while operating in the full range of environmental conditions.

STANDARD: To conduct coordinated fire and movement, to defeat, destroy, or capture the enemy and/or secure key terrain.

EVENT COMPONENTS:

1. (S) Suppress the enemy
2. (A) Assess the effects of fire team fires
 - a. Adjust fires, as necessary
 - b. Identify next covered position
3. (M) Move to next covered position under the cover of suppression
 - a. Identify threat and continue suppression to allow buddy to move to next covered position
4. Repeat suppress, assess, and move until the objective is reached
5. (K) Kill
 - a. Execute actions on the objective
6. Consolidate on the objective
7. Reorganize forces
8. Reallocate resources

PRIMARY REFERENCE:

[MCIP 3-10A.4i Marine Rifle Squad](#)

SUPPLEMENTARY REFERENCES:

[MCIP 3-10A.3i Marine Infantry Platoon](#)
[MCIP 3-01A Scouting and Patrolling](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-MAN-4001 Conduct an Attack](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------------|------------------------|--------------|-----------|
| Yes | S/L | I-TESS (Individual) | Marine Hours | 2 | N |

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|---|----------------------|
| A059 Cartridge, 5.56mm Ball M855 10/Clip | 40 rounds per Marine |
| A063 Cartridge, 5.56mm Tracer M856 Single Round | 10 round per Marine |
| A080 Cartridge, 5.56mm Blank M200 Single Round | 50 round per Marine |

| | |
|---|-----------------------|
| B504 Cartridge, 40mm Green Star Parachute M661 | 1 cartridges per Team |
| B508 Cartridge, 40mm Green Smoke Ground Marker M715 | 1 cartridges per Team |
| B509 Cartridge, 40mm Yellow Smoke Ground Marker M716 | 1 cartridges per Team |
| B535 Cartridge, 40mm White Star Parachute M583/M583A1 | 1 cartridges per Team |
| B546 Cartridge, 40mm HEDP M433 | 2 cartridges per Team |
| BA35 Cartridge, 40mm Practice (Day/Night) M1110 | 5 cartridges per Team |
| C995 Cartridge and Launcher, 84mm M136 AT-4 | 1 cartridges per Team |
| G811 Grenade, Hand Practice Body M69 | 1 grenades per Team |
| G878 Fuze, Hand Grenade Practice M228 w/ Conf Clip | 1 fuze per Team |
| G881 Grenade, Hand Fragmentation M67 w/ Conf Clip | 1 grenades per Team |
| G940 Grenade, Hand Green Smoke M18 | 1 grenades per Team |
| G945 Grenade, Hand Yellow Smoke M18 | 1 grenades per Team |
| G955 Grenade, Hand Violet Smoke M18 | 1 grenades per Team |
| G982 Grenade, Hand Smoke TA, M83 | 1 grenades per Team |
| HA21 Rocket, 21mm Sub-Caliber M72AS LAW Trainer | 1 rockets per Team |
| HA29 Rckt 66mm HE, M72A7, LAW W/GRAZE | 1 rockets per Team |
| L594 Simulator, Projectile Ground Burst M115A2 | 1 Simulator per Team |

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17430 Impact Area Dudded
Facility Code 17730 Fire and Movement Range
Facility Code 17750 Infantry Squad Battle Course

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

Considerations: Movement techniques include unit, buddy, and individual rushes. The event may also serve to move from one covered position to another, absent an immediate enemy threat. The squad leader and/or fire team leader issues the fire command using: alert, direction, description, range, assignment control (ADDRAC) in support of this event.

INF-MAN-3002: Clear a Room

SUPPORTED MET(S):

[MCT 1.14 Conduct Stability Operations](#)
[MCT 1.6.1 Conduct Offensive Operations](#)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

DESCRIPTION: Clearing buildings of enemy threats is an extremely dangerous task. Therefore, leaders should begin every urban clearing task by asking themselves whether or not it is inherently necessary. If a structure is believed to be fitted with booby traps and it holds no real tactical value, then it may be bypassed as long as it is covered by a security element. (MCIP 3-10A.4i, Marine Rifle Squad, Ch.6, p. 151)

CONDITION: Given a fire team, a task to clear a room or structure with a known or suspected enemy threat.

STANDARD: To neutralize the enemy threat in order to accomplish the mission, meeting the commander's intent.

EVENT COMPONENTS:

1. Execute exterior movement considering:
 - a. Threat environment
 - b. Tactical tempo
2. Clear as much of the room as possible from the exterior
3. Clear the fatal funnel
 - a. Aggressively make entry into the room
4. Dominate the room
 - a. Seek out dominate position(s) within the room
 - b. Establish interlocking fields of fire
5. Eliminate threats
 - a. Violence of action
6. Control the room
7. Conduct a hasty search
 - a. Search the living
 - b. Search the dead
 - c. Search the room
8. Mark the room cleared
 - a. Mark per unit standard operating procedure (SOP)
9. Evacuate the room
 - a. Gain accountability of all Marines

PRIMARY REFERENCE:

[MCIP 3-10A.4i Marine Rifle Squad](#)

SUPPLEMENTARY REFERENCES:

[MCTP 12-10B.1 Military operations on Urbanized Terrain](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-MAN-4001 Conduct an Attack](#)

[INF-MAN-4012 Conduct a Cordon and Search](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------------|------------------------|--------------|-----------|
| Yes | S/L | I-TESS (Individual) | Marine Hours | 2 | N |

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|--|-----------------------|
| A059 Cartridge, 5.56mm Ball M855 10/Clip | 100 rounds per Marine |
| A063 Cartridge, 5.56mm Tracer M856 Single Round | 20 rounds per Marine |
| A080 Cartridge, 5.56mm Blank M200 Single Round | 120 rounds per Marine |
| G811 Grenade, Hand Practice Body M69 | 1 grenades per Marine |
| G878 Fuze, Hand Grenade Practice M228 w/ Conf Clip | 1 fuze per Marine |
| G881 Grenade, Hand Fragmentation M67 w/ Conf Clip | 1 grenades per Marine |
| G940 Grenade, Hand Green Smoke M18 | 1 grenades per Marine |
| G945 Grenade, Hand Yellow Smoke M18 | 1 grenades per Marine |
| G955 Grenade, Hand Violet Smoke M18 | 1 grenades per Marine |
| G982 Grenade, Hand Smoke TA, M83 | 1 grenades per Marine |
| G982. Grenade, Hand Smoke TA M83 | 1 grenades per Marine |
| L594 Simulator, Projectile Ground Burst M115A2 | 1 Simulator per Team |

RANGE/TRAINING AREA:

Facility Code 17760 MOUT Assault Course (MAC)
Facility Code 17962 MOUT Collective Training Facility (Small)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

Live ammunition is preferred if training facilities are available but this task can be accomplished to standard with blank ammunition. The cleared rooms are marked in accordance with the unit standard operating procedure (SOP). There are similar techniques for clearing a room, cave, storage container, vehicle, small enclosed space, etc. but they are all applicable to this event.

INF-MAN-3003: Establish a Listening Post (LP) / Observation Post (OP)

SUPPORTED MET(S):

[MCT 1.14 Conduct Stability Operations](#)
[MCT 1.6.4 Conduct Defensive Operations](#)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

DESCRIPTION: The primary purpose of listening posts and observation posts (LPs/OPs) is to give early warning of enemy approach. LP/OPs are normally located in front of the platoon or squad defensive position along likely avenues of approach to provide early warning and accurate reporting of any enemy activities. An OP is usually within effective small arms range of the platoon's or squad's position (i.e., 300 to 500 meters) depending on the terrain, and is normally manned by no less than two Marines. To avoid possible fratricide, a no-fire area is established around all listening posts and observation posts (LP/OPs).

CONDITION: Given a fire team or buddy pair, a task to occupy a listening post / observation post (LP/OP).

STANDARD: To provide early warning while seeking to avoid direct enemy contact.

EVENT COMPONENTS:

1. Depart friendly lines
2. Move by covered and concealed routes to the vicinity of the listening posts and observation posts (LP/OP)
3. Conduct reconnaissance of the tentative listening posts and observation posts (LP/OP) site
4. Occupy the LP/OP
 - a. Establish security
 - b. Identify sectors of observation
 - c. Identify sectors of fire
 - d. identify dead space
5. Establish communications with higher headquarters
6. Listen and observe
7. Report activity to higher headquarters
8. Reposition listening posts and observation posts (LP/OP), as required
9. Execute evacuation plan upon compromise

PRIMARY REFERENCE:

[MCTP 3-01A Scouting and Patrolling](#)

SUPPLEMENTARY REFERENCES:

[MCIP 3-10A.4i Marine Rifle Squad](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-MAN-4006 Conduct a Defense](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

INF-MAN-3014: Establish a Base of Fire (L/S)

SUPPORTED MET(S):

[MCT 1.6.1 Conduct Offensive Operations](#)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

DESCRIPTION: The base of fire covers the maneuver element's advance toward the enemy position by engaging all known or suspected targets. Upon opening fire, the base of fire seeks to gain fire superiority over the enemy. Fire superiority is gained by subjecting the enemy to fire of such accuracy and volume that the enemy fire ceases or becomes ineffective. (MCIP 3-10A.4i, Marine Rifle Squad)

CONDITION: Given a fire team and a task to establish a base of fire.

STANDARD: To suppress an enemy position to support the movement of friendly forces.

EVENT COMPONENTS:

1. Plan for the occupation of a base of fire position
 - a. Identify terrain favorable for the establishment of a base of fire
 - b. Establish signals plan for:
 - i. Commence fire
 - ii. Rates of fire
 - iii. Shift fire
 - iv. Cease fire
2. Move to, and occupy the base of fire position
3. Establish sector(s) of fire
4. On command, deliver suppressive fires
5. Gain and maintain fire superiority
6. Assess the effects of fires
7. Shift or cease fires in support of maneuver
8. Be prepared to displace, on order

PRIMARY REFERENCE:

MCIP 3-10A.4i Marine Rifle Squad

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

INF-MAN-4014 Support by Fire

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | L/S | DVTE | Marine Hours | 0 | Y |
| Yes | L/S | TDK | Marine Hours | 0 | N |

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|---|---------------------|
| A059 Cartridge, 5.56mm Ball M855 10/Clip | 80 round per Marine |
| A063 Cartridge, 5.56mm Tracer M856 Single Round | 20 round per Marine |

| | |
|---|------------------------|
| A080 Cartridge, 5.56mm Blank M200 Single Round | 80 round per Marine |
| A358 Cartridge, 9mm TP-T M939 for AT-4 Trainer | 1 round per weapon |
| B504 Cartridge, 40mm Green Star Parachute M661 | 1 signals per weapon |
| B509 Cartridge, 40mm Yellow Smoke Ground Marker M716 | 1 signals per weapon |
| B535 Cartridge, 40mm White Star Parachute M583/M583A1 | 2 signals per Platoon |
| B546 Cartridge, 40mm HEDP M433 | 2 round per weapon |
| BA35 Cartridge, 40mm Practice (Day/Night) M1110 | 2 round per weapon |
| C995 Cartridge and Launcher, 84mm M136 AT-4 | 1 rockets per squad |
| G811 Grenade, Hand Practice Body M69 | 1 grenades per Team |
| G878 Fuze, Hand Grenade Practice M228 w/ Conf Clip | 1 fuze per Team |
| G881 Grenade, Hand Fragmentation M67 w/ Conf Clip | 1 grenades per Team |
| G940 Grenade, Hand Green Smoke M18 | 1 grenades per Team |
| G945 Grenade, Hand Yellow Smoke M18 | 1 grenades per Team |
| G955 Grenade, Hand Violet Smoke M18 | 1 grenades per Team |
| G982 Grenade, Hand Smoke TA, M83 | 1 grenades per Team |
| HA21 Rocket, 21mm Sub-Caliber M72AS LAW Trainer | 1 rockets per Team |
| HA29 Rckt 66mm HE, M72A7, LAW W/GRAZE | 1 rockets per Team |
| L594 Simulator, Projectile Ground Burst M115A2 | 1 projectiles per Team |

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17631 Light Antiarmor Weapons Range Live
Facility Code 17730 Fire and Movement Range
Facility Code 17750 Infantry Squad Battle Course

ADDITIONAL RANGE/TRAINING AREA: Range will need to support a platoon level attack. Range must support all company weapons and attached weapons, to include dud-producing ordnance and overhead fires.

INF-MAN-3016: Render Tactical Casualty Care

SUPPORTED MET(S):

[MCT 1.12.1 Conduct Amphibious Operations](#)
[MCT 1.14 Conduct Stability Operations](#)
[MCT 1.6.1 Conduct Offensive Operations](#)
[MCT 1.6.4 Conduct Defensive Operations](#)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

DESCRIPTION: The aid and litter team are responsible for rendering aid to and evacuating wounded personnel during the conduct of the patrol. Marines must have a thorough knowledge of the casualty care and evacuation plan as outlined in the patrol order. The team should carry special equipment to assist them in the execution of these duties (e.g. combat lifesaver bags, stretchers, and pole-less litters). Marines must be prepared to establish snap casualty collection points, assist the corpsman in caring for casualties, and able to prepare and transmit a casualty evacuation (CASEVAC) 9-line report. ([MCIP 3-10A.4i](#), [Marine Rifle Squad, Ch. 5, p. 92](#))

CONDITION: Serving as the designated aid and litter team, with casualties.

STANDARD: To administer lifesaving aid to casualties in a timely manner with minimal interruption to the mission.

EVENT COMPONENTS:

1. Establish local security
2. Identify casualties
3. Collect casualties
4. Assist in the triage casualties
5. Administer medical aid
6. Coordinate casualty evacuation

PRIMARY REFERENCE:

[MCTP 3-40A Health Service Support Operations](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-MAN-4016 Conduct Casualty Evacuation](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | L/S | IIT | Squad Hours | 0 | N |

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17962 MOUT Collective Training Facility (Small)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Initial reporting is part of the coordination for transport and may happen concurrent with other event components. Final reporting is part of maintaining accountability.

INF-MGUN-3001: Conduct Crew Qualification

SUPPORTED MET(S):

[MCT 1.6.1 Conduct Offensive Operations](#)
[MCT 1.6.4 Conduct Defensive Operations](#)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

READINESS-CODED: NO

DESCRIPTION: Crew qualification is for guns crews that have demonstrated proficiency during the basic phases of gunnery. It is designed to increase the effectiveness of the machinegun crew by building their confidence to quickly and accurately deliver a large volume of fire on a predetermined target. Crew qualification is required in order to qualify a machinegun crew to support maneuver in a platoon or larger collective event.

CONDITION: Given a machinegun crew, a machinegun gun with T&E and SL-3, either ground mounted on a tripod or vehicle mounted, during day and limited visibility.

STANDARD: To qualify a machinegun crew.

EVENT COMPONENTS:

1. Conduct weapon specific crew practice
2. Conduct weapon specific crew qualification

PRIMARY REFERENCE:

[MCTP 3-01C Machine Guns and Machine Gun Gunnery](#)

CHAINED EVENTS:

INTERNAL SUPPORTED EVENTS:

[INF-MGUN-4001 Provide Fires](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Partial | L/S | ISMT | Marine Hours | 0 | N |

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|---|------------------------|
| A131 Cartridge, 7.62mm 4 Ball M80/1 Tracer M62 Linked | 206 round per Team |
| A576 Cartridge, Caliber .50 4 API M8/1 API-T M20 Linked | 168 round per Team |
| BA21 Cartridge, 40mm Practice (Day/Night) MK281 Mod 1 Linked | 316 rounds per Team |

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17581 Machine Gun Field Fire Range
Facility Code 17610 Grenade Launcher Range
Facility Code 17631 Light Antiarmor Weapons Range Live

INF-MGUN-3002: Mount a Heavy Machinegun on a Tactical Vehicle

SUPPORTED MET(S):

[MCT 1.6.1 Conduct Offensive Operations](#)

[MCT 1.6.4 Conduct Defensive Operations](#)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

READINESS-CODED: NO

CONDITION: Given a heavy machinegun, a tactical vehicle, cradle, mount, and a mounting adapter, while wearing a fighting load.

STANDARD: To prepare for mounted operations.

EVENT COMPONENTS:

1. Inspect the heavy machinegun and associated components
2. Attach the mounting adapter to the tactical vehicle
3. Attach the cradle and mount to the mounting adapter
4. Attach the traverse and elevation (T&E) mechanism to the heavy machinegun
5. Attach the ammunition brackets to the cradle and mount
6. Attach the heavy machinegun receiver to the cradle and mount
7. Attach the barrel to the heavy machinegun receiver

PRIMARY REFERENCE:

[MCTP 3-01C Machine Guns and Machine Gun Gunnery](#)

SUPPLEMENTARY REFERENCES:

[TM 08521A-OR/1 Operator's Manual, Machinegun, 40mm, Mk19 MOD 3](#)

[TC 3-22.50 Heavy Machine Gun M2 Series](#)

[TM 1005-OR Technical Manual, Machinegun Mounts](#)

SUPPORT REQUIREMENTS:

EQUIPMENT: Tactical vehicle

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

The following components can be used to mount a heavy machinegun: MK 64 cradle, MK 93 cradle, MK 93 cradle MOD 1, MK 175 vehicle mount, and a universal pintle adapter (UPA).

INF-MGUN-3003: Construct a Machinegun Fighting Position

SUPPORTED MET(S):

[MCT 1.6.1 Conduct Offensive Operations](#)

MCT 1.6.4 Conduct Defensive Operations

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

CONDITION: Given an area to defend, a sector of fire or principle direction of fire, a machinegun unit, and entrenching equipment, while wearing a fighting load.

STANDARD: To provide cover and concealment without restricting effective fires on assigned sector or principal direction of fire, within time allocated.

EVENT COMPONENTS:

1. Select terrain for a machinegun fighting position
2. Trace an outline for the fighting position
3. Construct a firing platform
4. Excavate the fighting position
5. Camouflage the fighting position
6. Prepare alternate and supplementary fighting positions
7. Continue to make improvements to the fighting position

PRIMARY REFERENCE:

[MCTP 3-01C Machine Guns and Machine Gun Gunnery](#)

SUPPLEMENTARY REFERENCES:

[MCIP 3-10A.4i Marine Rifle Squad](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17581 Machine Gun Field Fire Range
Facility Code 17620 40MM (Grenade) Machine Gun Qualification Range

INF-MORT-3001: Occupy a Mortar Position

SUPPORTED MET(S):

[MCT 1.6.1 Conduct Offensive Operations](#)
[MCT 1.6.4 Conduct Defensive Operations](#)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

DESCRIPTION: The tempo of battle and the threat of enemy counter-fire mean that mortar platoons and sections may have to move often. To reduce the time spent displacing, a mortar platoon accomplishes the reconnaissance, selection, occupation, and movement tasks quickly and efficiently.

The key to a successful reconnaissance, selection, and occupation of position is frequent and effective training. Although automated fire direction systems provide extremely accurate locations and greatly simplify the techniques used to occupy and fire from a new position, mortar leaders must be prepared to conduct operations under analog conditions. ([MCTP 3-01D, Tactical Employment of Mortars, Ch. 4](#))

CONDITION: Given an order to establish mortar firing positions.

STANDARD: To continue to fire missions while under direct and indirect enemy fire in accordance with determined level of protection, time, and resources available. ([MCTP 3-01D, Tactical Employment of Mortars, Ch. 8, p. 8-6](#))

EVENT COMPONENTS:

1. Conduct reconnaissance of the mortar position
 - a. Map and imagery
 - b. Ground reconnaissance
 - c. Aerial reconnaissance
2. Mortar position considerations
 - a. Mission accomplishment
 - b. Tactical situation
 - c. Target range criteria
 - d. Target area coverage
 - e. Survivability
 - f. Mask and overhead cover
 - g. Surface conditions
 - h. Communications
 - i. Routes
3. Conduct advance party operations
4. Issue a movement brief
5. Occupy the mortar position
 - a. Deliberate
 - b. Hasty
 - c. Emergency
6. Improve the mortar position
7. Displace the mortar position
 - a. On-order
 - b. Event-oriented
 - c. Combined displacement

PRIMARY REFERENCE:

[MCTP 3-01D Tactical Employment of Mortars](#)

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CHAPTER 8

MOS 0300 INDIVIDUAL EVENTS

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INFANTRY T&R MANUAL

CHAPTER 8

MOS 0300 INDIVIDUAL EVENTS

8000. PURPOSE. This chapter details the individual events that pertain to the Infantry Occupational Field (OCCFLD). Each individual event provides an event title, along with the conditions events will be performed under, and the standard to which the event must be performed to be successful.

8001. EVENT CODING

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

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

| <u>Code</u> | <u>Description</u> |
|-------------|-----------------------|
| 0300 | Basic Infantry Marine |

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

| <u>Code</u> | <u>Description</u> |
|-------------|--|
| CBRN | Chemical, Biological, Radiological, Nuclear |
| CMBH | Combat Hunter |
| COMM | Communications |
| COND | Combat Conditioning |
| DEF | Defense |
| DEMO | Demolitions |
| FSPT | Fire Support |
| ISUL | Infantry Small Unit Leadership |
| GRLA | Grenade Launcher |
| MED | Medical |
| MOBL | Mobility |
| MOUT | Military Operations on Urbanized Terrain |
| OFF | Offense |
| OPS | Operations |
| OPTS | Optics |
| PAT | Patrolling |
| PSTL | Pistol |
| RFL | Rifle |
| RSTA | Reconnaissance, Surveillance, Target Acquisition |
| TRNG | Training |
| TVEH | Tactical Vehicle |
| WPNS | Weapons |

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

| | |
|-------------|---------------------------------------|
| <u>Code</u> | <u>Description</u> |
| 1000 | Core Skills |
| 2000 | Core Plus Skills |
| 2500 | Infantry Small Unit Leadership Skills |

8002. INDEX OF 1000-LEVEL INDIVIDUAL EVENTS

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|--------------------------|---|-------------|
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| 0300-TVEH-1001 | Assist in Loading and Unloading a Tactical Vehicle | 8-22 |
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8003. 1000-LEVEL EVENTS

0300-CMBH-1001: Conduct Observation (L/S)

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

READINESS-CODED: NO

MOS PERFORMING: 0302, 0307, 0311, 0317, 0321, 0331, 0341, 0351, 0352, 0365, 0369

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an area to observe, with or without the aid of observation devices, while wearing a fighting load.

STANDARD: To detect anomalies.

PERFORMANCE STEPS:

1. Conduct a hasty search
2. Conduct a detailed search
3. Build a sector sketch
4. Establish a baseline for the pattern of life
5. Maintain observation
6. Record information observed
7. Transmit reports to higher headquarters

PRIMARY REFERENCE:

MCIP 3-02.1i Combat Hunter

SUPPLEMENTARY REFERENCES:

MCTP 3-01A Scouting and Patrolling

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Partial | L/S | DVTE | Marine Hours | 1 | Y |
| Partial | L/S | TDK | Marine Hours | 1 | N |

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

This event can be trained using any day/night/thermal observation device, or a combination of devices.

Conducting a memory exercise (Keep in Memory (KIM)) reinforces observation and memory skills. The individual should observe items and identify the size, shape, color, and condition of each item displayed after items have been removed from view.

0300-CMBH-1002: Apply the Components of the Decision Cycle (OODA) Process

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

MOS PERFORMING: 0300, 0302, 0307, 0311, 0317, 0321, 0331, 0341, 0351, 0352, 0365, 0369

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a scenario requiring a decision.

STANDARD: To achieve a decision with a bias for action.

PERFORMANCE STEPS:

1. Observe the situation
2. Orient your mental process to the situation
3. Decide a course of action
4. Act on the decision
5. Repeat steps 1 through 4, as required
6. Report information as required

PRIMARY REFERENCE:

[MCIP 3-02.1i Combat Hunter](#)

SUPPLEMENTARY REFERENCES:

[MCTP 3-01A Scouting and Patrolling](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17962 MOUT Collective Training Facility (Small)

0300-COMM-1001: Utilize Hand and Arm Signals

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

READINESS-CODED: NO

MOS PERFORMING: 0300, 0302, 0307, 0311, 0317, 0321, 0331, 0341, 0351, 0352, 0365, 0369

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a situation when voice commands are difficult, impossible, or when silence must be maintained, while wearing a fighting load.

STANDARD: To transmit commands or information.

PERFORMANCE STEPS:

1. Assess the situation to determine the need to signal
2. Execute the signal
3. Repeat the signal continuously until acknowledged or the desired action is taken

PRIMARY REFERENCE:

[MCIP 3-10A.4i Marine Rifle Squad](#)

SUPPLEMENTARY REFERENCES:

[TC 3-21.60 Visual Signals](#)

0300-COMM-1002: Communicate Using Limited Visibility Signals

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

READINESS-CODED: NO

MOS PERFORMING: 0300, 0302, 0307, 0311, 0317, 0321, 0331, 0341, 0351, 0352, 0365, 0369

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an area with reduced visibility and a limited visibility device.

STANDARD: To ensure the transmission of communication.

PERFORMANCE STEPS:

1. Initiate signal
2. Receive response
3. Transmit confirmation

PRIMARY REFERENCE:

[MCIP 3-10A.4i Marine Rifle Squad](#)

SUPPLEMENTARY REFERENCES:

SUPPORT REQUIREMENTS:

[MCTP 3-01A Scouting and Patrolling](#)

EQUIPMENT:

1. Military flash light, redlens capable
 2. Night vision devices
 3. 550 cord
 4. Infrared chemlights
 5. Visual spectrum chemlights
 6. Infrared emitters
-

0300-COMM-1003: Submit a Message

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

READINESS-CODED: NO

MOS PERFORMING: 0300, 0302, 0307, 0311, 0317, 0321, 0331, 0341, 0351, 0352, 0365, 0369

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a tactical scenario, reporting formats, and while wearing a fighting load.

STANDARD: To report information pertaining to an assigned area to higher headquarters.

PERFORMANCE STEPS:

1. Observe the assigned area
2. Develop a report
3. Construct a message using report format
4. Transmit the message to higher headquarters
5. Verify receipt of the message by higher headquarters

PRIMARY REFERENCE:

[MCTP 3-01A Scouting and Patrolling](#)

SUPPLEMENTARY REFERENCES:

[MCRP 2-10A.7 Reconnaissance Reports Guide](#)

0300-COND-1001: Conduct a Forced March

EVALUATION-CODED: NO **SUSTAINMENT INTERVAL:** 24 months

READINESS-CODED: NO

MOS PERFORMING: 0300, 0311, 0317, 0331, 0341, 0351, 0352, 8999

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, 1STSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an assault load of 70 pounds (+/- 10%), assigned weapon and mission essential equipment.

STANDARD: To move 20 kilometers in under 5 hours.

PERFORMANCE STEPS:

1. Conduct Pre-Combat Checks (PCCs)
2. Complete 20 kilometer march
3. Conduct follow-on actions

PRIMARY REFERENCE:

[MCRP 8-10B.4 Marine Physical Readiness Training for Combat](#)

SUPPORT REQUIREMENTS:

MSPS EVENTS SUPPORTED:

DESIGNATION
MSPS0004

MSPS EVENT NAME
20KM Hike

MINIMUM STANDARD
05:00:00

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

This event is an MOS-specific Physical Standard for MOSs 0311, 0331, 0341, 0351, and 0352. See Appendix F for further detail.

The defined loads and weights in the tables provided in Appendix E are to be used in training as a bench mark standard as they reflect the most likely sets of items, and their associated weight, carried in actual combat operations. In the event that the items in the table are not available for training, items of similar weight may be substituted in order to meet the event standard. The unit commander still retains the authority to modify the actual load requirements based on their assessment of the situation.

0300-DEF-1001: Construct a Fighting Position

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

READINESS-CODED: NO

MOS PERFORMING: 0300, 0302, 0307, 0311, 0317, 0321, 0331, 0341, 0351, 0352, 0365, 0369

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an individual weapon, entrenching tool, limiting devices and a sector of fire, while wearing a fighting load.

STANDARD: To provide cover and concealment.

PERFORMANCE STEPS:

1. Emplace sector limiting device
2. Clear fields of fire from the position forward
3. Trace an outline
4. Dig a hole
5. Construct a parapet
6. Dig a water sump
7. Build a firing step
8. Dig a circular grenade sump
9. Construct overhead cover
10. Camouflage the position
11. Conduct continuing actions

PRIMARY REFERENCE:

[MCIP 3-10A.4i Marine Rifle Squad](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

0300-DEF-1002: Construct a Skirmisher Trench

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

READINESS-CODED: NO

MOS PERFORMING: 0300, 0302, 0307, 0311, 0317, 0321, 0331, 0341, 0351, 0352,
0365, 0369

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an individual weapon, entrenching tool, and sector of fire, while wearing a fighting load.

STANDARD: To provide cover and concealment.

PERFORMANCE STEPS:

1. Trace an outline for the trench
2. Dig the trench
3. Construct a parapet in front of the trench
4. Camouflage the position

PRIMARY REFERENCE:

[MCIP 3-10A.4i Marine Rifle Squad](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

0300-DEF-1003: Defend a Position

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

READINESS-CODED: NO

MOS PERFORMING: 0300, 0302, 0307, 0311, 0317, 0321, 0331, 0341, 0351, 0352,
0365, 0369

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a fighting position, assigned weapon, and while wearing a fighting load.

STANDARD: To repel the enemy's assault.

PERFORMANCE STEPS:

1. Maintain observation to the front, flank, and rear of the position
2. Report information within the sector of fire
3. Respond to fire commands
4. Displace to alternate or supplementary position as ordered
5. Perform continuing actions throughout the duration of the defense

PRIMARY REFERENCE:

MCIP 3-10A.4i Marine Rifle Squad

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|--|---------------------|
| A080 Cartridge, 5.56mm Blank M200 Single Round | 30 round per Marine |

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

ADDITIONAL RANGE/TRAINING AREA: This event may be conducted in a training area utilizing blanks and force on force; or by using a live fire range with robotic targets. Either method will satisfy this training standard.

0300-DEMO-1001: Engage a Target with an M67 Fragmentation Grenade

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

READINESS-CODED: NO

MOS PERFORMING: 0300, 0302, 0307, 0311, 0317, 0321, 0331, 0341, 0351, 0352, 0365, 0369

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an M67 fragmentation grenade and target, while wearing a fighting load.

STANDARD: To achieve impact within the effective casualty radius of the grenade.

PERFORMANCE STEPS:

1. Inspect the grenade for defects
2. Store the grenade for transport
3. Remove the grenade from the grenade pouch
4. Estimate the range to the target
5. Prepare the grenade for throwing
6. Assume the grenade throwing position
7. Throw the grenade and communicate, "Frag Out!"
8. Take cover
9. Assess the effects of the hand grenade

PRIMARY REFERENCE:

TC 3-23.30 Grenades and Pyrotechnic Signals

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|--|-----------------------|
| G811 Grenade, Hand Practice Body M69 | 3 grenades per Marine |
| G878 Fuze, Hand Grenade Practice M228 w/ Conf Clip | 3 fuzes per Marine |
| G881 Grenade, Hand Fragmentation M67 w/ Conf Clip | 1 grenades per Marine |

RANGE/TRAINING AREA:

Facility Code 17810 Live Hand Grenade Range

0300-MED-1001: Perform Care under Fire

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

READINESS-CODED: NO

MOS PERFORMING: 0300, 0302, 0306, 0307, 0311, 0317, 0321, 0331, 0341, 0351, 0352, 0365, 0369

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, MSGT, MGYSGT, CWO-2, CWO-3, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a casualty, while wearing a fighting load.

STANDARD: To prevent further injury or death.

PERFORMANCE STEPS:

1. Determine that rescue is necessary
2. Return fire as directed or required before providing first aid
3. Approach the casualty, use smoke or other concealment
4. Apply tourniquet(s) to life threatening hemorrhage on extremities
5. Move casualty to covered and/or concealed position
6. Reassess life threatening hemorrhage controls
7. Communicate the situation to the unit leader

PRIMARY REFERENCE:

Pre-hospital Trauma Life Support (PHTLS) Pre-hospital Trauma Life Support (PHTLS)

SUPPLEMENTARY REFERENCES:

TC 4-02.1 First Aid

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

Performance step 5 is an MOS-specific Physical Standard for MOSs 0302, 0307, 0311, 0321, 0331, 0341, 0351, and 0352. See Appendix F for further detail.

0300-MOUT-1001: Perform Individual Movement in an Urban Environment

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

READINESS-CODED: NO

MOS PERFORMING: 0300, 0302, 0306, 0307, 0311, 0317, 0321, 0331, 0341, 0351, 0352, 0365, 0369

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an assigned weapon and a mission, while wearing a fighting load.

STANDARD: To reduce exposure to enemy fire. ([MCRP 12-10B.1, Military Operations on Urbanized Terrain, Appendix A, Section III, pg. A-7](#))

PERFORMANCE STEPS:

1. Cross a wall
2. Observe around a corner
3. Move past a window
4. Move past a door
5. Move parallel to a building
6. Cross a danger area
7. Conduct cross cover during movement

PRIMARY REFERENCE:

[MCRP 12-10B.1 Military Operations on Urbanized Terrain](#)

SUPPORT REQUIREMENTS:

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

Performance step 1 is an MOS-specific Physical Standard for MOSs 0302, 0311, 0321, 0331, 0341, 0351, and 0352. See Appendix F for further detail.

0300-MOUT-1002: Perform Individual Actions while Clearing a Room

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

READINESS-CODED: NO

MOS PERFORMING: 0300, 0302, 0307, 0311, 0317, 0321, 0331, 0341, 0351, 0352, 0365, 0369

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a weapon and functioning as a member of a team, while wearing a fighting load.

STANDARD: To clear the room of threats.

PERFORMANCE STEPS:

1. Stack outside the entry way
2. Enter the room
3. Clear the immediate area
4. Clear assigned sector
5. Communicate possible threats
6. Perform vital checks, as required
7. Mark the entry way
8. Provide security

PRIMARY REFERENCE:

[MCRP 12-10B.1 Military Operations on Urbanized Terrain](#)

SUPPLEMENTARY REFERENCES:

[TC 3-21.76 Ranger Handbook](#)

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|--|----------------------|
| A080 Cartridge, 5.56mm Blank M200 Single Round | 10 rounds per Marine |
| G811 Grenade, Hand Practice Body M69 | 1 per Marine |
| G878 Fuze, Hand Grenade Practice M228 w/ Conf Clip | 1 per Marine |

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Two Marines, at a minimum, are required to clear a room.

0300-OFF-1001: Perform Actions in a Hasty Firing Position

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

READINESS-CODED: NO

MOS PERFORMING: 0300, 0302, 0307, 0311, 0317, 0321, 0331, 0341, 0351, 0352, 0365, 0369

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an individual weapon, operating as part of a unit, while wearing a fighting load.

STANDARD: To assume 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 assessment of the assigned area
2. Select a firing position
3. Engage the enemy with accurate fire
4. Communicate with members of the unit
5. Conduct continuing actions

PRIMARY REFERENCE:

[MCIP 3-10A.4i Marine Rifle Squad](#)

SUPPLEMENTARY REFERENCES:

[MCRP 12-10B.1 Military Operations on Urbanized Terrain](#)

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|--|----------------------|
| A059 Cartridge, 5.56mm Ball M855 10/Clip | 30 rounds per Marine |

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17730 Fire and Movement Range

0300-OPTS-1001: Utilize Limited Visibility Devices

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

READINESS-CODED: NO

MOS PERFORMING: 0300, 0302, 0306, 0307, 0311, 0317, 0321, 0331, 0341, 0351, 0352, 0365, 0369

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, CWO-2, CWO-3, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a period of limited visibility and a limited visibility device, while wearing a fighting load.

STANDARD: To remain mobile and identify objects within the capabilities of the device employed.

PERFORMANCE STEPS:

1. Inspect limited visibility device SL-3 components for accountability and serviceability
2. Assemble and mount the limited visibility device
3. Use controls and indicators
4. Conduct movement around obstacles
5. Troubleshoot limited visibility device, if required
6. Disassemble and remove the limited visibility device
7. Perform preventive maintenance on the limited visibility device

REFERENCES:

TM 10091B/10092B-10/1 AN/PAS-13B (V) 2 & 3 THERMAL SIGHT
TM 10271A-10/1 Operator's Manual, Monocular NVD, AN/PVS-14
TM 10796-12&P Operators Manual for AN/PVS-17/17B/17C Miniature Night Sight

SUPPORT REQUIREMENTS:

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Due to the changes and updates in optical equipment, this task is designed to use the latest available optics.

0300-PAT-1001: Determine the Error in a Lensatic Compass

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

READINESS-CODED: NO

MOS PERFORMING: 0300, 0302, 0311, 0317, 0331, 0341, 0351, 0352, 0365, 0369

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a lensatic compass, a surveyed point with a level platform, an azimuth marker, and a surveyed known direction

STANDARD: To within three (3) degrees.

PERFORMANCE STEPS:

1. Remove all magnetic attractions
2. Place compass at a survey point
3. Sight in on an azimuth marker
4. Calculate error
5. Record error on compass

PRIMARY REFERENCE:

MCTP 3-01A Scouting and Patrolling

SUPPLEMENTARY REFERENCES:

TC 3-25.26 Map Reading and Land Navigation

0300-PAT-1002: Navigate with a Map and Compass

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

READINESS-CODED: NO

MOS PERFORMING: 0300, 0302, 0311, 0317, 0331, 0341, 0351, 0352, 0365, 0369

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given periods of daylight or darkness, a lensatic compass, map, and designated objectives, while wearing a fighting load.

STANDARD: To arrive at each designated objective.

PERFORMANCE STEPS:

1. Plan a navigation route
2. Determine pace count for different terrain
3. Orient the map.
4. Adjust compass for conditions
5. Follow azimuth for set distance
6. Perform deliberate offset, as required
7. Perform two point resection, as required
8. Report objectives, as required

PRIMARY REFERENCE:

[TC 3-25.26 Map Reading and Land Navigation](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17412 Land Navigation Course

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: ITESS can be used to track the movement and location of Marines.

0300-PAT-1003: Prepare for Combat

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

READINESS-CODED: NO

MOS PERFORMING: 0300, 0302, 0311, 0317, 0331, 0341, 0351, 0352, 0365, 0369

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an order with a mission to conduct combat operations, while wearing a fighting load.

STANDARD: To ensure the individual is prepared to accomplish the mission.

PERFORMANCE STEPS:

1. Receive a warning order
2. Conduct preparations per the warning order
3. Receive an operations order
4. Participate in rehearsals
5. Conduct pre-combat checks (PCCs)
6. Stand pre-combat inspections (PCIs)
7. Test fire individual weapon, when feasible

PRIMARY REFERENCE:

[MCIP 3-10A.4i Marine Rifle Squad](#)

SUPPLEMENTARY REFERENCES:

[MCRP 3-30.7 Commander's Tactical Handbook](#)

0300-PAT-1004: Perform Individual Actions in a Patrol

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

READINESS-CODED: NO

MOS PERFORMING: 0300, 0302, 0311, 0317, 0331, 0341, 0351, 0352, 0365, 0369

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a patrol order, assigned weapon, and an assignment in a patrol, while wearing a fighting load.

STANDARD: Without compromising the integrity of the patrol.

PERFORMANCE STEPS:

1. Perform individual actions in exiting friendly lines
2. Perform individual actions at halts
3. Perform individual movement techniques
4. Perform actions at established control measures
5. Perform immediate action drills, as necessary
6. Perform individual actions upon re-entry of friendly lines
7. Participate in the patrol debrief

PRIMARY REFERENCE:

[MCIP 3-10A.4i Marine Rifle Squad](#)

SUPPLEMENTARY REFERENCES:

[MCTP 3-01A Scouting and Patrolling](#)

ADMINISTRATIVE INSTRUCTIONS:

Performance step 3 is an MOS-specific Physical Standard for MOSs 0302, 0311, 0321, 0331, 0341, 0351, and 0352. See Appendix F for further detail.

0300-RFL-1001: Perform Weapons Handling Procedures

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

READINESS-CODED: NO

MOS PERFORMING: 0300, 0302, 0306, 0307, 0311, 0321, 0331, 0341, 0351, 0352,
0365, 0369

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a service rifle, sling, magazines, individual equipment,
and ammunition.

STANDARD: To handle, operate, and employ the Service rifle. ([MCRP 8-10B.2 Rifle Marksmanship, Ch. 4, pg. 4-1](#))

PERFORMANCE STEPS:

1. Follow the four safety rules
2. Assemble and adjust of the Common Weapon Sling
3. Demonstrate the four weapon carries
4. Fill magazines
5. Take a weapon from Condition-4 to Condition-1
6. Take a weapon from Condition-1 to Condition-4
7. Perform reloads
8. Perform corrective actions for stoppages and malfunctions

PRIMARY REFERENCE:

[MCRP 8-10B.2 Rifle Marksmanship](#)

SUPPLEMENTARY REFERENCES:

[MCO 3574.2_ Marine Corps Combat Marksmanship Program](#)

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|-----------------------------------|---------------------|
| A060 Cartridge, 5.56mm Dummy M199 | 5 rounds per Marine |

0300-RFL-1002: Perform Weapon Maintenance

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

READINESS-CODED: NO

MOS PERFORMING: 0300, 0302, 0306, 0307, 0311, 0321, 0331, 0341, 0351, 0352,
0365, 0369

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a service rifle, Infantry Automatic Rifle (IAR), sling, and cleaning gear.

STANDARD: To ensure the weapon is complete, clean, and serviceable.

PERFORMANCE STEPS:

1. Ensure the weapon is in Condition-4
2. Disassemble the weapon
3. Clean the weapon
4. Lubricate the weapon
5. Assemble the weapon
6. Perform a user's serviceability inspection

REFERENCES:

[MCO 3574.2_ Marine Corps Combat Marksmanship Program](#)
[TM 05538/10012-OR Operator's Manual with Components List For Rifle M16A2, Rifle M16A4, Carbine M4, Carbine M4A1 CQBW \(Sep 2012\)](#)
[TM 11810A-OR Operator's Manual for M27 Infantry Automatic Rifle](#)

0300-RFL-1003: Zero a Rifle

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

READINESS-CODED: NO

MOS PERFORMING: 0300, 0302, 0306, 0307, 0311, 0321, 0331, 0341, 0351, 0352, 0365, 0369

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a service rifle with primary aiming device, individual field equipment, sling, magazines, ammunition, and a target.

STANDARD: To achieve point of impact (POI) on point of aim (POA) at 100 meters within the capability of the service rifle.

PERFORMANCE STEPS:

1. Mount the optic to service rifle
2. Establish a pre-zero sight setting
3. Assume a stable firing position
4. Place the weapon in Condition-1
5. Fire a five round shot group
6. Identify the center of the shot group
7. Make required sight adjustments
8. Repeat steps 5 thru 7
9. Fire a final shot group for confirmation of zero
10. Record the sight settings

PRIMARY REFERENCE:

[MCRP 8-10B.2 Rifle Marksmanship](#)

SUPPLEMENTARY REFERENCE:

[MCO 3574.2_ Marine Corps Combat Marksmanship Program](#)

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|--|---------------------|
| A059 Cartridge, 5.56mm Ball M855 10/Clip | 15 round per Marine |

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

Live fire at short range (25m) may be conducted to acquire a pre-zero sight setting. Zeroing may be conducted prior to execution of each Marksmanship Table IAW [MCO 3574.2_ Marine Corps Combat Marksmanship Program](#).

0300-RFL-1004: Engage Targets with the Service Rifle

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

READINESS-CODED: NO

MOS PERFORMING: 0302, 0306, 0307, 0311, 0321, 0331, 0341, 0351, 0352, 0365, 0369

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a service rifle with primary aiming device, sling, magazines, ammunition, targets, while wearing a fighting load.

STANDARD: To eliminate the threat(s).

PERFORMANCE STEPS:

1. Demonstrate safe handling of the service rifle
2. Identify threats
3. Establish a stable firing position
4. Determine the range to the target
5. Compensate for the effects of weather
6. Apply appropriate hold
7. Engage the target
8. Conduct reload
9. Conduct immediate and/or remedial action, as required
10. Search and assess
11. Make a Condition-4 rifle, as appropriate

PRIMARY REFERENCE:

[MCRP 8-10B.2 Rifle Marksmanship](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | S/L | ISMT | Marine Hours | 0.50 | N |

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|--|----------------------|
| A059 Cartridge, 5.56mm Ball M855 10/Clip | 767 round per Marine |

RANGE/TRAINING AREA:

Facility Code 17520 Automated Field Fire (AFF) Range

ADDITIONAL RANGE/TRAINING AREA: Facility Code 17120, Marksmanship Skills Training Simulator. A range equipped with robot targets with appropriate number of rounds and repetitions.

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Skill development of this task will incorporate dry practice, live fire training and simulation using a Marksmanship Skills Training Simulator. To achieve the standard this task is required to be evaluated during live fire aboard an automated, unknown distance range. This task covers Rifle qualification tables 3-6, as well as engaging moving targets. The ammunition allocation reflects the combination of these events.

0300-RFL-1005: Zero a Night Aiming Device

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

READINESS-CODED: NO

MOS PERFORMING: 0300, 0302, 0306, 0307, 0311, 0321, 0331, 0341, 0351, 0352, 0365, 0369

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a service rifle with primary aiming device, sling, Mini-Integrated Pointer Illuminator Module (MIPIM), night vision device, fighting load, magazines, ammunition, a dark environment, and a target.

STANDARD: To achieve point of impact (POI) on point of aim (POA) at a specific range.

PERFORMANCE STEPS:

1. Mount the Mini-Integrated Pointer Illuminator Module (MIPIM) to the service rifle or Infantry Automatic Rifle (IAR)
2. Rotate the mode selector to the ON position

3. Activate the Aim Laser in Continuous Mode.
4. Adjust the laser to align with the desired point
5. Direct the Aim Laser at the laser aim point
6. Fire a 5-round shot group
7. Identify the center of shot group
8. Adjust the laser with respect to the shot group
9. Continue steps 7-9 until center of shot group is adjusted into center of strike zone

PRIMARY REFERENCE:

MCRP 8-10B.2 Rifle Marksmanship

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|--|---------------------|
| A059 Cartridge, 5.56mm Ball M855 10/Clip | 15 round per Marine |

RANGE/TRAINING AREA:

Facility Code 17510 Basic 10M-25M Firing Range (Zero)

0300-TVEH-1001: Assist in Loading and Unloading a Tactical Vehicle

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

READINESS-CODED: NO

MOS PERFORMING: 0300, 0302, 0306, 0311, 0317, 0331, 0341, 0351, 0352, 0369

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a requirement to load or unload a tactical vehicle with weapons and equipment as a member of a motorized/mechanized/mounted force

STANDARD: To ensure all required equipment is loaded and unloaded IAW unit SOP.

PERFORMANCE STEPS: Lift a MK-19 heavy machine gun.

REFERENCES: MCTP 3-01C Machine Guns and Machine Gun Gunnery

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: 1. This event is an MOS-specific Physical Standard for MOS 0302, 0311, 0331, 0341, 0351, and 0352. See Appendix F for further detail.

0300-WPNS-1001: Inspect the AT-4 light anti-armor weapon

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

READINESS-CODED: NO

MOS PERFORMING: 0302, 0311, 0331, 0341, 0351, 0352, 0365, 0369

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, MSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an unfired AT-4 light anti-armor weapon, while wearing a fighting load.

STANDARD: To determine the weapon's serviceability.

PERFORMANCE STEPS:

1. Check transport safety pin is inserted.
2. Check cocking lever is in the "safe" position.
3. Check red safety catch is disengaged.
4. Check venturi is not cracked.
5. Check fire through muzzle cover.
6. If muzzle cover is damaged, remove muzzle cover.
7. Check launch tube for cracks, bulges, or dents.
8. Check front and rear sights.
9. Check sling.
10. Check shoulder stop.

PRIMARY REFERENCE:

[TM 3-23.25 Shoulder-Launched Munitions](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Partial | S/L | ISMT | Marine Hours | 0.50 | N |

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: This event can be trained to standard by using an expended launch tube.

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8005. 2000-LEVEL EVENTS

0300-CBRN-2001: Operate in a Chemical, Biological, Radiological, Nuclear (CBRN) Environment

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

READINESS-CODED: NO

MOS PERFORMING: 0300, 0302, 0306, 0307, 0311, 0317, 0321, 0331, 0341, 0351, 0352, 0369

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: MOJT

CONDITION: While executing military operations within a CBRN environment, mission oriented protective posture (MOPP) gear, MARK I Nerve Agent Antidote Kit (NAAK), and a decontamination kit, while wearing a fighting load.

STANDARD: To prevent, minimize or negate the vulnerability to, and effects of, chemical, biological, radiological, or nuclear threats and hazards.

PERFORMANCE STEPS:

1. Perform operator maintenance for a field protective mask
2. Assume a mission oriented protective posture (MOPP) level posture
3. Drink from a canteen
4. Perform immediate decontamination
5. Perform self-aid for a nerve agent
6. Perform mission oriented protective posture (MOPP) gear exchange, as necessary
7. Perform individual actions at a decontamination site

PRIMARY REFERENCE:

[MCRP 10-10E.8 Multi-Service Tactics, Techniques, and Procedures for Chemical, Biological, Radiological, and Nuclear Passive Defense](#)

SUPPLEMENTARY REFERENCES:

[TM 09204G/09205G-OI/1 Operator & Field Maintenance Manual for M50 Mask](#)

SUPPORT REQUIREMENTS:

EQUIPMENT:

MOPP suits/NBC equipment
M50 field protective mask
Poncho
Individual decontamination kit
MARK I Nerve Agent Antidote Kit (NAAK)

0300-CMBH-2001: Analyze Spoor

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

READINESS-CODED: NO

MOS PERFORMING: 0302, 0303, 0311, 0317, 0365, 0369

GRADES: CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: As a member of a combat tracking team, given a mission and an area that contains spoor, while wearing a fighting load.

STANDARD: To collect information which will allow the team to close the time and distance gap between the combat tracker and the quarry. (MCIP 3-02.1i, [Combat Hunter, Ch. 4, pg. 39](#))

PERFORMANCE STEPS:

1. Preserve the spoor
2. Interpret the dynamics of the footprint
3. Interpret the characteristics of human pace
4. Interpret the observable indicators
5. Interpret the non-observable indicators
6. Assess the age of spoor
7. Determine number of quarry
8. Interpret the actions of the quarry
9. Record information
10. Report, as required

PRIMARY REFERENCE:

[MCIP 3-02.1i Combat Hunter](#)

SUPPLEMENTARY REFERENCES:

[MCTP 3-01A Scouting and Patrolling](#)

[ISBN-13: 978-1511949835 Operational Culture for the Warfighter: Principles and Applications](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

0300-CMBH-2002: Perform Individual Actions as a Tracker

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

READINESS-CODED: NO

MOS PERFORMING: 0302, 0311, 0317, 0369

GRADES: CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a mission, as a member of a scouting team, while wearing a fighting load.

STANDARD: To develop a better intelligence picture with regard to an enemy's size, activities, location, composition, equipment, and intent. (MCIP 3-02.1i, [Combat Hunter, Ch. 4, pg. 39](#))

PERFORMANCE STEPS:

1. Execute the rules of tracking
2. Micro track
3. Macro track
4. Execute lost spoor procedures
5. Communicate with hand and arm signals

PRIMARY REFERENCE:

MCIP 3-02.1i Combat Hunter

SUPPLEMENTARY REFERENCES:

MCTP 3-01A Scouting and Patrolling

ISBN-13: 978-1511949835 Operational Culture for the Warfighter: Principles and Applications

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

Facility Code 17963 MOU Collective Training Facility (Large)

0300-CMBH-2003: Develop an Integrated Observation Plan

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

READINESS-CODED: NO

MOS PERFORMING: 0302, 0303, 0311, 0317, 0369

GRADES: CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a mission, an area to observe, and organic observation assets

STANDARD: Ensuring the plan maximizes coverage of the assigned area.

PERFORMANCE STEPS:

1. Determine non-organic observation assets available
2. Determine orientation of friendly units
3. Develop a plan to cover gaps
4. Develop a plan to cover seams
5. Integrate observation capabilities
6. Disseminate observation plan
7. Update plan, as required

PRIMARY REFERENCE:

MCIP 3-02.1i Combat Hunter

SUPPLEMENTARY REFERENCES:

ISBN-13: 978-1511949835 Operational Culture for the Warfighter: Principles and Applications

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

Facility Code 17963 MOU Collective Training Facility (Large)

0300-CMBH-2004: Profile an Anomaly (S/L)

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

READINESS-CODED: NO

MOS PERFORMING: 0302, 0303, 0311, 0317, 0369

GRADES: CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an area of operation, an established baseline for the area, identified anomalies, while wearing a fighting load.

STANDARD: To improve the ability to move through the OODA loop and influence actions at all levels of command. ([MCIP 3-02.1i, Combat Hunter, Ch. 3, pg. 29](#))

PERFORMANCE STEPS:

1. Identify factors that affect profiling an anomaly
2. Associate an anomaly to the six (6) behavioral domains
3. Evaluate an anomaly
4. Determine response

PRIMARY REFERENCE:

[MCIP 3-02.1i Combat Hunter](#)

SUPPLEMENTARY REFERENCE:

[ISBN-13: 978-1511949835 Operational Culture for the Warfighter: Principles and Applications](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | S/L | DVTE | Marine Hours | 0.25 | Y |
| Yes | S/L | TDK | Marine Hours | 0.25 | N |

0300-CMBH-2005: Lead a Combat Tracking Team

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

READINESS-CODED: NO

MOS PERFORMING: 0303, 0311, 0317

GRADES: CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a mission, while wearing a fighting load

STANDARD: To follow and collect information about the signs or indicators (i.e., spoor) left by the quarry. (MCIP 3-02.1i, [Combat Hunter, Ch. 4, pg. 39](#))

PERFORMANCE STEPS:

1. Receive an order
2. Analyze information at Initial Commencement Point (ICP)
3. Utilize immediate-use intelligence
4. Conduct follow-up
5. Direct lost spoor procedures
6. Conduct anti-tracking techniques
7. Report information to higher headquarters
8. Conduct debrief

PRIMARY REFERENCE:

[MCIP 3-02.1i Combat Hunter](#)

SUPPLEMENTARY REFERENCES:

[MCTP 3-01A Scouting and Patrolling](#)

[ISBN-13: 978-1511949835 Operational Culture for the Warfighter: Principles and Applications](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

Facility Code 17963 MOUT Collective Training Facility (Large)

0300-CMBH-2006: Integrate Combat Policing

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

READINESS-CODED: NO

MOS PERFORMING: 0302, 0303, 0311, 0365, 0369

GRADES: CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a mission, an area of operation, and an interpreter.

STANDARD: To maintain security.

PERFORMANCE STEPS:

1. Apply Operational Culture principles
2. Apply policing theory
3. Establish relationships
4. Conduct tactical questioning
5. Conduct follow-on actions
6. Maintain relationships
7. Identify networks

PRIMARY REFERENCE:

MCIP 3-02.1i Combat Hunter

SUPPLEMENTARY REFERENCES:

CALL 07-26 Tactical Site Exploitation and Cache Search Operations
MCIP 3-02.2i Small Unit Leader's Guide to Counterinsurgency
MCTP 10-10F Military Police Operations
MCWP 3-02 Insurgencies and Countering Insurgencies
ISBN-13: 978-1511949835 Operational Culture for the Warfighter: Principles and Applications

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17962 MOUT Collective Training Facility (Small)

0300-CMBH-2007: Utilize Tactical Questioning

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

READINESS-CODED: NO

MOS PERFORMING: 0300, 0302, 0303, 0311, 0331, 0341, 0351, 0352, 0369

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a mission, an area of operation, and note taking material.

STANDARD: To conduct immediate tactical collection operations, to elicit the maximum amount of information from a local population. (MCIP 3-02.1i, Combat Hunter, Ch. 5, pg. 82)

PERFORMANCE STEPS:

1. Apply cultural sensitivity
2. Communicate non-verbally
3. Communicate verbally using basic interrogatives
4. Employ interpersonal communication skills
5. Display traits that support rapport development
6. Report information

PRIMARY REFERENCE:

MCIP 3-02.1i Combat Hunter

SUPPLEMENTARY REFERENCES:

MCIP 3-02.2i Small Unit Leader's Guide to Counterinsurgencies
ISBN-13: 978-1511949835 Operational Culture for the Warfighter: Principles and Applications

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17962 MOUT Collective Training Facility (Small)

0300-COMM-2001: Submit a Helicopter Landing Zone Brief

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

READINESS-CODED: NO

MOS PERFORMING: 0302, 0307, 0311, 0317, 0321, 0331, 0341, 0351, 0352, 0365,
0369

GRADES: CPL, SGT, SSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a map, location for a landing zone, and a radio with frequency.

STANDARD: To report each of the items of information.

PERFORMANCE STEPS:

1. Transmit mission number
2. Transmit location of landing zone
3. Transmit unit call sign
4. Transmit of method of helicopter landing zone marking
5. Transmit wind direction and velocity
6. Transmit the elevation, size, and shape of the landing zone
7. Transmit location, size, and type of any obstacles
8. Transmit friendly positions
9. Transmit known and suspected enemy positions
10. Transmit time, direction, and distance of last enemy fire received
11. Transmit approach and retirement directions
12. Transmit quantity of personnel and equipment

PRIMARY REFERENCE:

[MCRP 2-10A.7 Reconnaissance Reports Guide](#)

SUPPLEMENTARY REFERENCES:

[MCRP 3-30.7 Commander's Tactical Handbook](#)

0300-COMM-2002: Submit a Shell Report

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

READINESS-CODED: NO

MOS PERFORMING: 0302, 0307, 0311, 0317, 0321, 0331, 0341, 0351, 0352, 0365,
0369

GRADES: CPL, SGT, SSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given enemy artillery, mortar fire, or aircraft bombings, a radio with frequency, a map, and a blank shell report.

STANDARD: To report each of the items of information.

PERFORMANCE STEPS:

1. Submit observer's call sign
2. Submit observer's location
3. Submit the azimuth to the enemy gun
4. Submit the time shelling started
5. Submit the time shelling stopped
6. Submit coordinates of area shelled
7. Submit nature of fire: destruction, harassing, or registration
8. Submit the size and number of shells received
9. Submit the flash bang time in seconds
10. Submit the damage assessment
11. Submit additional remarks, as necessary

PRIMARY REFERENCE:

[MCRP 2-10A.7 Reconnaissance Reports Guide](#)

0300-COMM-2003: Submit a Casualty Report

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

READINESS-CODED: NO

MOS PERFORMING: 0302, 0307, 0311, 0317, 0321, 0331, 0341, 0351, 0352, 0365, 0369

GRADES: CPL, SGT, SSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a radio with frequency, a map, a blank casualty report, and a casualty

STANDARD: To report each of the items of information.

PERFORMANCE STEPS:

1. Transmit casualty name, initials, battle number, last four digits of SSN/EDIPI
2. Transmit date time of incident
3. Transmit six digit grid location of casualty
4. Transmit types of wounds
5. Transmit portion of body affected
6. Transmit seriousness of the wound
7. Transmit if casualty requires medical evacuation
8. Transmit the activity the casualty was engaged in at the time of injury
9. Transmit the cause of the wound

PRIMARY REFERENCE:

[MCRP 2-10A.7 Reconnaissance Reports Guide](#)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: This report should be transmitted for each casualty.

0300-COMM-2004: Operate an Ultra-high Frequency (UHF) Field Radio

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

READINESS-CODED: NO

MOS PERFORMING: 0311, 0317, 0331, 0341, 0351, 0352, 0365

GRADES: CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an ultra-high frequency (UHF) radio with a fill, a frequency or net ID, and a distant station, while wearing a fighting load.

STANDARD: To establish communications with the distant station.

PERFORMANCE STEPS:

1. Inspect radio and components
2. Assemble components
3. Connect to a power source (Batteries/vehicle)
4. Operate controls and indicators (fills, net IDs, frequency, time, etc.)
5. Communicate with a distant station
6. Troubleshoot the radio, as required
7. Maintain the radio and its components
8. Remove the power source
9. Disassemble radio components
10. Inspect and clean radio and components

PRIMARY REFERENCE:

[MCRP 8-10B.10 Radio Operator's Handbook](#)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

Current technical manuals are not available. Specific technical information can be obtained through the manufacturer.

This task is designed for any ultra-high frequency (UHF) device designated for use at the unit operational level.

0300-COMM-2005: Operate Satellite Communication (SATCOM) Devices

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

READINESS-CODED: NO

MOS PERFORMING: 0311, 0317, 0331, 0341, 0351, 0352, 0365

GRADES: CPL, SGT, SSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a communication device with a fill and information to convey to higher headquarters.

STANDARD: To establish communications with the distant station.

PERFORMANCE STEPS:

1. Inspect radio/device and components
2. Assemble components
3. Connect to a power source
 - a. Batteries
 - b. Vehicle
4. Operate controls and indicators
 - a. Radio fills
 - b. Net IDs
 - c. Frequencies
 - d. Time
5. Orient towards the azimuth of the satellite and verify signal strength
6. Communicate with a distant station
7. Troubleshoot the radio/device, as required
8. Maintain radio and components
9. Remove the power source
10. Disassemble radio/device components
11. Inspect radio/device and components

PRIMARY REFERENCE:

[MCRP 8-10B.10 Radio Operator's Handbook](#)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

Current Technical Manuals are not available. Specific technical information can be obtained through the manufacturer.

This task is designed for any SATCOM device designated for use at the unit operational level.

0300-COMM-2006: Employ a Field Expedient Antenna

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

READINESS-CODED: NO

MOS PERFORMING: 0311, 0317, 0331, 0341, 0351, 0352, 0365

GRADES: CPL, SGT, SSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a radio, field expedient materials, a specified range, and a distant station.

STANDARD: To establish communication with the distant station.

PERFORMANCE STEPS:

1. Determine type of wavelength required
2. Identify type of field expedient antenna
 - a. Omni-directional
 - b. Directional
3. Compute length of antenna
4. Gather required materials
 - a. Insulators
 - b. Wires
 - c. Resistors
5. Select a site that offers the type of comm shot required
6. Construct the antenna
7. Connect antenna to the radio/device
8. Ground radio/device
9. Establish communication with the distant station
10. Troubleshoot the radio, as required

PRIMARY REFERENCE:

[MCRP 8-10B.10 Radio Operator's Handbook](#)

0300-COMM-2007: Communicate using Wired Communications

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

READINESS-CODED: NO

MOS PERFORMING: 0300, 0302, 0307, 0311, 0317, 0321, 0331, 0341, 0351, 0352, 0365, 0369

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given SL-3 complete field telephones and a spool of communication wire.

STANDARD: To establish communication between two or more sites.

PERFORMANCE STEPS:

1. Inspect equipment for serviceability
2. Connect two or more telephones with wire
3. Perform a communications check
4. Troubleshoot, as required

PRIMARY REFERENCE:

[MCRP 8-10B.10 Radio Operator's Handbook](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

EQUIPMENT: Field phone (TA-1/TA-312) and communication wire.

0300-COMM-2008: Operate a Very High Frequency (VHF) Field Radio

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

READINESS-CODED: NO

MOS PERFORMING: 0300, 0302, 0311, 0317, 0331, 0341, 0351, 0352, 0369

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a SL-3 complete VHF radio with a fill, a frequency or net ID, and a distant station, while wearing a fighting load.

STANDARD: To establish communication with the distant station.

PERFORMANCE STEPS:

1. Assemble the radio set
2. Load a net ID
3. Conduct a communication's check
4. Troubleshoot, as required

PRIMARY REFERENCE:

[MCRP 8-10B10 Radio Operator's Handbook](#)

0300-COMM-2009: Employ a High-Frequency (HF) Radio

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

READINESS-CODED: NO

MOS PERFORMING: 0302, 0311, 0331, 0341, 0351, 0352, 0365, 0369

GRADES: CPL, SGT, SSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a High-frequency (HF) radio with a fill, a distant station, and a frequency or net ID.

STANDARD: To establish redundant communications and facilitate operations.

PERFORMANCE STEPS:

1. Inspect radio and components
2. Assemble components
3. Connect to a power source

- a. Batteries
- b. Vehicle
4. Operate controls and indicators
 - a. Net IDs
 - b. Frequencies
 - c. Time
5. Communicate with a distant station
6. Maintain radio and components
7. Troubleshoot the radio, as required
8. Remove power source
9. Disassemble components
10. Inspect radio and components

PRIMARY REFERENCE:

[MCRP 8-10B.10 Radio Operator's Handbook](#)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

Current technical manuals are not available. Specific technical information can be obtained through the manufacturer.

This task is designed for any high-frequency (HF) device designated for use at the unit operational level.

0300-COND-2001: Conduct a Forced March

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 24 months

READINESS-CODED: NO

MOS PERFORMING: 0302, 0306, 0307, 0311, 0317, 0321, 0331, 0341, 0351, 0352, 0365, 0369, 0399, 8999

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, MSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an assault load of 70 pounds (+/- 10%), assigned weapon and mission essential equipment.

STANDARD: To move 32 kilometers in a time limit of 8 hours.

PERFORMANCE STEPS:

1. Prepare for combat
2. Complete a 32 kilometer march
3. Conduct follow-on actions

PRIMARY REFERENCE:

[MCRP 8-10B.4 Marine Physical Readiness Training for Combat](#)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: The defined loads and weights in the tables provided in Appendix E are to be used in training as a bench mark standard as they reflect the most likely sets of items, and their associated weight, carried in actual combat operations. In the event that the items in the table are not available for training, items of similar weight may be substituted in order to meet the event standard. The unit commander still retains the authority to modify the actual load requirements based on their assessment of the situation. The unit commander still retains the authority to modify the actual load and rate of march requirements based on their assessment of the situation.

0300-DEMO-2001: Probe for a Mine

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

READINESS-CODED: NO

MOS PERFORMING: 0300, 0302, 0311, 0317, 0331, 0341, 0351, 0352, 0369

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an individual weapon, a non-metallic probe, and an emplaced antipersonnel or antitank mine, while wearing a fighting load.

STANDARD: To locate a mine without detonation.

PERFORMANCE STEPS:

1. Remove all non-essential equipment
2. Sling rifle across back
3. Assume a prone position
4. Look for trip wires
5. Feel for trip wires
6. Mark and bypass trip wires if located
7. Probe for solid objects
8. Mark and bypass solid objects

PRIMARY REFERENCE:

[MCTP 3-34A Combined Arms Mobility Operations](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17905 Mine Warfare Area

0300-DEMO-2002: Qualify on the Grenade Distance and Accuracy Course

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

READINESS-CODED: NO

MOS PERFORMING: 0300, 0302, 0311, 0317, 0331, 0341, 0351, 0352, 0369

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an M69 practice grenade, fuzes, 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 practice grenades, from the kneeling position.
2. Engage a trench target at 40 meters with 3 practice grenades, from the standing position.
3. Engage a fortified mortar position at 20 meters with 3 practice grenades, from the kneeling position.
4. Engage a troop in the open at 20 meters with 3 practice grenades, from the alternate prone position.

PRIMARY REFERENCE:

[TC 3-23.30 Grenades and Pyrotechnic Signals](#)

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|--|------------------------|
| G811 Grenade, Hand Practice Body M69 | 12 grenades per Marine |
| G878 Fuze, Hand Grenade Practice M228 w/ Conf Clip | 12 fuzes per Marine |

RANGE/TRAINING AREA:

Facility Code 17810 Live Hand Grenade Range

0300-DEMO-2003: Employ a M18A1 Anti-personnel Mine (Claymore)

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

READINESS-CODED: NO

MOS PERFORMING: 0300, 0302, 0307, 0311, 0317, 0321, 0331, 0341, 0351, 0352, 0365, 0369

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an M18A1 Claymore mine and sector of fire, while wearing a fighting load.

STANDARD: To ensure the sector of fire is covered.

PERFORMANCE STEPS:

1. Inspect the claymore and components
2. Test fire components when employing electrical initiation
3. Position the claymore to cover sector of fire
4. Camouflage claymore and firing components
5. Recover the claymore
6. Repack the claymore and its accessories into their respective pockets in the bandoleer

PRIMARY REFERENCE:

[TC 3-22.23 M18A1 Claymore Munition](#)

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|---|--------------------|
| J007 Mine, Antipersonnel M18A1 with Non-Elec Mini Shock Tube | 1 mines per Marine |
| J008 Mine, Antipersonnel Practice M68 w NonElec Mini Shock Tube | 1 mines per Marine |
| K144 Mine, APERS, M18, INERT | 1 mines per Marine |

RANGE/TRAINING AREA:

Facility Code 17830 Light Demolition Range
Facility Code 17905 Mine Warfare Area

0300-FSPT-2001: Plan Supporting Arms

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

READINESS-CODED: NO

MOS PERFORMING: 0311, 0317, 0331, 0341, 0351, 0352

GRADES: CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an order, map, compass and protractor.

STANDARD: To support the scheme of maneuver and commander's guidance for fire support.

PERFORMANCE STEPS:

1. Determine targets that are needed to support mission
2. Determine tactical control measures
3. Determine fire support coordinating measures

PRIMARY REFERENCE:

[MCRP 3-10F.2 Supporting Arms Observer, Spotter, and Observer](#)

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|--|------------------------|
| G811 Grenade, Hand Practice Body M69 | 12 grenades per Marine |
| G878 Fuze, Hand Grenade Practice M228 w/ Conf Clip | 12 fuzes per Marine |

0300-FSPT-2002: Call for Indirect Fire using the Grid Method

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

READINESS-CODED: NO

MOS PERFORMING: 0311, 0317, 0331, 0341, 0351, 0352

GRADES: CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a map, compass, protractor, target, and a radio with frequency.

STANDARD: To achieve effects on target within three rounds.

PERFORMANCE STEPS:

1. Determine target description
2. Estimate the location of the target using grid coordinates
3. Determine the direction to the target from the observer's position in mils
4. Estimate the distance to the target from the observer's position in meters
5. Establish an observer to target factor
6. Determine the method of engagement
7. Determine the method of fire and control
8. Initiate a call for fire by transmitting observer identification and warning order to the fire direction center
9. Transmit a target location using an eight digit grid coordinate to the fire direction center
10. Transmit a target description, method of engagement, and method of fire and control to the fire direction center
11. Receive a message to observer from the fire direction center and read back the message to observer (MTO) to the fire direction center (FDC)
12. Receive "SHOT OVER" from the fire direction center (FDC)
13. Transmit "SHOT OUT" to the fire direction center (FDC)
14. Observe the impact of the round
15. Spot the round for height of burst, range, and deviation from the target
16. Using the height of burst (HOB) spotting, determine the height of burst correction in meters

17. Using the range spotting, determine the range correction in meters using successive or hasty bracketing.
18. Using the deviation spotting and the observer to target (OT) factor determine the deviation correction in meters
WERM Rule
a. Width shift =Range to Target x Mils Read
19. Transmit the direction to the target from the observer's position in mils grid
20. Transmit a correction for deviation, range, and height of burst
21. Repeat performance steps 11 through 18 until the target is within the effective casualty radius (EECR) and height of burst (HOB) of the round
22. Transmit a request to fire for effect to the fire direction center (FDC)
23. Receive "ROUNDS COMPLETE...OVER" from the fire direction center (FDC)
24. Transmit "ROUNDS COMPLETE...OUT" to the fire direction center (FDC)
25. Determine effects on target
26. Determine refinement corrections
27. Transmit refinement correction, record as target, end of mission, and battle damage assessment (BDA)

PRIMARY REFERENCE:

[MCRP 3-31.6 Multi-Service Tactics, Techniques, and Procedures for the Joint Application of Firepower \(JFIRE\)](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | S/L | SAVT | Team Hours | 0.50 | N |

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|--|------------------------|
| C869 Cartridge, 81mm HE M889/M889A1 with PD Fuze M935 | 5 rounds per Marine |

RANGE/TRAINING AREA:

Facility Code 17670 Mortar Range

0300-FSPT-2003: Call for Indirect Fire using the Polar Method

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

READINESS-CODED: NO

MOS PERFORMING: 0311, 0317, 0331, 0341, 0351, 0352

GRADES: CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a map, compass, protractor, target, and a radio with frequency.

STANDARD: To achieve effects on target within three rounds

PERFORMANCE STEPS:

1. Determine the grid coordinates of your location
2. Transmit your location coded to the fire direction center
3. Determine target description
4. Determine the direction to the target from the observer's position in mils
5. Determine the vertical interval between the observer and the target in meters
6. Establish an observer to target factor
7. Determine the method of engagement
8. Determine the method of fire and control
9. Initiate a call for fire by transmitting observer identification and warning order to the fire direction center
10. Transmit a target location using the direction, distance, and vertical shift to the target from the observer to the fire direction center
11. Transmit a target description, method of engagement, and method of fire and control to the fire direction center
12. Receive a message to observer from the fire direction center and read back the MTO to FDC
13. Receive "shot, over" from the fire direction center
14. Transmit "shot, out" to the fire direction center
15. Observe the impact of the round
16. Spot the round for height of burst, range, and deviation from the target
17. Using the height of burst spotting, determine the height of burst correction in meters
18. Using the range spotting, determine the range correction in meters using successive or hasty bracketing
19. Using the deviation spotting and the OT factor, determine the deviation correction in meters
20. Repeat performance steps 11 through 18 until the target is within the effective casualty radius of the round
21. Transmit a request to fire for effect to the fire direction center
22. Transmit "rounds complete, out" to the fire direction center
23. Receive "rounds complete" from the fire direction center
24. Determine the effect on target
25. Determine refinement corrections
26. Transmit refinement correction, record as target if required, an end of mission request, and battle damage assessment

PRIMARY REFERENCE:

[MCRP 3-31.6 Multi-Service Tactics, Techniques, and Procedures for the Joint Application of Firepower \(JFIRE\)](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | S/L | SAVT | Team Hours | 0.50 | N |

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|--|------------------------|
| C869 Cartridge, 81mm HE M889/M889A1 with PD Fuze M935 | 5 rounds per Marine |

RANGE/TRAINING AREA:

Facility Code 17670 Mortar Range

0300-FSPT-2004: Call for Indirect Fire using the Shift from a Known Point Method

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

READINESS-CODED: NO

MOS PERFORMING: 0311, 0317, 0331, 0341, 0351, 0352

GRADES: CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a map, compass, protractor, target, and a radio with frequency.

STANDARD: To achieve effects on target within three rounds.

PERFORMANCE STEPS:

1. Determine the grid coordinates of your location
2. Transmit your location coded to the fire direction center
3. Determine target description
4. Determine the direction to the target from the observer's position in mils
5. Determine/estimate the distance to the target from the observer's position in meters
6. Determine the vertical interval between the observer and the, target in meters
7. Establish an observer to target factor
8. Determine the method of engagement
9. Determine the method of fire and control
10. Initiate a call for fire by transmitting observer identification and warning order to the fire direction center. The warning order consists of FDC call sign, observer ID, and the target shifted from. (FDC this is FO, shift from AB-1001, over.)
11. Send the second transmission. It consists of observer to target (OT) direction, and corrections from a known target. Direction 2850, (left/right_____, add/drop_____, up/down_____, over.)
12. Send the third transmission. It consists of a target description, method of engagement, and method of fire and control to the fire direction center. (Dismounted infantry and APCs in the open, HE/RP mix, fire when ready, over.)
13. Receive a message to observer from the fire direction center and read back the MTO to FDC
14. Receive "shot, over" from the fire direction center

15. Transmit "shot, out" to the fire direction center
16. Observe the impact of the round
17. Spot the round for height of burst, range, and deviation from the target
18. Using the height of burst spotting, determine the height of burst (HOB) correction in meters
19. Using the range spotting, determine the range correction in meters using successive or hasty bracketing
20. Using the deviation spotting and the OT factor, determine the deviation correction in meters
21. Transmit a correction for deviation, range, and height of burst
22. Repeat performance steps 11 through 18 until the target is within the effective casualty radius/HOB of the round
23. Transmit a request to fire for effect to the fire direction center.
24. Receive "rounds complete" from the fire direction center
25. Transmit "rounds complete, out" to the fire direction center
26. Determine the effect on target
27. Determine refinement corrections
28. Transmit refinement correction, record as target if required, an end of mission request, and battle damage assessment

PRIMARY REFERENCE:

[MCRP 3-31.6 Multi-Service Tactics, Techniques, and Procedures for the Joint Application of Firepower \(JFIRE\)](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | S/L | SAVT | Team Hours | 0.50 | N |

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|--|-----------------------|
| C869 Cartridge, 81mm HE M889/M889A1 with PD Fuze M935 | 5 round per Marine |

RANGE/TRAINING AREA:

Facility Code 17670 Mortar Range

0300-FSPT-2005: Act as an Observer for Close Air Support (CAS)

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

READINESS-CODED: NO

MOS PERFORMING: 0311, 0317, 0331, 0341, 0351, 0352

GRADES: CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a scenario involving emergency Close Air Support (CAS), a topographic map, compass, protractor, a target, an attack aircraft, type ordnance load, and a radio.

STANDARD: To achieve effects on target.

PERFORMANCE STEPS:

1. Identify themselves as non-joint terminal attack controller (JTAC) qualified on aircraft check-in
2. Make every effort to involve a qualified joint terminal attack controller (JTAC) or forward aircraft controller (FAC) in the situation
3. Provide as much of the 9-line fixed, 5-line rotary briefing as possible
4. As a minimum, pass target elevation, target location, target description, and restrictions
5. Provide battle damage assessment (BDA) to the close air support aircraft (CAS) aircraft or the joint terminal attack controller (JTAC)

PRIMARY REFERENCE:

[JP 3-09.3 Close Air Support](#)

SUPPLEMENTARY REFERENCES:

[MCRP 3-31.6 Multi-Service Tactics, Techniques, and Procedures for the Joint Application of Firepower \(JFIRE\)](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | S/L | SAVT | Team Hours | 0.50 | N |

RANGE/TRAINING AREA:

Facility Code 17330 Covered Training Area
Facility Code 17430 Impact Area Dudded
Facility Code 17936 Close Air Support Range

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: This event requires a certified JTAC to control terminal guidance.

0300-GRLA-2001: Maintain a Grenade Launcher

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

READINESS-CODED: NO

MOS PERFORMING: 0300, 0311, 0317

GRADES: PVT, PFC, LCPL, CPL

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a grenade launcher, service rifle, cleaning gear, and lubricant.

STANDARD: To ensure the weapon is complete, clean, and serviceable.

PERFORMANCE STEPS:

1. Clear the rifle
2. Clear the grenade launcher
3. Disassemble the grenade launcher
4. Clean the grenade launcher
5. Inspect the grenade launcher
6. Lubricate the grenade launcher
7. Assemble the grenade launcher
8. Conduct a function check

PRIMARY REFERENCE:

TM 07700A-10/1A Operator's Manual for Launcher, Grenade, 40mm, M203 W/E, M203A1 W/E, and M203A2, W/E
TM 9-1010-232-10 Operator's Manual for Grenade Launcher, 40mm, M320 W/E and M320A1 W/E

0300-GRLA-2002: Perform Weapons Handling Procedures for the Grenade Launcher

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

READINESS-CODED: NO

MOS PERFORMING: 0300, 0311, 0317

GRADES: PVT, PFC, LCPL, CPL

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a grenade launcher, service rifle, and ammunition, while wearing a fighting load.

STANDARD: Without endangering personnel or equipment.

PERFORMANCE STEPS:

1. Clear the grenade launcher
2. Load the grenade launcher
3. Unload the grenade launcher

PRIMARY REFERENCE:

TM 07700A-10/1A Operator's Manual for Launcher, Grenade, 40mm, M203 W/E, M203A1 W/E, and M203A2, W/E
TM 9-1010-232-10 Operator's Manual for Grenade Launcher, 40mm, M320 W/E and M320A1 W/E

SUPPORT REQUIREMENTS:

ORDNANCE:

DODIC

QUANTITY

B472 Cartridge, 40mm Dummy M922 1 round per weapon

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

1. This event can be trained to standard with a dummy round.
2. The term weapon in the performance steps refers to both the service rifle and the grenade launcher.

0300-GRLA-2003: Perform Misfire Procedures for a Grenade Launcher

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

READINESS-CODED: NO

MOS PERFORMING: 0300, 0311, 0317

GRADES: PVT, PFC, LCPL, CPL

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a grenade launcher, service rifle, and ammunition, while wearing a fighting load.

STANDARD: To return the weapon to service.

PERFORMANCE STEPS:

1. Announce "MISFIRE!" and keep the muzzle on target for 30 seconds
2. Unload the round
3. Store the round in the designated area
4. Reload and attempt to fire if the primer is not dented
5. Perform remedial action if the weapon fails to fire

PRIMARY REFERENCE:

TM 07700A-10/1A Operator's Manual for Launcher, Grenade, 40mm, M203 W/E, M203A1 W/E, and M203A2, W/E
TM 9-1010-232-10 Operator's Manual for Grenade Launcher, 40mm, M320 W/E and M320A1 W/E

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|---------------------------------|--------------------|
| B472 Cartridge, 40mm Dummy M922 | 1 round per weapon |

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

This task may be trained to standard with a dummy round.
This task is written for various grenade launchers, and all time standards regarding hang fire should be according to the appropriate weapon's technical manual (TM).

0300-GRLA-2004: Zero a Grenade Launcher

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

READINESS-CODED: NO

MOS PERFORMING: 0300, 0311, 0317

GRADES: PVT, PFC, LCPL, CPL

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a grenade launcher/service rifle, ammunition, and a target at 200 meters, while wearing a fighting load.

STANDARD: To ensure round impacts within 5 meters of the target.

PERFORMANCE STEPS:

1. Identify a target at 200 meters
2. Set the grenade launcher sights
3. Engage a target from a supported prone position
4. Adjust windage and elevation, as needed
5. Repeat steps 3 and 4, as necessary

PRIMARY REFERENCE:

TM 07700A-10/1A Operator's Manual for Launcher, Grenade, 40mm, M203 W/E, M203A1 W/E, and M203A2, W/E
TM 9-1010-232-10 Operator's Manual for Grenade Launcher, 40mm, M320 W/E and M320A1 W/E

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|---|---------------------|
| B546 Cartridge, 40mm HEDP M433 | 3 rounds per Marine |
| BA35 Cartridge, 40mm Practice (Day/Night) M1110 | 7 rounds per Marine |

RANGE/TRAINING AREA:

Facility Code 17430 Impact Area Dudded
Facility Code 17610 Grenade Launcher Range

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: 1. Must be fired in a sensitive fuze impact area. 2. The standard can be accomplished with the leaf sight or optical device.

0300-GRLA-2005: Engage Targets with a Grenade Launcher

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

READINESS-CODED: NO

MOS PERFORMING: 0311, 0317

GRADES: PVT, PFC, LCPL, CPL

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a grenade launcher, ammunition, and targets at unknown distances, while wearing a fighting load.

STANDARD: To eliminate a threat.

PERFORMANCE STEPS:

1. Identify a target
2. Estimate the range to the target
3. Set the grenade launcher sights
4. Fire from a supported position
5. Employ alternate aiming point, as required
6. Assess effects of fire on target

PRIMARY REFERENCE:

TM 07700A-10/1A Operator's Manual for Launcher, Grenade, 40mm, M203 W/E, M203A1 W/E, and M203A2, W/E
TM 9-1010-232-10 Operator's Manual for Grenade Launcher, 40mm, M320 W/E and M320A1 W/E

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Partial | S/L | ISMT | Marine Hours | 0.25 | N |

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|---|----------------------|
| B546 Cartridge, 40mm HEDP M433 | 3 rounds per Marine |
| BA35 Cartridge, 40mm Practice (Day/Night) M1110 | 18 rounds per Marine |

RANGE/TRAINING AREA:

Facility Code 17430 Impact Area Dudded
Facility Code 17610 Grenade Launcher Range

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

B564 40mm HEDP must be fired in a sensitive-fuze impact area.
The standard can be accomplished with the leaf sight or optical device.

To achieve the standard, the round must impact with the target inside its casualty radius.

0300-MOBL-2001: Lead a Team or Squad in a Motorized Patrol (S/L)

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

READINESS-CODED: NO

MOS PERFORMING: 0311, 0331, 0341, 0351, 0352

GRADES: CPL, SGT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a team or squad, motorized assets, rules of engagement, and a mission.

STANDARD: To accomplish the mission in accordance with the commander's intent.

PERFORMANCE STEPS:

1. Receive an order
2. Analyze the order with METT-T
 - a. Mission
 - b. Enemy
 - c. Terrain and weather
 - d. Troops and fire support available
 - e. Time
3. Conduct the troop leading steps BAMCIS
 - a. Begin the planning
 - b. Arrange reconnaissance
 - c. Make reconnaissance
 - d. Complete the plan
 - e. Issue the order
 - f. Supervise
4. Prepare vehicles
5. Conduct rehearsals
6. Conduct confirmation brief
7. Execute the motorized patrol
8. Conduct a debrief

PRIMARY REFERENCE:

[ATP 3-20.98 Scout Platoon](#)

SUPPLEMENTARY REFERENCES:

[MCRP 3-30.7 Commander's Tactical Handbook](#)

[MCRP 3-40F.7 Multi-Service Tactics, Techniques, and Procedures for Tactical Convoy Operations \(TCO\)](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | S/L | DVTE | Marine Hours | 2 | Y |
| Yes | S/L | TDK | Marine Hours | 2 | N |

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

0300-MOBL-2002: Conduct Mounted Land Navigation

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

READINESS-CODED: NO

MOS PERFORMING: 0311, 0331, 0341, 0351, 0352

GRADES: CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a tactical vehicle with driver, objective, map, and a navigation device.

STANDARD: To arrive at the objective.

PERFORMANCE STEPS:

1. Develop a route
2. Prepare navigational equipment
3. Direct a tactical vehicle
4. Navigate to the objective

PRIMARY REFERENCE:

[TC 3-25.26 Map Reading and Land Navigation](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

0300-OPS-2001: Conduct a Pre-Combat Inspection

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

READINESS-CODED: NO

MOS PERFORMING: 0311, 0317, 0321, 0331, 0341, 0351, 0352

GRADES: CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an order with a mission to conduct combat operations, a unit with all mission essential equipment and wearing a fighting load,

STANDARD: To ensure the unit is prepared to accomplish the mission.

PERFORMANCE STEPS:

1. Inspect uniform and equipment common to all
2. Inspect personal protective equipment (PPE)
3. Ensure identification of friendly forces (IFF) markings day and night for each individual
4. Ensure weapons function check and test fire with day and night optics
5. Inspect ammunition load-out
6. Inspect communication equipment
 - a. Communications equipment is waterproofed
 - b. Radio checks are completed
7. Inspect special teams and equipment
8. Inspect water and food
9. Supervise rehearsals
10. Inspect mission knowledge
 - a. Mission
 - b. Rules of Engagement (ROE)
 - c. Team tasks
 - d. Individual tasks
 - e. Concept of Operations
 - f. Challenge and pass words
 - g. Lost Marine plan
 - h. Communication plan
 - i. Casualty evacuation plan

PRIMARY REFERENCE:

[MCIP 3-10A.4i Marine Rifle Squad](#)

SUPPLEMENTARY REFERENCES:

[MCRP 3-30.7 Commander's Tactical Handbook](#)

0300-PAT-2001: Develop a Warning Order

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

READINESS-CODED: NO

MOS PERFORMING: 0311, 0317, 0331, 0341, 0351, 0352

GRADES: CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an order from higher headquarters.

STANDARD: To disseminate tasks in preparation for combat.

PERFORMANCE STEPS:

1. Write a situation paragraph
2. Write a mission statement
3. Write general instructions

4. Write specific instructions

PRIMARY REFERENCE:

[MCIP 3-10A.4i Marine Rifle Squad](#)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: A simulator can be used during preparatory training for this event for initial skill development and remediation. To achieve the standard this task is required to be done during live training.

0300-PAT-2002: Write a Combat Order

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

READINESS-CODED: NO

MOS PERFORMING: 0311, 0317, 0331, 0341, 0351, 0352

GRADES: CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an order from higher headquarters.

STANDARD: To support the achievement of higher headquarters intent.

PERFORMANCE STEPS:

1. Develop the orientation
2. Develop the situation
3. Develop a mission statement
4. Develop the execution.
5. Develop administration and logistics
6. Develop command and signal
7. Finalize the plan

PRIMARY REFERENCE:

[MCIP 3-10A.4i Marine Rifle Squad](#)

SUPPORT REQUIREMENTS:

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: A simulator can be used during preparatory training for this event for initial skill development and remediation. To achieve the standard this task is required to be done during live training.

0300-PAT-2003: Issue a Combat Order

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

READINESS-CODED: NO

MOS PERFORMING: 0311, 0317, 0331, 0341, 0351, 0352

GRADES: CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a unit and completed combat order.

STANDARD: To ensure comprehension of the order.

PERFORMANCE STEPS:

1. Develop a visual aid to support the delivery of the order
 - a. Map
 - b. Terrain model
2. Assemble the unit
3. Conduct roll call
4. Orient the unit to a terrain model or map
5. Issue the order
6. Issue a time hack

PRIMARY REFERENCE:

[MCIP 3-10A.4i Marine Rifle Squad](#)

SECONDARY REFERENCES:

[ADP 1-02 Terms and Military Symbols](#)

[MCRP 3-30.7 Commander's Tactical Handbook](#)

0300-PAT-2004: Develop a Map Overlay

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

READINESS-CODED: NO

MOS PERFORMING: 0311, 0317, 0331, 0341, 0351, 0352

GRADES: CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an order, map, overlay material, assorted color map pens, protractor, templates, and references.

STANDARD: To graphically depict the scheme of maneuver.

PERFORMANCE STEPS:

1. Orient the overlay to the area of operation
2. Place register marks on the overlay
3. Plot topographical deviations to the map
4. Plot tactical control measures
5. Plot fire support coordinating measures
6. Plot friendly symbols
7. Plot threat symbols
8. Annotate marginal information
9. Submit overlay to higher
10. Distribute copies of the overlay, as required

PRIMARY REFERENCE:

TC 3-25.26 Map Reading and Land Navigation

SUPPLEMENTARY REFERENCES:

ADP 1-02 Terms and Military Symbols

MCRP 1-10.2 Marine Corps Supplement to the Department of Defense Dictionary of Military and Associated Terms

0300-PAT-2005: Select a Route

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

READINESS-CODED: NO

MOS PERFORMING: 0311, 0317, 0331, 0341, 0351, 0352

GRADES: CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an order, a map and a protractor.

STANDARD: To maximize the use of terrain and avoid detection by the enemy.

PERFORMANCE STEPS:

1. Analyze route options using METT-T
 - a. Mission
 - b. Enemy
 - c. Terrain and weather
 - d. Troops and fire support available
 - e. Time
2. Analyze the terrain for the route using KOCOAA
 - a. Key terrain
 - b. Obstacles
 - c. Cover and concealment
 - d. Observation
 - e. Fields of fire
3. Identify danger areas
4. Establish checkpoints to facilitate control of movement
5. Identify steering marks to facilitate control of navigation
6. Submit the route plan to higher headquarters

PRIMARY REFERENCE:

TC 3-25.26 Map Reading and Land Navigation

SUPPLEMENTARY REFERENCES:

ADP 1-02 Terms and Military Symbols

MCRP 1-10.2 Marine Corps Supplement to the Department of Defense Dictionary of Military and Associated Terms

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

The map given as part of the condition may be digital or a physical copy. It may also consist of aerial photographs, topographical, or any combination facilitated as technology improves and within the capability of the unit.

0300-PAT-2006: Navigate with a Global Positioning System (GPS)

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

READINESS-CODED: NO

MOS PERFORMING: 0311, 0317, 0331, 0341, 0351, 0352

GRADES: CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a map, protractor, designated objective(s), global positioning system (GPS) and accessories, while wearing a fighting load,

STANDARD: To arrive at each designated objective.

PERFORMANCE STEPS:

1. Determine eight-digit grid of objective from map plot
2. Input destination coordinates into global positioning system (GPS)
3. Determine current location coordinates from global positioning system (GPS) reading
4. Determine azimuth and distance to objective from global positioning system (GPS)
5. Report objectives, as required

PRIMARY REFERENCE:

[TC 3-25.26 Map Reading and Land Navigation](#)

0300-PAT-2007: Lead a Unit in Reacting to a Detonated Improvised Explosive Device (IED)

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

READINESS-CODED: NO

MOS PERFORMING: 0302, 0311, 0317, 0331, 0341, 0351, 0352, 0369

GRADES: CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a detonated improvised explosive device (IED).

STANDARD: To minimize additional threats and reduce the effects of an improvised explosive device (IED) attack.

PERFORMANCE STEPS:

1. Conduct 5 meter and 25 meter checks around the patrol to search for additional improvised explosive devices (IEDs)

2. Move personnel and disabled vehicles out of the kill zone
3. Transmit an improvised explosive device report (IEDREP) to higher headquarters
4. Treat casualties, as required
5. Establish casualty collection point (CCP)
6. Establish a helicopter landing zone (HLZ)
7. Prepare for follow on attacks
8. Preserve forensic evidence
9. Conduct vehicle recovery operations, as required.
10. Conduct follow-on reporting

PRIMARY REFERENCE:

[CALL 05-23 Joint Improvised Explosive Device Defeat Organization Tactics, Techniques and Procedures Handbook](#)

0300-PAT-2008: Lead a Unit in Reacting to an Undetonated Improvised Explosive Device (IED)

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

READINESS-CODED: NO

MOS PERFORMING: 0302, 0311, 0317, 0331, 0341, 0351, 0352, 0369

GRADES: CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an undetonated improvised explosive device (IED).

STANDARD: To minimize additional threats and reduce the effects of an improvised explosive device (IED) attack.

PERFORMANCE STEPS:

1. Conduct 5 meter and 25 meter checks around the patrol
2. Confirm the presence of a suspected improvised explosive device (IED)
3. Clear the immediate area of the suspected improvised explosive device (IED)
4. Transmit improvised explosive device report (IEDREP) to higher headquarters
5. Establish a cordon and provide security for the immediate area

PRIMARY REFERENCE:

[CALL 05-23 Joint Improvised Explosive Device Defeat Organization Tactics, Techniques and Procedures Handbook](#)

0300-PAT-2009: Process Detainees

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

READINESS-CODED: NO

MOS PERFORMING: 0300, 0302, 0311, 0317, 0331, 0341, 0351, 0352, 0369

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given rules of engagement, a detainee, capture tag (DD Form 2745), readily available materials, flex cuffs, and assigned weapon, while wearing a fighting load.

STANDARD: To conduct a thorough search and document information for use in later interrogation, screening, disposition processes, and decision making. (MCTP 10-10F, [Military Police Operations, Ch. 4, pg. 47](#))

PERFORMANCE STEPS:

1. Search the detainee
2. Tag detainee and items collected
3. Report number of personnel detained
4. Evacuate the detainee
5. Segregate the detainee
6. Safeguard the detainee

PRIMARY REFERENCE:

[MCTP 10-10F Military Police Operations](#)

SUPPLEMENTARY REFERENCES:

[MCRP 8-10B.8 Marine Troop Leader's Guide](#)

0300-PAT-2010: Perform Individual Actions from a Vehicle

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

READINESS-CODED: NO

MOS PERFORMING: 0300, 0302, 0307, 0311, 0317, 0321, 0331, 0341, 0351, 0352, 0365, 0369

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an order, vehicle, and assigned weapon, an assignment in a unit, while wearing a fighting load.

STANDARD: To provide security for assigned sector of fire.

PERFORMANCE STEPS:

1. Mount a vehicle
2. Cover sectors of fire
3. Perform individual actions during a security halt
4. Perform individual actions in reaction to improvised explosive devices
5. Perform individual actions during enemy contact
6. Dismount a vehicle

PRIMARY REFERENCE:

MCRP 3-40F.7 Multi-Service Tactics, Techniques, and Procedures for Tactical Convoy Operations (TCO)

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|--|----------------------|
| A080 Cartridge, 5.56mm Blank M200 Single Round | 30 rounds per Marine |

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

0300-PAT-2011: Visually identify Improvised Explosive Device (IED)

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

READINESS-CODED: NO

MOS PERFORMING: 0300, 0302, 0307, 0311, 0317, 0321, 0331, 0341, 0351, 0352, 0365, 0369

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an environment with an improvised explosive device (IED) threat.

STANDARD: To confirm presence and location of improvised explosive devices (IEDs).

PERFORMANCE STEPS:

1. Identify visual indicators for a suspected emplaced improvised explosive device (IED)
2. Identify visual indicators for a suspected vehicle borne improvised explosive device (VBIED)
3. Identify visual indicators for a suspected suicide vehicle borne improvised explosive device (SVBIED)
4. Identify visual indicators for a suspected person borne improvised explosive device (PBIED)

PRIMARY REFERENCE:

[CALL 05-23 Joint Improvised Explosive Device Defeat Organization Tactics, Techniques and Procedures Handbook](#)

SUPPLEMENTARY REFERENCES:

[MCIP 3-10A.4i Marine Rifle Squad](#)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Battlefield Effects Simulator (BES) and a counter-improvised explosive device (CIED) training lane can be used to conduct this event.

0300-PAT-2012: React to an Improvised Explosive Device (IED)

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

READINESS-CODED: NO

MOS PERFORMING: 0300, 0302, 0307, 0311, 0317, 0321, 0331, 0341, 0351, 0352,
0365, 0369

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an operational environment with a detonated and undetonated improvised explosive device (IED), while wearing a fighting load.

STANDARD: To minimize additional threats and reduce the effects of an improvised explosive device (IED).

PERFORMANCE STEPS:

1. Seek cover
2. Report direction, distance, and casualties to patrol
3. Check for secondary devices
4. Provide local security

PRIMARY REFERENCE:

[CALL 05-23 Joint Improvised Explosive Device Defeat Organization Tactics, Techniques and Procedures Handbook](#)

SUPPLEMENTARY REFERENCES:

[MCIP 3-02.1i Combat Hunter](#)
[MCTP 3-01A Scouting and Patrolling](#)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

Battlefield Effects Simulator (BES) and a counter-improvised explosive device (CIED) training lane training can be used to conduct this event. Refer to counter-improvised explosive device (CIED) T&R manual for more information.

0300-PSTL-2001: Perform Preventative Maintenance on the Service Pistol

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

READINESS-CODED: NO

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, MSGT, MGYSGT, WO-1, CWO-2,
CWO-3, 2NDLT, 1STLT, CAPT, MAJ, LTCOL

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a service pistol, magazines, cleaning gear, lubricants.

STANDARD: To ensure operation and serviceability of the weapon.

PERFORMANCE STEPS:

1. Handle the pistol IAW the four weapons safety rules
2. Place the pistol in Condition-4
3. Disassemble the pistol
4. Clean the pistol
5. Lubricate the pistol
6. Reassemble the pistol
7. Disassemble the magazine
8. Clean the magazine
9. Lubricate the magazine
10. Reassemble the magazine
11. Perform a user serviceability inspection
12. Perform function check

PRIMARY REFERENCE:

TM 1005A-10/1 PISTOL SEMIAUTOMATIC 9mm, M9, OPERATOR'S MANUAL
TM 13141A-23/1 Modular Handgun System (MHS) Pistol, 9mm, Semiautomatic M17,
M18, GO

0300-PSTL-2002: Engage Targets with the Service Pistol

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

READINESS-CODED: NO

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, MSGT, MGYSGT, WO-1, CWO-2,
CWO-3, 2NDLT, 1STLT, CAPT, MAJ, LTCOL

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a service pistol, magazines, magazine pouch, ammunition,
targets, holster, and personal protective equipment (PPE).

STANDARD: To eliminate the threat(s).

PERFORMANCE STEPS:

1. Handle the pistol in accordance with the four weapons safety rules
2. Identify threat(s)
3. Establish a stable firing position
4. Engage targets
5. Conduct reloads, as necessary
6. Conduct corrective actions, as necessary
7. Search and assess the immediate area for additional threats
8. Make a Condition-4 pistol, as appropriate

PRIMARY REFERENCE:

MCO 3574.2_ Marine Corps Combat Marksmanship Program

SUPPORT REQUIREMENTS:

ORDNANCE:

DODIC

QUANTITY

A363 Cartridge, 9mm Ball M882 200 rounds per Marine

RANGE/TRAINING AREA:

Facility Code 17570 Pistol Known Distance (KD) Range

ADDITIONAL RANGE/TRAINING AREA: A range equipped with robot targets with appropriate number of rounds and repetitions.

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

Load-bearing equipment is in accordance with billet and unit.
This task is performed as required by billet and or duties.
This task should incorporate dry practice and simulation via individual small-arms marksmanship trainer (ISMT) prior to the expenditure of live rounds.

0300-RSTA-2001: Conduct Reconnaissance Employing Small Unmanned Aircraft System (SUAS)

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

READINESS-CODED: NO

MOS PERFORMING: 0302, 0311, 0317, 0331, 0341, 0351, 0352, 0365, 0369

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: MOJT

CONDITION: Provided a small unmanned aircraft system (SUAS) and references.

STANDARD: To support collection activities.

PERFORMANCE STEPS:

1. Assemble and launch small unmanned aircraft system (SUAS)
2. Ingress to target with a covert approach
3. Conduct route reconnaissance of a linear feature
4. Conduct zone reconnaissance of:
 - a. Named Areas of Interest (NAIs)
 - b. Tactical Areas of Interest (TAIs)
5. Conduct point reconnaissance using covert flight techniques:
 - a. Named Areas of Interest (NAIs)
 - b. Tactical Areas of Interest (TAIs)
6. Conduct area reconnaissance
 - a. Named Areas of Interest (NAIs)
 - b. Tactical Areas of Interest (TAIs)
7. Conduct route reconnaissance of a linear feature
8. Initiate egress route
9. Navigate small unmanned aircraft system (SUAS) to landing area
10. Land unmanned aircraft system (SUAS)
11. Recover unmanned aircraft system (SUAS) and render it safe

PRIMARY REFERENCE:

NAVMC 3500.107_ Group 1 Unmanned Aircraft Systems (UAS) Training and Readiness

SUPPORT REQUIREMENTS:

ADDITIONAL RANGE/TRAINING AREA:

Range Training Area. Minimum requirements:
Launch/Landing Zone (LZ) dimensions: Cleared surface area of at least 200m by 200m to allow for AV launch and landing.
Airspace dimensions: A minimum of 2km by 2km or a 2km radius about a point, with a vertical component of surface to 1200 ft AGL. Tall obstacles may obstruct LOS during flight.

0300-RSTA-2002: Conduct Target Area Surveillance using a Small Unmanned Aircraft System (SUAS)

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

READINESS-CODED: NO

MOS PERFORMING: 0302, 0311, 0317, 0331, 0341, 0351, 0352, 0365, 0369

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT

INITIAL TRAINING SETTING: MOJT

CONDITION: Provided references and a small unmanned aircraft system (SUAS).

STANDARD: To provide observation of the target area.

PERFORMANCE STEPS:

1. Assemble and launch the small unmanned aircraft system (SUAS)
2. Ingress to the target with a convert approach
3. Observe the target area
4. Initiate egress route
5. Navigate the small unmanned aircraft system (SUAS) to the landing area
6. Land the small unmanned aircraft system (SUAS)
7. Recover the small unmanned aircraft system (SUAS) and render it safe

PRIMARY REFERENCE:

NAVMC 3500.107_ Group 1 Unmanned Aircraft Systems (UAS) Training and Readiness

SUPPORT REQUIREMENTS:

ADDITIONAL RANGE/TRAINING AREA:

Range Training Area Minimum Requirements:
Launch/Landing Zone (LZ) dimensions: Cleared surface area of at least 200m by 200m to allow for AV launch and landing.
Airspace dimensions: A minimum of 2km by 2km or a 2km radius about a point, with a vertical component of surface to 1200 ft AGL. Tall obstacles may obstruct line of sight (LOS) during flight.

0300-RSTA-2003: Conduct Target Acquisition Employing Small Unmanned Aircraft System (SUAS)

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

READINESS-CODED: NO

MOS PERFORMING: 0302, 0311, 0317, 0331, 0341, 0351, 0352, 0369

GRADES: PVT, LCPL, CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: MOJT

CONDITION: Provided references and a small unmanned aircraft system (SUAS)

STANDARD: To maintain positive identification (PID) of a stationary or moving target.

PERFORMANCE STEPS:

1. Assemble and launch the small unmanned aircraft system (SUAS)
2. Ingress to the target with a convert approach
3. Observe target area
4. Complete specified requirements, demonstrating the ability conduct acquisition of a target

PRIMARY REFERENCE:

[NAVMC 3500.107_ Group 1 Unmanned Aircraft Systems \(UAS\) Training and Readiness](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

ADDITIONAL RANGE/TRAINING AREA:

Range Training Area Minimum Requirements:

Launch/Landing Zone (LZ) dimensions: Cleared surface area of at least 200m by 200m to allow for AV launch and landing.

Airspace dimensions: A minimum of 2km by 2km or a 2km radius about a point, with a vertical component of surface to 1200 ft above ground level (AGL).

Tall obstacles may obstruct line of sight (LOS) during flight.

0300-RSTA-2004: Employ Small Unmanned Aircraft Systems (SUAS)

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

READINESS-CODED: NO

DESCRIPTION: Fires:

Surface fires
Naval gunfire
Aviation delivered fires

MOS PERFORMING: 0302, 0311, 0317, 0331, 0341, 0351, 0352, 0369

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: MOJT

CONDITION: Provided references and a small unmanned aircraft system (SUAS)

STANDARD: To support the terminal control of fires.

PERFORMANCE STEPS:

1. Integrate small unmanned aircraft systems (SUAS) plan with fire support plan
2. Find a target array and correlate it with a map and/or digital systems
3. Derive a Military Grid Reference System (MGRS) grid for a given target and refine that grid using a map and/or digital systems
4. Interpret the small unmanned aircraft system's (SUAS) feed from the aerial vehicle (AV) at a given altitude and provide distance corrections from the target for impacts
5. Communicate and coordinate with the Joint Terminal Attack Control (JTAC) or Forward Observer (FO) to effectively and efficiently provide targeting, correction, and battle damage assessment (BDA) in support of an active fires package
6. Maintain situational awareness:
 - a. Maneuvering the aerial vehicle (AV) efficiently to maintain contact with friendly forces while supporting the mission commander's mission requirements.
 - b. Positioning the aerial vehicle (AV) to observe fires as required while complying with fire support coordination measures (FSCMs), aviation control measures (ACMs) and remaining clear of incoming fires

REFERENCES:

[NAVMC 3500.107_ Group 1 Unmanned Aircraft Systems \(UAS\) Training and Readiness](#)

0300-RSTA-2005: Overwatch Mobile Operations

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

READINESS-CODED: NO

MOS PERFORMING: 0302, 0311, 0317, 0331, 0341, 0351, 0352, 0365, 0369

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: MOJT

CONDITION: Provided references and a small unmanned aircraft system (SUAS).

STANDARD: To provide early indication and warning of threats to friendly forces.

PERFORMANCE STEPS:

1. Track a mobile target
2. Maintain situational awareness of the immediate area of operation
3. Provide updates to supported forces
4. Maneuver small unmanned aircraft system (SUAS) to best observe potential threats
5. Maintain positive control of the small unmanned aircraft system (SUAS) at all times
6. Continually update the following to allow recovery:
 - a. HOME location
 - b. E/L waypoints
 - c. Orbit points
7. Configure a mobile Ground Control Station (GCS)
8. Recover the small unmanned aircraft system (SUAS)
9. Render the small unmanned aircraft system (SUAS) safe

PRIMARY REFERENCE:

[NAVMC 3500.107_ Group 1 Unmanned Aircraft Systems \(UAS\) Training and Readiness](#)

SUPPORT REQUIREMENTS:

ADDITIONAL RANGE/TRAINING AREA:

Range Training Area Minimum Requirements:

Launch and Landing Zone (LZ) dimensions:

Cleared surface area of at least 200m by 200m to allow for AV launch and landing.

Airspace dimensions:

A minimum of 2km by 2km or a 2km radius about a point, with a vertical component of surface to 1200 ft AGL. Tall obstacles may obstruct line of sight (LOS) during flight.

0300-RSTA-2006: Conduct Overwatch in Support of a Fixed Position

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

READINESS-CODED: NO

MOS PERFORMING: 0302, 0311, 0331, 0341, 0351, 0352, 0365, 0369

GRADES: PVT, LCPL, CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: MOJT

CONDITION: Provided the references and a small unmanned aircraft system (SUAS).

STANDARD: To provide early warning of threats to friendly forces.

PERFORMANCE STEPS:

1. Plan to employ small unmanned aircraft system (SUAS)
2. Prepare the small unmanned aircraft system (SUAS):
 - a. Set up the Ground control Station (GCS)
 - b. Assemble the small unmanned aircraft system (SUAS)
 - c. Install the small unmanned aircraft system (SUAS) payload
3. Employ the small unmanned aircraft system (SUAS):
 - a. Launch the small unmanned aircraft system (SUAS) in MANUAL (MAN) mode
 - b. Maneuver small unmanned aircraft system (SUAS) to best support observation
 - c. Download and process imagery from HUB and from RPUAV-log
 - d. Capture imagery from mission video and save as JPEG
4. Land the small unmanned aircraft system (SUAS)
 - a. Manual (MAN) mode
 - b. Navigation (NAV) mode
5. Recover small unmanned aircraft system (SUAS) and render it safe

PRIMARY REFERENCE:

[NAVMC 3500.107_ Group 1 Unmanned Aircraft Systems \(UAS\) Training and Readiness](#)

SUPPORT REQUIREMENTS:

ADDITIONAL RANGE/TRAINING AREA:

Range Training Area Minimum Requirements:

Launch and Landing Zone (LZ) dimensions:

Cleared surface area of at least 200m by 200m to allow for small unmanned aircraft system (SUAS) launch and landing.

Airspace dimensions:

A minimum of 2km by 2km or a 2km radius about a point, with a vertical component of surface to 1200 ft AGL. Tall obstacles may obstruct line of sight (LOS) during flight.

0300-TRNG-2001: Conduct Small Unit Training

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

READINESS-CODED: NO

MOS PERFORMING: 0311, 0317, 0331, 0341, 0351, 0352

GRADES: CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a unit, required external support and equipment, and a mission.

STANDARD: To ensure the individual and collective training tasks are performed to standard.

PERFORMANCE STEPS:

1. Review the training standard to determine required resources and method(s) for delivering instruction

2. Determine required resources
3. Request the required resources
4. Prepare a training outline
5. Prepare the training area
6. Conduct operational risk assessment
7. Assemble the target audience
8. Explain the training standard
9. Conduct a safety brief
10. Conduct the training
11. Evaluate the training
12. Remediate Marines that do not master the training standard
13. Conduct a debrief with all training participants
14. Identify follow-on training requirements
15. Update individual training records

PRIMARY REFERENCE:

[MCTP 8-10B How to Conduct Training](#)

0300-TVEH-2001: Establish a Load Plan for a Tactical Vehicle

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

READINESS-CODED: NO

MOS PERFORMING: 0311, 0317, 0321, 0331, 0341, 0351, 0352, 0369

GRADES: CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given tactical vehicles, associated assets, and a mission

STANDARD: To load necessary assets within a tactical vehicle.

PERFORMANCE STEPS:

1. Receive a warning order
2. Identify required Classes of Supply
 - a. Class-II Clothing individual equipment, tentage, and organizational tool sets
 - b. Class-III Petroleum supply
 - c. Class-V Ammunition
 - d. Class-IX Repair parts
3. Identify equipment common to all vehicles within the patrol
4. Plan the storage of gear common to all vehicles
5. Plan the storage of additional required equipment for the individual vehicle
6. Execute the load plan and store the required equipment
7. Rehearse the vehicle bump-plan

PRIMARY REFERENCE:

[ATP 3-20.98 Scout Platoon](#)

SUPPLEMENTARY REFERENCES:

MCRP 3-40F.7 Multi-Service Tactics, Techniques, and Procedures for Tactical Convoy Operations (TCO)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Partial | S/L | CCS | Marine Hours | 1 | N |

0300-TVEH-2002: Camouflage a Tactical Vehicle

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

READINESS-CODED: NO

MOS PERFORMING: 0300, 0311, 0317, 0321, 0331, 0341, 0351, 0352, 0369

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a SL-3 complete tactical vehicles and camouflage materials.

STANDARD: To avoid observation or detection by the enemy.

PERFORMANCE STEPS:

1. Assess the situation using METT-T
 - a. Mission
 - b. Enemy
 - c. Terrain and weather
 - d. Troops and fire support available
 - e. Time
2. Analyze the terrain using KOCOAA
 - a. Key terrain
 - b. Obstacles
 - c. Cover and concealment
 - d. Observation
 - e. Avenues of approach
3. Camouflage vehicle using micro terrain
4. Camouflage vehicle using natural foliage
5. Camouflage vehicle using the turret down position
6. Camouflage vehicle using the hull down position
7. Camouflage vehicle using HMMWV netting system with poles
8. Camouflage vehicle using urban hide screening systems
9. Camouflage vehicle using existing urban structures and debris

PRIMARY REFERENCE:

ATP 3-20.98 Scout Platoon

SUPPLEMENTARY REFERENCE:

MCIP 3-10A.4i Marine Rifle Squad

0300-TVEH-2003: Communicate Using Hand and Arm Signals

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

READINESS-CODED: NO

MOS PERFORMING: 0300, 0302, 0311, 0317, 0321, 0331, 0341, 0351, 0352, 0369

GRADES: LCPL, CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT

INITIAL TRAINING SETTING: MOJT

CONDITION: While conducting operations from a tactical vehicle with or without radio communication assets, given a weapon system, SL-3 materials and a situation when voice commands are difficult, impossible, or when radio silence must be maintained, while wearing a fighting load.

STANDARD: To transmit commands or information.

PERFORMANCE STEPS:

1. Assess the situation to determine the need to signal
2. Execute the signal
3. Repeat the signal continuously until acknowledged or the desired action is taken

PRIMARY REFERENCE:

[ATP 3-20.98 Scout Platoon](#)

SUPPLEMENTARY REFERENCES:

[TC 3-21.60 Visual Signals](#)
[MCIP 3-10A.4i Marine Rifle Squad](#)

0300-TVEH-2004: Communicate using Organic Tactical Vehicle Radio Communications Equipment

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

READINESS-CODED: NO

MOS PERFORMING: 0302, 0306, 0311, 0317, 0321, 0331, 0341, 0351, 0352, 0369

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, MSGT, MGYSGT, CWO-2, CWO-3, 2NDLT, 1STLT, CAPT, MAJ, LTCOL

INITIAL TRAINING SETTING: MOJT

CONDITION: Given tactical vehicles, vehicle mounted communication equipment, and SL-3 equipment.

STANDARD: To communicate with adjacent vehicles.

PERFORMANCE STEPS:

1. Communicate with very-high frequency (VHF) radios
2. Communicate with ultra-high frequency (UHF) radios
3. Communicate with a vehicle mounted Force XXI Battle Command Brigade and Below (FBCB2) system
4. Communicate using vehicle mounted Command and Control Personal Computer (C2PC)
5. Communicate with high-frequency (HF) radios
6. Communicate with an Enhanced Position Location and Reporting System (EPLRS)

PRIMARY REFERENCE:

[MCRP 8-10B.10 Radio Operator's Handbook](#)

SUPPLEMENTARY REFERENCE:

[ATP 3-20.98 Scout Platoon](#)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Due to the changes/updates in communication equipment, this task is designed to use the latest available communications references.

0300-TVEH-2005: Employ Security Measures During Vehicle Security Halts

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

READINESS-CODED: NO

MOS PERFORMING: 0300, 0302, 0311, 0317, 0321, 0331, 0341, 0351, 0352, 0369

GRADES: CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a unit in tactical vehicles, an assigned route, while wearing a fighting.

STANDARD: To mitigate the threat to the patrol.

PERFORMANCE STEPS:

1. Determine criteria for short and long security halts
2. Perform a 5-meter visual check in the area surrounding halted vehicle
3. Perform a 25-meter visual check with organic optics in the area surrounding the halted vehicle
4. Dismount the tactical vehicle and conduct a physical check of the area within 25-meters surrounding the halted vehicle
5. Coordinate with vehicle gunner to provide overwatch while conducting foot movements
6. Establish short-term observation/listening post during long vehicle security halts
7. Establish communications between vehicle commander and observation position (OP) position
8. Determine applicable commander's critical information requirements (CCIRs) and priority intelligence requirements (PIRs)

9. Plan for consolidation and movement of observation position (OP) position

PRIMARY REFERENCE:

ATP 3-20.98 Scout Platoon

SUPPLEMENTARY REFERENCES:

MCRP 3-30.7 Commander's Tactical Handbook

MCRP 3-40F.7 Multi-Service Tactics, Techniques, and Procedures for Tactical Convoy Operations (TCO)

TM 2320-10/6B Truck, Utility 1 1/2 Ton (HMMWV)

0300-WPNS-2001: Zero the Laser Borelight

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

READINESS-CODED: NO

MOS PERFORMING: 0203, 0302, 0311, 0317, 0331, 0341, 0351, 0352, 0369

GRADES: LCPL, CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a Laser Borelight System (LBS) and a weapon

STANDARD: To ensure the laser dot remains stationary.

PERFORMANCE STEPS:

1. Point weapon in a safe direction
2. Clear the weapon
3. Establish initial zero of the boresight
4. Stabilize the weapon
5. Select the mandrel for the weapon
6. Install "WARNING" streamer on mandrel
7. Attach mandrel to the borelight and "WARNING" streamer
8. Insert the mandrel into the muzzle of the weapon
9. Rotate the borelight mode switch to "ON"
10. Secure the target on a flat surface 10 meters from the muzzle so that the laser dot strikes the dot on the target
11. While watching the dot made by the laser on the target area, slowly rotate the borelight in a clockwise direction. If the dot remains stationary the borelight is aligned and boresighted to the weapon. If BORESIGHTED, STOP HERE. If the laser dot rotates in a circular pattern then continue with step 12
12. Move the target or weapon to a distance of 2 meters
13. Mark the location of the laser dot
14. Slowly rotate the borelight clockwise one half turn
15. Mark the new location of the laser dot
16. Adjust the windage and elevation until the laser dot moves one half the space from its original location
17. Continue the procedure until the laser dot remains stationary when the borelight is rotated clockwise. Once laser dot remains stationary, continue to step 18

18. Move the target to a distance of 10 meters from the muzzle and recheck the borelight. If the laser dot remains stationary then the LBS is zeroed

PRIMARY REFERENCE:

[TM 10471A-12&P/1 Laser Boresight System](#)

0300-WPNS-2002: Borelight a Weapon using the Laser Borelight System (LBS)

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

READINESS-CODED: NO

MOS PERFORMING: 0203, 0302, 0311, 0317, 0331, 0341, 0351, 0352, 0369

GRADES: LCPL, CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a Laser Borelight System (LBS) that has been zeroed, a weapon with associated optic, references, and another Marine.

STANDARD: To align the barrel with the associated optic.

PERFORMANCE STEPS:

1. Ensure a Condition-4 weapon
2. Ensure the weapon is level
3. Select the target for the weapon
4. Position the target
5. Aim in on the target
6. Adjust the sighting device
7. Turn off laser and remove the borelight and mandrel from the weapon

PRIMARY REFERENCE:

[TM 10471A-12&P/1 Laser Boresight System](#)

0300-WPNS-2003: Handle Small Arms Threat Weapons

EVALUATION-CODED: NO **SUSTAINMENT INTERVAL:** 24 months

READINESS-CODED: NO

MOS PERFORMING: 0300, 0302, 0311, 0317, 0331, 0341, 0351, 0352, 0369

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a threat weapon

STANDARD: So as not to endanger friendly personnel or equipment.

PERFORMANCE STEPS:

1. Identify types and classes of threat weapons

2. Render the weapon(s) safe

PRIMARY REFERENCE:

JANE'S INFANTRY Jane's Infantry Weapons

SUPPLEMENTARY REFERENCES:

TM 8370-50137-OR/23 OPERATOR'S MANUAL FOR THE RPG-7
TM 12229A-OR/1 OPERATOR'S MANUAL FOR THE SVD
TM 12227A-OR/1 Operator's Manual With Components List for Light Machine Gun, 7.62 mm, RPD
TM 12226A-OR/1 OPERATOR'S MANUAL WITH COMPONENTS LIST FOR RIFLE, 7.62 MM, AK-47
TM 12231A-OR/1 ORGANIZATIONAL MAINTENANCE MANUAL WITH REPAIR PARTS LIST FOR MACHINE GUN, 7.62 X 54R MM, PKM
TM 8370-50047-IN/6 ORGANIZATIONAL MAINTENANCE MANUAL WITH REPAIR PARTS LIST FOR RIFLE, 5.45 MM, AK-74

SUPPORT REQUIREMENTS:

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

The current POI from Foreign Weapons Instructor Course (FWIC) should be used as reference materials.

This event is designed to accommodate perceived small arm threats.

0300-WPNS-2004: Engage Targets with an AT-4 Light Anti-armor Weapon

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

READINESS-CODED: NO

MOS PERFORMING: 0302, 0311, 0331, 0341, 0351, 0352, 0365, 0369

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, MSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an AT-4 light anti-armor weapon and a target, while wearing a fighting load.

STANDARD: To achieve a hit on target.

PERFORMANCE STEPS:

1. Inspect the weapon
2. Prepare the weapon for firing
3. Estimate range to target
4. Ensure the sights are adjusted for the correct range of the target
5. Visually inspect and clear the back blast area
6. Engage the target with the weapon
7. Dispose of expended tube

PRIMARY REFERENCE:

TM 3-23.25 Shoulder-Launched Munitions

SUPPLEMENTARY REFERENCES:
DAPAM 385-63 Range Safety

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | S/L | ISMT | Marine Hours | 0.50 | N |

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|--|---------------------|
| A358 Cartridge, 9mm TP-T M939 for AT-4 Trainer | 5 rounds per Marine |
| C995 Cartridge and Launcher, 84mm M136 AT-4 | 1 round per Marine |

RANGE/TRAINING AREA:

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

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: To achieve the standard this task is required to be trained using live fire.

0300-WPNS-2005: Perform Misfire Procedures for an AT-4 Light Anti-armor Weapon

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

READINESS-CODED: NO

MOS PERFORMING: 0302, 0311, 0331, 0341, 0351, 0352, 0365, 0369

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an AT-4 light anti-armor weapon which fails to fire, while wearing a fighting load.

STANDARD: To return the weapon to service or properly dispose of a misfired rocket.

PERFORMANCE STEPS:

1. Announce "MISFIRE!"
2. Maintain the original sight picture
3. Release the trigger and the safety release catch
4. Wait five seconds, if time permits
5. Remove hand from firing mechanism
6. Check the back-blast area
7. Re-cock the weapon

8. Attempt to fire the launcher
9. If the launcher still fails to fire, announce "MISFIRE!"
10. Maintain the firing position for 2 minutes
11. Release the forward safety and return the cocking lever to the SAFE uncocked position
12. Take the launcher off of the shoulder, keeping the muzzle pointed toward the target
13. Cradle the weapon in the left arm
14. Attempt to reinsert the transport safety pin
15. Lay the faulty launcher on the ground with the muzzle pointing toward the target
16. Ensure back-blast area remains clear until misfired weapon is disposed

PRIMARY REFERENCE:

TM 3-23.25 Shoulder-Launched Munitions

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | S/L | ISMT | Marine Hours | 0.50 | N |

RANGE/TRAINING AREA:

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

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Use an expended rocket fiber to practice this task to standard.

0300-WPNS-2006: Engage Targets with an M-72 Series Weapon

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

READINESS-CODED: NO

MOS PERFORMING: 0300, 0302, 0311, 0331, 0341, 0351, 0352, 0365, 0369

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an M72 series weapon or M72AS Trainer and four stationary and/or moving targets from 75 to 220 meters, while wearing a fighting load.

STANDARD: To achieve a hit on the target.

PERFORMANCE STEPS:

1. Inspect the weapon
2. Prepare the weapon for firing

3. Estimate range to target
4. Ensure the sights are adjusted for the correct range of the target
5. Visually inspect and clear the back blast area
6. Engage the target with the weapon
7. Dispose of expended tube

PRIMARY REFERENCE:

TM 3-23.25 Shoulder-Launched Munitions

SUPPLEMENTARY REFERENCES:

DAPAM 385-63 Range Safety

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|---|----------------------|
| HA21 Rocket, 21mm Sub-Caliber M72AS LAW Trainer | 2 round per Marine |
| HA29 Rckt 66mm HE, M72A7, LAW W/GRAZE | 1 rockets per Marine |

RANGE/TRAINING AREA:

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

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: A Marksmanship Skills Training Simulator is to be used during preparatory training for this event for initial skill development and remediation. To achieve the standard this task is required to be done during live fire training.

0300-WPNS-2007: Perform Misfire Procedures for a M72 Series Weapon

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

READINESS-CODED: NO

MOS PERFORMING: 0300, 0302, 0311, 0331, 0341, 0351, 0352, 0365, 0369

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a M72 Light Anti-Armor Weapon which fails to fire, while wearing a fighting load.

STANDARD: To return the weapon to service.

PERFORMANCE STEPS:

1. Squeeze the trigger again
2. Keep the launcher on your shoulder, announce "MISFIRE," and wait ten seconds
3. Place the trigger arming handle on "SAFE"
4. Maintain target orientation of the weapon

5. Move the launcher from your shoulder and wait one minute
6. Collapse launcher four inches, extend to re-cock and check back blast area
7. Place the launcher back on your shoulder
8. Pull the arming handle to the arm position
9. Aim and squeeze the trigger bar
10. If the launcher again fails to fire, wait 10 seconds before returning the trigger arming handle to the "SAFE" position
11. Keep the launcher trained on the target area for at least one minute, DO NOT collapse the launcher
12. Move the launcher to a safe area and dispose

PRIMARY REFERENCE

TM 3-23.25 Shoulder-Launched Munitions

SUPPLEMENTARY REFERENCES:

TB 9-1340-230-13 Field Information Guide for HE Rockets

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

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

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

Refer to TM 3-23.25 Light Anti-Armor Weapons for combat misfire procedures
Use an expended rocket fiber to practice this task to standard

0300-WPNS-2008: Zero Back-up Iron Sights (BUIS) with the Small Arms Collimator (SAC)

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

READINESS-CODED: NO

MOS PERFORMING: 0302, 0311, 0331, 0341, 0351, 0352, 0365, 0369

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a Small Arms Collimator (SAC) that has passed the confidence checker, a weapon with Back-up Iron Sights (BUIS), references, and another Marine.

STANDARD: To achieve a personal zero position.

PERFORMANCE STEPS:

1. Ensure the weapon is Condition-4
2. Remove optic
3. Install back-up iron sights (BUIS)
4. Adjust rear sight elevation to 200 meters
5. Insert mandrel into the barrel

6. Adjust rear sight windage and front sight post to the I,9 location in the Small Arms Collimator (SAC) grid
7. Remove Small Arms Collimator (SAC)

PRIMARY REFERENCE:

[TM 12528A-OR/1 Operator's Manual for Small Arms Collimator \(SAC\)](#)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: The ammunition for zeroing is allocated in the zero the service rifle task.

0300-WPNS-2009: Zero a Service Rifle with Back Up Iron Sights (BUIS)

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

READINESS-CODED: NO

MOS PERFORMING: 0311, 0331, 0341, 0351, 0352, 0365, 0369

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, 1STSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a service rifle with Back-up Iron Sight (BUIS), individual field equipment, sling, magazines, ammunition, and a target.

STANDARD: To achieve point of aim (POA) that manifests in point of impact (POI) at 300 meters.

PERFORMANCE STEPS:

1. Set the back-up iron sights (BUIS) at the initial sight setting for a true zero
2. Establish a stable firing position
3. Place weapon in Condition-1
4. Fire a five round shot group
5. Identify the center of the shot group
6. Make required sight adjustments
7. Fire an additional shot group
8. Repeat steps 4 through 7, as necessary
9. Fire a shot group to confirm
10. Record sight settings

PRIMARY REFERENCE:

[MCO 3574.2_ Marine Corps Combat Marksmanship Program](#)

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|--|----------------------|
| A059 Cartridge, 5.56mm Ball M855 10/Clip | 15 rounds per Marine |

RANGE/TRAINING AREA:

Facility Code 17502 Non-Standard Small Arms Range

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Zeroing iterations will be done with 15 rounds fired in three groups of 5 rounds. To short range zero, rotate the elevation dial knob to align the number 3 (for 300m) to the witness mark on the left side of the rear sight base. Once short range zeroing is complete, confirm and refine zero at 300m. From 100m, impacts will be approximately 5 high. From 300m POA=POI. When zeroed, fold the sight down and install primary optical sight.

0300-WPNS-2010: Zero an Optic with the Small Arms Collimator

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

READINESS-CODED: NO

MOS PERFORMING: 0311, 0331, 0341, 0351, 0352, 0365, 0369

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a Small Arms Collimator (SAC) that has passed the confidence checker, a weapon with associated optic, references, and another Marine.

STANDARD: To achieve a personal zero position.

PERFORMANCE STEPS:

1. Ensure the weapon is Condition-4
2. Install optic, as necessary
3. Insert the mandrel into the barrel
4. Adjust sight to the I,9 location in the Small Arms Collimator (SAC) grid
5. Remove the Small Arms Collimator (SAC)
6. Zero the weapon
7. Ensure the weapon is Condition-4
8. Reinsert the mandrel into the barrel
9. Note the exact position of point of aim (POA) on the Small Arms Collimator (SAC) grid

PRIMARY REFERENCE:

[TM 12528A-OR/1 Operator's Manual for Small Arms Collimator \(SAC\)](#)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: The ammunition for zeroing is allocated in the zero the service rifle task.

8006. INDEX OF 2500-LEVEL INDIVIDUAL EVENTS

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| 2000 Level Events | | |
| 0300-ISUL-2501 | Lead a Squad | 8-82 |
| 0300-ISUL-2502 | Integrate fires | 8-84 |

8007. 2500-LEVEL EVENTS

0300-ISUL-2501: Lead a Squad

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

READINESS-CODED: NO

DESCRIPTION: Small unit leader will be expected to assess the problem/situation, develop the problem/situation, formulate an appropriate decision, communicate the decision, adapt to changes in the situation, and lead a unit in execution.

MOS PERFORMING: 0311, 0317, 0331, 0341, 0351, 0352, 0365

GRADES: CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a squad, and a platoon order to conduct an offensive, defensive, patrolling, or irregular warfare operation.

STANDARD: To accomplish the mission in accordance with the purpose and commander's intent.

PERFORMANCE STEPS:

1. Assess the situation
2. Develop the situation
3. Formulate a decision
4. Communicate the decision
5. Adapt to change during execution
6. Conduct post combat actions

PRIMARY REFERENCE:

[MCIP 3-10A.4i Marine Rifle Squad](#)

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|--|-----------------------|
| A059 Cartridge, 5.56mm Ball M855 10/Clip | 7722 rounds per unit |
| A060 Cartridge, 5.56mm Dummy M199 | 65 rounds per unit |
| A080 Cartridge, 5.56mm Blank M200 Single Round | 15600 rounds per unit |

| | |
|---|------------------------|
| A111 Cartridge, 7.62mm Blank M82 Linked | 9200 rounds per unit |
| A135 Cartridge, 7.62mm Dummy M63 | 60 rounds per unit |
| A358 Cartridge, 9mm TP-T M939 for AT-4 Trainer | 286 rounds per unit |
| A598 Cartridge, Caliber .50 Blank M1A1 Linked | 400 rounds per unit |
| B519 Cartridge, 40mm Target Practice M781 | 129 rounds per unit |
| G811 Grenade, Hand Practice Body M69 | 30 grenades per unit |
| G878 Fuze, Hand Grenade Practice M228 w/ Conf Clip | 240 fuzes per unit |
| G940 Grenade, Hand Green Smoke M18 | 38 grenades per unit |
| G945 Grenade, Hand Yellow Smoke M18 | 12 grenades per unit |
| G963 Grenade, Hand Riot CS M7A3 | 48 grenades per unit |
| G982 Grenade, Hand Smoke TA, M83 | 40 grenades per unit |
| HA21 Rocket, 21mm Sub-Caliber M72AS LAW Trainer | 80 rockets per unit |
| J008 Mine, Antipersonnel Practice M68 w NonElec Mini Shock Tube | 15 mines per unit |
| L307. SIGNAL , ILLUM WHT STAR CLSTR M18A1 | 8 signals per unit |
| L312 Signal, Illumination Ground White Star Parachute M127A1 | 8 signals per unit |
| L314 Signal, Illumination Ground Green Star Cluster M125A1 | 8 signals per unit |
| L495 Flare, Surface Trip M49/A1 Series | 20 flares per unit |
| L594 Simulator, Projectile Ground Burst M115A2 | 120 Simulator per unit |
| L598 Simulator, Explosive Booby Trap Flash M117 | 12 Simulator per unit |
| L599 Simulator, Explosive Booby Trap Illuminating M118 | 12 Simulator per unit |
| L601 Simulator, Hand Grenade M116A1 | 120 Simulator per unit |

ORDNANCE NOTES: The ammunition required to train this event to standard is for the entire squad (similar to a collective event) executing a single iteration of the event. Not every Marine will receive the total DODIC quantity indicated; a single Marines allotment is based upon the billet during the execution of the event during formal school training.

0300-ISUL-2502: Integrate fires

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

READINESS-CODED: NO

MOS PERFORMING: 0311, 0317, 0331, 0341, 0351, 0352

GRADES: CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a unit, an order from higher, and supporting arms available.

STANDARD: To achieve the desired combined arms effects on target(s) that supports the scheme of maneuver.

PERFORMANCE STEPS:

1. Conduct weaponeering
2. Deconflict the battle-space geometry
3. Employ supporting arms
4. Integrate direct fires
5. Assess the effects of fires
6. Refine accuracy

PRIMARY REFERENCE:

[MCWP 3-01 Offensive and Defensive Tactics](#)

SUPPLEMENTARY REFERENCES:

[JP 3-09 Joint Fire Support](#)

[JP 3-09.3 Close Air Support](#)

[MCRP 3-10A.2 Infantry Company Operations](#)

[MCRP 3-31.5 MTTP for Dynamic Targeting](#)

[MCRP 3-31.6 MTTP for the Joint Application of Firepower \(JFIRE\)](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Partial | S/L | SAVT | Team Hours | 3 | N |

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

Facility Code 17430 Impact Area Dudded

Facility Code 17963 MOUT Collective Training Facility (Large)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

Weaponeering is defined by "selecting the best supporting arms to attack the target considering availability and coordination requirements, weaponeering is selecting the appropriate weapon and munitions based on the desired effect and lethality and non-lethality of a specific munition" [MCRP 3-31.5 MTTP for Dynamic Targeting](#). Targeting is the process of selecting targets and matching the appropriate response to them comprised of the following four activities: Decide, Detect, Deliver, and Assess (D3A). Requirements to satisfy this 12-month sustainment interval are not limited to live-fire.

INFANTRY T&R MANUAL

CHAPTER 9

MOS 0302 INDIVIDUAL EVENTS

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INFANTRY T&R MANUAL

CHAPTER 9

MOS 0302 INDIVIDUAL EVENTS

9000. PURPOSE. This chapter details the individual events that pertain to Infantry Officer and Infantry Unit Leader. Each individual event provides an event title, along with the conditions events will be performed under, and the standard to which the event must be performed to be successful.

9001. EVENT CODING

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

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

| <u>Code</u> | <u>Description</u> |
|-------------|--------------------|
| 0302 | Infantry Officer |

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

| <u>Code</u> | <u>Description</u> |
|-------------|---------------------|
| C2 | Command and Control |
| COMM | Communications |
| LOG | Logistics |
| DEF | Defense |
| FSPT | Fire Support |
| INT | Intelligence |
| OFF | Offense |
| OPS | Operations |
| PAT | Patrolling |
| TRNG | Training |

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

| <u>Code</u> | <u>Description</u> |
|-------------|-------------------------|
| 1000 | Core Skills (0302) |
| 2000 | Core Plus Skills (0302) |

9002. MOS 0302 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 2000-Level training in an Infantry unit in a variety of billets. 2000-Level 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.

A Rifle Platoon commander leads a maneuver element within an infantry company. When appropriately task-organized, the rifle platoon commander may conduct semi-independent, dispersed, or distributed operations for various lengths of time. The Rifle Platoon Commander must be proficient in the employment of all organic weapon systems in an infantry battalion. The rifle platoon commander must also be proficient at integrating any MAGTF elements supporting the Platoon. Billet rank is Second Lieutenant. Billet T/O weapon is the M4 Carbine.

Core Capabilities:

1. Has overall responsibility for the platoon, and is accountable for everything the platoon does or fails to do.
2. Leads the platoon in an austere, chaotic, uncertain, and mentally and physical demanding environment.
3. Is responsible for the platoon's training, discipline, morale, welfare, sustainment, and administration.
4. Seeks to know and understand the capabilities of the enemy, the threat level, and the operational environment.
5. Knows, understands, and develops situational awareness across the platoon.
6. Is responsible for the accountability and combat readiness of assigned personnel, weapons, and equipment.
7. Is responsible for planning, coordinating, and supervising the execution of assigned tasks.
8. Plans and coordinates the emplacement and controls the fires of all organic and nonorganic assets supporting the platoon.
9. Is capable of integrating attachments and enablers into platoon operations.
10. Make operational and training planning recommendations to the Infantry Company Commander.
11. Prepared to assume the role of the weapon's platoon commander and Executive Officer.

BILLET: Weapons Platoon Commander, Infantry Company.

In addition to the normal duties of a platoon commander, the weapons platoon commander generally serves as the FST leader for the rifle company. The FST leader is responsible for planning the company's fire support plan in accordance with the company commander's concept of operations and guidance, coordinating this plan with the battalion fire support coordination center (FSCC), and executing it by managing all available fire support assets using members of the team responsible for controlling each fire support agency. The FST leader ensures that all aspects of the commander's essential fire support tasks (EFSTs) are applied during planning and execution. In addition, the weapons platoon commander advises the company commander on the capabilities, limitations, and restrictions of all organic and nonorganic supporting arms. Billet rank is First Lieutenant. Billet T/O weapon is the M4 Carbine.

Core Capabilities:

1. Has overall responsibility for the platoon, and is accountable for everything the platoon does or fails to do.
2. Leads the platoon in an austere, chaotic, uncertain, and mentally and physical demanding environment.

3. Is responsible for the platoon's training, discipline, morale, welfare, sustainment, and administration.
4. Seeks to know and understand the capabilities of the enemy, the threat level, and the operational environment.
5. Knows, understands, and develops situational awareness across the platoon.
6. Is responsible for the accountability and combat readiness of assigned personnel, weapons, and equipment.
7. Is responsible for planning, coordinating, and supervising the execution of assigned tasks.
8. Plans and coordinates the emplacement and controls the fires of all organic and nonorganic assets supporting the platoon.
9. Is capable of integrating attachments and enablers into platoon operations.
10. Make operational and training planning recommendations to the Infantry Company Commander.
11. Train and lead the company Fire Support Team.
12. Plan, coordinate, and execute fire support plan in support of company and Special Purpose MAGTF operations.
13. Capable of clearing fires.
14. Prepared to assume the role of the Executive Officer.

BILLET: Heavy Machinegun Platoon Commander, Weapons Company.

In addition to the normal platoon commander duties, the heavy machinegun platoon commander provides heavy caliber direct and grenade launcher machine gun fire for the battalion. The HMG platoon can be employed mounted or dismounted. The HMG platoon or a section can be attached to a rifle company to increase the range and lethality of fires. The heavy machinegun platoon commander is also the principal advisor to the battalion commander on the tactical employment of heavy machinegun assets. Billet rank is First Lieutenant. Billet T/O weapon is the M4 Carbine.

Core Capabilities:

1. Has overall responsibility for the platoon, and is accountable for everything the platoon does or fails to do.
2. Leads the platoon in an austere, chaotic, uncertain, and mentally and physical demanding environment.
3. Is responsible for the platoon's training, discipline, morale, welfare, sustainment, and administration.
4. Seeks to know and understand the capabilities of the enemy, the threat level, and the operational environment.
5. Knows, understands, and develops situational awareness across the platoon.
6. Is responsible for the accountability and combat readiness of assigned personnel, weapons, and equipment.
7. Is responsible for planning, coordinating, and supervising the execution of assigned tasks.
8. Plans and coordinates the emplacement and controls the fires of all organic and nonorganic assets supporting the platoon.
9. Is capable of integrating attachments and enablers into platoon operations.
10. Make operational and training planning recommendations to the Infantry Company and Battalion Commanders.
11. Prepared to assume the role of the Weapons Company Executive Officer.

BILLET: 81mm Mortar Platoon Commander, Weapons Company.

In addition to the normal platoon commander duties, the 81mm mortar platoon commander tactically employs the battalion commander's primary organic indirect fire support asset and is normally kept in general support of the battalion, maneuvering as part of the battalion's scheme of maneuver. The platoon is organized to conduct split platoon operations. The 81mm Mortar platoon can be employed mounted or dismounted. The 81mm mortar platoon commander is also the principal advisor to the battalion fire support coordinator on the tactical employment of mortars. Billet rank is First Lieutenant. Billet T/O weapon is the M4 Carbine.

Core Capabilities:

1. Has overall responsibility for the platoon, and is accountable for everything the platoon does or fails to do.
2. Leads the platoon in an austere, chaotic, uncertain, and mentally and physical demanding environment.
3. Is responsible for the platoon's training, discipline, morale, welfare, sustainment, and administration.
4. Seeks to know and understand the capabilities of the enemy, the threat level, and the operational environment.
5. Knows, understands, and develops situational awareness across the platoon.
6. Is responsible for the accountability and combat readiness of assigned personnel, weapons, and equipment.
7. Is responsible for planning, coordinating, and supervising the execution of assigned tasks.
8. Plans and coordinates the emplacement and controls the fires of all organic assets supporting the platoon.
9. Is capable of integrating attachments and enablers into platoon operations.
10. Make operational and training planning recommendations to the Infantry Company and Battalion Commanders.
11. Prepared to assume the role of the Weapons Company Executive Officer.

BILLET: Anti-armor Platoon Commander, Weapons Company.

In addition to the normal platoon commander duties, the antiarmor platoon provides medium and heavy caliber antiarmor fires for the battalion. The antiarmor platoon can be employed mounted or dismounted. The antiarmor platoon or a section can be attached to a rifle company to increase the range and lethality of fires. Billet rank is First Lieutenant. Billet T/O weapon is the M4 Carbine.

Core Capabilities:

1. Has overall responsibility for the platoon, and is accountable for everything the platoon does or fails to do.
2. Leads the platoon in an austere, chaotic, uncertain, and mentally and physical demanding environment.
3. Is responsible for the platoon's training, discipline, morale, welfare, sustainment, and administration.
4. Seeks to know and understand the capabilities of the enemy, the threat level, and the operational environment.
5. Knows, understands, and develops situational awareness across the platoon.
6. Is responsible for the accountability and combat readiness of assigned personnel, weapons, and equipment.
7. Is responsible for planning, coordinating, and supervising the execution of assigned tasks.

8. Plans and coordinates the emplacement and controls the fires of all organic and nonorganic assets supporting the platoon.
9. Is capable of integrating attachments and enablers into platoon operations.
10. Make operational and training planning recommendations to the Infantry Company and Battalion Commanders.
11. Prepared to assume the role of the Weapons Company Executive Officer.

BILLET: Combined Anti-Armor Platoon Commander (CAAT), Weapons Company.

CAAT is a task-organized unit in an infantry battalion formed at the discretion of the Battalion Commander. In addition to the normal platoon commander duties, a CAAT platoon commander may be employed as an independent maneuver element contributing to the battalion commander's situational awareness and security. The CAAT platoon or section can be attached to a rifle company to increase the range and lethality of fires. The CAAT Platoon Commander can be employed to conduct motorized reconnaissance or to scout in the front or flank of the supported unit. The CAAT platoon commander is also the principal advisor to the battalion commander on the tactical employment of heavy machinegun and anti-armor fires. Billet rank is First Lieutenant. Billet T/O weapon is the M4 Carbine.

Core Capabilities:

1. Has overall responsibility for the platoon, and is accountable for everything the platoon does or fails to do.
2. Leads the platoon in an austere, chaotic, uncertain, and mentally and physical demanding environment.
3. Is responsible for the platoon's training, discipline, morale, welfare, sustainment, and administration.
4. Seeks to know and understand the capabilities of the enemy, the threat level, and the operational environment.
5. Knows, understands, and develops situational awareness across the platoon.
6. Is responsible for the accountability and combat readiness of assigned personnel, weapons, and equipment.
7. Is responsible for planning, coordinating, and supervising the execution of assigned tasks.
8. Plans and coordinates the emplacement and controls the fires of all organic and nonorganic assets supporting the platoon.
9. Is capable of integrating attachments and enablers into platoon operations.
10. Make operational and training planning recommendations to the Infantry Company and Battalion Commanders.
11. Prepared to assume the role of the Weapons Company Executive Officer.

BILLET: Executive Officer, Rifle Company.

Supervises all aspects of company planning, coordination, and preparation to execute training or combat missions. Coordinates with higher, adjacent, and supporting agencies to facilitate the accomplishment of the commanders' intent. The executive officer will establish the company combat operations center and is responsible for managing the daily operations of the company. Billet rank is First Lieutenant. Billet T/O weapon is the M4 Carbine.

Core Capabilities:

1. Command the company in the commander's absence.

2. Assist in the preparation, training, and leading of the company in an austere, chaotic, uncertain, mentally and physical demanding environment for sustained operations.
3. Maintain the accountability, welfare, and discipline of the company and assigned equipment.
4. Serve as the headquarters platoon commander.
5. Make operational and training planning recommendations to the Infantry Company Commander.
6. Conduct unit training management (UTM).
7. Mentor and develop subordinate leaders to operate independently or in support of a unit.
8. Assist in the planning, coordination, and execution of the fire support plan in support of battalion and Special Purpose MAGTF operations.
9. Capable of clearing fires.
10. Capable of integrating attachments in support of company and Special Purpose MAGTF operations.
11. Prepared to assume the role of the Infantry Company Commander.

BILLET: Executive Officer, Weapons Company.

Supervises all aspects of company planning, coordination, and preparation to execute training or combat missions. Coordinates with higher, adjacent, and supporting agencies to facilitate the accomplishment of the commanders' intent. The weapons company executive officer will serve as the battalion assistant fire support coordinator. Billet rank is First Lieutenant. Billet T/O weapon is the M4 Carbine.

Core Capabilities:

1. Command the company in the commander's absence.
2. Assist in the preparation, training, and leading of the company in an austere, chaotic, uncertain, mentally and physical demanding environment for sustained operations.
3. Maintain the accountability, welfare, and discipline of the company and assigned equipment.
4. Make operational and training planning recommendations as the assistant fire support coordinator to the Company Commanders, Battalion Operations Officer, and Battalion Commander.
5. Conduct unit training management (UTM).
6. Mentor and develop subordinate leaders to operate independently or in support of a unit.
7. Capable in the planning, coordination, and execution of the fire support plan in support of battalion and Special Purpose MAGTF operations.
8. Proficient in operation of a Fire Support Coordination Center.
9. Capable of clearing fires.
10. Capable of integrating attachments in support of battalion and Special Purpose MAGTF operations.
11. Prepared to assume the role of the Weapons Company Commander.

BILLET: Executive Officer, Headquarters and Service Company.

Supervises all aspects of company planning, coordination, and preparation to execute training or combat missions. Coordinates with higher, adjacent, and supporting agencies to facilitate the accomplishment of the commanders' intent. The executive officer will facilitate the establishment of the battalion command post and is responsible for managing the security of the battalion rear area. Billet rank is First Lieutenant. Billet T/O weapon is the M4 Carbine.

Core Capabilities:

1. Command the company in the commander's absence.
2. Assist in the preparation, training, and leading of the company in an austere, chaotic, uncertain, mentally and physical demanding environment for sustained operations.
3. Maintain the accountability, welfare, and discipline of the company and assigned equipment.
4. Make operational and training planning recommendations to the Company Commanders, Battalion Operations Officer, and Battalion Commander.
5. Conduct unit training management (UTM).
6. Mentor and develop subordinate leaders to operate independently or in support of a unit.
7. Proficient in operation as the Assistant Battalion Headquarters' Commandant.
8. Capable of integrating attachments in support of battalion and Special Purpose MAGTF operations.
9. Prepared to assume the role of the Headquarters and Service Company Commander.

BILLET: Rifle Company Commander, Infantry Battalion.

A rifle company commander leads a maneuver element within an infantry battalion. When appropriately task-organized, the rifle company commander may conduct semi-independent, dispersed, or distributed operations for extended lengths of time. The rifle company commander must be capable of leading combined arms action across a range of military operations. The rifle company commander must also be capable of integrating with other MAGTF elements, services, and agencies in support of the mission. Billet rank is Captain. Billet T/O weapon is the M4 Carbine.

Core Capabilities:

1. Prepare, train, and lead the company in an austere, chaotic, uncertain, mentally and physical demanding environment for sustained operations.
2. Maintain the accountability, welfare, and discipline of the company and assigned equipment.
3. Make operational and training planning recommendations to the Battalion Operations Officer and Battalion Commander.
4. Conduct Risk Management.
5. Mentor and develop subordinate leaders to operate independently or in support of a unit.
6. Capable of clearing fires.
7. Capable of integrating attachments in support of company, battalion, and MAGTF operations.
8. Prepared to serve as a commander of a Special Purpose MAGTF or other independent operations.
9. Responsible for mentoring the platoon commanders and executive officer in the company.
10. Prepared to assume the role of the Weapons Company Commander, Operations Officer, and Battalion Executive Officer.

BILLET: Weapons Company Commander, Infantry Battalion.

The weapons company commander is the fire support coordinator within an infantry battalion. The weapons company commander is responsible for integrating all fire support liaisons and agencies. The weapons company commander is also responsible for advising the battalion commander on the

employment of fires in support of the battalion's scheme of maneuver. The weapons company commander prepares the heavy machinegun, anti-armor, and 81mm mortar platoons for employment as semi-independent, dispersed, or distributed operations in support of the battalion. Billet rank is Major. Billet T/O weapon is the M4 Carbine.

Core Capabilities:

1. Prepare, train, and lead the company in an austere, chaotic, uncertain, mentally and physical demanding environment for sustained operations.
2. Maintain the accountability, welfare, and discipline of the company and assigned equipment.
3. Serve as battalion Fire Support Coordinator.
4. Plan and execute the battalion's fire support plan.
5. Make operational and training planning recommendations to the Battalion Operations Officer and Battalion Commander.
6. Conduct Risk Management.
7. Mentor and develop subordinate leaders to operate independently or in support of a unit.
8. Capable of clearing fires.
9. Capable of integrating attachments in support of company, battalion, and Special Purpose MAGTF operations.
10. Prepared to serve as a commander of a Special Purpose MAGTF or other independent operations.
11. Train and develop the battalion's fire support team leaders.
12. Train and integrate all agencies within the fire support coordination center.
13. Responsible for mentoring the platoon commanders and executive officer in the company.
14. Prepared to assume the role of the Battalion Operations Officer, Battalion Executive Officer, and Battalion Commander.

BILLET: Headquarters and Service Company Commander, Infantry Battalion.

The headquarters and service company commander is responsible for the efficient operation of the battalion command post. The headquarters and service company commander will coordinate rear area activities. This includes the establishment, organization, security, and functioning of the battalion command post. The headquarters and service company commander is responsible for coordinating with the operations section on the positioning of the command post. Billet rank is Captain. Billet T/O weapon is the M4 Carbine.

Core Capabilities:

1. Prepare, train, and lead the company in an austere, chaotic, uncertain, mentally and physical demanding environment for sustained operations.
2. Maintain the accountability, welfare, and discipline of the company and assigned equipment.
3. Serve as headquarters commandant for an infantry battalion.
4. Responsible for installation, movement, and security of the battalion headquarters.
5. Make operational and training planning recommendations to the Battalion Operations Officer and Battalion Commander.
6. Conduct Risk Management.
7. Mentor and develop subordinate leaders to operate independently or in support of a unit.
8. Capable of clearing fires.

9. Capable of integrating attachments in support of company, battalion, and Special Purpose MAGTF operations.
10. Prepared to serve as a commander of a Special Purpose MAGTF or other independent operations.
11. Responsible for mentoring the platoon commanders and executive officer in the company.
12. Prepared to assume the role of the Weapons Company Commander, Operations Officer, and Battalion Executive Officer.

BILLET: Assistant Operations Officer, Infantry Battalion/Regiment. The Infantry Battalion/Regiment, Assistant Operations Officer must maintain the capabilities of core skills obtained at the Infantry Officer Course. The Infantry Battalion/Regiment, Assistant Operations Officer must be proficient in the employment of all organic weapon systems in an infantry battalion. Billet rank is Captain at the battalion and Major at the regiment.

Core Capabilities:

1. Assist operations officer with planning, coordinating, and supervising tactical employment of units.
2. Maintain the accountability, welfare, and discipline of the operations section and assigned equipment.
3. Serve as battalion Unit Training Management Officer.
4. Serve as the Operation Planning Team Leader.
5. Assist in the preparation of battalion/regiment reports and briefs.
6. Make operational and training planning recommendations to the Company Commanders, Battalion Operations Officer and Battalion Commander.
7. Conduct Risk Management.
8. Capable of clearing fires.
9. Capable of integrating attachments in support of battalion, and Special Purpose MAGTF operations.
10. Train and integrate all agencies within the combat operations center.
11. Capable of leading a forced march under load from an assembly area to an objective twenty kilometers away in a time limit of less than five hours.
12. Prepared to assume the role of the Battalion Operations Officer.

BILLET: Operations Officer, Infantry Battalion/Regiment. The Infantry Battalion/Regiment, Operations Officer, carries out the orders of the Commanding Officer, Infantry Battalion/Regiment. The Operations Officer runs day-to-day and future operations of the unit. The Operations Officer employs the battalion/regiment to achieve commander's intent. BN S-3 is a Major. Regimental S-3 is a LtCol. Billet T/O weapon is the M4 Carbine. The Battalion/Regimental Operations Officer must attend the Operations and Tactics Instructor Officer Course (CID: M09KYD5) at Marine Corps Tactics and Operations Group (MCTOG).

Core Capabilities:

1. Assume 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. Make operational planning recommendations to the Battalion/Regimental Commander.
6. Prepare battalion/regiment reports and briefs.
7. Perform self-aid and buddy aid.
8. Assume mission oriented protective posture against the effects of chemical and biological agents.
9. Communicate using proper communications procedures with organic wired and wireless communications.
10. Proficient marksman with T/O weapon.
11. Capable of leading a forced march under load from an assembly area to an objective twenty kilometers away in a time limit of less than five hours.
12. Certified as an Operations and Tactics Instructor (OTI) prior to assuming the billet. See MCO 3502.7 and Command and Control T&R Manual (2000-Level Individual Tasks) for specific functions/responsibilities.

BILLET: Executive Officer, Infantry Battalion/Regiment. The Infantry Battalion/Regiment Executive Officer carries out the orders of the Infantry Battalion/Regiment, Commanding Officer. The Executive Officer serves in the role of Commander in the Commander's absence. A Major holds the Infantry Battalion, Executive Officer, billet. The Infantry Regiment, Executive Officer, billet is held by a Lieutenant Colonel. Billet T/O weapon is the M4 Carbine.

Core Capabilities:

1. Second in command, assumes command in commander's absence.
2. Coordinate all action of the battalion/regiment staff.
3. Supervise staff planning process.
4. Supervise operation of the main echelon.
5. Ensures battalion/regiment reports are made as required to higher and adjacent commanders.
6. Supervise planning of future operations.
7. Maintain awareness of all information flow to Battalion/Regiment Commander.
8. Proficient marksman with T/O weapon.
9. Capable of leading a forced march under load from an assembly area to an objective twenty kilometers away in a time limit of less than five hours.

BILLET: Commanding Officer, Infantry Battalion/Regiment, Infantry Division. The Infantry Battalion/Regiment, Commanding Officer, carries out the orders of the Infantry Division, Commanding Officer. The Commanding Officer carries, performs operator maintenance for, and is a proficient marksman with the M9 service pistol. The Commanding officers' are responsible for the deployment and tactical employment of their units. The Commanding Officers' are responsible for the discipline, morale, and welfare of their units. The Infantry Battalion, Commanding Officer, billet is held by a Lieutenant Colonel and the billet T/O weapon is the M4 Carbine. A Colonel holds the Infantry Regiment, Commanding Officer, billet and the billet T/O weapon is the M9 service pistol.

Core Capabilities:

1. Responsible for effective command and control of a battalion/ regiment.
2. Disseminate guidance and intent to subordinate commanders.

3. Train the battalion/regiment in the performance of tasks that support mission objectives.
4. Maintain the welfare and discipline of a battalion/regiment.
5. Proficient marksman with T/O weapon.
6. Capable of leading a forced march under load from an assembly area to an objective twenty kilometers away in a time limit of less than five hours.

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9004. 1000-LEVEL EVENTS

0302-C2-1001: Issue a Warning Order

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

MOS PERFORMING: 0302

GRADES: 2NDLT, 1STLT, CAPT, MAJ, LTCOL

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given subordinate units, an order from higher, and considering the situation and time available.

STANDARD: To facilitate concurrent preparation of subordinate unit(s) with reconnaissance and detailed planning.

PERFORMANCE STEPS:

1. Conduct METT-T analysis
 - a. Mission
 - b. Enemy
 - c. Terrain and weather
 - d. Troops and fire support available
 - e. Time
2. Task organize forces
3. Develop a time line
4. Develop the situation paragraph
5. Transfer the unit's mission
6. Develop the tentative scheme of maneuver
7. Develop coordinating instructions, to include:
 - a. Gear load-out
 - b. Rehearsal plan
8. Develop specific instructions to:
 - a. Subordinate leaders
 - b. Special purpose teams
 - c. Key individuals
9. Designate personnel to receive the order
10. Post or brief the warning order

PRIMARY REFERENCE:

[MCIP 3-10A.3i Marine Infantry Platoon](#)

SUPPLEMENTARY REFERENCES:

[MCIP 3-10A.4i Marine Rifle Squad](#)

[MCRP 3-10A.2 Infantry Company Operations](#)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

Warning orders are applicable to both combat and training.

0302-C2-1002: Issue a Five Paragraph Order

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

MOS PERFORMING: 0302

GRADES: 2NDLT, 1STLT, CAPT, MAJ, LTCOL

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given subordinate units, an order from higher, and considering the situation and time available.

STANDARD: To communicate a complete, realistic, and tactically sound plan that accomplishes the mission.

PERFORMANCE STEPS:

1. Conduct METT-T analysis
 - a. Mission
 - b. Enemy
 - c. Terrain and weather
 - d. Troops and fire support available
 - e. Time
2. Task organize forces
3. Issue a warning order
4. Arrange reconnaissance
5. Make reconnaissance
6. Develop the plan
7. Develop the orientation
8. Develop the enemy situation
9. Develop the friendly situation
10. Incorporate attachments and/or detachments in the plan
11. Transfer the unit's mission
12. Develop the commander's intent
13. Develop the scheme of maneuver
14. Develop the fire support plan
15. Develop the tasks to:
 - a. Subordinate
 - b. Supporting
 - c. Attached units
16. Develop the coordinating instructions that apply to two or more units
17. Develop the administration and logistics plan
18. Develop the command and signal plan
19. Rehearse order delivery
20. Designate personnel to receive the order
21. Arrange personnel around the terrain model in accordance with the scheme of maneuver
22. Orient personnel to terrain model

23. Issue order using terrain model, graphic, and/or overlay to reinforce understanding
24. Receive brief backs, conduct Rehearsal of Concept as required, and receive confirmation briefs to ensure appropriate actions
25. Supervise preparation, rehearsal, and execution

PRIMARY REFERENCE:

[MCIP 3-10A.3i Marine Infantry Platoon](#)

SUPPLEMENTARY REFERENCES:

[MCIP 3-10A.4i Marine Rifle Squad](#)

[MCRP 3-10A.2 Infantry Company Operations](#)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

Subordinate unit leaders have to clearly understand their specified tasks, implied tasks, distribution of labor, and priority of work.

The delivery of orders should also inspire subordinate confidence in the plan and should be evaluated subjectively.

Distance learning courseware supports the development of the order.

Utilize the 1/3-2/3 rule when conducting planning.

0302-C2-1003: Issue a Fragmentary Order

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

MOS PERFORMING: 0302

GRADES: 2NDLT, 1STLT, CAPT, MAJ, LTCOL

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given subordinate units, a changing situation, and time available, and having previously issued a five paragraph order.

STANDARD: To provide additional direction and guidance necessary to continue operations and to communicate a timely, cohesive, realistic, and tactically sound plan that meets the commander's intent.

PERFORMANCE STEPS:

1. Determine what has changed from the previous order
2. Provide updated situation and required additional information to subordinates
3. Receive brief backs, conduct Rehearsal of Concept (ROC) as required, and receive confirmation briefs to ensure appropriate actions.
4. Issue order using terrain model, graphic, and/or overlay to reinforce understanding
5. Supervise preparation and execution

PRIMARY REFERENCE:

MCIP 3-10A.3i Marine Infantry Platoon

SUPPLEMENTARY REFERENCES:

MCIP 3-10A.4i Marine Rifle Squad

MCRP 3-10A.2 Infantry Company Operations

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

Subordinate unit leaders have to clearly understand the change to the situation and the relevant changes to the base order. Communication of the order may be via messenger, radio, verbally, or in writing.

Constraints of time, communications, and proximity to subordinate units will significantly impact the delivery and content of the fragmentary order as well as the nature of brief backs and confirmation briefs.

0302-COMM-1001: Employ a High Frequency (HF) Radio

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

MOS PERFORMING: 0302

GRADES: 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a High Frequency (HF) radio, a distant station, and a frequency or net ID.

STANDARD: To establish communications with the distant station.

PERFORMANCE STEPS:

1. Inspect radio and components
2. Assemble components
3. Connect to a power source
 - a. Batteries
 - b. Vehicle
4. Operate controls and indicators
 - a. Net IDs
 - b. Frequencies
 - c. Time
5. Communicate with a distant station
6. Maintain radio and components
7. Troubleshoot as required
8. Remove power source
9. Disassemble components

10. Inspect radio and components

PRIMARY REFERENCE:

[MCRP 8-10B.10 Radio Operator's Handbook](#)

SUPPORT REQUIREMENTS:

EQUIPMENT: Any form of current communications gear capable of testing all performance steps is acceptable for this task. A minimum of two radios are required to perform performance step five.

0302-COMM-1002: Operate Satellite Communications (SATCOM) Devices

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

MOS PERFORMING: 0302

GRADES: 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a SATCOM device, a frequency or net ID and information to convey.

STANDARD: To establish communications with the distant station.

PERFORMANCE STEPS:

1. Inspect radio and components
2. Assemble components
3. Connect to a power source
 - a. Batteries
 - b. Vehicle
4. Operate controls and indicators
 - a. Net IDs
 - b. Frequencies
 - c. Time
5. Communicate with a distant station
6. Maintain radio and components
7. Troubleshoot as required
8. Remove power source
9. Disassemble components
10. Inspect radio and components

PRIMARY REFERENCE:

[MCRP 8-10B.10 Radio Operator's Handbook](#)

SUPPORT REQUIREMENTS:

EQUIPMENT: Any form of current SATCOM communications gear capable of testing all performance steps is acceptable for this task. A minimum of two radios are required to perform performance step six.

0302-COMM-1003: Communicate Over a Data Network

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

MOS PERFORMING: 0302

GRADES: 2NDLT, 1STLT, CAPT, MAJ, LTCOL

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a unit communication plan and an established data network.

STANDARD: To establish data communications and facilitate operations.

PERFORMANCE STEPS:

1. Inspect radio and components
2. Assemble components
3. Connect to a power source
 - a. Batteries
 - b. Vehicle
4. Connect to data source
 - a. Toughbook
 - b. Tablet
5. Select appropriate application for data transfer
6. Ensure data link with distant station is established
7. Select file to transfer
 - a. Picture
 - b. Video
 - c. Files
8. Ensure file size is compatible for transfer
9. Send file via data network
 - a. TAC chat
 - b. Kouchat
10. Verify the file was sent and received
11. Troubleshoot, as required

PRIMARY REFERENCE:

[MCRP 8-10B.10 Radio Operator's Handbook](#)

SUPPORT REQUIREMENTS:

EQUIPMENT: Any form of current data communications gear capable of testing all performance steps is acceptable for this task with the employment of a network similar to Automated Network Wideband Waveform (ANW2).

0302-COND-1001: Lead a Forced March

EVALUATION-CODED: NO **SUSTAINMENT INTERVAL:** 24 months

READINESS-CODED: NO

MOS PERFORMING: 0302

GRADES: 2NDLT, 1STLT, CAPT, MAJ, LTCOL

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a mission, a unit carrying an assault load of 70 pounds (+/- 10%), organic weapons and mission essential equipment.

STANDARD: To move 32 kilometer in a time limit of 8 hours, with 95% of the force remaining mission capable.

PERFORMANCE STEPS:

1. Issue a warning order
2. Conduct mission analysis
3. Supervise pre-combat checks
4. Conduct pre-combat inspections
5. Execute forced march
6. Conduct follow-on actions

PRIMARY REFERENCE:

[MCRP 8-10B.4 Marine Physical Readiness Training for Combat](#)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

This event is an MOS-specific Physical standard for MOS 0302. See Appendix F for further details.

The defined loads and weights in the tables provided in Appendix E are to be used in training as a bench mark standard as they reflect the most likely sets of items, and their associated weight, carried in actual combat operations. In the event the items in the table are not available for training, items of similar weight may be substituted in order to meet the event standard. The unit commander still retains the authority to modify the actual load requirements based on their assessment of the situation.

0302-DEF-1001: Lead a Unit in Defensive Operations (S/L)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

MOS PERFORMING: 0203, 0302

GRADES: 2NDLT, 1STLT, CAPT, MAJ, LTCOL

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a unit and an order from higher.

STANDARD: To defeat enemy attacks or prevent the enemy from achieving its objectives in accordance with commander's intent.

PERFORMANCE STEPS:

1. Conduct METT-T analysis
 - a. Mission
 - b. Enemy
 - c. Terrain and weather
 - d. Troops and fire support available
 - e. Time
2. Task organize forces
3. Issue a warning order
4. Arrange for reconnaissance
5. Coordinate with adjacent units
6. Conduct reconnaissance
7. Establish local security
8. Identify avenues of approach
9. Confirm enemy most likely course of action (EMLCOA)
10. Define the engagement area(s)
11. Identify and mark subordinate unit positions
 - a. Primary
 - b. Alternate
 - c. Supplementary
12. Assign sectors of fire for:
 - a. Subordinate
 - b. Supporting
 - c. Attached units
13. Identify and mark the command post (CP)
14. Identify and mark occupation routes
15. Complete the plan
16. Conduct, coordinate, and complete the fire support/targeting process
17. Establish trigger lines, engagement criteria, and target precedence for all weapon systems
18. Establish priorities of work and timeline
19. Issue the order
20. Supervise the occupation of the defense
21. Improve security and initiate patrolling plan
22. Ensure automatic/crew served weapons are properly emplaced
23. Deconflict the battlespace geometry
24. Supervise marking of sectors of fire
25. Supervise establishment of fields of fire
26. Supervise emplacement of obstacles
27. Register indirect fires
28. Update list of targets to higher
29. Receive updated target list from higher
30. Collect fire plan sketches and range cards from subordinate units then refine positions
31. Submit unit fire plan sketch
32. Supervise entrenchment of positions

33. Supervise implementation of communications plan
34. Confirm counter-attack plan
35. Rehearse defensive battle drills
36. Supervise alert postures
37. Supervise continuing actions
38. Supervise position improvement and refinement

PRIMARY REFERENCE:

MCIP 3-10A.3i Marine Infantry Platoon

SUPPLEMENTARY REFERENCES:

MCIP 3-10A.4i Marine Rifle Squad

MCRP 3-10A.2 Infantry Company Operations

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Partial | S/L | TDK | Marine Hours | 2 | N |
| Partial | S/L | DVTE | Marine Hours | 2 | Y |

RANGE/TRAINING AREA:

Facility Code 17330 Covered Training Area
Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17420 Maneuver/Training Area, Heavy Forces
Facility Code 17962 MOUT Collective Training Facility (Small)
Facility Code 17963 MOUT Collective Training Facility (Large)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

Considerations for this event should include sustained independent distributed operations.

This 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.

This includes all defensive operations, to include MOUT and counter-mechanized.

Simulation may be used to supplement this task before field or live fire training.

0302-DEF-1002: Employ Machineguns in Support of Defensive Operations (S/L)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

MOS PERFORMING: 0302

GRADES: 2NDLT, 1STLT, CAPT, MAJ, LTCOL

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a mounted or dismounted machinegun unit and an order

STANDARD: To achieve desired effects of machinegun fires in support of the ground scheme of maneuver.

PERFORMANCE STEPS:

1. Consider principles of machinegun employment (PICMDEEP)
 - a. Employ in pairs
 - b. Interlocking fields of fire
 - c. Coordinated fires
 - d. Mutually supporting positions
 - e. Defilade fires
 - f. Enfilade fires
 - g. Economy of Fire
 - h. Protection
2. Task organize forces
3. Determine support relationships
4. Determine type of fires to be employed
5. Determine target precedence
6. Determine engagement criteria
7. Ensure that machineguns are emplaced in either a Final Protective Line (FPL) or Principle Direction of Fire (PDF)
8. Identify alternate and supplementary positions
9. Provide force protection of machinegun positions
10. Determine displacement criteria and plan
11. Coordinate with adjacent units
12. Supervise establishment of fields of fire
13. Supervise creation of range cards
14. Supervise registration of fires
15. Supervise position improvement
16. Coordinate signal plan

PRIMARY REFERENCE:

[MCTP 3-01C Machine Guns and Machine Gun Gunnery](#)

SUPPLEMENTARY REFERENCES:

[MCIP 3-10A.4i Marine Rifle Squad](#)

[MCRP 3-10A.2 Infantry Company Operations](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Partial | S/L | DVTE | Marine Hours | 2 | Y |

Partial S/L TDK Marine Hours 2 N

RANGE/TRAINING AREA:

Facility Code 17330 Covered Training Area
Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17581 Machine Gun Field Fire Range
Facility Code 17753 Automated Infantry Platoon Battle Course
Facility Code 17962 MOUT Collective Training Facility (Small)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

Decision Making (Analog and/or Digital) Simulation may be used to supplement this task before field or live fire training, but is not a replacement for live fire evaluation.

0302-DEF-1003: Employ Mortars in Support of Defensive Operations (S/L)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

MOS PERFORMING: 0302

GRADES: 2NDLT, 1STLT, CAPT, MAJ, LTCOL

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a mortar unit and an order from higher.

STANDARD: To achieve desired effects from mortar(s) unit in support of the scheme of maneuver.

PERFORMANCE STEPS:

1. Task organize forces
2. Determine the method of employment
3. Integrate employment plan with external fire support assets
4. Determine priority of fires
5. Determine priority targets
6. Position mortars to best support defense and counterattack plan
7. Coordinate with adjacent units
8. Determine and coordinate signal plan
9. Determine logistical requirements
10. Determine displacement criteria and plan
11. Determine alternate firing positions
12. Plan for Final Protective Fire (FPF)
13. Register Final Protective Fire (FPF)
14. Register additional planned targets
15. Ensure readiness to shoot priority targets/FPF

16. Deconflict requests for mortar fires

PRIMARY REFERENCE:

MCTP 3-01D Tactical Employment of Mortars

SUPPLEMENTARY REFERENCES:

MCIP 3-10A.4i Marine Rifle Squad

MCRP 3-10A.2 Infantry Company Operations

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Partial | S/L | DVTE | Marine Hours | 2 | Y |
| Partial | S/L | TDK | Marine Hours | 2 | N |

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

Facility Code 17963 MOUT Collective Training Facility (Large)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

Performance steps may vary in accordance with type of mortars employed.

This 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 the CAST facility, sand table, and TEWT.

Simulation may be used to supplement some performance steps of this task before field or live fire training, but is not a replacement for live fire evaluation.

0302-DEF-1004: Employ Assault Units in Support of Defensive Operations (S/L)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

MOS PERFORMING: 0302

GRADES: 2NDLT, 1STLT, CAPT, MAJ, LTCOL

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an assault unit and an order from higher.

STANDARD: To achieve desired effects from assault unit in support of the scheme of maneuver.

PERFORMANCE STEPS:

1. Task organize forces
2. Determine type of fires to be employed
3. Determine target precedence
4. Determine engagement criteria
5. Deconflict battlespace geometry
6. Integrate fires
7. Coordinate with adjacent units
8. Supervise the selection of positions
 - a. Hot positions
 - b. Cold positions
9. Supervise the rehearsal of movement to and from hot and cold positions
10. Determine displacement criteria and plan
11. Employ demolitions
12. Assign other tasks in accordance with capabilities to support the defense
13. Supervise range card completion

PRIMARY REFERENCE:

[MCTP 3-01F MAGTF Antiarmor Operations](#)

SUPPLEMENTARY REFERENCES:

[MCIP 3-10A.4i Marine Rifle Squad](#)

[MCRP 3-10A.2 Infantry Company Operations](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Partial | S/L | DVTE | Marine Hours | 2 | Y |
| Partial | S/L | TDK | Marine Hours | 2 | N |

RANGE/TRAINING AREA:

Facility Code 17330 Covered Training Area
Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17630 Light Antiarmor Weapons Range Subcaliber
Facility Code 17631 Light Antiarmor Weapons Range Live
Facility Code 17963 MOUT Collective Training Facility (Large)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

Battlespace geometry considerations must include clearance of back blast area.

This 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, and TEWT.

0302-DEF-1005: Employ an Anti-armor Unit in Support of Defensive Operations (S/L)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

MOS PERFORMING: 0302

GRADES: 2NDLT, 1STLT, CAPT, MAJ, LTCOL

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a mounted or dismounted anti-armor unit and an order from higher.

STANDARD: To achieve desired effects of the anti-armor unit in support of the scheme of maneuver.

PERFORMANCE STEPS:

1. Task organize forces
2. Determine the method of engagement
3. Determine target precedence
4. Determine trigger lines and engagement criteria
5. Integrate fires
6. Deconflict battlespace geometry
7. Coordinate with adjacent units
8. Supervise the selection of positions:
 - a. Hot positions
 - b. Cold positions
9. Supervise the rehearsal of movement to and from hot and cold positions
10. Determine displacement criteria and plan
11. Supervise the integration of the anti-armor unit and the obstacle plan
12. Supervise range card completion

PRIMARY REFERENCE:

[MCTP 3-01F MAGTF Antiarmor Operations](#)

SUPPLEMENTARY REFERENCES:

[MCIP 3-10A.4i Marine Rifle Squad](#)

[MCRP 3-10A.2 Infantry Company Operations](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Partial | S/L | DVTE | Marine Hours | 2 | Y |

Partial S/L TDK Marine Hours 2 N

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17963 MOUT Collective Training Facility (Large)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

This 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-1006: Prepare a Fire Plan Sketch or Overlay

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

MOS PERFORMING: 0302

GRADES: 2NDLT, 1STLT, CAPT, MAJ, LTCOL

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given subordinate unit fire plan sketches, crew-served weapons range cards, a map, and an overlay.

STANDARD: To validate the defensive scheme of maneuver and report the unit's defensive plan to higher.

PERFORMANCE STEPS:

1. Determine scale
2. Mark map grid lines on overlay
3. Illustrate the unit's engagement area
4. Illustrate subordinate unit positions and crew-served weapons
5. Illustrate special weapons munitions
6. Illustrate sectors of fire using grid azimuths
7. Illustrate Principle Directions of Fire (PDFs) and Final Protective Lines (FPLs)
8. Illustrate indirect Final Protective Fires (FPF), as necessary
9. Illustrate dead space
10. Illustrate tactical control measures
11. Illustrate unit command post (CP)
12. Illustrate targets and fire support coordinating measures
13. Illustrate obstacles
14. Illustrate key terrain
15. Illustrate observation posts/listening posts (LP/OP)
16. Illustrate applicable adjacent unit positions and control measures

17. Record north arrow
18. Record unit and preparer information
19. Record time and date
20. Record map data

PRIMARY REFERENCE:

MCIP 3-10A.4i Marine Rifle Squad

SUPPLEMENTARY REFERENCES:

MCRP 3-30.7 Commander's Tactical Handbook

TC 3-25.26 Map Reading and Land Navigation

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

Facility Code 17420 Maneuver/Training Area, Heavy Forces

Facility Code 17962 MOUT Collective Training Facility (Small)

Facility Code 17963 MOUT Collective Training Facility (Large)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: 1. Consideration of distance X of direct fire weapons, line of site/inter-visibility lines and planned indirect fires should be included. 2. Special weapons include all weapon systems organic to the defense. 3. Positions include primary, alternate, and supplementary.

0302-DEF-1007: Employ Armor in Support of Defensive Operations

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

MOS PERFORMING: 0203, 0302

GRADES: 2NDLT, 1STLT, CAPT, MAJ, LTCOL

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given armor units and an order from higher

STANDARD: To maximize maneuverability, speed, momentum, firepower, and shock effect to accomplish the mission and meet the commander's intent.

PERFORMANCE STEPS:

1. Determine use of mobility in defense
2. Task organize unit
3. Determine security plan
4. Develop plan for integration of armor with dismounts
5. Determine method of support

6. Determine type of fires to be employed
7. Determine target precedence
8. Determine engagement criteria
9. Deconflict battlespace geometry
10. Integrate fires
11. Determine routes
12. Supervise the selection of hot positions
13. Determine logistics requirements
14. Identify alternate and supplementary positions
15. Determine counterattack plan, as necessary
16. Determine displacement criteria and plan
17. Coordinate with adjacent units
18. Supervise establishment of fields of fire
19. Supervise creation of range cards
20. Supervise registration of fires
21. Supervise position improvement
22. Develop communications plan
23. Coordinate signal plan

PRIMARY REFERENCE:

[MCRP 3-10A.2 Infantry Company Operations](#)

SUPPLEMENTARY REFERENCES:

[MCTP 3-10B Marine Corps Tank Employment](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17330 Covered Training Area
Facility Code 17420 Maneuver/Training Area, Heavy Forces
Facility Code 17430 Impact Area Dudded
Facility Code 17720 Tank/Fighting Vehicle Platoon Battle Run
Facility Code 17722 Tank/Fighting Vehicle Multipurpose Range Complex,
Facility Code 17962 MOUT Collective Training Facility (Small)
Facility Code 17963 MOUT Collective Training Facility (Large)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: 1. This 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, and TEWT. 2. If weapons platoon assets are attached, employment is coordinated with the attached unit commander. 3. This includes all defensive operations, to include MOUT and counter-mechanized strong point. 4. Considerations: thermal cross over considerations for employing armor unit optics, platoons normally do not do mobile defenses, but armor may be integrated into relatively static area defenses as a mobile element. This event covers platoon commanders up to regimental commanders.

0302-DEF-1008: Employ Engineers in Support of Defensive Operations

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

MOS PERFORMING: 0302

GRADES: 2NDLT, 1STLT, CAPT, MAJ, LTCOL

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a unit, engineer unit, demolitions, obstacle materials, and an order from higher.

STANDARD: To achieve desired engineering effects in support of the defensive scheme of maneuver.

PERFORMANCE STEPS:

1. Task organize forces
2. Determine engineering requirements:
 - a. Counter-mobility
 - b. Mobility
 - c. Survivability
3. Conduct planning
4. Submit request for additional support and/or material
5. Prioritize engineering tasks
6. Ensure integration with fires and maneuver
7. Supervise preparation and emplacement of demolitions
8. Supervise preparation and emplacement of obstacles
9. Supervise the placement and construction of fortifications
10. Supervise the creation, improvement, and maintenance of routes to support the defensive plan
11. Assess counter-mobility effects
12. Supervise resupply
13. Prepare for follow-on missions

PRIMARY REFERENCE:

[MCWP 3-01 Offensive and Defensive Tactics](#)

SUPPLEMENTARY REFERENCES:

[MCIP 3-10A.4i Marine Rifle Squad](#)

[MCRP 3-10A.2 Infantry Company Operations](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17330 Covered Training Area
Facility Code 17420 Maneuver/Training Area, Heavy Forces
Facility Code 17430 Impact Area Dudded
Facility Code 17720 Tank/Fighting Vehicle Platoon Battle Run
Facility Code 17722 Tank/Fighting Vehicle Multipurpose Range Complex,
Facility Code 17830 Light Demolition Range
Facility Code 17905 Mine Warfare Area
Facility Code 17962 MOUT Collective Training Facility (Small)
Facility Code 17963 MOUT Collective Training Facility (Large)

0302-FSPT-1001: Develop a Fire Support Plan

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

MOS PERFORMING: 0302

GRADES: 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a scheme of maneuver, fire support available, and an order from higher.

STANDARD: To support the ground scheme of maneuver in accordance with commander's intent.

PERFORMANCE STEPS:

1. Identify desired effects of fires
2. Identify fire support coordinating measures
3. Plan targets based on:
 - a. Known enemy locations
 - b. Suspected enemy locations
 - c. Likely enemy positions
 - d. Avenues of approach
 - e. Avenues of withdrawal
4. Identify priority targets
5. Submit list of targets to higher headquarters
6. Receive target list from higher headquarters
7. Integrate updated the fire support plan with scheme of maneuver
8. Disseminate the fire support plan
9. Continually refine the fire support plan based on METT-T
 - a. Mission
 - b. Enemy
 - c. Terrain and weather
 - d. Troops and fire support available
 - e. Time

PRIMARY REFERENCE:

[MCTP 3-10F Fire Support Coordination in the Ground Combat Element](#)

SUPPLEMENTARY REFERENCES:

[MCRP 3-10A.2 Infantry Company Operations](#)

[MCWP 3-01 Offensive and Defensive Tactics](#)

SUPPORT REQUIREMENTS:

0302-FSPT-1002: Employ Surface to Surface Fires

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

MOS PERFORMING: 0302

GRADES: 2NDLT, 1STLT, CAPT, MAJ, LTCOL

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given supporting arms, equipment, a scheme of maneuver, and an order from higher

STANDARD: To achieve effect(s) on target that support(s) the scheme of maneuver.

PERFORMANCE STEPS:

1. Determine fire support available
2. Establish communications with supporting agencies
3. Establish observation of the target
4. Determine target location(s)
5. Determine asset to target match
6. Determine type of munitions available
7. Deconflict battlespace geometry
8. Coordinate plan with all units
9. Request fires
10. Direct the adjustment and delivery of fires
11. Transmit battle damage assessment (BDA)

PRIMARY REFERENCE:

[MCRP 3-31.6 Multi-Service Tactics, Techniques and Procedures for the Joint Application of Firepower \(JFIRE\)](#)

SUPPLEMENTARY REFERENCES:

[MCTP 3-10F Fire Support Coordination in the Ground Combat Element](#)
[MCRP 3-10F.2 Supporting Arms Observer, Spotter, and Controller](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Partial | S/L | SAVT | Team Hours | 3 | N |

RANGE/TRAINING AREA:

Facility Code 17430 Impact Area Dudded
Facility Code 17670 Mortar Range
Facility Code 17671 Field Artillery Indirect Fire Range
Facility Code 17710 Multipurpose Training Range (MPTR)

Facility Code 17711 Automated Multipurpose Training Range (MPTR)
Facility Code 17752 Infantry Platoon Battle Course

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

Requirement to satisfy this 3-month sustainment interval is not limited to live fire.

Simulation that enables fire support team capabilities may be used to supplement this task before field or live fire training.

This event may also be conducted and/or supplemented by the use of a Category I or II simulation devices and a simulation device operator.

0302-FSPT-1003: Direct a Close Air Support (CAS) Mission

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

MOS PERFORMING: 0302

GRADES: 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a target, equipment, and an attack aircraft with ordnance.

STANDARD: To facilitate the delivery of ordnance onto an objective.

PERFORMANCE STEPS:

1. Prepare a close air support request
 - a. 9-line (fixed wing)
 - b. 5-line (rotary wing)
2. Establish communications with the aircraft
3. Transmit close air support request
 - a. Identify as a non-qualified controller
4. Facilitate terminal control of aircraft
5. Transmit battle damage assessment (BDA) to Joint Terminal Attack Controller (JTAC) or Joint Fires Observer (JFO)

PRIMARY REFERENCE:

[MCRP 3-31.6 Multi-Service Tactics, Techniques and Procedures for the Joint Application of Firepower \(JFIRE\)](#)

SUPPLEMENTARY REFERENCES:

[JP 3-09.3 Close Air Support](#)

[MCTP 3-10F Fire Support Coordination in the Ground Combat Element](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17330 Covered Training Area
Facility Code 17430 Impact Area Dudded
Facility Code 17936 Close Air Support Range

ROOMS/BUILDINGS: Combined Arms Staff Trainer (CAST)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

Requirements to satisfy this 6-month sustainment interval are not limited to live fire.

Digital devices enhance the capability of the execution of this event.

0302-FSPT-1004: Employ Fire Support

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

MOS PERFORMING: 0302

GRADES: 2NDLT, 1STLT, CAPT, MAJ, LTCOL

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a unit, an order from higher, and supporting arms available.

STANDARD: To achieve the desired effects on target(s) that supports the scheme of maneuver.

PERFORMANCE STEPS:

1. Provide update of the situation:
 - a. Friendly location
 - b. Enemy location
 - c. Fire support coordination measures
 - d. Tactical control measures
2. Transmit target refinement
 - a. Target precedence
 - b. Target location
3. Establish and maintain communication with fire support assets
4. Consider battlespace geometry in fire support plan
5. Integrate direct fires in fire support plan
6. Direct the employment of supporting arms
7. Assess the effects of fires
8. Refine fire support plan

PRIMARY REFERENCE:

[MCRP 3-10A.2 Infantry Company Operations](#)

SUPPLEMENTARY REFERENCES:

MCIP 3-10A.3i Marine Rifle Platoon

MCTP 3-10F Fire Support Coordination in the Ground Combat Element

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Partial | S/L | SAVT | Team Hours | 3 | N |

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

Facility Code 17411 Maneuver/Training Area, Amphibious Forces

Facility Code 17420 Maneuver/Training Area, Heavy Forces

Facility Code 17430 Impact Area Dudded

Facility Code 17963 MOUT Collective Training Facility (Large)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

Requirements to satisfy this 6-month sustainment interval are not limited to live-fire.

0302-FSPT-1005: Develop a Schedule of Fires

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

MOS PERFORMING: 0302

GRADES: 2NDLT, 1STLT, CAPT, MAJ, LTCOL

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an order, fire support available, lists of targets with potential for multiple target engagement from subordinate units, and a target list.

STANDARD: To coordinate simultaneous or sequential fires in support of the scheme of maneuver.

PERFORMANCE STEPS:

1. Consult commander's fire support guidance
2. Consult tactical control measures
3. Consult fire support coordination measures
4. Consult target list
5. Determine fire support assets available

6. Conduct weaponeering
7. Determine groups
8. Determine series
9. Record on scheduling worksheet
10. Disseminate schedules of fires
11. Monitor and adjust the plan during execution

PRIMARY REFERENCE:

[MCTP 3-10F Fire Support Coordination in the Ground Combat Element](#)

SUPPLEMENTARY REFERENCES:

[MCRP 3-10A.2 Infantry Company Operations](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Partial | S/L | CACCTUS | Unit Hours | 3 | N |

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

Formal school training is available and recommended to train this task to standard for Fire Support Teams (FST), Fire Support Coordination Centers (FSCC), firing agencies, and other pertinent units Company Fire Support via the Expeditionary Warfare Training Groups.

0302-FSPT-1006: Conduct a Quick Fire Support Plan

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

MOS PERFORMING: 0302

GRADES: 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a tactical situation wherein time limits preclude formal fire planning, a scheme of maneuver, fire support available, an order from higher, and a [DA Form 5368](#) (Quick Fire Plan).

STANDARD: To achieve desired effects of fires in support of the scheme of maneuver.

PERFORMANCE STEPS:

1. Determine the commander's intent

2. Issue situation report and warning order to the appropriate Fire Support Coordination Centers (FSCCs) and firing units
3. Collect information on the availability of fire support assets:
 - a. Mortars
 - b. Field artillery
 - c. Naval surface fire support
 - d. Close air support (CAS)
4. Select targets
5. Obtain commander's approval for targets
6. Complete and transmit the target list portion of DA Form 5368-R
7. Schedule targets on DA Form 5368-R
8. Transmit the schedules to the firing units
9. Brief the observers
10. Report to the commander when the firing units are fire capable
11. Amend the plan based on the situation and the commander's desires

PRIMARY REFERENCE:

[MCTP 3-10F Fire Support Coordination in the Ground Combat Element](#)

SUPPLEMENTARY REFERENCES:

[MCRP 3-10A.2 Infantry Company Operations](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Partial | S/L | CACCTUS | Unit Hours | 3 | N |

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

Formal school training is available and recommended to train this task to standard via the Expeditionary Warfare Training Groups.

0302-OFF-1001: Lead a Unit in an Attack (S/L)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

MOS PERFORMING: 0302

GRADES: 2NDLT, 1STLT, CAPT, MAJ, LTCOL

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a unit, an objective, and an order from higher.

STANDARD: To accomplish the mission and meet the commander's intent.

PERFORMANCE STEPS:

1. Prepare for the attack
 - a. Lead pre-combat inspections (PCI)
 - b. Lead pre-combat checks (PCC)
 - c. Supervise rehearsals
2. Conduct the attack
 - a. Supervise movement to and occupation of attack position
 - b. Initiate tactical deception as required
 - c. Initiate pre-planned fires if required
 - d. Cross line of departure (LD) at the specified time
 - e. Report crossing of tactical control measures
 - f. Receive and send required reports
 - g. Move to objective
 - h. Conduct actions on the objective
 - i. Breach obstacles, as required
 - j. Adapt plans, as necessary
 - k. Control and direct organic and supporting arms
3. Consolidate and reorganize after the attack
 - a. Supervise casualty evacuation
 - b. Supervise logistics operations
 - c. Issue fragmentary orders to units in preparation for follow-on missions

PRIMARY REFERENCE:

[MCIP 3-10A.4i Marine Rifle Squad](#)

SUPPLEMENTARY REFERENCES:

[MCRP 3-10A.2 Infantry Company Operations](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Partial | S/L | DVTE | Marine Hours | 3 | Y |
| Partial | S/L | TDK | Marine Hours | 3 | N |

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17411 Maneuver/Training Area, Amphibious Forces
Facility Code 17420 Maneuver/Training Area, Heavy Forces
Facility Code 17962 MOUT Collective Training Facility (Small)
Facility Code 17963 MOUT Collective Training Facility (Large)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

This task is separate and distinct from a meeting engagement. Special attention must be paid to weighting the supporting element, specifically the element responsible for suppressive fires on the objective. Mission accomplishment is a factor to be evaluated in conjunction with execution of the plan.

0302-OFF-1002: Coordinate the Employment of Machineguns in Support of an Attack (S/L)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

MOS PERFORMING: 0302

GRADES: 2NDLT, 1STLT, CAPT, MAJ

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a machinegun unit, a maneuver unit, a mission, and an order from higher.

STANDARD: To achieve desired effects of machinegun fires in support of the ground scheme of maneuver.

PERFORMANCE STEPS:

1. Consider principles of machinegun employment (PICMDEEP)
 - a. Employ machineguns in pairs
 - b. Interlocking fields of fire
 - c. Coordinated fires
 - d. Mutual Supporting positions
 - e. Defilade fires
 - f. Enfilade fires
 - g. Economy of fires
 - h. Protection
2. Task organize forces
3. Develop tactical graphic(s):
 - a. Tactical control measures (TCMs)
 - b. Machinegun firing positions
 - c. Ground scheme of maneuver
4. Determine target precedence
5. Determine engagement criteria
6. Develop target reference points (TRPs)
7. Determine shift and cease fire lines
8. Plan ammunition based upon rates of fire relative to the attack
9. Develop a signal plan
10. Determine machinegun displacement criteria
11. Coordinate with adjacent units
12. Determine occupation method
13. Supervise pre-combat checks
14. Complete the plan
15. Issue order to subordinates
16. Conduct rehearsals
17. Supervise pre-combat inspections
18. Move to machinegun support by fire position
19. Conduct a leaders reconnaissance of the support by fire position

20. Confirm positioning of the machinegun unit in relation to maneuvering forces
21. Confirm machinegun tactical control measures
 - a. Minimum safe line (MSL)
 - b. Cease fire line
 - c. Shift fire line
 - d. Target reference point(s)
22. Establish security for machinegun positions
23. Monitor ammunition expenditure and rates of fire relative to the attack
24. Shift or cease machinegun fires
25. Direct machinegun units during consolidation
26. Supervise the resupply of machinegun units

PRIMARY REFERENCE:

[MCTP 3-01C Machine Guns and Machine Gun Gunnery](#)

SUPPLEMENTARY REFERENCES:

[MCIP 3-10A.3i Marine Rifle Platoon](#)

[MCRP 3-10A.2 Infantry Company Operations](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Partial | S/L | DVTE | Marine Hours | 3 | Y |
| Partial | S/L | TDK | Marine Hours | 3 | N |

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

Facility Code 17411 Maneuver/Training Area, Amphibious Forces

Facility Code 17420 Maneuver/Training Area, Heavy Forces

Facility Code 17711 Automated Multipurpose Training Range (MPTR)

Facility Code 17752 Infantry Platoon Battle Course

0302-OFF-1003: Employ Mortars in Support of an Attack (S/L)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

MOS PERFORMING: 0302

GRADES: 2NDLT, 1STLT, CAPT, MAJ, LTCOL

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a mortar unit, a maneuver unit, a mission, and an order from higher.

STANDARD: To achieve desired effects from mortars in support of the ground scheme of maneuver.

PERFORMANCE STEPS:

1. Task organize forces
2. Develop the method of employment
3. Determine the priority of fires
4. Determine priority targets
5. Develop tactical graphic(s):
 - a. Tactical control measures (TCMs)
 - b. Targets
 - c. Mortar firing position(s)
 - d. Direction of fire
6. Determine mortar displacement criteria
7. Determine logistical requirements
8. Integrate mortars with other fire support assets
9. Issue orders to subordinates
10. Conduct rehearsals
11. Designate firing positions:
 - a. Initial positions
 - b. Subsequent positions
12. Conduct a leader's reconnaissance of the mortar firing position(s)
13. Direct the positioning of mortars
14. Adjust mortar fire on planned targets
15. Supervise the firing of mortars
16. Assess the effects of mortar fire(s)
17. Shift fires as appropriate
18. Register targets
19. Direct the mortar displacement

PRIMARY REFERENCE:

[MCTP 3-01D Tactical Employment of Mortars](#)

SUPPLEMENTARY REFERENCES:

[MCIP 3-10A.3i Marine Rifle Platoon](#)

[MCRP 3-10A.2 Infantry Company Operations](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Partial | S/L | DVTE | Marine Hours | 3 | Y |
| Partial | S/L | TDK | Marine Hours | 3 | N |

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

Facility Code 17411 Maneuver/Training Area, Amphibious Forces

Facility Code 17420 Maneuver/Training Area, Heavy Forces

Facility Code 17430 Impact Area Dudded

Facility Code 17670 Mortar Range

Facility Code 17711 Automated Multipurpose Training Range (MPTR)
Facility Code 17752 Infantry Platoon Battle Course

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

Logistical considerations for mortar ammunition: the movement of rounds and avoiding excessive breakout is essential. Due to the necessity of a unit to conduct a foot movement in support of this task, mortar ammunition consumption rates must be well planned in order to avoid undue breakout. Special attention must be paid to load plans, and the spread loading of ammunition in support of this movement.

This training event is limited to live fire for 0302.

0302-OFF-1004: Employ an Assault Section or Assault Team(s) in Support of an Attack

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

MOS PERFORMING: 0302

GRADES: 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an assault section or team, a maneuver unit, and an order from higher.

STANDARD: To achieve desired effects in support of the scheme of maneuver.

PERFORMANCE STEPS:

1. Conduct analysis (METT-T)
 - a. Mission
 - b. Enemy
 - c. Terrain and weather
 - d. Troops and fire support available
 - e. Time
2. Task organize forces
3. Issue a warning order
4. Determine target precedence
5. Determine target engagement criteria
6. Coordinate assault actions with adjacent units
7. Identify assault positions
 - a. Hot position(s)
 - b. Cold position(s)
8. Determine assault section or assault team displacement criteria
9. Make foot movement under assault load in the attack
10. Direct the assault section or the assault team(s) in consolidation
11. Supervise resupply of the assault section or the assault team(s)

PRIMARY REFERENCE:

MCTP 3-01F MAGTF Antiarmor Operations

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17631 Light Antiarmor Weapons Range Live
Facility Code 17830 Light Demolition Range

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Training event is limited to live fire for 0302.

0302-OFF-1005: Employ an Anti-armor Section or Anti-armor Team(s) in Support of an Attack (S/L)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

MOS PERFORMING: 0302

GRADES: 2NDLT, 1STLT, CAPT, MAJ, LTCOL

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an anti-armor section or anti-armor team(s), a maneuver unit, and an order from higher.

STANDARD: To achieve desired effects of anti-armor unit in support of the scheme of maneuver.

PERFORMANCE STEPS:

1. Task organize forces
2. Determine target precedence
3. Determine target engagement criteria
4. Coordinate anti-armor efforts with adjacent units
5. Ensure integration of fires and maneuver
6. Identify anti-armor positions:
 - a. Hot position(s)
 - b. Cold position(s)
7. Determine anti-armor displacement criteria
8. Monitor anti-armor ammunition expenditure relative to the attack
9. Direct the anti-armor section or anti-armor team(s) in consolidation
10. Supervise the resupply of the anti-armor section or anti-armor team(s)

PRIMARY REFERENCE:

MCTP 3-01F MAGTF Antiarmor Operations

SUPPLEMENTARY REFERENCES:

MCRP 3-10A.1 Marine Infantry Battalion
MCRP 3-10A.2 Infantry Company Operations
MCIP 3-10A.3i Marine Rifle Platoon

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Partial | S/L | DVTE | Marine Hours | 3 | Y |
| Partial | S/L | TDK | Marine Hours | 3 | N |

RANGE/TRAINING AREA:

Facility Code 17430 Impact Area Dudded
Facility Code 17631 Light Antiarmor Weapons Range Live
Facility Code 17640 Antiarmor Tracking And Live-Fire Range

0302-OFF-1006: Employ Engineers in Support of an Attack

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

READINESS-CODED: NO

MOS PERFORMING: 0302

GRADES: 2NDLT, 1STLT, CAPT, MAJ, LTCOL

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a unit, mounted or dismounted engineer unit, demolitions, breaching materials, and an order from higher

STANDARD: To achieve desired effects of mobility in support of the scheme of maneuver.

PERFORMANCE STEPS:

1. Task organize forces
2. Determine mobility requirements
3. Conduct mobility planning
4. Submit request for additional support and materials
5. Supervise the preparation of engineering assets
6. Ensure integration with fires and maneuver
7. Coordinate breaching efforts
8. Conduct breach (SOSR)

- a. Suppress
 - b. Obscure
 - c. Secure
 - d. Reduce
9. Monitor engineer asset expenditure relative to the scheme of maneuver
 10. Supervise the resupply of engineering units

PRIMARY REFERENCE:

MCWP 3-01 Offensive and Defensive Tactics

SUPPLEMENTARY REFERENCES:

MCIP 3-10A.4i Marine Rifle Squad

MCRP 3-10A.2 Infantry Company Operations

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

Facility Code 17730 Fire And Movement Range

Facility Code 17830 Light Demolition Range

0302-OFF-1007: Employ Armor in Support of an Attack

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

READINESS-CODED: NO

MOS PERFORMING: 0302

GRADES: 2NDLT, 1STLT, CAPT, MAJ, LTCOL

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given armor units, a maneuver unit, and an order from higher.

STANDARD: To maximize maneuverability, speed, momentum, firepower, and shock effect to accomplish the mission and meet the commander's intent.

PERFORMANCE STEPS:

1. Task organize forces
2. Determine security plan
3. Determine integration of armor with dismounts
4. Determine method of support
5. Determine type of fires to be employed
6. Determine target precedence
7. Determine engagement criteria
8. Deconflict battlespace geometry
9. Integrate fires
10. Determine routes
11. Develop communications and signal plan

12. Determine logistics requirements
13. Plan for resupply requirements
14. Determine dismount positions, as required
15. Determine support by fire positions
16. Determine displacement criteria and plan
17. Coordinate with adjacent units
18. Supervise armor integration rehearsals

PRIMARY REFERENCE:

[MCTP 3-10B Marine Corps Tank Employment](#)

SUPPLEMENTARY REFERENCES:

[MCRP 3-10A.2 Infantry Company Operations](#)

[MCIP 3-10A.3i Marine Rifle Platoon](#)

[MCRP 3-10A.1 Marine Infantry Battalion](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17330 Covered Training Area

Facility Code 17721 Tank/Fighting Vehicle Multipurpose Range Complex,

Facility Code 17752 Infantry Platoon Battle Course

Facility Code 17963 MOUT Collective Training Facility (Large)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

This training event is limited to live fire for 0302.

Considerations: Dismount positions, support by fire positions, and maneuverability routes, logistics requirements, security requirements, and communications requirements are important considerations. May include pre-designated hand and arm signals between elements. Furthermore, geometry of fire considerations are paramount to the proper tactical employment of armor.

0302-OFF-1008: Lead a Unit in a Meeting Engagement (S/L)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

MOS PERFORMING: 0302

GRADES: 2NDLT, 1STLT, CAPT, MAJ, LTCOL

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a unit, an order, and enemy contact.

STANDARD: To accomplish the mission and meet commander's intent.

PERFORMANCE STEPS:

1. Lead unit in response to enemy contact
2. Disseminate fire commands to the unit using (ADDRAC)
 - a. Alert
 - b. Direction
 - c. Description
 - d. Range
 - e. Assignment
 - f. Control
3. Establish base of fire to gain fire superiority
4. Determine effectiveness of fires relative to the enemy
5. Transmit Situation Report (SITREP) to higher
6. Determine courses of action available to unit in relation to terrain, enemy, and adjacent units
7. Execute appropriate actions in accordance with unit capabilities and assessment of the situation
8. Report to higher actions or recommendations

PRIMARY REFERENCE:

[MCIP 3-10A.3i Marine Infantry Platoon](#)

SUPPLEMENTARY REFERENCES:

[MCRP 3-10A.2 Infantry Company Operations](#)

[MCRP 3-10A.1 Marine Infantry Battalion](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Partial | S/L | DVTE | Marine Hours | 3 | Y |
| Partial | S/L | TDK | Marine Hours | 3 | N |

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

Facility Code 17411 Maneuver/Training Area, Amphibious Forces

Facility Code 17420 Maneuver/Training Area, Heavy Forces

Facility Code 17711 Automated Multipurpose Training Range (MPTR)

Facility Code 17752 Infantry Platoon Battle Course

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

This task is separate and distinct from a deliberate attack.

Special attention must be paid to weighting the supporting element, specifically the element responsible for suppressive fires on the objective.

0302-OPS-1001: Lead a Unit in Consolidation

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

MOS PERFORMING: 0302

GRADES: 2NDLT, 1STLT, CAPT, MAJ, LTCOL

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a unit, an order, and in preparation for follow on operations.

STANDARD: to enable preparation for combat while maintaining security, reorganizing the unit, and improving the current position.

PERFORMANCE STEPS:

1. Report seizure of the objective and the enemy situation
2. Assign defensive positions and sectors of fire
3. Emplace automatic weapons on likely avenues of enemy approach
4. Receive ammunition, casualty, and equipment reports from all subordinate units and attachments
5. Direct the redistribution of ammunition and equipment
6. Direct Marines to aid the Corpsman in casualty care and evacuation, as necessary
7. Report status of unit to higher headquarters
8. Prepare unit for follow-on tasking

PRIMARY REFERENCE:

[MCIP 3-10A.3i Marine Infantry Platoon](#)

SUPPLEMENTARY REFERENCES:

[MCRP 3-10A.2 Infantry Company Operations](#)

[MCRP 3-10A.1 Marine Infantry Battalion](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17411 Maneuver/Training Area, Amphibious Forces
Facility Code 17420 Maneuver/Training Area, Heavy Forces
Facility Code 17962 MOUT Collective Training Facility (Small)
Facility Code 17963 MOUT Collective Training Facility (Large)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

The list of event components occurs nearly simultaneously.

0302-OPS-1002: Lead a Unit During a Relief in Place (RIP)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

MOS PERFORMING: 0302

GRADES: 2NDLT, 1STLT, CAPT, MAJ, LTCOL

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a unit, attachments, an order from higher, and while leading either the relieving or defending unit.

STANDARD: To transition tactical control with minimal disruption to operations and vulnerability to threat actions.

PERFORMANCE STEPS:

1. Task organize forces
2. Issue the order
3. Prepare for combat
4. Link up with unit to be relieved
5. Coordinate plan for relief in place
6. Maintain command and control
7. Set conditions for relief in place
8. Ensure unit moves to relief positions
9. Report status to higher
10. Receive higher approval for transfer of tactical control

PRIMARY REFERENCE:

[MCIP 3-10A.3i Marine Infantry Platoon](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17411 Maneuver/Training Area, Amphibious Forces
Facility Code 17420 Maneuver/Training Area, Heavy Forces
Facility Code 17962 MOUT Collective Training Facility (Small)
Facility Code 17963 MOUT Collective Training Facility (Large)

0302-OPS-1003: Lead a Unit During Passage of Lines

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

MOS PERFORMING: 0302

GRADES: 2NDLT, 1STLT, CAPT, MAJ, LTCOL

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a unit, attachments, an order from higher, and while leading either the moving or stationary unit

STANDARD: To accomplish the mission and meet the commander's intent with minimal disruption to operations.

PERFORMANCE STEPS:

1. Task organize forces
2. Plan for the passage of lines
 - a. Establish control measures
 - i. Link up
 - ii. Accountability of lead element
 - iii. Accountability of rear element
 - iv. Accountability of trace element
 - v. Casualty evacuation plan
 - vi. Detainee plan
 - vii. Release point(s)
3. Issue orders
4. Link up with other unit
5. Coordinate plan for passage of lines
6. Maintain command and control
7. Set conditions for passage of lines
8. Conduct tactical turnover to stationary unit, as needed
9. Ensure unit moves through the passage route(s)
10. Conduct tactical turnover to moving unit, as needed
11. Lead unit in consolidation or continue assigned mission, as required

PRIMARY REFERENCE:

[MCIP 3-10A.3i Marine Infantry Platoon](#)

SUPPLEMENTARY REFERENCES:

[MCRP 3-10A.2 Infantry Company Operations](#)

[MCRP 3-10A.1 Marine Infantry Battalion](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17411 Maneuver/Training Area, Amphibious Forces
Facility Code 17420 Maneuver/Training Area, Heavy Forces
Facility Code 17962 MOUT Collective Training Facility (Small)
Facility Code 17963 MOUT Collective Training Facility (Large)

0302-OPS-1004: Lead a Unit in Mounted Operations

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

MOS PERFORMING: 0302

GRADES: 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given motorized or mechanized assets, a unit, and an operations order from higher.

STANDARD: To accomplish the mission and meet the commander's intent.

PERFORMANCE STEPS:

1. Task organize forces
2. Conduct Coordination
 - a. Higher
 - b. Adjacent
 - c. Supporting
 - d. Attached units
3. Conduct intelligence preparation and route reconnaissance
4. Establish tactical control measures and routes
5. Complete a route overlay, as required
6. Establish mounted and dismounted battle drills
7. Establish a vehicle bump plan
8. Establish vehicle recovery plan
9. Coordinate logistical requirements for vehicle assets
10. Ensure maintenance and vehicle readiness supports mission requirements
11. Establish target precedence and engagement criteria for all weapon systems
12. Develop a communication plan
 - a. Internal
 - b. Sub-unit
 - c. External
13. Coordinate and conduct movement at specified times and along specified routes
14. Maintain situational awareness of units and factors relative to the movement
15. Receive and send required reports
16. Supervise the execution of the mission
17. Conduct a debrief

PRIMARY REFERENCE:

[MCIP 3-10A.3i Marine Infantry Platoon](#)

SUPPLEMENTARY REFERENCES:

[MCRP 3-10A.2 Infantry Company Operations](#)

[MCRP 3-10A.1 Marine Infantry Battalion](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17411 Maneuver/Training Area, Amphibious Forces
Facility Code 17420 Maneuver/Training Area, Heavy Forces
Facility Code 17962 MOUT Collective Training Facility (Small)
Facility Code 17963 MOUT Collective Training Facility (Large)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

Mounted operations are not limited to combat. Administrative movements, movements in the continental United States (CONUS), and any other significant motorized or mechanized travel are applicable.

Critical mounted operations factors include but are not limited to: mounted maintenance logistical requirements, maneuverability within given terrain, primary and alternate routes, order of movement, formations, vehicle recovery, roles and responsibilities, METT-T, civilian terrain considerations.

0302-OPS-1005: Lead a Unit in Air Assault Operations

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

MOS PERFORMING: 0302

GRADES: 2NDLT, 1STLT, CAPT, MAJ, LTCOL

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given assault support aircraft, a unit, and an order from higher.

STANDARD: To accomplish the mission and meet the commander's intent.

PERFORMANCE STEPS:

1. Task organize forces
2. Conduct coordination with:
 - a. Adjacent
 - b. Supporting
 - c. Attached units
 - d. Air Mission Commander
 - e. Assault Force Commander
3. Conduct intelligence preparation and landing zone reconnaissance
4. Develop the ground tactical plan
5. Establish tactical control measures
 - a. Pick-up zones
 - b. Landing zones
 - c. Landing sites
6. Coordinate assault support
7. Coordinate air movement plan
8. Establish loading and unloading procedures
9. Establish load plan
10. Establish bump plan and go/no-go criteria
11. Complete the planning relative to critical assault support aircraft factors
12. Complete and coordinate the fire support plan

13. Establish target precedence and engagement criteria for all weapon systems
14. Develop an execution checklist
15. Establish the signal plan
16. Develop the staging plan
17. Establish assembly area in vicinity of pickup zones
18. Coordinate with pickup zone control Officer
19. Supervise marshaling area procedures
20. Supervise securing the landing zone
21. Submit reports per the execution checklist
22. Maintain situational awareness of units and factors relative to the movement and conduct of the attack
23. Supervise execution of the mission

PRIMARY REFERENCE:

[MCTP 3-01B Air Assault Operations](#)

SUPPLEMENTARY REFERENCES:

[MCRP 3-10A.2 Infantry Company Operations](#)

[MCRP 3-10A.1 Marine Infantry Battalion](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17411 Maneuver/Training Area, Amphibious Forces
Facility Code 17420 Maneuver/Training Area, Heavy Forces
Facility Code 17962 MOUT Collective Training Facility (Small)
Facility Code 17963 MOUT Collective Training Facility (Large)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

Air Assault operations are not limited to combat. Administrative movements, movements in the continental United States (CONUS), and any other significant assault support travel are applicable, so long as the performance steps are executed.

Planning considerations for tactical load, tactical spread, ASSAT planning, bump plans, pickup zone/landing zone {primary/alt}, go/no go criteria, refuel plans, tactical recovery of aircraft/personnel, comm considerations, signal plan, key GCE billets, MACO, emergency extract plan, brevity codes, signal plan, abort criteria, immediate re-embark, alert aircraft, contingencies, reaction forces, FOCUS ON: ground tactical plan, landing plan, (if landing is not possible, HRST plan), air movement plan, load plan, and staging plan, etc).

0302-PAT-1001: Lead a Unit in Patrolling Operations

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

MOS PERFORMING: 0302

GRADES: 2NDLT, 1STLT, CAPT, MAJ

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an order from higher, and an area to patrol.

STANDARD: To accomplish the mission and meet the commander's intent.

PERFORMANCE STEPS:

1. Conduct analysis (METT-T)
 - a. Mission
 - b. Enemy
 - c. Terrain and weather
 - d. Troops and fire support available
 - e. Time
2. Task organize forces
3. Issue a warning order
4. Supervise pre-combat checks
5. Integrate fires
6. Conduct coordination with:
 - a. Adjacent
 - b. Supporting
 - c. Attached units
 - d. Forward unit
7. Conduct intelligence preparation and route reconnaissance
8. Establish mission specific patrol battle drills
9. Establish target precedence and engagement criteria for all weapon systems
10. Complete the plan
11. Issue patrol order(s)
12. Lead preparation for combat actions
13. Depart friendly lines
14. Conduct movement
15. Execute battle drills, as required
16. Maintain security
17. Occupy patrol base, if required
18. Supervise continuing actions
19. Establish a quick reaction force (QRF)
20. Develop a patrolling plan
21. Issue subsequent patrol orders
22. Coordinate patrol and patrol base rotations
23. Supervise the departure of patrols
24. Complete actions on the objective
25. Supervise reentry of patrols
26. Conduct a debrief
27. Continually refine the patrolling plan

PRIMARY REFERENCE:

[MCTP 3-01A Scouting and Patrolling](#)

SUPPLEMENTARY REFERENCES:

MCRP 3-10A.2 Infantry Company Operations
MCIP 3-10A.3i Marine Rifle Platoon

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Partial | S/L | IIT | Squad Hours | 3 | N |

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|---|----------------------|
| A059 Cartridge, 5.56mm Ball M855 10/Clip | 10 rounds per weapon |
| A080 Cartridge, 5.56mm Blank M200 Single Round | 10 rounds per weapon |
| BA35 Cartridge, 40mm Practice (Day/Night) M1110 | 1 round per weapon |

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17420 Maneuver/Training Area, Heavy Forces
Facility Code 17962 MOUT Collective Training Facility (Small)

0302-PAT-1002: Lead a Unit in a Traffic Control Point

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

READINESS-CODED: NO

MOS PERFORMING: 0302

GRADES: 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a unit, checkpoint equipment, and an order from higher.

STANDARD: To accomplish the mission and meet the commander's intent.

PERFORMANCE STEPS:

1. Task organize forces
2. Conduct coordination with:
 - a. Adjacent
 - b. Supporting
 - c. Attached units
3. Establish traffic control point
 - a. Search area
 - b. Security area
 - c. Canalization zone
 - d. Deceleration zone

- e. Rest area
- 4. Supervise the adherence of escalation of force
- 5. Establish fire control measures
- 6. Communicate with local non-combatants
- 7. Ensure personnel and vehicles are searched sequentially and separately
- 8. Supervise the searching of vehicles and personnel
- 9. Facilitate communication between elements
- 10. Supervise the handling of detainees, when applicable
- 11. Process and report information collected

PRIMARY REFERENCE:

[MCRP 3-10A.2 Infantry Company Operations](#)

SUPPLEMENTARY REFERENCES:

[MCIP 3-10A.3i Marine Rifle Platoon](#)

[MCRP 3-10A.1 Marine Infantry Battalion](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Partial | S/L | IIT | Squad Hours | 3 | N |

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

Facility Code 17420 Maneuver/Training Area, Heavy Forces

Facility Code 17962 MOUT Collective Training Facility (Small)

Facility Code 17963 MOUT Collective Training Facility (Large)

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9006. 2000-LEVEL EVENTS

0302-C2-2001: Serve as a Watch Officer

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

READINESS-CODED: NO

MOS PERFORMING: 0302

GRADES: 2NDLT, 1STLT, CAPT, MAJ

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an operational situation, status boards, maps, overlays, a unit standard operating procedure (SOP), and a unit journal within a combat operations center.

STANDARD: To support continuous operations and meet the commander's intent.

PERFORMANCE STEPS:

1. Conduct changeover procedures
2. Supervise current operations and initiate action
3. Provide command and control of all subordinate units
4. Provide situational updates and briefings for key personnel
5. Obtain information from subordinate and supporting units
6. Monitor and display tactical situation
7. Manage information flow
8. Receive and send required reports
9. Report Commander's Critical Information Requirements
10. Maintain logbook of all significant events
11. Distribute information

12. Task subordinate units
13. Supervise watch
14. Update status information
15. Supervise turnover of watch sections in accordance with unit SOP

PRIMARY REFERENCE:

[MCRP 3-10A.2 Infantry Company Operations](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Partial | S/L | CACCTUS | Unit Hours | 0 | N |

NOTES: Hours roll up under INF-C2-6002.

0302-C2-2002: Perform Duties in the Marine Corps Planning Process (MCP)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

MOS PERFORMING: 0302

GRADES: CAPT, MAJ, LTCOL

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a higher commander's order, planning guidance, and subject matter experts.

STANDARD: To support the commander's decision making and develop a concept of operations.

PERFORMANCE STEPS:

1. Conduct problem framing
2. Develop course(s) of action
3. War game course(s) of action
4. Compare courses of action, then present for commander's decision
5. Develop orders
6. Provide transition briefs to key personnel

PRIMARY REFERENCE:

[MCWP 5-10 Marine Corps Planning Process](#)

0302-C2-2003: Establish a Command Post (CP)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

DESCRIPTION: The command post (CP) must have the necessary equipment to support the combat operations center (COC), which the CP is built around.

MOS PERFORMING: 0302

GRADES: 2NDLT, 1STLT, CAPT, MAJ, LTCOL

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a unit, an order, and operational situations to command and control.

STANDARD: To accomplish the mission and meet the commander's intent.

PERFORMANCE STEPS:

1. Configure command post (CP) based on analysis (METT-T)
 - a. Mission
 - b. Enemy
 - c. Terrain and weather
 - d. Troops and fire support available
 - e. Time
2. Establish priorities of work for establishing the command post (CP)
3. Establish communications
 - a. Antenna farm placement
 - b. Interior communications
4. Establish security
 - a. Entry control point(s)
 - b. Combat Operation Center (COC) access control point
5. Establish power support framework
 - a. Generators
 - b. Environmental control units
6. Account for field sanitation
7. Consider cultural implications when selecting a command post (CP) location
8. Plan for displacement of the command post (CP)

PRIMARY REFERENCE:

[MCRP 3-10A.2 Infantry Company Operations](#)

0302-C2-2004: Employ Command and Control Systems

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

MOS PERFORMING: 0302

GRADES: 2NDLT, 1STLT, CAPT, MAJ, LTCOL

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a unit, command and control system(s), and an order.

STANDARD: To accomplish the mission and meet the commander's intent.

PERFORMANCE STEPS:

1. Coordinate the establishment of command and control systems
2. Integrate command and control systems with operations
3. Supervise the operation of command and control systems

PRIMARY REFERENCE:

[MCRP 3-10A.2 Infantry Company Operations](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

0302-C2-2204: Employ Non-organic Attachments

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

MOS PERFORMING: 0302

GRADES: 2NDLT, 1STLT, CAPT, MAJ, LTCOL

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a unit, non-organic attachment(s), and an order from higher.

STANDARD: To accomplish the mission and meet the commander's intent.

PERFORMANCE STEPS:

1. Conduct METT-T analysis
 - a. Mission
 - b. Enemy
 - c. Terrain and weather
 - d. Troops and fire support available
 - e. Time
2. Task organize forces
3. Coordinate with attachment(s)
4. Consider capabilities and limitations
5. Integrate capabilities of attachments

6. Issue the order to unit and attachments
7. Supervise support of attachments
8. Set conditions for enablers to support the mission
9. Execute the mission
10. Conduct debrief
11. Conduct after action review (AAR)

PRIMARY REFERENCE:

[MCIP 3-10A.3i Marine Infantry Platoon](#)

SUPPLEMENTARY REFERENCES:

[MCRP 3-10A.2 Infantry Company Operations](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17411 Maneuver/Training Area, Amphibious Forces
Facility Code 17420 Maneuver/Training Area, Heavy Forces
Facility Code 17962 MOJT Collective Training Facility (Small)
Facility Code 17963 MOJT Collective Training Facility (Large)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

Non-Organic attachments include but are not limited to Military Working Dogs, EOD, Female Engagement Teams, HUMINT/SIGINT, MISO, CMO, reservists, interpreters, Department of State/Defense workers, or any other military or civilian employees/contractor.

0302-FSPT-2002: Develop a Target List Worksheet

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

READINESS-CODED: NO

MOS PERFORMING: 0302

GRADES: 2NDLT, 1STLT, CAPT, MAJ, LTCOL

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an order, fire support available, lists of targets from subordinate units, and assigned block of targeting numbers.

STANDARD: To allocate fires in support of the scheme of maneuver.

PERFORMANCE STEPS:

1. Consult commander's concept of fires
2. Consult tactical control measures
3. Consult fire support coordination measures

4. Compile lists of targets from all supported units
5. Plot targets
6. Identify opportunities for multiple target engagements
7. Eliminate redundancies
8. Determine priorities
9. Record target information
10. Disseminate target list worksheets

PRIMARY REFERENCE:

MCTP 3-10F Fire Support Coordination in the Ground Combat Element

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Partial | S/L | CACCTUS | Unit Hours | 3 | N |

0302-FSPT-2003: Lead a Fire Support Team (FiST)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

MOS PERFORMING: 0302

GRADES: 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a fire support team, equipment, a fire support coordination center, an operations order, and commander's guidance for fires, while mounted or dismounted.

STANDARD: To achieve effects of fires in support of the scheme of maneuver.

PERFORMANCE STEPS:

1. Develop a fire support plan
2. Deconflict maneuver and supporting arms
3. Develop FiST battle drills
4. Allocate equipment
 - a. Radios
 - b. Command and control equipment
 - c. Fire support equipment
5. Coordinate with the fire support coordination center (FSCC)
6. Control fires
7. Integrate supporting arms with ground direct fires
8. Conduct quick fire plans, as necessary
9. Coordinate and clear fires as a forward unit, as required

10. Assess, record, and report effects of supporting arms missions (BDA)

PRIMARY REFERENCE:

MCTP 3-10F Fire Support Coordination in the Ground Combat Element

SUPPLEMENTARY REFERENCES:

MCRP 3-10A.2 Infantry Company Operations

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Partial | S/L | CACCTUS | Unit Hours | 3 | N |

0302-FSPT-2005: Develop a Fire Support Coordination Overlay

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

MOS PERFORMING: 0302

GRADES: 1STLT, CAPT, MAJ, LTCOL

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a fire support plan, commander's concept of operation, commander's fire support guidance, map, overlay material, assorted color map pens, protractor, and templates.

STANDARD: To graphically depict the fire support plan that compliments the scheme of maneuver.

PERFORMANCE STEPS:

1. Orient the overlay to the area of operation
2. Place register marks on the overlay
3. Graphically depict the fire support plan
 - a. Plot targets on overlay
 - b. Plot Coordinate Firing Line (CFL)
 - c. Plot Fire Support Coordination Line (FSCL)
 - d. Plot Battlespace Coordination Line (BCL)
 - e. Plot Free Fire Areas (FFAs)
 - f. Plot Restrictive Fire Line (RFL)
 - g. Plot No Fire Areas (NFAs)
 - h. Plot Restrictive Fire Areas (RFAs)
 - i. Plot Air-Space Coordination Area (ACA)
 - j. Plot initial points (IPs)
 - k. Plot Holding areas (HAS)

- l. Plot battle positions (BPs)
- m. Plot Target Areas of Interest (TAIs)
- n. Plot Fire Support Areas (FSAs)
- o. Plot firing positions (FPs)
- p. Plot NGFS Areas
- q. Plot Target Reference Points (TRPs)
4. Submit overlay to Fire Support Coordinator for approval
5. Distribute copies of overlay as required

PRIMARY REFERENCE:

MCTP 3-10F Fire Support Coordination in the Ground Combat Element

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Partial | S/L | CACCTUS | Unit Hours | 3 | N |

0302-FSPT-2007: Supervise the Fire Support Coordination Center (FSCC)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

MOS PERFORMING: 0302

GRADES: 1STLT, CAPT, MAJ

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a fire support coordination center (FSCC) complete with personnel and equipment.

STANDARD: To plan, deconflict, and clear fire missions in support of the scheme of maneuver and to meet the commander's intent for fire support.

PERFORMANCE STEPS:

1. Plan fire support
 - a. Receive intelligence updates
 - b. Complete the attack guidance matrix
 - c. Develop the fire support execution matrix
 - d. Prepare a fire support coordination overlay
 - e. Determine fire support coordination measures
 - f. Develop a target list worksheet
 - g. Develop a schedule of fires
2. Coordinate fire support
 - a. Track fire support weapon system positions
 - b. Track friendly unit positions

- c. Determine priority of fires
- d. Track ammunition expenditure
- e. Coordinate targeting efforts
- f. Synchronize fire support with the Warfighting functions

PRIMARY REFERENCE:

[MCTP 3-10F Fire Support Coordination in the Ground Combat Element](#)

SUPPLEMENTARY REFERENCES:

[MCRP 3-10A.2 Infantry Company Operations](#)

[MCRP 3-10A.1 Marine Infantry Battalion](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Partial | S/L | CACCTUS | Unit Hours | 3 | N |

0302-FSPT-2202: Supervise a Mortar Fire Direction Center (FDC)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

MOS PERFORMING: 0302

GRADES: 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a mortar section, a fire direction center (FDC) and an observed call-for -fire (CFF).

STANDARD: To provide fires to the requesting unit.

PERFORMANCE STEPS:

1. Monitor the Call-for-Fire (CFF) radio NET ID
2. Determine method of engagement
3. Supervise computations of firing data
4. Monitor fire commands
5. Supervise the recording of fire missions
6. Coordinate mortar fire with the fire support coordination center (FSCC), as required
7. Monitor all communications and transmissions

PRIMARY REFERENCE:

[TC 3-22.91 Mortar Fire Direction Procedures](#)

Supplementary References:

MCTP 3-01D Tactical Employment of Mortars
TC 3-22.90 Mortars

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

This event is taught formally at Infantry Mortar Leaders Course.

0302-FSPT-2206: Develop a Fire Support Execution Matrix

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

MOS PERFORMING: 0302

GRADES: 1STLT, CAPT, MAJ, LTCOL

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an order with a multiple phase scheme of maneuver, supporting arms, target list worksheets, scheduling worksheets, fire support overlay, operations overlay, paper, plotting equipment, fire support agency representatives, and the references.

STANDARD: To allocate fires that support the scheme of maneuver during all phases of the operation.

PERFORMANCE STEPS:

1. Determine targets by phase
2. Conduct weaponeering by target and phase
3. Construct the matrix specifying targets in each phase
4. Allocate available fires
5. Determine fire support tasks
6. Disseminate the completed matrix
7. Monitor and adjust the plan during execution

PRIMARY REFERENCE:

MCTP 3-10F Fire Support Coordination in the Ground Combat Element

SUPPLEMENTARY REFERENCES:

MCWP 5-10 Marine Corps Planning Process
MCRP 3-10A.2 Infantry Company Operations

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
|------------------|--------------------|------------------|------------------------|--------------|-----------|

Partial S/L CACCTUS Unit Hours 3 N

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

Formal school training is available and recommended to train this task to standard for Fire Support Teams (FST), Fire Support Coordination Centers (FSCC), firing agencies, and other pertinent units Company Fire Support via the Expeditionary Warfare Training Groups.

0302-LOG-2001: Coordinate Unit Logistics

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

MOS PERFORMING: 0302

GRADES: 2NDLT, 1STLT, CAPT, MAJ, LTCOL

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a unit, an order, while operating independently or as part of a larger unit.

STANDARD: To support mission accomplishment and meet the commander's intent.

PERFORMANCE STEPS:

1. Begin logistics planning
2. Identify logistical requirements by functional area
3. Task organize forces
4. Identify logistic shortfalls
5. Consolidate and track subordinate unit logistical requests
6. Establish unit logistics requests process
7. Coordinate control measures
 - a. Link-up points
 - b. Resupply point(s)
 - c. Distribution point(s)
 - d. Storage point(s)
8. Identify shortfalls in received logistics
9. Ensure supplies are tactically distributed
10. Coordinate tactical maintenance
11. Track consumption rates
12. Track maintenance status of all inducted equipment
13. Report logistics status (LOGSTATS) to higher headquarters

PRIMARY REFERENCE:

[MCRP 3-10A.1 Marine Infantry Battalion](#)

0302-OPS-2001: Employ Snipers in Support of Operations

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

MOS PERFORMING: 0302

GRADES: 2NDLT, 1STLT, CAPT, MAJ, LTCOL

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a sniper unit and a mission with commander's intent.

STANDARD: To satisfy commander's intent.

PERFORMANCE STEPS:

1. Coordinate concept of employment with the sniper team leader
 - a. Support the sniper team's escape and evasion plan
 - b. Support the sniper team's resupply
2. Task sniper team(s)
 - a. Collect information
 - b. Deliver precision fires
 - c. Control of indirect fires
3. Track sniper team location(s) and status

PRIMARY REFERENCE:

[MCTP 3-01E Sniping](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------------|------------------------|--------------|-----------|
| Partial | S/L | I-TESS (Individual) | Marine Hours | 3 | N |

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

0302-TRNG-2001: Develop a Unit Training Plan

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

READINESS-CODED: NO

MOS PERFORMING: 0302

GRADES: 2NDLT, 1STLT, CAPT, MAJ, LTCOL

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given higher's intent, an assessment of the unit, and a training calendar.

STANDARD: To create long, mid, and short-range plans.

PERFORMANCE STEPS:

1. Prepare a long-range training plan
 - a. Validate the unit's mission(s)
 - b. Develop the unit's mission essential task list (METL)
 - c. Publish the commander's guidance
 - d. Create a planning calendar
 - e. Coordinate and review the plan
2. Prepare a mid-range training plan
 - a. Assess manpower
 - b. Assess training proficiency
 - c. Assess resources
 - d. Publish the unit's mission essential task list (METL)
 - e. Publish the commander's training guidance
 - f. Clearly communicate training priorities
 - g. Validate synchronization with the long-range training plan
 - h. Create a mid-range planning calendar
3. Execute a short-range training plan
 12. Allocate training resources
 13. Provide training guidance to subordinates
 14. Create a detailed training calendar

PRIMARY REFERENCE:

[MCTP 8-10B How to Conduct Training](#)

INFANTRY T&R MANUAL

CHAPTER 10

MOS 0306 INDIVIDUAL EVENTS

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INFANTRY T&R MANUAL

CHAPTER 10

MOS 0306 INDIVIDUAL EVENTS

10000. PURPOSE. This chapter details the individual events that pertain to Marine Gunner/Infantry Weapons Officer. Each individual event provides an event title, along with the conditions events will be performed under, and the standard to which the event must be performed to be successful.

10001. EVENT CODING

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

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

| <u>Code</u> | <u>Description</u> |
|-------------|--|
| 0306 | Marine Gunner/Infantry Weapons Officer |

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

| <u>Code</u> | <u>Description</u> |
|-------------|--------------------|
| EMPL | Employment |
| OPS | Operations |
| TRNG | Training |

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

| <u>Code</u> | <u>Description</u> |
|-------------|--------------------|
| 2000 | Core Skills |
| 2500 | Core Plus Skills |

10002. MOS 0306 BILLET DESCRIPTIONS/CORE CAPABILITIES

The Marine Gunner is a Chief Warrant Officer specifically trained in the employment and training of infantry battalion organic weapons, gear and assigned personnel, and in the Combat Marksmanship continuum. Marine Gunners are special staff officers employed as the principal advisor to commanders at all levels. They assist in the development of training and employment plans designed to ensure Mission Essential Task compliance. They help design and vet the weaponeering and training policies of the commander and help to disseminate information to the unit's personnel regarding such policies. They generate and quantify reports on the unit's technical and tactical weaponeering proficiency and brief the unit commander as to where each subordinate unit sits in regards to commander's intent.

They mentor the officers and Marines of the unit in all applicable mechanical, doctrinal and conceptual weaponeering and training matters as required in order to improve the general effectiveness and proficiency of the command. They have oversight of the unit's ammunition allocation and annual weapons requalification and certification programs. They accommodate all weapons organic to the MAGTF IAW the current version of MCO 3570.1_. Additional duties will include: Battalion Landing Team (BLT) in support of a MEU, Team New Equipment Training (NET), new weapons systems and gear research and development, foreign weapons training, participation in applicable Course Curriculum Review Boards (CCRB), new curriculum development for marksmanship and infantry related tasks, vetting of draft Infantry, LAR, and Recon Training and Readiness Manuals and Fire Support Planning. They are expected to function as a member of the Infantry advocacy/proponency venue established by the Deputy Commandant of Plans Policies and Operations. The Gunner's strength is the ability to vet, conduct and quantify combined-arms training and to introduce and sustain basic marksmanship tenets and principles across the Marine Corps. Gunners are advisors on the MOS training requirements and development of all 0302, 0303, 0311, 0313, 0317, 0321, 0326, 0331, 0341, 0351, 0352, 0369, 0913, 0931, and 0933 MOSs. During combat, a Marine Gunner may be tasked to inspect fire plans to ensure organic fires are integrated and mutually supporting at the battalion and regimental levels, act as the commanders "directed telescope" at critical events, command task organized or provisional combat units and/or design, construct and execute expeditionary training venues for Marine, Joint, NATO and Host Nation personnel.

Initial billet assignments will be an Infantry Battalion or a Base/Station Range Complex.

Subsequent billets assignments may include: Reserve Battalion, LAR Battalion, Recon Battalion, Combat Engineer Battalion (CEB), Combat Assault Battalion, Active/Reserve Regiment, Tactical Training and Exercise Control Group (TTECG), School of Infantry East/West, Infantry Training Battalion (ITB), Marine Combat Training Battalion (MCT), Advanced Infantry Training Battalion (AITB), The Basic School (TBS), Infantry Officer Course (IOC), Marine Corps Security Forces Regiment, United Arab Emirates (UAE), Base/Station Rifle Range Complex, Range Control Operations, Weapons Training Battalion Quantico, and Weapons Field Training Battalions (Parris Island & Edson Range).

Follow-on billets assignments may include: Active/Reserve Infantry Division, MAGTF-TC, Marksmanship Program Management Section (MPMS), Training and Education Command (TECOM), and Plans, Policies & Operations Headquarters Marine Corps.

10003. INDEX OF 2000-LEVEL INDIVIDUAL EVENTS

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|--------------------------|--|-------------|
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| 0306-OPS-2001 | Perform the Duties of a Member of an Operational Planning Team (OPT) | 10-5 |
| 0306-OPS-2002 | Validate a Unit's Ammunition Usage | 10-6 |
| 0306-OPS-2003 | Develop a Surface Danger Zone (SDZ) | 10-6 |

| | | |
|----------------|---|-------|
| 0306-OPS-2004 | Generate a Weapon Danger Zone (WDZ) for Aviation-delivered Munitions using the Range Managers Toolkit (RMTK) WDZ Tool | 10-8 |
| 0306-OPS-2005 | Develop a Range | 10-9 |
| 0306-OPS-2006 | Assess Range Operations | 10-10 |
| 0306-TRNG-2001 | Participate in the Unit Training Management (UTM) Process | 10-10 |
| 0306-TRNG-2002 | Advise on the Incorporation of Simulations | 10-11 |

10004. 2000-LEVEL EVENTS

0306-EMPL-2001: Advise the Unit Leader on Weapons Employment

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

READINESS-CODED: NO

MOS PERFORMING: 0306

GRADES: CWO-2, CWO-3, CWO-4, CWO-5

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a unit operating across the Range of Military Operations (ROMO).

STANDARD: Adhering to the mechanical, doctrinal, and conceptual employment of weapons systems.

PERFORMANCE STEPS:

1. Assist with planning
2. Assist in Course of Action (COA) development
3. Assess the execution
4. Recommend corrective actions, as required
5. Repeat steps 3-4, as required

PRIMARY REFERENCE:

[MCDP 1-0 Marine Corps Operations](#)

SUPPLEMENTARY REFERENCES:

[TC 3-22.19 Grenade Machine Gun Mk 19 Mod 3](#)
[TC 3-22.50 Heavy Machine Gun M2 Series](#)
[TC 3-22.240 Medium Machine Gun](#)
[MCDP 5 Planning](#)
[MCO 3000.18_ Marine Corps Force Deployment Planning and Execution Manual](#)
[MCRP 3-10A.2 Infantry Company Operations](#)
[MCRP 3-10A.3 Marine Rifle Squad](#)
[TC 3-22.91 Mortar Fire Direction Center Procedures](#)
[TC 3-22.90 Mortars](#)
[MCTP 3-01D Tactical Employment of Mortars](#)
[MCRP 3-31.6 MTTP for the Joint Application of Firepower \(JFIRE\)](#)
[TM 3-34.82 Explosives and Demolitions](#)
[MCTP 3-01A Scouting and Patrolling](#)
[MCTP 3-01F MAGTF Antiarmor Operations](#)

MCTP 3-10F Fire Support Coordination in the Ground Combat Element

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

This event serves both the infantry battalion and the battalion landing team. The use of the following websites is recommended to access listed publications:

<https://portal.logcom.usmc.mil/sites/pubs/default.aspx>

<https://www.doctrine.quantico.usmc.mil>

http://armypubs.army.mil/doctrine/active_fm.html

www.logcom/AKO/DKO/doctrinal/websites

0306-OPS-2001: Perform the Duties of a Member of an Operational Planning Team (OPT)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

READINESS-CODED: NO

DESCRIPTION: Participation should be to the maximum extent possible in order to understand and contribute to the process. Participation should include: Problem Framing, Course of Action (COA) Development, COA Wargaming, COA Comparison and Decision, Orders Development and Transition.

MOS PERFORMING: 0306

GRADES: CWO-2, CWO-3, CWO-4, CWO-5

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a higher commander's initial intent and guidance.

STANDARD: To ensure that commanders and staff are ready to execute the order and develop possible branches and sequels as required.

PERFORMANCE STEPS:

1. Conduct Problem Framing
2. Develop courses of action
3. War game courses of action
4. Compare courses of action, then present for commander's decision
5. Develop orders
6. Transition to produce operations plan or order
7. Develop branches and or sequels, if applicable

PRIMARY REFERENCE:

[MCDP-5 Planning](#)

SUPPLEMENTARY REFERENCES:

[MCO 3000.18_ Marine Corps Force Deployment Planning and Execution Manual](#)

[MCO 3120.13 Policy for Marine Expeditionary Unit](#)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

Given specific restrictions with regard to time available and situation, commander may decide to conduct rapid staff planning rather than the Marine Corps Planning Process (MCPPE).

NAVMC DIR 3000.18 describes Marine Corps responsibilities in the Joint Operations Planning and Execution System.

0306-OPS-2002: Validate a Unit's Ammunition Usage

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

READINESS-CODED: NO

MOS PERFORMING: 0306

GRADES: CWO-2, CWO-3, CWO-4, CWO-5

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a units ammunition allocation and resources.

STANDARD: To ensure that the usage of ammunition is in accordance with established doctrinal and training standards.

PERFORMANCE STEPS:

1. Review the unit's ammunition allocation in Total Ammunition Management Information System (TAMIS)
2. Recommend adjustments or modifications of ammunition allocation as required
3. Anticipate the future impacts on the life cycle of ammunition as required

PRIMARY REFERENCE:

Yellow Book <https://mhp.redstone.army.mil/Files/PDF/YellowBook.pdf>

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

The use of the following websites is recommended to access listed publications:

<https://portal.logcom.usmc.mil/sites/pubs/default.aspx>

<https://www.doctrine.quantico.usmc.mil>

http://armypubs.army.mil/doctrine/active_fm.html

www.logcom/AKO/DKO/doctrinal/websites

0306-OPS-2003: Develop a Surface Danger Zone (SDZ)

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

READINESS-CODED: NO

DESCRIPTION: A surface danger zone delineates that portion of the earth and the air above in which personnel and/or equipment may be endangered by ground weapons firing or demolition activities. These SDZs are designed to make the probability of hazardous fragment or round escapement from installation boundaries unlikely and minimize the danger to the public, installation personnel, facilities/equipment, or property. The two basic SDZs are the cone and the "batwing." The batwing SDZ provides for greater containment of ricochets. (DA PAM 385-63, Range Safety, Ch 3, pg 15).

MOS PERFORMING: 0306

GRADES: CWO-2, CWO-3, CWO-4, CWO-5

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given references, a requirement to establish a live fire range, a map, training area, weapon type, munitions type, a protractor, a tri-scale ruler, a beam or bow compass, a pencil, and an eraser.

STANDARD: To ensure the danger zone is in accordance with MCO 3570.1_ and DA PAM 385-63.

PERFORMANCE STEPS:

1. Locate the firing and target area on the map
2. Plot the firing point(s)
3. Plot the target(s)
4. Record legend technical data
5. Record grid reference marks
6. Draw the gun-target line or left and right lateral limits
7. Draw the dispersion area
8. Draw the ricochet area
9. Draw ammunition specific areas as applicable
10. Close off the SDZ at Distance X

PRIMARY REFERENCE:

DA PAM 385-63 Range Safety

SUPPLEMENTARY REFERENCES:

MCO 3570.1_ RANGE SAFETY

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

This event can be accomplished through the use of the Range Managers Tool Kit (RMTK) located at <https://rtam.tecom.usmc.mil>

The use of the following websites is recommended to access listed publications:

<https://portal.logcom.usmc.mil/sites/pubs/default.aspx>

<https://www.doctrine.quantico.usmc.mil>

http://armypubs.army.mil/doctrine/active_fm.html

www.logcom/AKO/DKO/doctrinal/websites

0306-OPS-2004: Generate a Weapon Danger Zone (WDZ) for Aviation-delivered Munitions using the Range Managers Toolkit (RMTK) WDZ Tool

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

READINESS-CODED: NO

DESCRIPTION: Weapons danger zone (air-to-ground). A WDZ encompasses the ground and airspace for lateral and vertical containment of projectiles, fragments, debris, and components resulting from the firing, launching, and detonation of aviation-delivered ordnance. It reflects the minimum land and air requirement, to include terrain mitigation, needed to safely employ a given weapon. The WDZ accounts for inaccuracy, failures, ricochets, and broaching/porpoising of a specific weapon/munition type delivered by a specific aircraft type. The WDZ "footprint" is based on weapon characteristics, type of delivery being executed, platform (aircraft) delivering the ordnance, target and soil characteristics, terrain, and level of containment acceptable to the senior commander (Army)/installation commander (Marine Corps). (DA PAM 385-63, Range Safety, Ch 3, pg 23)

MOS PERFORMING: 0306

GRADES: CWO-2, CWO-3, CWO-4, CWO-5

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given references, a computer loaded with ArcGIS software and the Range Managers Toolkit (RMTK) Weapon Danger Zone (WDZ) Tool, installation GIS database, and a range request.

STANDARD: To identify the WDZ parameters in accordance with the range request and MCO 3570.1_, and DA PAM 385-63.

PERFORMANCE STEPS:

1. Perform installation weapon danger zone (WDZ) setup
2. Generate a target
3. Generate general weapon danger zone (WDZ) features
 - a. Service
 - b. Aircraft
 - c. Weapon
 - d. Event type
4. Select weapon danger zone (WDZ) event features
 - a. Airspeed
 - b. Release
 - c. Altitude
 - d. Release angle
 - e. Release range
5. Select weapon danger zone (WDZ) target features
6. Select weapon danger zone (WDZ) orientation
7. Verify the weapon danger zone (WDZ) summary
8. Name the weapon danger zone (WDZ)
9. Save the weapon danger zone (WDZ)

PRIMARY REFERENCE:

[WDZ User's Guide](#) [WDZ User's Guide](#)

SUPPLEMENTARY REFERENCES:

DA PAM 385-63 Range Safety
MCO 3570.1_ Range Safety

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

This event can only be accomplished through the use of the Range Managers Tool Kit (RMTK) located at <https://rtam.tecom.usmc.mil>

The use of the following websites is recommended to access listed publications:

<https://portal.logcom.usmc.mil/sites/pubs/default.aspx>

<https://www.doctrine.quantico.usmc.mil>

http://armypubs.army.mil/doctrine/active_fm.html

www.logcom/AKO/DKO/doctrinal/websites

0306-OPS-2005: Develop a Range

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

READINESS-CODED: NO

MOS PERFORMING: 0306

GRADES: CWO-2, CWO-3, CWO-4, CWO-5

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a requirement to establish a live fire range

STANDARD: To ensure the range meets DA-Pam 385-63 standards.

PERFORMANCE STEPS:

1. Identify possible range sites.
2. Incorporate surface danger zone/weapon danger zone (SDZ/WDZ) for DODIC to be fired
3. Verify the range meets certification requirements and commander's intent
4. Develop range regulations
5. Present an alternate solution to resolve shortfalls

PRIMARY REFERENCE:

[DA PAM 385-63 Range Safety](#)

SUPPLEMENTARY REFERENCES:

[MCO 3570.1_ RANGE SAFETY](#)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

The use of the following websites is recommended to access listed publications:

<https://portal.logcom.usmc.mil/sites/pubs/default.aspx>

<https://www.doctrine.quantico.usmc.mil>

http://armypubs.army.mil/doctrine/active_fm.html

www.logcom/AKO/DKO/doctrinal/websites

0306-OPS-2006: Assess Range Operations

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

READINESS-CODED: NO

MOS PERFORMING: 0306

GRADES: CWO-2, CWO-3, CWO-4, CWO-5

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a unit conducting training and a range.

STANDARD: To ensure effective safe training.

PERFORMANCE STEPS:

1. Verify preliminary range setup
2. Observe range support personnel briefs
3. Continuously monitor the safe conduct of the range
4. Evaluate unit training
5. Ensure adherence to training standards
6. Conduct debrief

PRIMARY REFERENCE:

[DA PAM 385-63 Range Safety](#)

SUPPLEMENTARY REFERENCES:

[MCO 3570.1_ RANGE SAFETY](#)

[MCO 3574.2_ Marine Corps Combat Marksmanship Program](#)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

The use of the following websites is recommended to access listed publications:

<https://portal.logcom.usmc.mil/sites/pubs/default.aspx>

<https://www.doctrine.quantico.usmc.mil>

http://armypubs.army.mil/doctrine/active_fm.html

www.logcom/AKO/DKO/doctrinal/websites

0306-TRNG-2001: Participate in the Unit Training Management (UTM) Process

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

READINESS-CODED: NO

MOS PERFORMING: 0306

GRADES: CWO-2, CWO-3, CWO-4, CWO-5

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a unit and a mission

STANDARD: To ensure individual and collective events associated to the Mission Essential Task (MET) are accomplished to standard.

PERFORMANCE STEPS:

1. Conduct Mission Essential Task (MET) assessment
2. Determine training strategy
3. Provide training guidance
4. Develop training plans
5. Develop training schedules.
6. Develop a training scenario.
7. Coordinate unit training
8. Conduct training
9. Evaluate training
10. Conduct After Action Reviews (AAR)

PRIMARY REFERENCE:

[MCTP 8-10B How to Conduct Training](#)

SUPPLEMENTARY REFERENCES:

[MCO 3500.26_ Universal Naval Task List \(UNTL\)](#)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

The use of the following websites is recommended to access listed publications:

<https://portal.logcom.usmc.mil/sites/pubs/default.aspx>

<https://www.doctrine.quantico.usmc.mil>

http://armypubs.army.mil/doctrine/active_fm.html

www.logcom/AKO/DKO/doctrinal/websites

0306-TRNG-2002: Advise on the Incorporation of Simulations

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

READINESS-CODED: NO

MOS PERFORMING: 0306

GRADES: CWO-2, CWO-3, CWO-4, CWO-5

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a training scenario

STANDARD: To enhance training

PERFORMANCE STEPS:

1. Select appropriate simulation equipment
2. Ensure operators and users are properly trained
3. Evaluate on set up, operation, and shut down procedures

4. Develop training programs
5. Conduct After Action Review (AAR) on performance and enhancement of training

PRIMARY REFERENCE:

[OP MAN Simulators Operation Manual](#)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

The use of the following websites is recommended to access listed publications:

<https://portal.logcom.usmc.mil/sites/pubs/default.aspx>

<https://www.doctrine.quantico.usmc.mil>

http://armypubs.army.mil/doctrine/active_fm.html

www.logcom/AKO/DKO/doctrinal/websites

10005. INDEX OF 2500-LEVEL INDIVIDUAL EVENTS

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10006. 2500-LEVEL EVENTS

0306-OPS-2501: Contribute to the Infantry Advocacy and Proponency Process

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

READINESS-CODED: NO

MOS PERFORMING: 0306

GRADES: CWO-2, CWO-3, CWO-4, CWO-5

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a series of agenda items and commander's concerns.

STANDARD: To represent the command and influence service level policies.

PERFORMANCE STEPS:

1. Participate in Training and Readiness (T&R) development

2. Participate in Course Curriculum Review Boards (CCRBs)
3. Participate in the Ammunition Redistribution Conference
4. Participate in Ground Combat Element (GCE) conference
5. Participate in Combined Operational Advisory Group (COAG)
6. Participate in the Marksmanship Symposium
7. Participate in the Gunner Symposium

PRIMARY REFERENCE:

[MCO 3500.106 Training and Readiness Manual Group \(TRMG\) Charter Terms of Reference](#)

SUPPLEMENTARY REFERENCES:

[MCO 3574.2_ Marine Corps Combat Marksmanship Program](#)
[NAVMC 1553.1 SAT User's Guide](#)

0306-OPS-2502: Facilitate Equipment Acquisition and Fielding Process

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

READINESS-CODED: NO

MOS PERFORMING: 0306

GRADES: CWO-2, CWO-3, CWO-4, CWO-5

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an operational environment, a perceived capability deficiency, references, and a unit.

STANDARD: To mitigate the capability deficiency.

PERFORMANCE STEPS:

1. Identify a capability gap
2. Develop a requirement document/needs statement
3. Participate in the source selection process
4. Participate in testing and evaluation, as required
5. Assist in the development of a fielding plan
6. Contribute to the development of doctrinal/technical publications
7. Develop new equipment training plans
8. Facilitate fielding and training
9. Communicate recommendations for future product improvement

PRIMARY REFERENCE:

[United States Marine Corps Force Development System User Guide](#)

SUPPLEMENTARY REFERENCES:

[MCO 3900.17_ The Marine Corps Urgent Needs Process \(UNP\) and the Urgent Universal Need Statement \(Urgent UNS\)](#)
[Title 48 United States Code of Federal Acquisition Regulations System](#)

MISCELLANEOUS:

SPECIAL PERSONNEL CERTS: Prior to accomplishing this event, the 0306 Gunner must have completed the Defense Acquisition University ACQ101.

0306-OPS-2503: Facilitate Regiment and Division Ammunition Allocations

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

READINESS-CODED: NO

MOS PERFORMING: 0306

GRADES: CWO-4, CWO-5

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a unit requiring ammunition and an operational environment.

STANDARD: To ensure ammunition requirements are met.

PERFORMANCE STEPS:

1. Validate ammunition requirements in support of a training support package
2. Validate Special Ammunition Requests (SAR's)
3. Facilitate ammunition redistribution

PRIMARY REFERENCE:

[DoDI 3000.04 DoD Munitions Requirements Process \(MRP\)](#)

SUPPLEMENTARY REFERENCES:

[CD&I Ammunition Requirements https://www.mccdc.usmc.mil/CDD/Ammo/index.html](https://www.mccdc.usmc.mil/CDD/Ammo/index.html)
[MCO 8000.7_ Marine Corps Munitions Requirements Process \(MCMRP\)](#)
[MCO 8000.8_ Class V \(W\) Total Life Cycle Management](#)
[MCRP 3-40B.1 Ammunition Logistics](#)
[TMR Total Munitions Requirement](#)
[Yellow Book https://mhp.redstone.army.mil/Files/PDF/YellowBook.pdf](https://mhp.redstone.army.mil/Files/PDF/YellowBook.pdf)

0306-OPS-2504: Manage a Base/Station Range Complex/Range Control

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

READINESS-CODED: NO

MOS PERFORMING: 0306

GRADES: CWO-3, CWO-3, CWO-4

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a budget and a training unit.

STANDARD: To ensure training is safely conducted and marksmanship standards are maintained.

PERFORMANCE STEPS:

1. Supervise a Marksmanship Training Unit (MTU)

2. Compile annual marksmanship reports
3. Manage an Operations and Maintenance (O&M) budget.
4. Develop Range Certification packages for approval through RTAMs
5. Advise the Range Control Officer (RCO) on unit requested deviations to the DA-PAM/ Range SOP with suggestions on how to mitigate risk
6. Manage fire desk operations
7. Manage military and civilian range safety inspectors/technicians
8. Coordinate with Base Environmental agencies to ensure compliance with applicable regulations
9. Manage civilian/military hunting with Base Conservation Law Enforcement Officer (CLEO)

PRIMARY REFERENCE:

[MCO 1553.1_ The Marine Corps Training and Education System](#)

SUPPLEMENTARY REFERENCES:

[MCO 3550.9 Marine Corps Range Certification and Recertification Program](#)

[MCO 3574.2_ Marine Corps Combat Marksmanship Program](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17502 Non-Standard Small Arms Range

Facility Code 17570 Pistol Known Distance (KD) Range

Facility Code 17571 Combat Pistol/MP Firearms Qualification Course

0306-OPS-2505: Facilitate Range Modernization Programs

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

READINESS-CODED: NO

MOS PERFORMING: 0306

GRADES: CWO-3, CWO-4, CWO-5

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given training requirements and resource deficiencies.

STANDARD: To improve/establish a facility that can accommodate training to standard.

PERFORMANCE STEPS:

1. Identify training standards to be achieved
2. Identify training facility deficiencies in relation to standards to be met
3. Develop a requirement document/needs statement (Form DD1391)
4. Submit requirements to the Range Training Area Management Division (RTAMD)
5. Participate in local installation modernization Operational Planning Teams (OPT)
6. Monitor and update requirement submissions
7. Evaluate completed ranges/training areas to ensure compliance to submitted requests

REFERENCES:

[DODD 3200.15 Sustaining Access to the Live Training and Test Domain](#)

SUPPLEMENTARY REFERENCES:

[DD Form 1391 FY_ Military Construction Project Data](#)
[GRSP Ground Range Sustainment Program](#)
[MCO 3574.2_ Marine Corps Combat Marksmanship Program](#)

0306-OPS-2506: Manage an Official Competition Event

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

READINESS-CODED: NO

MOS PERFORMING: 0306

GRADES: CWO-2, CWO-3, CWO-4, CWO-5

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a scheduled competition, support personnel, and competitors.

STANDARD: To ensure that a safe and realistic event is conducted in accordance with the established orders.

PERFORMANCE STEPS:

1. Develop a competition training plan
2. Supervise a crew-served weapons competition
3. Supervise an infantry rifle squad competition
4. Supervise the Competition In Arms Program (CIAP)
5. Manage ammunition allocations
6. Publish results, as required

PRIMARY REFERENCE:

[MCO 3591.2_ Small Arms Marksmanship Competition](#)

SUPPLEMENTARY REFERENCES:

[MCO 1650.60 Marine Corps Ground Awards Program \(MCGAP\)](#)

0306-TRNG-2501: Facilitate an 0306 Professional Development Program

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

READINESS-CODED: NO

MOS PERFORMING: 0306

GRADES: CWO-3, CWO-4, CWO-5

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given references, a MOS road map and a subordinate Infantry Weapons Officer

STANDARD: To enhance the skills and career progression of the Infantry Weapons Officer community.

PERFORMANCE STEPS:

1. Conduct introductory meeting
2. Establish a mentoring program
3. Provide career counseling
4. Facilitate Professional Military Education (PME)

PRIMARY REFERENCE:

[MCO 100.61 Marine Leader Development](#)

INFANTRY T&R MANUAL

CHAPTER 11

MOS 0311 INDIVIDUAL EVENTS

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INFANTRY T&R MANUAL

CHAPTER 11

MOS 0311 INDIVIDUAL EVENTS

11000. PURPOSE. This chapter details the individual events that pertain to Infantry Rifleman. Each individual event provides an event title, along with the conditions events will be performed under, and the standard to which the event must be performed to be successful.

11001. EVENT CODING

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

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

| <u>Code</u> | <u>Description</u> |
|-------------|--------------------|
| 0311 | Rifleman |

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

| <u>Code</u> | <u>Description</u> |
|-------------|--|
| DEF | Defense |
| DEMO | Demolitions |
| INT | Intelligence |
| GRLA | Grenade Launcher |
| M27 | M27 Infantry Automatic Rifle |
| M32 | M32 Multi-Shot Grenade Launcher |
| MOU | Military Operations on Urbanized Terrain |
| OPS | Operations |
| OFF | Offense |
| PAT | Patrolling |
| TRNG | Training |

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

| <u>Code</u> | <u>Description</u> |
|-------------|--------------------|
| 1000 | Core Skills |
| 2000 | Core Plus Skills |

11002. MOS 0311 BILLET DESCRIPTIONS/CORE CAPABILITIES

CAREER PROGRESSION PHILOSOPHY. Upon completion of Entry Level Training at the Infantry Rifleman Course, Infantry Training Battalion, and 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 Skill Progression training at the Advanced Infantry Training Battalion, School of Infantry.

BILLET: Rifleman. The Rifleman in the fire team carries out the orders of the Fire Team Leader. The Rifleman is responsible for the effective employment of his rifle and for the condition and care of his weapon and equipment. Billet T/O weapon is the M4 Carbine with the M203 grenade launcher attached (Unit SOP and T/E dependent).

Core Capabilities:

1. Performs all 1000 level 0300 and 0311 events.
2. Carries out the orders of the infantry Fire Team Leader.
3. Performs the tasks required of a Rifleman in an infantry fire team.
4. Performs fire and movement as a member of a fire team.
5. Locates, closes with, and destroys the enemy by fire and maneuver.
6. Repels an enemy assault by fire and close combat.

BILLET: Grenadier. The Grenadier is responsible for the effective employment of the grenade launcher, rifle, and for the condition and care of weapons and equipment. Billet T/O weapon is the M4 Carbine and the grenade launcher. The Grenadier can use either or both as the situation dictates.

Core Capabilities:

1. Performs all 1000-level 0300 and 0311 events.
2. Carries out the orders of the Infantry Fire Team Leader.
3. Perform the tasks required of a Grenadier in an infantry fire team.
4. Engage targets while demonstrating the understanding of the trajectory of the rounds, methods of firing, and effects of the rounds.
5. Engage targets that are suitable for the grenade launcher such as automatic rifle positions, machine gun positions, targets in defilade, and other crew-served weapons within the fire team sector.
6. Provide close fire support in the assault in conjunction with, and to supplement, other supporting fires.

BILLET: Automatic Rifleman. The Automatic Rifleman carries out the orders of the Fire Team Leader. The Automatic Rifleman is responsible for the effective employment of the automatic rifle and for the condition and care of assigned weapon and equipment. Billet T/O weapon is the M27 Infantry Automatic Rifle (IAR).

Core Capabilities:

1. Performs all 1000 level 0300 and 0311 events.
2. Carries out the orders of the infantry Fire Team Leader.
3. Performs the tasks required of an Automatic Rifleman in an infantry fire team.
4. Carries, performs operator maintenance for and is a proficient marksman with an M27 Infantry Automatic Rifle.
5. Assume the roles of the fire team leader in when required.
6. Performs fire and movement as a member of a fire team.
7. Locates, closes with, and destroys the enemy by fire and maneuver.
8. Repels an enemy assault by fire and close combat.

BILLET: Fire Team Leader. The Fire Team Leader carries out the orders of the Squad Leader. The Fire Team Leader is responsible for the fire discipline and control of the fire team and for the condition, care, and economical use of its weapons and equipment. Billet T/O weapon is the M27 Infantry Automatic Rifle.

Core Capabilities:

1. Performs all 1000 and 2000-level 0300 and 0311 events.
2. Trains the fire team on all assigned individual T&R training events.
3. Controls the fire team as an element of a patrol.
4. Controls the fire team in the offense.
5. Controls the fire team in the defense.
6. Reports to higher headquarters as required.

BILLET: Operations NCO, Rifle Company. The Rifle Company, Operations NCO carries out the orders of the Company Operations Chief. The Rifle Company, Operations NCO is capable of performing all the tasks required of a Fire Team Leader and assumes the position of the Assistant Operations Chief when required. The Rifle Company, Operations NCO is to perform the duties as a Ground Operations Specialist. Billet T/O weapon is the M4 Carbine.

Core Capabilities:

1. Operates the Joint Tactical Common Operation Picture Work Station (JTCW) to include the Command and Control Personal Computer (C2PC) software application indicating location, strength, tactical deployment, and emplacements of friendly units.
2. Operates SharePoint collaboration and document management platform.
3. Receives and records on situation maps pertinent information obtained from intelligence and reconnaissance reports using conventional signs and symbols.
4. Maintains an operations journal that contains briefs of important written and oral messages received and sent, and notations of periodic reports, orders, and similar matters that pertain to the section or unit.
5. Maintains an operations journal file.
6. Assists in allocating training areas and coordinating training activities.
7. Assists in preparing war diaries and special reports upon completion of an operation.
8. Supervises the performance of, or performs, typing, clerical, and drafting duties incident to the preparation, reproduction, and distribution of operations orders, training orders, memorandums, schedules, status reports, and company periodic reports.

BILLET: Infantry Squad Leader. The Infantry Squad Leader carries out the orders issued to by the Platoon Commander. In combat, the Squad Leader is responsible for the tactical employment, fire discipline, fire control, and maneuver of the squad. Billet T/E weapon is the M27 Infantry Automatic Rifle. The Squad Leader is also responsible for the discipline, appearance, training, control, conduct, and welfare of the squad at all times, as well as the condition, care, and economical use of its weapons and equipment.

Core Capabilities:

1. Performs all 1000 and 2000-level 0300 and 0311 events.
2. Carries out the orders of the Platoon Commander.

3. Performs the tasks required of a Squad Leader in a rifle 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 the service rifle/carbine.
8. Calls for and adjusts indirect fire.
9. Writes and issues combat orders.
10. Controls the fire and movement of the rifle squad.
11. Locates, closes with, and destroys the enemy by fire and maneuver.
12. Repels an enemy assault by fire and close combat.
13. Capable of performing operator maintenance for, and is proficient in employment of, all optics assigned to the rifle platoon.
14. Proficient in combat reporting procedures.
15. Requests close air support.
16. Integrate supporting fires in accomplishment of an assigned mission.
17. Proficient in HLZ procedures.

BILLET: Assistant Operations Chief, Rifle Company. The Rifle Company, Assistant Operations Chief carries out the orders of the Company Operations Chief. The Rifle Company, Assistant Operations Chief assumes the position of the Company Operations Chief when required. Billet T/E weapon is the M27 Infantry Automatic Rifle.

Core Capabilities:

1. Conducts information management.
2. Operates and maintains the biometric automated toolset equipment.
3. Performs the duties and responsibilities of a watch officer in the company combat operations center.
4. Assist executive officer with planning, coordinating, and supervising tactical employment of units.
5. Responsible for schools submissions and training schedules to battalion S-3.
6. Responsibility of unit training management for the company.
7. Operates the Joint Tactical Common Operation Picture Work Station (JTCW) to include the Command and Control Personal Computer (C2PC) software application indicating location, strength, tactical deployment, and emplacements of friendly units.
8. Operates SharePoint collaboration and document management platform.
9. Assists in the establishment and maintenance of the company combat operations center.
10. Prepares operation maps and maintains the common operational picture indicating location, strength, tactical deployment, and emplacements of friendly units.
11. Receives and records on situation maps pertinent information obtained from intelligence and reconnaissance reports using conventional signs and symbols.
12. Maintains an operations journal that contains briefs of important written and oral messages received and sent, and notations of periodic reports, orders, and similar matters that pertain to the section or unit.
13. Maintains an operations journal file.

14. Assists in allocating training areas and coordinating training activities.
15. Assists in preparing war diaries and special reports upon completion of an operation.
16. Supervises the performance of, or performs, typing, clerical, and drafting duties incident to the preparation, reproduction, and distribution of operations orders, training orders, memorandums, schedules, status reports, and company periodic reports.

11003. INDEX OF 1000-LEVEL EVENTS

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11004. 1000-LEVEL EVENTS

0311-DEF-1002: Occupy a Listening (LP) / Observation Post (OP)

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

READINESS-CODED: NO

MOS PERFORMING: 0311

GRADES: PVT, PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a mission to establish a listening/observation post and required equipment, while wearing a fighting load.

STANDARD: To report all activity heard or observed to higher.

PERFORMANCE STEPS:

1. Depart friendly lines
2. Move by cover and concealed route to the vicinity of the listening/observation post
3. Conduct reconnaissance of tentative listening post (LP) / observation post (OP)
4. Establish security
5. Establish communications
6. Report activity to higher

PRIMARY REFERENCE:

MCTP 3-01A Scouting and Patrolling

CHAINED EVENTS:

PREREQUISITE EVENTS:

0300-COMM-1002 Communicate Using Limited Visibility Signals
0300-DEF-1003 Defend a Position

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

0311-M27-1001: Maintain an Infantry Automatic Rifle (IAR)

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

READINESS-CODED: NO

MOS PERFORMING: 0311

GRADES: PVT, PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an Infantry Automatic Rifle (IAR) and cleaning gear.

STANDARD: To ensure the weapon is complete, clean, and serviceable.

PERFORMANCE STEPS:

1. Ensure the weapon is in Condition-4
2. Disassemble the weapon
3. Clean the weapon
4. Lubricate the weapon
5. Assemble the weapon
6. Perform a function check

REFERENCES:

TM 11810A-OR Operator's Manual for M27 Infantry Automatic Rifle

0311-M27-1003: Zero a Squad Day Optic (SDO) to an Infantry Automatic Rifle (IAR)

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

READINESS-CODED: NO

MOS PERFORMING: 0311

BILLETS: Automatic Rifleman

GRADES: PVT, PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a M-27 Infantry Automatic Rifle (IAR), sling, Squad Day Optic (SDO), individual field equipment, magazines, ammunition, and a target.

STANDARD: To achieve Point of Impact (POI) on Point of Aim (POA) at 100 meters.

PERFORMANCE STEPS:

1. Mount the Squad Day Optic (SDO) to the Infantry Automatic Rifle (IAR)
2. Establish a pre-zero sight setting
3. Establish a stable firing position
4. Place weapon in Condition-1
5. Fire a five round shot group
6. Identify the center of the shot group
7. Make required Squad Day Optic (SDO) adjustments
8. Repeat steps 4 through 6, as required
9. Fire a five round confirmation group
10. Establish a pre-zero sight setting for the ruggedized miniature reflex sight (RMR)
11. Fire a five round shot group utilizing the ruggedized miniature reflex sight (RMR)
12. Make required ruggedized miniature reflex sight (RMR) adjustments so that the point of aim (POA) / point of impact (POI) is the top edge of the 9 minute of angle (MOA) dot at 100m
13. Repeat steps 10 through 11, as required

PRIMARY REFERENCE:

[TM 11758A-OI Operators Manual for the Sight Unit, SU-258/PVQ Squad Day Optic](#)

SUPPLEMENTARY REFERENCES:

[TM 11758A-QRC Sight Unit, SU-258/PVQ Squad Day Optic Quick Reference Card](#)

[TM 11810A-OR Operator's Manual for M27 Infantry Automatic Rifle](#)

SUPPORT REQUIREMENTS:

ORDNANCE:

DODIC QUANTITY

A059 Cartridge, 5.56mm Ball M855 10/Clip 30 rounds per Marine

0311-M27-1005: Execute the Infantry Automatic Rifle (IAR) Transition Course of Fire

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

READINESS-CODED: NO

MOS PERFORMING: 0311

BILLETS: Automatic Rifleman

GRADES: PVT, PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an Infantry Automatic Rifle (IAR) with Squad Day Optic (SDO), Back-up Iron Sight (BUIS), individual field equipment, sling, magazines, ammunition, and known distance targets.

STANDARD: By achieving a minimum score of 70%.

PERFORMANCE STEPS:

1. Make a Condition-1 weapon at the starting point
2. Execute Stage-1
 - a. Engage two to four targets at 50 meters in full-auto using the supported standing position
 - b. Engage two to four targets at 75 meters in full-auto using the supported standing position
 - c. Engage two to four targets at 125 meters in semi-auto using the supported standing position
3. Execute Stage-2
 - a. Engage two to four targets at 75 meters in full-auto using the supported kneeling position
 - b. Engage two to four targets at 100 meters in full-auto using the supported kneeling position
 - c. Engage two to four targets at 200 meters in semi-auto using the supported kneeling position
4. Execute Stage-3
 - a. Engage two to four targets at 75 meters in full-auto using the supported prone position
 - b. Engage two to four targets at 100 meters in full-auto using the supported prone position
 - c. Engage two to four targets at 125-150 meters in full-auto using the supported prone position
 - d. Engage two to four targets at 250 meters in semi-auto using the supported prone position
5. Perform corrective action, as required

PRIMARY REFERENCE:

[TM 11758A-OI Operators Manual for the Sight Unit, SU-258/PVQ Squad Day Optic](#)

SUPPLEMENTARY REFERENCES:

[TM 11810A-OR Operator's Manual for M27 Infantry Automatic Rifle](#)

SUPPORT REQUIREMENTS:

ORDNANCE:

DODIC QUANTITY

A059 Cartridge, 5.56mm Ball M855 10/Clip 110 rounds per Marine

ORDNANCE NOTES: 110 rounds support one iteration of the course of fire.

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

This task should be executed with a pre-qualification and qualification course of fire.

The Infantry Automatic Rifle (IAR) Transition course of fire is designed to train the Marine in the appropriate application of fires, semiautomatic or full automatic, with respect to the type of target presented. Fully automatic fire should only be applied when an area target (multiple enemy personnel) is presented to the Marine. Individual targets should be engaged in semi-automatic mode under most circumstances.

Target exposure times are no more than 10 seconds each.

Ammo is provided to support 5 rounds a target during semi-auto fire and 15 rounds a target during full-auto fire. (3 five round burst)
No more than three bursts are allowed on any target.

Full-Auto scoring is as follows: 3 points for first burst hits, 2 points for second burst hits, 1 point for third burst hits.

Semi-Auto scoring is as follows: 3 points for three hits, 2 points for two hits, 1 point for one hit.

There is 25 meters of movement between each: Starting Point, Firing Point 1, Firing Point 2, and Firing Point 3.

0311-MOUT-1003: Execute Lower Level Entry

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

READINESS-CODED: NO

MOS PERFORMING: 0311

GRADES: PVT, PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a mission and individual weapon, while wearing a fighting load as a member of a fire team with an enemy threat.

STANDARD: To gain access to a building.

PERFORMANCE STEPS:

1. Identify an entry point
2. Identify method of entry
3. Set external security
4. Suppress the objective, if applicable
5. Coordinate movement
6. Move towards entry point
7. Execute method of entry

PRIMARY REFERENCE:

[MCRP 12-10B.1 Military Operations on Urbanized Terrain](#)

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|--|-----------------------|
| A059 Cartridge, 5.56mm Ball M855 10/Clip | 10 rounds per Marine |
| A080 Cartridge, 5.56mm Blank M200 Single Round | 10 round per weapon |
| G811 Grenade, Hand Practice Body M69 | 1 grenades per Marine |
| G878 Fuze, Hand Grenade Practice M228 w/ Conf Clip | 1 grenades per Marine |
| G881 Grenade, Hand Fragmentation M67 w/ Conf Clip | 1 grenades per Team |

RANGE/TRAINING AREA:

Facility Code 17962 MOUT Collective Training Facility (Small)

0311-OFF-1001: Conduct Fire and Movement

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

READINESS-CODED: NO

MOS PERFORMING: 0311

GRADES: PVT, PFC, LCPL, CPL

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an individual weapon, ammunition, as a member of a fire team, while wearing a fighting load.

STANDARD: To neutralize the enemy threat.

PERFORMANCE STEPS:

1. Suppress the enemy
2. Assess the effects of fires
3. Employ weapon to target match
4. Identify the next covered position
5. Move to next covered position under the cover of suppression
6. Identify your target and continue suppression to allow buddy to move to next covered position
7. Repeat steps 1 through 5 until the objective is reached
8. Conduct actions on the objective
9. Consolidate

PRIMARY REFERENCE:

[MCIP 3-10A.4i Marine Rifle Squad](#)

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|---|----------------------|
| A059 Cartridge, 5.56mm Ball M855 10/Clip | 60 rounds per Marine |
| A063 Cartridge, 5.56mm Tracer M856 Single Round | 15 rounds per Marine |
| A080 Cartridge, 5.56mm Blank M200 Single Round | 20 rounds per Marine |

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Two Marines, at a minimum, are required to conduct fire and movement.

0311-PAT-1001: Perform Individual Actions during a Squad Patrol

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

READINESS-CODED: NO

MOS PERFORMING: 0311

GRADES: PVT, PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a mission, individual weapon, and ammunition, as a member of a squad while wearing a fighting load.

STANDARD: To accomplish the mission and meet the commander's intent.

PERFORMANCE STEPS:

1. Prepare for the patrol
2. Execute special duties, as directed
 - a. Execute the duties of the point man
 - b. Execute the duties of the cover man
 - c. Execute the duties of the navigator
 - d. Execute the duties of the pace man
 - e. Execute the duties of the flank security
 - f. Execute the duties of the rear security
 - g. Execute duties as a member of the aid and litter team
3. Participate in the patrol debrief

PRIMARY REFERENCE:

[MCIP 3-10A.4i Marine Rifle Squad](#)

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|--|----------------------|
| A080 Cartridge, 5.56mm Blank M200 Single Round | 30 rounds per Marine |
| G940 Grenade, Hand Green Smoke M18 | 1 per squad |
| G945 Grenade, Hand Yellow Smoke M18 | 1 per squad |
| G982 Grenade, Hand Smoke TA, M83 | 1 per squad |
| L594 Simulator, Projectile Ground Burst M115A2 | 5 per squad |

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Allotted ammunition is for use during entry level training (ELT) only.

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11006. 2000-LEVEL EVENTS

0311-DEF-2001: Lead a Fire Team in the Defense

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

READINESS-CODED: NO

MOS PERFORMING: 0311

GRADES: CPL

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a fire team, an assigned area or sector from which to defend, and an order, while wearing a fighting load.

STANDARD: To direct fires within the sector.

PERFORMANCE STEPS:

1. Establish security
2. Position automatic weapons
3. Assign sectors of fire
4. Improve fields of fire
5. Entrench
6. Submit fire plan sketch
7. Report as required
8. Enforce continuing actions

PRIMARY REFERENCE:

[MCIP 3-10A.4i Marine Rifle Squad](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: This includes all defensive operations.

0311-DEF-2002: Lead a Squad in the Defense (S/L)

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

READINESS-CODED: NO

MOS PERFORMING: 0311

GRADES: SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a squad and an operations order

STANDARD: To defend an assigned sector

PERFORMANCE STEPS:

1. Conduct the Troop Leading Steps
 - a. Begin the planning
 - b. Arrange reconnaissance
 - c. Make reconnaissance
 - d. Complete the plan
 - e. Issue the order
 - f. Supervise
2. Coordinate with adjacent squads
3. Cover dead space with indirect fire weapons
4. Designate defensive positions
 - a. Primary positions
 - b. Alternate positions
 - c. Supplementary positions
5. Establish communications
 - a. Listening posts (LP)
 - b. Observation posts (OP)
 - c. Fire teams
 - d. Adjacent squads
6. Construct a barrier plan
7. Collect fire team fire plan sketches
8. Submit consolidated squad fire plan sketch to platoon commander

PRIMARY REFERENCE:

[MCIP 3-10A.4i Marine Rifle Squad](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Partial | S/L | DVTE | Marine Hours | 2 | Y |
| Partial | S/L | TDK | Marine Hours | 2 | N |

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: This includes all defensive operations.

0311-DEF-2003: Direct the Employment of a Machinegun Team in the Defense (S/L)

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

READINESS-CODED: NO

MOS PERFORMING: 0311

GRADES: SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a rifle squad with a machinegun team attached and an operations order.

STANDARD: To control machinegun fires in an assigned sector.

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 machinegun to best support defense
4. Identify defensive positions
 - a. Primary positions
 - b. Alternate positions
 - c. Supplementary positions
5. Assign Final Protective Line (FPL) or Principle Direction of Fire (PDF)
6. Ensure machinegun is tied in with infantry support
7. Coordinate with adjacent units
8. Compile completed range card, and ensure integration of fires, in accordance with defensive plan
9. Supervise registration of range card data

PRIMARY REFERENCE:

[MCIP 3-10A.4i Marine Rifle Squad](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Partial | S/L | DVTE | Marine Hours | 0 | Y |

NOTES: Hours roll up under 0311-DEF-2002.

Partial S/L TDK Marine Hours 0 N

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

0311-DEF-2004: Direct the Employment of an Assault Team in the Defense (S/L)

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

READINESS-CODED: NO

MOS PERFORMING: 0311

GRADES: SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a rifle squad with an assault team attached and an operations order.

STANDARD: To control fires of an assault attachment in an assigned sector.

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. Employ assault team to assist in construction of obstacles
4. Emplace the assault team to best support the defense
5. Identify defensive position
 - a. Primary positions
 - b. Alternate positions
 - c. Supplementary positions
6. Coordinate with adjacent units
7. Compile completed range card and ensure integration of fires, in accordance with defensive plan

PRIMARY REFERENCE:

[MCTP 3-01F MAGTF Antiarmor Operations](#)

SUPPLEMENTARY REFERENCES:

[MCTP 3-34B Combined Arms Countermobility Operations](#)

[MCIP 3-10A.4i Marine Rifle Squad](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
|------------------|--------------------|------------------|------------------------|--------------|-----------|

Partial S/L DVTE Marine Hours 0 Y

NOTES: Hours roll up under 0311-DEF-2002.

Partial S/L TDK Marine Hours 0 N

NOTES: Hours roll up under 0311-DEF-2002.

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: This includes all defensive operations.

0311-DEF-2005: Direct the Employment of 60mm Mortars in the Defense (S/L)

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

READINESS-CODED: NO

MOS PERFORMING: 0311

GRADES: SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a rifle squad with a 60mm mortar team attached and an operations order.

STANDARD: To control mortar fires in an assigned sector.

PERFORMANCE STEPS:

1. Determine method of employment, priority targets, priority of fires, tentative primary firing position, signals, and logistics
2. Employ 60mm mortar using direct lay, direct alignment, and hand held mode
3. Integrate employment plan with external fire support assets
4. Position mortars to best support defense and counterattack plan
5. Ensure mortar position has security
6. Identify Final Protective Fire (FPF) location
7. Ensure data for Final Protective Fire (FPF) is maintained on gun, when not firing on other targets
8. Anticipate and plan resupply requirements

PRIMARY REFERENCE:

[MCTP 3-01D Tactical Employment of Mortars](#)

SUPPLEMENTARY REFERENCES:

[MCIP 3-10A.4i Marine Rifle Squad](#)

[TC 3-22.90 Mortars](#)

[TC 3-22.91 Mortar Fire Direction Center Procedures](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Partial | S/L | DVTE | Marine Hours | 0 | Y |

NOTES: Hours roll up under 0311-DEF-2002.

| | | | | | |
|---------|-----|-----|--------------|---|---|
| Partial | S/L | TDK | Marine Hours | 0 | N |
|---------|-----|-----|--------------|---|---|

NOTES: Hours roll up under 0311-DEF-2002.

ORDNANCE:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: This includes all defensive operations.

0311-DEF-2006: Prepare a Fire Plan Sketch

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

READINESS-CODED: NO

MOS PERFORMING: 0311

GRADES: CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an order, a sector of fire, and a defensive position.

STANDARD: To depict each of the required items.

PERFORMANCE STEPS:

1. Illustrate all positions, size dependent
2. Illustrate any leader fighting positions
3. Illustrate sectors of fire
4. Illustrate crew-served weapon positions and their principle directions of fire (PDF) or final protective lines (FPLs)
5. Illustrate dead space
6. Illustrate grenade launcher targets
7. Illustrate mines, booby traps, and obstacles
8. Illustrate final protective fire (FPF) locations
9. Illustrate terrain
10. Annotate magnetic north
11. Annotate unit designation
12. Annotate time and date of preparation

PRIMARY REFERENCE:

MCIP 3-10A.4I Marine Rifle Squad

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

0311-DEMO-2001: Qualify on a Hand Grenade Assault Course

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

READINESS-CODED: NO

MOS PERFORMING: 0311

GRADES: PVT, PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a qualification course with seven stations, practice grenades, targets at 20, 25, and 35 meters, while wearing a fighting load.

STANDARD: To achieve effect on target with one of three practice grenades at each station.

PERFORMANCE STEPS:

1. Station-1
 - a. Identify the types of hand grenades
2. Station-2
 - a. Engage targets from a standing fighting position at 35 meters
3. Station-3
 - a. Engage a bunker
4. Station-4
 - a. Engage a mortar position from a kneeling position at 20 meters
5. Station-5
 - a. Engage targets behind cover from an alternate prone position at 20 meters
6. Station-6
 - a. Engage targets in a trench from a standing position at 25 meters
7. Station-7
 - a. Engage a wheeled vehicle target from a kneeling position at 25 meters

PRIMARY REFERENCE:

TC 3-23.30 Grenades and Pyrotechnic Signals

CHAINED EVENTS:

PREREQUISITE EVENTS:

0300-DEMO-2002 Qualify on the Grenade Distance and Accuracy Course

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|--|------------------------|
| G811 Grenade, Hand Practice Body M69 | 18 grenades per Marine |
| G878 Fuze, Hand Grenade Practice M228 w/ Conf Clip | 18 grenades per Marine |

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

0311-DEMO-2201: Employ Pyrotechnics

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

READINESS-CODED: NO

MOS PERFORMING: 0311

GRADES: PVT, PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given munitions, and a mission, while wearing a fighting load.

STANDARD: To support the scheme of maneuver and commander's intent.

PERFORMANCE STEPS:

1. Determine munitions requirements
2. Ensure overhead and mask clearance
3. Deploy munitions as directed

PRIMARY REFERENCE:

[TC 3-23.30 Grenades and Pyrotechnic Signals](#)

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|---|-----------------------|
| B504 Cartridge, 40mm Green Star Parachute M661 | 1 round per weapon |
| B535 Cartridge, 40mm White Star Parachute M583/M583A1 | 1 round per weapon |
| G900 Grenade, Hand Incendiary Thermite AN-M14 | 1 grenades per Marine |
| G940 Grenade, Hand Green Smoke M18 | 1 grenades per Marine |
| G945 Grenade, Hand Yellow Smoke M18 | 1 grenades per Marine |
| G955 Grenade, Hand Violet Smoke M18 | 1 grenades per Marine |

| | |
|--|------------------------|
| G982 Grenade, Hand Smoke TA, M83 | 1 grenades per Marine |
| L305. SIGNAL , ILLUM GRN STAR PARA M19A1/A2 | 1 signals per Marine |
| L307 Signal, Illumination Ground White Star Cluster M159 | 1 signals per Marine |
| L312 Signal, Illumination Ground White Star Parachute M127A1 | 1 signals per Marine |
| L314 Signal, Illumination Ground Green Star Cluster M125A1 | 1 signals per Marine |
| L495 Flare, Surface Trip M49/A1 Series | 1 flares per Marine |
| L594 Simulator, Projectile Ground Burst M115A2 | 1 Simulator per Marine |
| L598 Simulator, Explosive Booby Trap Flash M117 | 1 Simulator per Marine |
| L599 Simulator, Explosive Booby Trap Illuminating M118 | 1 Simulator per Marine |

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

Use pyrotechnics for signaling, marking, screening, immobilizing, destruction, disorientation, dispersion, or early warning. This task allows the user to select the munitions needed for the mission. All DODICs are not required to train to standard. This event can be evaluated with the use of inert training aids.

0311-GRLA-2001: Zero a Grenade Launcher with the Grenade Launcher Sight (GLS) SU-277

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

READINESS-CODED: NO

MOS PERFORMING: 0311

GRADES: PVT, PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a grenade launcher, ammunition, and a target at 200 meters, while wearing a fighting load.

STANDARD: To ensure two consecutive rounds impact within 5 meters of the target.

PERFORMANCE STEPS:

1. Mount the sight to the weapon
2. Turn the Mode Switch to the DM (Day Mode) position
3. Turn the range adjuster knob until the known target range is shown in the LED display
4. Use the MDRS to aim at the center of the target

5. Fire one 40mm round and note the impact of the round relative to the target
6. Rotate the MDRS Boresight Adjusters to move the impact of the round to the MDRS's aim point
7. Fire another round and again observe the strike of the round relative to the target
8. Repeat steps 7 through 9 until two of the three rounds land within three meters of the target
9. Repeat steps 5 through 8 until standard is achieved

PRIMARY REFERENCE:

TM 07700A-101A Operator's Manual, for Launcher, Grenade, 40mm, M203 W/E, M203A1 W/E, M203A2 W/E

SUPPLEMENTARY REFERENCES:

TM 11906A-OR Operator's Manual, Grenade Launcher, Multi-Shot, 40 mm, M32A1
TM 3-22.31 40mm Grenade Launchers

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|--|---------------------|
| BA12 Cartridge, 40mm Practice MK281 Mod 0 Linked | 3 rounds per weapon |

RANGE/TRAINING AREA:

Facility Code 17610 Grenade Launcher Range

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Zeroing the Grenade Launcher Sight (GLS) will occur after the zeroing of the IR Aim Laser.

0311-GRLA-2002: Qualify with a Grenade Launcher at Night

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

READINESS-CODED: NO

MOS PERFORMING: 0311

GRADES: PVT, PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a grenade launcher and a mounted night vision sight, 3 rounds of ammunition, and a target at 150 to 200 meters, while wearing a fighting load.

STANDARD: To ensure that one of the three rounds achieves impact on the targets within the effective casualty radius (15 meters) of the grenade.

PERFORMANCE STEPS:

1. Load the grenade launcher
2. Estimate the range to the target

3. Place the estimated range on the night aiming device
4. Engage the target within two minutes

PRIMARY REFERENCE:

TM 07700A-10/1A Operator's Manual, for Launcher, Grenade, 40mm, M203 W/E, M203A1 W/E, M203A2 W/E

SUPPLEMENTARY REFERENCES:

TM 11906A-OR Operator's Manual with Components List for Multi Shot Grenade Launcher, M32A1
TM 3-22.31 40mm Grenade Launcher, M203

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|--|---------------------|
| B546 Cartridge, 40mm HEDP M433 | 3 rounds per Marine |
| BA12 Cartridge, 40mm Practice MK281 Mod 0 Linked | 3 rounds per Marine |

RANGE/TRAINING AREA:

Facility Code 17610 Grenade Launcher Range

0311-INT-2002: Perform as the Collections Marine for the Company-level Intelligence Cell (CLIC)

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

READINESS-CODED: NO

MOS PERFORMING: 0311

GRADES: LCPL, CPL, SGT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an order with a mission to conduct combat operations.

STANDARD: To obtain combat information and intelligence to support mission accomplishment and commander's intent.

PERFORMANCE STEPS:

1. Collect intelligence
2. Coordinate with the 0231 and the assistant operations chief in processing information
3. Assist the 0231 and the assistant operations chief in producing daily intelligence reports
4. Disseminate intelligence

PRIMARY REFERENCE:

MCRP 3-10A.2 Infantry Company Operations

SUPPLEMENTARY REFERENCES:

MCIP 3-02.1i Combat Hunter
MCRP 2-10A.5 Remote Sensor Operations
MCRP 2-10A.7 Reconnaissance Reports Guide
MCRP 3-30.7 Commander's Tactical Handbook
MCTP 2-10A MAGTF Intelligence Collection
MCTP 3-01A Scouting and Patrolling

SUPPORT REQUIREMENTS:

EQUIPMENT:

Company Combat Operations Center (CCOC)
Communication equipment
Intelligence products

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

Marines performing these duties must be eligible for Secret Clearance.
An event scenario must be provided that incorporates requirements to
facilitate training to standard.

0311-INT-2004: Serve as a Platoon Intelligence Representative

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

READINESS-CODED: NO

MOS PERFORMING: 0311

GRADES: LCPL, CPL, SGT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an order with a mission to conduct combat operations,
assigned intelligence collection equipment, and operating as a member of the
platoon.

STANDARD: To support the intelligence collection efforts of the platoon.

PERFORMANCE STEPS:

1. Conduct intelligence updates/briefs for the platoon
2. Conduct liaison between the Company-level Combat Operations Center (CCOC) intelligence cell and the platoon
3. Request maps, imagery, and intelligence products for the platoon
4. Assist the Company-level Combat Operations Center (CCOC) intelligence cell in the preparation and delivery of intelligence briefs
5. Supervise the maintenance of intelligence logbooks and records
6. Assist the platoon in the conduct of:
 - a. Detainee handling
 - b. Tactical site exploitation (TSE)
7. Operate intelligence collection equipment
8. Assist in the enforcement of active and passive counterintelligence measures

PRIMARY REFERENCE:

MCRP 3-10A.2 Infantry Company Operations

SUPPLEMENTARY REFERENCES:

MCIP 3-02.1i Combat Hunter
MCRP 2-10A.5 Remote Sensor Operations
MCRP 2-10A.7 Reconnaissance Reports Guide
MCRP 3-30.7 Commander's Tactical Handbook
MCTP 2-10A MAGTF Intelligence Collection
MCTP 3-01A Scouting and Patrolling

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

Marines performing these duties must be eligible for Secret Clearance. An event scenario must be provided that incorporates requirements to facilitate training to standard.

0311-M27-2002: Execute the Infantry Automatic Rifle (IAR) Unknown Distance (Day) Course of Fire

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

READINESS-CODED: NO

MOS PERFORMING: 0311

GRADES: PVT, PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an Infantry Automatic Rifle (IAR) with Squad Day Optic (SDO), Back up Iron Sight (BUIS), individual field equipment, sling, magazines, ammunition, and unknown distance targets.

STANDARD: By achieving a minimum score of 70%.

PERFORMANCE STEPS:

1. Stage-1
 - a. Engage two to four targets at 50-100 meters in full-auto using the supported standing position
 - b. Engage two to four targets at 100-150 meters in full-auto using the supported standing position
 - c. Engage two to four targets at 200-250 meters in semi-auto using the supported standing position
2. Stage-2
 - a. Engage two to four targets at 100-150 meters in full-auto using the supported kneeling position
 - B. Engage two to four targets at 150-175 meters in full-auto using the supported kneeling position
 - C. Assume the supported kneeling position and engage two to four targets at 350-400 meters in semi-auto
3. Stage-3

- a. Engage two to four targets at 75-100 meters in full-auto using the supported prone position
- b. Engage two to four targets at 100-125 meters in full-auto using the supported prone position
- c. Engage two to four targets at 150-175 meters in full-auto using the supported prone position
- d. Engage two to four targets at 450-500 meters in semi-auto using the supported prone position

PRIMARY REFERENCE:

TM 11810A-OR Operator's Manual for M27 Infantry Automatic Rifle

SUPPLEMENTARY REFERENCES:

TM 11758A-OI Operators Manual for the Sight Unit, SU-258/PVQ Squad Day Optic

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|--|-----------------------|
| A059 Cartridge, 5.56mm Ball M855 10/Clip | 110 rounds per Marine |

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

This task should be executed with a pre-qualification and qualification course of fire.

The Infantry Automatic Rifle (IAR) Transition course of fire is designed to train the Marine in the appropriate application of fires, semiautomatic or full automatic, with respect to the type of target presented. Fully automatic fire should only be applied when an area target (multiple enemy personnel) is presented to the Marine. Individual targets should be engaged in semi-automatic mode under most circumstances.

Target exposure times are no more than 10 seconds each.

Ammunition is provided to support 5 rounds a target during semi-auto fire and 15 rounds a target during full-auto fire. (Three 5 round burst).

No more than three bursts are allowed on any target.

Full-Auto scoring is as follows: 3 points for first burst hits, 2 points for second burst hits, 1 point for third burst hits.

Semi-Auto scoring is as follows: 3 points for three hits, 2 points for two hits, 1 point for one hit.

There is 25 meters of movement between each: Firing Point 1, Firing Point 2, and Firing Point 3.

0311-M32-2001: Perform Operator Maintenance on a Multi-Shot Grenade Launcher

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

READINESS-CODED: NO

MOS PERFORMING: 0311

GRADES: PVT, PFC, LCPL, CPL

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a M32A1 Multi-Shot Grenade Launcher, cleaning gear

STANDARD: To ensure weapon is operational.

PERFORMANCE STEPS:

1. Ensure Condition-4
2. Disassemble the grenade launcher
3. Clean the grenade launcher
4. Inspect the grenade launcher
5. Lubricate the grenade launcher
6. Assemble the grenade launcher
7. Conduct a function check

PRIMARY REFERENCE:

[TM 11906A-OR Operator's Manual with Components List for Multi-Shot Grenade Launcher, M32](#)

0311-M32-2005: Zero a M32 Multi-Shot 40mm Grenade Launcher

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

READINESS-CODED: NO

MOS PERFORMING: 0311

GRADES: PVT, PFC, LCPL, CPL

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a M32 Multi-Shot Grenade Launcher, ammunition, and target at 150 meters.

STANDARD: To achieve effects on target within the effective casualty radius of the grenade (5 meters).

PERFORMANCE STEPS:

1. Place the weapon in a stable position
2. Establish a pre-zero sight setting
3. Place the elevation sight setting on 150 meters
4. Charge the weapon and load three rounds
5. Fire a round at the target
6. Adjust windage and elevation, as required
7. Repeat steps 5 and 6, as required

PRIMARY REFERENCE:

TM 11906A-OR Operator's Manual with Components List for Multi-Shot Grenade Launcher, M32

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|---|--------------------|
| BA35 Cartridge, 40mm Practice (Day/Night) M1110 | 6 round per weapon |

RANGE/TRAINING AREA:

Facility Code 17610 Grenade Launcher Range

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: 6 rounds provided for zero and remediation.

0311-M32-2006: Engage Targets with a M32 Multi-Shot Grenade Launcher

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

READINESS-CODED: NO

MOS PERFORMING: 0311

GRADES: PVT, PFC, LCPL, CPL

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a zeroed M32 Multi-Shot 40mm Grenade Launcher, ammunition, and targets from 90 to 375 meters.

STANDARD: To achieve effects on two targets with at least 4 of 6 rounds within the effective casualty radius.

PERFORMANCE STEPS:

1. Assume a covered position
2. Place estimated range on sight.
3. Load six rounds
4. Engage one target with a single round until effect on target is attained
5. Once on target, fire remaining rounds
6. Reload
7. Repeat steps 2 through 5
8. Perform misfire procedures, as required
9. Make a Condition-4 weapon

PRIMARY REFERENCE:

TM 11906A-OR Operator's Manual with Components List for Multi-Shot Grenade Launcher, M32

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|---|---------------------|
| BA35 Cartridge, 40mm Practice (Day/Night) M1110 | 18 round per weapon |

RANGE/TRAINING AREA:

Facility Code 17610 Grenade Launcher Range

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: 18 rounds includes 3 rounds for remediation.

0311-MAAW-2001: Inspect a Multi-Role, Anti-Armor, Anti-Personnel Weapon System (MAAWS)

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

READINESS-CODED: NO

MOS PERFORMING: 0311

GRADES: LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an SL-3 complete Multi-Role, Anti-Armor, Anti-Personnel Weapon System (MAAWS).

STANDARD: To ensure the weapon system and all associated equipment are operational.

PERFORMANCE STEPS:

1. Inspect the weapon system
2. Inspect the A-bag
3. Inspect weapon log book
4. Inspect optics

PRIMARY REFERENCE:

[TC 3-22.84 M3 Multi-Role, Anti-armor, Anti-Personnel Weapon System](#)

0311-MAAW-2002: Boresight a Fire Control System to a Multi-Role, Anti-Armor, Anti-Personnel Weapon System (MAAWS)

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

READINESS-CODED: NO

MOS PERFORMING: 0311

GRADES: LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an SL-3 complete Multi-Role, Anti-Armor, Anti-Personnel Weapon System (MAAWS), a fire control system, as a member of a team, and a MAAWS boresight kit.

STANDARD: To ensure point of aim/point of impact.

PERFORMANCE STEPS:

1. Insert front boresight disc into muzzle
2. Open venturi and insert rear boresight disc
3. Close venturi
4. Loosen locking screws of elevation and deflection (azimuth) drums. Set range drum to 0. Aim at a clearly visible and distinguishable object (fixed) at a range of 200 m (656 ft) or more. (Distant Aiming Point Method).
5. When looking through the fire control system: Adjust sight, elevation and azimuth, to coincide with assistant gunner's view on bore sighting object
6. During adjusting, constantly keep gunner informed of gun alignment with bore sighting object
7. Tighten locking screws (4) of elevation and azimuth drums. Loosen scale clamping screws (6), slip elevation and azimuth scales (7) to 0 and tighten screws. Check the setting. Gunner and assistant gunner switch positions and verify setting

PRIMARY REFERENCE:

[TC 3-22.84 M3 Multi-Role, Anti-armor, Anti-Personnel Weapon System](#)

0311-MAAW-2003: Bore Sight Open Sights on a Multi-Role, Anti-Armor, Anti-Personnel Weapon System (MAAWS)

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

READINESS-CODED: NO

MOS PERFORMING: 0311

GRADES: LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an SL-3 complete Multi-Role, Anti-Armor, Anti-Personnel Weapon System (MAAWS), as a member of a team, MAAWS bore sight kit.

STANDARD: To ensure point of aim/point of impact.

PERFORMANCE STEPS:

1. Insert front boresight disc into muzzle
2. Open venturi and insert rear boresight disc
3. Close venturi
4. Loosen locking screw of the rear open sight. Set rear sight to 0 using white index mark (Use the range knob) and aim at a fixed and distinguishable object at a range of 200 m (656 ft) or more. (Distant Aiming Point Method).

5. Look through the venturi and align front and rear boresight discs with bore sighting object
6. When looking through the open sights: Adjust the rear sight in elevation and azimuth to coincide with assistant gunner's view on bore sighting object. (Elevation with the range knob and azimuth by moving the aperture sight.)
7. During adjusting, constantly keep gunner informed of gun alignment with bore sighting object
8. When bore sighting is correct, tighten locking screw and check setting
9. Loosen indicator screw and set indicator with white index center pointing to 0. Tighten screw. Check setting. Gunner and assistant gunner switch positions and verify setting

PRIMARY REFERENCE:

[TC 3-22.84 M3 Multi-Role, Anti-armor, Anti-Personnel Weapon System](#)

0311-MAAW-2004: Load a Multi-Role, Anti-Armor, Anti-Personnel Weapon System (MAAWS)

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

READINESS-CODED: NO

MOS PERFORMING: 0311

GRADES: LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a Multi-Role, Anti-Armor, Anti-Personnel Weapon System (MAAWS), and a single round, while wearing a fighting load.

STANDARD: To make the rocket Condition-1.

PERFORMANCE STEPS:

1. Assume a firing position
2. Push cocking lever fully forward with right hand thumb
3. Set Safety catch to S (SAFE).
4. Using right hand, move venturi locking lever forward and open venturi
5. Check that chamber and bore are free from dirt
6. Insert round into chamber with left hand
7. Align recess in cartridge case with cartridge guide
8. Ensure back blast area is clear
9. Using right hand, close venturi and tap the venture locking lever to the rear to ensure locking lever is seated

PRIMARY REFERENCE:

[TC 3-22.84 M3 Multi-Role, Anti-armor, Anti-Personnel Weapon System](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17631 Light Antiarmor Weapons Range Live

0311-MAAW-2005: Engage a Target with a Multi-Role, Anti-Armor, Anti-Personnel Weapon System (MAAWS)

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

READINESS-CODED: NO

MOS PERFORMING: 0311

GRADES: LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an SL-3 complete, loaded Multi-Role, Anti-Armor, Anti-Personnel Weapon System (MAAWS), a fire control system, and a stationary or moving target at an unknown range, while wearing a fighting load.

STANDARD: To achieve a hit on the target.

PERFORMANCE STEPS:

1. Select a firing site clear of obstructions and with a clear back-blast area
2. Assume a firing position
3. Ready weapon for firing
4. Acquire a target using the fire control system
5. Set safety catch (1) to F (Fire).
6. Call out "READY TO FIRE".
7. Clear the back-blast area by physically observing the area behind the launcher and sounding off with "back-blast area all secure."
8. Fire the rocket

PRIMARY REFERENCE:

[TC 3-22.84 M3 Multi-Role, Anti-armor, Anti-Personnel Weapon System](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17631 Light Antiarmor Weapons Range Live

0311-MAAW-2006: Perform Trouble-shooting Procedures on a Multi-Role, Anti-Armor, Anti-Personnel Weapon System (MAAWS)

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

READINESS-CODED: NO

MOS PERFORMING: 0311

GRADES: LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a loaded Multi-Role, Anti-Armor, Anti-Personnel Weapon System (MAAWS) with a stoppage/malfunction and wearing a fighting load.

STANDARD: To return the weapon into action.

PERFORMANCE STEPS:

1. Wait 5 seconds and re-cock mechanism
2. Aim and pull trigger. If a new misfire occurs, keep rifle oriented towards target
3. Re-cock mechanism
4. Attempt to reengage the target
5. Remove round if weapon fails to fire
6. Reload with a new round

PRIMARY REFERENCE:

TC 3-22.84 M3 Multi-Role, Anti-armor, Anti-Personnel Weapon System

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17631 Light Antiarmor Weapons Range Live

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

Expenditure of ammunition is not required to perform this task to standard. If the second rocket fires, the first rocket is a dud, notify explosive ordnance disposal.

0311-MAAW-2007: Unload a Multi-Role, Anti-Armor, Anti-Personnel Weapon System (MAAWS)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

READINESS-CODED: NO

MOS PERFORMING: 0311

GRADES: LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a loaded Multi-Role, Anti-Armor, Anti-Personnel Weapon System (MAAWS), while wearing a fighting load.

STANDARD: To make the weapon Condition-4.

PERFORMANCE STEPS:

1. Hold the weapon as when loading
2. Push cocking lever fully forward with right hand thumb
3. Set Safety catch to S (SAFE).
4. Order "UNLOAD".
5. Using right hand, move venturi locking lever forward and open venturi
6. Flick venturi locking lever forward, thus forcing round rearwards
7. Remove round from weapon with left hand and put it down
8. Using right hand, close venturi

PRIMARY REFERENCE:

TC 3-22.84 M3 Multi-Role, Anti-armor, Anti-Personnel Weapon System

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17631 Light Antiarmor Weapons Range Live

0311-MOUT-2001: Lead a Squad in Urban Operations (S/L)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

READINESS-CODED: NO

MOS PERFORMING: 0311

GRADES: SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a squad, with or without attachments, and an operations order.

STANDARD: To accomplish the commanders' intent.

PERFORMANCE STEPS:

1. Conduct the Troop Leading Steps
 - a. Begin the planning
 - b. Arrange reconnaissance
 - c. Make reconnaissance
 - d. Complete the plan
 - e. Issue the order
 - f. Supervise
2. Transmit reports to higher headquarters

PRIMARY REFERENCE:

MCIP 3-10A.4i Marine Rifle Squad

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Partial | S/L | DVTE | Marine Hours | 2 | Y |

NOTES: IIT is a suitable substitute for training this event.

| | | | | | |
|---------|-----|-----|--------------|---|---|
| Partial | S/L | TDK | Marine Hours | 2 | N |
|---------|-----|-----|--------------|---|---|

NOTES: IIT is a suitable substitute for training this event.

RANGE/TRAINING AREA:

Facility Code 17962 MOUT Collective Training Facility (Small)

0311-MOUT-2002: Lead a Squad in Establishing a Traffic Control Point

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

READINESS-CODED: NO

MOS PERFORMING: 0311

GRADES: SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a squad with attachments, traffic control point equipment, and a mission.

STANDARD: To control traffic.

PERFORMANCE STEPS:

1. Conduct planning
2. Conduct movement to the objective
3. Establish security
4. Establish the traffic control point
5. Establish deceleration zone
6. Establish engagement criteria
7. Establish separate search zones for personnel and vehicles
8. Supervise the searching of vehicles/personnel
9. Supervise the handling of detainees, when applicable
10. Transmit reports to higher headquarters
11. Supervise the displacement of traffic control point

PRIMARY REFERENCE:

[MCIP 3-10A.4i Marine Rifle Squad](#)

0311-MOUT-2201: Prepare a Fighting Position within a Building

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

READINESS-CODED: NO

MOS PERFORMING: 0311

GRADES: PVT, PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an individual weapon, an assigned sector of fire, sandbags, and available materials, while wearing a fighting load.

STANDARD: To allow maximum fire to be placed within the sector of fire and provide available protection from enemy fire.

PERFORMANCE STEPS:

1. Select a position that covers primary and secondary sectors of fire

2. Maintain security
3. Make maximum use of available cover and concealment
4. Use construction material that is readily available
5. Use sandbags to reinforce the walls below, around, and above the position
6. Construct a wall of sandbags and available materials overhead and around the position to provide protection
7. Avoid square or rectangular holes that are easily identified by the enemy
8. Place sandbags over holes not being used, to prevent the enemy from firing into or observing through them
9. Place available material over windows, to keep the enemy from throwing in hand grenades
10. Take measures to reduce dust that may create a signature
11. Utilize field expedient methods for sector coverage
12. Camouflage the position
13. Execute continuing position improvement as time permits

PRIMARY REFERENCE:

[MCRP 12-10B.1 Military Operations on Urbanized Terrain](#)

CHAINED EVENTS:

PREREQUISITE EVENTS:

[0300-DEF-1003 Defend a Position](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17760 MOUT Assault Course (MAC)

Facility Code 17962 MOUT Collective Training Facility (Small)

0311-MOUT-2202: Perform Individual Actions at a Traffic Control Point

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

READINESS-CODED: NO

MOS PERFORMING: 0311

GRADES: PVT, PVT, PFC, PFC, LCPL, LCPL, CPL, SGT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an individual weapon, ammunition, traffic control point equipment, and a mission.

STANDARD: To control traffic.

PERFORMANCE STEPS:

1. Move to location of traffic control point
2. Provide security
3. Emplace obstacles

4. Construct deceleration zone
5. Adhere to engagement criteria
6. Construct a search zone
7. Search vehicles and personnel
8. Handle detainees, when applicable
9. Execute immediate action drills, as required

PRIMARY REFERENCE:

[MCIP 3-10A.4i Marine Rifle Squad](#)

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|--|----------------------|
| A080 Cartridge, 5.56mm Blank M200 Single Round | 20 rounds per weapon |

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17962 MOUT Collective Training Facility (Small)

0311-OFF-2001: Lead a Fire Team in the Offense (S/L)

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

READINESS-CODED: NO

MOS PERFORMING: 0311

GRADES: CPL

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a fire team, an objective, and an operations order

STANDARD: To accomplish the mission and meet the commander's intent.

PERFORMANCE STEPS:

1. Conduct pre-combat actions
2. Assign individual duties
3. Assign buddy team duties
4. Maintain contact with adjacent unit(s)
5. Control the fire team's fire and movement
6. Emplace personnel on limit of advance
7. Assign sectors of fire on limit of advance
8. Coordinate with adjacent units
9. Transmit reports to higher headquarters
10. Enforce continuing actions
11. Demonstrate fighter leader actions

PRIMARY REFERENCE:

[MCIP 3-10A.4I Marine Rifle Squad](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | S/L | DVTE | Marine Hours | 2 | Y |

NOTES: ITESS can also be used to enhance training.

| | | | | | |
|-----|-----|-----|--------------|---|---|
| Yes | S/L | TDK | Marine Hours | 2 | N |
|-----|-----|-----|--------------|---|---|

NOTES: ITESS can also be used to enhance training.

0311-OFF-2002: Lead a Squad in the Offense (S/L)

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

READINESS-CODED: NO

MOS PERFORMING: 0311

GRADES: SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a squad, and an operations order.

STANDARD: To accomplish the mission and meet the commander's intent.

PERFORMANCE STEPS:

1. Conduct the Troop Leading Steps
 - a. Begin the planning
 - b. Arrange reconnaissance
 - c. Make reconnaissance
 - d. Complete the plan
 - e. Issue the order
 - f. Supervise
2. Transmit reports to higher headquarters

PRIMARY REFERENCE:

[MCIP 3-10A.4i Marine Rifle Squad](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | S/L | DVTE | Marine Hours | 2 | Y |
| Yes | S/L | TDK | Marine Hours | 2 | N |

0311-OFF-2004: Direct the Employment of a Machinegun Team in the Offense
(S/L)

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

READINESS-CODED: NO

MOS PERFORMING: 0311

GRADES: SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an attached machinegun squad and an order.

STANDARD: To accomplish the mission and meet the commander's intent.

PERFORMANCE STEPS:

1. Determine method of support for machinegun squad
2. Develop signals for shift, cease and next action
3. Direct distribution of ammunition as needed
4. Direct positioning of machinegun team to best observe and support scheme of maneuver
5. Provide infantry security for machinegun squad
6. Ensure fires commence, shift, and cease to support maneuver actions
7. Conduct displacement, if directed
8. Reposition machinegun squad to support consolidation

PRIMARY REFERENCE:

[MCIP 3-10A.4i Marine Rifle Squad](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Partial | S/L | DVTE | Marine Hours | 0 | Y |

NOTES: Hours roll up to 0311-OFF-2002.

| | | | | | |
|---------|-----|-----|--------------|---|---|
| Partial | S/L | TDK | Marine Hours | 0 | N |
|---------|-----|-----|--------------|---|---|

NOTES: Hours roll up to 0311-OFF-2002.

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: This event includes all offensive operations.

0311-OFF-2005: Direct the Employment of an Assault Team in the Offense (S/L)

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

READINESS-CODED: NO

MOS PERFORMING: 0311

GRADES: SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an attached assault team and an operation order.

STANDARD: To accomplish the mission and meet the commander's intent.

PERFORMANCE STEPS:

1. Determine method and type of support for the assault team
2. Request additional assault assets
 - a. Demolitions
 - b. Rockets
3. Direct distribution of ammunition
4. Direct the employment of rockets
5. Direct the employment of demolitions
6. Position assault team to best support consolidation

PRIMARY REFERENCE:

[MCIP 3-10A.4i Marine Rifle Squad](#)

SUPPLEMENTARY REFERENCES:

[TM 3-34.82 Explosives and Demolitions](#)

[MCTP 3-01F MAGTF Antiarmor Operations](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Partial | S/L | DVTE | Marine Hours | 0 | Y |
| Partial | S/L | TDK | Marine Hours | 0 | N |

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

0311-OFF-2006: Direct the Employment of 60mm Mortars in the Offense (S/L)

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

READINESS-CODED: NO

MOS PERFORMING: 0311

GRADES: SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an attached 60mm mortar team and an operations order.

STANDARD: To accomplish the mission and meet the commander's intent.

PERFORMANCE STEPS:

1. Establish priority targets supporting scheme of maneuver
2. Direct distribution of ammunition
3. Employ 60mm mortars using direct lay, direct alignment, and hand held mode
4. Integrate employment plan with external fire support assets
5. Designate tentative mortar firing positions
6. Anticipate displacement requirements, in order to maintain support
7. Position mortars to support consolidation

PRIMARY REFERENCE:

[MCTP 3-01D Tactical Employment of Mortars](#)

SUPPLEMENTARY REFERENCES:

[TC 3-22.90 Mortars](#)

[TC 3-22.91 Mortar Fire Direction Center Procedures](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Partial | S/L | DVTE | Marine Hours | 0 | Y |
| Partial | S/L | TDK | Marine Hours | 0 | N |

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

0311-OFF-2007: Lead the Breach of an Obstacle

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

READINESS-CODED: NO

MOS PERFORMING: 0311

GRADES: SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an obstacle and a mission requiring the breach of an obstacle

STANDARD: To direct a breaching operation

PERFORMANCE STEPS:

1. Task organize unit
 - a. Breach element
 - b. Support element
2. Analyze the situation
 - a. Obstacle
 - b. Enemy situation
 - c. Terrain
 - d. Breach point
 - e. Available breaching assets
 - f. Supporting arms
3. Establish security of the breach site
4. Suppress the enemy
5. Direct obscuration of the breach site
6. Direct the breach element to the breach point
7. Reduce the obstacle
8. Proof and mark the lane
9. Establish security beyond the breach point
10. Move all remaining elements through the breach lane
11. Report location of breach lane to higher headquarters
12. Request additional assets based on METT-T
 - a. Mission
 - b. Enemy
 - c. Terrain and weather
 - d. Troops and fire support available
 - e. Time
13. Plan for redundancy in breaching assets

PRIMARY REFERENCE:

[MCIP 3-10A.4i Marine Rifle Squad](#)

SUPPLEMENTARY REFERENCES:

[TM 3-34.85 Engineer Field Data](#)

[MCTP 3-34A Combined Arms Mobility Operations](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

0311-OPS-2001: Perform duties as the Operations Clerk

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

READINESS-CODED: NO

MOS PERFORMING: 0311

GRADES: PFC, LCPL

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an operational Company Combat Operations Center (CCOC), with personnel and equipment.

STANDARD: To capture, organize, document, and maintain information, traffic, AND significant events.

PERFORMANCE STEPS:

1. Receive reports and message traffic
2. Organize reports and message traffic
3. Document reports and message traffic
4. Maintain reports and message traffic
5. Assist the Watch Officer and Watch Chief in the performance of their duties
6. Monitor assigned collaborative tools and systems
7. Enter certified reports and messages into the Watch Journal
8. Assist in maintaining the Common Tactical Picture (CTP)
9. Conduct turnover brief

PRIMARY REFERENCE:

[MCRP 3-10A.2 Infantry Company Operations](#)

0311-OPS-2002: Serve as the Company Assistant Operations Chief

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

READINESS-CODED: NO

MOS PERFORMING: 0311

GRADES: SGT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a Company Combat Operations Center (CCOC) with personnel and equipment.

STANDARD: To ensure that the Company Combat Operations Center (CCOC) functions in an efficient manner.

PERFORMANCE STEPS:

1. Assist the watch officer in the performance of his duties
2. Supervise watch standers and radio operators
3. Maintain the company's Common Tactical Picture (CTP)
4. Maintain visibility on units entering and exiting the company battlespace
5. Operate the current program of record battle-space management system
6. Monitor required chat rooms
7. Coordinate with higher, adjacent and supporting units on operations and intelligence related matters
8. Ensure Commander's Critical Information Requirements (CCIRs) are posted and updated as required
9. Alert the Company Combat Operations Center (CCOC) upon receipt of any Commander's Critical Information Requirements (CCIR)

10. Maintain the Watch Journal
11. Maintain Request for Information (RFI) table
12. Assist in the enforcement of active and passive counterintelligence measures
13. Publish daily primary and alternate challenge and passwords/signs and countersigns
14. Display current fire support coordination measures on company situation board
15. Assume other duties as designated by the watch officer

PRIMARY REFERENCE:

[MCRP 3-10A.2 Infantry Company Operations](#)

0311-OPS-2004: Utilize a Command and Control (C2) System

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

READINESS-CODED: NO

DESCRIPTION: Operators and administrators must be familiar with maintaining the command and control (C2) systems within the Company Combat Operations Center (CCOC).

MOS PERFORMING: 0311

GRADES: LCPL, CPL, SGT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given command and control (C2) systems.

STANDARD: To ensure all system and components are functional.

PERFORMANCE STEPS:

1. Monitor command and control (C2) systems
2. Operate command and control (C2) systems
3. Back-up digital files
4. Coordinate Monitor command and control (C2) systems maintenance
5. Repair/Replace defective components.
6. Protect Monitor command and control (C2) systems

PRIMARY REFERENCE:

[MCRP 3-10A.2 Infantry Company Operations](#)

0311-PAT-2001: Lead a Fire Team as an Element of a Patrol

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

READINESS-CODED: NO

MOS PERFORMING: 0311

GRADES: CPL

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a fire team and an operations order.

STANDARD: To accomplish the mission and meet the commander's intent.

PERFORMANCE STEPS:

1. Conduct pre-combat actions
2. Assign individual duties to fire team members
3. Assign buddy team duties
4. Control fire team formations
5. Maintain contact with adjacent unit(s)
6. Control fire team movement
7. Assign sectors of fire
8. Assign organic weapons target precedence
9. Assign engagement criteria
10. Enforce continuing actions
11. Transmit reports to higher headquarters
12. Conduct post-combat actions

PRIMARY REFERENCE:

[MCIP 3-10A.4i Marine Rifle Squad](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

0311-PAT-2003: Lead a Squad Patrol

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

READINESS-CODED: NO

MOS PERFORMING: 0311

GRADES: SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a squad and an operations order.

STANDARD: To accomplish the mission and meet the commander's intent.

PERFORMANCE STEPS:

1. Post a warning order
2. Coordinate with adjacent units
3. Coordinate with front line troops
4. Conduct pre-combat actions
5. Issue a patrol order
6. Lead departure of friendly lines
7. Report exit of friendly lines
8. Submit combat reports

9. Lead immediate actions
10. Lead actions on the objective
11. Request re-entry of friendly lines
12. Lead patrol on re-entry of friendly line
13. Conduct a patrol report
14. Conduct post-combat actions

PRIMARY REFERENCE:

[MCIP 3-10A.4I Marine Rifle Squad](#)

SUPPLEMENTARY REFERENCES:

[MCTP 3-01A Scouting and Patrolling](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

0311-TRNG-2001: Train a fire team on Individual Training Events

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

READINESS-CODED: NO

MOS PERFORMING: 0311

GRADES: CPL

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a fire team and required external support and equipment.

STANDARD: To ensure fire team members are trained to the individual standards.

PERFORMANCE STEPS:

1. Reinforce individual weapons skills
2. Reinforce individual demolitions skills
3. Reinforce individual optics skills
4. Reinforce individual offense skills
5. Reinforce individual defense skills
6. Reinforce individual patrolling skills
7. Reinforce individual combat hunter skills
8. Reinforce individual communications skills
9. Reinforce individual CBRN skills
10. Reinforce individual medical skills
11. Reinforce individual MOUT skills
12. Reinforce individual munitions skills

PRIMARY REFERENCE:

[MCTP 8-10B How to Conduct Training](#)

SUPPLEMENTARY REFERENCES:

[MCIP 3-10A.4I Marine Rifle Squad](#)

[MCTP 3-01A Scouting and Patrolling](#)

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|--|-----------------|
| A059 Cartridge, 5.56mm Ball M855 10/Clip | 30 per Marine |

0311-TRNG-2002: Train a Fire Team on Collective Training Events

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

READINESS-CODED: NO

MOS PERFORMING: 0311

GRADES: CPL

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a fire team, required external support and equipment, and a mission.

STANDARD: To ensure the fire team members are trained to the collective training event standards.

PERFORMANCE STEPS:

1. Conduct offensive operations
2. Conduct defensive operations
3. Conduct patrolling operations

PRIMARY REFERENCE:

[MCTP 8-10B How to Conduct Training](#)

SUPPLEMENTARY REFERENCES:

[MCIP 3-10A.4I Marine Rifle Squad](#)
[MCTP 3-01A Scouting and Patrolling](#)

INFANTRY T&R MANUAL

CHAPTER 12

MOS 0317 INDIVIDUAL EVENTS

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INFANTRY T&R MANUAL

CHAPTER 12

MOS 0317 INDIVIDUAL EVENTS

12000. PURPOSE. This chapter details the individual events that pertain to Marine Scout Snipers. Each individual event provides an event title, along with the conditions events will be performed under, and the standard to which the event must be performed to be successful.

12001. EVENT CODING

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

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

| <u>Code</u> | <u>Description</u> |
|-------------|--------------------|
| 0317 | Scout Sniper |

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

| <u>Code</u> | <u>Description</u> |
|-------------|--------------------|
| COMM | Communications |
| COND | Conditioning |
| MARK | Marksmanship |
| OPS | Operations |
| PAT | Patrolling |
| SURV | Surveillance |
| WPNS | Weapons |

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

| <u>Code</u> | <u>Description</u> |
|-------------|--------------------|
| 2000 | Core Skills |
| 2500 | Core Plus Skills |

12002. MOS 0317 BILLET DESCRIPTIONS/CORE CAPABILITIES

CAREER PROGRESSION PHILOSOPHY. The Marine Scout Sniper starts as an Infantry Marine attending the School of Infantry. The Marine Scout Sniper is assigned to an operational unit where, if meeting the prerequisites of the Scout Sniper (MOS 0317), is selected to join a Scout Sniper Platoon and receive on the job training in an apprenticeship role from the Scout Snipers in the platoon. It is preferred, not required, that a Marine complete a deployment prior to

transfer to a Scout Sniper Platoon. After initial, in-house training with the platoon, the Marine attends the Scout Sniper Course in the geographic region. The Scout Sniper may attend the Expeditionary Operations Training Group (EOTG) Urban Sniper and/or-EOTG Urban Reconnaissance and Surveillance Course. The Marine Scout Sniper may also attend the Mountain Scout Sniper Course and SERE courses. The Scout Sniper Team Leader/Chief Scout Sniper will attend the Scout Sniper Unit Leader Course and the Joint Fires Observer Course. Scout Sniper team leaders that have attended the Scout Sniper Unit Leader Course and are the rank of Sergeant or above should also be considered for instructors at the Scout Sniper Courses. The Scout Sniper Chief Scout and Platoon Sergeant may attend the Scout Sniper Employment Officer Course in Quantico, VA. Scout Sniper Platoon Commanders will attend the Scout Sniper Employment Officer Course as part of the (0203 MOS) Ground Intelligence Officer Entry-level schools pipeline after the Infantry Officers Course.

BILLET: Scout Sniper. The Scout Sniper is responsible for carrying out assigned tasks from the team leader such as manning specific equipment or providing security. The Scout Sniper is responsible for the employment of all sniper weapon systems and equipment organic to a Scout Sniper Platoon. The Scout Sniper has received schooling on sniper marksmanship, field skills, patrolling, mission planning, call for fire, and communication.

Core Capabilities:

1. Carry out the orders of the Scout Sniper Team Leader.
2. Carries, performs operator maintenance for and is proficient in marksmanship with the USMC service rifles, all assigned sniper rifles, and other designated small arms as required.
3. Utilize mines (Claymore) for defensive survivability.
4. Utilize smoke grenades and pyrotechnics for signaling, illumination, and screening.
5. Communicate using proper communications procedures with VHF, HF, UHF, SATCOM, multi-band radios, and MAGTF Secondary Imagery Dissemination System (MSIDS).
6. Call for and adjust surface based fires.
7. Conduct surveillance ~~and~~ to collect and report information in support of combat operations.
8. Detect, select, and reduce key targets and targets of opportunity in support of combat operations.
9. Infiltrate the area of operations without compromise.
10. Perform tasks required of the observer in a two-man sniper team.
11. Perform tasks required of a sniper in a two-man sniper team.
12. Establish, build, and occupy Final Firing Positions and hide sites as required.
13. Employ all weapons, optics, and equipment organic to the Scout Sniper Platoon.

BILLET: Scout Sniper Team Leader. The Scout Sniper in the Scout Sniper Platoon carries out the orders of the Scout Sniper Platoon Commander

and the Battalion Intelligence Officer. The Scout Sniper is responsible for the employment of all sniper weapon systems and equipment organic to a Scout Sniper Platoon. Battalion Snipers operate in the unit's area of influence. The Scout Sniper Team Leader is also responsible for leading his team and advising commanders in the employment of their team.

Core Capabilities:

1. Carry out the orders of the Scout Sniper Platoon Commander, the Battalion Intelligence Officer, and the Supported Unit Commander.
2. Carries, performs operator maintenance for and is proficient in marksmanship with USMC service rifles, all assigned sniper rifles, and other designated small arms as required.
3. Utilize mines (Claymore) for defensive survivability.
4. Utilize smoke grenades and pyrotechnics for signaling, illumination, and screening.
5. Communicate using proper communications procedures with VHF, HF, UHF, SATCOM, multi-band radios, and MAGTF Secondary Imagery Dissemination System (MSIDS).
6. Coordinate, adjust and direct indirect fire support and close air support as required for MAGTF operations.
7. Conduct surveillance ~~and~~ to collect and report information in support of combat operations.
8. Detect, select, and reduce key targets and targets of opportunity in support of combat operations.
9. Advise on the employment of, plan, and execute scout sniper missions in support of combat operations.
10. Perform the skills sets of Marine Rifle Squad Leader.
11. Perform tasks required of the observer in a two-man sniper team.
12. Perform tasks required of a sniper in a two-man sniper team.
13. Establish, build, and occupy Final Firing Positions and hide sites as required.
14. Employ all weapons, optics, and equipment organic to the Scout Sniper Platoon.
15. Provide Initial Terminal Guidance for supported unit maneuver.
16. Lead infiltration initiatives for maneuver forces.

BILLET: Platoon Sergeant, Scout Sniper Platoon. The Platoon Sergeant, Scout Sniper Platoon carries out the orders of the Platoon Commander and Company Commander. The Platoon Sergeant, Scout Sniper Platoon, is capable of performing all the tasks required of an infantry unit leader (0369) and scout sniper (0317) who assumes the position of the Platoon Commander and Chief Scout Sniper when required. The Platoon Sergeant advises the Platoon Commander on the discipline, appearance, control, conduct, and welfare of the platoon. The Platoon Sergeant assists the Platoon Commander in training of the platoon in performance of tasks which support assigned training objectives. The Platoon Sergeant coordinates and supervises the embarkation/debarkation, maintenance, condition, and care of the

platoon's weapons, optics, and equipment including accountability, communication equipment, and if applicable, maintenance, and upkeep of the platoon's assigned vehicles. It is highly recommended that the Platoon Sergeant, Scout Sniper Platoon attend the Scout Sniper Employment Officer Course. The Platoon Sergeant, Scout Sniper Platoon advises the Platoon Commander and works with the Company First Sergeant on all administrative matters pertaining to the Marines in the platoon. Billet rank is Staff Sergeant. Billet T/O weapon is the service rifle/carbine.

Core Capabilities:

1. Carry out the orders of the Platoon Commander.
2. Perform the tasks required of a Scout Sniper Platoon Sergeant.
3. Serve as the second-in-command of a scout sniper platoon.
4. Train the platoon in the performance of tasks that support platoon and/or company training objectives.
5. Advise the commander on the discipline, appearance, control, conduct, and welfare of his platoon.
6. Assist the commander in conducting operational risk management.
7. Inspect the condition, care, and economical use of assigned weapons and equipment.
8. Proficient in the employment of the weapon systems organic to the scout sniper platoon.
9. Direct casualty collection and evacuation for his assigned platoon.
10. Assist the Platoon Commander with the integration of supporting fires in accomplishment of an assigned mission.
11. Direct the supply and re-supply of the scout sniper platoon.
12. Coordinate and supervise the embarkation and debarkation of the platoon.
13. Perform operator maintenance for and is a proficient marksman with the service rifle/carbine.
17. Utilize smoke grenades and pyrotechnics for signaling, illumination, and screening.
18. Determine current location and traverses designated points using a topographic map, lensatic compass, and protractor.
19. Perform self-aid and buddy aid.
20. Performs individual protective measures to counteract the effects of nuclear, biological, and chemical contamination.
21. Communicate using proper communications procedures with organic wired and wireless communications.
22. Call for and adjust indirect fire.
23. Write and issue combat orders.
24. Assist the commander in controlling the fire and maneuver of the platoon.
25. Operate a Sniper Control Center (SCC).
26. Coordinate insert/extract with adjacent units and assist as needed.

BILLET: Chief Scout Sniper. The Chief Scout Sniper is the senior Scout Sniper team leader in the Scout Sniper Platoon. The Chief Scout Sniper directs the actions of the Scout Sniper teams under the direction and

guidance of the Scout Sniper Platoon Commander and the Battalion Intelligence Officer. Chief Scout Sniper—is proficient with all sniper weapon systems and equipment organic to a Scout Sniper Platoon—

Core Capabilities:

1. Carry out the orders of the Scout Sniper Platoon Commander, the Battalion Intelligence Officer, and the supported unit commander.
2. Advise the Platoon Commander in the training of the platoon in the performance of tasks, which support platoon, company, and battalion operations.
3. Assist the commander in conducting operational risk management.
4. Inspect the condition, care, and economical use of assigned weapons and equipment.
5. Assist in the supply and re-supply of the platoon.
6. Advise on tactical scout sniper employment.
7. Perform the duties of Scout Sniper/Team Leader as required.
8. Serve as liaison for the platoon to the formal scout sniper basic course.

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12004. 2000-LEVEL EVENTS

0317-COMM-2001: Operate a High Frequency (HF) Radio Set

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

READINESS-CODED: NO

MOS PERFORMING: 0317

GRADES: PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a filled HF radio set, a distant station, frequencies, and call signs.

STANDARD: To establish positive communication with the distant station.

PERFORMANCE STEPS:

1. Inspect radio and components
2. Assemble components
3. Operate controls and indicators
 - a. Fills
 - b. Net IDs
 - c. Frequency
 - d. Time
4. Communicate with a distant station
5. Maintain radio and components
6. Troubleshoot as required

7. Remove power source
8. Disassemble components

PRIMARY REFERENCE:

TM 10822A-OR Manpack Radio Operations Manual for Radio Set AN/PRC-150(C)

SUPPLEMENTARY REFERENCES:

MCRP 8-10B.10 Radio Operator's Handbook

0317-COMM-2002: Operate Communications Security Equipment Sets

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

READINESS-CODED: NO

MOS PERFORMING: 0317

GRADES: PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given tactical radios, corresponding crypto equipment, all accessories, another station, frequencies, and call signs.

STANDARD: To send and receive secure communications.

PERFORMANCE STEPS:

1. Prepare the equipment for secure voice operation
2. Conduct a secure communications check
3. Perform operator level preventive maintenance

PRIMARY REFERENCE:

TM 10822A-OR Manpack Radio Operations Manual for Radio Set AN/PRC-150(C)

SUPPLEMENTARY REFERENCES:

MCRP 8-10B.10 Radio Operator's Handbook

0317-COMM-2003: Transmit a Message using a NATO Report Format

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

READINESS-CODED: NO

MOS PERFORMING: 0317

GRADES: PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a mission.

STANDARD: By providing specific information pertinent to the mission.

PERFORMANCE STEPS:

1. Determine type of report to formulate
2. Collect reportable data
3. Consolidate Information
4. Produce NATO report
5. Transmit report, as required

PRIMARY REFERENCE:

[MCRP 2-10A.7 Reconnaissance Reports Guide](#)

SUPPLEMENTARY REFERENCES:

[MCRP 8-10B.10 Radio Operator's Handbook](#)

0317-COMM-2004: Operate a Field Computer

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

READINESS-CODED: NO

MOS PERFORMING: 0317

GRADES: PFC, LCPL, CPL, SGT, SSGT, 2NDLT, 1STLT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a mission, radio, and a field computer and data.

STANDARD: By programming, processing, and transmitting tactical data and imagery.

PERFORMANCE STEPS:

1. Inspect computer and accessories
2. Power up and log in to computer
3. Create CPA
4. Connect Field Computer with Radio set
5. Program CPA into Radio set
6. Setup for Data Transmission for appropriate Radio set
7. Use appropriate COMSEC equipment, as required
8. Prepare data for transmission
9. Transmit Data
10. Trouble shoot as required
11. Power down Computer
12. Perform preventative Maintenance

PRIMARY REFERENCE:

[MCTP 3-01E Sniping](#)

0317-COND-2001: Execute the Scout Sniper Physical Assessment Test (SSPAT)

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

READINESS-CODED: NO

MOS PERFORMING: 0317

GRADES: PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a swim facility and safety personnel, physical fitness equipment, road march area and obstacle course.

STANDARD: To achieve a standardized level of physical fitness.

PERFORMANCE STEPS:

1. Swim: 500 meters to completion
2. Rest 10:00 minutes
3. Run 1.5 miles in 11:30 minutes
4. Rest 30:00 minutes
5. Ruck March: 12 miles in 180 minutes
6. Obstacle Course: two evolutions consecutively in a time limit of 6:00 minutes

PRIMARY REFERENCE:

[MCRP 8-10B.4 Marine Physical Readiness Training for Combat](#)

SUPPLEMENTARY REFERENCES:

[ATP 3-21.18 Foot Marches](#)

[MCO 1500.52_ Marine Corps Water Survival Training Program \(MCWSTP\)](#)

[MCO 6100.13_ Marine Corps Physical Fitness and Combat Fitness Tests](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

Facility Code 17992 Obstacle Course

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

Training event also requires a pool with swim instructor. Uniform for event execution will be seasonal MARPAT. Uniform for 1.5 mile run is seasonal MARPAT utility trousers and approved boots. Ruck march will be completed wearing full MARPAT utility uniform, rubber rifle, load bearing equipment capable of carrying 6 magazines and large frame pack weighing 45 lbs (+/- 1lb) before water source added to pack. Obstacle course time begins with contact on the first obstacle and ends at the top of the last obstacle of the course on the second evolution.

0317-FSPT-2001: Conduct an Immediate Suppression Mission

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

DESCRIPTION: This training event is essential for early introduction to a scout sniper as contingency in planning is modeled for protection of small, decentralized sniper teams operating at the forward line of troops (FLOT) through the extent of a unit's area of influence. Most targets prosecuted during offensive action are On-call targets that provide force protection. Sniper team locations, generally forward of a main body of troops, lend themselves well to early prosecution of targets that may impede maneuver by the supported unit.

MOS PERFORMING: 0317

GRADES: PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given equipment organic to the Scout Sniper Team, firing unit, a target of opportunity requiring immediate effects.

STANDARD: Transmitting a call-for-fire (CFF) within 60 seconds of target identification and achieving effects on target.

PERFORMANCE STEPS:

1. Locate the target
2. Prepare a call-for-fire mission
3. Transmit the call-for-fire mission

PRIMARY REFERENCE:

[MCRP 3-10F.2 Supporting Arms Observer, Spotter and Controller](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | P | SAVT | Team Hours | 0.25 | N |

NOTES: Note: This training event can be simulated using the Deployable Virtual Training Environment (DVTE) as an alternative.

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|--|-----------------|
| C869 Cartridge, 81mm HE M889/M889A1 with PD Fuze | 5 rounds per |
| M935 | Marine |

RANGE/TRAINING AREA:

Facility Code 17670 Mortar Range

0317-FSPT-2002: Conduct an Adjust Fire Mission

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

DESCRIPTION: Adjust fire missions are segregated by method of target location (grid, polar, shift) for assurance of snipers to use the fastest and most precise method to permit first shot influence on a target or target area.

MOS PERFORMING: 0317

GRADES: PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given the references, a map, compass, protractor, target, radio with frequency, and equipment organic to the scout sniper platoon.

STANDARD: Conduct an adjust fire mission by using one of the three target location methods to achieve effects on target within three rounds.

PERFORMANCE STEPS:

1. Identify the threat
2. Generate a call for fire request
3. Transmit Call for Fire (CFF) by using the six elements
4. Determine and transmit OT direction with or before the first correction, as necessary
5. Transmit subsequent corrections to within 50 meters of target
6. Enter Fire For Effect phase (FFE)
7. Transmit Refinement data (if any), Record as Target (if desired), End of Mission (EOM), and surveillance (RREMS)

PRIMARY REFERENCE:

[MCRP 3-10F.2 Supporting Arms Observer, Spotter and Controller](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | S/L | SAVT | Team Hours | 4 | N |

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|--|------------------------|
| C869 Cartridge, 81mm HE M889/M889A1 with PD Fuze M935 | 5 rounds per Marine |

RANGE/TRAINING AREA:

Facility Code 17670 Mortar Range

0317-FSPT-2003: Conduct an Illumination Mission

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

MOS PERFORMING: 0317

GRADES: PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given equipment organic to a forward observer (FO), mortar unit, a threat area, and the reference.

STANDARD: Ensuring the illumination call-for-fire (CFF) is transmitted within 2 minutes and the threat area is illuminated.

PERFORMANCE STEPS:

1. Locate the target
2. Transmit the complete illumination call-for-fire, in sequence
3. Determine subsequent corrections
4. Transmit subsequent corrections
5. Transmit (RREMS)
 - a. Refinement data
 - b. Record as Target (if desired)
 - c. End of Mission
 - d. Surveillance

PRIMARY REFERENCE:

[MCRP 3-10F.2 Supporting Arms Observer, Spotter and Controller](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | P | SAVT | Team Hours | 0.25 | N |

RANGE/TRAINING AREA:

Facility Code 17670 Mortar Range

0317-MARK-2001: Prepare a Sniper Range Card

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

MOS PERFORMING: 0317

GRADES: PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a mission and operational area, map, pencil, straight edge, protractor, lensatic compass, data book, hand-held weather station, calculator, spotting scope, and binoculars.

STANDARD: To develop a physical image of an operational area to assist in the detection, location, and identification of any and all targets that permits the effective employment of weapon systems.

PERFORMANCE STEPS:

1. Apply specific considerations for sniper weapon system to be employed
2. Determine distances to targets and target reference points (TRPs)
3. Depict target reference points (TRP)
4. Depict and label 3 sectors
5. Depict center azimuth
6. Write marginal data
 - a. Magnetic
 - b. 8-digit grid location
 - c. Date time group
 - d. Unit
 - e. Name of preparer
 - f. Method of determining range
7. Depict terrain features
8. Write target information
 - a. Target number
 - b. Sector of fire
 - c. Target description
 - d. Target range
 - e. Target azimuth
 - f. Elevation data
9. Depict remarks, as required (KOCO)A)
 - a. Key terrain
 - b. Obstacles
 - c. Cover and concealment
 - d. Observation and fields of fire
 - e. Avenues of approach
10. Provide range card to commanders, as required

PRIMARY REFERENCE:

[MCTP 3-01E Sniping](#)

0317-MARK-2002: Zero a Sniper Weapon System

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 3 months

READINESS-CODED: NO

MOS PERFORMING: 0317

GRADES: PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a sniper rifle, an observer, 20 rounds of ammunition, and a target at a known distance, and wearing the directed body armor protection level.

STANDARD: To achieve point of aim/point of impact with the shot group not exceeding 1 minute of angle (MOA).

PERFORMANCE STEPS:

1. Ensure the scope is tight in the scope rings
2. Ensure scope is level
3. Ensure the set screws are tight
4. Place scope on initial elevation and windage
5. Achieve focus and remove parallax
6. Assume a supported firing position
7. Prepare for firing
8. Fire a cold bore shot and record the impact location
9. Fire a 3 round group
10. Record information in the data book
11. Analyze data
12. Apply required adjustments to the scope
13. Fire a second zeroing group (repeating steps 7 through 10)
14. Once point of aim/point of impact has been achieved, slip elevation and windage turrets to the zeroing range
15. Fire a 5 round shot group to confirm zero
16. Repeat steps 9 and 10 to record shift in impacts without the suppressor
17. Record the zero for the suppressor on and off the rifle
18. Record round count in gun record book

PRIMARY REFERENCES:

TM 05539F-10/1 OPERATOR MANUAL FOR SNIPER RIFLE, 7.62 MM, M40A6
TM 11110A-OR Operator's Manual for Long Range Sniper Rifle (LRSR), Special Application Scoped Rifle (SASR) Caliber .50, M107
TM 11920A-OR Operator Manual for Rifle, 7.62MM, M110 Semi-Automatic Sniper Rifle (SASS)
TM 12189B-10/1 Operator Manual for Rifle, Sniper, .300 Win Mag, MK13 MOD 7

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|---|----------------------|
| A191 Cartridge, .300 Win 200 Grams | 20 rounds per Marine |
| A606 Cartridge, Caliber .50 API MK211 Mod 0 Single Round | 10 rounds per weapon |
| AB39 Cartridge, 7.62mm Special Ball Long Range MK 316 Mod 0 | 20 rounds per Marine |
| AB43 Cartridge, 300 Winchester Magnum | 20 rounds per Marine |

RANGE/TRAINING AREA:

Facility Code 17550 Rifle Known Distance (KD) Range

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Proper sub-DODIC to non-dud producing ammo, A552.

0317-MARK-2003: Engage Targets with the Light Sniper Rifle at Known Distances

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

READINESS-CODED: NO

MOS PERFORMING: 0317

GRADES: PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a zeroed, light sniper rifle, ammunition, an observer with a spotting scope, hand-held weather station, data book, targets at ranges from 183-800 meters (200-1,000 yards), and wearing the directed body armor protection level.

STANDARD: Qualify at ranges from 183 to 800 meters with 80 percent accuracy.

PERFORMANCE STEPS:

1. Assume a supported firing position
2. Prepare for firing
3. Confirm zero
4. Determine ballistic settings based on weather and other conditions and adjust scope turrets accordingly
5. Utilize sniper/observer dialogue
6. Determine method of engagement for present conditions
7. Engage targets from 183 meters to 800 meters
8. Assess the situation
9. Make appropriate entries into gun record book and data book

PRIMARY REFERENCE:

[MCTP 3-01E Sniping](#)

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|-------------------------------|----------------------|
| .AB39 Cartridge, 7.62 HPBT LR | 38 rounds per Marine |

RANGE/TRAINING AREA:

Facility Code 17560 Sniper Field-Fire Range

ADDITIONAL RANGE/TRAINING AREA:

Known distance range (minimum of 1,000 meters) with appropriate targets. Targets size is equal to 2 minutes of angle at given range

0317-MARK-2004: Engage Targets with the Medium Sniper Rifle at Known Distances

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

READINESS-CODED: NO

MOS PERFORMING: 0317

GRADES: PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a zeroed medium sniper rifle, ammunition, an observer with a spotting scope, hand-held weather station, data book, targets at ranges from 183 to 1,188 meters (600-1,300 yards), and wearing the directed body armor protection level.

STANDARD: Qualify at ranges from 183 to 1,188 meters with 80 percent accuracy.

PERFORMANCE STEPS:

1. Assume a supported firing position
2. Prepare for firing
3. Confirm zero
4. Determine ballistic settings based on weather and other conditions and adjust scope turrets accordingly
5. Utilize sniper/observer dialogue
6. Determine method of engagement for present conditions
7. Assess the situation
8. Engage targets from 183 to 1,188 meters
9. Make appropriate entries into gun record book and data book

PRIMARY REFERENCE:

[MCTP 3-01E Sniping](#)

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|---------------------------------------|----------------------|
| A191 Cartridge, .300 Win 200 Grams | 40 rounds per Marine |
| AB43 Cartridge, 300 Winchester Magnum | 40 rounds per Marine |

RANGE/TRAINING AREA:

Facility Code 17560 Sniper Field-Fire Range

ADDITIONAL RANGE/TRAINING AREA:

A known distance range (minimum of 1,500 meters) with appropriate targets. Targets size is equal to 2 minutes of angle at given range.

0317-MARK-2005: Engage Targets with the Heavy Sniper Weapon System at Known Distances

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

MOS PERFORMING: 0317

GRADES: PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a heavy sniper weapon system, targets, observer, ammunition, firing solution device, hand-held weather device, spotting scope, binoculars and wearing the directed body armor protection level.

STANDARD: Qualify at ranges from 300 to 1,800 meters to achieve 80 percent accuracy.

PERFORMANCE STEPS:

1. Assume a supported prone firing position
2. Prepare a range card
3. Assess weather conditions and estimate ballistics to hit targets and adjust scope turrets accordingly
4. Prepare for firing
5. Engage targets
6. Utilize sniper/observer dialogue
7. Assess the situation
8. Make appropriate entries into gun record book and data book

PRIMARY REFERENCE:

[MCTP 3-01E Sniping](#)

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|--|----------------------|
| A606 Cartridge, Caliber .50 API MK211 Mod 0 Single Round | 20 rounds per Marine |

RANGE/TRAINING AREA:

Facility Code 17560 Sniper Field-Fire Range

ADDITIONAL RANGE/TRAINING AREA:

Facility Code 17560 Sniper Field-Fire Range
Targets size is equal to 2 minutes of angle for given range.

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Proper sub-DODIC to non-dud producing ammo, A552.

0317-MARK-2006: Engage Targets with a Sniper Weapon System at Unknown Distances

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

MOS PERFORMING: 0317

GRADES: PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a zeroed sniper rifle, ammunition, an observer with a spotting scope, data book, hand-held weather station targets at distances from 91.4 to 1/188 meters and wearing the directed body armor level.

STANDARD: Qualify at ranges from 91.4 to 800 meters to achieve 80 percent accuracy.

PERFORMANCE STEPS:

1. Assume supported firing position
2. Prepare a range card
3. Estimate range to targets/target reference points (TRPs)
4. Assess atmospheric conditions to determine firing solution
5. Prepare for firing
6. Engage targets as required at various ranges
7. Utilize sniper/observer dialogue
8. Assess the situation
9. Record and analyze information in data book

PRIMARY REFERENCE:

[MCTP 3-01E Sniping](#)

SUPPLEMENTARY REFERENCES:

[MCTP 3-01A Scouting and Patrolling](#)

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|--|----------------------|
| .AB39 Cartridge, 7.62 HPBT LR | 20 rounds per weapon |
| A191 Cartridge, .300 Win 200 Grams | 20 rounds per Marine |
| A606 Cartridge, Caliber .50 API MK211 Mod 0 Single Round | 20 rounds per Marine |
| AB43 Cartridge, 300 Winchester Magnum | 20 rounds per Marine |

RANGE/TRAINING AREA:

Facility Code 17560 Sniper Field-Fire Range

ADDITIONAL RANGE/TRAINING AREA: Sniper unknown distance live fire range 1000 meters for 7.62mm LR and batwing surface danger zone (SDZ) for steel targets.

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: 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.

0317-MARK-2007: Engage Targets at Various Ranges using a Night Aiming Device

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

READINESS-CODED: NO

MOS PERFORMING: 0317

GRADES: PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a zeroed sniper rifle, an inline night aiming device, ammunition, an observer with a spotting scope and night observation device, data book, hand-held weather station, ballistic solver, targets at distances from 183 to 823 meters and wearing the directed body armor level.

STANDARD: Qualify at ranges from 183 to 823 meters during hours of complete darkness with 80 percent accuracy.

PERFORMANCE STEPS:

1. Assume a supported prone firing position
2. Prepare for firing
3. Mount a night aiming device
4. Operate controls and indicators
5. Confirm zero before firing and determine any shift in zero
6. Determine ballistic settings based on weather and other conditions and adjust scope turrets accordingly
7. Utilize sniper/observer dialogue
8. Engage targets
9. Assess the situation
10. Make appropriate entries into the gun record book and data book

PRIMARY REFERENCE:

[MCTP 3-01E Sniping](#)

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|---|-------------------------|
| .AB39 Cartridge, 7.62 HPBT LR | 18 rounds per weapon |
| A191 Cartridge, .300 Win 200 Grams | 20 rounds per Marine |
| A606 Cartridge, Caliber .50 API MK211 Mod 0 Single Round | 20 rounds per Marine |

RANGE/TRAINING AREA:

Facility Code 17560 Sniper Field-Fire Range

ADDITIONAL RANGE/TRAINING AREA: Target size equal to 2 minutes of angle at given range.

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

Ranges are 274, 457, and 547 meters (300,500 and 600 yards). 3 rounds for 274 and 457 meters and 5 rounds for 547 meters stationary. 2 rounds for 274 and 457 meter on moving targets. Moving targets are at 2 to 4 MPH for a distance of 10 meters. 80% accuracy is 12 out of 15 hits.

0317-MARK-2008: Perform the Duties of a Scout Sniper Observer

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

READINESS-CODED: NO

MOS PERFORMING: 0317

GRADES: PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a shooter, a data book, spotting scope, calculator, hand-held weather station, designated targets, data charts, and wearing the directed body armor protection level.

STANDARD: To provide the shooter with accurate firing solutions.

PERFORMANCE STEPS:

1. Determine distance to targets
2. Determine wind speed and direction
3. Determine meteorological (MET) data
4. Determine weapon's bore condition
 - a. Hot bore
 - b. Cold bore
 - c. Clean bore
5. Calculate elevation
6. Calculate wind adjustments
7. Utilize sniper/observer dialogue to transmit data to shooter
8. Observe bullet trajectory and impacts
9. Calculate corrections for follow on shots
10. Record information in data book

PRIMARY REFERENCE:

[MCTP 3-01E Sniping](#)

SUPPORT REQUIREMENTS:

ADDITIONAL RANGE/TRAINING AREA: A range equipped with robot targets with appropriate number of rounds and repetitions.

0317-MARK-2009: Engage a Target with Cold Bore Compensation

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

READINESS-CODED: NO

MOS PERFORMING: 0317

GRADES: PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a sniper rifle, data book, hand-held weather station, observer, four rounds of ammunition, spotting scope, a target at a known distance and wearing the directed body armor protection level.

STANDARD: To ensure first round hit within one minute of angle from intended point of impact.

PERFORMANCE STEPS:

1. Identify the target
2. Determine ballistics and weather to hit target
3. Include cold bore data into firing solution
4. Engage the target
5. Analyze placement of cold bore shot
6. Record current cold bore data

PRIMARY REFERENCE:

[MCTP 3-01E Sniping](#)

SUPPLEMENTARY REFERENCES:

[MCTP 3-01A Scouting and Patrolling](#)

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|---------------------------------------|---------------------|
| .AB39 Cartridge, 7.62 HPBT LR | 4 rounds per Marine |
| A191 Cartridge, .300 Win 200 Grams | 4 rounds per Marine |
| AB43 Cartridge, 300 Winchester Magnum | 4 rounds per Marine |

RANGE/TRAINING AREA:

Facility Code 17560 Sniper Field-Fire Range

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: 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 targets. Target distance must be within supersonic range of ammunition.

0317-MARK-2010: Operate a Firing Solution Device

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

READINESS-CODED: NO

MOS PERFORMING: 0317

GRADES: PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a zeroed sniper rifle, data book, firing solution device, observer, 20 rounds of ammunition, spotting scope, a target at transonic range of a given weapon system and wearing the directed body armor protection level.

STANDARD: To process data that will facilitate point of aim/point of impact within the first round.

PERFORMANCE STEPS:

1. Inspect device and components
2. Install batteries
3. Calibrate device
4. Program constants:
 - a. Muzzle velocity
 - b. Drag curve
 - c. Ballistic coefficient
 - d. Bullet dimensions
 - e. Zeroing range
 - f. Bore height
 - g. Barrel rate of twist
5. Enter weapon specific data into ballistic program
6. Analyze firing solution
7. Apply firing solution to the sniper weapon system
8. Trouble shoot device, as required
9. Perform maintenance, as required

PRIMARY REFERENCE:

[MCTP 3-01E Sniping](#)

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|---|----------------------|
| A191 Cartridge, .300 Win 200 Grams | 20 rounds per Marine |
| A606 Cartridge, Caliber .50 API MK211 Mod 0 Single Round | 20 rounds per Marine |
| AB39 Cartridge, 7.62mm Special Ball Long Range MK 316 Mod 0 | 20 rounds per Marine |
| AB43 Cartridge, 300 Winchester Magnum | 20 rounds per Marine |

RANGE/TRAINING AREA:

Facility Code 17560 Sniper Field-Fire Range

ADDITIONAL RANGE/TRAINING AREA: Truing distance varies based on geographical location and weapon employed. Weapons must be trued at transonic range to ensure proper function of ballistic software.

0317-MARK-2011: Engage Targets with a Sniper Weapon System at Known Distances using Mil Holds

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

READINESS-CODED: NO

MOS PERFORMING: 0317

GRADES: PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a zeroed sniper rifle with an enhanced reticle, ammunition, an observer with a spotting scope, data book, hand-held weather station targets at distances from 91.4 to 1,188 meters and wearing the directed body armor level.

STANDARD: Qualify at ranges of 91.4 to 1,188 meters with 80 percent accuracy.

PERFORMANCE STEPS:

1. Assume supported firing position.
2. Prepare a range card
3. Assess weather conditions and estimate ballistics to hit targets
4. Record mil holds for each target to be engaged
5. Maintain elevation and windage turrets at 0 (zero range)
6. Prepare for firing
7. Engage targets as required without manipulation of elevation and windage
8. Utilize sniper/observer dialogue
9. Assess the situation
10. Record and analyze information in data book

PRIMARY REFERENCE:

[MCTP 3-01E Sniping](#)

SUPPLEMENTARY REFERENCES:

[MCTP 3-01A Scouting and Patrolling](#)

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|--|----------------------|
| A191 Cartridge, .300 Win 200 Grams | 20 rounds per Marine |
| A606 Cartridge, Caliber .50 API MK211 Mod 0 Single Round | 20 rounds per Marine |

| | |
|--|-------------------------|
| AB39 Cartridge, 7.62mm Special Ball Long Range MK 316 Mod 0 | 20 rounds per Marine |
| AB43 Cartridge, 300 Winchester Magnum | 20 rounds per Marine |

RANGE/TRAINING AREA:

Facility Code 17560 Sniper Field-Fire Range

ADDITIONAL RANGE/TRAINING AREA:

Sniper unknown distance live fire range 914 meters and batwing surface danger zone (SDZ) for steel targets. Target size equal to 2 minutes of angle at given range.

0317-MARK-2012: Engage Targets Using Alternate Shooting Positions

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

READINESS-CODED: NO

MOS PERFORMING: 0317

GRADES: PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a sniper rifle, observer, ammunition, spotting scope, alternate shooting platform, binoculars, data book, hand-held weather station, limited exposure targets from 91.4 to 1,188 meters at known distances and wearing the directed body armor protection level.

STANDARD: To achieve 80 percent accuracy.

PERFORMANCE STEPS:

1. Handle the weapon safely
2. Assume a supported firing position
3. Prepare a range card
4. Assess atmospheric conditions to determine firing solution to hit targets
5. Prepare for firing
6. Engage targets
7. Utilize sniper/observer dialogue
8. Assess the situation
9. Record and analyze information in data book
10. Make appropriate gun record book entries

PRIMARY REFERENCE:

[MCTP 3-01E Sniping](#)

SUPPORT REQUIREMENTS:

ORDNANCE:

| | |
|-------------------------------|-------------------------|
| <u>DODIC</u> | <u>QUANTITY</u> |
| .AB39 Cartridge, 7.62 HPBT LR | 20 rounds per weapon |

| | |
|---|-------------------------|
| A191 Cartridge, .300 Win 200 Grams | 20 rounds per Marine |
| A606 Cartridge, Caliber .50 API MK211 Mod 0 Single Round | 20 rounds per Marine |

RANGE/TRAINING AREA:

Facility Code 17560 Sniper Field-Fire Range

ADDITIONAL RANGE/TRAINING AREA: A range equipped with robot targets with appropriate number of rounds and repetitions.

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

Performance steps should be completed using various shooting positions. Course of fire: 1 target between 100 to 200 meters, 1 target between 200 to 300 meters, 1 target between 300 to 400 meters, 1 target between 400 to 500 meters, 2 targets between 500 to 600 meters, 2 targets between 600 to 700 meters, and 2 target between 700 to 800 meters. Score of 10 is given for first round hits on target. Score of 8 is given for corrected second round hits on targets when first round misses. Score of 0 is given when both rounds miss. This task will be executed using the M40 series or the M110 SASS.

0317-OPS-2001: Prepare a Terrain Model

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

READINESS-CODED: NO

MOS PERFORMING: 0317

GRADES: PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a mission, required equipment and an area of operations.

STANDARD: By accurately depicting the operating environment.

PERFORMANCE STEPS:

1. Select a suitable site
2. Build model oriented to the ground
3. Build model to scale
4. Construct grid squares
5. Depict key terrain
6. Create a legend
7. Ensure terrain model is sterilized after use

PRIMARY REFERENCE:

[MCIP 3-10A.4i Marine Rifle Squad](#)

SUPPLEMENTARY REFERENCES:

[MCTP 3-01A Scouting and Patrolling](#)

0317-PAT-2001: Navigate with a Map and Compass

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

READINESS-CODED: NO

MOS PERFORMING: 0317

GRADES: PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a map, compass, protractor, and objectives,

STANDARD: To arrive within 10 meters of the objectives.

PERFORMANCE STEPS:

1. Plot points on a map using the protractor
2. Determine the eight-digit grid coordinates of the points on the map
3. Determine the straight line and/or curved line distance between two points on a map
4. Determine a back azimuth
5. Determine the grid azimuth
6. Convert grid azimuths to magnetic azimuths
7. Convert magnetic azimuths to grid azimuths
8. Compile route card information
9. Pre-set compass
10. Orient a map
11. Navigate to objectives
12. Conduct resections, as required
13. Conduct intersections, as required
14. Bypass obstacles, as required

PRIMARY REFERENCE:

[TC 3-25.26 Map Reading and Land Navigation](#)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Ensure the military aspects of terrain are identified.

0317-PAT-2002: Camouflage Sniper Equipment

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

READINESS-CODED: NO

MOS PERFORMING: 0317

GRADES: PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a mission, operational environment, mission essential equipment, and camouflage materials that defeat visual perception.

STANDARD: To blend equipment into the operational environment.

PERFORMANCE STEPS:

1. Camouflage rifles
2. Camouflage optics
3. Camouflage communications equipment
4. Camouflage individual equipment

PRIMARY REFERENCE:

[MCTP 3-01A Scouting and Patrolling](#)

SUPPLEMENTARY REFERENCES:

[MCTP 3-34C Survivability Operations](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

MATERIAL: Ghillie suit materials or ghillie suit accessory kit.

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: If appropriate materials are not available, the scout sniper will utilize field expedient materials to operate under multiple spectrums of light.

0317-PAT-2003: Executes Subordinate Tasks within a Scout Sniper Patrol

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

READINESS-CODED: NO

MOS PERFORMING: 0317

GRADES: PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a mission, while acting as a member of an element within a scout sniper patrol, individual weapon and required equipment.

STANDARD: To support mission accomplishment.

PERFORMANCE STEPS:

1. Execute the duties of the point man
2. Execute the duties of the navigator
3. Execute the duties of the pace man
4. Execute the duties of the radio operator
5. Execute the duties of the flank security
6. Execute the duties of the rear security
7. Execute duties as a member of the aid and litter team

8. Execute duties as a member of the detainee team
9. Execute duties as a member of an enemy prisoner of war (EPW) search team
10. Execute duties as a member of the security team/element
11. Execute duties as a member of the observation team/element

PRIMARY REFERENCE:

[MCIP 3-10A.4i Marine Rifle Squad](#)

SUPPLEMENTARY REFERENCES:

[MCTP 3-01A Scouting and Patrolling](#)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

Drills should be conducted with fighting load, assault load, and sustainment load progressively. Range must support all infantry platoon weapons and attached weapons to include dud producing ordnance.

0317-PAT-2004: Executes Individual Actions Within A Scout Sniper Patrol

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

READINESS-CODED: NO

MOS PERFORMING: 0317

GRADES: PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a mission, while acting as a member of an element within a scout sniper patrol, individual weapon and required equipment.

STANDARD: To support mission accomplishment.

PERFORMANCE STEPS:

1. Assist in planning
2. Prepare for the patrol
3. Participate in inspections
4. Participate in rehearsals
5. Perform actions during passage of control measures
6. Perform actions as required in assigned billets
7. Perform actions at halts
8. Perform actions at danger areas
9. Occupy rally points
10. Perform immediate action drills
11. Perform actions in re-entry of friendly lines
12. Disseminate information
13. Participate in debrief

PRIMARY REFERENCE:

[MCTP 3-01E Sniping](#)

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|---|------------------------|
| A059 Cartridge, 5.56mm Ball M855 10/Clip | 30 rounds per Marine |
| A064 Cartridge, 5.56mm 4 Ball M855/1 Tracer M856 Linked | 100 rounds per weapon |
| A075 Cartridge, 5.56mm Blank M200 Linked | 100 rounds per weapon |
| A080 Cartridge, 5.56mm Blank M200 Single Round | 30 rounds per Marine |
| AB39 Cartridge, 7.62mm Special Ball Long Range MK 316 Mod 0 | 40 rounds per weapon |
| B643 Cartridge, 60mm High Explosive M888 | 12 cartridges per Team |
| B647 Cartridge, 60mm Illuminating M721 | 5 cartridges per Team |
| BA35 Cartridge, 40mm Practice (Day/Night) M1110 | 4 rounds per weapon |
| G811 Grenade, Hand Practice Body M69 | 1 grenades per Marine |
| G878 Fuze, Hand Grenade Practice M228 w/ Conf Clip | 1 fuze per Marine |
| G881 Grenade, Hand Fragmentation M67 w/ Conf Clip | 1 grenades per Marine |
| G940 Grenade, Hand Green Smoke M18 | 2 grenades per Team |
| J008 Mine, Antipersonnel Practice M68 w NonElec Mini Shock Tube | 1 mines per Team |
| K143 Mine, AP M18A1 w/Accessories Electric Initiation | 1 mines per Team |

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17560 Sniper Field-Fire Range
Facility Code 17650 Field Artillery Direct Fire Range
Facility Code 17660 Tank/Fighting Vehicle Stationary Gunnery Range
Facility Code 17670 Mortar Range
Facility Code 17962 MOUT Collective Training Facility (Small)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

Drills should be conducted with fighting load, assault load, and sustainment load progressively.
Range must support all infantry platoon weapons and attached weapons to include dud producing ordnance.

0317-PAT-2005: Operate from a Hide

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

READINESS-CODED: NO

MOS PERFORMING: 0317

GRADES: PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a mission, weapons, ammunition, equipment, camouflage material and an area of operation.

STANDARD: Without being compromised.

PERFORMANCE STEPS:

1. Provide security
2. Identify hide sit
3. Construct the hide.
4. Perform individual actions
5. Observe and report
6. Engage targets as required
7. Sanitize the hide location to reduce threat of compromise.
8. Egress from position

PRIMARY REFERENCE:

[MCTP 3-01A Scouting and Patrolling](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

Both rural and urban hides of various types should be completed.

0317-PAT-2006: Conduct Individual Actions in an Observation Post (OP)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

MOS PERFORMING: 0317

GRADES: PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a mission, a maneuver area, weapons, ammunition, observers, and mission essential equipment.

STANDARD: To obtain positive identification without being detected.

PERFORMANCE STEPS:

1. Continuously camouflage
 - a. Self

- b. Weapons
- c. Equipment
- 2. Detect threats and targets on the objective
- 3. Infiltrate to tentative final firing position
- 4. Select a suitable final firing position
- 5. Ensure fields of fire and observation are clear
- 6. Consider lighting conditions
- 7. Consider camouflage
- 8. Consider backdrop
- 9. Conceal and secure non-essential equipment
- 10. Plan egress routes
- 11. Engage selected targets, as required
- 12. Improve position, as required
- 13. Withdraw from observation post

PRIMARY REFERENCE:

[MCTP 3-01E Sniping](#)

SUPPLEMENTARY REFERENCES:

[MCTP 3-01A Scouting and Patrolling](#)

[MCTP 3-10A.4i Marine Rifle Squad](#)

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|----------------------------------|---------------------|
| .AB39 Cartridge, 7.62 HPBT LR | 2 rounds per Marine |
| A112 Cartridge, 7.62mm Blank M82 | 2 rounds per Marine |

ADDITIONAL RANGE/TRAINING AREA:

Training areas in support of rural and field tactics
Military Operations in Urban Terrain (MOUT) Facility or MOUT training area in support of urban tactics and operations

0317-PAT-2007: Conduct Individual Actions During Infiltration

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

READINESS-CODED: NO

DESCRIPTION: Infiltration is a technique by which a force moves as individuals or small groups over, through, or around enemy positions without detection. Although primarily offensive in nature, an infiltration can be conducted in conjunction with defensive or retrograde operations. The purpose of infiltration is to gain more favorable tactical position from which to perform a subsequent mission. ([MCIP 3-10A.4i Marine Rifle Squad](#))

MOS PERFORMING: 0317

GRADES: PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a mission, designated infiltration lane, weapon, ammunition, observers and mission essential equipment.

STANDARD: To collect and report information and eliminate targets without being detected.

PERFORMANCE STEPS:

1. Conduct the troop leading steps (BAMCIS)
 - a. Begin the planning
 - b. Arrange reconnaissance
 - c. Make reconnaissance
 - d. Complete the plan
 - e. Issue the order
 - f. Supervise
2. Conduct analysis to identify infiltration corridors and lanes (METT-T)
 - a. Mission
 - b. Enemy
 - c. Terrain and weather
 - d. Troops and fire support available
 - e. Time
3. Continuously camouflage to avoid detection
 - a. Self
 - b. Weapons
 - c. Equipment
4. Utilize clandestine movement when navigating
5. Navigate to within designated range of targets and objectives
6. Use reference points and terrain features to stay oriented
7. Divide route into bounds
8. Conduct (SLLSP)
 - a. Stop
 - b. Look
 - c. Listen
 - d. Smell
 - e. Plan
9. Detect and report threats and targets during movement
10. Determine suitability of tentative observation post (OP)
11. Ensure observation post (OP) can support fields of fire and observation
12. Ensure observation post (OP) can support weapon system to be employed
13. Conduct surveillance
14. Provide precision fires, as required

PRIMARY REFERENCE:

[MCTP 3-01E Sniping](#)

SUPPLEMENTARY REFERENCES:

[MCTP 3-01A Scouting and Patrolling](#)

[MCIP 3-10A.4i Marine Rifle Squad](#)

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|----------------------------------|---------------------|
| .AB39 Cartridge, 7.62 HPBT LR | 2 rounds per Marine |
| A112 Cartridge, 7.62mm Blank M82 | 2 rounds per Marine |

ADDITIONAL RANGE/TRAINING AREA:

Training areas in support of rural and field tactics
Military Operations in Urban Terrain (MOUT) Facility or MOUT training area in
support of urban operations.

0317-SURV-2001: Execute Surveillance of an Objective

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

READINESS-CODED: NO

DESCRIPTION: The scout-sniper platoon, located in the infantry battalion, provides ground surveillance and scout snipers for specific assignments determined by the infantry battalion commander or in support of the higher Ground Combat Element (GCE) commander's and Marine air-ground task force (MAGTF) commander's information requirements. ([MCWP 3-10](#), [MAGTF Ground Operations](#))

MOS PERFORMING: 0317

GRADES: PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a clandestine position for observation, mission, an objective, information requirements, map or photo, observation log, NATO report formats, observation devices, a sketching kit, radio, and communication log.

STANDARD: To satisfy the information requirement.

PERFORMANCE STEPS:

1. Establish operational baseline
2. Confirm indicators for information requirements
3. Develop imagery, as required
4. Conduct a detailed visual search of the area
5. Record information of military and tactical importance
6. Record information utilizing NATO report formats

7. Report information to the supported unit, as required

PRIMARY REFERENCE:

[MCRP 2-10A.7 Reconnaissance Reports Guide](#)

0317-SURV-2002: Prepare a Field Sketch

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

READINESS-CODED: NO

MOS PERFORMING: 0317

GRADES: PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a mission, information requirement, a military topographic map, pencil, straight edge, clipboard, protractor, compass, spotting scope, binoculars, and objective, and a final firing position (FFP),

STANDARD: To identify actionable information within the objective area.

PERFORMANCE STEPS:

1. Identify terrain features in objective area
2. Measure any personnel or equipment in the objective area
3. Determine scale to be used on the sketch
4. Place reference points and azimuths on the sketch
5. Draw features on the sketch
6. Place marginal information on the sketch

PRIMARY REFERENCE:

[MCTP 3-01A Scouting and Patrolling](#)

0317-SURV-2003: Employ Photography Equipment

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

READINESS-CODED: NO

MOS PERFORMING: 0317

GRADES: PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a mission, information requirements, an area of operations and photography equipment.

STANDARD: To provide supported units with actionable information on the objective area.

PERFORMANCE STEPS:

1. Inspect photography equipment and components
2. Assemble components
3. Identify specific information requirements to be answered
4. Input correct camera settings for conditions
5. Operate photography equipment
6. Trouble shoot equipment, as required
7. Perform maintenance, as required

PRIMARY REFERENCE:

[MCTP 3-01E Sniping](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

0317-WPNS-2001: Perform Weapons Handling Procedures with the Light Sniper Weapon System

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

READINESS-CODED: NO

MOS PERFORMING: 0317

GRADES: PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a light sniper weapon system, SL-3 equipment, and ammunition.

STANDARD: Employ the light sniper weapon system.

PERFORMANCE STEPS:

1. Handle the weapon safely in accordance with the four safety rules
 - a. Treat every weapons as if it were loaded
 - b. Never point a weapon at anything you do not intend to shoot
 - c. Keep your finger straight and off the trigger
 - d. Keep the weapon on SAFE until you are ready to fire
2. Demonstrate the weapon carries and transports
3. Demonstrate the proper assembly and positioning of the sling
4. Load the rifle
5. Unload the rifle
6. Clear the rifle
7. Apply immediate action
8. Apply remedial action
9. Demonstrate weapons conditions
10. Demonstrate firing procedures as it relates to employment techniques
11. Manipulate and adjust bi-pod for engagement
12. Manipulate and adjust stock for individual shooter

PRIMARY REFERENCES:

TM 05539F-10/1 Operators Manual for Sniper Rifle, 7.62 MM, M40A6
TM 11920A-OR Operator Manual for Rifle, 7.62MM, M110 Semi-Automatic Sniper Rifle (SASS)

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|----------------------------------|---------------------|
| A135 Cartridge, 7.62mm Dummy M63 | 5 rounds per weapon |

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

Ammunition is not expended for this task.
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.
Ten (10) dummy rounds will be used for this event.

0317-WPNS-2002: Perform Preventative Maintenance on the Light Sniper Weapon System

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

READINESS-CODED: NO

MOS PERFORMING: 0317

GRADES: PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a light sniper weapon system, operator's manual, approved cleaning equipment, cleaning solvents and lubricants.

STANDARD: To ensure the weapon is operational.

PERFORMANCE STEPS:

1. Place the weapon in Condition-4
2. Disassemble the rifle
3. Clean the weapon component assemblies of the rifle
4. Lubricate the rifle
5. Assemble the rifle
6. Perform a function check
7. Make entries in, and review the gun record book
8. Ensure the SL-3 gear is clean and serviceable
9. Inspect the weapon
10. Prepare the weapon for field use
11. Prepare and submit weapon for:
 - a. SAPM
 - b. Limited technical inspection (LTI)
 - c. Pre-firing inspection (PFI)

PRIMARY REFERENCES:

TM 05539F-10/1 Operators Manual for Sniper Rifle, 7.62 MM, M40A6
TM 11920A-OR Operator Manual for Rifle, 7.62MM, M110 Semi-Automatic Sniper Rifle (SASS)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

The scout sniper must know the sniper weapon systems characteristics and understand the cycle of operation. The scout sniper must know the proper torque settings for his assigned weapon.

0317-WPNS-2003: Perform Weapons Handling Procedures with the Medium Sniper Weapon System

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

READINESS-CODED: NO

MOS PERFORMING: 0317

GRADES: PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a medium sniper weapon system, SL-3 equipment, and ammunition.

STANDARD: Employ the medium sniper weapon system.

PERFORMANCE STEPS:

1. Handle the weapon safely in accordance with the 4 safety rules
2. Demonstrate the weapon carries and transports
3. Demonstrate the proper assembly and positioning of the sling
4. Load the rifle
5. Unload the rifle
6. Clear the rifle
7. Apply immediate action
8. Apply remedial action
9. Demonstrate weapons conditions
10. Demonstrate firing procedures as it relates to employment techniques
11. Manipulate and adjust the bi-pod
12. Manipulate and adjust the stock for individual shooter

PRIMARY REFERENCE:

TM 12189B-10/1 Operator Manual for Rifle, Sniper, .300 Win Mag, MK13 MOD 7

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|----------------------------------|----------------------|
| A135 Cartridge, 7.62mm Dummy M63 | 10 rounds per weapon |

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

Ammunition is not expended for this task.
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.
Ten (10) dummy rounds will be used for this event.

0317-WPNS-2004: Perform Preventive Maintenance on the Medium Sniper Weapon System

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

READINESS-CODED: NO

MOS PERFORMING: 0317

GRADES: PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a medium sniper weapon system, operator's manual, approved cleaning equipment, cleaning solvents and lubricants.

STANDARD: To ensure the weapon is operational.

PERFORMANCE STEPS:

1. Place the weapon in Condition-4
2. Disassemble the rifle
3. Clean the weapon component assemblies of the rifle
4. Assemble the rifle
5. Perform a function check
6. Make entries in, and review the gun record book
7. Ensure the SL3 gear is clean and serviceable
8. Inspect the weapon
9. Prepare the weapon for field use
10. Prepare and submit weapon for:
 - a. SAPM
 - b. Limited technical inspection (LTI)
 - c. Pre-firing inspection (PFI)

PRIMARY REFERENCE:

TM 12189B-10/1 Operator Manual for Rifle, Sniper, .300 Win Mag, MK13 MOD 7

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

The scout sniper must know the sniper weapon systems characteristics and understand the cycle of operation.

The scout sniper must know the proper torque settings for his assigned weapon.

0317-WPNS-2005: Perform Weapons Handling Procedures with a Heavy Sniper Weapon System

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 3 months

READINESS-CODED: NO

MOS PERFORMING: 0317

GRADES: PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a heavy sniper weapon system, SL-3 equipment, and dummy ammunition.

STANDARD: Employ the heavy sniper weapon system.

PERFORMANCE STEPS:

1. Handle the weapon safely in accordance with the 4 safety rules
 - a. Treat every weapon as if it were loaded
 - b. Never point a weapon at anything you do not intend to shoot

- c. Keep your finger straight and off the trigger until you intend to fire
- d. Keep your weapon on SAFE until you are ready to fire
2. Demonstrate the weapon carries and transports
3. Demonstrate the proper assembly and positioning of the sling
4. Load the rifle
5. Unload the rifle
6. Clear the rifle
7. Apply immediate action
8. Apply remedial action
9. Demonstrate weapons conditions
10. Manipulate and adjust bi-pod as needed
11. Manipulate and adjust the stock, as needed

PRIMARY REFERENCE:

TM 11110A-OR Operator's Manual for Long Range Sniper Rifle (LRSR), Special Application Scoped Rifle (SASR) Caliber .50, M107

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|--------------------------------------|---------------------|
| A560 Cartridge, Caliber .50 Dummy M2 | 5 rounds per Marine |

ADDITIONAL RANGE/TRAINING AREA: Ammunition is not expended for this task.

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

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. Five (5) dummy rounds will be used for this event.

0317-WPNS-2006: Perform Preventive Maintenance on a Heavy Sniper Weapon System

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

READINESS-CODED: NO

MOS PERFORMING: 0317

GRADES: PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a heavy sniper weapon system, operator's manual, approved cleaning equipment, cleaning solvents and lubricants.

STANDARD: To ensure the weapon is operational.

PERFORMANCE STEPS:

1. Place the weapon in Condition-4

2. Disassemble the rifle
3. Clean the rifle
4. Lubricate the rifle
5. Assemble the rifle
6. Perform a function check
7. Make entries in/review the gun record book
8. Ensure the rifle gun case and bag are clean and serviceable
9. Perform detailed safety inspection
10. Prepare weapon for field use
11. Prepare and submit weapon for:
 - a. SAPM
 - b. Limited technical inspection (LTI)
 - c. Pre-firing inspection (PFI)

PRIMARY REFERENCE:

TM 11110A-OR Operator's Manual for Long Range Sniper Rifle (LRSR), Special Application Scoped Rifle (SASR) Caliber .50, M107

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

The scout sniper must know the sniper weapon systems characteristics and understand the cycle of operation. The scout sniper must know the proper torques for his assigned weapon.

12005. INDEX OF 2500-LEVEL INDIVIDUAL EVENTS

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12006. 2500-LEVEL EVENTS

0317-FSPT-2501: Act as an Observer for Close Air Support (CAS)

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

READINESS-CODED: NO

MOS PERFORMING: 0317

GRADES: CPL, SGT, SSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a scenario involving Close Air Support (CAS), a topographic map, compass, protractor, a target, an attack aircraft, type ordnance load, and a radio.

STANDARD: To achieve effects on target.

PERFORMANCE STEPS:

1. Identify themselves as non-Joint Terminal Attack Controller (JTAC) qualified on aircraft check-in
2. Make every effort to involve a qualified Joint Terminal Attack Controller (JTAC)/Forward Air Controller-Airborne (FAC (A)) in the situation
3. Provide as much briefing as possible:
 - a. Fixed wing 9-line
 - b. Rotary wing 5-line
4. Minimum information that must be communicated to aircraft:
 - a. Target elevation
 - b. Target location
 - c. Target description
 - d. Restrictions or hazards
5. Provide Battle Damage Assessment (BDA) to the close air support (CAS) aircraft or Joint Terminal Attack Controller (JTAC)

PRIMARY REFERENCE:

[JP 3-09.3 Close Air Support](#)

SUPPLEMENTARY REFERENCES:

[MCRP 3-31.6 Multi-Service Tactics, Techniques and Procedures for the Joint Application of Firepower \(JFIRE\)](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | S/L | SAVT | Team Hours | 0.50 | N |

RANGE/TRAINING AREA:

Facility Code 17330 Covered Training Area
Facility Code 17430 Impact Area Dudded
Facility Code 17936 Close Air Support Range

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: This event requires a certified Joint Terminal Attack Controller (JTAC) to control terminal guidance.

0317-FSPT-2502: Conduct a Suppression of Enemy Air Defense (SEAD) Fire Mission

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

READINESS-CODED: NO

MOS PERFORMING: 0317

GRADES: CPL, SGT, SSGT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given the references, equipment organic to a Forward Observer, a mortar unit, and a Forward Air Controller (FAC) or Joint Terminal Attack Controller (JTAC) if aircraft are used.

STANDARD: By transmitting the call-for-fire (CFF) request in the correct sequence.

PERFORMANCE STEPS:

1. Determine target location to suppress
2. Determine target location for the mark
3. Transmit the call for fire request
4. Monitor the timeline for suppression and marking rounds
5. Assess effects of suppression and marking rounds
6. Report to Fire Support Team (FiST) Team, as necessary
7. Transmit (RREMS)
 - a. Refinement
 - b. Record as Target
 - c. End of mission
 - d. Surveillance

PRIMARY REFERENCE:

[MCRP 3-10F.2 Supporting Arms Observer, Spotter and Controller](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | P | SAVT | Team Hours | 0.25 | N |

NOTES: Deployable Virtual Training Environment (DVTE) is a suitable alternative.

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: The ammunition to support this event is included in the fire direction center (FDC) events.

0317-FSPT-2503: Plan Supporting Arms

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

READINESS-CODED: NO

MOS PERFORMING: 0317

GRADES: CPL, SGT, SSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an order, map, compass and protractor.

STANDARD: To support the scheme of maneuver and commander's guidance for fire support.

PERFORMANCE STEPS:

1. Determine targets that are needed to support mission
2. Determine tactical control measures.
3. Determine fire support coordinating measures

PRIMARY REFERENCE:

[MCRP 3-10F.2 Supporting Arms Observer, Spotter and Controller](#)

0317-FSPT-2504: Develop a Target List

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

READINESS-CODED: NO

GRADES: LCPL, CPL, SGT, SSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given commander's guidance, an order, target list worksheet, scheduling worksheets, fire support overlay, operations overlay, paper, plotting equipment, lists of targets, and assigned target numbers.

STANDARD: To allocate fires in support of the scheme of maneuver.

PERFORMANCE STEPS:

1. Consult commander's fire support guidance
2. Identify targets that support the scheme of maneuver and fire support plan using (PLOTCR):

- a. Purpose
 - b. Location
 - c. Observer
 - d. Target information
 - e. Communication link/Controller
 - f. Requirements
3. Review operational control measures
 4. Review fire support coordinating measures
 5. Compile lists of targets from all targeting assets
 6. Plot targets on an overlay
 7. Identify opportunities for multiple target engagements
 8. Eliminate redundancies in targeting
 9. Determine targeting priorities
 10. Record target information
 11. Disseminate the completed worksheets to all Fire Support Teams (FiST) and other pertinent units
 12. Monitor the operation to ensure the target list and scheduling worksheets are executed properly and updated

PRIMARY REFERENCE:

MCTP 3-10F Fire Support Coordination in the Ground Combat Element

SUPPLEMENTARY REFERENCES:

MCWP 3-31 Marine Air-Ground Task Force Fires

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | S/L | CACCTUS | Unit Hours | 0 | N |

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

Live fire is not required to satisfy the sustainment interval.
Formal school training is available and recommended to train this task to standard via the Expeditionary Warfare Training Groups (EWTGs).

0317-MARK-2501: Engage Targets Using Max Point Blank

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

READINESS-CODED: NO

MOS PERFORMING: 0317

GRADES: LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a sniper weapon system, an observer with a spotting scope, ammunition, targets at unknown distances and wearing the directed body armor protection level.

STANDARD: To achieve 80 percent accuracy.

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. Utilize sniper/observer dialogue
7. Engage targets using max point blank and rapid bolt manipulation
8. Assess the situation
9. Make entries in data book and gun record book

PRIMARY REFERENCE:

MCTP 3-01E Sniping

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|---------------------------------------|----------------------|
| .AB39 Cartridge, 7.62 HPBT LR | 20 rounds per Marine |
| A191 Cartridge, .300 Win 200 Grams | 20 rounds per Marine |
| AB43 Cartridge, 300 Winchester Magnum | 20 rounds per Marine |

RANGE/TRAINING AREA:

Facility Code 17561 Automated Sniper Field Fire Range

ADDITIONAL RANGE/TRAINING AREA: Sniper, unknown distance, live-fire range (1000 meters and batwing surface danger zone (SDZ) for steel targets

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

0317-MARK-2502: Engage Targets from a Loophole

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

READINESS-CODED: NO

MOS PERFORMING: 0317

GRADES: LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a sniper weapon system, ammunition, an observer with a spotting scope, binoculars, map, compass, protractor, targets, firing solution device, hand-held weather station, and wearing the directed body armor protection level.

STANDARD: To achieve 80 percent accuracy.

PERFORMANCE STEPS:

1. Assume a firing position
2. Prepare a range card
3. Estimate ballistics and weather conditions to hit target
4. Calculate data
5. Apply data to scope turrets
6. Utilize sniper/observer dialogue
7. Engage targets
8. Assess the situation
9. Make entries into data book/gun record book

PRIMARY REFERENCE:

[MCTP 3-01E Sniping](#)

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|--|----------------------|
| .AB39 Cartridge, 7.62 HPBT LR | 20 rounds per Marine |
| A191 Cartridge, .300 Win 200 Grams | 20 rounds per Marine |
| A606 Cartridge, Caliber .50 API MK211 Mod 0 Single Round | 20 rounds per Marine |

ADDITIONAL RANGE/TRAINING AREA: Sniper, unknown distance, live-fire range (1000 meters and batwing surface danger zone (SDZ) for steel targets).

0317-MARK-2503: Engage Targets at an Angle

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

READINESS-CODED: NO

MOS PERFORMING: 0317

GRADES: LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a sniper weapon system, ammunition, an observer with a spotting scope, binoculars, map, compass, protractor, angle finding devices/charts, targets at an angle greater than 15 degrees, firing solution device, hand-held weather station, and wearing the directed body armor protection level.

STANDARD: To achieve point of aim-point of impact.

PERFORMANCE STEPS:

1. Assume a firing position
2. Prepare a range card
3. Determine the angle to the target
4. Determine the flat line distance to the target
5. Estimate ballistics and weather conditions to hit target
6. Calculate steps 3 through 5 and apply data to scope turrets
7. Utilize sniper/observer dialogue
8. Engage targets
9. Assess the situation
10. Make entries into data book/gun record book

REFERENCES: MCTP 3-01E Sniping

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|--|----------------------|
| .AB39 Cartridge, 7.62 HPBT LR | 20 rounds per Marine |
| A191 Cartridge, .300 Win 200 Grams | 20 rounds per Marine |
| A606 Cartridge, Caliber .50 API MK211 Mod 0 Single Round | 20 round per Marine |

RANGE/TRAINING AREA:

Facility Code 17560 Sniper Field-Fire Range

ADDITIONAL RANGE/TRAINING AREA:

Sniper, unknown distance, live-fire range (1,000 meters for 7.62 LR and batwing surface danger zone (SDZ) for steel targets).
A range is needed that provides a minimum of 15 degrees up/down angle and a range of at least 1000 meters.

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: This event does not require live fire for training to mastery. Shooting at angle does not change the mechanisms of engaging a target at range, rather, it is an additional calculation to ensure appropriate firing solution. Current Laser range finders procure horizontal distance.

0317-OPS-2501: Lead Sniper Operations from a Hide (S/L)

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

READINESS-CODED: NO

MOS PERFORMING: 0317

GRADES: LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a sniper team, mission, mission essential equipment, camouflage material, and an area of operation.

STANDARD: To support the unit commander without compromise of position.

PERFORMANCE STEPS:

1. Emplace security
2. Conduct a reconnaissance of tentative position
3. Establish communications
4. Confirm location
5. Lead occupation
6. Supervise construction of the hide
7. Supervise continuing action
8. Draw range card
9. Observe and report
10. Engage targets as required
11. Supervise the sanitization of the hide location to not leave indications of a sniper presence

PRIMARY REFERENCE:

[MCTP 3-01A Scouting and Patrolling](#)

SUPPLEMENTARY REFERENCES:

[MCTP 3-01E Sniping](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Partial | S/L | DVTE | Marine Hours | 2 | Y |

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|---------------------------------------|---------------------|
| .AB39 Cartridge, 7.62 HPBT LR | 2 rounds per Team |
| A191 Cartridge, .300 Win 200 Grams | 2 rounds per weapon |
| AB43 Cartridge, 300 Winchester Magnum | 2 rounds per weapon |

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17560 Sniper Field-Fire Range
Facility Code 17962 MOUT Collective Training Facility (Small)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Both rural and urban hides of various types should be constructed.

0317-OPS-2502: Lead a Linkup

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

READINESS-CODED: NO

MOS PERFORMING: 0317

GRADES: LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a mission, area of operations, supported unit and mission essential equipment.

STANDARD: To establish contact with a friendly force.

PERFORMANCE STEPS:

1. Establish communications with the maneuver unit
2. Coordinate with the supported unit
 - a. Routes
 - b. Checkpoints
3. Coordinate link-up procedures with the supported unit
4. Follow a no-communications plan, as required
5. Move to link-up point
6. Observe for enemy near link-up location
7. Ensure security is established at the link-up point
8. Establish communications with the supported unit
9. Execute the signal plan
 - a. Near
 - b. Far
 - c. Day
 - d. Night

PRIMARY REFERENCE:

[MCTP 3-01A Scouting and Patrolling](#)

SUPPLEMENTARY REFERENCES:

[MCTP 3-01E Sniping](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17962 MOUT Collective Training Facility (Small)

0317-OPS-2503: Lead a Scout Sniper Patrol (S/L)

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

READINESS-CODED: NO

MOS PERFORMING: 0317

GRADES: LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a mission and a scout sniper unit with mission essential equipment.

STANDARD: To satisfy commander's intent and support the scheme of maneuver.

PERFORMANCE STEPS:

1. Write and issue a warning order
2. Coordinate with units:
 - a. Higher
 - b. Adjacent
 - c. Supporting
3. Write a patrol order
4. Conduct inspections:
 - a. Pre-combat checks (PCC)
 - b. Pre-combat inspections (PCI)
5. Conduct rehearsals
6. Issue a patrol order
7. Lead the exit of friendly lines
8. Report the exit of friendly lines
9. Submit combat reports, as required
10. Lead clandestine infiltration into objective area
11. Lead friendly actions on enemy contact
12. Lead actions on the objective (OBJ)
13. Lead exfiltration from the objective area
14. Request re-entry of friendly lines
15. Lead patrol during re-entry of friendly lines
16. Conduct a patrol report
17. Conduct a debrief

PRIMARY REFERENCE:

[MCTP 3-01E Sniping](#)

SUPPLEMENTARY REFERENCES:

[MCTP 3-01A Scouting and Patrolling](#)

[MCTP 3-10A.4i Marine Rifle Squad](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
|------------------|--------------------|------------------|------------------------|--------------|-----------|

Partial S/L DVTE Marine Hours 2 Y

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

This task supports all types of combat and reconnaissance patrols.

0317-OPS-2504: Lead a Sniper Unit in Support of Offensive Operations (S/L)

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

READINESS-CODED: NO

MOS PERFORMING: 0317

GRADES: LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a mission, area of operations, supported unit and mission essential equipment.

STANDARD: To satisfy commander's intent and support the scheme of maneuver.

PERFORMANCE STEPS:

1. Integrate into the planning process
2. Advise commander on sniper employment considerations
3. Receive the commander's order
4. Suggest recommendations and modifications for sniper employment
5. Coordinate and prepare for operations
6. Brief mission
7. Execute the mission
8. Transmit reports, as required
9. Debrief mission

PRIMARY REFERENCE:

[MCTP 3-01E Sniping](#)

SUPPLEMENTARY REFERENCES:

[MCRP 3-10A.3 Marine Rifle Squad](#)
[MCTP 3-01A Scouting and Patrolling](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
|------------------|--------------------|------------------|------------------------|--------------|-----------|

Yes S/L DVTE Marine Hours 1 Y

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17962 MOUT Collective Training Facility (Small)

0317-OPS-2505: Lead a Sniper Unit in Support of Defensive Operations (S/L)

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

READINESS-CODED: NO

MOS PERFORMING: 0317

GRADES: LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a mission, area of operations, supported unit and mission essential equipment.

STANDARD: To satisfy commander's intent and support the scheme of maneuver.

PERFORMANCE STEPS:

1. Advise commander on sniper employment considerations
2. Receive the commander's order
3. Suggest recommendations and modifications for sniper employment
4. Coordinate and prepare
5. Brief mission
6. Execute mission
7. Transmit reports, as required
8. Debrief mission

PRIMARY REFERENCE:

[MCTP 3-01E Sniping](#)

SUPPLEMENTARY REFERENCES:

[MCRP 3-10A.3 Marine Rifle Squad](#)
[MCTP 3-01A Scouting and Patrolling](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | S/L | DVTE | Marine Hours | 1 | Y |

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17962 MOUT Collective Training Facility (Small)

0317-OPS-2506: Lead a Sniper Unit in Support Of Actions in A Built Up Area (S/L)

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

READINESS-CODED: NO

MOS PERFORMING: 0317

GRADES: CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a mission, area of operations, supported unit and mission essential equipment.

STANDARD: To satisfy commander's intent and support the scheme of maneuver.

PERFORMANCE STEPS:

1. Advise the supported unit commander (SUC) on sniper employment considerations
2. Receive the commander's order
3. Suggest recommendations and modifications for sniper employment
4. Coordinate and prepare for operations
5. Brief the sniper mission
6. Execute the mission
7. Transmit reports
8. Debrief the mission

PRIMARY REFERENCE:

[MCTP 3-01E Sniping](#)

SUPPLEMENTARY REFERENCES:

[MCTP 3-01A Scouting and patrolling](#)

[MCRP 12-10B.1 Military Operations on Urbanized Terrain \(MOUT\)](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Partial | S/L | DVTE | Marine Hours | 2 | Y |

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

Facility Code 17962 MOUT Collective Training Facility (Small)

0317-OPS-2507: Conduct Counter-sniper Operations (S/L)

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

READINESS-CODED: NO

MOS PERFORMING: 0317

GRADES: LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an environment with enemy snipers, a mission, a scout sniper team, mission essential equipment and required weapons.

STANDARD: To mitigate the enemy sniper threat.

PERFORMANCE STEPS:

1. Analyze enemy sniper
 - a. Threat posed to friendly forces
 - b. Enemy sniper training
 - c. Enemy sniper capabilities
 - d. Enemy sniper limitations
2. Determine patterns of enemy sniper engagements and target descriptions
3. Take precautions for enemy snipers
4. Advise friendly forces on enemy sniper tactics, techniques, and procedures (TTPs)
5. Consider use of deception methods
6. Identify methods to locate and eliminate enemy snipers
7. Execute immediate action in response to enemy sniper fire
8. Utilize camouflage techniques to move and establish positions without being detected
9. Utilize observation and surveillance techniques to locate enemy snipers
10. Engage enemy snipers with precision fires or supporting arms
11. Transmit reports and debrief counter-sniper operations

PRIMARY REFERENCE:

[MCTP 3-01E Sniping](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Partial | S/L | DVTE | Marine Hours | 2 | Y |

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17962 MOUT Collective Training Facility (Small)

0317-OPS-2508: Command and Control Sniper Teams

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

READINESS-CODED: NO

MOS PERFORMING: 0302, 0317, 0369

GRADES: SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a mission, communications equipment, report formats, and control center personnel.

STANDARD: To collect, process, analyze and disseminate information from the scout sniper teams and conduct battle tracking techniques.

PERFORMANCE STEPS:

1. Establish Surveillance and Reconnaissance Center (SARC)-main
2. Establish Sniper Control Center (SCC) location-forward
3. Set up Sniper Control Center (SCC) in organized, efficient process
4. Integrate into the Combat Operations Center (COC)
5. Maintain command and control of sniper teams
6. Post information on status boards and charts
7. Brief information updates
8. Maintain Sniper Control Center records:
 - a. Communication log
 - b. Watch journal
9. Mangle information from and to sniper teams to supported units
 - a. Advise
 - b. Process
 - c. Report
 - d. Relay
 - e. Disseminate
 - f. Coordinate
10. Debrief scout sniper teams

PRIMARY REFERENCE:

[MCTP 3-01E Sniping](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | S/L | CACCTUS | Unit Hours | 2 | N |

NOTES: DVTE is the alternative.

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

The sniper control center (SCC) can be a tactical element that is forward deployed from the main combat operations center (COC) unit and in close enough proximity to the sniper teams to allow for communications relay and possibly eyes on teams/objective area.

The sniper control center (SCC) is normally used when there is an offensive mission, requiring a larger amount of reporting over longer distances to the supported unit, and multiple teams are employed.

INFANTRY T&R MANUAL

CHAPTER 13

MOS 0331 INDIVIDUAL EVENTS

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INFANTRY T&R MANUAL

CHAPTER 13

MOS 0331 INDIVIDUAL EVENTS

13000. PURPOSE. This chapter details the individual events that pertain to the Infantry Machine Gunner. These events are linked to a service-level Mission Essential Tasks (MET). This linkage tailor's individual training for the selected MET. Each individual event provides an event title, along with the conditions events will be performed under, and the standard to which the event must be performed to be successful.

13001. EVENT CODING

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

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

| <u>Code</u> | <u>Description</u> |
|-------------|-------------------------|
| 0331 | Infantry Machine Gunner |

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

| <u>Code</u> | <u>Description</u> |
|-------------|------------------------|
| EMPL | Employment |
| LMG | M249 Light Machinegun |
| M2 | M2 Heavy Machinegun |
| MK19 | MK-19 Heavy Machinegun |
| MMG | M240 Medium Machinegun |
| MOBL | Mobility |
| WPNS | Weapons |

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

| <u>Code</u> | <u>Description</u> |
|-------------|--------------------|
| 1000 | Core Skills |
| 2000 | Core Plus Skills |

13002. MOS 0331 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 5.56mm light machinegun, the 7.62mm medium machinegun, the .50 cal, and the 40mm heavy machinegun 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 Advanced Machinegun Course, Advanced Infantry Training Battalion, School of Infantry.

INFANTRY WEAPONS PLATOON

BILLET: Ammunition Bearer. The Ammunition Bearer prepares the ammunition, passes the ammunition to the Team Leader, and provides local security for the machinegun position. The Ammunition Bearer carries the spare barrel bag, spare barrel, T&E mechanism, and ammunition. The Ammunition Bearer performs duties as directed by the Team leader. The Ammunition Bearers Rank is Private through Lance Corporal and their T/O weapons are the M4 carbine.

Core Capabilities:

1. Carries out the orders of the Machinegun Team Leader.
2. Performs the tasks required of an Ammunition Bearer in a machinegun team.
3. Performs operator maintenance for and operates all machineguns and all organic optics.
4. Performs operator maintenance for and is a proficient marksman with the M4 Carbine.
5. Performs fire and movement as an individual and as a member of a machinegun team.
6. Locates, closes with, suppresses, and destroys the enemy by fire and maneuver.
7. Repels and enemy assault by fire and close combat.
8. Provides security for machinegun team.

BILLET: Gunner. The Gunner carries out the orders of the Team Leader or unit leader. The Gunner is responsible for the condition, care, and economical use of assigned weapon and equipment. The Gunner is responsible for the delivery of fires as directed by the Team Leader. The Gunners rank is a Lance Corporal. The Gunner's T/O weapon is the M4 carbine and carries the medium machinegun.

Core Capabilities:

1. Carries out the orders of the machinegun Team Leader.
2. Performs the tasks required of a Gunner in a machinegun team.
3. Performs operator maintenance for and operates all machineguns and all organic optics.
4. Performs operator maintenance for and is a proficient marksman with the M4 carbine and T/O machinegun.
5. Performs fire and movement as an individual and as a member of a machinegun team.
6. Locates, closes with, suppresses, and destroys the enemy by fire and maneuver.
7. Repels the enemy assault by fire and close combat.

BILLET: Team Leader. The machinegun Team Leader carries out the orders of the Squad/Section Leader or unit commander. The Team Leader is responsible for the discipline, appearance, training, control, conduct, and welfare of the team at all times, as well as the condition, care, and economical use of its weapons and equipment. The Team Leader is responsible for the tactical employment, fire discipline, fire control, and the effective employment of the machinegun team. The Team leaders rank is Corporal and their T/O weapon

is the M4 carbine, in addition to the T/O weapon, the Team leader carries the machinegun tripod.

Core Capabilities:

1. Carries out the orders of the machinegun Squad/Section Leader.
2. Performs the tasks required of a machinegun Team Leader in a machinegun section of a weapons platoon.
3. Performs operator maintenance for and operates machineguns and all organic optics.
4. Performs operator maintenance for and is a proficient marksman with the M4 carbine.
5. Responsible for employment of the Team.
6. Responsible for the security of the Team.
7. Responsible for controlling the rates of fire, identification of targets and ensures effects on targets.
8. Responsible for de-confliction of geometries of fire.
9. Performs fire and movement as an individual and as a member of a machinegun team, locates, closes with, suppresses, and destroys the enemy by fire and maneuver.
10. Repels the enemy assault by fire and close combat.

BILLET: Machinegun Squad/Section Leader. The Machinegun Squad/Section Leader carries out the orders of the Platoon Commander or unit leader. The Squad/Section Leader is responsible for the discipline, appearance, training, control, conduct, and welfare of the squad/section at all times, as well as the condition, care, and economical use of its weapons and equipment. The Machinegun Squad Leader/Section Leader is responsible for employing the squad/section in order to support the scheme of maneuver. The Squad/Section Leader is also responsible for the tactical employment, fire discipline, fire control, and effective employment of the machinegun squad as attachments to other units. The Squad/Section Leaders rank is Sergeant and their T/O weapon is the M4 carbine.

Core Capabilities:

1. Carry out the orders of the Platoon Commander.
2. Perform the tasks required of a Machinegun Squad/Section Leader.
3. Advise the commander on the discipline, appearance, control, conduct, and welfare of the squad/section.
4. Train the squad/section in the performance of tasks that support platoon and/or company training objectives.
5. Performs risk management.
6. Inspect the condition, care, and economical use of assigned weapons and equipment.
7. Proficient in the employment of the weapon systems and optics organic to the squad/section.
8. Direct casualty collection and evacuation for the squad/section.
9. Direct supporting fires in accomplishment of an assigned mission.
10. Direct the supply and re-supply of the assigned squad/section.
11. Perform operator maintenance for and are a proficient marksman with the M4 carbine.
12. Employ pyrotechnics and signaling devices.
13. Navigate to objectives using a topographic map, lensatic compass, protractor, and global positioning equipment.
14. Communicate using organic wired and wireless communications.
15. Call for and adjust indirect fire.
16. Write and issue combat orders.

17. Control the fire and maneuver of the squad/section in support of the unit's scheme of maneuver.
18. Locate, close with, and destroy the enemy by fire and maneuver.
19. Repel the enemy assault by fire and close combat.
20. Supervise the maintenance of the squad's optics and weapons.
21. Proficient in combat reporting procedures.
22. Supervise the zeroing of optics and weapons assigned to the squad.
23. Request close air support.
24. Proficient in HLZ procedures.

INFANTRY WEAPONS COMPANY

BILLET: Driver/Ammunition Bearer Heavy Machinegun Platoon, Weapons Company. The Driver performs the duties as an ammunition bearer and provides local security for the machinegun position in a dismounted situation. The Driver is responsible for first echelon maintenance on the vehicle. The Driver's rank is Private through Lance Corporal and their T/O weapon is the M4 carbine.

Core Capabilities:

1. Carries out the orders of the Heavy Machinegun Squad /Section Leader.
2. Performs the tasks required of an Ammunition Bearer and/or Driver in a machinegun squad.
3. Performs operator maintenance for all machineguns and organic optics assigned to the squad.
4. Performs operator maintenance for and is proficient marksman with the M4 carbine.
5. Performs fire and movement as an individual and as a member of a machinegun squad.
6. Locates, closes with, suppresses, and destroys the enemy by fire and maneuver.
7. Repels and enemy assault by fire and close combat.

BILLET: Assistant Gunner, Heavy Machinegun Platoon, Weapons Company. The heavy machinegun Assistant Gunner carries out the orders of the Squad/Section Leader and is responsible for spotting rounds impact and communicating the corrections to the Gunner. The Assistant Gunners rank is a Lance Corporal their T/O weapon is the M4 carbine.

Core Capabilities:

1. Carries out the orders of the Heavy Machinegun Squad/Section Leader.
2. Performs the tasks required of an Assistant Gunner in a machinegun squad.
3. Performs operator maintenance for all machineguns and organic optics assigned to the squad.
4. Performs operator maintenance for and is a proficient marksman with the M4 carbine.
5. Performs fire and movement as an individual and as a member of a machinegun squad.
6. Locates, closes with, suppresses, and destroys the enemy by fire and maneuver.
7. Repels and enemy assault by fire and close combat.
8. Performs first echelon maintenance of a tactical vehicle.
9. Provides security for machinegun squad.

BILLET: Gunner, Heavy Machinegun Platoon, Weapons Company. The Gunner carries out the orders of the Squad/Section Leader. The Gunner is responsible for the condition, care, and economical use of assigned weapons and equipment. The Gunner is responsible for the delivery of fires as directed by the Squad/Section Leader. The Gunners rank is a Lance Corporal and their T/O weapon is the M4 carbine.

Core Capabilities:

1. Carries out the orders of the heavy machinegun Squad/Section Leader.
2. Performs the tasks required of a Gunner in a machinegun squad.
3. Performs operator maintenance for all machineguns and organic optics.
4. Performs operator maintenance for and is a proficient marksman with the M4 carbine and T/O machinegun.
5. Performs fire and movement as an individual and as a member of a machinegun squad.
6. Locates, closes with, suppresses, and destroys the enemy by fire and maneuver.
7. Repels and enemy assault by fire and close combat.
8. Performs first echelon maintenance of a tactical vehicle.

BILLET: Heavy Machinegun Squad/Section Leader, Heavy Machinegun Platoon, Weapons Company. The Heavy Machinegun Squad/Section Leader carries out the orders of the Platoon Commander or unit leader. The Squad/Section Leader is responsible for the discipline, appearance, training, control, conduct, and welfare of the section. The Machinegun Squad/Section Leader is responsible for employing the squad/section in order to support the scheme of maneuver. The Squad/Section Leaders rank is Corporal through Sergeant and their T/O weapon is the M4 carbine.

Core Capabilities:

1. Carry out the orders of the Platoon Commander/Unit leader.
2. Perform the tasks required of a Heavy Machinegun Squad/Section Leader.
3. Is responsible for the discipline, appearance, control, conduct, and welfare of the squad/section.
4. Trains the squad/section in the performance of tasks that support platoon and/or company training objectives.
5. Performs risk management.
6. Supervise the condition, care, and economical use of assigned weapons and equipment.
7. Proficient in the employment of the weapon systems and optics organic to the assigned squad/section.
8. Direct casualty collection and evacuation for assigned squad/section.
9. Direct the employment of fires in support of the assigned mission.
10. Direct the supply and re-supply of the assigned squad/section.
11. Coordinate and supervises the embarkation and debarkation of the squad/section.
12. Perform operator maintenance and are a proficient marksman with the M4 carbine.
13. Employ pyrotechnics and signaling devices.
14. Navigate to objectives using a topographic map, lensatic compass, protractor, and global positioning equipment.
15. Communicate using organic wired and wireless communications.
16. Call for and adjust indirect fire.
17. Write and issue combat orders.
18. Control the fire and maneuver of the squad/section in support of the unit's scheme of maneuver.
19. Locate, close with, and destroy the enemy by fire and maneuver.

20. Repel the enemy assault by fire and close combat.
21. Supervise the maintenance of the squad/section's optics and weapons.
22. Proficient in combat reporting procedures.
23. Supervise the zeroing of optics and weapons assigned to the squad/section.
24. Request close air support.
25. Proficient in HLZ procedures.

13003. INDEX OF 1000-LEVEL INDIVIDUAL EVENTS

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13004. 1000-LEVEL EVENTS

0331-EMPL-1001: React to Machinegun Fire Commands

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

READINESS-CODED: NO

MOS PERFORMING: 0331

BILLETS: Ammunition bearer, Gunner, Squad Leader, Team Leader

GRADES: PVT, PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a mounted SL-3 complete machinegun, a crew, and a fire mission, while wearing a fighting load.

STANDARD: To engage designated targets in accordance with the unit leader's fire command.

PERFORMANCE STEPS:

1. Respond to initial fire commands
2. Engage a target with a machinegun in accordance with fire command
3. Respond to subsequent commands

PRIMARY REFERENCE:

MCTP 3-01C Machine Guns and Machine Gun Gunnery

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Partial | S/L | ISMT | Marine Hours | 0 | N |

NOTES: Hours roll up under other 0331 ISMT events.

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|--|---------------------------|
| A131 Cartridge, 7.62mm 4 Ball M80/1 Tracer M62 Linked | 400 cartridges per Marine |
| A576 Cartridge, Caliber .50 4 API M8/1 API-T M20 Linked | 200 cartridges per Marine |
| B542 Cartridge, 40mm HEDP M430/M430A1 Linked | 32 cartridges per Marine |
| BA21 Cartridge, 40mm Practice (Day/Night) MK281 Mod 1 Linked | 32 cartridges per Marine |

RANGE/TRAINING AREA:

Facility Code 17581 Machine Gun Field Fire Range
Facility Code 17582 Automated Multipurpose Machine Gun Range (MPMG)

0331-HMG-1001: Perform Operator Maintenance for a Heavy Machinegun

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

READINESS-CODED: NO

MOS PERFORMING: 0331

BILLETS: Ammunition bearer, Assistant Gunner, Gunner, Squad Leader, Team Leader

GRADES: PVT, PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an SL-3 complete M2A1 heavy machinegun, M3 tripod, cradle, mount, vehicle mount components, authorized cleaning gear, and lubricants.

STANDARD: To ensure the weapon and components are operational.

PERFORMANCE STEPS:

1. Ensure the weapon is in Condition-4
2. Disassemble the heavy machinegun
3. Clean the heavy machinegun and components
4. Inspect the heavy machinegun and components
5. Lubricate the heavy machinegun and components

6. Assemble the heavy machinegun and components
7. Perform a function check of the heavy machinegun

PRIMARY REFERENCE:

MCTP 3-01C Machine Guns and Machine Gun Gunnery

SUPPLEMENTARY REFERENCES:

TM 1005-OR Operator's Manual for Ground Mounts

TM 12017A-OI Operator and Maintenance Manual for Heavy Machine Gun Sight System (HMGSS)

0331-M2-1001: Engage Targets with a M2A1 Heavy Machinegun

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

DESCRIPTION: This event incorporates firing positions, classifications of fire, and engagement techniques.

MOS PERFORMING: 0331

BILLETS: Ammunition bearer, Gunner, Section Leader, Squad Leader, Team Leader

GRADES: PVT, PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a mounted, SL-3 complete M2A1 heavy machinegun, and ammunition, while wearing a fighting load.

STANDARD: To engage target(s) in accordance with the fire command(s).

PERFORMANCE STEPS:

1. Load the heavy machinegun
2. Make the heavy machinegun Condition-1
3. Receive firing commands
4. Identify target(s)
5. Engage target(s)
6. Clear malfunction(s) and stoppage(s), as required
7. Perform barrel change, as required
8. Make the heavy machinegun Condition-4

PRIMARY REFERENCE:

MCTP 3-01C Machine Guns and Machine Gun Gunnery

SUPPLEMENTARY REFERENCES:

TM 02498B-10/2 Operator Maintenance for, Machine Gun, Caliber .50, M2A1 and M2

TM 1005-OR Operator's Manual for Ground Mounts

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Partial | S/L | ISMT | Marine Hours | 0.25 | N |

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|--------------------------------------|----------------------|
| A560 Cartridge, Caliber .50 Dummy M2 | 10 rounds per weapon |

RANGE/TRAINING AREA:

Facility Code 17581 Machine Gun Field Fire Range

0331-MK19-1001: Perform Operator Maintenance on an MK-19 Heavy Machinegun

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

READINESS-CODED: NO

MOS PERFORMING: 0331

BILLETTS: Ammunition bearer, Assistant Gunner, Gunner, Squad Leader, Team Leader

GRADES: PVT, PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an SL-3 complete MK-19 heavy machinegun, M3 tripod, cradle, mount, vehicle mount components, authorized cleaning gear, and lubricants.

STANDARD: To ensure the weapon and components are operational.

PERFORMANCE STEPS:

1. Ensure the weapon is in Condition-4
2. Disassemble the MK-19 heavy machinegun
3. Clean the MK-19 heavy machinegun
4. Inspect the MK-19 heavy machinegun
5. Lubricate the MK-19 heavy machinegun
6. Assemble the MK-19 heavy machinegun
7. Perform a function check

PRIMARY REFERENCE:

TM 08521A-OR/1 Operator's Manual, Machinegun, 40mm, Mk19 MOD 3

SUPPLEMENTARY REFERENCES:

TM 1005-OR Operator's Manual for Ground Mounts
TM 12017A-OI Operator and Maintenance Manual for Heavy Machine Gun Sight System (HMGSS)

0331-MK19-1002: Engage Targets with a MK-19 Heavy Machinegun

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

READINESS-CODED: NO

MOS PERFORMING: 0331

BILLETS: Ammunition bearer, Gunner, Section Leader, Squad Leader, Team Leader

GRADES: PVT, PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a mounted, SL-3 complete MK-19 heavy machinegun and ammunition, while wearing a fighting load.

STANDARD: To engage target(s) in accordance with the fire command(s).

PERFORMANCE STEPS:

1. Load the MK-19 heavy machinegun
2. Make a Condition-1 weapon
3. Receive a firing command
4. Identify target(s)
5. Engage target(s)
6. Clear malfunction(s) and stoppage(s), as required
7. Make a Condition-4 weapon

PRIMARY REFERENCE:

TM 08521A-10/1A Operator's Manual, Machinegun, 40mm, MK19 MOD 3

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Partial | S/L | ISMT | Marine Hours | 0.50 | N |

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|---------------------------------|---------------------|
| B472 Cartridge, 40mm Dummy M922 | 3 rounds per Marine |

RANGE/TRAINING AREA:

Facility Code 17610 Grenade Launcher Range
Facility Code 17620 40MM (Grenade) Machine Gun Qualification Range

0331-MMG-1001: Perform Operator Maintenance for a M240B Medium Machinegun

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

READINESS-CODED: NO

MOS PERFORMING: 0331

BILLETS: Ammunition bearer, Gunner, Squad Leader, Team Leader

GRADES: PVT, PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an SL-3 complete M240B medium machinegun, tripod, vehicle mount components, authorized cleaning gear, and lubricants.

STANDARD: To ensure the weapon and components are operational.

PERFORMANCE STEPS:

1. Ensure the medium machinegun is in Condition-4
2. Disassemble the medium machinegun
3. Clean the medium machinegun
4. Inspect the medium machinegun
5. Lubricate the medium machinegun
6. Assemble the medium machinegun
7. Perform a function check on the medium machinegun

PRIMARY REFERENCE:

TM 08670A/09712A-10/1B Operator's Manual, Machinegun, 7.62mm, M240, M240C, M240E1, M240L, M240N

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

0331-MMG-1002: Engage Targets with a Medium Machinegun

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

READINESS-CODED: NO

DESCRIPTION: This event incorporates firing positions, classifications of fire, and engagement techniques.

MOS PERFORMING: 0331

BILLETS: Ammunition bearer, Gunner, Squad Leader, Team Leader

GRADES: PVT, PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an SL-3 complete medium machinegun, crew, fire command, ammunition, while wearing a fighting load.

STANDARD: To engage target(s) in accordance with the fire command(s). (MCTP 3-01C, Machine Guns and Machine Gun Gunnery, Ch. 3, p. 3-47)

PERFORMANCE STEPS:

1. Load the medium machinegun
2. Make the medium machinegun Condition-1
3. Receive a firing command
4. Identify target(s)
5. Engage target(s)
6. Clear malfunction(s) and stoppage(s), as required
7. Perform barrel change, as required
8. Make the medium machinegun Condition-4

PRIMARY REFERENCE:

MCTP 3-01C Machine Guns and Machine Gun Gunnery

SUPPLEMENTARY REFERENCES:

TM 08670A/09712A-10/1B Operator's Manual, Machinegun, 7.62mm, M240, M240C, M240E1, M240L, M240N

TM 1005-OR Operator's Manual for Ground Mounts

TM 11792A-OI Operator's Manual for the Sight Unit, SU-260/P Machine Gun Day Optic (MDO)

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|----------------------------------|---------------------|
| A135 Cartridge, 7.62mm Dummy M63 | 12 round per weapon |

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

Facility Code 17581 Machine Gun Field Fire Range

ADDITIONAL RANGE/TRAINING AREA: A range equipped with robot targets with appropriate number of rounds and repetitions.

0331-MMG-1003: Zero a Machinegun Day Optic (MDO)

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

READINESS-CODED: NO

DESCRIPTION: The Machinegun Day Optic (MDO) consist of two sights, the MDO and a Ruggedized Miniature Reflex sight (RMR). Both sights must be zeroed to accomplish this training event. Zeroing is conducted at the 100 or 300 meters. 15 rounds are used to confirm the MDO zero. 15 rounds are used to confirm RMR zero. Pre-zero may be conducted at 25 or 33 meters. The MDO is zeroed to the primary barrel. Engaging targets using the spare barrel will require the use of an alternate aiming point.

MOS PERFORMING: 0331

BILLETS: Ammunition bearer, Gunner, Team Leader

GRADES: PVT, PFC, LCPL, CPL

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an SL-3 complete medium machinegun, a Machinegun Day Optic (MDO), crew, ammunition, and a target at 100 or 300 meters, while wearing a fighting load.

STANDARD: To achieve point of aim/point of impact. (TM 11792A-OI Operator's Manual for the Sight Unit, SU-260/P Machine Gun Day Optic (MDO), Ch. 4, p. 4-1)

PERFORMANCE STEPS:

1. Mount the Machinegun Day Optic (MDO) to a medium machinegun
2. Zero the Machinegun Day Optic (MDO)
3. Record zero for the Machinegun Day Optic (MDO)
4. Return the optic to mechanical center when changing gunners

PRIMARY REFERENCE:

TM 11792A-OI Operator's Manual for the Sight Unit, SU-260/P Machine Gun Day Optic (MDO)

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|--|-------------------------|
| A131 Cartridge, 7.62mm 4 Ball M80/1 Tracer M62 Linked | 30 rounds per Marine |

RANGE/TRAINING AREA:

Facility Code 17581 Machine Gun Field Fire Range

0331-WPNS-1001: Zero a Limited Visibility Optic to a Machinegun

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

READINESS-CODED: NO

DESCRIPTION: This event covers the zeroing procedures for multiple limited visibility optics which includes, but not limited to, the AN/PAS-13D(V)2 or (3) and an AN/PVS-17C.

MOS PERFORMING: 0331

BILLETS: Ammunition bearer, Gunner, Team Leader

GRADES: PVT, PFC, LCPL, CPL

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an SL-3 complete machinegun, ammunition, a limited visibility optic, a target, while wearing a fighting load.

STANDARD: To achieve point of aim/point of impact.

PERFORMANCE STEPS:

1. Mount the limited visibility optic to the machinegun
2. Zero the limited visibility day optic
3. Record zero for the limited visibility optic and machinegun

PRIMARY REFERENCE:

MCTP 3-01C Machine Guns and Machine Gun Gunnery

SUPPLEMENTARY REFERENCES:

TM 10091C/10092C-OR Operator's Manual for Sight, Thermal AN/PAS-13D(V)2 (MWTS) and AN/PAS-13D(V)3

TM 10796-OR Operator's and Maintenance Manual for AN/PVS-17B&C Miniature Night Sights (MNS)

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|--|----------------------|
| A151 Cartridge, 7.62mm 4 Ball/1 Tracer Linked | 30 rounds per Marine |
| A576 Cartridge, Caliber .50 4 API M8/1 API-T M20 Linked | 30 rounds per Marine |
| BA21 Cartridge, 40mm Practice (Day/Night) MK281 Mod 1 Linked | 32 rounds per Marine |

RANGE/TRAINING AREA:

Facility Code 17580 Machine Gun Transition Range

Facility Code 17581 Machine Gun Field Fire Range

0331-WPNS-1002: Register a Range Card

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

READINESS-CODED: NO

MOS PERFORMING: 0331

BILLETS: Ammunition bearer, Gunner, Squad Leader, Team Leader

GRADES: PVT, PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a heavy machinegun, ammunition, and a range card with pre-determined data, while wearing a fighting load.

STANDARD: To record and fire targets in a defensive situation.

PERFORMANCE STEPS:

1. Make a Condition-1 weapon
2. Place pre-determined data on the weapon
3. Engage target(s)
4. Repeat steps 2 through 3 until all threat targets have been engaged
5. Adjust range card data, as necessary
6. Make a Condition-4 weapon

PRIMARY REFERENCE:

[MCTP 3-01C Machine Guns and Machine Gun Gunnery](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17580 Machine Gun Transition Range
Facility Code 17581 Machine Gun Field Fire Range

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

This training event applies to all machineguns.
100 Rounds of A131 for the M240G machinegun
100 Rounds of A576 for the M2A1 machinegun
64 Rounds of B542 for the MK19 machinegun

13005. INDEX OF 2000-LEVEL INDIVIDUAL EVENTS

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13006. 2000-LEVEL EVENTS

0331-EMPL-2001: Direct the Occupation of a Machinegun Fighting Position

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

READINESS-CODED: NO

DESCRIPTION: The below listed performance steps are a compilation of numerous doctrinal references. It is recommended that a concise description of occupying a machinegun position be placed within [MCTP 3-01C, Machineguns and Machinegun Gunnery](#).

MOS PERFORMING: 0331

BILLETS: Section Leader, Squad Leader, Team Leader

GRADES: CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an order, an area to occupy, and a machinegun unit, while wearing a fighting load.

STANDARD: To position the unit to place fires in support of the assigned mission. ([MCIP 3-10A.3i, Marine Infantry Platoon, Appendix G, p. 331](#))

PERFORMANCE STEPS:

1. Plan for the occupation of machinegun fighting position(s)
2. Patrol to the tentative machinegun fighting position(s)
3. Conduct reconnaissance of the machinegun fighting position(s)
4. Occupy the machinegun fighting position(s)
5. Prepare for subsequent actions

PRIMARY REFERENCE:

[MCIP 3-10A.3i Marine Infantry Platoon](#)

SUPPLEMENTARY REFERENCES:

MCRP 3-10A.2 Infantry Company Operations (Appendix D, Page D-2)
MCIP 3-10A.4i Marine Rifle Squad

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

0331-EMPL-2002: Direct the Acquisition of Machinegun Targets

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

READINESS-CODED: NO

MOS PERFORMING: 0331, 0369

BILLETS: Platoon Sergeant, Section Leader, Squad Leader, Team Leader

GRADES: CPL, SGT, SSGT, GYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a machinegun unit, ammunition, and an objective while wearing a fighting load.

STANDARD: To ensure machinegun fire is distributed over the entire target area. (MCTP 3-01C, Machine Guns and Machine Gun Gunnery, Ch. 6, p. 6-23)

PERFORMANCE STEPS:

1. Scan and observe for potential target(s)
2. Issue fire command using ADDRAC:
 - a. Alert
 - b. Direction
 - c. Description
 - d. Range
 - e. Assignment
 - f. Control
3. Issue subsequent fire commands, to repeat or correct a fire command, to adjust fire, to cease or commence fire, or to terminate the alert

PRIMARY REFERENCE:

MCTP 3-01C Machine Guns and Machine Gun Gunnery

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Partial | S/L | ISMT | Marine Hours | 0.50 | N |

NOTES: ISMT does not support night optics or MDO filters.

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17581 Machine Gun Field Fire Range
Facility Code 17582 Automated Multipurpose Machine Gun Range (MPMG)

0331-EMPL-2003: Prepare a Terrain Profile

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

READINESS-CODED: NO

MOS PERFORMING: 0331, 0369

BILLETS: Platoon Sergeant, Section Leader, Squad Leader

GRADES: CPL, SGT, SSGT, GYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a map, paper, pencil, gun position, and an objective

STANDARD: To determine the dead space or mask along the gun target line.
(MCTP 3-01C, Machine Guns and Machine Gun Gunnery, Ch. 6, p. 6-59)

PERFORMANCE STEPS:

1. Locate both the gun and target position on a map
2. Position the straight edge of a piece of paper along the direction of fire
3. Annotate the elevation of each contour line
4. Draw perpendicular lines down to its corresponding elevation point
5. Connect each perpendicular lines utilizing smooth curves

PRIMARY REFERENCE:

MCTP 3-01C Machine Guns and Machine Gun Gunnery

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

0331-EMPL-2004: Direct the Employment of a Machinegun Unit in the Offense
(S/L)

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

READINESS-CODED: NO

DESCRIPTION: The use of overhead fire is a consideration with the performance steps listed below.

MOS PERFORMING: 0331

BILLETS: Section Leader, Squad Leader, Team Leader

GRADES: CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an order and a machinegun unit.

STANDARD: To provide effective machinegun fires in support of the scheme of maneuver. ([MCTP 3-01C, Machine Guns and Machine Gun Gunnery, Appendix A](#))

PERFORMANCE STEPS:

1. Determine method of support for the machinegun unit
2. Determine signals for commence, shift, and cease fire
3. Position machinegun team(s) to:
 - a. Observe
 - b. Provide overhead fires
4. Integrate infantry security for machinegun team(s)
5. Ensure fires commence, shift, and cease on signal to support the attack
6. Direct the displacement of machinegun units to provide continuous support
7. Direct the positioning of machinegun units in preparation for a counterattack
8. Re-position machinegun team(s) for occupation of the defense

PRIMARY REFERENCE:

[MCTP 3-01C Machine Guns and Machine Gun Gunnery](#)

SUPPLEMENTARY REFERENCES:

[MCRP 3-10A.2 Infantry Company Operations](#)
[MCIP 3-10A.3i Marine Infantry Platoon](#)
[MCIP 3-10A.4i Marine Rifle Squad](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | S/L | DVTE | Marine Hours | 1 | Y |
| Yes | S/L | TDK | Marine Hours | 1 | N |

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|--|-----------------------|
| A151 Cartridge, 7.62mm 4 Ball/1 Tracer Linked | 100 rounds per Marine |
| A576 Cartridge, Caliber .50 4 API M8/1 API-T M20 Linked | 100 rounds per Marine |
| B542 Cartridge, 40mm HEDP M430/M430A1 Linked | 32 rounds per Marine |
| L312 Signal, Illumination Ground White Star Parachute M127A1 | 1 per Team |
| L314 Signal, Illumination Ground Green Star Cluster M125A1 | 1 per Team |

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17581 Machine Gun Field Fire Range
Facility Code 17582 Automated Multipurpose Machine Gun Range (MPMG)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

This training event includes all offensive operations.
Delivery of overhead fire is a consideration in mission planning for the offense.

0331-EMPL-2005: Direct the Employment of a Machinegun Unit in the Defense (S/L)

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

READINESS-CODED: NO

MOS PERFORMING: 0331

BILLETS: Section Leader, Squad Leader, Team Leader

GRADES: CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an order and a machinegun unit

STANDARD: To provide effective machinegun fires in support of the scheme of maneuver.

PERFORMANCE STEPS:

1. Determine:
 - a. Method of support
 - b. Tentative primary defensive positions
 - c. Type of fires to be delivered
 - d. Target precedence
 - e. Engagement criteria
2. Identify machinegun fighting positions
 - a. Alternate positions
 - b. Supplementary positions
3. Ensure machinegun(s) is/are tied in with infantry support
 - a. Final protective fires (FPF)
 - b. Principle direction of fire (PDF)
4. Conduct coordination with adjacent units
5. Compile completed range card(s) and ensure integration of fires,
6. Supervise the registration of range card data
7. Supervise the delivery of fires
 - a. Defensive fires
 - b. Counterattack fires

PRIMARY REFERENCE:

[MCTP 3-01C Machine Guns and Machine Gun Gunnery](#)

SUPPLEMENTARY REFERENCES:

MCRP 3-10A.2 Infantry Company Operations
MCIP 3-10A.3i Marine Infantry Platoon, Page 332 & 337 thru 339.
MCIP 3-10A.4i Marine Rifle Squad

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | S/L | DVTE | Marine Hours | 1 | Y |
| Yes | S/L | TDK | Marine Hours | 1 | N |

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|--|---------------------|
| A111 Cartridge, 7.62mm Blank M82 Linked | 100 rounds per Team |
| A151 Cartridge, 7.62mm 4 Ball/1 Tracer Linked | 100 rounds per Team |
| L312 Signal, Illumination Ground White Star Parachute M127A1 | 1 per Team |
| L314 Signal, Illumination Ground Green Star Cluster M125A1 | 1 per Team |
| L594 Simulator, Projectile Ground Burst M115A2 | 3 per Team |

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17581 Machine Gun Field Fire Range
Facility Code 17582 Automated Multipurpose Machine Gun Range (MPMG)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

This includes all defensive operations.
All defensive firing considerations, to include defilade fire, should be included in the planning process.
Considerations for defilade fire and the firing of the FPL/PDF are included in this task.

0331-EMPL-2006: Identify Armored Vehicles (S/L)

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

READINESS-CODED: NO

MOS PERFORMING: 0331

BILLETS: Ammunition Man, Assistant Gunner, Gunner, Squad Leader, Team Leader

GRADES: PVT, PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a graphic depiction of armored vehicles.

STANDARD: To positively identify the vehicles by designator.

PERFORMANCE STEPS:

1. Determine if the vehicle is:
 - a. Tank
 - b. Non-tank
2. Determine absence or presence of a cupola
3. Determine the absence or presence of a turret
 - a. Type
 - b. Location
4. Determine the absence or presence of a bore evacuator
 - a. Type
 - b. Location
5. Determine type of suspension
6. Determine country of origin indicators
7. Determine unique identifying features of the vehicle

PRIMARY REFERENCE:

[Jane's Book of Armored Vehicles \(Current Year\)](#)

SUPPLEMENTARY REFERENCES:

[MCTP 3-01F MAGTF Antiarmor Operations](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | S/L | DVTE | Marine Hours | 4 | Y |
| Yes | S/L | TDK | Marine Hours | 4 | N |

0331-EMPL-2007: Prepare a Machinegun Range Card (S/L)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

DESCRIPTION: A range card serves as both a record of data and a document for defensive fire planning. Each team leader prepares two range cards containing information on the extent of dead space and grazing fire along the FINAL PROTECTIVE LINE (FPL) and the location of likely targets.

MOS PERFORMING: 0331

BILLETS: Squad Leader, Team Leader

GRADES: LCPL, CPL, SGT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a mounted SL-3 complete machinegun, a designated sector of fire, a Final Protective Line (FPL) or Principal Direction of Fire (PDF), navigation equipment, and writing materials, while wearing a fighting load.

STANDARD: To complete two range cards containing information on the extent of dead space and grazing fire along the final protective line (FPL) and principal direction of fire (PDF), as well as and the location of likely targets. (MCTP 3-01C, Machine Guns and Machine Gun Gunnery, Ch. 6, p. 6-49).

PERFORMANCE STEPS:

1. Depict sectors of fire
2. Depict mission
 - a. Final protective line (FPL)
 - b. Principal direction of fire (PDF)
3. Depict prominent terrain feature
4. Depict target reference points (TRP)
5. Depict target data
6. Depict dead space
7. Depict orientation diagram
8. Depict weapon symbols
9. Depict marginal data
10. Submit a copy of the prepared range cards to higher headquarters

PRIMARY REFERENCE:

MCTP 3-01C Machine Guns and Machine Gun Gunnery

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Partial | S/L | DVTE | Marine Hours | 0.25 | Y |
| Partial | S/L | TDK | Marine Hours | 0.25 | N |

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

0331-MOBL-2001: Direct the Employment of a Motorized Machinegun Unit (S/L)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

MOS PERFORMING: 0331, 0369

BILLETS: Platoon Sergeant, Section Leader, Squad Leader

GRADES: CPL, SGT, SSGT, GYSGT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a vehicle mounted machinegun unit, commander's intent, a supported unit scheme of maneuver, required equipment and ammunition, while wearing the fighting load.

STANDARD: To support the unit's scheme of maneuver. (MCIP 3-10A.3i, Marine Infantry Platoon, Ch. 2, p. 297)

PERFORMANCE STEPS:

1. Maintain command and control of vehicles
2. Prepare vehicle firing positions
3. Lay the machinegun
4. Place the machinegun into action
5. Control machinegun rates of fire
6. Adjust machinegun fires
7. Respond to firing commands
8. On command, displace unit to new position

PRIMARY REFERENCE:

MCIP 3-10A.3i Marine Infantry Platoon

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | S/L | DVTE | Marine Hours | 2 | Y |
| Yes | S/L | TDK | Marine Hours | 2 | N |

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

ADDITIONAL RANGE/TRAINING AREA: A range equipped with robot targets with appropriate number of rounds and repetitions.

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CHAPTER 14

MOS 0341 INDIVIDUAL EVENTS

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INFANTRY T&R MANUAL

CHAPTER 14

MOS 0341 INDIVIDUAL EVENTS

14000. PURPOSE. This chapter details the individual events that pertain to the Infantry Mortarman. These events are linked to a service-level Mission Essential Tasks (MET). This linkage tailor's individual training for the selected MET. Each individual event provides an event title, along with the conditions events will be performed under, and the standard to which the event must be performed to be successful.

14001. EVENT CODING

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

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

| <u>Code</u> | <u>Description</u> |
|-------------|--------------------|
| 0341 | Infantry Mortarman |

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

| <u>Code</u> | <u>Description</u> |
|-------------|---------------------------------|
| 60mm | 60mm Company Lightweight Mortar |
| 81mm | 81mm Medium Weight Mortar |
| FDC | Fire Direction Center |
| FO | Forward Observer |
| WPNS | Weapons |

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

| <u>Code</u> | <u>Description</u> |
|-------------|--------------------|
| 1000 | Core Skills |
| 2000 | Core Plus Skills |

14002. MOS 0341 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 Mortar or the 81mm 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 Course, Advanced Infantry Training Battalion, School of Infantry.

BILLET: Ammunition Man, 60mm Mortar Section, Weapons Platoon. The 60mm Mortar 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. The 60mm Mortar Ammunition Man normally places out and retrieves the aiming post. The 60mm Mortar Ammunition Man swabs the barrel every 10 rounds or after each end of mission. Billet rank is Private thru Lance Corporal and billet T/O weapon is the service rifle/carbine.

Core Capabilities:

1. Carries out the orders of the Mortar Squad Leader.
2. Identifies ammunition by type, conducts ammunition handling, and ammunition fuse/charge settings).
3. Performs operator maintenance for the M224A1 60mm mortar.

BILLET: Gunner, 60mm Mortar Section, Weapons Platoon. The 60mm Mortar Gunner is located where they can manipulate the weapon system. The Gunner places firing data on the sight and lays the mortar for deflection and elevation. Billet rank is a Lance Corporal and billet T/O weapon is the M4 carbine.

Core Capabilities:

1. Carries out the orders of the unit commander or the 60mm Mortar Squad Leader.
2. Maintains the condition, care, and economical use of assigned weapons and equipment.
4. Performs operator maintenance for and operates an M224A1 60mm mortar.
5. Performs bore sighting of the weapon system.

BILLET: Squad Leader, 60mm Mortar Section, Weapons Platoon. As the Squad Leader for a 60mm Mortar, the squad Leader is responsible for the tactical employment of the 60mm Mortar and stands where they can best command and control the squad. In addition to supervising the emplacement, laying, and firing of the mortar, the squad leader supervises all other squad activities. The Squad Leader is responsible for loading the mortar and swabbing the barrel every 10 rounds or after each end of mission. Billet rank is Corporal and billet T/O weapon is the M4 carbine.

Core Capabilities:

1. Carries out the orders of the Mortar Section Leader or the unit Commander.
2. Trains the squad in the performance of tasks that training objectives.
3. Maintains the condition, care, and economical use of assigned weapons and equipment.
4. Supervises operator maintenance for the M224A1 Mortar.
5. Writes and issues combat orders.
6. Controls mortar squad during occupation and displacement.
7. Communicates using proper communications procedures with organic wired and wireless communications.
8. Records all firing data.
9. Responsible for development and adherence to safety-T data.
10. Operates the compass.
11. Performs squad leader fire commands without a Fire Direction Center, utilizing a circular fire table and applying the LARS rule for corrections.

BILLET: Section Leader, 60mm Mortar Section, Weapons Platoon. The 60mm Mortar Section leader is responsible for the tactical employment of the 60mm Section. In addition to supervising the employment of the 60mm Section, the Section Leader is responsible for laying and firing the 60mm Mortar Squads. Billet rank is Sergeant and billet T/O weapon is the M4 carbine.

Core Capabilities:

1. Carries out the orders of the Weapons Platoon Commander.
2. Advises the commander on the discipline, appearance, control, conduct, technical and tactical employment, and welfare of the section.
3. Trains the section in the performance of tasks that support section and/or platoon objectives.
4. Assists the commander in conducting risk management.
5. Inspects the condition, care, and economical use of assigned weapons and equipment.
6. Directs casualty collection and evacuation for the section.
7. Coordinates and supervises all logistical requirements for the section.
8. Supervises protective measures to counteract the effects of nuclear, biological, and chemical contamination.

BILLET: Ammunition Bearer/Driver, 81mm Mortar Section, 81mm Mortar Platoon. 81mm Mortar Platoon, 81mm Mortar Section, Ammunition Bearer/Driver, is normally behind the mortar, maintaining the ammunition for firing, providing local security for the mortar position, and performing other duties as the Squad Leader directs. The 81mm Mortar Platoon, 81mm Mortar Section, Ammunition Bearer/Driver, normally places out and retrieves the aiming post. The 81mm Mortar Platoon, 81mm Mortar Section, Ammunition Bearer/Driver, is also the squad truck driver. When duties do not require the 81mm Mortar Platoon, 81mm Mortar Section, Ammunition Bearer/Driver, to be with the vehicle, The 81mm Mortar Platoon, 81mm Mortar Section, Ammunition Bearer/Driver, is used as an Ammunition Bearer. Billet rank is Private through Lance Corporal and billet T/O weapon is the M4 carbine.

Core Capabilities:

1. Carry out the orders of the Mortar Squad Leader.
2. Perform the tasks required of a Driver and Ammunition Man in the 81mm Mortar squad.
3. Performs operator maintenance for and operates an M252A2 81mm mortar.
4. Performs operator first echelon maintenance for, and operates an assigned tactical vehicle.
5. Performs security functions and is capable of operating and maintaining a medium machinegun.

BILLET: Ammunition Bearer, 81mm Mortar Section, 81mm Mortar Platoon. The 81mm Mortar first Ammunition Bearer stands to the right rear of the mortar. The First Ammunition Bearer is responsible for maintaining the ammunition for firing. Additionally, the Ammunition Bearer provides local security for the mortar position, and performs other duties as the Squad Leader directs. He normally places out and retrieves the aiming post. Billet rank is Private through Lance Corporal and billet T/O weapon is the M4 carbine.

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 (particularly in ammunition identification by type, ammunition handling, and ammunition fuse/charge settings).
3. Performs operator maintenance for the M252A2 81mm Mortar.
4. Performs security functions and is capable of operating and maintaining a medium machinegun.

BILLET: Assistant Gunner, 81mm Mortar Section, 81mm Mortar Platoon. The 81mm Assistant Gunner assists the Gunner in shifting the mortar. The Assistant Gunner is responsible for loading the mortar and swabbing the barrel every 10 rounds or after each end of mission. Billet rank is Lance Corporal and billet T/O weapon is the M4 carbine.

Core Capabilities:

1. Carries out the orders of the Mortar Squad Leader.
2. Performs operator maintenance for the M252A2 81mm Mortar.
3. Performs the duties of the Squad Leader or Gunner during their absence.

BILLET: Gunner, 81mm Mortar Section, 81mm Mortar Platoon. The 81mm Mortar Gunner is on the left side of the mortar where he can manipulate the weapon system. The Gunner places firing data on the sight and lays the mortar for deflection and elevation. The Gunner and the Assistant Gunner make large deflection adjustments by shifting the bipod assembly. Billet rank is Corporal and billet T/O weapon is the M4 carbine.

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. Performs operator maintenance for and operates an M252A2 81mm mortar.
4. Performs the duties of the Squad Leader during their absence.

BILLET: Squad Leader, 81mm Mortar Section, 81mm Mortar Platoon. The 81mm Mortar Squad Leader is responsible for the tactical employment of the 81mm Mortar. The 81mm Mortar Squad Leader stands behind the mortar to best provide command and control of the squad. In addition to supervising the emplacement, laying, and firing of the mortar, the Squad Leader supervises all other squad activities. Billet rank is Sergeant and billet T/O weapon is the M4 carbine.

Core Capabilities:

1. Carries out the orders of the Mortar Section Leader or the unit Commander.
2. Trains the squad in the performance of tasks that support platoon training objectives.
3. Maintains the condition, care, and economical use of assigned weapons and equipment.
4. Supervises operator maintenance for the M252A2 81mm mortar.
5. Writes and issues combat orders.
6. Controls mortar squad during occupation and displacement.
7. Communicates using proper communications procedures with organic wired and wireless communications.
8. Records all firing data.

9. Responsible for adherence to safety-T data.
10. Operates the compass.

BILLET: Forward Observer, 81mm Mortar Section, 81mm Mortar Platoon. The Forward Observer (FO) provides the eyes for the Fire Direction Center (FDC) and is normally attached to a forward unit. The Forward Observer initiates and adjusts mortar indirect fire. The Forward Observer provides assistance to the supporting unit commander in planning targets appropriate for the mortars. Billet rank is Corporal and the T/O weapon is the M4 carbine.

Core Capabilities:

1. Communicates using proper communications procedures with organic wired and wireless communications.
2. Calls for and adjusts indirect fire.
4. Employs binoculars, compass, common laser range finder, and night aiming devices.
5. Provides end of mission reports (RREMS) to FDC.
6. Submits target requests.
7. Advises the supported unit on employment considerations.

BILLET: Recorder/Driver, 81mm Mortar Section, 81mm Mortar Platoon. The Recorder/Driver operates in the Fire Direction Center (FDC). The Recorder/Driver records firing data and assists in maintaining the mortar logs. The Recorder/Driver is also the tactical vehicle operator for the FDC. The Recorder/Driver communicates firing data to the gun line via wire or wireless communications. The Recorder/Driver serves as a backup plotter. Billet rank is Lance Corporal and the billet T/O weapon is the M4 carbine.

Core Capabilities:

1. Carries out the orders of the Plotter.
2. Operates a plotting board and the mortar ballistic computer.
3. Computes firing data.
4. Performs operator first echelon maintenance for, and operates an assigned tactical vehicle.

BILLET: Plotter/Recorder, 81mm Mortar Platoon, Weapons Company. The Plotter/Recorder operates in the Fire Direction Center (FDC). The Plotter/Recorder records firing data and assists in maintaining the mortar logs. The Plotter/Recorder communicates firing data to the gun line via wire or wireless. The Plotter/Recorder serves as a primary plotter. Billet rank is Corporal and the billet T/O weapon is the M4 carbine.

Core Capabilities:

1. Carries out the orders of the Plotter.
2. Operates a plotting board and the mortar ballistic computer.
3. Computes firing data.

BILLET: Plotter, 81mm Mortar Section, 81mm Mortar Platoon. The Plotter operates the Fire Direction Center (FDC) as FDC Chief. The Plotter supervises the recording of firing data and maintains mortar logs. The Plotter communicates firing data to the gun line via wire/wireless. The Plotter's rank is Sergeant and the billet T/O weapon is the M4 carbine.

Core Capabilities:

1. Carries out the orders of the Mortar Section Leader or the unit Commander.
2. Trains the Fire Direction Center (FDC) in the performance of tasks that support platoon training objectives.
3. Writes and issues combat orders.
4. Operates a plotting board and the mortar ballistic computer.
5. Computes firing data.
6. Develops a safety diagram.
7. Computes Safety-T data.
8. Issues FDC order.
9. Communicates MTO to the F.O.
10. Maintains computer records and computer data sheets.
11. Compiles the Fire Cap report.

14003. INDEX OF 1000-LEVEL INDIVIDUAL EVENTS

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14004. 1000-LEVEL EVENTS

0341-WPNS-1001: Maintain a Mortar

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

READINESS-CODED: NO

MOS PERFORMING: 0341

BILLETS: Ammunition bearer, Gunner, Section Leader, Squad Leader

GRADES: PVT, PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a mounted SL-3 complete mortar, cleaning gear, and lubricants

STANDARD: To ensure the weapon is complete, clean, and serviceable in accordance with TM 08206B-OR/1 for the M224A1 and TM 09922B-OR/1 M252A2. ([TM 08206B-OR/1 Operator's Manual With Components List for Lightweight Company Mortar 60 MM, M224A1 and TM 09922B-OR/1 Operator's Manual for Mortar, 81mm, M252A2](#))

PERFORMANCE STEPS:

1. Disassemble the mortar

2. Clean the mortar
3. Lubricate the mortar
4. Inspect the mortar
5. Maintain mortar components
6. Maintain the mortar gun book

PRIMARY REFERENCE:

TM 08206B-OR/1 Operator's Manual with Components List for Lightweight Company
Mortar 60 MM, M224A1
TM 09922B-OR/1 Operator's Manual for Mortar, 81mm, M252A2

0341-WPNS-1002: Mount a Mortar

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

READINESS-CODED: NO

MOS PERFORMING: 0341

BILLETS: Ammunition bearer, Gunner, Squad Leader

GRADES: PVT, PFC, LCPL, CPL

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a SL-3 complete mortar, assigned individual weapon, an emplaced base plate stake, and an emplaced direction stake, as the gunner in a mortar squad, while wearing a fighting load.

STANDARD: To ensure the mortar is prepared to fire within 90 seconds. (TC 3-22.90, Mortars)

PERFORMANCE STEPS:

1. Receive a fire command (ADDRAC)
 - a. Alert
 - b. Direction
 - c. Description
 - d. Range
 - e. Assignment
 - f. Control
2. Ammunition Man
 - a. Place the base plate against the base plate stake at the 9 o'clock position
3. Squad Leader
 - a. Places the bi-pod in front of the base plate
4. Gunner
 - a. Connect mortar barrel to the base plate
 - b. Connect bi-pod to the lower saddle
5. Ammunition Man
 - a. Raise the elevation 8-10 turns
6. Gunner
 - a. Retrieve sight unit
 - b. Set initial sight setting to 3200 mils deflection
 - c. Set initial sight setting to 1100 mils elevation
7. Gunner

- a. Place the sight on the mortar
- b. Conduct the five steps of a mortar crew drill
- c. Level the bubbles and obtain correct sight picture
- d. Announce "GUN UP!"

PRIMARY REFERENCE:

[TC 3-22.90 Mortars](#)

0341-WPNS-1003: Boresight a Mortar

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

READINESS-CODED: NO

MOS PERFORMING: 0341

BILLETS: Ammunition bearer, Gunner, Squad Leader

GRADES: PVT, PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given mortar, mounted in the upper saddle, a boresight, while wearing a fighting load.

STANDARD: To align the canon and the sight with a zero tolerance for deflection and elevation. ([TC 3-22.90, Mortars, Ch. 2, p. 2-3](#))

PERFORMANCE STEPS:

1. Install the boresight
2. Identify a distant aiming point
3. Determine the mortar's initial sight setting
 - a. Deflection
 - b. Elevation
4. Remove the boresight

PRIMARY REFERENCE:

[TC 3-22.90 Mortars](#)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

The 25 meter sight box method should only be used if the situation does not allow for the gunner to identify a distant aiming point. Elevation and deflection scale settings can be found in [TC 3-22.90, Mortars](#).

0341-WPNS-1004: Clear a Misfire for a Mortar

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

READINESS-CODED: NO

DESCRIPTION: Mortarmen must be aware of misfires, hangfires, cook offs, and short rounds. A misfire is a complete failure to fire. It can be caused by a faulty firing mechanism or faulty element in the propelling charge explosive train. A misfire cannot be immediately distinguished from a delay in functioning of the firing mechanism or from a hangfire; therefore, it must be handled with care.

All firing malfunctions should be considered a misfire. Mechanical malfunctions can be caused by a faulty firing pin or by rounds lodged in the cannon because of burrs, excess paint, oversized rounds, or foreign matter in the cannon. (TC 3-22.90, Mortars, p. 3-11)

MOS PERFORMING: 0341

BILLETS: Ammunition bearer, Assistant Gunner, Gunner, Section Leader, Squad Leader

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a mortar system with a misfire, while wearing a fighting load.

STANDARD: To return the mortar system to action.

PERFORMANCE STEPS:

1. Identify mortar misfire
2. Clear the misfire per the direction provided in the mortar's technical manual
3. Reassemble the mortar system
4. Relay the mortar system

PRIMARY REFERENCE:

[TM 08206B-OR/1 Operator's Manual with Components List for Lightweight Company Mortar 60 MM, M224A1](#)

[TM 09922B-OR/1 Operator's Manual for Mortar, 81mm, M252A2](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | P | ISMT | Marine Hours | 0.25 | N |

RANGE/TRAINING AREA:

Facility Code 17430 Impact Area Dudded

Facility Code 17670 Mortar Range

EQUIPMENT: (1) Inert mortar round

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

Procedures for removing a misfire are discussed in the appropriate TM for the mortar system and platform used. This event applies to both conventional and hand-held modes.

0341-WPNS-1005: Fire a Mortar in Handheld Mode

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

READINESS-CODED: NO

MOS PERFORMING: 0341

BILLETS: Ammunition bearer, Gunner, Section Leader, Squad Leader

GRADES: PVT, PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a mortar, ammunition, and targets, serving as the Gunner in a mortar squad, while wearing a fighting load.

STANDARD: To achieve effects on target. ([TC 3-22.90, Mortars, Ch. 2](#))

PERFORMANCE STEPS:

1. Receive a fire command (ADDRAC)
 - a. Alert
 - b. Direction
 - c. Description
 - d. Range
 - e. Assignment
 - f. Control
2. Mount the mortar
3. Lay the mortar
4. Conduct pre-fire safety checks
5. Execute initial fire command
6. Receive subsequent fire command
7. Manipulate the system according to subsequent fire command
8. Repeat steps 5 through 6 until the rounds have effect on target

PRIMARY REFERENCE:

[TC 3-22.90 Mortars](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | P | ISMT | Marine Hours | 0.50 | N |

ORDNANCE:

DODIC

QUANTITY

| | |
|--|------------------------|
| BA15 Cartridge, 60mm Target Practice | 3 rounds per Marine |
| BA16 Cartridge, 60mm HE M720A1 w/Multi-Option Fuze M734A1 | 3 rounds per Marine |

RANGE/TRAINING AREA:

Facility Code 17430 Impact Area Dudded
Facility Code 17670 Mortar Range

14005. INDEX OF 2000-LEVEL INDIVIDUAL EVENTS

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14006. 2000-LEVEL EVENTS

0341-FDC-2001: Setup a Plotting Board

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

READINESS-CODED: NO

DESCRIPTION: Three types of firing charts can be constructed on the M16/M19 plotting board: the observed firing chart, the modified-observed firing chart, and the surveyed firing chart.

MOS PERFORMING: 0341

BILLETS: Plotter, Section Leader

GRADES: LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given all equipment organic to a Fire Direction Center, range from the mortar position to the target, and a direction of fire (azimuth).

STANDARD: To compute the deflection, range, and azimuth of indirect firing of the mortar. ([TC 3-22.91 Mortar Fire Direction Procedures, Ch. 5, p. 5-1](#))

PERFORMANCE STEPS:

1. Select method of firing chart construction
2. Determine weapon systems capabilities
3. Determine the direction of fire
4. Determine the mounting azimuth
5. Superimpose the referred deflection scale
6. Disseminate safety 'T' to the gun line
 - a. Mounting azimuth
 - b. Referred deflection
 - c. Pertinent safety information
7. Complete the data sheet

PRIMARY REFERENCE:

[TC 3-22.91 Mortar Fire Direction Procedures](#)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

The following methods can be used to setup the plotting board: Pivot Point method, Below Pivot Point method, Survey Firing Chart method, Modified Observed Firing Chart method. The use of the Survey Firing Chart method requires a grid intersection to represent the pivot point, a surveyed mortar position, and survey registration point.

0341-FDC-2002: Process a Firing Mission on a Firing Chart

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

READINESS-CODED: NO

MOS PERFORMING: 0341, 0369

BILLETS: Plotter, Section Leader

GRADES: LCPL, CPL, SGT, SSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given all equipment organic to a fire direction center (FDC), a constructed firing chart, plotting board, a call for fire, and a check computer.

STANDARD: To tactically and technically apply firepower, exercise tactical command of one or more units in the selection of targets, mass or distribute fires, and allocate ammunition for each mission. (TC 3-22.91, Mortar Fire Direction Procedures, Ch. 2, p. 2-1)

PERFORMANCE STEPS:

1. Make initial plot
2. Obtain firing data
3. Generate firing command
4. Transmit message to observer (MTO)
5. Transmit fire command to the gun line
6. Receive corrections
 - a. Plot subsequent corrections
7. Generate subsequent fire commands
8. Transmit subsequent fire commands
9. Repeat steps 7 thru 9, as necessary
10. Update the firing chart upon end of mission
11. Record information
 - a. Computer record
 - b. Data sheet

PRIMARY REFERENCE:

TC 3-22.91 Mortar Fire Direction Procedures

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|--|---------------------|
| BA15 Cartridge, 60mm Target Practice | 6 rounds per Marine |
| BA16 Cartridge, 60mm HE M720A1 w/Multi-Option Fuze M734A1 | 6 rounds per Marine |
| C868 Cartridge, 81mm HE M821/M821A1 with Multi-Option Fuze | 6 rounds per Marine |
| C875 Cartridge, 81mm Practice M879 | 6 rounds per Marine |

RANGE/TRAINING AREA:

Facility Code 17430 Impact Area Dudded
Facility Code 17670 Mortar Range

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

The firing chart can be setup using the methods contained in TC 3-22.91, Mortar Fire Direction Procedures: Pivot Point, Below Pivot Point, Mission survey chart, Modified observed firing chart.
Data can be computed for the missions in TC 3-22.91 including but not limited to: Registration, traverse, search, quick smoke, final protective fires (FPF), illumination, coordinated illumination, and suppression of enemy air defenses (SEAD).

0341-FDC-2003: Process a Fire Mission Using a Mortar Ballistic Computer

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

READINESS-CODED: NO

MOS PERFORMING: 0341, 0369

BILLETS: Plotter, Section Leader

GRADES: LCPL, CPL, SGT, SSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a Lightweight Handheld Mortar Ballistic Computer (LHMBC), a call for fire, and computer record.

STANDARD: To tactically and technically apply firepower, exercise tactical command of one or more units in the selection of targets, mass or distribute fires, and allocate ammunition for each mission. ([TC 3-22.91, Mortar Fire Direction Procedures, Ch. 2, p. 2-1](#))

PERFORMANCE STEPS:

1. Enter data
2. Obtain firing data
3. Generate a fire command
4. Transmit message to observer (MTO)
5. Transmit the fire command to the gun line
6. Receive corrections
 - a. Input subsequent corrections
7. Generate subsequent fire commands
8. Transmit subsequent fire commands
9. Repeat steps 2 thru 9, as necessary
10. Update the mortar ballistic computer upon end of mission
11. Record information
 - a. Computer record
 - b. Data sheet

PRIMARY REFERENCE:

[TC 3-22.91 Mortar Fire Direction Procedures](#)

SUPPLEMENTARY REFERENCES:

[TM 11042B-13&P/1B Operator and Field Maintenance Manual Including Repair Parts and Special Tools List for Computer, Ballistics: Lightweight, Handheld Mortar Ballistic Computer \(LHMBC\), M32](#)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

Ensure all fire direction center (FDC) personnel can compute data for all types of firing missions.

This event can be trained to standard when accomplishing other compute data plotting board events that have associated ammunition resources.

The standard based training module embedded within the mortar ballistic computer can be used to train this event to standard.

0341-FDC-2004: Setup a Mortar Ballistic Computer

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

READINESS-CODED: NO

MOS PERFORMING: 0341

BILLETS: Plotter, Section Leader

GRADES: LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a Lightweight Handheld Mortar Ballistic Computer (LHMBC), geographical (GEO) data, and meteorological (MET) data, with or without a target list, safety fan, gun data, and computer record.

STANDARD: To prepare the mortar ballistic computer to process fire missions. (TC 3-22.91, [Mortar Fire Direction Procedures, Ch. 7](#))

PERFORMANCE STEPS:

1. Initialize the mortar ballistic computer
2. Enter setup data
 - a. Unit lists
 - b. Ammunition
 - c. Meteorological (MET) data
 - d. Safety fan
 - e. Fire support coordination measures (FSCM)
3. Report fire capabilities

PRIMARY REFERENCE:

[TC 3-22.91 Mortar Fire Direction Procedures](#)

SUPPLEMENTARY REFERENCES:

[TM 11042B-13&P/1B Operator and Field Maintenance Manual Including Repair Parts and Special Tools List for Computer, Ballistics: Lightweight, Handheld Mortar Ballistic Computer \(LHMBC\), M32](#)

0341-FO-2001: Construct a Terrain Sketch

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

READINESS-CODED: NO

DESCRIPTION: The terrain sketch is a rough panoramic drawing by the observer of his area of observation. The sketch is primarily used as a rapid means of recording and identifying predetermined directions to reference points. A properly constructed terrain sketch aids the observer in an organized study of the terrain. ([MCRP 3-10F.2, Supporting Arms Observer, Spotter and Controller, Ch. 2, p.2-30](#))

MOS PERFORMING: 0341

BILLETS: Forward Observer

GRADES: LCPL, CPL, SGT

INITIAL TRAINING SETTING: MOJT

CONDITION: Provided a compass, map, a common laser range finder, a pad of paper, pencils, and an information sheet containing a zone of observation and responsibility.

STANDARD: To facilitate timely and accurate call for fire missions. ([MCRP 3-10F.2 Supporting Arms Observer, Spotter and Controller, Ch. 2, p. 2-30](#))

PERFORMANCE STEPS:

1. Sketch the horizon
2. Label prominent features
 - a. Draws
 - b. Hill masses
 - c. Streams
 - d. Wood lines
 - e. Ridge lines
 - f. Roads
 - g. Buildings
 - h. Battlespace debris
3. Label the sketch
 - a. Directions
 - b. Distances
 - c. Reference points
 - d. Known points

PRIMARY REFERENCE:

[MCRP 3-10F.2 Supporting Arms Observer, Spotter and Controller](#)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: The ammunition to support this event is included in the fire direction center (FDC) events.

0341-FO-2002: Conduct an Immediate Suppression Mission

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

DESCRIPTION: An immediate suppression mission is used to fire on a planned target or target of opportunity that has taken friendly maneuver or aerial units under fire. An immediate suppression mission normally requires a minimum volume of fire. The type of ammunition, units to fire, and volume are established by unit SOP, for example, two sections, one round of HE/point detonating (PD), one round of HE/fuze variable time (VT). The call for fire is sent in one transmission. The call for fire consists of the observer identification, the warning order "immediate suppression," the target location, and transmission authentication. (MCRP 3-10F.2, Supporting Arms Observer, Spotter and Controller, Ch. 3, p. 3-17)

MOS PERFORMING: 0341

BILLETS: Forward Observer

GRADES: LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given equipment organic to the forward observer (FO), the references, a mortar unit, and a threat that is, or is about to, engage friendly forces.

STANDARD: To degrade the threat below the level needed to disrupt friendly forces from achieving their mission objectives by transmitting a call for fire (CFF) within 60 seconds of target identification. (MCRP 3-10F.2 Supporting Arms Observer, Spotter and Controller, Chap 3, Page 3-17 thru 3-60)

PERFORMANCE STEPS:

1. Locate the target
2. Prepare the call for fire (CFF)
3. Transmit call for fire in one transmission

PRIMARY REFERENCE:

MCRP 3-10F.2 Supporting Arms Observer, Spotter and Controller

SUPPLEMENTARY REFERENCES:

MCRP 3-31.6 Multi-Service Tactics, Techniques and Procedures For the Joint Application of Firepower (JFIRE)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | P | SAVT | Team Hours | 0.25 | N |

NOTES: Can be done in DVTE as an alternative. Sustainment interval = 6 months. Total strength 0341 Cpl FOs x 1 hour x 2 times per year = total capacity requirement for this event. The actual standard is 12 minutes.

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

0341-FO-2003: Conduct an Illumination Mission

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

DESCRIPTION: Battlespace illumination facilitates observation for both the spotter and the combat unit and restricts the enemy's freedom of movement. Illumination shells can be used to illuminate areas of suspected enemy activity, to provide illumination during adjustment of night fire missions, and to harass the enemy.

There are two methods of employing illumination: continuous and coordinated. (MCRP 3-10F.2, Supporting Arms Observer, Spotter and Controller, Ch. 6, p. 6-1)

MOS PERFORMING: 0341

BILLETS: Forward Observer

GRADES: LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given equipment organic to a forward observer (FO), a mortar unit, a threat area, and the reference.

STANDARD: Ensuring the illumination call for fire (CFF) is transmitted within 2 minutes and the threat area is illuminated. (MCRP 3-10F.2, Supporting Arms Observer, Spotter and Controller, Ch. 5, p. 5-38)

PERFORMANCE STEPS:

1. Locate the target
2. Transmit the complete illumination call for fire, in sequence
3. Determine subsequent corrections
4. Transmit subsequent corrections
5. Transmit (RREMS)
 - a. Refinement data
 - b. Record as Target
 - c. End of Mission
 - d. Surveillance

PRIMARY REFERENCE:

MCRP 3-10F.2 Supporting Arms Observer, Spotter and Controller

SUPPLEMENTARY REFERENCES:

MCRP 3-31.6 Multi-Service Tactics, Techniques and Procedures For the Joint Application of Firepower (JFIRE)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | P | SAVT | Team Hours | 0.25 | N |

NOTES: DVTE is alternative.

0341-FO-2004: Conduct a Coordinated Illumination Mission

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

READINESS-CODED: NO

DESCRIPTION: Coordinated illumination is a type of fire in which the firing of illuminating and HE projectiles is coordinated to provide illumination of the target and surrounding area only at the time required for spotting and adjusting fire. The observer may allow the FDC to control the firing of the illumination and HE rounds by marking the illumination round when it provides optimal illumination on the target, or he may control the firing of each round by using procedures of by round at my command. ([MCRP 3-10F.2, Supporting Arms Observer, Spotter and Controller, Ch. 3, p. 3-15](#))

MOS PERFORMING: 0341

BILLETS: Forward Observer

GRADES: LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given equipment organic to a Forward Observer (FO), reference, mortar unit, and suspected enemy activity.

STANDARD: To engage the target(s) with effective fires and obtain desired effects. ([MCRP 3-10F.2, Supporting Arms Observer, Spotter and Controller, Ch. 6, p. 6-5](#))

PERFORMANCE STEPS:

1. Transmit the complete illumination call For fire (CFF), in sequence
2. Transmit subsequent corrections to include height of burst, if required
3. Once target is illuminated, determine target location
4. Transmit "MARK" when the illumination round best illuminates the target
5. Transmit coordinated illumination call For fire (CFF), in sequence
6. Transmit subsequent corrections within 15 seconds of High Explosive (HE) round impact
7. Fire for effect (FFE)
8. Transmit (RREMS)
 - a. Refinement data
 - b. Record as Target
 - c. End of Mission
 - d. Surveillance

PRIMARY REFERENCE:

[MCRP 3-10F.2 Supporting Arms Observer, Spotter and Controller](#)

SUPPLEMENTARY REFERENCES:

MCRP 3-31.6 Multi-Service Tactics, Techniques and Procedures for the Joint Application of Firepower (JFIRE)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | P | SAVT | Team Hours | 0.25 | N |

NOTES: DVTE is alternative.

0341-FO-2005: Adjust Final Protective Fires (FPF)

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

READINESS-CODED: NO

MOS PERFORMING: 0341

BILLETS: Forward Observer

GRADES: LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given equipment organic to a forward observer (FO), a mortar unit, a threat area, and the references.

STANDARD: To provide an immediately available prearranged barrier of fire designed to impede enemy movement across defensive lines or areas. (MCRP 3-10F.2, Supporting Arms Observer, Spotter and Controller, Ch. 5, p. 5-73)

PERFORMANCE STEPS:

1. Select an adjusting point based on the commander's guidance
2. Transmit the complete call for fire, in sequence, announcing, "DANGER CLOSE.
3. Transmit subsequent corrections for each gun to the nearest 10 meters
4. Adjust fires using creeping fire techniques
5. Continue adjustment until round bursts within 50 meters of the desired location
6. Transmit refinement data and instruct the fire direction center (FDC) to begin firing the next piece
7. Repeat performance steps 5 and 6 until all guns are adjusted
8. Transmit and record final protective fires (FPF)

PRIMARY REFERENCE:

MCRP 3-10F.2 Supporting Arms Observer, Spotter and Controller

SUPPLEMENTARY REFERENCES:

MCRP 3-31.6 Multi-Service Tactics, Techniques and Procedures for the Joint Application of Firepower (JFIRE)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | P | SAVT | Team Hours | 0.25 | N |

NOTES: DVTE is alternative.

0341-FO-2006: Conduct a Quick Smoke Mission

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

DESCRIPTION: Quick smoke provides obscuring, screening, or deceiving smoke over larger areas. More planning and coordination are required for quick smoke than for immediate smoke. Smoke rounds for quick smoke missions are fired in a linear sheaf and cover larger areas than are covered by immediate smoke missions. (MCRP 3-10F.2, Supporting Arms Observer, Spotter and Controller, Ch. 5, p. 5-64)

MOS PERFORMING: 0341

BILLETS: Forward Observer

GRADES: LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given equipment organic to a forward observer (FO), a mortar unit, an area to be screened, and references.

STANDARD: To provide obscuring, screening, or deceiving smoke over a large area. (MCRP 3-10F.2, Supporting Arms Observer, Spotter and Controller, Ch. 5, p. 5-64)

PERFORMANCE STEPS:

1. Determine the following:
 - a. The size of the area to be obscured or screened
 - b. The effects of weather
 - c. The attitude of area to be obscured
 - d. The desired obscuration effect
 - i. Visual
 - ii. Infrared (IR)
 - e. The duration that the smoke is required
2. Transmit the call for fire (CFF)
3. Transmit corrections
4. Request fire for effect when desired effects are achieved
5. Transmit (RREMS)
 - a. Refinement data

- b. Record as Target
- c. End of Mission
- d. Surveillance

PRIMARY REFERENCE:

MCRP 3-10F.2 Supporting Arms Observer, Spotter and Controller

SUPPLEMENTARY REFERENCES:

MCRP 3-31.6 Multi-Service Tactics, Techniques and Procedures for the Joint Application of Firepower (JFIRE)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | P | SAVT | Team Hours | 0.25 | N |

NOTES: DVTE is alternative.

0341-FO-2007: Conduct a Mortar Registration

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

DESCRIPTION: Registration is the adjustment of fire to determine firing data corrections. The forward observer (FO) is directed to conduct registrations when the firing unit has no other means to determine firing data corrections to improve its accuracy. (MCRP 3-10F.2, Supporting Arms Observer, Spotter and Controller, Ch. 5, p. 5-2)

MOS PERFORMING: 0341

BILLETS: Forward Observer

GRADES: LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given equipment organic to a forward observer (FO) and a mortar unit.

STANDARD: Ensuring that all guns are adjusted within 25 meters of their respective adjustment points.

PERFORMANCE STEPS:

1. Determine if conducting a coordinated or non-coordinated registration
2. Transmit the call for fire (CFF)
3. Transmit subsequent corrections
4. Adjust the sheaf in relation to the gun target line, as necessary

PRIMARY REFERENCE:

MCRP 3-10F.2 Supporting Arms Observer, Spotter and Controller

SUPPLEMENTARY REFERENCES:

MCRP 3-31.6 Multi-Service Tactics, Techniques and Procedures For the Joint Application of Firepower (JFIRE)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | P | SAVT | Team Hours | 0.25 | N |

NOTES: DVTE is alternative.

0341-FO-2008: Conduct a Suppression of Enemy Air Defense (SEAD) Fire Mission

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

READINESS-CODED: NO

DESCRIPTION: Suppression of Enemy Air Defenses (SEAD) is that activity that neutralizes, destroys, or temporarily degrades enemy air defenses in a specific area by physical attack and/or electronic warfare. SEAD should be considered when friendly aircraft or unmanned aerial vehicles (UAVs) cannot complete their missions without critically exposing themselves to enemy air defenses. (MCRP 3-10F.2, Supporting Arms Observer, Spotter and Controller, Ch. 8, p. 8-1)

MOS PERFORMING: 0341

BILLETS: Forward Observer

GRADES: CPL

INITIAL TRAINING SETTING: MOJT

CONDITION: Provided references, equipment organic to a forward observer (FO), a mortar unit, a target, and a forward air controller (FAC) or joint terminal attack controller (JTAC), if aircraft are used, with friendly aircraft or unmanned aerial vehicles operating within the immediate area.

STANDARD: To neutralize, destroy, or temporarily degrade enemy air defenses in a specific area allowing friendly aircraft or unmanned aerial vehicles (UAVs) to complete their mission(s).

PERFORMANCE STEPS:

1. Determine the target location
2. Determine the target location for the mark
3. Transmit the call for fire
4. Monitor the time line for suppression and marking rounds
5. Assess the effects of suppression and marking rounds
6. Report to the fire support team (FiST), if applicable

7. Transmit
 - a. Refinement data
 - b. Record as Target
 - c. End of mission
 - d. Surveillance

PRIMARY REFERENCE:

MCRP 3-10F.2 Supporting Arms Observer, Spotter and Controller

SUPPLEMENTARY REFERENCES:

MCRP 3-31.6 Multi-Service Tactics, Techniques and Procedures for the Joint Application of Firepower (JFIRE)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | P | SAVT | Team Hours | 0.25 | N |

NOTES: DVTE is alternative.

0341-FO-2009: Conduct an Adjust Fire Mission

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

DESCRIPTION: The adjust-fire mission is requested when the observer decides that an adjustment is needed because of questionable target location or lack of registration corrections. (MCRP 3-10F.2, Supporting Arms Observer, Spotter and Controller, p. Ch 3, pg. 3-2)

MOS PERFORMING: 0341

BILLETS: Forward Observer

GRADES: LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Provided references equipment organic to the forward observer (FO), a mortar unit, and a threat.

STANDARD: To adjust the rounds to have the desired effect on the target, completing a call for fire within 60 seconds of target identification using one of the three target location methods.

PERFORMANCE STEPS:

1. Identify the threat
2. Generate a call for fire (CFF) request
3. Transmit call for fire (CFF) by using the six elements:
 - a. Observer identification
 - b. Warning order

- c. Target location
- d. Target description
- e. Method of engagement
- f. Method of fire and control
4. Transmit observer target (OT) direction with or before the first correction
5. Transmit subsequent corrections to within 50 meters of target
6. Enter fire for effect phase
7. Transmit (RREMS)
 - a. Refinement
 - b. Record as Target
 - c. End of Mission
 - d. Surveillance

PRIMARY REFERENCE:

MCRP 3-10F.2 Supporting Arms Observer, Spotter and Controller

SUPPLEMENTARY REFERENCES:

MCRP 3-31.6 Multi-Service Tactics, Techniques and Procedures For the Joint Application of Firepower (JFIRE)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | P | SAVT | Team Hours | 0.25 | N |

NOTES: DVTE is alternative.

0341-WPNS-2001: Control Direct Alignment

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 3 months

READINESS-CODED: NO

DESCRIPTION: The direct-alignment method uses the aiming posts and forward observer (FO) because the mortar squad cannot direct-lay onto the target visually. The FO/squad leader prepares the initial firing data using the quickest and simplest method available. Initial data consists of a direction of fire and mortar target range. (TC 3-22.90, Mortars, Ch. 7, p. 7-5)

MOS PERFORMING: 0341

BILLETTS: Squad Leader

GRADES: CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a mortar unit, compass, firing table, aiming posts, and a target while wearing a fighting load.

STANDARD: Achieving effects on target. (TC 3-22.90, Mortars, Ch. 7, p. 7-1)

PERFORMANCE STEPS:

1. Identify the target
2. Lay the mortar online with the target
3. Give the initial fire command
4. Determine all corrections with respect to the gun-target (GT) line
5. Determine all deviation corrections in mils or turns of the traversing hand wheel
6. Determine all range corrections in meters, elevation, or turns of elevation hand crank
7. Continue adjustments until effects are achieved
8. Record firing data

PRIMARY REFERENCE:

TC 3-22.90 Mortars

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|---|---------------------|
| BA15 Cartridge, 60mm Target Practice | 3 rounds per Marine |
| BA16 Cartridge, 60mm HE M720A1 w/Multi-Option Fuze M734A1 | 6 rounds per Marine |
| C869 Cartridge, 81mm HE M889/M889A1 with PD Fuze M935 | 6 rounds per Marine |
| C875 Cartridge, 81mm Practice M879 | 3 per Marine |

RANGE/TRAINING AREA:

Facility Code 17430 Impact Area Dudded
Facility Code 17670 Mortar Range

0341-WPNS-2002: Direct the Occupation of a Mortar Position

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

READINESS-CODED: NO

DESCRIPTION: The tempo of battle and the threat of enemy counter-fire mean that mortar platoons and sections may have to move often. To reduce the time spent displacing, a mortar platoon accomplishes the reconnaissance, selection, occupation, and movement tasks quickly and efficiently.

The key to a successful reconnaissance, selection, and occupation of position is frequent and effective training. Although automated fire direction systems provide extremely accurate locations and greatly simplify the techniques used to occupy and fire from a new position, mortar leaders must be prepared to conduct operations under analog conditions. (MCTP 3-01D, Tactical Employment of Mortars, Ch. 4)

MOS PERFORMING: 0341

BILLETS: Section Leader, Squad Leader

GRADES: CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a mission, mortar unit, and mission essential equipment

STANDARD: To support higher headquarters' mission. (MCTP 3-01D, [Tactical Employment of Mortars, Ch. 6, p. 6-4](#))

PERFORMANCE STEPS:

1. Conduct reconnaissance of the mortar position
 - a. Map and imagery
 - b. Ground reconnaissance
 - c. Aerial reconnaissance
2. Mortar position considerations
 - a. Mission accomplishment
 - b. Tactical situation
 - c. Target range criteria
 - d. Target area coverage
 - e. Survivability
 - f. Mask and overhead cover
 - g. Surface conditions
 - h. Communications
 - i. Routes
3. Conduct advance party operations
4. Issue a movement brief
5. Occupy the mortar position
 - a. Deliberate
 - b. Hasty
 - c. Emergency
6. Ensure the following:
 - a. The fire direction center is operational
 - b. Positive communications are established
 - c. Fire capability (FIRECAP) report sent to higher
7. Direct improvements to the mortar position
8. Displace the mortar position
 - a. On-order
 - b. Event-oriented
 - c. Combined displacement

PRIMARY REFERENCE:

[MCTP 3-01D Tactical Employment of Mortars](#)

0341-WPNS-2003: Declinate a M2 Compass

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

DESCRIPTION: The M2 compass is a rustproof and dust proof magnetic instrument that provides slope, angle of site, and azimuth readings. One of the most important features of the M2 compass is that it is graduated in mils and does not require a conversion from degrees to mils as does the M1 compass. It can be calibrated to provide a grid azimuth or it can be used uncalibrated to determine a magnetic azimuth.

MOS PERFORMING: 0341

BILLETS: Forward Observer, Squad Leader

GRADES: CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an M2 compass, M2A2 tripod, a flat tip screw driver, a surveyed point clear of magnetic attractions, an azimuth marker, map pen, paper, and a topographical map.

STANDARD: To correct for the difference between grid north and magnetic north within 10 mils. ([TC 3-22.91, Mortar Fire Direction Procedures, Ch. 3, p. 3-46](#))

PERFORMANCE STEPS:

1. Place tripod over the survey point using the plumb bob
2. Place the compass on the tripod and level the compass
3. Sight in on the azimuth marker and recheck level
4. Adjust azimuth adjustment scale to correspond to the survey point
5. Recheck the sight picture and verify for accuracy

PRIMARY REFERENCE:

[TC 3-22.91 Mortar Fire Direction Procedures](#)

SUPPLEMENTARY REFERENCES:

[TC 3-22.90 Mortars](#)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

This event can be conducted using a declination diagram.

0341-WPNS-2004: Mount an Aiming Circle

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

READINESS-CODED: NO

MOS PERFORMING: 0341

BILLETS: Section Leader, Squad Leader

GRADES: CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an SL-3 complete aiming circle and a direction of fire, mount an aiming circle ensuring the aiming circle is leveled in all four cardinal directions using the tubular level

STANDARD: Ensuring the aiming circle is leveled in all four cardinal directions using the tubular level. (TC 3-22.91, [Mortar Fire Direction Procedures, Ch. 3, p. 3-47](#))

PERFORMANCE STEPS:

1. Setup the aiming circle tripod
2. Open the base plate cover of the aiming circle head
3. Mount the aiming circle to the tripod
4. Level the aiming circle

PRIMARY REFERENCE:

[TC 3-22.91 Mortar Fire Direction Procedures](#)

SUPPLEMENTARY REFERENCES:

[TC 3-22.90 Mortars](#)

[TM 00476C-10/1 Operator and Field Maintenance Manual for Aiming Circle with Equipment M2A2](#)

0341-WPNS-2005: Declinate an Aiming Circle

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

DESCRIPTION: The aiming circle is used to measure azimuth and elevation angles with respect to a pre-selected baseline. It is a low-power telescope that is mounted on a composite body and contains a magnetic compass, adjusting mechanisms, and leveling screws for establishing a horizontal plane. The instrument is supported by a base plate for mounting on a tripod. Angular measurements in azimuth are indicated on graduated scales and associated micrometers. (TC 3-22.91, [Mortar Fire Direction Procedures, Ch. 3, p. 3-40](#))

MOS PERFORMING: 0341

BILLETTS: Section Leader, Squad Leader

GRADES: CPL, SGT, SSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an SL-3 complete aiming circle and a declination station.

STANDARD: To ensure the declination constant is within 2 mils. (TC 3-22.91, [Mortar Fire Direction Procedures, Ch. 3, p. 46](#))

PERFORMANCE STEPS:

1. Attach the plumb bob
2. Determine declination constant for first azimuth marker

3. Repeat step 2 for remaining azimuth markers
4. Average the determined declination constants
5. Record the average declination constant

PRIMARY REFERENCE:

TC 3-22.91 Mortar Fire Direction Procedures

SUPPLEMENTARY REFERENCES:

TM 00476C-10/1 Operator and Field Maintenance Manual for Aiming Circle with Equipment M2A2

0341-WPNS-2006: Lay a Mortar with an Aiming Circle

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

READINESS-CODED: NO

MOS PERFORMING: 0341

BILLETS: Section Leader, Squad Leader

GRADES: CPL, SGT, SSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a declinated aiming circle, a mounting azimuth, and a mortar unit.

STANDARD: To within 1 mil. (TC 3-22.90 Mortars, Ch. 2, p. 22)

PERFORMANCE STEPS:

1. Establish the 0-3200 line parallel to the mounting azimuth
2. Orient the aiming circle sight to the base plate
3. Announce "Aiming point this instrument"
4. The gunner will respond "Aiming point identified"
5. Using the upper motion turn the azimuth micrometer knob of the aiming circle until the vertical cross lines are laid on the center of the gun sight lens
6. Read the deflection from the micrometer scale
7. Announce " Gun (#) deflection XXXX"
8. The gunner will respond "Gun XX ready for recheck".
9. Repeat performance steps 9-13 until the gunner announces "Gun XX zero to 1 mil out, gun laid"

PRIMARY REFERENCE:

TC 3-22.90 Mortars

SUPPLEMENTARY REFERENCES:

TC 3-22.91 Mortar Fire Direction Procedures

TM 00476C-10_1 Operator and Field Maintenance Manual for Aiming Circle with Equipment M2A2

0341-WPNS-2007: Lay a Mortar using the Sight to Sight Method

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

READINESS-CODED: NO

MOS PERFORMING: 0341

BILLETS: Squad Leader

GRADES: CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given two mortar squads and a mounting azimuth.

STANDARD: To within 1 mil. ([TC 3-22.90, Mortars, Ch. 8, p. 8-26](#))

PERFORMANCE STEPS:

1. From the base gun announce "Gun line aiming point this instrument."
2. all guns refer their sights to the base guns sight and announce " Gun (#) aiming point identified."
3. The base gun will rotate the deflection micrometer knob and place the vertical line of the sight on the sight of the reference gun
4. The base gun will announce the deflection to the reference gun. (Base gun will compute back azimuth adding or subtracting 3200 to the deflection as required.)
5. The reference gun will respond "Gun XX ready for recheck."
6. Repeat performance steps 3 and four until reference gun announces "Gun (#) zero - one mils out, gun laid."

PRIMARY REFERENCE:

[TC 3-22.90 Mortars](#)

0341-WPNS-2008: Lay a Mortar with a Compass

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

READINESS-CODED: NO

MOS PERFORMING: 0341

BILLETS: Squad Leader

GRADES: CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a compass, a SL-3 complete mortar system, a mortar squad, and a mounting azimuth, while wearing a fighting load.

STANDARD: To within 10 mils of the mounting azimuth. ([TC 3-22.90, Mortars, Ch. 2, p. 2-24](#))

PERFORMANCE STEPS:

1. Orient compass to mounting azimuth
2. Place compass on base stake
3. Dispatch ammo man with aiming stake
4. Position ammo man on line with mounting azimuth
5. Direct ammo man to plant stake and return to gun
6. Mount the mortar and lay on direction stake

PRIMARY REFERENCE:

[TC 3-22.90 Mortars](#)

0341-WPNS-2009: Burn Increments

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

READINESS-CODED: NO

DESCRIPTION: Increments removed from cartridges before firing should be placed in a metal or wooden container located at least 25 meters away from the firing vehicle or position. Excess increments should not accumulate near the mortar positions but are removed to a designated place of burning and destroyed. Units should follow specific range regulations to dispose of unused increments. ([TC 3-22.90 Mortars, Appendix A, p. A-31](#))

MOS PERFORMING: 0341

BILLETS: Section Leader, Squad Leader

GRADES: CPL, SGT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given unused increments, a match, and firefighting equipment, while wearing a fighting load.

STANDARD: To dispose of remaining increments. ([TC 3-22.90, Mortars, Appendix A, p. A-3](#))

PERFORMANCE STEPS:

1. Select an area 100 meters from the nearest combustible material
2. Select an area clear of dead grass and brush for at least 30 meters wide
3. Place increments on the ground
4. Form a row 4-6 inches wide and as long as necessary
5. Do not pile increments more than 1-2 inches high
6. End train of increments with a row of single increments, followed by at least 1 meter of dry grass or dead leaves
7. Announce "Burning Increments" and do not look at the fire
8. Ignite dry grass or leaves
9. Allow ensuing fire to self-extinguish

PRIMARY REFERENCE:

[TC 3-22.90 Mortars](#)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

This event is conducted in conjunction with all live-fire events.

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CHAPTER 15

MOS 0351 INDIVIDUAL EVENTS

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INFANTRY T&R MANUAL

CHAPTER 15

MOS 0351 INDIVIDUAL EVENTS

15000. PURPOSE. This chapter details the individual events that pertain to Infantry Assault Marine. These events are linked to a service-level Mission Essential Tasks (MET). This linkage tailor's individual training for the selected MET. Each individual event provides an event title, along with the conditions events will be performed under, and the standard to which the event must be performed to be successful.

15001. EVENT CODING

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

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

| <u>Code</u> | <u>Description</u> |
|-------------|-------------------------|
| 0351 | Infantry Assault Marine |

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

| <u>Code</u> | <u>Description</u> |
|-------------|---|
| APOB | Anti-Personnel Obstacle Breaching System |
| DEMO | Demolitions |
| SMAW | Shoulder-Launched Multipurpose Assault Weapon |

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

| <u>Code</u> | <u>Description</u> |
|-------------|--------------------|
| 1000 | Core Skills |
| 2000 | Core Plus Skills |

15002. MOS 0351 BILLET DESCRIPTIONS/CORE CAPABILITIES

CAREER PROGRESSION PHILOSOPHY. Upon completion of Level 1000 training at the Infantry Assault Marine Course, Infantry Training Battalion, School of Infantry, the Assault Marine will conduct sustainment training on the SMAW and demolitions in an infantry battalion. Prior to assuming the duties of squad/section leader, the Assault Marine should complete Level 2000 training by attending the Advanced Assault Marine Course, Advanced Infantry Training Battalion, and School of Infantry.

BILLET: Gunner, Assault Section, Weapons Platoon. The Weapons Platoon, Assault Section, Gunner, carries out orders from the Team Leader. The

Weapons Platoon, Assault Section, Gunner, is responsible for the employment of the SMAW and security for the assault squad. The Weapons Platoon, Assault Section, Gunner, is also trained in the APOBS (knowledge of) and demolitions. Billet rank is Private through Lance Corporal. Billet T/O weapon is the M4 Carbine, and billet assigned weapon is the MK153 SMAW.

Core Capabilities:

1. Carries out the orders of the assault Team Leader.
2. Performs the tasks required of a Gunner in the assault section of a weapons platoon and have the ability to perform the duties/tasks required of the Team Leader.
3. Constructs, emplaces, and detonates demolition charges in any environment.
4. Performs fire and movement as an individual and as a member of an assault team.
5. Operate the MK153 SMAW.
6. Performs all basic 0300/0351 1000 level tasks and requirements.
7. Performs obstacle breaching using explosive and mechanical methods.

BILLET: Team Leader, Assault Section, Weapons Platoon. The Weapons Platoon, Assault Section, Team Leader, carries out orders from the Section Leader, or the unit commander. The Weapons Platoon, Assault Section, Team Leader, is responsible for the discipline, appearance, training, control, conduct, and welfare of the team at all times, as well as the condition, care, and economical use of weapons and equipment. The Weapons Platoon, Assault Section, Team Leader, is also responsible for the tactical employment, fire discipline, fire control, spotting round impact, corrections for the Gunner, and maneuver of the team. The Weapons Platoon, Assault Section, Team Leader, is also trained in APOBS and demolitions. Billet rank is Lance Corporal. Billet T/O weapon is the service rifle/carbine.

Core Capabilities:

1. Carries out the orders of the assault Squad Leader.
2. Performs the tasks required of a Team Leader in the assault section of a weapons platoon and has the ability to perform the duties/tasks of the Squad Leader.
3. Constructs, emplaces, and detonates demolition charges in any environment.
4. Performs fire and movement as an individual and as a member of an assault team.
5. Controls employment of the MK153 SMAW and assists in its operation.
6. Performs all basic 0300/0351 2000 level tasks.
7. Advises the commander(s) on the capabilities and employment of the assault team.
8. Perform obstacle breaching using explosive and mechanical methods.

BILLET: Squad Leader/Team Leader, Assault Section, Weapons Platoon. The Weapons Platoon, Assault Section, Squad Leader/Team Leader, carries out orders from the Section Leader, or the unit commander. The Weapons Platoon, Assault Section, Squad Leader/Team Leader is responsible for the discipline, appearance, training, control, conduct, and welfare of the squad at all times, as well as the condition, care, and economical use of weapons and equipment. The Weapons Platoon, Assault Section, Squad Leader/Team Leader is also responsible for the tactical employment, fire discipline, fire control, spotting round impact, corrections for the Gunner, and maneuver of the

squad. The Weapons Platoon, Assault Section, Squad Leader/Team Leader is also trained in APOBS and advanced demolitions. Billet rank is Corporal. Billet T/O weapon is the M4 Carbine.

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 and has the ability to perform the duties/tasks of the Section Leader.
3. Maintains the condition, care, and economical use of assigned personnel, weapons, and equipment.
4. Plans for and supervises the construction, placement, and detonation of demolition charges in any environment.
5. Performs all 0300/0351 2000 level tasks.
6. Plans for and leads obstacle breaching using explosive and mechanical methods.
7. Controls employment of the MK153 SMAW and assists in its operation.
8. Advises the commander(s) on the capabilities and employment of the assault squad.

BILLET: Section Leader, Assault Section, Weapons Platoon. The Weapons Platoon, Assault Section, Section Leader, carries out orders from the unit commander. The Weapons Platoon, Assault Section, Section Leader, is responsible for the discipline, appearance, training, control, conduct, and welfare of the squads at all times, as well as the condition, care, and economical use of weapons and equipment. The Weapons Platoon, Assault Section, Section Leader, is also responsible for the tactical employment, fire discipline, fire control, and maneuver of the section. The Weapons Platoon, Assault Section, Section Leader, is also trained in APOBS and advanced demolitions. Billet rank is Sergeant. Billet T/O weapon is the Service Rifle/carbine.

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 the assault section.
4. Trains the assault section in the performance of tasks that support the commander(s) objectives.
5. Supervises and inspects the condition, care, and economical use of assigned weapons and equipment.
6. Controls the fire and movement of the assault section.
7. Advises the commander(s) on the capabilities and employment of the assault section.
8. Performs all 0300/0351 2000 level tasks.

15003. INDEX OF 1000-LEVEL INDIVIDUAL EVENTS

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15004. 1000-LEVEL EVENTS

0351-DEMO-1001: Construct an Electric Initiation Set

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

READINESS-CODED: NO

MOS PERFORMING: 0351

GRADES: PVT, PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a requirement to build an electrical initiation set and construction materials, while wearing a fighting load.

STANDARD: To prime a charge.

PERFORMANCE STEPS:

1. Gather required materials
2. Test the blasting machine
3. Maintain control of the blasting machine
4. Test the blasting-cap test set
5. Test the firing wire on the reels, shunted/unshunted
6. Unspool the firing wires
7. Retest the firing wires, shunted/unshunted
8. Test the blasting caps
9. Connect the series circuit
10. Connect the firing wires
11. Test the entire circuit

PRIMARY REFERENCE:

[TM 3-34.82 Explosives and Demolitions](#)

SUPPLEMENTARY REFERENCES:

TM 3-34.85 Engineer Field Data
NAVSEA SWO60-AA-MMA-010 Naval Special Warfare Command Technical Manual for Demolition Materials

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|--|----------------------|
| M023 Charge, Demolition Block M112 1-1/4 pound C-4 | 2 charges per Marine |
| M098 Cap, Blasting Electric Inert | 2 per Marine |
| M130 Cap, Blasting Electric M6 | 2 per Marine |

RANGE/TRAINING AREA:

Facility Code 17830 Light Demolition Range

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

This event can be conducted in conjunction with any demolition construction task to serve as a required initiation set for that charge. The use of inert materials enhance live fire training during practical application.

0351-DEMO-1002: Clear an Electric Initiation Set Misfire

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

READINESS-CODED: NO

MOS PERFORMING: 0351

GRADES: PVT, PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an unexploded dual primed charge, a test set, electric blasting caps, C4 explosives, and a blasting machine, while wearing a fighting load.

STANDARD: To ensure detonation of the charge(s).

PERFORMANCE STEPS:

1. Make another attempt to fire
2. Use the secondary firing system
3. Check wire connections, blasting machine, or power source terminals, and re-attempt to fire
4. Disconnect the blasting machine or power source and test the blasting circuit. Check the continuity of the firing wire with a circuit tester
5. Use another blasting machine or power source and attempt to fire the demolition again, or change operators

6. Disconnect the blasting machine, shunt the wires, and wait 60 minutes before inspecting. (Tactical conditions may require investigation prior to the 60 minute limit)
7. Inspect the entire circuit for wire breaks or short circuits
8. If you suspect an electric blasting cap is the problem, do not attempt to remove or handle it. Place a dual primed, 1-pound charge within 1 foot of the misfired charge or a 2-pound dual primed charge within 1 foot of the misfired tamped charge
9. Detonate new charge

PRIMARY REFERENCE:

TM 3-34.82 Explosives and Demolitions

SUPPLEMENTARY REFERENCES:

TM 3-34.85 Engineer Field Data

NAVSEA SW060-AA-MMA-010 Naval Special Warfare Command Technical Manual for Demolition Materials

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|--|----------------------|
| M023 Charge, Demolition Block M112 1-1/4 pound C-4 | 2 charges per Marine |
| M130 Cap, Blasting Electric M6 | 2 per Marine |

RANGE/TRAINING AREA:

Facility Code 17830 Light Demolition Range

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Do not attempt to remove or handle non electrical blasting cap if there is a problem.

0351-DEMO-1003: Construct a Non-electric Initiation Set

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

READINESS-CODED: NO

MOS PERFORMING: 0351

GRADES: PVT, PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a requirement to build a non-electrical initiation set and construction materials, while wearing a fighting load.

STANDARD: To prime a charge.

PERFORMANCE STEPS:

1. Gather required materials
2. Test the time fuse

3. Prepare the time fuse
4. Attach the fuse igniter
5. Install the primer adapter, if required
6. Crimp the blasting cap

PRIMARY REFERENCE:

TM 3-34.82 Explosives and Demolitions

SUPPLEMENTARY REFERENCES:

TM 3-34.85 Engineer Field Data

NAVSEA SWO60-AA-MMA-010 Naval Special Warfare Command Technical Manual for Demolition Materials

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|---|-----------------------|
| M032 Charge, Demolition Block TNT 1-Pound | 2 charges per Marine |
| M097 Cap, Blasting Non-Electric Inert | 2 per student |
| M131 Cap, Blasting Non-Electric M7 | 2 per Marine |
| M670 Fuse, Blasting Time M700 | 20 FT per Marine |
| MN08 Igniter, Time Blasting Fuse with Shock Tube Capability M81 | 2 igniters per Marine |

RANGE/TRAINING AREA:

Facility Code 17830 Light Demolition Range

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

This event can be conducted in conjunction with any demolition construction task to serve as a required initiation set for that charge. When using explosive that has cap well ensure you place the M1A4 Priming adapter on the time fuse before crimping the blasting cap. The use of inert materials enhance live fire training during practical application.

0351-DEMO-1004: Clear a Non-electric Initiation Set Misfire

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

READINESS-CODED: NO

MOS PERFORMING: 0351

GRADES: PVT, PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an unexploded dual primed charge, non-electric blasting caps, time fuse, fuse igniters, TNT explosive, and cap crimpers, while wearing a fighting load.

STANDARD: To ensure detonation of the charge(s).

PERFORMANCE STEPS:

1. Wait 60 minutes (Tactical conditions may require investigation prior to the 60 minute limit)
2. Place a dual primed, 1-pound charge within 1 foot of the misfired charge or a 2-pound dual primed charge within 1 foot of the misfired tamped charge
3. Detonate the new charge

PRIMARY REFERENCE:

TM 3-34.82 Explosives and Demolitions

SUPPLEMENTARY REFERENCES:

TM 3-34.85 Engineer Field Data

NAVSEA SW060-AA-MMA-010 Naval Special Warfare Command Technical Manual for Demolition Materials

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|---|----------------------|
| M032 Charge, Demolition Block TNT 1-Pound | 2 charges per Marine |
| M131 Cap, Blasting Non-Electric M7 | 2 per Marine |
| M670 Fuse, Blasting Time M700 | 20 FT per Marine |
| MN08 Igniter, Time Blasting Fuse with Shock Tube Capability M81 | 2 FT per Marine |

RANGE/TRAINING AREA:

Facility Code 17830 Light Demolition Range

0351-DEMO-1005: Construct a Detonation Cord Firing-system

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

READINESS-CODED: NO

MOS PERFORMING: 0351

GRADES: PVT, PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a requirement, multiple charges, detonating cord and an initiation set, while wearing a fighting load.

STANDARD: To prime charges.

PERFORMANCE STEPS:

1. Determine line main or ring main
2. Determine single or dual firing system

3. Construct branch lines and required priming wrap/knots
4. Attach branch lines to the main
5. Construct initiation set(s)

PRIMARY REFERENCE:

TM 3-34.82 Explosives and Demolitions

SUPPLEMENTARY REFERENCES:

TM 3-34.85 Engineer Field Data

NAVSEA SWO60-AA-MMA-010 Naval Special Warfare Command Technical Manual for Demolition Materials MANUAL

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|---|----------------------|
| M023 Charge, Demolition Block M112 1-1/4 pound C-4 | 2 charges per Marine |
| M131 Cap, Blasting Non-Electric M7 | 2 per Marine |
| M456 Cord, Detonating PETN Type I Class E | 25 FT per Marine |
| M468 CORD, DET TYPE-1 (INERT) 2 ROLLS | 1 per student |
| M670 Fuse, Blasting Time M700 | 20 FT per Marine |
| MN08 Igniter, Time Blasting Fuse with Shock Tube Capability M81 | 2 FT per Marine |

RANGE/TRAINING AREA:

Facility Code 17830 Light Demolition Range

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: The use of inert materials enhances live fire training during practical application.

0351-DEMO-1006: Construct a Charge

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

READINESS-CODED: NO

MOS PERFORMING: 0351

GRADES: PVT, PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a mission, construction materials, explosives, and an initiation set, while wearing a fighting load.

STANDARD: To meet mission requirements.

PERFORMANCE STEPS:

1. Determine material requirements for selected charge
2. Assemble materials

3. Prepare initiation set
4. Calculate net explosive weight
5. Calculate standoff distance
6. Document charge construction details

PRIMARY REFERENCE:

TM 3-34.82 Explosives and Demolitions

SUPPLEMENTARY REFERENCES:

TM 3-34.85 Engineer Field Data

NAVSEA SWO60-AA-MMA-010 Naval Special Warfare Command Technical Manual for Demolition Materials

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|---|-------------------------|
| M023 Charge, Demolition Block M112 1-1/4 pound C-4 | 12 charges per Marine |
| M032 Charge, Demolition Block TNT 1-Pound | 2 charges per Marine |
| M130 Cap, Blasting Electric M6 | 2 per Marine |
| M131 Cap, Blasting Non-Electric M7 | 2 per Marine |
| M456 Cord, Detonating PETN Type I Class E | 65 FT per Marine |
| M670 Fuse, Blasting Time M700 | 10 FT per Marine |
| MN08 Igniter, Time Blasting Fuse with Shock Tube Capability M81 | 4 igniters per Marine |
| MN52 Detonator, Percussion, Non-Electric MK154 Mod 0 | 1 detonators per Marine |
| MN88 Cap, Blasting, Non-Electric, M21 w/ 500 ft. Minitube | 1 per student |

RANGE/TRAINING AREA:

Facility Code 17830 Light Demolition Range

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

The ammunition listed supports the construction of one of the following charges: Doughnut Charge, Detonation Cord Linear Charge, ULI - Knot Slider Charge, Oval Charge, Water Charge, Fence Charge, Concrete Charge, Improvised Shape Charge, Grape Shot Charge, Improvised Bangalore Charge, Ribbon Cutting Charge, Saddle Cutting Charge, Diamond Cutting Charge, and Timber Cutting Charge.

This task can be evaluated by constructing any one of the above listed charges.

0351-DEMO-1007: Detonate an Electric Initiated Charge

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

MOS PERFORMING: 0351

GRADES: PVT, PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a mission, a constructed charge, firing device, firing wire, and a test set, while wearing a fighting load.

STANDARD: To meet mission requirements.

PERFORMANCE STEPS:

1. Place the charge on target
2. Prime charge
3. From target to detonation point, inspect firing wire for serviceability
4. Take cover
5. Test firing wire
6. Connect firing wire to firing device
7. On order, initiate charge

PRIMARY REFERENCE:

[TM 3-34.82 Explosives and Demolitions](#)

SUPPLEMENTARY REFERENCES:

[TM 3-34.85 Engineer Field Data](#)

[NAVSEA SWO60-AA-MMA-010 Naval Special Warfare Command Technical Manual for Demolition Materials](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17830 Light Demolition Range

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

The use of inert materials enhance live fire training during practical application.

0351-DEMO-1008: Detonate a Non-electrical Initiated Charge

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

MOS PERFORMING: 0351

GRADES: PVT, PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a mission and a constructed charge, while wearing a fighting load.

STANDARD: To meet mission requirements.

PERFORMANCE STEPS:

1. Place the charge on target
2. Prime charge
3. Initiate charge
4. Verify ignition
5. Take cover, as required

PRIMARY REFERENCE:

[TM 3-34.82 Explosives and Demolitions](#)

SUPPLEMENTARY REFERENCES:

[TM 3-34.85 Engineer Field Data](#)

[NAVSEA SWO60-AA-MMA-010 Naval Special Warfare Command Technical Manual for Demolition Materials](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17830 Light Demolition Range

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

The use of inert materials enhance live fire training during practical application.

This event is accomplished in conjunction with 0351-DEMO-1006.

0351-DEMO-1009: Conduct Mechanical Breaching

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

MOS PERFORMING: 0351

GRADES: PVT, PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a mission and breaching kit, while wearing a fighting load.

STANDARD: To gain entry.

PERFORMANCE STEPS:

1. Determine breaching tool for obstacle
2. Determine breaching method for obstacle
3. Breach obstacle
4. If breach fails, determine failed breach procedures
5. Reattempt to breach obstacle

PRIMARY REFERENCE:

[TM 3-34.82 Explosives and Demolitions](#)

SUPPLEMENTARY REFERENCES:

TM 3-34.85 Engineer Field Data
NAVSEA SWO60-AA-MMA-010 Naval Special Warfare Command Technical Manual for Demolition Materials

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17830 Light Demolition Range

ADMINISTRATIVE INSTRUCTIONS:

Event is an MOS-specific Physical Standard for MOSs 0302 and 0351. See Appendix F for further detail.

0351-SMAW-1001: Perform Operator Maintenance for a MK153 SMAW

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

READINESS-CODED: NO

MOS PERFORMING: 0351

BILLETTS: Gunner, Squad Leader, Team Leader

GRADES: PVT, PFC, LCPL, CPL

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an SL-3 complete MK153 SMAW, authorized cleaning gear, and lubricant.

STANDARD: To ensure the weapon is operational.

PERFORMANCE STEPS:

1. Clear the MK153 SMAW
2. Disassemble the MK153 SMAW
3. Inspect the MK153 SMAW
4. Clean the MK153 SMAW
5. Lubricate the MK153 SMAW
6. Assemble the MK153 SMAW
7. Perform a function check on the MK153 SMAW

PRIMARY REFERENCE:

TM 08673A-10/1B Operator's Manual Launcher, Assault Rocket 83mm (SMAW) MK153 MOD 0

SUPPLEMENTARY REFERENCES:

TM 08673A-25&P/2A Maintenance Instructions for Launcher, Assault Rocket 83mm (SMAW) MK153 MOD 0

0351-SMAW-1002: Load a MK153 SMAW

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

READINESS-CODED: NO

MOS PERFORMING: 0351

BILLETS: Gunner, Squad Leader, Team Leader

GRADES: PVT, PFC, LCPL, CPL

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an MK153 SMAW, an encased rocket, and a magazine of spotting rounds, while wearing a fighting load.

STANDARD: To make the weapon Condition-1.

PERFORMANCE STEPS:

1. Clear the weapon in the safe and uncharged mode
2. Assume a load position
3. Inspect rocket for serviceability
4. Remove forward end cap of rocket
5. Insert encased rocket and rotate rocket clockwise ¼ turn until it locks in place
6. Insert magazine of spotting rounds
7. Assume firing position
8. Cock the spotting rifle and charge the weapon

PRIMARY REFERENCE:

TM 08673A-10/1B Operator's Manual Launcher, Assault Rocket 83mm (SMAW) MK153 MOD 0

SUPPLEMENTARY REFERENCES:

TM 08673A-25&P/2A Maintenance Instructions for Launcher, Assault Rocket 83mm (SMAW) MK153 MOD 0

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | P | ISMT | Marine Hours | 0 | N |

NOTES: Hours roll up under 0351-SMAW-1006.

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|--|---------------------|
| HX05 Rocket, 83mm Assault MK3 Mod 0 (SMAW) | 1 rocket per Marine |
| HX07 Rocket, 83mm HEAA Practice MK7 Mod 0 (SMAW) | 1 rocket per Marine |

RANGE/TRAINING AREA:

Facility Code 17631 Light Antiarmor Weapons Range Live

0351-SMAW-1003: Perform Trouble Shooting Procedures on a MK153 SMAW Spotting Rifle

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

READINESS-CODED: NO

MOS PERFORMING: 0351

BILLETS: Gunner, Squad Leader, Team Leader

GRADES: PVT, PFC, LCPL, CPL

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a loaded MK153 SMAW with stoppage/malfunction and wearing a fighting load.

STANDARD: To return the spotting rifle into action.

PERFORMANCE STEPS:

1. Identify stoppage or malfunction
2. Take corrective action when rifle does not fire, as needed
3. Take corrective action when rifle does not extract, as needed
4. Take corrective action when projectile is lodged in barrel, as needed
5. Take corrective action when rifle does not feed, as needed
6. Take corrective action when rifle does not chamber, as needed

PRIMARY REFERENCE:

TM 08673A-10/1B Operator's Manual Launcher, Assault Rocket 83mm (SMAW) MK153 MOD 0

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|--|----------------------------|
| AX11- Cartridge, 9mm Spotting Rifle MK217 Mod 0 | 6 cartridges per Marine |

RANGE/TRAINING AREA:

Facility Code 17631 Light Antiarmor Weapons Range Live

0351-SMAW-1004: Perform Trouble Shooting Procedures on a MK153 SMAW Launcher

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

READINESS-CODED: NO

MOS PERFORMING: 0351

BILLETS: Gunner, Squad Leader, Team Leader

GRADES: PVT, PFC, LCPL, CPL

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a loaded MK153 SMAW with a stoppage/malfunction and wearing a fighting load.

STANDARD: To return the launcher into action.

PERFORMANCE STEPS:

1. Wait 15 seconds keeping launch lever and trigger depressed to ensure delayed firing does not occur. Keep the aim point on the target while waiting
2. Release the launch lever and trigger and set the safety lever to SAFE
3. Reset the charge lever to CHARGE
4. Place the safety lever to FIRE
5. Attempt to reengage the target
6. Repeat steps 1 and 2 if weapon fails to fire
7. Remove the rocket by rotating it counterclockwise and pulling it rearward out of the launcher
8. With rocket removed, rotate it one half turn and re-mate it
9. Attempt a third engagement
10. If rocket fired, continue the mission, if the rocket did not fire, repeat step 1
11. Repeat step 2, and remove the rocket and immediately replace the forward end cap, lay the rocket on the ground away from the firing position, keeping the projectile pointed towards the target
12. Obtain a second rocket and continue the mission

PRIMARY REFERENCE:

TM 08673A-10/1B Operator's Manual Launcher, Assault Rocket 83mm (SMAW) MK153 MOD 0

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | P | ISMT | Marine Hours | 0 | N |

NOTES: Hours roll up under 0351-SMAW-1006.

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|--|---------------------|
| HX05 Rocket, 83mm Assault MK3 Mod 0 (SMAW) | 2 rocket per Marine |

RANGE/TRAINING AREA:

Facility Code 17631 Light Antiarmor Weapons Range Live

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

Expenditure of ammunition is not required to perform this task to standard. If the second rocket fires, the first rocket is a dud, notify explosive ordnance disposal.

If the second rocket fails to fire, return launcher to unit armory.

0351-SMAW-1005: Engage a Target with a MK153 SMAW using a Day Optical Device

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

READINESS-CODED: NO

MOS PERFORMING: 0351

BILLETS: Gunner, Squad Leader, Team Leader

GRADES: PVT, PFC, LCPL, CPL

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an SL-3 complete, bore-sighted MK153 SMAW loaded with a rocket and a magazine of spotting rounds, a stationary or moving target at an unknown range, while wearing a fighting load.

STANDARD: To achieve a hit on the target.

PERFORMANCE STEPS:

1. Select a firing site clear of obstructions and with a clear back-blast area
2. Assume a firing position
3. Ready weapon for firing
4. Acquire a target using a day optic
5. Place estimated range to target on inner drum
6. Select rocket type on the outer selector drum
7. Ensure the temperature on the outer selector drum is set
8. Fire the spotting round
9. Observe tracer impact and adjust aiming point on target
10. Ensure sight adjustments have been made in order to re-acquire the target using the same aiming point identified earlier
11. Clear the back-blast area by physically observing the area behind the launcher and sounding off with "back-blast area all secure."
12. Launch rocket
13. Clear spotting rifle
14. Clear launch tube

PRIMARY REFERENCE:

TM 08673A-10/1B Operator's Manual Launcher, Assault Rocket 83mm (SMAW) MK153 MOD 0

SUPPLEMENTARY REFERENCES:

TM 08673A-25&P/2A Maintenance Instructions for Launcher, Assault Rocket 83mm (SMAW) MK153 MOD 0

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Partial | P | ISMT | Marine Hours | 0.50 | N |

NOTES: ISMT does not support a SMAW day optic.

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|--|---------------------|
| HX05 Rocket, 83mm Assault MK3 Mod 0 (SMAW) | 1 rocket per Marine |

RANGE/TRAINING AREA:

Facility Code 17631 Light Antiarmor Weapons Range Live

0351-SMAW-1006: Engage a Target with a MK153 SMAW using a Night Aiming Device

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

READINESS-CODED: NO

MOS PERFORMING: 0351

BILLETS: Gunner, Squad Leader, Team Leader

GRADES: PVT, PFC, LCPL, CPL

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an SL-3 complete, bore-sighted MK153 SMAW loaded with a rocket and a magazine of spotting rounds, a mounted night aiming device, and a stationary or moving target at an unknown range, while wearing a fighting load.

STANDARD: To achieve a hit on the target.

PERFORMANCE STEPS:

1. Select a firing site clear of obstructions and with a clear back-blast area
2. Assume a firing position
3. Acquire a target using a night aiming device
4. Ready weapon for firing
5. Fire the spotting round
6. Observe tracer impact and adjusts aiming point on target
7. Utilize off-set aiming in order to adjust spotting rifle onto target
8. Clear the back-blast area by physically observing the area behind the launcher and sounding off with "back-blast area all secure."
9. Launch rocket
10. Clear the MK153 SMAW

PRIMARY REFERENCE:

TM 08673A-10/1B Operator's Manual Launcher, Assault Rocket 83mm (SMAW) MK153 MOD 0

SUPPLEMENTARY REFERENCES:

TM 08673A-25&P/2A Maintenance Instructions for Launcher, Assault Rocket 83mm (SMAW) MK153 MOD 0
TM 10271A-OR/1C Operator's Manual for Monocular Night Vision Device (MNVD) AN/PVS-14
TM 10796-OR Operator's and Maintenance Manual for AN/PVS-17B and AN/PVS-17C Miniature Night Sight (MNS)
TM 11407A-OI Operator and Field Maintenance Manual for Mini Integrated Pointer Illuminator Module (MIPIM) AN/PEQ-16A

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|--|----------------------|
| AX11- Cartridge, 9mm Spotting Rifle MK217 Mod 0 | 6 round per Marine |
| HA34 Rckt 83mm HE, SMAW-NE, MK80-0 | 2 rockets per Marine |
| HX05 Rocket, 83mm Assault MK3 Mod 0 (SMAW) | 1 rocket per Marine |
| HX07 Rocket, 83mm HEAA Practice MK7 Mod 0 (SMAW) | 1 rocket per Marine |

RANGE/TRAINING AREA:

Facility Code 17631 Light Antiarmor Weapons Range Live

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: This event is designed to engage target with all T/E night aiming device.

0351-SMAW-1007: Prepare an Anti-armor Range Card

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

READINESS-CODED: NO

MOS PERFORMING: 0351

GRADES: PVT, PFC, LCPL, CPL

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a mission, defensive position, sector of fire, DA Form 5517-R, and a lensatic compass.

STANDARD: To graphically depict a sector of fire.

PERFORMANCE STEPS:

1. Illustrate hot or firing position with correct weapon symbol and a six-digit grid
2. Illustrate a known point and label back azimuth and distance from the known point to the weapon position
3. Illustrate left and right lateral limits and label azimuth
4. Illustrate minimum and maximum engagement lines and label distance
5. Illustrate anticipated target engagement area, and label it as ATEA
6. Illustrate target reference points and label azimuth and distance
7. Illustrate dead space
8. Illustrate magnetic north

9. Label marginal data with unit, type of position, date, and time
10. Make a duplicate

PRIMARY REFERENCE:

MCTP 3-01F MAGTF Antiarmor Operations

SUPPLEMENTARY REFERENCES:

MCRP 1-10.2 Marine Corps Supplement to the Department of Defense Dictionary of Military and Associated Terms

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17411 Maneuver/Training Area, Amphibious Forces

0351-SMAW-1008: Unload a MK153 SMAW

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

READINESS-CODED: NO

MOS PERFORMING: 0351

BILLETS: Gunner, Squad Leader, Team Leader

GRADES: PVT, PFC, LCPL, CPL

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a condition (1) MK153 SMAW, an encased rocket or an expended rocket, and a magazine of spotting rounds, while wearing a fighting load.

STANDARD: To make the weapon condition (4).

PERFORMANCE STEPS:

1. Ensure the weapon is on safe
2. Remove magazine from the spotting rifle
3. Physically and visually inspect spotting rifle
4. Assume the load position
5. Remove rocket and immediately replace forward end cap
6. Point launcher in a safe direction, depress launch lever/trigger, and place the weapon on safe (as needed)

PRIMARY REFERENCE:

TM 08673A-10/1B Operator's Manual Launcher, Assault Rocket 83mm (SMAW) MK153 MOD 0

SUPPLEMENTARY REFERENCES:

TM 08673A-25&P/2A Maintenance Instructions for Launcher, Assault Rocket 83mm (SMAW) MK153 MOD 0

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|--|---------------------|
| HX05 Rocket, 83mm Assault MK3 Mod 0 (SMAW) | 1 rocket per Marine |
| HX07 Rocket, 83mm HEAA Practice MK7 Mod 0 (SMAW) | 1 rocket per Marine |

RANGE/TRAINING AREA:

Facility Code 17631 Light Antiarmor Weapons Range Live

0351-SMAW-1009: Bore Sight a MK153 SMAW

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

READINESS-CODED: NO

MOS PERFORMING: 0351

BILLETS: Assaultman, Assistant Gunner, Squad Leader, Team Leader

GRADES: PVT, PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an SL-3 complete MK153 SMAW, as a member of a team, and a SMAW bore sight kit.

STANDARD: To ensure point of aim/point of impact.

PERFORMANCE STEPS:

1. Place plotting board 25 meters away
2. Secure weapon to tripod
3. Look through the sight and align the vertical scope reticle line to the roll check line on the plotting board by adjusting the lock knob and thumb screws
4. Insert the Laser Bore Sight (LBS) into the spotting rifle bore
5. Bore sight the spotting rifle
6. Insert the second Laser Bore Sight (LBS) into the launch tube
7. Bore sight the launch tube
8. Align the launcher laser on the aiming point of the plotting board
9. Maintaining launcher aiming point, adjust the spotting rifle to its aiming point on the plotting board
10. Tighten set screws
11. Set outer drum to HE and set the inner drum to the zero range
12. Maintaining launcher aiming point on the plotting board, adjust optic reticle pattern to its aiming point on the plotting board
13. Maintaining launcher aiming point on the plotting board, adjust the front open sight to its aiming point on the plotting board
14. Confirm all aiming points and repeat procedures as required

PRIMARY REFERENCE:

[TM 08673A-25&P/2A Maintenance Instructions for Launcher, Assault Rocket 83mm \(SMAW\) MK153 MOD 0](#)

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15006. 2000-LEVEL EVENTS

0351-APOB-2001: Inspect Anti-Personnel Obstacle Breaching System (APOBS)

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

READINESS-CODED: NO

MOS PERFORMING: 0351

BILLETS: Section Leader, Squad Leader, Team Leader

GRADES: LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an APOBS and appropriate cleaning material, while wearing a fighting load.

STANDARD: To ensure the APOBS is free of dirt, water, contaminates, and defects.

PERFORMANCE STEPS:

1. Observe all warnings and cautions
2. Inspect shipping and storage container

3. Inspect components of backpacks
4. Inspect components of soft pack
5. Inspect serviceability of ancillary equipment
6. Report discrepancies

PRIMARY REFERENCE:

TM 013750-13&P/B Operator's, Unit and Direct Support Maintenance Manual for Demolition Kit, Breaching System, Anti-Personnel Obstacle (APOBS)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: This task can be trained using inert APOBS.

0351-APOB-2002: Breach an Obstacle with an APOBS using the Delay Mode

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

READINESS-CODED: NO

MOS PERFORMING: 0351

BILLETS: Section Leader, Squad Leader, Team Leader

GRADES: LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an obstacle up to 45 meters in depth, and an APOBS, while wearing a fighting load.

STANDARD: To create 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

PRIMARY REFERENCE:

TM 3-34.82 Explosives and Demolitions

SUPPLEMENTARY REFERENCES:

TM 013750-13&P/B Operator's, Unit and Direct Support Maintenance Manual for Demolition Kit, Breaching System, Anti-Personnel Obstacle (APOBS)

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|---|-------------------------|
| MN79 Mine, Antipersonnel Obstacle Breaching System MK7 Mod 1 | 1 charges per Marine |

RANGE/TRAINING AREA:

Facility Code 17830 Light Demolition Range

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

All performance steps leading to step 8 can be trained using inert materials. Ammunition requirements for this task are not specific to an individual Marine.

0351-APOB-2003: Breach an Obstacle with the APOBS using the Command Mode

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

READINESS-CODED: NO

MOS PERFORMING: 0351

BILLETS: Section Leader, Squad Leader, Team Leader

GRADES: LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an obstacle up to 45 meters in depth, APOBS, required ancillary demolitions equipment and in an area free of electrical storms or static electricity, while wearing a fighting load.

STANDARD: To create 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

PRIMARY REFERENCE:

[TM 3-34.82 Explosives and Demolitions](#)

SUPPLEMENTARY REFERENCES:

TM 013750-13&P/B Operator's, Unit and Direct Support Maintenance Manual for Demolition Kit, Breaching System, Anti-Personnel Obstacle (APOBS)

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|--|-----------------|
| MN79 Mine, Antipersonnel Obstacle Breaching System | 1 charges per |
| MK7 Mod 1 | Marine |

RANGE/TRAINING AREA:

Facility Code 17830 Light Demolition Range

EQUIPMENT:

Blasting machine.
Continuity tester.
Firing wire.
M2 cap crimpers.

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

All performance steps leading to step 8 can be trained using inert materials. Ammunition requirements for the task are not specific to an individual Marine.

0351-APOB-2004: Breach an Obstacle with the MK7 APOBS using the Non-electrical Command Mode Initiation

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

READINESS-CODED: NO

MOS PERFORMING: 0351

BILLETS: Section Leader, Squad Leader, Team Leader

GRADES: LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a wire obstacles up to 45 meters in depth, APOBS, required ancillary demolitions equipment and in an area free of electrical storms or static electricity, while wearing a fighting load.

STANDARD: To create 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 non-electrical command mode initiation
6. Confirm correct assembly
7. Correctly aim the APOBS rocket
8. Move to minimum safe separation distance
9. Fire the APOBS
10. Take immediate action if misfire occurs
11. Upon successful deployment, destroy residual energetic materials

PRIMARY REFERENCE:

TM 3-34.82 Explosives and Demolitions

SUPPLEMENTARY REFERENCES:

TM 013750-13&P/B Operator's, Unit and Direct Support Maintenance Manual for Demolition Kit, Breaching System, Anti-Personnel Obstacle (APOBS)

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|--|-----------------|
| MN79 Mine, Antipersonnel Obstacle Breaching System | 1 charges per |
| MK7 Mod 1 | Marine |

RANGE/TRAINING AREA:

Facility Code 17830 Light Demolition Range

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

All performance steps leading to step 10 can be trained using inert materials.

Ammunition requirements for the task are listed for each period of instruction or class taught. They are not specific to an individual Marine. This task should be conducted only after training by a SNCO/Officer or a school trained NCO. Local range/safety orders apply.

0351-APOB-2005: Recover an Anti-Personnel Obstacle Breaching System (APOBS)

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

READINESS-CODED: NO

MOS PERFORMING: 0351

BILLETS: Section Leader, Squad Leader, Team Leader

GRADES: LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an emplaced APOBS, and wearing a fighting load.

STANDARD: To return an APOBS to transport mode.

PERFORMANCE STEPS:

1. Re-insert safety pins and blast guards
2. Break connections between packs
3. Replace materials and close packs
4. Dispose of APOBS as required

PRIMARY REFERENCE:

TM 013750-13&P/B Operator's, Unit and Direct Support Maintenance Manual for Demolition Kit, Breaching System, Anti-Personnel Obstacle (APOBS)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17830 Light Demolition Range

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

All performance steps can be trained using inert materials. This task should be conducted only after training by a SNCO/Officer or a school trained NCO. Local range/safety orders apply. Only perform recovery procedures if no attempt to fire has been made and rocket motor has not been initiated.

0351-APOB-2006: Perform Misfire Procedures for an Anti-Personnel Obstacle Breaching System (APOBS) in Delay Mode

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

MOS PERFORMING: 0351

BILLETS: Section Leader, Squad Leader, Team Leader

GRADES: LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an APOBS that failed to fire and one pound dual initiated charge, while wearing a fighting load.

STANDARD: To dispose of the system.

PERFORMANCE STEPS:

1. Wait 60 minutes after the proposed time of detonation
2. Place one pound dual initiated charge within one foot of the closest grenade or the rear pack
3. Detonate the charge

PRIMARY REFERENCE:

TM 013750-13&P/B Operator's, Unit and Direct Support Maintenance Manual for Demolition Kit, Breaching System, Anti-Personnel Obstacle (APOBS)

SUPPORT REQUIREMENTS:

EQUIPMENT:

Blasting machine
Continuity tester
Firing wire
M2 cap crimpers

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: All performance steps can be trained using inert materials.

0351-APOB-2007: Perform Misfire Procedures for an Anti-personnel Obstacle Breaching system (APOBS) in Command Mode

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

READINESS-CODED: NO

MOS PERFORMING: 0351

BILLETS: Section Leader, Squad Leader, Team Leader

GRADES: CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a malfunctioning APOBS, and wearing a fighting load

STANDARD: To dispose of the system.

PERFORMANCE STEPS:

1. Attempt to initiate 2 additional times
2. Check the firing device
3. Attempt to fire again
4. Check circuit continuity
5. Connect secondary blasting machine
6. Attempt to initiate
7. Repeat step 1
8. Start 60 minute wait time
9. Switch to delay mode (by commander's intent fix wire discrepancies)
10. Fire the APOBS in the delay mode

PRIMARY REFERENCE:

[TM 013750-13&P/B Operator's, Unit and Direct Support Maintenance Manual for Demolition Kit, Breaching System, Anti-Personnel Obstacle \(APOBS\)](#)

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|--|---------------------|
| MN79 Mine, Antipersonnel Obstacle Breaching System | 1 charges per group |
| MK7 Mod 1 | |

RANGE/TRAINING AREA:

Facility Code 17830 Light Demolition Range

EQUIPMENT:

Blasting machine
Continuity tester
Firing wire
M2 cap crimpers

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: All performance steps can be trained using inert materials.

0351-APOB-2008: Employ an Anti-Personnel Obstacle Breaching System (APOBS)

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

READINESS-CODED: NO

MOS PERFORMING: 0351

GRADES: CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given obstacle intelligence, a breaching mission, one or more APOBS and while operating as an Assault Squad or Section Leader.

STANDARD: To create a navigable lane through an obstacle plan.

PERFORMANCE STEPS:

1. Conduct METT-T
2. Proceed to final protected position
3. Conduct leader's reconnaissance to confirm obstacle
4. Determine method of initiation
5. Consider suppression
6. Consider obscuration
7. Determine and direct breach site security
8. Direct reduction of obstacle/obstacle plan
9. Prepare Breach Lane for Assault
10. Maintain Breach Lane

PRIMARY REFERENCE:

[MCRP 10-10.1 Countering Explosive Hazards Mine/Countermine Operations](#)

SUPPLEMENTARY REFERENCES:

[MCTP 3-34A Combined Arms Mobility Operations](#)
[TM 013750-13&P/B Operator's, Unit and Direct Support Maintenance Manual for Demolition Kit, Breaching System, Anti-Personnel Obstacle \(APOBS\)](#)

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|--|-----------------|
| MN79 Mine, Antipersonnel Obstacle Breaching System MK7 Mod | 1 per |
| 1 | Team |
| MN84 Demo, Kit Breaching System APOBS Dummy | 1 per |
| | Team |

RANGE/TRAINING AREA:

Facility Code 17830 Light Demolition Range

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: This event can be trained to standard utilizing live or inert munitions.

0351-DEMO-2001: Plan the Demolition of a Target

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

READINESS-CODED: NO

MOS PERFORMING: 0351

BILLETS: Section Leader, Squad Leader, Team Leader

GRADES: LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a demolition mission and an inventory of available demolition tools and materials, while wearing a fighting load.

STANDARD: To employ demolitions in support of commander's intent.

PERFORMANCE STEPS:

1. Determine the type and strength of target materials
2. Determine the desired detonation effect
3. Determine the type of charge to create the desired detonation effect
4. Determine the type of explosive needed to create the desired detonation effect
5. Determine the placement of the charge to create the desired detonation effect
6. Determine safety precautions necessary to detonate the charge(s) without injury to friendly personnel

PRIMARY REFERENCE:

[TM 3-34.85 Engineer Field Data](#)

SUPPLEMENTARY REFERENCES:

[TM 3-34.82 Explosives and Demolitions](#)
[NAVSEASWO 60-AA-MMA-010 Demolition Materials](#)

0351-DEMO-2002: Employ Charges

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

READINESS-CODED: NO

MOS PERFORMING: 0351

BILLETS: Section Leader, Squad Leader, Team Leader

GRADES: LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an order with commander's intent, a unit, a target and required equipment, while wearing a fighting load.

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

PERFORMANCE STEPS:

1. Conduct METT-T
2. Recommend employment of the various charges depending on the mission
3. Plan for the employment of demolitions
4. Provide technical and tactical advice to all levels
5. Follow demolitions safety considerations
6. Supervise the construction of charges
7. Supervise the employment of demolitions
8. Supervise misfire procedures as required
9. Assess the effects of the detonation

PRIMARY REFERENCE:

[TM 3-34.85 Engineer Field Data](#)

SUPPLEMENTARY REFERENCES:

[TM 3-34.82 Explosives and Demolitions](#)
[NAVSEASWO 60-AA-MMA-010 Demolition Materials](#)

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|---|-------------------------|
| M023 Charge, Demolition Block M112 1-1/4 pound C-4 | 12 charges per Marine |
| M032 Charge, Demolition Block TNT 1-Pound | 2 charges per Marine |
| M130 Cap, Blasting Electric M6 | 2 per Marine |
| M131 Cap, Blasting Non-Electric M7 | 2 per Marine |
| M456 Cord, Detonating PETN Type I Class E | 65 FT per Marine |
| M670 Fuse, Blasting Time M700 | 10 FT per Marine |
| M757 Charge, Assembly Demolition M183 Comp C-4 | 1 per unit |
| M980 Charge, Demolition Sheet 0.0831 Inch Thick | 1 Roll per Marine |
| MM30 Charge, Flexible 20 Gram PETN MK140 Mod 0 | 12 per Marine |
| MN08 Igniter, Time Blasting Fuse with Shock Tube Capability M81 | 4 igniters per Marine |
| MN52 Detonator, Percussion, Non-Electric MK154 Mod 0 | 1 detonators per Marine |

RANGE/TRAINING AREA:

Facility Code 17830 Light Demolition Range

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

The ammunition listed supports the construction of one of the following charges: Doughnut Charge, Detonation Cord Linear Charge, ULI - Knot Slider Charge, Oval Charge, Water Charge, Fence Charge, Concrete Charge, Improvised Shape Charge, Grape Shot Charge, Improvised Bangalore Charge, Ribbon Cutting Charge, Saddle Cutting Charge, Diamond Cutting Charge, and Timber Cutting Charge. This task can be evaluated by constructing any one of the above listed charges.

0351-SMAW-2001: Inspect an SL-3 Complete MK153 SMAW

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

READINESS-CODED: NO

MOS PERFORMING: 0351

BILLETS: Section Leader, Squad Leader, Team Leader

GRADES: LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an SL-3 complete MK153 SMAW.

STANDARD: To ensure the weapon system and all associated equipment are operational.

PERFORMANCE STEPS:

1. Inspect the weapon system
2. Inspect the A-bag
3. Inspect weapon log book
4. Inspect mission essential optics

PRIMARY REFERENCE:

TM 08673A-10/1B Operator's Manual Launcher, Assault Rocket 83mm (SMAW) MK153 MOD 0

SUPPLEMENTARY REFERENCES:

TM 08673A-25&P/2A Maintenance Instructions for Launcher, Assault Rocket 83mm (SMAW) MK153 MOD 0

0351-SMAW-2002: Employ the MK153 SMAW (P)

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

READINESS-CODED: NO

MOS PERFORMING: 0351

BILLETS: Section Leader, Squad Leader, Team Leader

GRADES: LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a unit, an order with a commander's intent and mission essential equipment.

STANDARD: To engage a target in support of commander's intent.

PERFORMANCE STEPS:

1. Advise commander on employment of the SMAW
2. Conduct METT-T
3. Plan the mission
4. Issue the order
5. Conduct PCC/PCI's
6. Direct the execution of the mission
7. Supervise the consolidation/reorganization
8. Lead a debrief of the mission

PRIMARY REFERENCE:

MCIP 3-10A.4i Marine Rifle Squad

SUPPLEMENTARY REFERENCES:

TM 08673A-10/1B Operator's Manual Launcher, Assault Rocket 83mm (SMAW) MK153 MOD 0

TM 08673A-25&P/2A Maintenance Instructions for Launcher, Assault Rocket 83mm (SMAW) MK153 MOD 0

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | P | DVTE | Marine Hours | 4 | Y |
| Yes | P | TDK | Marine Hours | 4 | N |

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|--|---------------------|
| HX05 Rocket, 83mm Assault MK3 Mod 0 (SMAW) | 1 rocket per Marine |

0351-SMAW-2003: Field Zero a Day Optic to a MK153 SMAW

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

READINESS-CODED: NO

MOS PERFORMING: 0351

BILLETS: Gunner, Squad Leader, Team Leader

GRADES: PVT, PFC, LCPL, CPL

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an MK153 SMAW, a day optical device, target, rocket/weighted encasement, 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 optic to the MK153
2. Prepare the MK153 SMAW spotting rifle for firing
3. Assume a firing position
4. Fire the spotting rifle at sight specific range
5. Adjust the day optic to the point of impact
6. Repeat steps 4 and 5 until point-of-aim is point of impact
7. Record errors if required

PRIMARY REFERENCE:

TM 08673A-10/1B Operator's Manual Launcher, Assault Rocket 83mm (SMAW) MK153 MOD 0

SUPPLEMENTARY REFERENCES:

TM 08673A-25&P/2A Maintenance Instructions for Launcher, Assault Rocket 83mm (SMAW) MK153 MOD 0

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|--|-------------------------|
| AX11 Cartridge, 9mm Spotting Rifle MK217 Mod 0 | 6 cartridges per Marine |

RANGE/TRAINING AREA:

Facility Code 17631 Light Antiarmor Weapons Range Live

0351-SMAW-2004: Engage a Target with a MK153 SMAW using Open Sights

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

READINESS-CODED: NO

MOS PERFORMING: 0351

BILLETS: Assistant Gunner, Gunner

GRADES: PVT, PFC, LCPL

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an SL-3 complete, bore-sighted MK153 SMAW loaded with a rocket and a magazine of spotting rounds, a stationary or moving target at an unknown range, while wearing a fighting load.

STANDARD: To achieve a hit on the target.

PERFORMANCE STEPS:

1. Select a firing site clear of obstructions and with a clear back-blast area
2. Assume a firing position
3. Ready weapon for firing
4. Acquire a target using open sight incorporating offset aiming point as required
5. Fire the spotting round
6. Observe tracer impact and adjust aiming point on target
7. Clear the back-blast area by physically observing the area behind the launcher and sounding off with "back-blast area all secure."
8. Launch rocket
9. Clear spotting rifle
10. Clear launch tube

PRIMARY REFERENCE:

TM 08673A-10/1B Operator's Manual Launcher, Assault Rocket 83mm (SMAW) MK153 MOD 0

SUPPLEMENTARY REFERENCES:

TM 08673A-25&P/2A Maintenance Instructions for Launcher, Assault Rocket 83mm (SMAW) MK153 MOD 0

INFANTRY T&R MANUAL

CHAPTER 16

MOS 0352 INDIVIDUAL EVENTS

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INFANTRY T&R MANUAL

CHAPTER 16

MOS 0352 INDIVIDUAL EVENTS

16000. PURPOSE. This chapter details the individual events that pertain to the Infantry Antitank Missile Gunner. These events are linked to a service-level Mission Essential Tasks (MET). This linkage tailor's individual training for the selected MET. Each individual event provides an event title, along with the conditions events will be performed under, and the standard to which the event must be performed to be successful.

16001. EVENT CODING

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

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

| <u>Code</u> | <u>Description</u> |
|-------------|-------------------------|
| 0352 | Antitank Missile Gunner |

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

| <u>Code</u> | <u>Description</u> |
|-------------|---------------------------------|
| EMPL | Employment |
| HAW | Heavy Anti-Armor Weapon System |
| LEAD | Lead |
| MAW | Medium Anti-Armor Weapon System |

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

| <u>Code</u> | <u>Description</u> |
|-------------|--------------------|
| 1000 | Core Skills |
| 2000 | Core Plus Skills |

16002. MOS 0352 BILLET DESCRIPTIONS/CORE CAPABILITIES

CAREER PROGRESSION PHILOSOPHY. Upon completion of Level 1000 training at the Infantry Antitank Missile Gunner Course, Infantry Training Battalion, School of Infantry, the Antitank Missile Gunner will conduct sustainment training in an Infantry Battalion. Prior to selection to Sergeant or upon assuming the duties of Squad Leader, the Antitank Missile Gunner should attend Level 2000 training at the Advanced Anti-armor Course, Advanced Infantry Training Battalion, School of Infantry.

BILLET: Infantry Antitank Missile Gunner Assistant Gunner/Driver. Infantry Antitank Missile Gunner Assistant Gunner/Driver carries out the orders of the Antitank Squad Leader. The Infantry Antitank Missile Gunner Assistant Gunner/Driver performs the tasks required of a Driver and Assistant TOW Gunner in the Antitank (TOW) Section of the anti-armor platoon. The Infantry Antitank Missile Gunner Assistant Gunner/Driver performs operator maintenance for, and operates a heavy anti-armor weapon system. The Infantry Antitank Missile Gunner Assistant Gunner/Driver performs operator maintenance for, and operates an M1045/46 hardback HMMWV or its equivalent. The Infantry Antitank Missile Gunner Assistant Gunner/Driver maintains the condition, care, and economical use of assigned weapons and equipment. Billet rank is a Private thru Lance Corporal. Billet T/O weapon is the M4 Carbine.

Core Capabilities:

1. Carries out the orders of the Antitank Squad Leader.
2. Performs the tasks required of a Driver and Assistant Gunner in the Antitank (TOW) Section of the anti-armor platoon and have the ability to perform the duties/tasks required of the Gunner.
3. Performs operator maintenance for and operates a heavy anti-armor weapon system.
4. Identifies armored vehicles.
5. Performs operator maintenance for and operates an M1045/46 hardback HMMWV or its equivalent.
6. Performs fire and movement as an individual and as a member of an Antitank Squad.
7. Performs all 0300/0352 1000-level tasks.

BILLET: Infantry Antitank Missile TOW Gunner. Infantry Antitank Missile Tow Gunner carries out the orders of the Antitank Squad Leader. The Infantry Antitank Missile Tow Gunner maintains the discipline, appearance, control, and welfare of the Antitank Team. The Infantry Antitank Missile Tow Gunner trains the Antitank Team in the performance of tasks that support platoon training objectives. The Infantry Antitank Missile Tow Gunner maintains the condition, care, and economical use of assigned personnel, weapons, and equipment. Billet rank is Corporal. Billet T/O weapon is the M4 Carbine.

Core Capabilities:

1. Carries out the orders of the Antitank Squad Leader.
2. Performs the tasks required of a gunner in the Anti-armor (TOW) Section and have the ability to perform the duties/tasks required of the Squad Leader.
3. Performs operator maintenance for and operates a heavy anti-armor weapon system.
4. Identifies armored vehicles threat capabilities.
5. Manages operator maintenance for and operates an M1045/46 hardback HMMWV or its equivalent.
6. Performs fire and movement as an individual and as a member of an Antitank Squad.
7. Performs all 0300/0352 1000/2000 level tasks.

BILLET: Infantry Antitank Missile Gunner Squad Leader. Infantry Antitank Missile Gunner Squad Leader carries out the orders of the Antitank Missile Gunner Section Leader. The Infantry Antitank Missile Gunner Squad Leader trains the Antitank Squad in the performance of tasks that support platoon training objective. The Infantry Antitank Missile Gunner Squad Leader

maintains the condition, care, and economical use of assigned weapons, and equipment. Billet rank is Sergeant. Billet T/O weapon is the M4 Carbine.

Core Capabilities:

1. Carries out the orders of the Antitank Missile Gunner Section Leader.
2. Performs the tasks required of a Squad Leader in the Antitank (TOW) Section of the anti-armor platoon and have the ability to perform the duties/tasks required of the Anti-armor Section Leader.
3. Maintains the discipline, appearance, control, conduct, and welfare of the Antitank Squad.
4. Trains the Antitank 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. Identifies armored vehicles threat capabilities.
7. Calls for and adjusts fire.
8. Writes and issues combat orders.
9. Directs the employment of an anti-armor squad.
10. Performs all 0300/0352 2000 level tasks.

BILLET: Assistant Gunner, Javelin Section, Anti-Armor Platoon. The Anti-Armor Platoon, Javelin Section, Assistant Gunner carries out the orders of the Javelin Team Leader. The Anti-Armor Platoon, Javelin Section, Assistant Gunner performs the tasks required of an Assistant Gunner in the Javelin section of the anti-armor platoon. The Anti-Armor Platoon, Javelin Section, Assistant Gunner performs operator maintenance for and operates an M98A2. The Anti-Armor Platoon, Javelin Section, Assistant Gunner is trained in armored vehicle identification. The Anti-Armor Platoon, Javelin Section, Assistant Gunner maintains the condition, care, and economical use of assigned weapons, vehicles, and equipment. Billet rank is a Lance Corporal. Billet T/O weapon is the M4 Carbine.

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 M98A2.
4. Identifies armored vehicles.
5. Performs all 0300/0352 1000 level tasks.

BILLET: Team Leader/Gunner, Javelin Section, Anti-Armor Platoon. The Anti-Armor Platoon, Javelin Section, Team Leader/Gunner carries out the orders of the Javelin Section Leader. The Anti-Armor Platoon, Javelin Section, Team Leader/Gunner performs the tasks required of a Javelin Team Leader/Gunner in the Javelin section of the anti-armor platoon. The Anti-Armor Platoon, Javelin Section, Team Leader/Gunner is trained in armored vehicle identification. The Anti-Armor Platoon, Javelin Section, Team Leader/Gunner maintains the condition, care, and economical use of assigned personnel, weapons, vehicles, and equipment. Billet rank is a corporal. Billet T/O weapon is the M4 Carbine.

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 and have the ability to perform the duties/tasks required of the Javelin Squad Leader.
4. Identifies armored vehicles threat capabilities.
5. Performs all 0300/0352 1000/2000 level tasks.

BILLET: Squad Leader, Javelin Section, Anti-Armor Platoon. The Anti-Armor Platoon, Javelin Section, Squad Leader carries out the orders of the Javelin Section Leader. The Anti-Armor Platoon, Javelin Section, Squad Leader performs the tasks required of a Javelin Squad Leader in the Javelin section of the anti-armor platoon. The Anti-Armor Platoon, Javelin Section, Squad Leader is trained in armored vehicle threat capabilities. The Anti-Armor Platoon, Javelin Section, Squad Leader maintains the condition, care, and economical use of assigned personnel, weapons, vehicles and equipment. Billet rank is a Sergeant. Billet T/O weapon is the M4 Carbine.

Core Capabilities:

1. Carries out the orders of the Javelin Section Leader.
2. Performs the tasks required of a Squad Leader in the Javelin section of the anti-armor platoon and have the ability to perform the duties/tasks required of the Anti-armor Section Leader.
3. Maintains the discipline, appearance, control, conduct, and welfare of the Javelin squad.
4. Trains the Javelin squad in the performance of tasks that support platoon-training objectives.
5. Identifies armored vehicles threat capabilities.
6. Calls for and adjusts fires.
7. Writes and issues combat orders.
8. Controls the fire and movement of the Javelin squad.
9. Performs all 0300/0352 2000 level tasks.

16003. INDEX OF 1000-LEVEL INDIVIDUAL EVENTS

| Event Code | Event | Page |
|--------------------------|---|-------|
| 1000 Level Events | | |
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| 0352-MAW-1002 | Engage a Target with an M98A2 Weapon System | 16-11 |
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16004. 1000-LEVEL EVENTS

0352-EMPL-1001: Prepare an Anti-Armor Range Card

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

READINESS-CODED: NO

DESCRIPTION: A range card is an oriented sketch prepared for a weapon position. Two copies of the range card are made. One copy is retained by the crew and the other is forwarded to the next higher command. ([MCTP 3-01F](#), [MAGTF Anti-Armor Operations, Ch. 3, p. 3-26](#))

MOS PERFORMING: 0352

BILLETS: Gunner

GRADES: PVT, PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a mission, defensive position, a sector of fire, anti-armor weapon system, [DA Form 5517](#), and a lensatic compass.

STANDARD: To graphically depict a sector of fire with the nine elements of a range card.

PERFORMANCE STEPS:

1. Illustrate the following:
 - a. Weapon position with proper weapon symbol and a six-digit grid
 - b. A known point
 - i. Label a back azimuth and distance from the known point to the weapon position
 - c. Left and right lateral limits
 - i. Label azimuths
 - d. Minimum and maximum engagement lines
 - i. Label distance
 - e. Anticipated target engagement area (ATEA)
 - i. Label it as ATEA
 - f. Target reference points
 - i. Label azimuths and distances
 - g. Dead space
 - h. Magnetic North
2. Label marginal data
 - a. Unit
 - b. Type of position
 - c. Date
 - d. Time
3. Create a duplicate range card

PRIMARY REFERENCE:

[MCTP 3-01F MAGTF Antiarmor Operations](#)

SUPPLEMENTARY REFERENCES:

[ADP 1-02 Terms and Military Symbols](#)

TC 3-22.32 M41 Improved Target Acquisition System (ITAS) and Tube-Launched,
Optically-Tracked, Wire-Guided/Wireless (TOW) Missile
TC 3-22.37 Javelin-Close Combat Missile System, Medium

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17411 Maneuver/Training Area, Amphibious Forces

0352-EMPL-1002: Identify Armored Vehicles (S/L)

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

READINESS-CODED: NO

MOS PERFORMING: 0352

GRADES: PVT, PFC, LCPL, CPL

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given graphic depiction of armored vehicles.

STANDARD: To positively identify the vehicles by designator.

PERFORMANCE STEPS:

1. Determine if the vehicle is:
 - a. Tank
 - b. Non-tank
2. Determine absence or presence of a cupola
3. Determine the absence or presence of a turret
 - a. Type
 - b. Location
4. Determine the absence or presence of a bore evacuator
 - a. Type
 - b. Location
5. Determine type of suspension
6. Determine country of origin indicators
7. Determine unique identifying features of the vehicle

PRIMARY REFERENCE:

Jane's Book of Armored Vehicles (Current Year)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | S/L | DVTE | Marine Hours | 4 | Y |
| Yes | S/L | TDK | Marine Hours | 4 | N |

EQUIPMENT: Anti-Armor Model Kit

0352-HAW-1001: Perform Operator Maintenance on a Heavy Anti-Armor Weapon (HAW) System

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

READINESS-CODED: NO

MOS PERFORMING: 0352

GRADES: PVT, PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an SL-3 complete heavy anti-armor weapon system and authorized cleaning gear.

STANDARD: To ensure the system is operational.

PERFORMANCE STEPS:

1. Clean the weapon system
2. Inspect the weapon system
3. Assemble the weapon system
4. Conduct system self-test/checkout procedures
5. Disassemble the weapon system

PRIMARY REFERENCE:

TM 11581B-10/1 Operator Manual for Improved Target Acquisition System (ITAS) M41A7 Saber Mounted on Joint Light Tactical Vehicle-Close Combat Weapons Carrier (JLTV-CCWC)

SUPPLEMENTARY REFERENCES:

TM 11581B-OR/1 Operator Maintenance Manual for M41A7 Saber System

0352-HAW-1002: Engage Targets with a Heavy Anti-Armor Weapon (HAW) System

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

READINESS-CODED: NO

DESCRIPTION: Marines use the M41A7 ITAS to provide long-range engagement of light- and heavy-armored vehicles, heavily fortified bunkers, gun emplacements, and breaching of urban structures. Marines can adjust the M41A7 ITAS to compensate for all weather conditions and for day and night operations.

MOS PERFORMING: 0352

GRADES: PVT, PFC, LCPL, CPL

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a vehicle or ground mounted heavy anti-armor weapon system, targets, an engagement area, and an encased missile, while wearing a fighting load.

STANDARD: To engage targets with a heavy anti-armor weapon system. (TC 3-22.32, Ch. 1, pg. 1-1)

PERFORMANCE STEPS:

1. Prepare the weapon system
2. Inspect the encased missile
3. Load the weapon system
4. Identify target(s)
5. Check back the blast area
6. Arm the weapon system
7. Engage target(s)
8. Conduct immediate action, if required
9. Reload the weapon system
10. Conduct battle damage assessment (BDA)
11. Prepare for follow-on missions

PRIMARY REFERENCE:

TC 3-22.32 M41 Improved Target Acquisition System (ITAS) and Tube-Launched, Optically-Tracked, Wire-Guided/Wireless (TOW) Missile

SUPPLEMENTARY REFERENCES:

TM 11581B-10/1 Operator Manual for Improved Target Acquisition System (ITAS) M41A7 Saber Mounted on Joint Light Tactical Vehicle-Close Combat Weapons Carrier (JLTV-CCWC)
TM 11581B-OR/1 Operator Maintenance Manual for M41A7 Saber System

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|---|-----------------------|
| WH03 Guided Missile, Surface Attack, BGM-71E-2B (TOW-2A HEAT) | 1 missiles per Marine |
| WH05 Guided Missile, BTM-71E-1B (TOW Practice) | 1 missiles per Marine |
| WH51 Guided Missile, BGM-71H-1 (TOW Bunker Buster) | 1 missiles per Marine |

RANGE/TRAINING AREA:

Facility Code 17640 Antiarmor Tracking And Live-Fire Range

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

Missile simulation rounds (Non-ATWESS) ensure realistic loading technique. Live missiles are not required to accomplish this task to standard.

0352-HAW-1003: Qualify with a Heavy Anti-Armor Weapon (HAW) Simulator System

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

READINESS-CODED: NO

MOS PERFORMING: 0352

GRADES: PVT, PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given scenario(s), a heavy anti-armor weapon simulator system and necessary components, a simulated encased missile and a fire command, while wearing a fighting load.

STANDARD: To achieve hits on target.

PERFORMANCE STEPS:

1. Prepare the weapon system
2. Engage stationary targets
3. Engage moving targets
4. Engage obscured targets

PRIMARY REFERENCE:

TC 3-22.32 M41 Improved Target Acquisition System (ITAS) and Tube-Launched, Optically-Tracked, Wire-Guided/Wireless (TOW) Missile

SUPPLEMENTARY REFERENCES:

TM 11581B-OR/1 Operator and Organizational Maintenance Manual for M41A7 Saber System
TM 11581A-OI/2 TOW ITAS Basic Skills Trainer (BST) Operator Maintenance Manual

0352-HAW-1004: Unload an Unfired Heavy Anti-Armor Weapon (HAW) System

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

READINESS-CODED: NO

MOS PERFORMING: 0352

GRADES: PVT, PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a vehicle or ground mounted loaded heavy anti-armor weapon system and wearing a fighting load

STANDARD: To ensure the launch tube is cleared.

PERFORMANCE STEPS:

1. Lower the arming lever
2. Lock the weapon system down
3. Raise the bridge clamp

4. Remove the encased missile from the launch tube
5. Replace the forward handling ring
6. Replace electrical connector protective cover

PRIMARY REFERENCE:

TC 3-22.32 M41 Improved Target Acquisition System (ITAS) and Tube-Launched, Optically-Tracked, Wire-Guided/Wireless (TOW) Missile

SUPPLEMENTARY REFERENCES:

TM 11581B-10/1 Operator Manual for Improved Target Acquisition System (ITAS) M41A7 Saber Mounted on Joint Light Tactical Vehicle-Close Combat Weapons Carrier (JLTV-CCWC)
TM 11581B-OR/1 Operator Maintenance Manual for M41A7 Saber System

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|---|-----------------------|
| WH03 Guided Missile, Surface Attack, BGM-71E-2B (TOW-2A HEAT) | 1 missiles per Marine |
| WH05 Guided Missile, BTM-71E-1B (TOW Practice) | 1 missiles per Marine |
| WH51 Guided Missile, BGM-71H-1 (TOW Bunker Buster) | 1 missiles per Marine |

RANGE/TRAINING AREA:

Facility Code 17640 Antiarmor Tracking And Live-Fire Range

0352-MAW-1001: Perform Operator Maintenance for the M98A2 Command Launch Unit (CLU)

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

READINESS-CODED: NO

MOS PERFORMING: 0352

GRADES: PVT, PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an SL-3 complete M98A2 CLU, and authorized cleaning gear.

STANDARD: To ensure the system is operational. (TM 09397D-OR/1 Crew/Operator Maintenance Manual for M98A2 Javelin Weapon System)

PERFORMANCE STEPS:

1. Inspect the Command Launch Unit (CLU)
2. Clean the Command Launch Unit (CLU)
3. Perform built in test (BIT)

PRIMARY REFERENCE:

TM 09397D-OR/1 Crew/Operator Maintenance Manual for M98A2 Javelin Weapon System

0352-MAW-1002: Engage a Target with an M98A2 Weapon System

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

READINESS-CODED: NO

DESCRIPTION: The Javelin's primary role is to destroy enemy armored vehicles. When there is no armored vehicle threat, the Javelin can be employed in a secondary role of providing fire support against point targets such as bunkers and crew-served weapons positions. In addition, the Javelin CLU can be used alone as an aided vision device for reconnaissance, security operations, and surveillance. (TC 3-22.37, Javelin-Close Combat Missile System, Medium, Ch. 4)

MOS PERFORMING: 0352

GRADES: PVT, PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a target, a M98A2 Command Launch Unit (CLU) and a round, while wearing a fighting load.

STANDARD: To destroy the target. (TC 3-22.37 Javelin-Close Combat Missile System, Medium, Ch. 4)

PERFORMANCE STEPS:

1. Select a firing position
2. Prepare for firing
3. Determine engagement criteria
4. Acquire the target(s)
5. Adjust the track gates
6. Launch the missile
7. Conduct immediate action, as required
8. Prepare the Command Launch Unit (CLU) the for transport

PRIMARY REFERENCE:

TC 3-22.37 Javelin-Close Combat Missile System, Medium

SUPPLEMENTARY REFERENCES:

TM 09397D-OR/1 Crew/Operator Maintenance Manual for M98A2 Javelin Weapon System

SUPPORT REQUIREMENTS:

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|---------------------------------|-----------------------|
| PL53 Guided Missile, AT JAVELIN | 1 missiles per Marine |

RANGE/TRAINING AREA:

Facility Code 17640 Antiarmor Tracking And Live-Fire Range

0352-MAW-1003: Qualify with an M98A2 Enhanced Producibility Basic Skills Trainer (EPBST)

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

READINESS-CODED: NO

MOS PERFORMING: 0352

GRADES: PVT, PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given scenario(s), Simulated Command Launch Unit (SCLU), and a missile simulation round, while wearing a fighting load.

STANDARD: To achieve hits on target. (TM 09397C/09397D-OR/1 Operator Maintenance Manual for Javelin Missile System Basic Skills Trainer)

PERFORMANCE STEPS:

1. Assume a position
2. Prepare the trainer
3. Engage target in accordance with the mission
4. Conduct immediate action, as required

PRIMARY REFERENCE:

[TM 09397C/09397D-OR/1 Operator Maintenance Manual for Javelin Missile System Basic Skills Trainer](#)

SUPPLEMENTARY REFERENCES:

[TC 3-22.37 Javelin-Close Combat Missile System, Medium](#)
[TM 09397D-OR/1 Crew/Operator Maintenance Manual for M98A2 Javelin Weapon System](#)

16005. INDEX OF 2000-LEVEL INDIVIDUAL EVENTS

| Event Code | Event | Page |
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| 2000 Level Events | | |
| 0352-EMPL-2001 | Employ an Anti-Armor Weapon Systems (P) | 16-13 |
| 0352-EMPL-2002 | Profile Threat Vehicles (S/L) | 16-14 |
| 0352-LEAD-2001 | Lead an Anti-Armor Unit | 16-15 |

16006. 2000-LEVEL EVENTS

0352-EMPL-2001: Employ an Anti-Armor Weapon Systems (P)

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

READINESS-CODED: NO

MOS PERFORMING: 0352, 0369

BILLETS: Platoon Sergeant, Section Leader, Squad Leader, Team Leader

GRADES: CPL, SGT, SSGT, GYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an anti-armor unit, a mission, and armored threats, while wearing a fighting load.

STANDARD: To eliminate the threat.

PERFORMANCE STEPS:

1. Conduct mission analysis
2. Prepare for combat
 - a. Pre-combat checks (PCC)
 - b. Pre-combat inspections (PCI)
3. Occupy firing positions
 - a. Cold firing position
 - b. Hot firing positions
4. Identify targets by precedence.
5. Establish engagement criteria
6. Issue fire commands
7. Direct target engagement
8. Improve positions, as necessary
9. Execute the screening and signal plan
10. Determine the effects on target(s)
11. Re-engage target(s), as necessary
12. Displace, as necessary

PRIMARY REFERENCE:

[MCTP 3-01F MAGTF Antiarmor Operations](#)

SUPPLEMENTARY REFERENCES:

[TC 3-22.32 M41 Improved Target Acquisition System \(ITAS\) and Tube-Launched, Optically-Tracked, Wire-Guided/Wireless \(TOW\) Missile](#)
[TC 3-22.37 Javelin-Close Combat Missile, Medium](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | P | TDK | Marine Hours | 4 | N |
| Yes | P | DVTE | Marine Hours | 4 | Y |

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|---|--------------------|
| PL53 Guided Missile, AT JAVELIN | 1 round per Marine |
| WH06- Guided Missile, BTM-71D-3B (TOW-1 Practice) | 1 round per Marine |

RANGE/TRAINING AREA:

Facility Code 17411 Maneuver/Training Area, Amphibious Forces
Facility Code 17640 Antiarmor Tracking And Live-Fire Range

0352-EMPL-2002: Profile Threat Vehicles (S/L)

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

READINESS-CODED: NO

MOS PERFORMING: 0352, 0369

BILLETS: Platoon Sergeant, Section Leader, Squad Leader, Team Leader

GRADES: CPL, SGT, SSGT, GYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a tactical scenario with armored vehicles

STANDARD: To determine engagement criteria.

PERFORMANCE STEPS:

1. Identify by NATO designators
2. Identify armament
3. Identify capabilities
4. Identify limitations
5. Prioritize threats

PRIMARY REFERENCE:

[Jane's Book of Armored Vehicles \(Current Year\)](#)

SUPPLEMENTARY REFERENCES:

[MCTP 3-01F Anti-armor Operations](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | S/L | DVTE | Marine Hours | 4 | Y |
| Yes | S/L | TDK | Marine Hours | 4 | N |

EQUIPMENT: Anti-Armor Model Kit, NSN: 6910-01-C98-6068

0352-LEAD-2001: Lead an Anti-Armor Unit

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

READINESS-CODED: NO

MOS PERFORMING: 0352, 0369

BILLETS: Platoon Sergeant, Section Leader, Squad Leader, Team Leader

GRADES: CPL, SGT, SSGT, GYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an anti-armor unit with all associated equipment and a mission

STANDARD: To employ an anti-armor unit in order to meet commander's intent. (MCIP 3-10a.3i Marine Infantry Platoon, p. 311)

PERFORMANCE STEPS:

1. Conduct planning
2. Move to tentative position
3. Recon the position
4. Occupy the position
5. Execute the mission
6. Prepare for subsequent actions

PRIMARY REFERENCE:

MCIP 3-10A.4i Marine Rifle Squad

SUPPLEMENTARY REFERENCES:

MCRP 3-30.7 Commander's Tactical Handbook
TC 3-22.37 Javelin-Close Combat Missile System, Medium
TC 3-22.32 M41 Improved Target Acquisition System (ITAS) and Tube-Launched, Optically-Tracked, Wire-Guided/Wireless (TOW) Missile
MCTP 3-01F MAGTF Antiarmor Operations

SUPPORT REQUIREMENTS:

EQUIPMENT: Tactical Vehicle with a Heavy Anti-Armor Weapon System mount

INFANTRY T&R MANUAL

CHAPTER 17

MOS 0369 AND 0399 INDIVIDUAL EVENTS

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INFANTRY T&R MANUAL

CHAPTER 17

MOS 0369 AND 0399 INDIVIDUAL EVENTS

17000. PURPOSE. This chapter details the individual events that pertain to the Infantry Unit Leader. Each individual event provides an event title, along with the conditions events will be performed under, and the standard to which the event must be performed to be successful.

17001. EVENT CODING. Events in this T&R Manual are depicted with an up to 12-character, 3-field alphanumeric system, i.e. XXXX-XXXX-XXXX. This chapter utilizes the following methodology

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

| <u>Code</u> | <u>Description</u> |
|-------------|----------------------|
| 0369 | Infantry Unit Leader |

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

| <u>Code</u> | <u>Description</u> |
|-------------|---------------------|
| C2 | Command and Control |
| COMM | Communications |
| LOG | Logistics |
| DEF | Defense |
| FSPT | Fire Support |
| INT | Intelligence |
| OFF | Offense |
| OPS | Operations |
| PAT | Patrolling |
| TRNG | Training |

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

| <u>Code</u> | <u>Description</u> |
|-------------|----------------------------|
| 2000 | Core Skills (0369/99) |
| 2500 | Core Plus Skills (0369/99) |

17002. MOS 0369 BILLET DESCRIPTIONS / CORE CAPABILITIES. BILLET: Assistant Operations Chief, Rifle Company. The Rifle Company, Assistant Operations Chief must maintain the capabilities of core and core plus skills for a 0300 Basic Infantry Marine that have been obtained throughout career progression. The Rifle Company, Assistant Operations Chief must be proficient in the employment of all organic weapon systems in an infantry battalion, regardless of assigned entry MOS. The Rifle Company, Assistant Operations Chief is capable of performing all the tasks required of an

infantry unit leader. Billet rank is Staff Sergeant. Billet T/O weapon is the M4 Carbine.

Core Capabilities:

1. Carries out the orders of the Company Commander.
2. Performs the duties as a ground operations specialist.
3. Assist the Company Operations Chief in the training of company combat operations center personnel for operations.
4. Perform the duties and responsibilities of a watch officer in the company combat operations center.
5. Assist in supervising the daily functions and information flow within the company combat operations center.
6. Advise the company commander on the condition, maintenance and economical use of the operations headquarters platoon's equipment.
7. Be trained and assist in coordination and supervision of the set-up and displacement of the company combat operations center.
8. Assists with combat operation center functions and current C4I systems and architecture; and the implementation of the information management plan.
9. Assist with operational planning.
10. Assist in supervision of protective measures to counteract the effects of nuclear, biological, and chemical contamination.
11. Capable of leading a forced march under load from an assembly area to an objective twenty kilometers away in a time limit of less than five hours.
12. Capable of performing the duties of the Company Operations Chief.

BILLET: Section Leader, 60mm Mortar Section, Weapons Platoon. The Weapons Platoon, 60mm Mortar Section, Section Leader must maintain the capabilities of core and core plus skills for a 0300 that have been obtained throughout career progression. The Weapons Platoon, 60mm Mortar Section, Section must be proficient in the employment of all organic weapon systems in an infantry battalion, regardless of assigned entry MOS. The Weapons Platoon, 60mm Mortar Section, Section is capable of performing all the tasks required of an infantry unit leader. Billet rank is Staff Sergeant. Billet T/O weapon is the M4 Carbine.

Core Capabilities:

1. The Weapons Platoon, 60mm Mortar Section, Section carries out the orders of the Weapons Platoon Commander.
2. Advise the commander on the discipline, appearance, control, conduct, technical and tactical employment, and welfare of the section.
3. Train the section in the performance of tasks that support platoon and/or company objectives.
4. Assist the commander in conducting Risk Management.
5. Inspect the condition, care, and economical use of assigned weapons and equipment.
6. Direct casualty collection and evacuation for the section.
7. Coordinates and supervises all logistical requirements for the section.
8. Supervise protective measures to counteract the effects of nuclear, biological, and chemical contamination.
9. Capable of performing billet duties during a forced march under load from an assembly area to an objective twenty kilometers away in a time limit of less than five hours.
10. Capable of performing the duties of the Weapon's Platoon Sergeant.

BILLET: Section Leader, 81mm Mortar Platoon. The 81mm Mortar Platoon, Section Leader must maintain the capabilities of core and core plus skills for a 0300 that have been obtained throughout career progression. The 81mm Mortar Platoon, Section Leader must be proficient in the employment of all organic weapon systems in an infantry battalion, regardless of assigned entry MOS. The 81mm Mortar Platoon, Section Leader is capable of performing all the tasks required of an infantry unit leader. Billet rank is Staff Sergeant. Billet T/O weapon is the M4 Carbine.

Core Capabilities:

1. The 81 mm Mortar Section Leader carries out the orders of the 81mm Mortar Platoon Commander.
2. Advise the commander on the discipline, appearance, control, conduct, technical and tactical employment, and welfare of the section.
3. Train the section in the performance of tasks that support platoon and/or company objectives.
4. Assist the commander in conducting Risk Management.
5. Inspect the condition, care, and economical use of assigned weapons, equipment, and vehicles.
6. Supervises and validates the emplacement, laying, and firing of the mortars.
7. Assists the Platoon Commander's set-up and operations of the Fire Direction Center (FDC).
8. Direct casualty collection and evacuation for the assigned section.
9. Coordinates and supervises all logistical requirements for the section.
10. Supervise protective measures to counteract the effects of nuclear, biological, and chemical contamination.
11. Capable of performing billet duties during a forced march under load from an assembly area to an objective twenty kilometers away in a time limit of less than five hours.
12. Capable of performing the duties of the 81mm Mortar Platoon Sergeant.

BILLET: Section Leader, Javelin Section, Anti-Armor Platoon. The Anti-Armor Platoon, Javelin Section, Section Leader must maintain the capabilities of core and core plus skills for a 0300 that have been obtained throughout career progression. The Anti-Armor Platoon, Javelin Section, Section Leader must be proficient in the employment of all organic weapon systems in an infantry battalion, regardless of assigned entry MOS. The Anti-Armor Platoon, Javelin Section, Section Leader is capable of performing all the tasks required of an infantry unit leader. Billet rank is Staff Sergeant. Billet T/O weapon is the M4 Carbine.

Core Capabilities:

1. The Javelin Section Leader carries out the orders of the Commander.
2. Advise the commander on the discipline, appearance, control, conduct, technical and tactical employment, and welfare of the section.
3. Train the section in the performance of tasks that support platoon and/or company objectives.
4. Train the section in ground anti-armor tactics.
5. Assist the commander in conducting Risk Management.
6. Inspect the condition, care, and economical use of assigned weapons, and equipment.
7. Direct casualty collection and evacuation for the assigned section.
8. Coordinates and supervises all logistical requirements for the section.
9. Supervise protective measures to counteract the effects of nuclear, biological, and chemical contamination.

10. Capable of performing billet duties during a forced march under load from an assembly area to an objective twenty kilometers away in a time limit of less than five hours.
11. Capable of performing the duties of the Anti-Armor Platoon Sergeant.

BILLET: Section Leader, Saber Section, Anti-Armor Platoon. The Anti-Armor Platoon, Saber Section, Section Leader must maintain the capabilities of core and core plus skills for a 0300 that have been obtained throughout career progression. The Anti-Armor Platoon, Saber Section, Section Leader must be proficient in the employment of all organic weapon systems in an infantry battalion, regardless of assigned entry MOS. The Anti-Armor Platoon, Saber Section, Section Leader is capable of performing all the tasks required of an infantry unit leader. Billet rank is Staff Sergeant. Billet T/O weapon is the M4 Carbine.

Core Capabilities:

1. The SABER Section Leader carries out the orders of the Commander.
2. Advise the commander on the discipline, appearance, control, conduct, technical and tactical employment, and welfare of the section.
3. Train the section in the performance of tasks that support platoon and/or company objectives.
4. Train the section in both vehicle and ground anti-armor tactics.
5. Capable of performing all of the tasks required of a Driver, Assistant Gunner, and Gunner.
6. Assist the commander in conducting Risk Management.
7. Inspect the condition, care, and economical use of assigned weapons, vehicles, and equipment.
8. Direct casualty collection and evacuation for the section.
9. Coordinates and supervises all logistical requirements for the section.
10. Supervise protective measures to counteract the effects of nuclear, biological, and chemical contamination.
11. Capable of performing billet duties during a forced march under load from an assembly area to an objective twenty kilometers away in a time limit of less than five hours.
12. Capable of performing the duties of the Anti-Armor Platoon Sergeant.

BILLET: Platoon Sergeant, Rifle Platoon. The Rifle Platoon, Platoon Sergeant must maintain the capabilities of core and core plus skills for a 0300 that have been obtained throughout career progression. The Rifle Platoon, Platoon Sergeant must be proficient in the employment of all organic weapon systems in an infantry battalion, regardless of assigned entry MOS. The Rifle Platoon, Platoon Sergeant is capable of performing all the tasks required of an infantry unit leader. Billet rank is Staff Sergeant. Billet T/O weapon is the M4 Carbine.

Core Capabilities:

1. The Rifle Platoon Sergeant carries out the orders of the Rifle Platoon Commander.
2. Advise the commander on the discipline, appearance, control, conduct, technical and tactical employment, and welfare of the platoon.
3. Advise the platoon commander and works with the Company First Sergeant on all administrative matters pertaining to the Marines in the platoon.
4. Assist the platoon commander in the training of the platoon that support company objectives.

5. Assist the Platoon Commander with the integration of supporting fires in accomplishment of an assigned mission.
6. Assist the commander in conducting Risk Management.
7. Inspect the condition, care, and economical use of assigned weapons, and equipment.
8. Direct casualty collection and evacuation for the platoon.
9. Coordinates and supervises all logistical requirements for the platoon.
10. Supervise protective measures to counteract the effects of nuclear, biological, and chemical contamination.
11. Capable of performing billet duties during a forced march under load from an assembly area to an objective twenty kilometers away in a time limit of less than five hours.
12. Capable of performing the duties of the Rifle Platoon Commander.

BILLET: Assistant Operations Chief, S-3 Section, Infantry Battalion. The Infantry Battalion, S-3 Section, Assistant Operations Chief must maintain the capabilities of core and core plus skills for a 0300 basic infantryman that have been obtained throughout career progression. The Infantry Battalion, S-3 Section, Assistant Operations Chief must be proficient in the employment of all organic weapon systems in an infantry battalion, regardless of assigned entry MOS. The Infantry Battalion, S-3 Section, Assistant Operations Chief is capable of performing all the tasks required of an infantry unit leader. Billet rank is Staff Sergeant. Billet T/O weapon is the M4 Carbine.

Core Capabilities:

1. The Infantry Battalion, S-3 Section, Assistant Operations Chief carries out the orders of the Operations Officer to conduct battalion and Special Purpose MAGTF (SP-MAGTF) operations.
2. Assist the Battalion Operations Chief.
3. Assist the operations officer with the development of the unit's training plan.
4. Assist in the management of personnel within the S-3 section.
5. Coordinates with chiefs of other sections to facilitate training, planning and operations.
6. Coordinate training with ground combat elements enablers in support of battalion operations.
7. Assist in the supervision of the embarkation and debarkation of the operations section.
8. Assist in the security, establishment, and displacement of the combat operations centers and personnel in order to ensure there is continuous function as the command and control node.
9. Assist in the production, distribution, and submission of all orders, message traffic, and training schedules.
10. Supervise the maintenance of the battalion's war fighting and training publication library.
11. Assist in the unit readiness program (URP).
12. Maintain the unit's training records.
13. Schedule ranges and training areas.
14. Supervise protective measures to counteract the effects of nuclear, biological, and chemical contamination.
15. Capable of performing billet duties during a forced march under load from an assembly area to an objective twenty kilometers away in a time limit of less than five hours.
16. Capable of performing the duties of the Battalion Operations Chief.

BILLET: Platoon Sergeant, Weapons Platoon. The Weapons Platoon, Platoon Sergeant must maintain the capabilities of core and core plus skills for a 0300 that have been obtained throughout career progression. The Weapons Platoon, Platoon Sergeant must be proficient in the employment of all organic weapon systems in an infantry battalion, regardless of assigned entry MOS. The Weapons Platoon, Platoon Sergeant is capable of performing all the tasks required of an infantry unit leader. Billet rank is Gunnery Sergeant. Billet T/O weapon is the M4 Carbine.

Core Capabilities:

1. The Rifle Platoon Sergeant carries out the orders of the Rifle Platoon Commander.
2. Advise the commander on the discipline, appearance, control, conduct, technical and tactical employment, and welfare of the platoon.
3. Advise the platoon commander and works with the Company First Sergeant on all administrative matters pertaining to the Marines in the platoon.
4. Supervise the Fire Direction Center (FDC) for the 60mm Mortar Section.
5. Assist the Platoon Commander with the integration of supporting fires in accomplishment of an assigned mission.
3. Assist the platoon commander in the training of the platoon that support company objectives.
6. Assist the commander in conducting Risk Management.
7. Inspect the condition, care, and economical use of assigned weapons, and equipment.
8. Direct casualty collection and evacuation for the platoon.
9. Coordinates and supervises all logistical requirements for the platoon.
10. Supervise protective measures to counteract the effects of nuclear, biological, and chemical contamination.
11. Capable of performing billet duties during a forced march under load from an assembly area to an objective twenty kilometers away in a time limit of less than five hours.
12. Capable of performing the duties of the Weapon's Platoon Commander and Operations Chief.

BILLET: Platoon Sergeant, Heavy Machinegun Platoon. The Heavy Machinegun Platoon, Platoon Sergeant must maintain the capabilities of core and core plus skills for a 0300 that have been obtained throughout career progression. The Heavy Machinegun Platoon, Platoon Sergeant must be proficient in the employment of all organic weapon systems in an infantry battalion, regardless of assigned entry MOS. The Heavy Machinegun Platoon, Platoon Sergeant is capable of performing all the tasks required of an infantry unit leader. Billet rank is Gunnery Sergeant. Billet T/O weapon is the M4 Carbine.

Core Capabilities:

1. The Heavy Machinegun Platoon Sergeant carries out the orders of the Platoon Commander.
2. Advise the commander on the discipline, appearance, control, conduct, and welfare of the platoon.
3. Advise on tactical employment of the machinegun squads as attachments while ground or vehicle mounted.
4. Advise the platoon commander and provides input for administrative matters pertaining to the Marines in the platoon.
5. Assist the platoon commander in the training of the platoon that support company objectives.

6. Assist the Platoon Commander with the integration of supporting fires in accomplishment of an assigned mission.
7. Assist the commander in conducting Risk Management.
8. Inspect the condition, care, and economical use of assigned weapons, and equipment.
9. Direct casualty collection and evacuation for the platoon.
10. Coordinates and supervises all logistical requirements for the platoon.
11. Supervise protective measures to counteract the effects of nuclear, biological, and chemical contamination.
12. Capable of performing billet duties during a forced march under load from an assembly area to an objective twenty kilometers away in a time limit of less than five hours.
13. Capable of performing the duties of the Heavy Machinegun Platoon Commander.

BILLET: Platoon Sergeant, Anti-armor Platoon. The Anti-armor Platoon, Platoon Sergeant must maintain the capabilities of core and core plus skills for a 0300 that have been obtained throughout career progression. The Anti-armor Platoon, Platoon Sergeant must be proficient in the employment of all organic weapon systems in an infantry battalion, regardless of assigned entry MOS. The Anti-armor Platoon, Platoon Sergeant is capable of performing all the tasks required of an infantry unit leader. Billet rank is Gunnery Sergeant. Billet T/O weapon is the M4 Carbine.

Core Capabilities:

1. The Anti-armor Platoon Sergeant carries out the orders of the Platoon Commander.
2. Advise the commander on the discipline, appearance, control, conduct, and welfare of the platoon.
3. Advise on tactical employment of ground and vehicle mounted Anti-armor weapons and demolitions.
4. Advise the platoon commander and works with the Company First Sergeant on all administrative matters pertaining to the Marines in the platoon.
5. Assist the platoon commander in the training of the platoon that support company objectives.
6. Assist the Platoon Commander with the integration of supporting fires in accomplishment of an assigned mission.
7. Assist the commander in conducting Risk Management.
8. Inspect the condition, care, and economical use of assigned weapons, and equipment.
9. Direct casualty collection and evacuation for the platoon.
10. Coordinates and supervises all logistical requirements for the platoon.
11. Supervise protective measures to counteract the effects of nuclear, biological, and chemical contamination.
12. Capable of performing billet duties during a forced march under load from an assembly area to an objective twenty kilometers away in a time limit of less than five hours.
13. Capable of performing the duties of the Anti-armor Platoon Commander.

BILLET: Operations Chief, Rifle Company. The Rifle Company, Operations Chief must maintain the capabilities of core and core plus skills for an 0300 basic infantryman that have been obtained throughout career progression. The Rifle Company, Operations Chief must be proficient in the employment of all organic weapon systems in an infantry battalion, regardless of assigned entry MOS. The Rifle Company, Operations Chief is capable of performing all the

tasks required of an infantry unit leader. Billet rank is Gunnery Sergeant. Billet T/O weapon is the M4 Carbine.

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. Assists the commander in detailed planning for current and future operations.
4. Responsible for the training of combat operations center personnel.
5. Supervises combat operation center functions and current C4I systems & architecture; and the implementation of the information management plan.
6. Coordinates and supervises the embarkation and debarkation for deployment of the company, maintenance, condition and care of the company's weapons and equipment.
6. Responsible for coordinating and supervising the set-up and displacement of the company combat operations center.
7. Supervise the daily functions and information flow within the company combat operations center.
8. Supervises the maintenance of the company's warfighting and training publication library.
9. Conducts unit training management
10. Ensures the establishment of a defense, security/observation posts, or a force protection posture during combat operations.
11. Advise the commander on the discipline, appearance, control, conduct, and welfare of the company.
12. Assists with the fire support planning process, the preparation of plans and orders for fire support, and the specific operational techniques required for the coordinated employment of fire support assets.
13. Assist the responsible officer for the company's consolidated memorandum receipt and funding.
14. Assist the commander in battle space management to include casualty collection evacuation, evacuation and EPW handling.
15. Supervise protective measures to counteract the effects of nuclear, biological, and chemical contamination.
16. Capable of performing billet duties during a forced march under load from an assembly area to an objective twenty kilometers away in a time limit of less than five hours.
17. Capable of performing the duties of the Company First Sergeant.

BILLET: Operations Chief, Weapons Company. The Weapons Company, Operations Chief must maintain the capabilities of core and core plus skills for a 0300 basic infantryman that have been obtained throughout career progression. The Weapons Company, Operations Chief must be proficient in the employment of all organic weapon systems in an infantry battalion, regardless of assigned entry MOS. The Weapons Company, Operations Chief is capable of performing all the tasks required of an infantry unit leader. Billet rank is Master Sergeant. Billet T/O weapon is the M4 Carbine.

Core Capabilities:

1. The Weapons Company, Operations Chief carries out the orders of the Company Commander to conduct company and Special Purpose MAGTF (SP-MAGTF) operations.
2. Serves as the senior enlisted technical and tactical advisor to the Company Commander, Company First Sergeant, and company staff.

3. Coordinates and supervises the embarkation and debarkation for deployment of the company, maintenance, condition and care of the company's weapons and equipment.
4. Conducts unit training management
5. Assists the commander in detailed planning for current and future operations related to the MAGTF, and the staff roles and responsibilities within the six warfighting functions across the range of military operations.
6. Serves as the subject matter expert in combat operation center operations and current C4I systems & architecture; and the mechanics of information management. Must attend GOS and MISTC courses.
7. Supervise and assist in the actions within the fire support coordination center (FSC).
8. Ensures the establishment of a defense, security/observation posts, or a force protection posture during combat operations.
9. Advise the commander on the discipline, appearance, control, conduct, and welfare of the company.
10. Assists with the fire support planning process, the preparation of plans and orders for fire support, and the specific operational techniques required for the coordinated employment of fire support assets.
11. Assist the responsible officer for the company's consolidated memorandum receipt and funding.
12. Assist the commander in conducting Risk Management.
13. Direct casualty collection and evacuation for the company.
14. Supervise protective measures to counteract the effects of nuclear, biological, and chemical contamination.
15. Capable of performing billet duties during a forced march under load from an assembly area to an objective twenty kilometers away in a time limit of less than five hours.
16. Capable of performing the duties of the Battalion Operations Chief.

BILLET: Assistant Operations Chief, S-3 Section, Infantry Regiment. The Infantry Regiment, S-3 Section, Assistant Operations Chief must maintain the capabilities of core and core plus skills for a 0300 that have been obtained throughout career progression. The Infantry Regiment, S-3 Section, Assistant Operations Chief must be proficient in the employment of all organic weapon systems in an infantry battalion, regardless of assigned entry MOS. The Infantry Regiment, S-3 Section, Assistant Operations Chief is capable of performing all the tasks required of an infantry unit leader. Billet rank is Master Sergeant. Billet T/O weapon is the M4 Carbine.

Core Capabilities:

1. The Infantry Regiment, S-3 Section, Assistant Operations Chief carries out the orders of the Operations Officer to conduct Regiment, Regiment Combat Team, and Special Purpose MAGTF (SP-MAGTF) operations.
2. Assist the Regiment Operations Chief.
3. Assist the operations officer with the development of the unit's training plan.
5. Assists operations officer to determine the scope of the operation and C2 relationships with the commanding officer, amphibious task force, Marine force component, Marine expeditionary force, strike group, Joint Forces, Department of State representatives, other United States government agencies, and non-governmental organizations (NGOs). Must attend GOS and MISTC courses.
4. Assist in the management of personnel within the S-3 section.
5. Coordinates with chiefs of other sections to facilitate training, planning and operations.

6. Coordinate training with ground combat elements enablers in support of operations.
7. Assist in the supervision of the embarkation and debarkation of the operations section.
8. Assist in the security, establishment, and displacement of the combat operations centers and personnel in order to ensure there is continuous function as the command and control node.
9. Assist in the production, distribution, and submission of all orders, message traffic, and training schedules.
10. Supervise the maintenance of the regiment's war fighting and training publication library.
11. Assist in the unit readiness program (URP).
12. Maintain the unit's training records.
13. Schedule ranges and training areas.
14. Supervise protective measures to counteract the effects of nuclear, biological, and chemical contamination.
15. Capable of performing billet duties during a forced march under load from an assembly area to an objective twenty kilometers away in a time limit of less than five hours.
16. Capable of performing the duties of the Regiment Operations Chief.

BILLET: Operations Chief, S-3 Section, Infantry Battalion. The Infantry Battalion, S-3 Section, Operations Chief must maintain the capabilities of core and core plus skills for a 0300 that have been obtained throughout career progression. The Infantry Battalion, S-3 Section, Operations Chief must be proficient in the employment of all organic weapon systems in an infantry battalion, regardless of assigned entry MOS. The Infantry Battalion, S-3 Section, Operations Chief is capable of performing all the tasks required of an infantry unit leader. Billet rank is Master Gunnery Sergeant. Billet T/O weapon is the M4 Carbine. The Infantry Battalion, S-3 Section, Operations Chief must complete the Operations and Tactics Instructor-Chief Course (CID: M09HE35) at Marine Corps Tactics and Operations Group (MCTOG).

Core Capabilities:

1. The Battalion Operations Chief carries out the orders of the Battalion Commander and Operations Officer to conduct battalion and Special Purpose MAGTF (SP-MAGTF) operations.
2. Serves as the senior enlisted technical and tactical advisor and infantry subject matter expert to the commanding officer and operations officer.
3. Advises the commanding officer and operations officer on the MAGTF operations.
4. Assists the operations officer with the development of the unit's training plan.
5. Mentor and develop the infantry unit leaders within the Battalion.
6. Manages the S-3 section to ensure quality performance of personnel.
7. Coordinates with chiefs of other sections to facilitate training, planning and operations.
8. Coordinates training with ground combat elements enablers in support of battalion operations.
9. Coordinates and supervises the embarkation and debarkation of the operations section.
10. Assist and supervise in the embarkation and debarkation of the battalion.

11. Supervise the security, establishment, and displacement of the combat operations centers and personnel in order to ensure there is continuous function as the command and control node.
12. Assists the responsible officer for the S-3's consolidated memorandum receipt and funding.
13. Assists the operations officer and battalion commander with detailed planning.
14. Supervises the production, distribution, and submission of all orders, message traffic, and training schedules.
15. Supervise the time-phased force and deployment data (TPFDD) planning and execution.
16. Supervises the maintenance of the battalion's war fighting and training publication library.
17. Manages unit readiness program (URP).
18. Maintains the unit's training records.
19. Supervises the request of ranges and training areas.
20. Supervise protective measures to counteract the effects of nuclear, biological, and chemical contamination.
21. Capable of performing billet duties during a forced march under load from an assembly area to an objective twenty kilometers away in a time limit of less than five hours.
22. Certified as an Operations and Tactics Instructor (OTI) prior to assuming the billet. See MCO 3502.7 and Command and Control T&R Manual (2000-Level Individual Tasks) for specific functions/responsibilities.

BILLET: Operations Chief, S-3 Section, Infantry Regiment. The Infantry Regiment, S-3 Section, Operations Chief must maintain the capabilities of core and core plus skills for a 0300 that have been obtained throughout career progression. The Infantry Regiment, S-3 Section, Operations Chief must be proficient in the employment of all organic weapon systems in an infantry regiment, regardless of assigned entry MOS. The Infantry Regiment, S-3 Section, Operations Chief is capable of performing all the tasks required of an infantry unit leader. Billet rank is Master Gunnery Sergeant. Billet T/O weapon is the M4 Carbine. The Infantry Regiment, S-3 Section, Operations Chief must complete the Operations and Tactics Instructor-Chief Course (CID: M09HE35) at Marine Corps Tactics and Operations Group (MCTOG).

Core Capabilities:

1. The Regiment Operations Chief carries out the orders of the Regiment Commander and Operations Officer to conduct Regimental, Regiment Combat Team and Special Purpose MAGTF (SP-MAGTF) operations.
2. Serves as the senior enlisted technical and tactical advisor and infantry subject matter expert to the commanding officer and operations officer.
3. Advises the commanding officer and operations officer on the MAGTF operations.
4. Assists the operations officer with the development of the unit's training plan.
5. Assists operations officer to determine the scope of the operation and C2 relationships with the commanding officer, amphibious task force, Marine force component, Marine expeditionary force, strike group, Joint Forces, Department of State representatives, other United States government agencies, and non-governmental organizations (NGOs).
6. Mentor and develop the infantry unit leaders within the Regiment.
7. Manages the S-3 section with assistance from the sergeant major to ensure quality performance of personnel.
8. Coordinates with chiefs of other sections to facilitate training, planning, and operations.

9. Coordinates training with ground combat elements enablers in support of operations.
10. Coordinates and supervise the embarkation and debarkation of the operations section.
11. Assist and supervise in the embarkation and debarkation of the regiment.
12. Supervise the security, establishment, and displacement of the combat operations centers and personnel in order to ensure there is continuous function as the command and control node.
13. Assists the responsible officer for the S-3's consolidated memorandum receipt and funding.
14. Assists the operations officer and regiment commander with detailed planning.
14. Supervises the production, distribution, and submission of all orders, message traffic, and training schedules.
15. Supervise the time-phased force and deployment data (TPFDD) planning and execution.
16. Supervises the maintenance of the regiment's war fighting and training publication library.
17. Manages unit readiness program (URP).
18. Maintains the unit's training records.
19. Supervises the request of ranges and training areas.
20. Supervise protective measures to counteract the effects of nuclear, biological, and chemical contamination.
21. Capable of performing billet duties during a forced march under load from an assembly area to an objective twenty kilometers away in a time limit of less than five hours.
22. Certified as an Operations and Tactics Instructor (OTI) prior to assuming the billet. See MCO 3502.7 and Command and Control T&R Manual (2000-Level Individual Tasks) for specific functions/responsibilities.

BILLET: Operations Chief, G-3 Section, Division. The Division, G-3 Section, Operations Chief serves as the senior enlisted tactical and technical advisor to the commanding general and assistant chief of staff G-3 pertaining to organization, training, and operations at the operational level. The Division, G-3 Section, Operations Chief assists the staff in the accomplishment of operational objectives needed to accomplish objectives, sequencing events to achieve the operational objectives, initiating actions, and applications of resources to bring about and sustain these events. The Division, G-3 Section, Operations Chief assists the assistant chief of staff G-3 on the discipline, appearance, training, control, conduct, welfare and daily function of the G-3 section. The Division, G-3 Section, Operations Chief advises the assistant chief of staff G-3 on the condition, maintenance and economic use of the operations section's equipment. The Division, G-3 Section, Operations Chief is proficient in unit training management, detailed planning for current and future operations utilizing the Marine Corp planning process and rapid response planning process (R2P2) as related to the Marine air ground task force (MAGTF), and the staff roles and responsibilities within the six warfighting functions across the range of military operations including major combat operations, amphibious, enhanced MAGTF, information, stability, and irregular warfare. The Division, G-3 Section, Operations Chief is the subject matter expert in combat operation center operations configurations and current C4I systems & architecture; and the mechanics of information management. The Division, G-3 Section, Operations Chief is trained as an Operations & Tactics Instructor (OTI). Billet rank is Master Gunnery Sergeant. Billet T/O weapon is the M4 Carbine.

Core Capabilities:

1. Serves as the senior enlisted tactical and technical advisor to the commanding general and assistant chief of staff G-3 pertaining to organization, training, and tactical operations.
2. Advises the commanding general and assistant chief of staff G-3 on the MAGTF operations regarding emerging threats, intelligence, fires & effects, planning in a complex environment, operating with current C4I systems & architecture, amphibious operations, joint & interagency, and MAGTF integration.
3. Advises in the planning, coordinating, and employment of tactical units, integrating fire and maneuver, planning and supervising civil affairs activities (when a G-5 section is not established), and priorities for allocation of personnel, weapons, equipment, and ammunition.
4. Assists assistant chief of staff G-3 to determine the scope of the operation and C2 relationships with the combatant commands, Marine force component, Marine expeditionary force, fleet, strike group, Department of State representatives, other United States government agencies, and non-governmental organizations (NGOs).
5. Assists with planning and coordination of airlift, sealift, ground transport, and specialized training which may be required with other agencies.
6. Advises assistant chief of staff G-3 of current unit status reports and training readiness to determine units capable of conducting the operation.
7. Coordinates and supervise the embarkation and debarkation of the operations section.
8. Coordinates and supervise the set-up and displacement of the combat operations center as well as other functional areas as directed.
9. Supervises the actions of all personnel within the combat operations center.
10. Supervises the execution of garrison functions of the operations section.
11. Assists both the security manager and assist security manager in security procedures.
12. Assists the assistant chief of staff G-3 with the Marine Corps planning process and rapid response planning process (R2P2).
13. Supervises the production, distribution and submission of all operations orders (OPORDS), fragmentary orders (FRAGOs), warning orders (WARNOs) and planning orders (PLANORD), concept of operations, and message traffic.
14. Assists the commanding general and assistant chief of staff G-3 with intelligence preparation of the battle field (IPB).
15. Supervises the preparation of military information briefs in support of the operations section.
16. Assists the assistant chief of staff G-3 with the development and distribution of the training and exercise employment plan and letters of instruction in support of the unit.
17. Supervises in the time-phased force and deployment data (TPFDD) planning.
18. Coordinates information management and information flow.
19. Serves as the infantry military occupational field and operation chief representative pertaining to infantry personnel and assignments.
20. Coordinates and executes special projects as directed.
21. Assists the camp commandant in ensuring the establishment of a perimeter defense, security/observation posts, or a force protection posture.

BILLET: Operations Chief, G-3 Section, Marine Expeditionary Force. The Marine Expeditionary Force, G-3 Section, Operations Chief, serves as the

senior enlisted advisor to the commanding general and assistant chief of staff G-3. The Marine Expeditionary Force, G-3 Section, Operations Chief assists the assistant chief of staff G-3 on the discipline, appearance, training, control, conduct, welfare and daily function of the G-3 section. The Marine Expeditionary Force, G-3 Section, Operations Chief advises the assistant chief of staff G-3 officer on the condition, maintenance and economical use of the operations section's equipment. The Marine Expeditionary Force, G-3 Section, Operations Chief assists the staff in the accomplishment of operational/strategic objectives needed to accomplish the higher headquarters objectives, sequencing events to achieve the objectives, initiating actions, and applications of resources to bring about and sustain these events. The Marine Expeditionary Force, G-3 Section, Operations Chief is proficient in detailed planning for current and future operations utilizing the Marine Corp planning process and rapid response planning process (R2P2) as related to the Marine air ground task force (MAGTF), and the staff roles and responsibilities within the six warfighting functions across the range of military and amphibious operations including major combat operations, enhanced MAGTF, information, stability, and irregular warfare. He is the subject matter expert in Marine expeditionary force (MEF) command center configurations and current C4I systems & architecture; and the mechanics of information management. The Marine Expeditionary Force, G-3 Section, Operations Chief is trained as an Operations & Tactics Instructor (OTI). Billet rank is Master Gunnery Sergeant. Billet T/O weapon is the M4 Carbine.

Core Capabilities:

1. Serves as the senior enlisted tactical and technical advisor to the commanding general and assistant chief of staff G-3.
2. Supervises the production, distribution and submission of all operations orders (OPORDS), fragmentary orders (FRAGOs), warning orders (WARNOs) and planning orders (PLANORD), concept of operations, and message traffic.
3. Supervises the MEF command center; supervises the actions of all personnel within the MEF command center.
4. Assists the commanding general and assistant chief of staff G-3 with intelligence preparation of the battle field (IPB).
5. Responsible for the efficient functioning of the MEF command center to include the enforcement of established standard operating procedures, accuracy of joint tactical common operation picture work station (JTCW) to include the command and control personal computer (C2PC) software application, status charts collaborative applications, presentation graphics, and the training of watch personnel.
6. Assists both the security manager and assist security manager in security procedures.
7. Assists assistant chief of staff G-3 to determine the scope of the operation and C2 relationships with the combatant commands, joint commands, Marine force component, Marine expeditionary force, fleet, strike group, Department of State representatives, other United States government agencies, and non-governmental organizations (NGOs).
8. Assists in the force deployment planning and execution (FDP&E) planning.
9. Assists the assistant chief of staff G-3 with the development and distribution of the training and exercise employment plan and letters of instruction in support of the unit.
10. Applies the six warfighting functions - the building blocks for all types of operations, including prolonged, amphibious, distributed, information, stability, and irregular warfare - across the range of military operations.

11. Assists the commanding general and assistant chief of staff G-3 with intelligence preparation of the battle field (IPB).
12. Coordinates information management and information flow.
13. Supervises the use of automated data processing (ADP) equipment and software within the operations section.
14. Manages the flow of information provided through available C4I systems.
15. Supervises the control, dissemination and destruction of classified information within the operations section.
16. Serves as the infantry military occupational field and operation chief representative.
17. Assists deputy G-3 budget management.
18. Coordinates and executes special projects as directed.
19. Assists the MEF headquarters Group camp commandant in ensuring the establishment of a perimeter defense, security/observation posts, or a force protection posture.

BILLET: Operations Chief, G-3 Section, Marine Force. The Marine Force, G-3 Section, Operations Chief serves as the senior enlisted advisor to the commanding general and assistant chief of staff G-3. The Marine Force, G-3 Section, Operations Chief assists the assistant chief of staff G-3 on the discipline, appearance, training, control, conduct, welfare and daily function of the G-3 section. The Marine Force, G-3 Section, Operations Chief advises the assistant chief of staff G-3 officer on the condition, maintenance and economical use of the operations section's equipment. The Marine Force, G-3 Section, Operations Chief advises and assists the assistant chief of staff G-3 in matters pertaining to organization, training, planning and operational employment of Marine Corps forces in the area of responsibility. Supports strategic policy objectives, develop plans intended to identify, train to, evaluate, and meet specific strategic deliberate end states from combatant commanding general. The Marine Force, G-3 Section, Operations Chief is proficient in detailed planning for current and future operations utilizing the Marine Corp planning process and rapid response planning process (R2P2) as related to the Marine air ground task force (MAGTF), and the staff roles and responsibilities within the six warfighting functions across the range of military operations including major combat operations, enhanced MAGTF, information, stability, and irregular warfare. The Marine Force, G-3 Section, Operations Chief is the subject matter expert in Marine force command center configurations and current C4I systems & architecture; and the mechanics of information management. The Marine Force, G-3 Section, Operations Chief is trained as an Operations & Tactics Instructor (OTI). Billet rank is Master Gunnery Sergeant. Billet T/O weapon is the M4 Carbine.

Core Capabilities:

1. Serves as the senior enlisted tactical and technical advisor to Marine force commanding general and assistant chief of staff G-3.
2. Assists the assistant chief of staff G-3 on the discipline, appearance, training, conduct, welfare and daily function of the G-3 section.
3. Assists the assistant chief of staff G-3 in the development and articulation of a wide spectrum of concepts, plans and polices; and to direct and supervise execution and/or implementation of those policies.
4. Supervises the production and distribution of all military information briefs, messages, information management, battle rhythm and operational reporting.
5. Supervises the Marine force command center.

6. Assists in the command crisis action planning and execution and a standing member of operational planning team for crisis response.
7. Applies the six warfighting functions - the building blocks for all types of operations, including prolonged, amphibious, distributed, information, stability, and irregular warfare - across the range of military operations.
8. Assists in the force deployment planning and execution (FDP&E) planning.
9. Assists component-level planning and operational support to theater enablers and other theater security cooperation and military to military.
10. Coordinates and executes special projects as directed.

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17004. 2000 LEVEL EVENTS

0369-C2-2001: Issue a Warning Order

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

READINESS-CODED: NO

MOS PERFORMING: 0369

BILLETS: Company Operations Chief, Platoon Sergeant, Section Leader

GRADES: SSGT, GYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given subordinate units, an order from higher, and considering the situation and time available.

STANDARD: To facilitate concurrent preparation of subordinate unit(s) with reconnaissance and detailed planning.

PERFORMANCE STEPS:

1. Conduct METT-T analysis
 - a. Mission
 - b. Enemy
 - c. Terrain and weather
 - d. Troops and fire support available
 - e. Time
2. Task organize the unit
3. Develop a time line
4. Develop the situation paragraph
5. Transfer the unit's mission
6. Develop the tentative scheme of maneuver
7. Develop coordinating instructions:
 - a. Gear load-out
 - b. Rehearsal plan
8. Develop specific instructions for:
 - a. Subordinate leaders
 - b. Special purpose teams
 - c. Key individuals
9. Designate personnel to receive order
10. Post or brief warning order

PRIMARY REFERENCE:

[MCIP 3-10A.3i Marine Infantry Platoon](#)

SUPPLEMENTARY REFERENCES:

[MCIP 3-10A.4i Marine Rifle Squad](#)

[MCRP 3-10A.2 Infantry Company Operations](#)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Warning orders are applicable to both combat and training.

0369-C2-2002: Issue a Five Paragraph Order

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

READINESS-CODED: NO

MOS PERFORMING: 0369

BILLETS: Company Operations Chief, Platoon Sergeant, Section Leader

GRADES: SSGT, GYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given subordinate units, an order from higher, and considering the situation and time available.

STANDARD: To communicate a complete, realistic, and tactically sound plan that accomplishes the mission.

PERFORMANCE STEPS:

1. Conduct METT-T analysis:
 - a. Mission
 - b. Enemy
 - c. Terrain and weather
 - d. Troops and fire support available
 - e. Time
2. Conduct the troop leading steps (BAMCIS):
 - a. Begin the planning
 - b. Arrange reconnaissance
 - c. Make reconnaissance
 - d. Complete the plan
 - e. Issue the order
 - f. Supervise
3. Rehearse order delivery
4. Designate personnel to receive the order
5. Arrange personnel around the terrain model
6. Orient personnel to terrain model
7. Issue order using visual aids:
 - a. Terrain model
 - b. Graphic
 - c. Overlay
8. Receive brief backs
9. Conduct rehearsal of concept
10. Receive confirmation briefs

PRIMARY REFERENCE:

[MCIP 3-10A.3i Marine Infantry Platoon](#)

SUPPLEMENTARY REFERENCES:

[MCIP 3-10A.4i Marine Rifle Squad](#)
[MCRP 3-10A.2 Infantry Company Operations](#)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

Subordinate unit leaders have to clearly understand their specified tasks, implied tasks, distribution of labor, and priority of work. The delivery of orders should also inspire subordinate confidence in the plan and should be evaluated subjectively. Distance learning courseware supports the development of the order. Utilize the 1/3-2/3 rule when conducting planning.

0369-C2-2003: Issue a Fragmentary Order

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

READINESS-CODED: NO

MOS PERFORMING: 0369

BILLETS: Company Operations Chief, Platoon Sergeant, Section Leader

GRADES: SSGT, GYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given subordinate units, a changing situation, and time available, and having previously issued a five paragraph order.

STANDARD: To provide additional direction and guidance necessary to continue operations and to communicate a timely, cohesive, realistic, and tactically sound plan that meets the commander's intent.

PERFORMANCE STEPS:

1. Determine what has changed from the previous order
2. Provide updated situation and required additional information to subordinates
3. Issue order using terrain model, graphic, and/or overlay to reinforce understanding
4. Receive brief backs and confirmation briefs to ensure appropriate actions
5. Supervise preparation and execution

PRIMARY REFERENCE:

[MCIP 3-10A.3i Marine Infantry Platoon](#)

SUPPLEMENTARY REFERENCES:

[MCIP 3-10A.4i Marine Rifle Squad](#)
[MCRP 3-10A.2 Infantry Company Operations](#)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

Subordinate unit leaders have to clearly understand the change to the situation and the relevant changes to the base order. Communication of the order may be via messenger, radio, verbally, or in writing.

Constraints of time, communications, and proximity to subordinate units will significantly impact the delivery and content of the fragmentary order as well as the nature of brief backs and confirmation briefs.

0369-C2-2004: Employ Non-organic Attachments

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

READINESS-CODED: NO

MOS PERFORMING: 0369, 0399

BILLETS: Company Operations Chief, Operations Chief, Platoon Sergeant, Section Leader

GRADES: SSGT, GYSGT, MSGT, MGYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a unit, non-organic attachment(s) and an order from higher.

STANDARD: To accomplish the mission and meet the commander's intent.

PERFORMANCE STEPS:

1. Conduct METT-T analysis:
 - a. Mission
 - b. Enemy
 - c. Terrain and weather
 - d. Troops and fire support available
 - e. Time
2. Task the organize unit
3. Coordinate with attachment(s)
4. Consider capabilities and limitations of attachments
5. Issue the order to unit and attachments
6. Supervise support of attachments
7. Execute the mission
8. Conduct debrief
9. Conduct after action review (AAR)

PRIMARY REFERENCE:

[MCIP 3-10A.3i Marine Infantry Platoon](#)

SUPPLEMENTARY REFERENCES:

[MCRP 3-10A.2 Infantry Company Operations](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17411 Maneuver/Training Area, Amphibious Forces
Facility Code 17420 Maneuver/Training Area, Heavy Forces
Facility Code 17962 MOUT Collective Training Facility (Small)
Facility Code 17963 MOUT Collective Training Facility (Large)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Non-Organic attachments include but are not limited to Military Working Dogs, EOD, Female Engagement Teams, HUMINT/SIGINT, MISO, CMO, reservists, interpreters, Department of State/Defense workers, or any other military or civilian employees/contractor.

0369-COMM-2001: Handle Electronic Key Management System (EKMS) Material

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

READINESS-CODED: NO

MOS PERFORMING: 0369

BILLETS: Company Operations Chief, Platoon Sergeant, Section Leader

GRADES: SSGT, GYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a mission and classified material.

STANDARD: To maintain the appropriate level of security for classified materials.

PERFORMANCE STEPS:

1. Receive classified material
2. Transport classified material
3. Safeguard classified material
4. Destroy classified material
 - a. Routine
 - b. Emergency
5. Record and report
 - a. Destruction of classified material
 - b. Loss of classified material
6. Zeroize equipment after mission or an emergency
7. Turn in classified material

PRIMARY REFERENCE:

[EKMS-1 \(series\) EKMS Policy and Procedures for Navy EKMS Tiers 2 & 3](#)

0369-COMM-2003: Employ Communications

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

READINESS-CODED: NO

MOS PERFORMING: 0369

BILLETS: Company Operations Chief, Platoon Sergeant, Section Leader

GRADES: SSGT, GYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a mission, a unit, communication devices, and communications electronics operator instructions (CEOI).

STANDARD: To facilitate the accomplishment of the unit's mission.

PERFORMANCE STEPS:

1. Plan for communications
2. Determine reporting requirements
3. Determine required communication equipment and frequencies
4. Request communication equipment or support, if required
5. Inspect communication equipment
6. Supervise communication checks prior to movement
7. Supervise communications during the mission
8. Supervise execution of the communications electronics operator instructions CEOI
9. Account for all communication equipment
10. Supervise communication handling procedures

PRIMARY REFERENCE:

[MCIP 3-10A.3i Marine Infantry Platoon](#)

SUPPLEMENTARY REFERENCES:

[MCRP 3-40.3B Radio Operators Handbook](#)

SUPPORT REQUIREMENTS:

EQUIPMENT: Any form of current communications gear capable of testing all performance steps is acceptable for this event.

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: This event is designed for ultra-high frequency (UHF), high-frequency (HF), very-high frequency (VHF), wireless devices, D-DACT, Blue Force Tracker or other SATCOM equipment designated for the section or higher operational level.

0369-DEF-2001: Lead a Unit in the Defense (S/L)

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

READINESS-CODED: NO

MOS PERFORMING: 0369

BILLETS: Platoon Sergeant, Section Leader

GRADES: SSGT, GYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a unit, an area to defend, and an order from higher.

STANDARD: To defeat enemy attacks or prevent the enemy from achieving its objectives in accordance with the commander's intent.

PERFORMANCE STEPS:

1. Conduct METT-T analysis:
 - a. Mission
 - b. Enemy
 - c. Terrain and weather
 - d. Troops and fire support available
 - e. Time
2. Conduct the troop leading steps (BAMCIS):
 - a. Begin the planning
 - b. Arrange reconnaissance
 - c. Make reconnaissance
 - d. Complete the plan
 - e. Issue the order
 - f. Supervise
3. Rehearse defensive battle drills
4. Establish and supervise alert posture of the defense

PRIMARY REFERENCE:

[MCIP 3-10A.3i Marine Infantry Platoon](#)

SUPPLEMENTARY REFERENCES:

[MCIP 3-10A.4i Marine Rifle Squad](#)

[MCRP 3-10A.2 Infantry Company Operations](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Partial | S/L | DVTE | Marine Hours | 1 | Y |
| Partial | S/L | TDK | Marine Hours | 1 | N |

RANGE/TRAINING AREA:

Facility Code 17330 Covered Training Area

Facility Code 17410 Maneuver/Training Area, Light Forces

Facility Code 17420 Maneuver/Training Area, Heavy Forces
Facility Code 17962 MOUT Collective Training Facility (Small)
Facility Code 17963 MOUT Collective Training Facility (Large)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

Considerations for this event should include sustained independent distributed operations. This training event is not limited to live-fire for 0369. If performance steps are satisfied, this T&R event can be achieved with training facilities such as close air support trainer (CAST) facility, sand table, and tactical exercise without troops (TEWT). This includes all defensive operations, to include MOUT and counter-mechanized.

0369-DEF-2002: Employ Machinegun Squads and Teams in the Defense (S/L)

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

READINESS-CODED: NO

MOS PERFORMING: 0369

BILLETTS: Company Operations Chief, Platoon Sergeant, Section Leader

GRADES: SSGT, GYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a mounted or dismounted machinegun unit and an order from higher.

STANDARD: To achieve desired effects of machinegun fires in support of the ground scheme of maneuver.

PERFORMANCE STEPS:

1. Task organize forces to support the defensive scheme of maneuver
2. Consider the principles of machinegun employment:
 - a. Support relationships
 - b. Type of machinegun fires to be employed
 - c. Target precedence
 - d. Engagement criteria
3. Ensure that machineguns are emplaced in support of:
 - a. Final Protective Line (FPL)
 - b. Principle Direction of Fire (PDF)
4. Identify machinegun positions:
 - a. Alternate positions
 - b. Supplementary positions
5. Consider displacement:
 - a. Criteria for displacement
 - b. Plan for displacement
6. Coordinate with adjacent units
7. Supervise machinegun occupation of the defense:
 - a. Establishment of fields of fire

- b. The creation of range cards
 - c. The registration of fires
 - d. Position improvements
8. Coordinate signal plan

PRIMARY REFERENCE:

MCIP 3-10A.3i Marine Infantry Platoon

SUPPLEMENTARY REFERENCES:

MCRP 3-10A.2 Infantry Company Operations

MCTP 3-01C Machine Guns and Machine Gun Gunnery

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Partial | S/L | DVTE | Marine Hours | 0 | Y |
| Partial | S/L | TDK | Marine Hours | 0 | N |

RANGE/TRAINING AREA:

Facility Code 17330 Covered Training Area

Facility Code 17410 Maneuver/Training Area, Light Forces

Facility Code 17581 Machine Gun Field Fire Range

Facility Code 17753 Automated Infantry Platoon Battle Course

Facility Code 17962 MOUT Collective Training Facility (Small)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Simulation may be used to supplement this task before field or live-fire training, but is not a replacement for live-fire evaluation.

0369-DEF-2003: Employ Mortar Squads and Teams in the Defense (S/L)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

MOS PERFORMING: 0369

BILLETS: Company Gunny Sergeant, Company Operations Chief, Platoon Sergeant, Section Leader

GRADES: SSGT, GYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a mortar unit and an order from higher.

STANDARD: To achieve desired effects from mortar(s) unit in support of the scheme of maneuver and commander's intent.

PERFORMANCE STEPS:

1. Task organize forces to support the defense
2. Determine the method of mortar employment
3. Integrate mortar employment plan with external fire support assets
4. Consider the following for mortar employment:
 - a. Priority of fires
 - b. Priority targets
 - c. Positioning of mortars
 - d. Signals plan
 - e. Logistic sustainment of mortars
 - f. Mortar displacement criteria
 - g. Mortar displacement plan
5. Coordinate with adjacent units
6. Final Protective Fires (FPF)
 - a. Plan for Final Protective Fire (FPF)
 - b. Register Final Protective Fire (FPF)
 - c. Supervise readiness to shoot Final Protective Fire (FPF)
7. Register additional planned targets
8. Deconflict requests for mortar fires

PRIMARY REFERENCE:

[MCIP 3-10A.3i Marine Infantry Platoon](#)

SUPPLEMENTARY REFERENCES:

[MCRP 3-10A.2 Infantry Company Operations](#)

[MCTP 3-01D Tactical Employment of Mortars](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Partial | S/L | DVTE | Marine Hours | 0 | Y |

NOTES: Hours roll up under 0369-DEF-2001.

| | | | | | |
|---------|-----|-----|--------------|---|---|
| Partial | S/L | TDK | Marine Hours | 0 | N |
|---------|-----|-----|--------------|---|---|

NOTES: Hours roll up under 0369-DEF-2001.

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

Facility Code 17963 MOUT Collective Training Facility (Large)

0369-DEF-2004: Employ Assault Squads and Teams in the Defense (S/L)

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

READINESS-CODED: NO

MOS PERFORMING: 0369

BILLETS: Company Gunny Sergeant, Company Operations Chief, Platoon Sergeant, Section Leader

GRADES: SSGT, GYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an assault unit and an order from higher.

STANDARD: To achieve desired effects from assault unit in support of the scheme of maneuver and commander's intent.

PERFORMANCE STEPS:

1. Task organize forces to support the defense
2. Determine the method of assault of employment
3. Integrate the assault employment plan with external fire support assets
4. Consider the following for assault employment:
 - a. Priority of fires
 - b. Priority targets
 - c. Positioning of assault teams
 - i. Hot positions
 - ii. Cold positions
 - d. Signals plan
 - e. Logistic sustainment of assault teams
 - f. Assault team displacement criteria
 - g. Assault team displacement plan
5. Supervise range card completion

PRIMARY REFERENCE:

[MCIP 3-10A.3i Marine Infantry Platoon](#)

SUPPLEMENTARY REFERENCES:

[MCRP 3-10A.2 Infantry Company Operations](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Partial | S/L | DVTE | Marine Hours | 0 | Y |
| Partial | S/L | TDK | Marine Hours | 0 | N |

RANGE/TRAINING AREA:

Facility Code 17330 Covered Training Area
Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17630 Light Antiarmor Weapons Range Subcaliber

Facility Code 17631 Light Antiarmor Weapons Range Live
Facility Code 17963 MOUT Collective Training Facility (Large)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Battlespace geometry considerations must include clearance of back blast area.

0369-DEF-2005: Employ Anti-armor Squads and Teams in the Defense (S/L)

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

READINESS-CODED: NO

MOS PERFORMING: 0369

BILLETS: Company Gunnery Sergeant, Company Operations Chief, Platoon Sergeant, Section Leader

GRADES: SSGT, GYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a mounted or dismounted anti-armor unit and an order from higher.

STANDARD: To achieve desired effects of the anti-armor unit in support of the scheme of maneuver and commander's intent.

PERFORMANCE STEPS:

1. Task organize forces to support the defense
2. Determine the method of anti-armor employment
3. Integrate the anti-armor employment plan with external fire support assets
4. Consider the following for anti-armor team employment:
 - a. Priority of fires
 - b. Priority targets
 - c. Positioning of anti-armor teams
 - i. Hot positions
 - ii. Cold positions
 - d. Signals plan
 - e. Logistic sustainment of anti-armor teams
 - f. Anti-armor team displacement criteria
 - g. Anti-armor team displacement plan
 - h. Integration with the obstacle plan
5. Supervise range card completion

PRIMARY REFERENCE:

[MCIP 3-10A.3i Marine Infantry Platoon](#)

SUPPLEMENTARY REFERENCES:

[MCRP 3-10A.2 Infantry Company Operations](#)

[MCTP 3-01F MAGTF Antiarmor Operations](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Partial | S/L | TDK | Marine Hours | 0 | N |
| Partial | S/L | DVTE | Marine Hours | 0 | Y |

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17963 MOUT Collective Training Facility (Large)

0369-DEF-2006: Prepare an Operational Graphic

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

READINESS-CODED: NO

MOS PERFORMING: 0369

BILLETS: Company Operations Chief, Operations Chief, Platoon Sergeant,
Section Leader

GRADES: SSGT, GYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given subordinate unit fire plan sketches, crew-served weapons
range cards, a map, and overlay material.

STANDARD: To report the unit's defensive plan to higher, validate defensive
scheme of maneuver.

PERFORMANCE STEPS:

1. Determine scale of graphic
2. Mark map grid lines on graphic
3. Illustrate the graphic with the following:
 - a. Engagement area
 - b. Subordinate unit positions
 - c. Crew-served weapon positions
 - d. Special weapons munitions
 - e. Sectors of fire
 - f. Principle Directions of Fire (PDFs)
 - g. Final Protective Lines (FPLs)
 - h. Deadspace
 - i. Tactical control measures
 - j. Unit command posts
 - k. Fire support coordination measures
 - l. Obstacles

- m. Key terrain
- n. Observation posts and listening posts (LP/OP)
- o. Adjacent unit positions
- 4. Record the following on the graphic:
 - a. North seeking arrow
 - b. Preparer information
 - c. Preparer unit
 - d. Date time group (DTG)
 - e. Map data

PRIMARY REFERENCE:

MCIP 3-10A.3i Marine Infantry Platoon

SUPPLEMENTARY REFERENCES:

MCIP 3-10A.4i Marine Rifle Squad

MCRP 3-10A.2 Infantry Company Operations

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

Facility Code 17420 Maneuver/Training Area, Heavy Forces

Facility Code 17962 MOUT Collective Training Facility (Small)

Facility Code 17963 MOUT Collective Training Facility (Large)

0369-DEF-2007: Employ Armor in the Defense (S/L)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

MOS PERFORMING: 0369, 0399

BILLETS: Company Gunny Sergeant, Company Operations Chief, Operations Chief, Platoon Sergeant, Section Leader

GRADES: SSGT, GYSGT, MSGT, MGYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given armor units and an order from higher.

STANDARD: To maximize maneuverability, speed, momentum, firepower, and shock effect to accomplish the mission and meet the commander's intent.

PERFORMANCE STEPS:

1. Task organize forces for the defense
2. Determine the method of armor employment
3. Integrate the armor employment plan with external fire support assets
4. Consider the following for armor employment:
 - a. Priority of fires
 - b. Priority targets
 - c. Positioning of armor

- i. Hot positions
 - ii. Cold positions
 - d. Signals plan
 - e. Logistic sustainment of armor units
 - f. Armor displacement criteria
 - g. Armor displacement plan
 - h. Integration with the obstacle plan
5. Supervise range card completion

PRIMARY REFERENCE:

MCRP 3-10A.2 Infantry Company Operations

SUPPLEMENTARY REFERENCES:

MCTP 3-10B Marine Corps Tank Employment

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Partial | S/L | DVTE | Marine Hours | 0 | Y |

NOTES: Hours roll up under 0369-DEF-2001.

| | | | | | |
|---------|-----|-----|--------------|---|---|
| Partial | S/L | TDK | Marine Hours | 0 | N |
|---------|-----|-----|--------------|---|---|

NOTES: Hours roll up under 0369-DEF-2001.

RANGE/TRAINING AREA:

Facility Code 17330 Covered Training Area
Facility Code 17420 Maneuver/Training Area, Heavy Forces
Facility Code 17430 Impact Area Dudded
Facility Code 17720 Tank/Fighting Vehicle Platoon Battle Run
Facility Code 17722 Tank/Fighting Vehicle Multipurpose Range Complex,
Facility Code 17962 MOUT Collective Training Facility (Small)
Facility Code 17963 MOUT Collective Training Facility (Large)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Considerations: thermal cross over considerations for employing armor unit optics, platoons normally do not do mobile defenses, but armor may be integrated into relatively static area defenses as a mobile element.

0369-DEF-2008: Employ Engineers in the Defense (S/L)

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

READINESS-CODED: NO

MOS PERFORMING: 0369, 0399

BILLETS: Company Gunny Sergeant, Company Operations Chief, Operations Chief, Platoon Sergeant, Section Leader

GRADES: SSGT, GYSGT, MSGT, MGYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a unit, engineer support, demolitions, obstacle materials, and an order from higher.

STANDARD: To achieve desired engineering effects in support of the defensive scheme of maneuver.

PERFORMANCE STEPS:

1. Task organize forces to support the defense
2. Plan the employment of engineering support
 - a. Determine counter-mobility requirements
 - b. Determine mobility requirements
 - c. Determine survivability requirements
 - d. Prioritize engineering tasks
3. Prepare for engineer employment
 - a. Submit request for additional support and/or material
 - b. Integration engineering efforts with fires and maneuver
4. Supervise engineer support
 - a. The preparation and emplacement of demolitions
 - b. The preparation and emplacement of obstacles
 - c. The placement and construction of fortifications
 - d. The preparation of routes to support the defense
 - i. Creation
 - ii. Improvement
 - iii. Maintenance
5. Assess engineering effects
6. Prepare for follow-on missions

PRIMARY REFERENCE:

[MCIP 3-10A.3i Marine Infantry Platoon](#)

SUPPLEMENTARY REFERENCES:

[MCRP 3-10A.1 Marine Infantry Battalion](#)

[MCWP 3-01 Offensive and Defensive Tactics](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Partial | S/L | TDK | Marine Hours | 0 | N |
| Partial | S/L | DVTE | Marine Hours | 0 | Y |

RANGE/TRAINING AREA:

Facility Code 17330 Covered Training Area

Facility Code 17420 Maneuver/Training Area, Heavy Forces

Facility Code 17430 Impact Area Dudded

Facility Code 17720 Tank/Fighting Vehicle Platoon Battle Run

Facility Code 17722 Tank/Fighting Vehicle Multipurpose Range Complex,
Facility Code 17830 Light Demolition Range
Facility Code 17905 Mine Warfare Area
Facility Code 17962 MOUT Collective Training Facility (Small)
Facility Code 17963 MOUT Collective Training Facility (Large)

0369-FSPT-2001: Develop a Fire Support Plan

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

READINESS-CODED: NO

MOS PERFORMING: 0369, 0399

BILLETS: Company Gunny Sergeant, Company Operations Chief, Operations Chief,
Platoon Sergeant, Section Leader

GRADES: SSGT, GYSGT, MSGT, MGYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a scheme of maneuver, fire support available, and an order
from higher.

STANDARD: To support the ground scheme of maneuver in accordance with
commander's intent.

PERFORMANCE STEPS:

1. Receive the commander's guidance for fires
2. Plan fire support
 - a. Identify the desired effects of fires
 - b. Identify fire support coordination measures
 - c. Plan targets
 - i. Identify priority targets
 - ii. Known targets
 - iii. Suspected targets
 - iv. Likely enemy positions
 - v. Avenues of approach
 - vi. Avenues of withdrawal
 - d. Develop Essential Fire Support Tasks (EFSTs)
 - e. Integrate fire support plan with scheme of maneuver
3. Prepare fire support
 - a. Coordinate with fire support agencies
 - b. Submit list of targets to higher headquarters
 - c. Receive target list from higher headquarters
 - d. Disseminate the fire support plan
4. Continually refine the fire support plan based on METT-T
 - a. Mission
 - b. Enemy
 - c. Terrain and weather
 - d. Troops and fire support available
 - e. Time

PRIMARY REFERENCE:

MCRP 3-10A.2 Infantry Company Operations

SUPPLEMENTARY REFERENCES:

MCTP 3-10F Fire Support Coordination in the Ground Combat Element
MCWP 3-01 Offensive and Defensive Tactics

0369-FSPT-2002: Employ Supporting Arms

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

READINESS-CODED: NO

MOS PERFORMING: 0369, 0399

BILLETS: Company Gunny Sergeant, Company Operations Chief, Operations Chief,
Platoon Sergeant, Section Leader

GRADES: SSGT, GYSGT, MSGT, MGYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a radio, call signs, frequencies, available supporting
arms, equipment, a scheme of maneuver, and an order from higher.

STANDARD: To achieve effect(s) on target that support(s) the scheme of
maneuver and commander's intent.

PERFORMANCE STEPS:

1. Determine fire support available
2. Establish communications with supporting agencies
3. Establish observation of the target
4. Determine target location(s)
5. Determine asset to target match
6. Determine type of munitions available
7. Deconflict battlespace geometry
8. Coordinate plan with all units
9. Request fires
10. Direct the adjustment and delivery of fires
11. Transmit battle damage assessment (BDA)

PRIMARY REFERENCE:

MCRP 3-10F.2 Supporting Arms Observer, Spotter and Controller

SUPPLEMENTARY REFERENCES:

MCRP 3-31.6 Multi-Service Tactics, Techniques and Procedures for the Joint
Application of Firepower (JFIRE)
MCTP 3-10F Fire Support Coordination in the Ground Combat Element

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | S/L | SAVT | Team Hours | 1 | N |

RANGE/TRAINING AREA:

Facility Code 17430 Impact Area Dudded
Facility Code 17670 Mortar Range
Facility Code 17671 Field Artillery Indirect Fire Range
Facility Code 17710 Multipurpose Training Range (MPTR)
Facility Code 17711 Automated Multipurpose Training Range (MPTR)
Facility Code 17752 Infantry Platoon Battle Course

0369-FSPT-2005: Employ Fires

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

READINESS-CODED: NO

MOS PERFORMING: 0369, 0399

BILLETS: Company Gunnery Sergeant, Company Operations Chief, Operations Chief, Platoon Sergeant, Section Leader

GRADES: SSGT, GYSGT, MSGT, MGYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a unit, an order from higher, and supporting arms.

STANDARD: To achieve the desired effects on target(s) that supports the scheme of maneuver.

PERFORMANCE STEPS:

1. Update situation template:
 - a. Location of friendly forces
 - b. Location of enemy forces
 - c. Fire support coordination measures (FSCMs)
 - d. Tactical control measures (TCMs)
2. Refine target information
 - a. Target precedence
 - b. Target location
3. Establish and maintain communication with fire support assets
4. Consider battlespace geometry when employing fires
5. Integrate direct fires into the scheme of maneuver
6. Assess the effects of fires
7. Process battle damage assessment (BDA) reports

PRIMARY REFERENCE:

[MCIP 3-10A.3i Marine Infantry Platoon](#)

SUPPLEMENTARY REFERENCES:

[MCRP 3-10A.2 Infantry Company Operations](#)

[MCRP 3-10F.2 Supporting Arms Observer, Spotter and Controller](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | S | IIT | Squad Hours | 0 | N |

NOTES: DVTE is the alternative. Hours roll up under 0369-FSPT-2002

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17411 Maneuver/Training Area, Amphibious Forces
Facility Code 17420 Maneuver/Training Area, Heavy Forces
Facility Code 17430 Impact Area Dudded
Facility Code 17936 Close Air Support Range
Facility Code 17963 MOUT Collective Training Facility (Large)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Requirements to satisfy this 6-month sustainment interval are not limited to live-fire.

0369-FSPT-2006: Direct a Close Air Support (CAS) Mission

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

READINESS-CODED: NO

MOS PERFORMING: 0369

BILLETS: Company Gunnery Sergeant, Company Operations Chief, Platoon Sergeant, Section Leader

GRADES: SSGT, GYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a target, equipment, and an attack aircraft.

STANDARD: To deliver ordnance onto an objective.

PERFORMANCE STEPS:

1. Determine request for close air support (CAS) information:
 - a. 9-line fixed wing request
 - b. 5-line rotary wing request
2. Input the request for close air support (CAS) into a digital device
3. Establish communications with close air support (CAS) aircraft
4. Transmit the request for close air support (CAS)
 - a. identifying requester as a non-qualified Joint Terminal Attack Controller (JTAC) or Joint fires Observer (JFO)

5. Exercise terminal control of close air support (CAS) aircraft
6. Transmit the battle damage assessment (BDA)

PRIMARY REFERENCE:

JP 3-09.3 Close Air Support

SUPPLEMENTARY REFERENCES:

MCTP 3-10F Fire Support Coordination in the Ground Combat Element

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17330 Covered Training Area
Facility Code 17430 Impact Area Dudded
Facility Code 17936 Close Air Support Range

0369-OFF-2001: Lead a Unit in an Attack (S/L)

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

READINESS-CODED: NO

MOS PERFORMING: 0369, 0399

BILLETS: Company Gunnery Sergeant, Company Operations Chief, Operations Chief, Platoon Sergeant, Section Leader

GRADES: SSGT, GYSGT, MSGT, MGYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a unit, an objective, and an order from higher.

STANDARD: To accomplish the mission and meet the commander's intent.

PERFORMANCE STEPS:

1. Supervise pre-combat activities
 - a. Pre-combat inspections (PCIs)
 - b. Pre-combat checks (PCCs)
 - c. Rehearsals
2. Supervise actions during the attack
 - a. Movement to the attack position
 - b. Occupation of the attack position
 - c. Tactical deception actions
 - d. Execution of pre-planned fires
 - e. The movement across the line of departure (LD)
 - f. Transmit reports
 - g. Supervise actions between line of departure and objective
 - h. Supervise actions on the objective (OBJ)
 - i. Breach obstacles, as required
 - j. Control organic and supporting arms
3. Consolidation and reorganization
 - a. Supervise consolidation
 - b. Supervise casualty evacuation

- c. Supervise logistics operations
- d. Issue fragmentary orders to units in preparation for follow-on missions

PRIMARY REFERENCE:

MCIP 3-10A.3i Marine Infantry Platoon

SUPPLEMENTARY REFERENCES:

MCIP 3-10A.4i Marine Rifle Squad

MCRP 3-10A.2 Infantry Company Operations

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Partial | S/L | DVTE | Marine Hours | 4 | Y |
| Partial | S/L | TDK | Marine Hours | 4 | N |

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17411 Maneuver/Training Area, Amphibious Forces
Facility Code 17420 Maneuver/Training Area, Heavy Forces
Facility Code 17962 MOUT Collective Training Facility (Small)
Facility Code 17963 MOUT Collective Training Facility (Large)

0369-OFF-2002: Coordinate the Employment of Machineguns in Support of an Attack

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

READINESS-CODED: NO

MOS PERFORMING: 0369, 0399

BILLETS: Company Gunnery Sergeant, Company Operations Chief, Operations Chief, Platoon Sergeant, Section Leader

GRADES: SSGT, GYSGT, MSGT, MGYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a machinegun unit, a maneuver unit, a mission, and an order from higher.

STANDARD: To achieve desired effects of machinegun fires in support of the ground scheme of maneuver.

PERFORMANCE STEPS:

1. Plan for machinegun employment in support of an attack

- a. Consider the principles of machinegun employment
 - b. Task organize forces for the attack
 - c. Develop tactical control measures (TCMs)
 - d. Identify tentative machinegun firing positions
 - e. Develop a ground scheme of maneuver
 - f. Determine target precedence
 - g. Determine engagement criteria
 - h. Develop target reference points (TRPs)
 - i. Determine shift and cease fire lines
 - j. Plan rates of fire relative to the attack
 - k. Develop a signals plan
 - l. Determine displacement criteria
 - m. Determine occupation method
2. Prepare for machinegun employment in support of an attack
 - a. Coordinate with adjacent units
 - b. Issue the operations order to subordinates
 - c. Conduct rehearsals
 - d. Supervise pre-combat inspections (PCIs)
 - e. Supervise pre-combat checks (PCIs)
 3. Employ machineguns in support of an attack
 - a. Conduct leaders recon
 - b. Confirm positioning of the machineguns
 - c. Confirm machinegun tactical control measures
 - i. Minimum safe lines (MSLs)
 - ii. Cease fire line
 - iii. Shift lines
 - iv. Tactical reference points (TRPs)
 - d. Ensure security is provided for machinegun units
 - e. Monitor ammunition and rates of fire
 - f. Shift or cease machinegun fires
 - g. Supervise machinegun units in consolidation.

PRIMARY REFERENCE:

[MCIP 3-10A.3i Marine Infantry Platoon](#)

SUPPLEMENTARY REFERENCES:

[MCRP 3-10A.2 Infantry Company Operations](#)

[MCTP 3-01C Machine Guns and Machine Gun Gunnery](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17411 Maneuver/Training Area, Amphibious Forces
Facility Code 17420 Maneuver/Training Area, Heavy Forces
Facility Code 17711 Automated Multipurpose Training Range (MPTR)
Facility Code 17752 Infantry Platoon Battle Course

0369-OFF-2003: Employ Mortars in Support of an Attack

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

READINESS-CODED: NO

MOS PERFORMING: 0369, 0399

BILLETS: Company Gunny Sergeant, Company Operations Chief, Operations Chief, Platoon Sergeant, Section Leader

GRADES: SSGT, GYSGT, MSGT, MGYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a mortar unit, a maneuver unit, and an order from higher.

STANDARD: To achieve desired effects from mortars in support of the ground scheme of maneuver.

PERFORMANCE STEPS:

1. Conduct analysis (METT-T)
 - a. Mission
 - b. Enemy
 - c. Terrain and weather
 - d. Troops and fire support available
 - e. Time
2. Conduct the Troop Leading Steps (BAMCIS)
 - a. Begin the planning
 - i. Task organize forces
 - ii. Issue a warning order
 - b. Arrange reconnaissance
 - c. Make reconnaissance
 - d. Complete the plan
 - i. Determine the method of mortar employment
 - ii. Determine the priority of fires
 - iii. Develop tactical control measures (TCMs)
 - iv. Develop targets
 - v. Identify mortar firing positions
 - vi. Establish direction of fire
 - vii. Identify logistic requirements for mortars
 - viii. Develop a signals plan
 - ix. Determine mortar displacement criteria
 - e. Make reconnaissance
 - f. Issue the order
 - g. Supervise
 - i. Conduct rehearsals
 - ii. Conduct pre-combat checks (PCCs)
 - iii. Conduct pre-combat inspections (PCIs)
3. Lead movement to the mortar firing position(s)
4. Supervise the occupation of mortar firing position(s)
 - a. Designate mortar firing position(s)
 - i. Initial position
 - ii. Subsequent firing positions
5. Register additional planned targets, as required
6. Provide mortar fires in support of the attack
 - a. Supervise the firing of established targets

- b. Shift or cease fires, as requested
- c. Register targets
- d. Direct mortar displacement

PRIMARY REFERENCE:

MCTP 3-01D Tactical Employment of Mortars

SUPPLEMENTARY REFERENCES:

MCIP 3-10A.3i Marine Infantry Platoon

MCRP 3-10A.2 Infantry Company Operations

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

Facility Code 17411 Maneuver/Training Area, Amphibious Forces

Facility Code 17420 Maneuver/Training Area, Heavy Forces

Facility Code 17430 Impact Area Dudded

Facility Code 17670 Mortar Range

Facility Code 17711 Automated Multipurpose Training Range (MPTR)

Facility Code 17752 Infantry Platoon Battle Course

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

Logistical considerations for mortar ammunition: the movement of rounds and avoiding excessive breakout is essential. Due to the necessity of a unit to conduct a foot movement in support of this task, mortar ammunition consumption rates must be well planned in order to avoid undue breakout. Special attention must be paid to load plans, and the spread loading of ammunition in support of this movement.

0369-OFF-2004: Employ Assault Units in Support of an Attack

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

MOS PERFORMING: 0369

BILLETS: Company Gunny Sergeant, Company Operations Chief, Operations Chief, Platoon Sergeant, Section Leader

GRADES: SSGT, GYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an assault unit, a maneuver unit, and an order from higher.

STANDARD: To achieve desired effects from assault unit in support of the scheme of maneuver and commander's intent.

PERFORMANCE STEPS:

1. Conduct analysis (METT-T)
 - a. Mission
 - b. Enemy
 - c. Terrain and weather
 - d. Troops and fire support available
 - e. Time
2. Conduct the Troop Leading Steps
 - a. Begin the planning
 - i. Task organize forces
 - ii. Issue a warning order
 - b. Arrange reconnaissance
 - c. Make reconnaissance
 - d. Complete the plan
 - i. Determine target precedence
 - ii. Determine engagement criteria
 - iii. Determine assault displacement criteria
 - e. Issue the order
 - f. Supervise
 - i. Conduct Rehearsals
3. Lead movement to the objective
 - a. Conduct in stride reconnaissance
4. Supervise the occupation of assault firing position(s)
 - a. Designate assault firing position(s)
 - i. Hot positions
 - ii. Cold positions
 - iii. Integrate assault fires
 - iv. Coordinate with adjacent units
 - v. Deconflict battlespace geometry
 - vi. Employ demolitions, as required
5. Provide assault fires in support of the attack
 - a. Supervise the delivery of assault fires
 - b. Shift or cease fires, as requested
 - c. Monitor ammunition expenditure relative to the attack
 - d. Direct assault unit displacement
6. Direct positioning of assault units in consolidation
7. Supervise resupply of assault units
8. Prepare for follow-on missions

PRIMARY REFERENCE:

[MCRP 3-10A.2 Infantry Company Operations](#)

SUPPLEMENTARY REFERENCES:

[MCTP 3-01F MAGTF Antiarmor Operations](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17631 Light Antiarmor Weapons Range Live
Facility Code 17830 Light Demolition Range

0369-OFF-2006: Employ Engineers in Support of an Attack

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

READINESS-CODED: NO

MOS PERFORMING: 0369, 0399

BILLETS: Company Gunny Sergeant, Company Operations Chief, Operations Chief, Platoon Sergeant, Section Leader

GRADES: SSGT, GYSGT, MSGT, MGYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a unit, mounted or dismounted engineer unit, demolitions, breaching materials, and an order

STANDARD: To achieve desired effects of mobility in support of the scheme of maneuver.

PERFORMANCE STEPS:

1. Conduct analysis (METT-T)
 - a. Mission
 - b. Enemy
 - c. Terrain and weather
 - d. Troops and fire support available
 - e. Time
2. Conduct the Troop Leading Steps
 - a. Begin the planning
 - i. Task organize forces
 - ii. Issue a warning order
 - b. Arrange reconnaissance
 - c. Make reconnaissance
 - d. Complete the plan
 - i. Determine the method of engineer employment
 - ii. Determine mobility requirements
 - e. Make reconnaissance
 - f. Issue the order
 - g. Supervise
 - i. Conduct rehearsals
 - ii. Conduct pre-combat checks (PCCs)
 - iii. Conduct pre-combat inspections (PCIs)
 - iv. The preparation of charges
 - v. The construction of field expedient demolitions
3. Lead movement to engineer position(s)
4. Supervise engineer support to the attack
 - a. Coordinate breaching efforts with fires and maneuver
 - b. Conduct (SOSR)
 - i. Secure
 - ii. Obscure
 - iii. Suppress
 - iv. Reduce
 - c. Monitor demolition expenditure
 - d. Coordinate resupply
5. Prepare for follow-on missions

PRIMARY REFERENCE:

MCWP 3-34 Engineering Operations

SUPPLEMENTARY REFERENCES:

MCTP 3-10A Marine Infantry Battalion
MCRP 3-10A.2 Infantry Company Operations
MCIP 3-10A.3i Marine Infantry Platoon

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17730 Fire and Movement Range
Facility Code 17830 Light Demolition Range

0369-OFF-2007: Employ Armor in Support of an Attack

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

READINESS-CODED: NO

MOS PERFORMING: 0369, 0399

BILLETTS: Platoon Sergeant, Section Leader

GRADES: SSGT, GYSGT, MSGT, MGYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given armor units, a maneuver unit, and an order from higher.

STANDARD: To maximize maneuverability, speed, momentum, firepower, and shock effect to accomplish the mission and meet the commander's intent.

PERFORMANCE STEPS:

1. Conduct analysis (METT-T)
 - a. Mission
 - b. Enemy
 - c. Terrain and weather
 - d. Troops and fire support available
 - e. Time
2. Conduct the Troop Leading Steps (BAMCIS)
 - a. Begin the planning
 - i. Task organize forces
 - ii. Issue a warning order
 - iii. Develop security plan
 - iv. Plan for infantry and armor integration
 - v. Confirm concept of armor support
 - vi. Determine target precedence
 - vii. Determine target engagement criteria
 - viii. Deconflict battlespace geometry
 - ix. Develop communications and signal plan
 - x. Plan for resupply of attached armor unit(s)
 - xi. Determine armor displacement criteria

- b. Arrange reconnaissance
- c. Make reconnaissance
- d. Complete the plan
- e. Make reconnaissance
- f. Issue the order
- g. Supervise
 - i. Conduct rehearsals
 - ii. Conduct pre-combat checks (PCCs)
 - iii. Conduct pre-combat inspections (PCIs)

PRIMARY REFERENCES:

[MCTP 3-10B Marine Corps Tank Employment](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17330 Covered Training Area
Facility Code 17721 Tank/Fighting Vehicle Multipurpose Range Complex,
Facility Code 17752 Infantry Platoon Battle Course
Facility Code 17963 MOUT Collective Training Facility (Large)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Armor employment can be characterized as support received from the following communities: Tank, Light Armored Reconnaissance (LAR), and Assault Amphibious (AA)

0369-OFF-2008: Lead a Unit in a Meeting Engagement (S/L)

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

READINESS-CODED: NO

MOS PERFORMING: 0369, 0399

BILLETS: Platoon Sergeant, Section Leader

GRADES: SSGT, GYSGT, MSGT, MGYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a unit and enemy contact.

STANDARD: To accomplish the mission and meet commander's intent.

PERFORMANCE STEPS:

1. Lead unit in response to enemy contact
2. issue fire command(s) to the unit (ADDRAC)
 - a. Alert
 - b. Direction
 - c. Description
 - d. Range
 - e. Assignment

- f. Control
3. Establish a base of fire
4. Employ supporting arms
5. Gain fire superiority
6. Assess the effects of fire
7. Report Situation Report (SITREP) to higher headquarters
8. Assess unit's ability to maneuver
 - a. Consider terrain
 - b. Consider disposition of the enemy
9. Deploy maneuver unit to begin closing on the objective
10. Ensure suppression is sustained throughout the attack
11. Breach obstacles, as required
12. Conduct tactical site exploitation (TSE) of the objective
13. Transmit reports to higher headquarters

PRIMARY REFERENCE:

[MCIP 3-10A.3i Marine Infantry Platoon](#)

SUPPLEMENTARY REFERENCES:

[MCRP 3-10A.2 Infantry Company Operations](#)

[MCTP 3-10A Marine Infantry Battalion](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Partial | S/L | DVTE | Marine Hours | 1 | Y |
| Partial | S/L | TDK | Marine Hours | 1 | N |

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17411 Maneuver/Training Area, Amphibious Forces
Facility Code 17420 Maneuver/Training Area, Heavy Forces
Facility Code 17711 Automated Multipurpose Training Range (MPTR)
Facility Code 17752 Infantry Platoon Battle Course

0369-OFF-2009: Lead a Unit in a Cordon and Search (S/L)

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

READINESS-CODED: NO

MOS PERFORMING: 0369

BILLETS: Platoon Sergeant, Section Leader

GRADES: SSGT, GYSGT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a unit, an objective, and an order from higher headquarters.

STANDARD: To accomplish the mission and meet the commander's intent.

PERFORMANCE STEPS:

1. Task organize forces
2. Conduct analysis (METT-T)
 - a. Mission
 - b. Enemy
 - c. Terrain and weather
 - d. Troops and fire support available
 - e. Time
3. Coordinate with higher, supporting, adjacent, and attached units
4. Issue order
5. Supervise establishment of inner and outer cordon around search area
6. Maintain situational awareness of units and factors relative to the cordon and search
7. Supervise securing and exploiting the objective
8. Conduct retrograde
9. Conduct debrief

PRIMARY REFERENCE:

[MCWP 3-03 Stability Operations](#)

SUPPLEMENTARY REFERENCES:

[MCIP 3-10A.3i Marine Infantry Platoon](#)
[MCRP 3-10A.2 Infantry Company Operations](#)
[MCTP 3-10A Marine Infantry Battalion](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Partial | S/L | DVTE | Marine Hours | 1 | Y |
| Partial | S/L | TDK | Marine Hours | 1 | N |

RANGE/TRAINING AREA:

Facility Code 17962 MOUT Collective Training Facility (Small)

UNITS/PERSONNEL:

Role players are required to serve as opposing force (OPFOR) and local civilians. The quantity of each is dependent upon the size of the MOUT facility, the unit training, and the scenario given. For a platoon-level cordon and search, 20-30 role players are sufficient for both an enemy and civilian force. It is also recommended that the MOUT facility employ effects such as improvised explosive devices (IEDs) and small arms to aid in the realistic execution of a given battle drill. Multi-lingual support personnel are preferred as role players.

0369-OPS-2001: Lead a Unit in Consolidation (S/L)

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

READINESS-CODED: NO

MOS PERFORMING: 0369, 0399

BILLETS: Platoon Sergeant, Section Leader

GRADES: SSGT, GYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a unit, an order from higher headquarters, and in preparation for follow on operations.

STANDARD: To reorganize the unit, prepare for combat, while maintaining security, and improving current battle positions.

PERFORMANCE STEPS:

1. Direct improvement of local security
 - a. Displace or reposition elements
 - b. Position crew-served weapons on likely avenues of approach
 - c. Improve fields of fire
 - d. Emplace obstacles
 - e. Improve defensive positions
2. Exercise command and control
3. Process (ACE) reports
 - a. Ammunition
 - b. Casualties
 - c. Equipment
4. Supervise redistribution of resources
 - a. Ammunition
 - b. Personnel
 - c. Supplies
 - e. Equipment
5. Conduct casualty evacuations (CASEVACs)
6. Detain and process personnel
7. Conduct tactical site exploitation (TSE) and information collections
8. Issue a fragmentary order for follow on actions
9. Supervise preparations for combat

PRIMARY REFERENCE:

[MCIP 3-10A.3i Marine Infantry Platoon](#)

SUPPLEMENTARY REFERENCES:

[MCRP 3-10A.2 Infantry Company Operations](#)

[MCTP 3-10A Marine Infantry Battalion](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Partial | S/L | DVTE | Marine Hours | 0 | Y |
| Partial | S/L | TDK | Marine Hours | 0 | N |

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17411 Maneuver/Training Area, Amphibious Forces
Facility Code 17420 Maneuver/Training Area, Heavy Forces
Facility Code 17962 MOUT Collective Training Facility (Small)
Facility Code 17963 MOUT Collective Training Facility (Large)

0369-OPS-2002: Lead a Unit During a Relief in Place (RIP)

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

READINESS-CODED: NO

MOS PERFORMING: 0369, 0399

BILLETS: Company Gunnery Sergeant, Company Operations Chief, Operations Chief, Platoon Sergeant, Section Leader

GRADES: SSGT, GYSGT, MSGT, MGYSGT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a unit, attachments, an order from higher, and while leading either the relieving or defending unit.

STANDARD: To transition tactical control with minimal disruption to operations and to reduce vulnerability to threat actions.

PERFORMANCE STEPS:

1. Task organize forces
2. Conduct analysis (METT-T)
 - a. Mission
 - b. Enemy
 - c. Terrain and weather
 - d. Troops and fire support available
 - e. Time
3. Issue the order
4. Prepare for combat
5. Link up with other unit
6. Coordinate plan for Relief in Place (RIP)
7. Develop a plan for the transition of fires

PRIMARY REFERENCE:

MCIP 3-10A.3i Marine Infantry Platoon

SUPPLEMENTARY REFERENCES:

MCRP 3-10A.2 Infantry Company Operations
MCTP 3-10A Marine Infantry Battalion

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17411 Maneuver/Training Area, Amphibious Forces
Facility Code 17420 Maneuver/Training Area, Heavy Forces
Facility Code 17962 MOJT Collective Training Facility (Small)
Facility Code 17963 MOJT Collective Training Facility (Large)

0369-OPS-2003: Lead a Unit During a Passage of Lines (S/L)

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

READINESS-CODED: NO

MOS PERFORMING: 0369, 0399

BILLETTS: Company Gunnery Sergeant, Company Operations Chief, Operations Chief,
Platoon Sergeant, Section Leader

GRADES: SSGT, GYSGT, MSGT, MGYSGT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a unit, attachments, an order from higher, and while
leading either the moving or stationary unit.

STANDARD: To accomplish the mission and meet the commander's intent with
minimal disruption to operations.

PERFORMANCE STEPS:

1. Task organize forces
2. Conduct analysis (METT-T)
 - a. Mission
 - b. Enemy
 - c. Terrain and weather
 - d. Troops and fire support available
 - e. Time
3. Conduct the Troop Leading Steps
 - a. Begin the planning
 - i. Develop coordination measures for passing lines
 - ii. Coordinate fire support during passage of lines
 - iii. Establish link up control measures
 - iv. Develop casualty evacuation plan
 - v. Develop Detainee handling plan
 - b. Arrange reconnaissance
 - c. Make reconnaissance
 - d. Complete the plan
 - e. Issue the order

- f. Supervise
4. Link up with other unit
5. Execute command and control of forces
6. Set conditions for passage of lines
7. Conduct battle handover, if required
8. Ensure unit moves through the passage route(s)
9. Lead forces in consolidation or continue assigned mission

PRIMARY REFERENCE:

MCIP 3-10A.3i Marine Infantry Platoon

SUPPLEMENTARY REFERENCES:

MCRP 3-10A.2 Infantry Company Operations

MCTP 3-10A Marine Infantry Battalion

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Partial | S/L | DVTE | Marine Hours | 0 | Y |

NOTES: Hours roll up under 0369-OFF-2001.

| | | | | | |
|---------|-----|-----|--------------|---|---|
| Partial | S/L | TDK | Marine Hours | 0 | N |
|---------|-----|-----|--------------|---|---|

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

Facility Code 17411 Maneuver/Training Area, Amphibious Forces

Facility Code 17420 Maneuver/Training Area, Heavy Forces

Facility Code 17962 MOUT Collective Training Facility (Small)

Facility Code 17963 MOUT Collective Training Facility (Large)

0369-OPS-2004: Lead a Unit in Mounted Operations

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

READINESS-CODED: NO

MOS PERFORMING: 0369, 0399

BILLETS: Company Gunny Sergeant, Company Operations Chief, Operations Chief, Platoon Sergeant, Section Leader

GRADES: SSGT, GYSGT, MSGT, MGYSGT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given motorized or mechanized assets, a unit, and an order from higher.

STANDARD: To accomplish the mission and meet the commander's intent.

PERFORMANCE STEPS:

1. Task organize forces
2. Conduct analysis (METT-T)
 - a. Mission
 - b. Enemy
 - c. Terrain and weather
 - d. Troops and fire support available
 - e. Time
3. Issue a warning order
4. Conduct the Troop Leading Steps
 - a. Begin the planning
 - i. Coordinate with adjacent units
 - ii. Coordinate with supporting units
 - iii. Coordinate with attachments
 - iv. Request intelligence preparation of the battlefield (IPB)
 - v. Establish tactical control measures
 - vi. Develop a signals plan
 - vii. Develop a vehicle recovery plan
 - b. Arrange reconnaissance
 - c. Make reconnaissance
 - i. Complete route overlay
 - d. Complete the plan
 - i. Develop battle drills
 - ii. Complete fire support plan
 - e. Issue the order
 - f. Supervise
 - i. Rehearsal of battle drills
 - ii. Occupation of the assembly area
 - iii. Pre-combat inspections (PCIs)
 - iv. Pre-combat checks (PCCs)
 - v. Maintenance of vehicles
5. Depart friendly lines
 - a. Receive accountability reports from individual vehicles
6. Execute command and control of forces
 - a. Report crossing of tactical control measures
 - b. Receive reports
 - c. Transmit reports
7. Conduct patrol debrief

PRIMARY REFERENCE:

[MCIP 3-10A.3i Marine Infantry Platoon](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | S/L | CCS | Marine Hours | 4 | N |

NOTES: The Deployable Virtual Training Environment (DVTE) is a suitable simulation alternative.

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

Facility Code 17411 Maneuver/Training Area, Amphibious Forces
Facility Code 17420 Maneuver/Training Area, Heavy Forces
Facility Code 17962 MOUT Collective Training Facility (Small)
Facility Code 17963 MOUT Collective Training Facility (Large)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

Supplementary references:
MCRP 3-10A.2 Infantry Company Operations
MCTP 3-10A Marine Infantry Battalion

0369-OPS-2005: Lead a Unit in Heliborne Operations (S/L)

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

READINESS-CODED: NO

MOS PERFORMING: 0369, 0399

BILLETS: Company Gunnery Sergeant, Company Operations Chief, Operations Chief,
Platoon Sergeant, Section Leader

GRADES: SSGT, GYSGT, MSGT, MGYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given assault support aircraft, a unit, and an order from higher headquarters.

STANDARD: To accomplish the mission and meet the commander's intent.

PERFORMANCE STEPS:

1. Task organize forces
2. Plan for heliborne operations
 - a. Analyze Intelligence Preparation of the Battlefield (IPB)
 - b. Establish loading and unloading procedures
 - c. Establish a load plan
 - d. Establish a bump plan
 - e. Establish go/no-go criteria
 - f. Develop a fire support plan
 - g. Develop an execution checklist
 - h. Develop a staging plan
 - i. Develop the ground tactical plan
 - j. Establish tactical control measures
3. Conduct coordination
 - a. Adjacent units
 - b. Supporting units
 - c. Attached units
 - d. Air Mission Commander (AMC)
 - e. Escort Flight Lead (EFL)
 - f. Assault Force Commander (AFC)
 - g. Pick up zone(s)

- h. Landing zones(s)
- i. Assault support
- j. Air movement plan
- 4. Conduct landing zone (LZ) reconnaissance
- 5. Load forces for heliborne operations
 - a. Establish assembly area in vicinity of pickup zone(s) (PZs)
 - b. Coordinate with pickup zone (PZ) control Officer
 - c. Supervise marshalling area procedures
- 6. Insert forces
 - a. Supervise securing the landing zone (LZ)
 - b. Submit reports per execution checklist
- 7. Execute actions on the objective (OBJ)
 - a. Maintain situational awareness of units and factors relative to the movement and conduct of the attack
 - b. Supervise execution of the mission

PRIMARY REFERENCE:

[MCTP 3-01B Air Assault Operations](#)

SUPPLEMENTARY REFERENCES:

[MCRP 3-10A.2 Infantry Company Operations](#)

[MCTP 3-10A Marine Infantry Battalion](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Partial | S/L | DVTE | Marine Hours | 4 | Y |
| Partial | S/L | TDK | Marine Hours | 4 | N |

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17411 Maneuver/Training Area, Amphibious Forces
Facility Code 17420 Maneuver/Training Area, Heavy Forces
Facility Code 17962 MOUT Collective Training Facility (Small)
Facility Code 17963 MOUT Collective Training Facility (Large)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

Planning considerations for tactical load, tactical spread, ASSAT planning, bump plans, pickup zone/landing zone {primary/alt}, go/no go criteria, refuel plans, tactical recovery of aircraft/personnel, comm considerations, signal plan, key billets, Marshalling Area Control Officer (MACO), emergency extract plan, brevity codes, signal plan, abort criteria, immediate re-embark criteria, alert aircraft, contingencies, reaction forces.
FOCUS ON: ground tactical plan, landing plan, (if landing is not possible, HRST plan), air movement plan, load plan, and staging plan.

0369-OPS-2007: Conduct a Key Leader Engagement (KLE)

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

READINESS-CODED: NO

MOS PERFORMING: 0369, 0399

BILLETS: Company Gunny Sergeant, Company Operations Chief, Operations Chief, Platoon Sergeant, Section Leader

GRADES: SSGT, GYSGT, MSGT, MGYSGT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a unit, host nation key leaders, and an order from higher headquarters.

STANDARD: To accomplish the mission and meet the commander's intent.

PERFORMANCE STEPS:

1. Task organize forces
2. Identify talking points from higher headquarters
3. Develop an engagement agenda
 - a. Identify cultural considerations
4. Lead patrol to key leader location
5. Establish security
 - a. Friendly forces
 - b. Foreign personnel
6. Engage with key leaders
 - a. Address community issues and concerns
 - b. Dispel misinformation
 - c. Strive to develop relationships and long term rapport
7. Employ interpreter support
8. Conduct retrograde
9. Conduct a patrol debrief

PRIMARY REFERENCE:

[MCWP 3-03 Stability Operations](#)

SUPPLEMENTARY REFERENCES:

[MCRP 3-10A.2 Infantry Company Operations](#)

[MCTP 3-10A Marine Infantry Battalion](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | S/L | IIT | Squad Hours | 0 | N |

RANGE/TRAINING AREA:

Facility Code 17330 Covered Training Area

Facility Code 17962 MOUT Collective Training Facility (Small)

UNITS/PERSONNEL: Role players are required to serve as host nation key leaders. The quantity of role players is dependent upon the size of the training facility, the unit training, and scenario.

0369-OPS-2008: Supervise a Mortar Fire Direction Center (FDC)

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

READINESS-CODED: NO

MOS PERFORMING: 0369

BILLETS: Company Gunny Sergeant, Company Operations Chief, Platoon Sergeant, Section Leader

GRADES: SSGT, GYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a mortar section, Fire Direction Center (FDC) and a call for fire (CFF) request.

STANDARD: To provide fires to requesting units.

PERFORMANCE STEPS:

1. Monitor the call for fire (CFF)
2. Determine method of engagement
3. Supervise computations of firing data
4. Monitor fire commands
5. Supervise the maintenance of record for all fire missions
6. Coordinate with the Fire Support Coordination Center (FSCC), as required
7. Monitor the message to observer (MTO)

PRIMARY REFERENCE:

[TC 3-22.90 Mortars](#)

SUPPLEMENTARY REFERENCES:

[TC 3-22.91 Mortar Fire Direction Procedures](#)

0369-OPS-2009: Employ Snipers in Support of Operations (S/L)

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

READINESS-CODED: NO

MOS PERFORMING: 0369, 0399

BILLETS: Company Gunny Sergeant, Company Operations Chief, Operations Chief, Platoon Sergeant, Section Leader

GRADES: SSGT, GYSGT, MSGT, MGYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a sniper unit and a mission.

STANDARD: To satisfy commander's intent.

PERFORMANCE STEPS:

1. Plan for sniper employment
 - a. Receive the commander's order
 - b. Coordinate with the sniper unit(s)
 - c. Integrate the sniper control center (SCC) into the supported unit's combat operation center (COC)
 - d. Determine collection requirements
 - e. Determine precision fire requirements
 - f. Determine fire control requirements
 - g. Determine employment method of snipers
 - h. Plan escape and evasion for sniper unit(s)
2. Prepare for sniper employment
 - a. Brief the mission
 - b. Conduct a combined arms rehearsal
 - c. Conduct a rehearsal of concept (ROC)
3. Employ snipers
 - a. Insert the sniper unit(s)
 - b. Track the sniper unit(s)
 - c. Receive reports from sniper unit(s)
 - d. Resupply the sniper unit(s)
4. Debrief the sniper unit(s) upon their return to friendly lines

PRIMARY REFERENCE:

[MCTP 3-01E Sniping](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Partial | S/L | DVTE | Marine Hours | 0 | Y |
| Partial | S/L | TDK | Marine Hours | 0 | N |

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

0369-PAT-2001: Lead a Unit in Patrolling Operations

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

MOS PERFORMING: 0369

BILLETS: Company Gunnery Sergeant, Company Operations Chief, Platoon Sergeant, Section Leader

GRADES: SSGT, GYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an order from higher headquarters and an area to patrol.

STANDARD: To accomplish the mission and meet the commander's intent.

PERFORMANCE STEPS:

1. Plan for patrolling operations
 - a. Conduct analysis (METT-T)
 - b. Develop fire support plans
 - c. Analyze intelligence preparation of the battlefield (IPB)
 - d. Develop immediate action drills
 - e. Develop a patrolling plan
2. Prepare for patrolling operations
 - a. Task organize forces
 - b. Issue a warning order
 - c. Conduct patrol coordination
 - i. Adjacent units
 - ii. Supporting units
 - iii. Attached units
 - iv. Forward Unit Commander (FUC)
 - d. Conduct route reconnaissance
3. Issue a patrol order and a patrol base annex
4. Depart friendly lines
5. Conduct patrol
 - a. Establish a patrol base, if required
 - i. Supervise patrol base activities
 - ii. Supervise the sanitation of the patrol base
 - b. Issue fragmentary orders (FRAGOs), as required
6. Patrol back to friendly lines
7. Supervise the re-entry into friendly lines
8. Conduct a patrol debrief

PRIMARY REFERENCE:

[MCTP 3-01A Scouting and Patrolling](#)

SUPPLEMENTARY REFERENCES:

[MCIP 3-10A.3i Marine Infantry Platoon](#)
[MCRP 3-10A.2 Infantry Company Operations](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | S/L | IIT | Squad Hours | 2 | N |

ORDNANCE:

| <u>DODIC</u> | <u>QUANTITY</u> |
|---|----------------------|
| A059 Cartridge, 5.56mm Ball M855 10/Clip | 10 rounds per weapon |
| A080 Cartridge, 5.56mm Blank M200 Single Round | 10 rounds per weapon |
| BA35 Cartridge, 40mm Practice (Day/Night) M1110 | 1 rounds per weapon |

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17420 Maneuver/Training Area, Heavy Forces
Facility Code 17962 MOUT Collective Training Facility (Small)

0369-PAT-2004: Lead a Unit in a Traffic Control Point (TCP)

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

READINESS-CODED: NO

MOS PERFORMING: 0369

BILLETS: Platoon Sergeant, Section Leader

GRADES: SSGT, GYSGT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a unit, checkpoint equipment and an order from higher headquarters.

STANDARD: To accomplish the mission and meet the commander's intent.

PERFORMANCE STEPS:

1. Plan for the establishment of traffic control point(s)
 - a. Conduct analysis (METT-T)
 - b. Task organize forces
 - c. Escalation of force (EOF) procedures
2. Prepare for traffic control point(s)
 - a. Conduct coordination
 - i. Adjacent units
 - ii. Supporting units
 - iii. Attached units
3. Establish traffic control point(s)
 - a. Search area
 - b. Security area
 - c. Over-watch areas with standoff distances
 - d. Canalization zone
 - e. Turning zone
 - f. Deceleration zone
 - g. Search vehicles
 - h. Search personnel
 - i. Process detainees
4. Assess the conduct of traffic control point(s)
 - a. Submit reports

b. Conduct patrol debrief

PRIMARY REFERENCE:

MCRP 3-10A.2 Infantry Company Operations

SUPPLEMENTARY REFERENCES:

MCIP 3-10A.3i Marine Infantry Platoon

MCTP 3-10A Marine Infantry Battalion

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

Facility Code 17420 Maneuver/Training Area, Heavy Forces

Facility Code 17962 MOUT Collective Training Facility (Small)

Facility Code 17963 MOUT Collective Training Facility (Large)

17005. INDEX OF 2500-LEVEL INDIVIDUAL EVENTS

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17006. 2500 LEVEL EVENTS

0369-C2-2501: Perform the Duties of a Watch Officer

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

READINESS-CODED: NO

MOS PERFORMING: 0369

GRADES: SSGT, GYSGT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a combat operations center (COC).

STANDARD: To support continuous operations and meet the commander's intent.

PERFORMANCE STEPS:

1. Conduct watch changeover
2. Supervise current operations
3. Support command and control of subordinate units
4. Provide situational updates and briefings for key personnel
5. Obtain information from subordinate and supporting units
6. Maintain the common tactical picture (CTP)
7. Supervise information management
8. Receive and send reports
9. Report Commander's Critical Information Requirements (CCIRs)
10. Maintain a watch journal
11. issue tasks to subordinate units
12. Supervise watch standers

PRIMARY REFERENCE:

MCRP 3-10A.2 Infantry Company Operations

SUPPLEMENTARY REFERENCES:

MCDP 6 Command and Control

MCTP 3-10A Marine Infantry Battalion

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | L/S | CACCTUS | Unit Hours | 0 | N |

0369-C2-2502: Participate in the Marine Corps Planning Process (MCP)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 24 months

READINESS-CODED: NO

MOS PERFORMING: 0369, 0399, 0577, 8713

BILLETS: Company Gunnery Sergeant, Company Operations Chief, Ground Operations Specialist, Operations Chief

GRADES: GYSGT, MSGT, MGYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a higher headquarters operation order, commander's planning guidance, and staff.

STANDARD: To develop an operations order.

PERFORMANCE STEPS:

1. Conduct problem framing
2. Develop courses of action
3. War game courses of action
4. Compare courses of action, then present for commander's decision
5. Develop orders
6. Transition to produce operations plan or order
7. Develop branches and/or sequels, if applicable

PRIMARY REFERENCES:

MCWP 5-10 Marine Corps Planning Process

SUPPLEMENTARY REFERENCES:

MSTP 5-0.2 Pamphlet OPT Leader's Guide

0369-C2-2503: Establish a Command Post (CP)

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

READINESS-CODED: NO

MOS PERFORMING: 0369, 0399, 0577

BILLETS: Company Gunny Sergeant, Company Operations Chief, Operations Chief

GRADES: SSGT, GYSGT, MSGT, MGYSGT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a unit, an operations order.

STANDARD: To accomplish the mission and meet the commander's intent.

PERFORMANCE STEPS:

1. Determine command post configuration based on tactical situation
2. Establish priority of work
3. Coordinate staff actions
4. Determine space and facility requirements
5. Establish ground and air lines of communication
6. Establish a security plan
 - a. Access control
 - b. Fire support plan
 - c. Interior guard
7. Establish power support framework, as required
8. Account for sanitation considerations
9. Develop inter-post communication plan (remote antenna farm)
10. Ensure logistical supportability
11. Plan for proximity to higher, adjacent, and supporting units
12. Plan for cultural and population factors
13. Plan for displacement

PRIMARY REFERENCE:

[MCRP 3-10A.2 Infantry Company Operations](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | L/S | CACCTUS | Unit Hours | 0 | N |

0369-C2-2504: Employ Command and Control (C2) Systems

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

READINESS-CODED: NO

MOS PERFORMING: 0369, 0399

GRADES: SSGT, GYSGT, MSGT, MGYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a mission, unit, a headquarters element, a maneuver element, tactical/command and control system(s), and an order.

STANDARD: To accomplish the mission and meet the commander's intent.

PERFORMANCE STEPS:

1. Determine information exchange requirements
2. Identify communication systems requirements
3. Task organize unit
4. Coordinate command and control system establishment
5. Integrate command and control system into operations
6. Supervise command and control system operation, as necessary
7. Coordinate trouble shooting, as necessary
8. Execute information exchange plan
9. Issue orders, as necessary

PRIMARY REFERENCE:

[MCRP 3-10A.2 Infantry Company Operations](#)

SUPPLEMENTARY REFERENCES:

[MCDP 6 Command and Control](#)

[MCTP 3-10A Marine Infantry Battalion](#)

[MCTP 3-30B.2 MAGTF Communications System](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

0369-C2-2505: Supervise a Company Combat Operations Center (CCOC)

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

READINESS-CODED: NO

MOS PERFORMING: 0369

GRADES: SSGT, GYSGT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a Company Combat Operations Center (CCOC).

STANDARD: To accomplish the mission and meet the commander's intent.

PERFORMANCE STEPS:

1. Task organize personnel
2. Coordinate and track unit tactical logistics
3. Supervise unit prep and inspections for combat
4. Ensure all around security is maintained
5. Constitute a main combat operations center
6. Integrate enablers
7. Direct intelligence operations
8. Determine operational requirements
9. Update orders
10. Coordinate subordinate unit tasks
11. Monitor unit fire support
12. Displace combat operations center, as required
13. Coordinate casualty evacuations, as required
14. Process detained personnel, as required
15. Collect information from subordinates
16. Supervise post combat actions
17. Receive and submit reports
18. Deconflict battlefield geometries

PRIMARY REFERENCE:

[MCRP 3-10A.2 Infantry Company Operations](#)

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

0369-C2-2506: Establish a Company Combat Operations Center (CCOC)

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

READINESS-CODED: NO

MOS PERFORMING: 0369

BILLETS: Company Gunnery Sergeant, Company Operations Chief

GRADES: SSGT, GYSGT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a Company Combat Operations Center (CCOC), personnel, and equipment.

STANDARD: To obtain positive communications with subordinate units and higher headquarters.

PERFORMANCE STEPS:

1. Establish location for the Company Combat Operations Center (CCOC)
2. Coordinate logistical support
3. Task organize personnel
4. Establish security
5. Determine C4I systems required to facilitate command and control
6. Maintain a common tactical picture (CTP)
7. Establish a watch rotation
8. Establish a displacement plan

PRIMARY REFERENCE:

MCRP 3-10A.2 Infantry Company Operations

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces

0369-FSPT-2501: Develop a Fire Support Execution Matrix

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

MOS PERFORMING: 0399

BILLETS: Weapons Company Operations Chief

GRADES: MSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given commanders guidance, an operations order, fire support requirements, a target list worksheet, scheduling worksheets, fire support overlays, fire support personnel, and references.

STANDARD: To allocate fires that support the scheme of maneuver during all phases of the operation.

PERFORMANCE STEPS:

1. Determine targets by phase
2. Conduct weaponeering by target and phase
3. Construct the matrix specifying targets in each phase
4. Allocate available fires
5. Determine fire support tasks
6. Disseminate the completed matrix
7. Monitor and adjust the plan during execution

PRIMARY REFERENCE:

[MCTP 3-10F Fire Support Coordination in the Ground Combat Element](#)

SUPPLEMENTARY REFERENCES:

MCWP 5-10 Marine Corps Planning Process
MCRP 3-10A Infantry Company Operations

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | L/S | CACCTUS | Unit Hours | 0 | N |

0369-FSPT-2502: Develop a Target List

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

READINESS-CODED: NO

MOS PERFORMING: 0399

BILLETTS: Weapons Company Operations Chief

GRADES: MSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given commander's guidance, an operations order, a target list worksheet, scheduling worksheets, a fire support overlay, an operations overlay, paper, plotting equipment, a lists of targets, and assigned target numbers.

STANDARD: To allocate fires in support of the scheme of maneuver.

PERFORMANCE STEPS:

1. Consult commander's concept of fires
2. Consult tactical control measures
3. Consult fire support coordination measures
4. Compile lists of targets from all supported units
5. Plot targets
6. Identify opportunities for multiple target engagements
7. Eliminate redundancies
8. Determine priorities
9. Record target information
10. Disseminate Target List Worksheet

PRIMARY REFERENCE:

MCTP 3-10F Fire Support Coordination in the Ground Combat Element

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | S/L | CACCTUS | Unit Hours | 0 | N |

0369-FSPT-2503: Lead a Fire Support Team (FiST)

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

READINESS-CODED: NO

MOS PERFORMING: 0369

GRADES: SSGT, GYSGT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given members of a Fire Support Team (FiST), equipment, a Fire Support Coordination Center (FSCC), an operations order, and commander's guidance for fires.

STANDARD: To achieve effects of fires in support of the scheme of maneuver.

PERFORMANCE STEPS:

1. Allocate radios, and equipment
2. Develop FiST battle drills
3. Develop a fire support plan
4. Coordinate with the Fire Support Coordination center (FSCC)
5. Deconflict maneuver and supporting arms
6. Employ supporting arms
7. Ensure all fires are within the constraints of the Fire Support Coordination Measures (FSCMs)
8. Conduct a quick fire plan, as necessary
9. Integrate supporting arms with ground direct fires
10. Coordinate accomplishments of Essential Fire Support Tasks (EFSTs)
11. Coordinate and clear fires as a forward unit, as required
12. Direct members of the FiST in the execution of the plan
13. Assess, record, and report effects of supporting arms missions (BDA)

PRIMARY REFERENCE:

[MCTP 3-10F Fire Support Coordination in the Ground Combat Element](#)

SUPPLEMENTARY REFERENCES:

[TTECG Fire Support Team Handbook](#)
[MCRP 3-10A.2 Infantry Company Operations](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | S/L | CACCTUS | Unit Hours | 3 | N |

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

Employing supporting arms in the Fire Support Team (FiST) includes artillery, mortars, close air support, and naval gunfire.

0369-FSPT-2504: Develop a Schedule of Fires

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

READINESS-CODED: NO

MOS PERFORMING: 0399

BILLETS: Weapons Company Operations Chief

GRADES: MSGT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an operations order and a list of targets.

STANDARD: To coordinate simultaneous or sequential fires in support of the scheme of maneuver.

PERFORMANCE STEPS:

1. Consult commander's fire support guidance
2. Consult tactical control measures
3. Consult fire support coordination measures
4. Consult target list
5. Determine fire support assets available
6. Conduct weaponeering
7. Determine groups
8. Determine series
9. Record on scheduling worksheet
10. Disseminate schedules of fires
11. Monitor and adjust the plan during execution

PRIMARY REFERENCE:

[MCTP 3-10F Fire Support Coordination in the Ground Combat Element](#)

SUPPLEMENTARY REFERENCES:

[MCRP 3-10A Infantry Company Operations](#)
[ADP 1-02 Terms and Military Symbols](#)
[MCRP 3-31.6 MTTP for the Joint Application of Firepower \(JFIRE\)](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | S/L | CACCTUS | Unit Hours | 0 | N |

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

Formal school training is available and recommended to train this task to standard via the Expeditionary Warfare Training Groups (EWTGs).

0369-FSPT-2505: Develop a Fire Support Coordination Overlay

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

READINESS-CODED: NO

MOS PERFORMING: 0399

BILLETS: Weapons Company Operations Chief

GRADES: MSGT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a fire support plan, a concept of operation, fire support guidance, a map, overlay material, assorted color map pens, protractor, and templates.

STANDARD: To graphically depict the fire support plan that compliments the scheme of maneuver.

PERFORMANCE STEPS:

1. Orient the overlay to the area of operation
2. Place register marks on the overlay
3. Plot targets on overlay
4. Plot boundaries
5. Plot Coordinate Firing Line (CFL)
6. Plot Fire Support Coordination Line (FSCL)
7. Plot Battlespace Coordination Line (BCL)
8. Plot Free Fire Areas (FFA)
9. Plot Restrictive Fire Line (RFL)
10. Distribute copies of the overlay, as required

PRIMARY REFERENCE:

[MCTP 3-10F Fire Support Coordination in the Ground Combat Element](#)

SUPPLEMENTARY REFERENCES:

[MCRP 3-10A.2 Infantry Company Operations](#)

[MCTP 3-10A Marine Infantry Battalion](#)

ADP 1-02 Terms and Military Symbols

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | S/L | CACCTUS | Unit Hours | 0 | N |

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

Digital means of producing overlays may be accomplished as directed by availability and/or unit standard operating procedures (SOP).

0369-FSPT-2506: Conduct a Quick Fire Support Plan

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

READINESS-CODED: NO

MOS PERFORMING: 0369, 0399

GRADES: SSGT, GYSGT, MSGT, MGYSGT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a tactical situation wherein time limits preclude formal fire planning, a scheme of maneuver, fire support available, an order from higher, and a DA Form 5368-R (Quick Fire Plan).

STANDARD: To achieve desired effects of fires in support of the scheme of maneuver.

PERFORMANCE STEPS:

1. Determine the commander's intent
2. Issue situation report and warning order to the appropriate Fire Support Coordination Centers (FSCCs) and firing units
3. Collect information on the availability and status of fire support assets
4. Select targets
5. Obtain commander's approval of the targets
6. Complete and transmit the target list portion of DA Form 5368-R
7. Schedule targets on [DA Form 5368-R](#)
8. Transmit the schedules to the firing units
9. Brief the observers
10. Report to the commander when the firing units are fire capable
11. Amend the plan based on the situation and the commander's desires

PRIMARY REFERENCE:

[MCTP 3-10F Fire Support Coordination in the Ground Combat Element](#)

SUPPLEMENTARY REFERENCES:

[MCRP 3-10A Infantry Company Operations](#)

SUPPORT REQUIREMENTS:

SIMULATION EVALUATION:

| <u>SIMULATED</u> | <u>SUITABILITY</u> | <u>SIMULATOR</u> | <u>UNIT OF MEASURE</u> | <u>HOURS</u> | <u>PM</u> |
|------------------|--------------------|------------------|------------------------|--------------|-----------|
| Yes | S/L | CACCTUS | Unit Hours | 0 | N |

0369-LOG-2501: Coordinate Logistics

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

READINESS-CODED: NO

MOS PERFORMING: 0369

BILLETS: Company Gunnery Sergeant, Company Operations Chief, Weapons Company Operations Chief

GRADES: SSGT, GYSGT, MSGT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a unit and an operations order.

STANDARD: To support mission accomplishment and meet the commander's intent.

PERFORMANCE STEPS:

1. Begin logistics planning
2. Consider requirements for the transportation of Marines and equipment
3. Identify logistical requirements by functional area
4. Identify shortages
5. Consolidate and track subordinate unit logistical requests
6. Establish unit logistics requests process
7. Coordinate link-up point, resupply point(s), distribution point(s), and storage point(s) for unit logistics
8. Identify shortfalls in received logistics
9. Ensure supplies are distributed
10. Coordinate tactical maintenance
11. Track consumption rates
12. Track maintenance status of all inducted equipment
13. Recover delivery equipment
14. Report logistics status, as required
15. Continue with assigned mission

PRIMARY REFERENCE:

[MCRP 3-10A.1 Marine Infantry Battalion](#)

SUPPORT REQUIREMENTS:

0369-TRNG-2501: Develop a Unit Training Plan

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

READINESS-CODED: NO

MOS PERFORMING: 0369, 0399

GRADES: SSGT, GYSGT, MSGT, MGYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given commander's intent, an assessment of the unit's current proficiency, and a training calendar.

STANDARD: To create a long, mid and short range training plans.

PERFORMANCE STEPS:

1. Prepare a long range training plan
 - a. Identify the unit's assigned mission(s)
 - b. Analyze the unit's mission essential task list (METL)
 - c. Receive commander's guidance
 - d. Prioritize training requirements
 - e. Establish a planning calendar
 - f. Coordinate and review the training plan
2. Prepare a mid-range training plan
 - a. Assess the following:
 - i. Current unit proficiency
 - ii. Resources available
 - iii. Resource deficiencies
 - iv. Range and training area availability
 - b. Analyze the unit's mission essential task list (METL)
 - c. Receive commander's guidance
 - d. Prioritize training requirements
 8. Nest with the long range training plan
 9. Review previous mid-range training plans
 10. Develop a mid-range planning calendar
 11. Coordinate training with:
 - i. Higher headquarters
 - ii. Adjacent units
 - iii. Supporting agencies
3. Conduct training
 - a. Coordinate the allocation of resources in support of training
 - b. Provide guidance for trainers and evaluators
 - c. Record and manage evaluation feedback

PRIMARY REFERENCE:

[MCTP 8-10A Unit Training Management Guide](#)

SUPPLEMENTARY REFERENCES:

[MCTP 8-10B How to Conduct Training](#)

0369-TRNG-2505: Lead an After Action Review (AAR)

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

READINESS-CODED: NO

MOS PERFORMING: 0369, 0399

BILLETS: Company Gunny Sergeant, Company Operations Chief, Platoon Sergeant, Section Leader, Weapons Company Operations Chief, Weapons Platoon Sergeant

GRADES: SSGT, GYSGT, MSGT, MGYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a unit and a completed training event or operation.

STANDARD: To identify best practices and lessons learned.

PERFORMANCE STEPS:

1. Identify the topics to be reviewed
2. Develop format and timeline
3. Designate an area for the after action review (AAR)
4. Discuss objectives of the training event or operation
5. Discuss observations of personnel during event
6. Solicit input from all participants
7. Compile feedback and share with unit

PRIMARY REFERENCE:

[MCTP 8-10B How to Conduct Training](#)

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APPENDIX A

ACRONYMS

AAV - amphibious assault vehicle
ACP - automated commissioning package
ACT - accuracy completeness time sequence
ACTS - Assignment, Classification, and Travel Systems
AIRS - Automated Inspection Reporting System
AO - area of operations
APTS - advanced presentation and training skills
AR - Active Reserve
ASTB-E - Aviation Selection Test Battery Series-E
AT4C - advanced tool for coaching
BIC - billet information code
CAPT - Captain
CAR - commander's attainment report
CBRN - chemical, biological, radiological, and nuclear
CBT - computer-based training
CG - commanding general
CMC - Commandant of the Marine Corps
CMR - consolidated memorandum receipt
CO - commanding officer
COA - course of action
CONPLAN - contingency plan
CONUS - continental United States
COT - consecutive overseas tours
CPL - Corporal
CRP - combat readiness percentage; command recruiting program
CSR - consolidated strength report
CWO - chief warrant officer
DEP - delayed entry program
DL - distance learning
DOD - Department of Defense
DoDFMR - Department of Defense Financial Management Regulation
DON - Department of the Navy
DRRS - Defense Readiness Reporting System
EAD - extended active duty
ECFC - enlisted career force controls
ECS - effective communication skills
EFMP - Exceptional Family Member Program
ENLPROM - enlisted promotions
EPM - enlistment processing manual
1STLT - First Lieutenant
FAI - functional area inspection
FLC - formal learning center
FMF - fleet Marine force
FY - fiscal year
GOV - government owned vehicle
GSA - Government Services Administration
GYSGT - Gunnery Sergeant
HOTAS - hands-on throttle and stick
HQMC - Headquarters, Marine Corps
IAW - in accordance with

IGMC - Inspector General of the Marine Corps
IIADT - incremental initial active duty training
IMI - individual multimedia instruction
IPOCT - in place consecutive overseas tours
IRAM - Individual Records Administration Manual
IRR - Individual Ready Reserve
IRT - Itinerant Recruiting Trip
JPIC - Joint Package Inspection Checklist
LATMOV - lateral move
LCPL - Lance Corporal
LDO - limited duty officer; line of duty
LOI - letter of instruction
LSL - lump sum leave
MAJ - Major
MARADMIN - Marine Administrative Message
MARCORPROMMAN - Marine Corps Promotion Manual
MARCORSEPMAN - Marine Corps Separation and Retirement Manual
MARFORRES - Marine Corps Forces Reserve
MASP - military academic skills program
MC2 - Marine Corps Communication and Consulting
MC3 - Marine Corps Communication, Coaching, and Counseling
MC4 - Marine Corps Communication, Consulting, Coaching, and Counseling
MCC - monitored command code
MCEOB - Marine Corps Enlisted Opportunities Book
MCI - Marine Corps Institute
MCMEDS - Marine Corps Medical Entitlements Data System
MCMP - Marine Corps mentoring program
MCO - Marine Corps order
MCOOB - Marine Corps Officer Opportunity Book
MCP3 - Marine Corps Performance, Programming and Philosophy
MCPS - Marine Corps Presentation Skills
MCRAMM - Marine Corps Reserve Administrative Management Manual
MCRC - Marine Corps Recruiting Command
MCRD - Marine Corps Recruit Depot
MCRISS - Marine Corps Recruiting Information Support System
MCRISS-OSS - Marine Corps Recruiting Information Support System-Officer
Selection Station
MCRISS-PSRS - Marine Corps Recruiting Information Support System-Prior
Service Recruiting Station
MCRISS-PSRSS - Marine Corps Recruiting Information Support System-Prior
Service Recruiting Substation
MCRISS-RS - Marine Corps Recruiting Information Support System-Recruiting
Station
MCROB - Marine Corps Reserve Opportunity Book
MCT - Marine Corps Task
MCTFSPRIM - Marine Corps Total Force Reporting Instructions Manual
MCTIMS - Marine Corps Training Information Management System
MCTL - Marine Corps Task List
MECEP - Marine Corps Enlisted Commissioning Education Program
MEPCOM - Military Entrance Processing Command
MEPS - Military Entrance Processing Station
MET - mission essential task
METL - mission essential task list
MGIB-R - Montgomery GI Bill-Reserve
MGYSGT - Master Gunnery Sergeant
MIRS - USMEPCOM Integrated Resource System
MISSO - Manpower Information Systems Support Officer

MOJT - Marine on-the-job training
MOL - Marine online
MOS - military occupational specialty
MSC - major subordinate command
MSGT - Master Sergeant
MUD - Merkel Unit Designator
NAMI - Naval Aerial Medical Institute
NAVMC - Navy Marine Corps
NIDT - Non-Instrumented Drug Test
NMCI - Navy Marine Corps Communication Information
NWA - new working applicant
OCHF - Operations Chief
OCM - Officer Commissioning Manual
OCONUS - outside the continental United States
OIC - officer in charge
OPFOR - operating forces; opposing force; opposition force
OPLAN - operational plan
OPNAV - Office of the Chief of Naval Operations
OPNAVINST Chief of Naval Operations instruction
OPS - operations
OPSO - operations officer
ORM - operational risk management
OSO - officer selection officer
OSS - officer selection station
OST - officer selection team
PAC - prospect applicant card
PADD - projected active duty date
PAR - Performance and Review
PFC - Private First Class
PSEP - prior service enlistment program
PSF - public speaking forum
PSR - prior service recruiter
PSRS - prior service recruiting station
PSRSS - prior service recruiting substation
PTAD - permissive temporary additional duty
PVT - Private
QC - quality control
QCIS - quality control SITREP
QSN - quota serial number
RAV - Retention Assist Visit
RECLP - Reserve Enlisted Commissioning Program
RELM - Reenlistment Extension Lateral Move
RI - Recruiter Instructor
ROEP - Reserve Option Enlistment Program
RS - Recruiting Station
RSCE - Recruiting Station Command Element
RSS - Recruiting Substation
RTF - recruiter training file
RUC - reporting unit code
S&R - Schedule and Results
SAT - Systems Approach to Training
SAV - staff assist visit
SDA - special duty assignment
SECNAVINST - Secretary of the Navy instruction
SGT - Sergeant
SGTMAJ - Sergeant Major
SITREP situation report

SMB - SNCOIC Management Book
SMCR - select Marine Corps reserve
SME - subject matter expert
SMOS - supplementary MOS
SNCO - staff noncommissioned officer
SNCOIC - staff noncommissioned officer in charge
SOP - standing operating procedure
SOS - statement of service
SOU - statement of understanding
SRB - selective reenlistment bonus
SRI - Systematic Recruiting Inspection
SRIP - Selected Reserve Incentive Program
SSGT - Staff Sergeant
T&R - training and readiness
T/O - table of organization
TECOM - Training and Education Command
TIP - training input plan
TMS - Training Management System
UMIS - Unit Manpower Information Sheet
UTM - unit training management
WO - Warrant Officer
XO - executive officer

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APPENDIX B

TERMS AND DEFINITIONS

Terms in this glossary are subject to change as applicable orders and directives are revised. Terms established by Marine Corps orders or directives take precedence after definitions found in Joint Publication 1-02, DOD Dictionary of Military and Associated Terms.

A

After Action Review. A professional discussion of training events conducted after all training to promote learning among training participants. The formality and scope increase with the command level and size of the training evolution. For longer exercises, they should be planned for at predetermined times during an exercise. The results of the AAR shall be recorded on an after action report and forwarded to higher headquarters. The commander and higher headquarters use the results of an AAR to reallocate resources, reprioritize their training plan, and plan for future training.

Assessment. An informal judgment of the unit's proficiency and resources made by a commander or trainer to gain insight into the unit's overall condition. It serves as the basis for the midrange plan. Commanders make frequent use of these determinations during the course of the combat readiness cycle in order to adjust, prioritize or modify training events and plans.

C

Chaining. A process that enables unit leaders to effectively identify subordinate collective events and individual events that support a specific collective event. For example, collective training events at the 4000-Level are directly supported by collective events at the 3000-Level. When a higher level event by its nature requires the completion of lower level events, they are "chained"; Sustainment credit is given for all lower level events chained to a higher event.

Collective Event. A clearly defined, discrete, and measurable activity, action, or event (i.e., task) that requires organized team or unit performance and leads to accomplishment of a mission or function. A collective task is derived from unit missions or higher-level collective tasks. Task accomplishment requires performance of procedures composed of supporting collective or individual tasks. A collective task describes the exact performance a group must perform in the field under actual operational conditions. The term "collective" does not necessarily infer that a unit accomplishes the event. A unit, such as a squad or platoon conducting an attack; may accomplish a collective event or, it may be accomplished by an individual to accomplish a unit mission, such as a battalion supply officer completing a reconciliation of the battalion's CMR. Thus, many collective events will have titles that are the same as individual events; however, the standard and condition will be different because the scope of the collective event is broader.

Collective Training Standards (CTS). Criteria that specify mission and functional area unit proficiency standards for combat, combat support, and combat service support units. They include tasks, conditions, standards, evaluator instruction, and key indicators. CTS are found within collective training events in T&R Manuals.

Combat Readiness Cycle. The combat readiness cycle depicts the relationships within the building block approach to training. The combat readiness cycle progresses from T&R Manual individual core skills training, to the accomplishment of collective training events, and finally, to a unit's participation in a contingency or actual combat. The combat readiness cycle demonstrates the relationship of core capabilities to unit combat readiness. Individual core skills training and the training of collective events lead to unit proficiency and the ability to accomplish the unit's stated mission.

Combat Readiness Percentage (CRP). The CRP is a quantitative numerical value used in calculating collective training readiness based on the E-Coded events that support the unit METL. CRP is a concise measure of unit training accomplishments. This numerical value is only a snapshot of training readiness at a specific time. As training is conducted, unit CRP will continuously change.

Condition. The condition describes the training situation or environment under which the training event or task will take place. Expands on the information in the title by identifying when, where and why the event or task will occur and what materials, personnel, equipment, environmental provisions, and safety constraints must be present to perform the event or task in a real-world environment. Commanders can modify the conditions of the event to best prepare their Marines to accomplish the assigned mission (e.g. in a desert environment; in a mountain environment; etc.).

Core Competency. Core competency is the comprehensive measure of a unit's ability to accomplish its assigned MET. It serves as the foundation of the T&R Program. Core competencies are those unit core capabilities and individual core skills that support the commander's METL and T/O mission statement. Individual competency is exhibited through demonstration of proficiency in specified core tasks and core plus tasks. Unit proficiency is measured through collective tasks.

Core Capabilities. Core capabilities are the essential functions a unit must be capable of performing during extended contingency/combat operations. Core unit capabilities are based upon mission essential tasks derived from operational plans; doctrine and established tactics; techniques and procedures.

Core Plus Capabilities. Core plus capabilities are advanced capabilities that are environment, mission, or theater specific. Core plus capabilities may entail high-risk, high-cost training for missions that are less likely to be assigned in combat.

Core Plus Skills. Core plus skills are those advanced skills that are environment, mission, rank, or billet specific. 2000-Level training is designed to make Marines proficient in core skills in a specific billet or at a specified rank at the Combat Ready level. 3000-8000-Level training produces combat leaders and fully qualified section members at the Combat Qualified level. Marines trained at the Combat Qualified level are those the

commanding officer feels are capable of accomplishing unit-level missions and of directing the actions of subordinates. Many core plus tasks are learned via MOJT, while others form the base for curriculum in career level MOS courses taught by the formal school.

D

Defense Readiness Reporting System (DRRS). A comprehensive readiness reporting system that evaluates readiness on the basis of the actual missions and capabilities assigned to the forces. It is a capabilities-based, adaptive, near real-time reporting system for the entire Department of Defense.

Deferred Event. A T&R event that a commanding officer may postpone when in his or her judgment, a lack of logistic support, ammo, ranges, or other training assets requires a temporary exemption. CRP cannot be accrued for deferred "E-Coded" events.

Delinquent Event. An event becomes delinquent when a unit exceeds the sustainment interval for that particular event. The individual or unit must update the delinquent event by first performing all prerequisite events. When the unit commander deems that performing all prerequisite is unattainable, then the delinquent event will be re-demonstrated under the supervision of the appropriate evaluation authority.

E

E-Coded Event. An "E-Coded" event is a collective T&R event that is a noted indicator of capability or, a noted collective skill that contributes to the unit's ability to perform the supported MET. As such, only "E-Coded" events are assigned a CRP value and used to calculate a unit's CRP.

Evaluation. Evaluation is a continuous process that occurs at all echelons, during every phase of training and can be both formal and informal. Evaluations ensure that Marines and units are capable of conducting their combat mission. Evaluation results are used to reallocate resources, reprioritize the training plan, and plan for future training.

Event (Training). 1) An event is a significant training occurrence that is identified, expanded and used as a building block and potential milestone for a unit's training. An event may include formal evaluations. 2) An event within the T&R Program can be an individual training evolution, a collective training evolution or both. Through T&R events, the unit commander ensures that individual Marines and the unit progress from a combat capable status to a Fully Combat Qualified (FCQ) status.

Event Component. The major procedures (i.e., actions) that must occur to perform a Collective Event to standard.

Exercise Commander (EC). The Commanding General, Marine Expeditionary Force or his appointee will fill this role, unless authority is delegated to the respective commander of the Division, Wing, or FSSG. Responsibilities and functions of the EC include: 1) designate unit(s) to be evaluated, 2) may designate an exercise director, 3) prescribe exercise objectives and T&R events to be evaluated, 4) coordinate with commands or agencies external to the Marine Corps and adjacent Marine Corps commands, when required.

Exercise Director (ED). Designated by the EC to prepare, conduct, and report all evaluation results. Responsibilities and functions of the ED include: 1) Publish a letter of instruction (LOI) that: delineates the T&R events to be evaluated, establishes timeframe of the exercise, lists responsibilities of various elements participating in the exercise, establishes safety requirements/guidelines, and lists coordinating instructions. 2) Designate the TEC and TECG to operate as the central control agency for the exercise. 3) Assign evaluators, to include the senior evaluator, and ensure that those evaluators are properly trained. 4) Develop the general exercise scenario taking into account any objectives/events prescribed by the EC. 5) Arrange for all resources to include: training areas, airspace, aggressor forces, and other required support.

M

Marine Corps Ground Training and Readiness (T&R) Program. The T&R Program is the Marine Corps' primary tool for planning and conducting training, for planning and conducting training evaluation, and for assessing training readiness. The program will provide the commander with standardized programs of instruction for units within the ground combat, combat support, and combat service support communities. It consolidates the ITS, CTS, METL and other individual and unit training management tools. T&R is a program of standards that systematizes commonly accepted skills, is open to innovative change, and above all, tailors the training effort to the unit's mission. Further, T&R serves as a training guide and provides commanders an immediate assessment of unit combat readiness by assigning a CRP to key training events. In short, the T&R Program is a building block approach to training that maximizes flexibility and produces the best-trained Marines possible.

Mission Essential Task(s) MET(s). A MET is a collective task in which an organization must be proficient in order to accomplish an appropriate portion of its wartime mission(s). MET listings are the foundation for the T&R Manual; all events in the T&R Manual support a MET.

Mission Essential Task List (METL). Descriptive training document that provides units a clear, war fighting focused description of collective actions necessary to achieve wartime mission proficiency. The service-level METL, that which is used as the foundation of the T&R Manual, is developed using Marine Corps doctrine, operational plans, T/Os, UJTTL, UNTL, and MCTL. For community based T&R Manuals, an occupational field METL is developed to focus the community's collective training standards. Commanders develop their unit METL from the service-level METL, operational plans, contingency plans, and SOPs.

O

Operational Readiness (DOD, NATO). OR is the capability of a unit/formation, ship, weapon system, or equipment to perform the missions or functions for which it is organized or designed. May be used in a general sense or to express a level or degree of readiness.

P

Prerequisite Event. Prerequisites are the academic training and/or T&R events that must be completed prior to attempting the event.

R

Readiness (DOD). Readiness is the ability of U.S. military forces to fight and meet the demands of the national military strategy. Readiness is the synthesis of two distinct but interrelated levels: a) Unit readiness--The ability to provide capabilities required by combatant commanders to execute assigned missions. This is derived from the ability of each unit to deliver the outputs for which it was designed. b) Joint readiness--The combatant commander's ability to integrate and synchronize ready combat and support forces to execute assigned missions.

S

Section Skill Tasks. Section skills are those competencies directly related to unit functioning. They are group rather than individual in nature, and require participation by a section (S-1, S-2, S-3, etc).

Simulation Training. Simulators provide the additional capability to develop and hone core and core plus skills. Accordingly, the development of simulator training events for appropriate T&R syllabi can help maintain valuable combat resources while reducing training time and cost. Therefore, in cases where simulator fidelity and capabilities are such that simulator training closely matches that of actual training events, T&R Manual developers may include the option of using simulators to accomplish the training. CRP credit will be earned for E-Coded simulator events based on assessment of relative training event performance.

Standard. A standard is a statement that establishes criteria for how well a task or learning objective must be performed. The standard specifies how well, completely, or accurately a process must be performed or product produced. For higher-level collective events, it describes why the event is being done and the desired end-state of the event. Standards become more specific for lower-level events and outline the accuracy, time limits, sequencing, quality, product, process, restrictions, etc., that indicate the minimum acceptable level of performance required of the event. At a minimum, both collective and individual training standards consist of a task, the condition under which the task is to be performed, and the evaluation criteria that will be used to verify that the task has been performed to a satisfactory level.

Sustainment Training. Periodic retraining or demonstration of an event required maintaining the minimum acceptable level of proficiency or capability required to accomplish a training objective. Sustainment training goes beyond the entry-level and is designed to maintain or further develop proficiency in a given set of skills.

Systems Approach to Training (SAT). An orderly process for analyzing, designing, developing, implementing, and evaluating a unit's training program to ensure the unit, and the Marines of that unit acquire the knowledge and skills essential for the successful conduct of the unit's wartime missions.

T

Training Task. This describes a direct training activity that pertains to an individual Marine. A task is composed of 3 major components: a description of what is to be done, a condition, and a standard.

Technical Exercise Controller (TEC). The TEC is appointed by the ED, and usually comes from his staff or a subordinate command. The TEC is the senior evaluator within the TECG and should be of equal or higher grade than the commander(s) of the unit(s) being evaluated. The TEC is responsible for ensuring that the evaluation is conducted following the instructions contained in this order and MCO 1553.3A. Specific T&R Manuals are used as the source for evaluation criteria.

Tactical Exercise Control Group (TECG). A TECG is formed to provide subject matter experts in the functional areas being evaluated. The benefit of establishing a permanent TECG is to have resident, dedicated evaluation authority experience, and knowledgeable in evaluation technique. The responsibilities and functions of the TECG include: 1) developing a detailed exercise scenario to include the objectives and events prescribed by the EC/ED in the exercise LOI; 2) conducting detailed evaluator training prior to the exercise; 3) coordinating and controlling role players and aggressors; 4) compiling the evaluation data submitted by the evaluators and submitting required results to the ED; 5) preparing and conducting a detailed exercise debrief for the evaluated unit(s).

Training Plan. Training document that outlines the general plan for the conduct of individual and collective training in an organization for specified periods of time.

U

Unit CRP. Unit CRP is a percentage of the E-Coded collective events that support the unit METL accomplished by the unit. Unit CRP is the average of all MET CRP.

Unit Evaluation. All units in the Marine Corps must be evaluated, either formally or informally, to ensure they are capable of conducting their combat mission. Informal evaluations should take place during all training events. The timing of formal evaluations is critical and should, when appropriate, be directly related to the units' operational deployment cycle. Formal evaluations should take place after the unit has been staffed with the majority of its personnel, has had sufficient time to train to individual and collective standards, and early enough in the training cycle so there is sufficient time to correctly identified weaknesses prior to deployment. All combat units and units' task organized for combat require formal evaluations prior to operational deployments.

Unit Training Management (UTM). Unit training management is the use of the SAT and Marine Corps training principles in a manner that maximizes training results and focuses the training priorities of the unit on its wartime mission. UTM governs the major peacetime training activity of the Marine Corps and applies to all echelons of the Total Force.

W

Waived Event. An event that is waived by a commanding officer when in his or her judgment, previous experience or related performance satisfies the requirement of a particular event.

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APPENDIX C

CLASS V(W) REQUIREMENTS

1. The Class V listed in this appendix is the Battalion Commander's Annual Ammunition Allocation.

2. This is the ammunition allocation planned by Headquarters Marine Corps. If allowances are constrained, actual allocations will be determined by MEF G3's.

| DODIC | NOMENCLATURE | ACTIVE BATTALION | RESERVE BATTALION |
|--------------|---|-------------------------|--------------------------|
| A059 | Cartridge, 5.56mm Ball M855 10/Clip Sub f/AA45 | 943678 | 377472 |
| A060 | Cartridge, 5.56mm Dummy M199 | 500 | 200 |
| A063 | Cartridge, 5.56mm Tracer M856 Single Round | 11256 | 4503 |
| A064 | Cartridge, 5.56mm 4 Ball M855/1 Tracer M856 Linked | 313632 | 125453 |
| A075 | Cartridge, 5.56mm Blank M200 Linked | 17280 | 6912 |
| A080 | Cartridge, 5.56mm Blank M200 Single Round | 17695 | 7078 |
| A112 | Cartridge, 7.62mm Blank M82 | 168 | 68 |
| A131 | Cartridge, 7.62mm 4 Ball M80/1 Tracer M62 Linked | 211108 | 84444 |
| A135 | Cartridge, 7.62mm Dummy M63 | 400 | 160 |
| A143 | Cartridge, 7.62mm Ball M80 Linked | 21182 | 8473 |
| A191 | 300 WM | 6000 | 6000 |
| A358 | Cartridge, 9mm TP-T M939 for AT-4 Trainer | 5744 | 2298 |
| A363 | Cartridge, 9mm Ball M882 | 1000 | 400 |
| A552 | Ctg Cal .50 | 7104 | 2842 |
| A560 | Cartridge, Caliber .50 Dummy M2 | 100 | 40 |
| A576 | Cartridge, Caliber .50 4 API M8/1 API-T M20 Linked | 58896 | 23559 |
| A606 | Cartridge, Caliber .50 API MK211 Mod 0 Single Round | 4736 | 1895 |
| AA11 | Cartridge, 7.62mm Long Range M118 LR | 22272 | 8909 |
| AA53 | Cartridge, 5.56mm Non-Moly-Coated | 24300 | 9720 |
| AX11 | Cartridge, 9mm Spotting Rifle MK212 Mod 0 | 2412 | 965 |
| B472 | Cartridge, 40mm Dummy M922 | 50 | 20 |
| B504 | Cartridge, 40mm Green Star Parachute M661 | 0 | 30 |
| B505 | Cartridge, 40mm Red Star Parachute M662 | 0 | 40 |

| | | | |
|------|---|-------|------|
| B509 | Cartridge, 40mm Yellow Smoke Ground Marker M716 | 0 | 40 |
| B535 | Cartridge, 40mm White Star Parachute M583/M583A1 | 469 | 188 |
| B542 | Cartridge, 40mm HEDP M430/M430A1 Linked | 6193 | 2478 |
| B546 | Cartridge, 40mm HEDP M433 | 4368 | 1748 |
| B643 | Cartridge, 60mm High Explosive M888 | 900 | 811 |
| B647 | Cartridge, 60mm Illuminating M721 | 72 | 50 |
| BA14 | Cartridge, 60mm Smoke White Phosphorus | 65 | 26 |
| BA16 | Cartridge, 60mm High Explosive with MOF | 639 | 256 |
| BA21 | Cartridge, 40mm Practice Day/Night MK281-1 | 18579 | 7433 |
| BA35 | Cartridge, 40mm Practice Day Night | 6858 | 2744 |
| C484 | Cartridge, 81mm Illuminating IR XM816 | 13 | 6 |
| C869 | Cartridge, 81mm HE M889/M889A1 with PD Fuze M935 | 3063 | 1226 |
| C870 | Cartridge, 81mm Smoke Red Phosphorus M819 MTSQ Fuze | 98 | 40 |
| C871 | Cartridge, 81mm Illuminating M853A1 with MTSQ Fuze M772 | 156 | 63 |
| C995 | Cartridge and Launcher, 84mm M136 AT-4 | 144 | 58 |
| G811 | Grenade, Hand Practice Body M69 | 150 | 60 |
| G878 | Fuze, Hand Grenade Practice M228 | 16218 | 6488 |
| G881 | Grenade, Hand Fragmentation M67 | 470 | 188 |
| G900 | Grenade, Hand Incendiary Thermite AN-M14 | 5 | 32 |
| G945 | Grenade, Hand Yellow Smoke M18 | 78 | 32 |
| G963 | Grenade, Hand Riot CS M7A3 | 78 | 32 |
| G982 | Grenade, Hand Practice Smoke TA M83 | 78 | 575 |
| HA21 | Rocket, 21mm Sub-Caliber, M72AS Trainer | 1436 | 29 |
| HA29 | Rocket, HE, 66mm, M72A7 | 72 | 15 |
| HX05 | Rocket, 83mm Assault MK3 Mod 0 (SMAW) | 36 | 72 |
| HX07 | Rocket, 83mm HEAA Practice MK7 Mod 0 (SMAW) | 180 | 26 |
| J007 | Mine, Antipersonnel M18A1 with M57 Firing Device | 63 | 7 |
| J008 | Mine, Antipersonnel Practice M68 with Accessories | 16 | 40 |
| K765 | Riot Control Agent, CS | 100 | 154 |
| L307 | Signal, Illumination Ground White Star Cluster M159 | 384 | 229 |
| L312 | Signal, Illumination Ground White Star Parachute M127A1 | 571 | 30 |
| L495 | Flare, Surface Trip M49 Series | 411 | 165 |
| L592 | Simulator, Anti-Tank Launcher (TOW) | 0 | 0 |

| | | | |
|------|--|-------|-------|
| L594 | Simulator, Projectile Ground Burst M115A2 | 384 | 154 |
| L598 | Simulator, Explosive Booby Trap Flash M117 | 411 | 165 |
| L599 | Simulator, Explosive Booby Trap Illuminating M118 | 384 | 154 |
| M023 | Charge, Demolition Block M112 1-1/4 pound C-4 | 1092 | 437 |
| M028 | Demolition Kit, Bangalore Torpedo M1A2 | 2 | 1 |
| M030 | Charge, Demolition Block TNT 1/4-Pound | 300 | 120 |
| M032 | Charge, Demolition Block TNT 1-Pound | 156 | 63 |
| M097 | Cap, Blasting Non-Electric Inert | 780 | 312 |
| M098 | Cap, Blasting Electric Inert | 1326 | 531 |
| M130 | Cap, Blasting Electric M6 | 1254 | 502 |
| M131 | Cap, Blasting Non-Electric M7 | 1092 | 437 |
| M456 | Cord, Detonating PETN Type I Class E | 26715 | 10686 |
| M670 | Fuse, Blasting Time M700 | 4992 | 1997 |
| M757 | Charge, Assembly Demolition M183 Comp C-4 | 78 | 32 |
| MN08 | Igniter, Time Blasting Fuse with Shock Tube Capability M81 | 3003 | 1202 |
| MN79 | Mine, Antipersonnel Obstacle Breaching System MK 7 Mod 1 | 3 | 2 |
| MN88 | Cap, Blasting, Non-Electric 500ft Shock Tube | 50 | 20 |
| PM93 | GM, Javelin Replacement | 2 | 1 |
| WH03 | Guided Missile, Surface Attack HEAT (TOW-2) | 10 | 5 |
| WH05 | Guided Missile, Surface Attack Practice (TOW-2) | 20 | 10 |

3. These allowances are based on notional active duty and reserve infantry battalions and do not represent strict literal interpretations of the individual and collective training standards of this manual.

4. The above table shows the allowance that commanders will be allocated in TAMIS to conduct annual sustainment training.

5. Due to time constraints, the reserve infantry battalion allowances are computed at approximately 40% of an active duty battalion for most items.

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APPENDIX D

SIMULATION

Listed in this appendix are applicable simulators/simulations available to improve training for both individual Marines and unit training. Simulators and simulations provide the capability to develop and hone core and core plus competencies and capabilities. Accordingly, the use of training modeling and simulation systems for appropriate T&R events can help maintain valuable combat resources while reducing training time, cost, and risk. For more information regarding training Modeling & Simulation (M&S) Systems, review website: <https://ehqmc.usmc.mil/org/mccdc/TECOM/directorates/MTSB/Internal/default.aspx>

1. Supporting Arms Virtual Trainer (SAVT) is a fixed-site, partial dome (260 X 60 degree), virtual immersive training environment for Joint Terminal Attack Controller (JTACs), Forward Air Controllers (FACs), and Joint Forward Observers (JFOs). SAVT provides a "hands-on," immersive, mission-based, combined arms training environment. Personnel shall use training scenarios that require placement of tactical ordnance on selected targets using Joint Close Air Support (JCAS) procedures and observed fire procedures for Naval Surface Fire Support (NSFS), Artillery and Mortar fire. SAVT will provide a briefing and after action room for a group of students to monitor, review mission-based training events, and conduct after-action discussions. SAVT trains Marines to approved standards of training and readiness (T&R) tasks.
2. Indoor Simulated Marksmanship Trainer (ISMT) is an interactive three dimensional audio/video weapons simulator that provides enhanced small arms training in marksmanship, weapons employment, indirect fire, and tactical decision-making for Marines. The ISMT simulates range firing for basic infantry weapons, tactical employment training, call for fire, and shoot/no shoots decision-making drills. The ISMT can be utilized to train individuals, fire teams, and squads effectively and efficiently to the approved standards of combat skills and readiness.
3. Combat Convoy Simulator (CCS) is an interactive immersive training environment for convoy operations during combat, focusing on command and control. Other training capabilities include call for fire, call for close air support, mounted patrols, logistics support, high target extraction, MEDEVAC, and procedures for use of weapons in compliance with rules of engagement (ROE) and local TTPs. A single CCS suite of six vehicles provides for individual, crew, and platoon level training (up to 30 Marines at a time). The CCS trains Marines to approved standards of combat skills and readiness.
4. Deployable Virtual Training Environment (DVTE) is a deployable laptop PC based simulation system capable of emulating organic and supporting Infantry Battalion weapons systems and training scenarios to facilitate T&R based training. DVTE provides each installation and deployed Marine Forces with MAGTF (MEU level) Staff training, individual and collective skills sustainment, rapid planning, and almost spontaneous mission rehearsal capability. DVTE increases training of individual and unit core skills enhancing a rapid, innovative and interactive small-unit leader decision making, and increased combined arms Training and pre-certification capability. The following is a list of the DVTE training applications/capabilities:

a. Virtual Battlespace 2 (VBS2) is an interactive, three-dimensional synthetic environment in which small unit tactics may be practiced among team members. Photo-realistic terrain, user created mission scenarios, and variable environmental conditions enhance the team training experience. Mission planning and mission rehearsal can be executed from squad to platoon level. VBS2 can be used to support Fire Support Training, convoy operations and tactical guided discussions.

b. Recognition of Combatants (ROC) a series consisting of applications covering Improvised Explosive Device (ROC-IED), Suicide Bomber (ROC-SB), Vehicle (ROC-V), and Aerial (ROC-Aerial) are self paced computer based training tools designed to improve awareness and recognition of various combatant capabilities and functional considerations.

c. Operational and Tactical Language and Cultural Training System (OTCLTS) is a self paced language and cultural training application that allows the user to learn Iraqi Arabic, Indonesian, Pashto, Dari, and French languages along with cultural considerations.

d. Forward Observer PC Simulator (FOPCSIM) is an individual Fires trainer which provides training on the basic concepts of fire support. FOPCSIM is a procedural trainer for artillery and mortar Call for Fire. FOPCSIM is also the forward observer component of the Deployable Virtual Training Environment (DVTE) Combined Arms Network (CAN) that provides a training tool for integration of artillery and close air support with maneuver forces.

e. Combined Arms Planning Tool (CAPT) is a standalone tool that can be used to enter and test all elements of your fire support plan. Doctrinal rules have been incorporated into the program, so that once the fire support plan is entered, CAPT runs a "rules based" test on the plan to identify potential trouble areas.

f. Combined Arms Network (CAN) is a computer based training tool that provides standard based training for individual Forward Observers, Forward Air Controllers and Joint Terminal Attack Controllers (JTAC) as well as team training for company fire support teams (FiST). CAN currently supports JTAC/JFO certification training under the TACP T&R Manual.

5. Combined Arms Command and Control Trainer Upgrade System (CACCTUS) provides an institutional means to effectively train Marine staffs and units in all aspects of effectively integrating combined arms assets. The CACCTUS capability provides the full range of combined arms staff training and provides state of the art modeling and simulation networking technology to provide realistic Combined Arms Fire Support for the Marine Air Ground Task Force (MAGTF). The high resolution combat simulation provides the ability to provide ground truth in the exercise, stimulate organic C2 Systems, visually display the impact of supporting arms fires and realistically portray the coordinated actions of friendly forces and the action/reaction of the enemy maneuver forces. The automated communication system replicates tactical communication nets required for command and control of exercising units allowing the training audience to communicate normal warfighting communications and process orders and other information/questions to response cell controllers. CACCTUS provides an automated after action review capability for live and simulated training thereby allowing the Marine Corps to meet its service training requirements.

6. For more information on current simulations, contact your local Simulation Centers. The following is the contact information:

a. Battle Simulation Centers (Scheduling Office)

(1) I MEF: (760) 725-2385

(2) II MEF: (910) 451-5435

(3) III MEF:

- MCB Camp Butler: 011-81-611-722-7219/ DSN 315 622-7219/7516
- MCB Hawaii: Simulators & Trainers must be scheduled via RFMSS. 3MAR Simulations Center: (808) 257-2440/ DSN 457-2440 POC Sgt Brannan (4) MAGTF TC: (760) 830-1366/1382

(4) MAGTF TC: (760) 830-1366/1382

b. Ground Training Simulators (Scheduling Office)

(1) MCB Camp Lejeune: (910) 451-7392

(2) MCB Camp Pendleton: Simulators & Trainers can be scheduled via RFMSS. Training Support Division Help Desk/Ref Desk (760) 725-4444.

(3) MCB Camp Butler: Tactical Training Devices and Simulators Support Section Help Desk, 011-81-98-969-2610/DSN: 623-2610.

(4) MCB Hawaii: Simulators & Trainers must be scheduled via RFMSS. G3 Ops & Training Scheduling Office: (808) 257-8816/ DSN 457-8816. Modeling & Simulations Division (M&S): (808) 257-1110/ DSN 457-1110.

(5) MAGTF-TC: DVTE (760) 830-5622; SAVT (760) 362-2324; CACCTUS (760) 830-1382; CCS (760) 830-4192 & ISMT (760) 830- 4187. Schedule ODS and HMMWV Egress Assistance Trainer via RFMSS.

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APPENDIX E

LOAD TERMS AND DEFINITIONS

The standard loads are defined with respect to operational need, human factors and levels of sustainment. Terms in this appendix are subject to change as applicable orders and directives are revised. Terms established by Marine Corps orders or directives take precedence.

The defined loads and weights are to be used in training events to standard as they indicate the most likely conditions to be experienced in actual combat operations. **The unit commander still retains the authority to modify the actual load requirements based on their assessment of the situation.**

Fighting Load. Definition: The fighting load consists of items of clothing, equipment, weapons, and ammunition that are carried by, and essential to, the effectiveness of the combat Marine and the accomplishment of the immediate mission.

The commander must ensure that all fighting loads be stripped to the bare minimum. The addition of small, light-weight items in excess of the limit should not be tolerated, since cumulatively, these items will take a toll in energy. Every extra pound a Marine must carry decreases combat effectiveness.

Assault Load. Definition: The load that is needed during the actual conduct of the assault. It includes minimal equipment beyond water and ammunition. From the human factors perspective, the maximum assault load weight will be such that an average infantry Marine will be able to conduct combat operations with minimal degradation in combat effectiveness.

Approach March Load. Definition: The load necessary for the prosecution of combat operations for extended periods with access to daily re-supply. The approach march load is intended to provide the individual Marine with the necessities of existence for an extended period of combat.

Sustainment Load. Definition: The load taken from the point of origin into the assembly area. The sustainment load will be intended to support the individual from their pack when immediate re-supply is impossible.

The sustainment load will be such that the average infantry Marine will be able to conduct limited movement within the confines of Naval shipping embark and debark aircraft or amphibious craft, and limited marching from the landing zone into a secured area.

| Fighting Load | | | |
|--|---------------|----------|---------------------|
| Clothing Worn & Packed | Weight (lbs.) | Quantity | Total Weight (lbs.) |
| Marine Corps Combat Utility, Blouse and Trouser (Seasonal) | 2.97 | 1 | 2.97 |
| Uniform, Utility, Belt | 0.3 | 1 | 0.3 |
| Ballistic Eye Pro(Day/Night) | 0.31 | 1 | 0.31 |
| M50 Mask(include twin filters) w/ Carrier | 3 | 1 | 3 |
| Gloves | 0.3 | 1pr | 0.3 |
| T-Shirt, Green | 0.18 | 1 | 0.18 |
| Undershorts | 0.25 | 1 | 0.25 |

| | | | |
|---|------|----------|--------------|
| Marine Corps Combat Boots w/ Laces | 3.12 | 1 | 3.12 |
| Socks | 0.16 | 1 | 0.16 |
| Watch, Wrist | 0.1 | 1 | 0.1 |
| Card, ID | 0.03 | 1 | 0.03 |
| Tags, ID | 0.1 | 1 | 0.1 |
| Helmet w/ Cover, Band, and NVG Base Plate | 3.5 | 1 | 3.5 |
| Plate Carrier w/ Soft Armor | 9 | 1 | 9 |
| SAPI Plates (Front, Back, and 2x side) | 19 | 1 | 19 |
| Pouches (1-dump, 3-Magazine, 2 grenade) | 2 | 1/3/2002 | 2 |
| IFAK A1 First Aid Kit | 2.1 | 1 | 2.1 |
| AN/PVS-14 w/ Elbow/Rhino Mount | 1 | 1 | 1 |
| Hydration System, CamelBak (Full) | 6.91 | 1 | 6.91 |
| Total Fighting Load Weight (Not including weapon, SL-3, and MOS- specific equipment) | | | 54.35 |

Note: For MOS-specific Physical Standards purposes, when the Fighting Load is prescribed, each Marine will carry their assigned personal weapon (M4, M-16A4, or IAR) and appropriate SL-3 [seven (7) magazines (twenty-two (22) magazines for IAR w/ assault pack), combat assault sling, PEQ-15/16, RCO, Bayonet, weapons cleaning gear, and M203 or M32 (if assigned)].

***The following table is an example Assault Load, not including weapons, MOS-specific equipment, and other mission essential gear.

| Assault Load | | | |
|---|--------------------------|-----------------|--------------------------------|
| Clothing Worn & Packed | Weight (lbs.) | Quantity | Total Weight (lbs.) |
| Marine Corps Combat Utility, Blouse and Trouser (Seasonal) | 2.97 | 1 | 2.97 |
| Uniform, Utility, Belt | 0.30 | 1 | 0.30 |
| Ballistic Eye Pro(Day/Night) | 0.31 | 1 | 0.31 |
| M50 Mask(include twin filters) w/ Carrier | 3.00 | 1 | 3.00 |
| Gloves | 0.30 | 1pr | 0.30 |
| T-Shirt, Green | 0.18 | 1 | 0.18 |
| Undershorts | 0.25 | 1 | 0.25 |
| Marine Corps Combat Boots w/ Laces | 3.12 | 1 | 3.12 |
| Socks | 0.16 | 1 | 0.16 |
| Watch, Wrist | 0.10 | 1 | 0.10 |
| Card, ID | 0.03 | 1 | 0.03 |
| Tags, ID | 0.10 | 1 | 0.10 |

| | | | |
|---|-------|-------|--------------|
| Helmet w/ Cover, Band, and NVG Base Plate | 3.50 | 1 | 3.50 |
| Plate Carrier w/ Soft Armor | 9.00 | 1 | 9.00 |
| SAPI Plates (Front, Back, and 2x side) | 19.00 | 1 | 19.00 |
| Pouches (1-dump, 3-Magazine, 2 grenade) | 2.00 | 1/3/2 | 2.00 |
| IFAK A1 First Aid Kit | 2.10 | 1 | 2.10 |
| AN/PVS-14 w/ Elbow/Rhino Mount | 1.00 | 1 | 1.00 |
| Hydration System, CamelBak (Full) | 6.91 | 1 | 6.91 |
| Assault Pack | 5.51 | 1 | 5.51 |
| MRE | 1.3 | 3 | 3.9 |
| Parka and Trouser, APEC | 3.60 | 1 | 3.60 |
| Tool, Entrenching w/Case | 2.70 | 1 | 2.70 |
| Total Assault Load Weight (Not including weapon, SL-3, and MOS-specific equipment) | | | 70.06 |

Note: For MOS-specific Physical Standards purposes, when the Assault Load is prescribed, the following additional equipment will be carried:

(a) MOS 0302 will carry: M4 w/ seven (7) magazines; combat assault sling; PEQ-15/16; RCO mounted; Bayonet stowed; and cleaning gear.

(b) MOS 0311 will carry: either M-16A4, M4, or M27 (IAR) w/ seven (7) (twenty-two (22) for IAR) magazines; combat assault sling; PEQ-15/16; RCO; Bayonet stowed; cleaning gear; and M203 or M32 (if assigned).

(c) The machinegun team (MOS 0331) will carry: M240B w/ appropriate day and night optics; A-bag and cleaning gear; M3 tripod; and, personal weapons with SL-3. The weight will be evenly distributed amongst the team and rotated, periodically and as necessary, during the conduct of the 20km march under load.

(d) The mortar squad (MOS 0341) will carry: 60mm mortar system with A-bag; aiming stakes; plotting board; and, personal weapons with appropriate SL-3. The weight will be evenly distributed amongst the squad, and the mortar components will be rotated, periodically and as necessary, during the conduct of the 20km march under load.

(e) The assault team (MOS 0351) will carry a SMAW with appropriate day/night optics; A-bag; and, personal weapons with SL-3. The weight will be evenly distributed, and the components will be rotated, periodically and as necessary, during the conduct of the 20km march under load.

(f) The anti-tank squad (MOS 0352) will carry a Javelin MSR with personal weapons and SL-3.

***The following table is an example Approach March Load, not including weapons, MOS-specific equipment, and other mission essential gear.

| Approach March Load | | | |
|--|----------------------|-----------------|----------------------------|
| Clothing Worn & Packed | Weight (lbs.) | Quantity | Total Weight (lbs.) |
| Ballistic Eye Pro(Day/Night) | 0.31 | 1 | 0.31 |
| Marine Corps Combat Utility, Blouse and Trouser (Seasonal) | 2.97 | 1 | 2.97 |
| Uniform, Utility, Belt | 0.30 | 1 | 0.30 |

| | | | |
|--|-------|-------|--------------|
| T-Shirt, Green | 0.18 | 1 | 0.18 |
| Undershorts | 0.25 | 1 | 0.25 |
| Marine Corps Combat Boots w/ Laces | 3.12 | 1 | 3.12 |
| Socks | 0.16 | 1 | 0.16 |
| Watch, Wrist | 0.10 | 1 | 0.10 |
| Card, ID | 0.03 | 1 | 0.03 |
| Tags, ID | 0.10 | 1 | 0.10 |
| Uniform, Utility, Cover (Boonie) | 0.22 | 1 | 0.22 |
| Gloves | 0.30 | 1pr | 0.30 |
| Helmet w/ Cover, Band, and NVG Base Plate | 3.50 | 1 | 3.50 |
| Plate Carrier w/ Soft Armor | 9.00 | 1 | 9.00 |
| SAPI Plates (Front, Back, and 2x side) | 19.00 | 1 | 19.00 |
| M50 mask (including twin filters) W/Carrier | 3.00 | 1 | 3.00 |
| Pouches (1-dump, 3-Magazine, 2 grenade) | 2.00 | 1/3/2 | 2.00 |
| IFAK A1 First Aid Kit | 2.10 | 1 | 2.10 |
| AN/PVS-14 w/ Elbow/Rhino Mount | 1.00 | 1 | 1.00 |
| Hydration System, CamelBak (Full) | 6.91 | 1 | 6.91 |
| Flashlight w/ red lens | 0.31 | 1 | 0.31 |
| MRE | 1.30 | 3 | 3.90 |
| Tool, Entrenching w/Case | 2.70 | 1 | 2.70 |
| Main Pack | 9.00 | 1 | 9.00 |
| Assault Pack | 5.51 | 1 | 5.51 |
| Extra Socks | 0.16 | 2 | 0.32 |
| Tarpaulin | 2.30 | 1 | 2.30 |
| Poncho Liner | 1.60 | 1 | 1.60 |
| Canteen w/ MOLLE pouch (full) | 2.86 | 2 | 5.72 |
| ISO sleeping mat | 1.50 | 1 | 1.50 |
| Sleeping bag w/ bivy cover | 5.90 | 1 | 5.90 |
| Hygiene gear (razor, shaving cream, toothbrush, toothpaste, field hygiene towel) | 2.00 | 1ea | 2.00 |
| Total Approach March Load Weight (Not including weapon, SL-3, and MOS-specific equipment) | | | 94.34 |

***The following table is an example Sustainment Load, not including weapons, MOS-specific equipment, and other mission essential gear.

| Sustainment Load | | | |
|---|--------------------------|-----------------|--------------------------------|
| Clothing Worn & Packed | Weight (lbs.) | Quantity | Total Weight (lbs.) |
| Ballistic Eye Pro(Day/Night) | 0.31 | 1 | 0.31 |
| Marine Corps Combat Utility, Blouse and Trouser (Seasonal) | 2.97 | 1 | 2.97 |

| | | | |
|--|-------|-------|-------|
| Uniform, Utility, Belt | 0.30 | 1 | 0.30 |
| T-Shirt, Green | 0.18 | 1 | 0.18 |
| Undershorts | 0.25 | 1 | 0.25 |
| Marine Corps Combat Boots w/ Laces | 3.12 | 1 | 3.12 |
| Socks | 0.16 | 1 | 0.16 |
| Watch, Wrist | 0.10 | 1 | 0.10 |
| Card, ID | 0.03 | 1 | 0.03 |
| Tags, ID | 0.10 | 1 | 0.10 |
| Uniform, Utility, Cover (Boonie) | 0.22 | 1 | 0.22 |
| Gloves | 0.30 | 1pr | 0.30 |
| Helmet w/ Cover, Band, and NVG Base Plate | 3.50 | 1 | 3.50 |
| Plate Carrier w/ Soft Armor | 9.00 | 1 | 9.00 |
| SAPI Plates (Front, Back, and 2x side) | 19.00 | 1 | 19.00 |
| M50 mask (including twin filters) W/Carrier | 3.00 | 1 | 3.00 |
| Pouches (1-dump, 3-Magazine, 2 grenade) | 2.00 | 1/3/2 | 2.00 |
| IFAK A1 First Aid Kit | 2.10 | 1 | 2.10 |
| AN/PVS-14 w/ Elbow/Rhino Mount | 1.00 | 1 | 1.00 |
| Hydration System, CamelBak (Full) | 6.91 | 1 | 6.91 |
| Assault Pack | 5.51 | 1 | 5.51 |
| Flashlight w/ red lens | 0.31 | 1 | 0.31 |
| MRE | 1.30 | 6 | 7.80 |
| GORTEX (top and bottom) | 3.60 | 1 | 3.60 |
| Tool, Entrenching w/Case | 2.70 | 1 | 2.70 |
| Main Pack | 9.00 | 1 | 9.00 |
| Extra Socks | 0.16 | 2 | 0.32 |
| Extra T-Shirt, Green | 0.18 | 2 | 0.36 |
| Extra Undershorts | 0.25 | 2 | 0.50 |
| Tarpaulin | 2.30 | 1 | 2.30 |
| Poncho Liner | 1.60 | 1 | 1.60 |
| Canteen w/ MOLLE pouch (full) | 2.86 | 2 | 5.72 |
| ISO sleeping mat | 1.50 | 1 | 1.50 |
| Sleeping bag w/ bivy cover | 5.90 | 1 | 5.90 |
| Extra boots | 3.12 | 1pr | 3.12 |
| Extra Utilities, blouse and trouser (seasonal) | 2.97 | 1 | 2.97 |
| Hygiene gear (razor, shaving cream, toothbrush, toothpaste, field hygiene towel) | 2.00 | 1ea | 2.00 |
| Pullover, Grid Fleece, Flame Resistant | 0.70 | 1 | 0.70 |
| Drawers, Grid Fleece, Flame Resistant | 0.70 | 1 | 0.70 |
| Undershirt, Cold Weather, Flame Resistant | 1.00 | 2 | 2.00 |

| | | | |
|---|-------|---|---------------|
| Drawers, Cold Weather, Flame Resistant | 1.00 | 2 | 2.00 |
| Cold Weather Gloves And Mittens | 1.325 | 1 | 1.33 |
| Cap, Coyote, Micro Fleece | 0.12 | 1 | 0.12 |
| Canteen, plastic w/cap 1 Qt | 2.30 | 2 | 4.60 |
| Pouch, Canteen, MOLLE (Coyote) | 0.56 | 2 | 1.12 |
| Cup, Canteen | 0.80 | 1 | 1.60 |
| Stand, Canteen Cup | 0.18 | 1 | 0.18 |
| Hygiene Gear, Towel, Face Cloth | 2.00 | 1 | 2.00 |
| Insect Repellant | 0.75 | 1 | 0.75 |
| Sewing Kit | 0.10 | 1 | 0.10 |
| Mat, Improved Sleeping (ISM) | 1.50 | 1 | 1.50 |
| 3S Sleeping Bag w/BIVY Cover 2d Gen | 5.90 | 1 | 5.90 |
| Two Man Tent | 8.50 | 1 | 8.50 |
| JLIST Suit Complete With Boots And Gloves (MOPP/CPOG) | 10.00 | 1 | 10.00 |
| Total Sustainment Load Weight (Not including weapon, SL-3, and MOS-specific equipment) | | | 152.87 |

***** The weights indicated in the table above are based on an individual issue, size medium. *****

References:

- MCRP 3-02A Marine Physical Readiness Training for Combat
- Marine Corps System Command: 2009 Basic Combat Load
- Marine Corps Combat Development Command: 2003 Combat Load Study
- Naval Research Advisory Committee Report: 2007 "Lightening the Load"
- 2013 Individual Combat Clothing and Equipment Issue

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APPENDIX F

MOS-SPECIFIC PHYSICAL STANDARDS

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APPENDIX F

MOS-SPECIFIC PHYSICAL STANDARDS

1000. MOS-SPECIFIC PHYSICAL STANDARDS

1. Purpose. This appendix identifies MOS-specific Physical Standards and describes the execution of assessments designed to evaluate a Marine's physical capabilities, in order to provide Commanders reasonable assurance a Marine has the physical capacity to perform the regularly assigned and recurrent duties of the MOS.

2. Evaluation. Marines must either 'pass' or 'fail' event or performance step assessments to the standards set forth within this manual.

3. Requirements. The following events are to be performed to the standard contained within this appendix during Entry Level Training in order to achieve initial MOS qualification.

a. For the 0302 MOS:

0300-MED-1001, Performance Step 5, Move casualty to covered and/or concealed position
0300-MOUT-1001, Performance Step 1 Cross a Wall
0300-PAT-1004, Performance Step 3, Perform individual movement techniques
0300-TVEH-1001, Assist in Loading and Unloading a Tactical Vehicle
0302-COND-1001, Lead a Forced March
0351-DEMO-1009, Conduct Mechanical Breaching

b. For the 0311 MOS:

0300-MED-1001, Performance Step 5, Move casualty to covered and/or concealed position
0300-MOUT-1001, Performance Step 1 Cross a Wall
0300-TVEH-1001, Assist in Loading and Unloading a Tactical Vehicle
0300-COND-1001, Conduct a Forced March
0300-PAT-1004, Performance Step 3, Perform individual movement techniques

c. For the 0331 MOS:

0300-MED-1001, Performance Step 5, Move casualty to covered and/or concealed position
0300-MOUT-1001, Performance Step 1 Cross a Wall
0300-TVEH-1001, Assist in Loading and Unloading a Tactical Vehicle
0300-COND-1001, Conduct a Forced March
0300-PAT-1004, Performance Step 3, Perform individual movement techniques

d. For the 0341 MOS:

0300-MED-1001, Performance Step 5, Move casualty to covered and/or concealed position
0300-MOUT-1001, Performance Step 1 Cross a Wall
0300-TVEH-1001, Assist in Loading and Unloading a Tactical Vehicle
0300-COND-1001, Conduct a Forced March
0300-PAT-1004, Performance Step 3, Perform individual movement techniques

e. For the 0351 MOS:

0300-MED-1001, Performance Step 5, Move casualty to covered and/or concealed position
0300-MOUT-1001, Performance Step 1 Cross a Wall
0300-TVEH-1001, Assist in Loading and Unloading a Tactical Vehicle
0300-COND-1001, Conduct a forced march
0300-PAT-1004, Performance Step 3, Perform individual movement techniques
0351-DEMO-1009, Conduct Mechanical Breaching

f. For the 0352 MOS:

0300-MED-1001, Performance Step 5, Move casualty to covered and/or concealed position
0300-MOUT-1001, Performance Step 1 Cross a Wall
0300-TVEH-1001, Assist in Loading and Unloading a Tactical Vehicle
0300-COND-1001, Conduct a Forced March
0300-PAT-1004, Performance Step 3, Perform individual movement techniques

4. Evaluation Sequencing. The MOS-specific Physical Standards events are not intended to be conducted in a single, continuous session. However, if the Commander schedules these events to occur in sequence within a 24-hour period, adequate transition between events should permit Marines the opportunity to recover, stretch, hydrate, and prepare for the next event. Total rest permitted between events is determined at the Commander's discretion.

5. Uniform and Equipment

a. Fighting Load. Refer to Appendix E for equipment specific to the Fighting Load.

(1) This load will be worn/carried by all MOSs listed within paragraph 3.a. when executing the following events:

0300-MOUT-1001, performance step 1
0300-MED-1001, performance step 5
0300-TVEH-1001

(2) Additional equipment carried for MOS-specific events is detailed in paragraph 7.

(3) The weight carried/worn when the Fighting Load is prescribed, not including the assigned weapon system and additional MOS-specific equipment, must be within 10% (49 to 59.78 pounds) of the total weight (54.35 pounds), as detailed in Appendix E.

b. Assault Load. Refer to Appendix E for equipment specific to the Assault Load.

(1) The assault load will be worn by MOSs listed within paragraph 3 when executing 0300-COND-1001 and 0302-COND-1001. The weight carried/worn when the assault load is prescribed, not including weapon and MOS-specific equipment, must be between plus or minus 10% (63 to 77 pounds) of the total assault load weight (70.06 pounds), as detailed in Appendix E.

c. Substituting Equipment. Commanders may substitute surrogate items to replicate the weight of equipment which is unavailable.

6. Common Events. Events 0300-TVEH-1001; 0300-MED-1001, performance step 5; and 0300-MOUT-1001, performance step 1 must be successfully performed by Marines assigned the MOSs 0302, 0311, 0331, 0341, 0351, and 0352. The following paragraphs outline the expected conduct of the common event assessments, in support of a factor of either MOS assignment or retention:

a. 0300-TVEH-1001 Assist in loading and unloading a tactical vehicle

(1) Description. The functional movement for this assessment is similar to a 'clean & press,' wherein the Marine will 'clean & press' a mock-up MK-19 HMG, and lower the mock-up back to ground-level, in order to simulate required movements normally associated with this weapon's mounting upon a tactical vehicle.

(2) Environment. This assessment may be conducted either indoors or outdoors, on a generally level and firm surface.

(3) Standard. Perform a single lift of a mock-up MK19 from ground to overhead, wherein the elbows are momentarily locked-out.

(4) Required Equipment. One (1) Mock-up MK-19 Heavy Machine Gun. Local commanders have the discretion to use a training aid of similar dimensions in place of a mock-up MK-19 should the mockup not be available. An actual MK-19 may be used if the surrogate is not available.

(5) Execution

(a) The Marine will either stand erect or crouched-down with both feet flat-the-ground. Distance between the Marine's feet should be shoulder-width apart. The mock-up will be at rest, at the ground-level. The Marine can utilize either an overhand or underhand grip.

(b) The preparatory command is "Ready" and the execute command is "Begin." On the command "Begin," the Marine will lift the mock-up from the ground, to a point directly overhead, wherein the elbows are momentarily locked-out.

(c) Marines are encouraged to 'use-their-legs,' in order to generate the mock-up's upward momentum. However, no penalty will be assessed if Marines choose not to use their legs.

(d) Once elbow lock-out has occurred, the mock-up will be lowered in a fluid, controlled motion from shoulder-height, then to the deck, and neither thrown nor dropped. While lowering the mock-up to the deck, Marines must maintain a safe lifting posture.

b. 0300-MED-1001, Performance Step 5, Move casualty to covered/concealed position.

(1) Description. This is a 50 meter movement, simulating moving from a covered and concealed position, to a casualty's position, and dragging that casualty out of direct fire to a safe position. See Figure F-2 for Casualty Drag course layout.

(2) Environment. The assessment is intended to be conducted outdoors, upon a smooth and level grass surface. Prior to the conduct of this assessment administrators/monitors will ensure the course is free from hazards and/or debris, which may cause injury to participants.

(3) Standard. Complete this assessment in the manner described in Par. 5, within a time limit of fifty-four (54) seconds or less.

(4) Required Equipment

(1) One (1) simulated-casualty. Unit Commanders decide whether to utilize either a surrogate a 165lb-Training-Mannequin equipped with a 40lb-Load-Bearing-Vest, and an empty-Plate-Carrier (205 pounds total); or a Marine, wearing similar equipment to include the empty-Plate-Carrier, weighted to 205lbs

(2) Four (4) or more Safety Cones;

(3) One (1) stopwatch or digital watch;

(4) One-hundred feet (100') of measuring tape.

(5) Execution

(a) Unit commanders decide whether the simulated-casualty utilized for the conduct of this MSPS Event is a surrogate or a Marine. Utilization of a surrogate is preferred, as this lends to standardization.

(i) Pulling/dragging the 40lb-Load-Bearing-Vest causes irreparable damage to the vest.

(ii) Commanders deciding upon use of the surrogate for the simulated-casualty will ensure the 40lb-Load-Bearing-Vest remains secured directly to the 165lb-Training-Mannequin during the execution of this MSPS Event. An empty-Plate-Carrier will be secured around the outside/exterior of the 40lb-Load-Bearing-Vest, when worn by the 165lb-Training-Mannequin. Refer to Figure F-1.



Figure F-1. Proper Surrogate Setup

(iii) Marines being tested will pull either the rear-mounted drag-strap or the shoulder-straps of the empty-Plate-Carrier. Marines being tested will not pull/move/displace the simulated-casualty by the 40lb-Load-Bearing-Vest.

(b) Prior to execution, the simulated-casualty will be placed 25 meters from the starting line, lying on its back, head pointed towards the starting line. The simulated-casualty's head will be the closest point to the starting line, no closer than 25 meters.

(c) Marines being tested will start while lying in a prone position, chest on the ground, head pointed towards the simulated casualty. The top of the Marine's head must be the closest point to and behind the starting line, so that no part of the Marine's body is closer than 25 meters to the casualty.

(d) The preparatory command is "Ready" and the execute command is "Begin." On the command "Begin," the Marine being tested will rise and sprint the 25 meters to the simulated casualty.

(e) Once reaching the simulated casualty, with a firm grip on the rear-mounted drag-strap or both shoulder-straps of the empty-Plate-Carrier, drag the simulated casualty back to the starting point.

(f) The rear-mounted drag-strap may be gripped with either one or two hands.

(g) When dragging the simulated-casualty by the empty-Plate-Carrier's shoulder-straps, the Marine being tested should use both hands, in order to prevent the plastic buckles of the shoulder-strap from failing and the Marine being tested from falling.

(h) Assessment is completed once the simulated casualty's feet have been dragged past the start line.

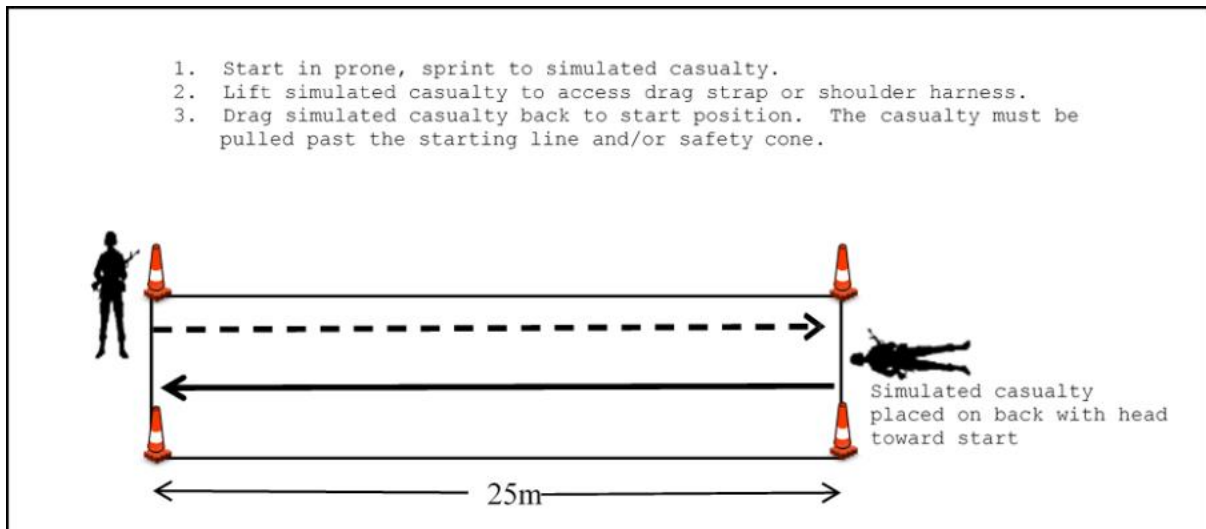


Figure F-2. Casualty Drag

c. 0300-MOUT-1001, Performance Step 1, Cross a Wall.

(1) Description. The Cross a Wall event simulates execution of an individual Marine crossing a wall obstacle while wearing a fighting load.

(2) Environment. The event will be conducted outdoors, as depicted in Figure F-3.

(3) Standard. The Marine must cross over the wall while wearing the fighting load and maintaining all equipment.

(4) Required Equipment. One (1) wall fifty-six (56) inches in height. Should the local area have a wall larger than 56" tall, Commanders will add a vertical step or material to adjust the wall to the requisite height.

(5) Execution

(a) The Marine performing this event will start 5 meters from the wall.

(b) The preparatory command is "Ready" and the execute command is "Begin." On the command "Begin," the Marine will move to the wall and execute whatever technique necessary to get over the wall.

(c) The Marine may sling or carry the rifle, but at no time should the rifle be strapped to the assault pack.

(d) The event ends when the Marine successfully crosses the wall.

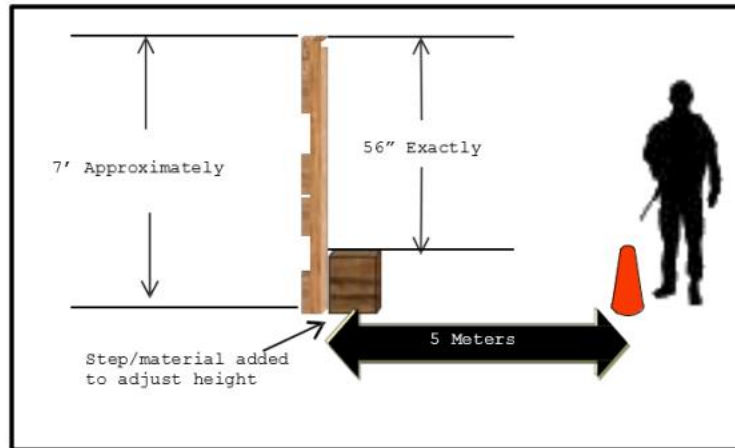


Figure F-3. Cross a Wall

7. MOS-specific Events. The following events are unique to each MOS.

a. MOS 0302: 0302-COND-1001 Lead a forced march.

(1) Description. This event determines the Infantry Officer's physical capacity to lead a forced march.

(2) Environment. Route selected should be relatively flat, within the context of the local area. Commander should make every effort to mitigate the effects of adverse weather conditions, when possible.

(3) Standard. This is a fifteen (32) kilometer movement, which must be completed in eight (8) hours or less, while carrying a 70 pound assault load.

(4) Required Equipment:

- (a) Stopwatch or digital watch
- (b) Calibrated scales
- (c) GPS
- (d) Water resupply
- (e) Adequate safety/communications infrastructure

(5) Execution

(a) Although individual performance will be assessed, the March Under Load will be conducted as a unit.

(b) Officers who fail to maintain the required pace, fail to complete the movement in the time allotted, or fall back from the lead trace of the unit will be considered a drop and fail the event. Commanders will make the final decision on failing an officer.

(c) Breaks/halts will be conducted IAW MCRP 3-02A Marine Physical Readiness Training for Combat.

a. MOS 0302 and 0311: 0300-PAT-1004 - 300 Meter Individual Movement.

(1) Description. The 0302/0311 300 Meter Individual Movement event, as depicted in Figure F-4, assesses the 0302/0311's ability to run/rush 300 meters toward an objective or known enemy position, while wearing/carrying the fighting load.

(2) Environment. The terrain selected for this event should be flat and clear of debris or material which would be hazardous for Marines. The field utilized for the Combat Fitness Test is ideal.

(3) Standard. Run/rush 300 meters in under 3:56 while wearing the fighting load.

(4) Required Equipment

- (a) (32) Large Cones & (20) small cones per course (recommend two courses)
- (b) (5) Stop watches
- (c) (2) Clip boards
- (d) (1) Distance measuring wheel

(5) Execution

(a) Figure F-4 is read left to right, starting at the green flag, and depicts four (4) legs of the 75 meter course. The entire event is conducted on a single lane of cones.

(b) The Marine starts and finishes in the prone position.

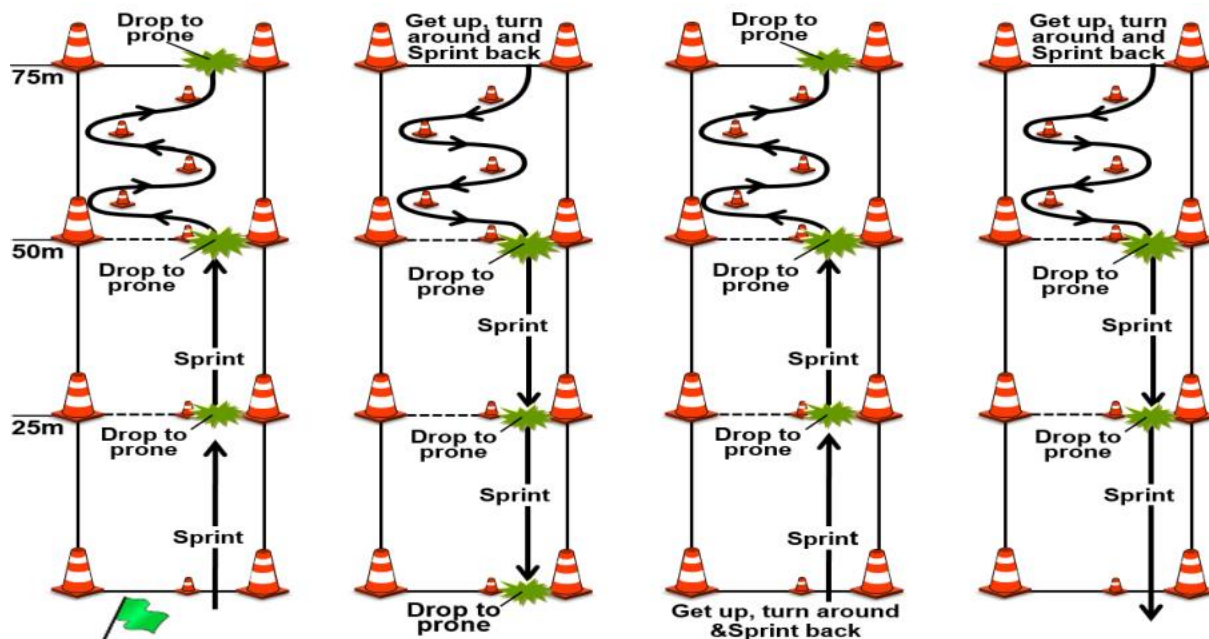


Figure F-4. 0302/0311 300 Meter Individual Movement

c. MOS 0302 and 0351: 0351-DEMO-1009 Conduct a Mechanical Breach.

(1) Description. The 0351 Mechanical Breach event assesses the Assault Marine's ability to mechanically breach a door with a battering ram.

(2) Environment. This event should be conducted outside with a target door trainer and training hardware.

(3) Standard. The Marine must breach the door within 14 seconds.

(4) Required Equipment

- (a) (4) mechanical breach door trainers
- (b) (3) Monoshock Battering Rams
- (c) (4) BTI breach simulation pins (clear pin simulating a wooden door) per Marine tested
- (d) (5) stopwatches
- (e) (2) clipboards
- (f) MOS 0351 Marines will carry the assigned personal weapon (M4 or M-16A4) and appropriate SL-3 [7 magazines, combat assault sling, PEQ-15/16, RCO, Bayonet, and cleaning gear].

d. MOSs 0311, 0331, 0341, 0351, and 0352: 0300-COND-1001 - Conduct a forced march.

(1) Description. The march under load assessment determines a Marine's physical capability to conduct dismounted movement over a prescribed distance, within a time standard, while carrying the assault load.

(2) Environment. Route selected should be relatively flat, within the context of the local area. Commander should make every effort to mitigate the effects of adverse weather conditions, when possible.

(3) Standard. This is a twenty (20) kilometer movement, which must be completed in five (5) hours or less, while carrying the assault load and additional weapon and MOS-specific equipment. The criteria for passing this event are: 1) individually completing the event in the allotted time; and, 2) maintaining the required pace to remain with the unit for the duration of the movement.

(4) Required Equipment:

- (a) Stopwatch or digital watch
- (b) Calibrated scales
- (c) GPS
- (d) Water resupply
- (e) Adequate safety/communications infrastructure

(5) Execution

(a) Although individual performance will be assessed, the March Under Load will be conducted as a unit.

(b) Marines who fall back more than 100 meters from the rear trace of the unit will be considered a 'drop' and will fail the event. Commanders will make the final decision on passing or failing a Marine who falls back more than 100 meters.

(c) Commanders will take breaks/halt IAW MCRP 3-02A Marine Physical Readiness Training for Combat.

e. MOS 0331: 0300-PAT-1004 - 200 Meter Individual Movement.

(1) Description. The 0331 200 Meter Individual Movement event, as depicted in Figure F-5, assesses the Machine Gunner's ability to run 200 meters to occupy a support by fire position, while serving as an ammunition bearer.

(2) Environment. The terrain selected for this event should be flat and clear of debris or material which would be hazardous for Marines. The field utilized for the Combat Fitness Test is ideal.

(3) Standard. Run 200 meters in under 2:11 while wearing the fighting load and carrying an M240 a-bag and two 7.62mm ammo cans.

(4) Required Equipment

- (a) (5) M240B MMG spare barrel bags
- (b) (10) CFT ammunition cans
- (c) (32) Large Cones & (20) small cones per course (recommend two courses)
- (d) (5) Stop watches
- (e) (2) Clip boards
- (f) (1) Distance measuring wheel
- (g) MOS 0331 Marines will carry the assigned personal weapon (M4 or M-16A4) and appropriate SL-3 [7 magazines, combat assault sling, PEQ-15/16, RCO, Bayonet stowed, and cleaning gear]. Additionally, the Marine will carry two 7.62mm ammo cans and an M240 a-bag containing the spare barrel and T&E mechanism.

(5) Execution

(a) Figure F-5 is read left to right, starting at the green flag, and depicts four (4) legs of the 50 meter course. The entire event is conducted on a single lane of cones.

(b) The Marine starts in the kneeling position and finishes after crossing the finish line.

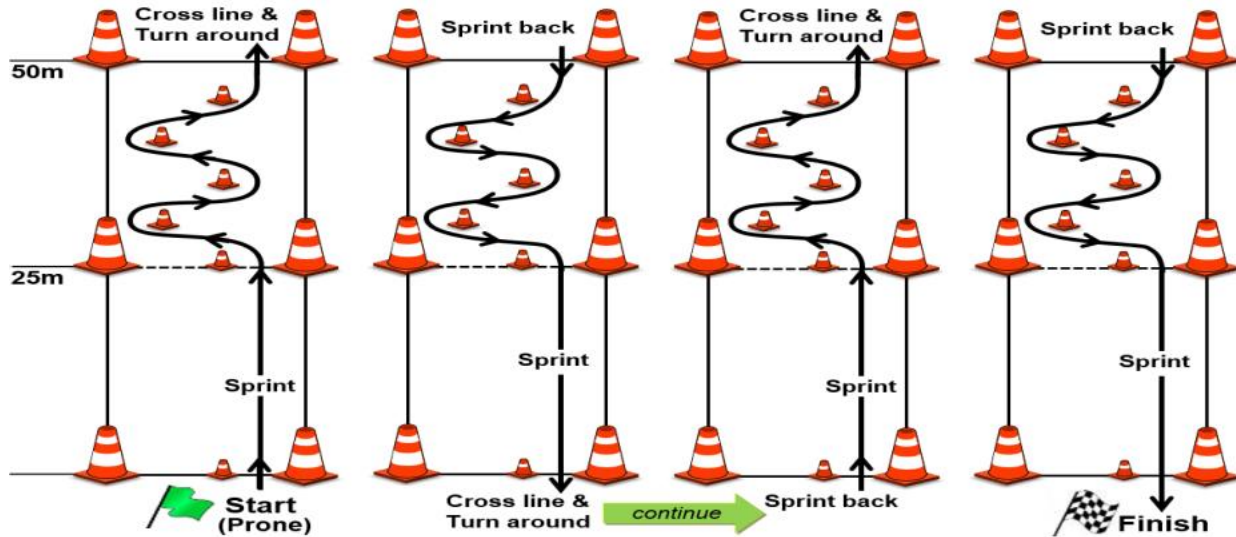


Figure F-5. 0331 200 Meter Individual Movement

f. MOS 0341: 0300-PAT-1004 - 200 Meter Individual Movement.

(1) Description. The 0341 200 Meter Individual Movement event, as depicted in Figure F-6, assesses the Mortarman's ability to run/rush 200 meters in support of a deliberate attack, while carrying the 60mm mortar in hand-held mode.

(2) Environment. The terrain selected for this event should be flat and clear of debris or material which would be hazardous for Marines. The field utilized for the Combat Fitness Test is ideal.

(3) Standard. Run/rush 200 meters in under 1:45 while wearing the fighting load and carrying a 60mm mortar tube in hand-held mode with 4 simulated mortar rounds in an assault pack.

(4) Required Equipment

- (a) (5) 60mm mortar tubes w/ small base plate attached
- (b) (5) Assault packs
- (c) (20) Simulated 60mm HE mortar rounds
- (d) (32) Large Cones & (20) small cones per course (recommend two courses)
- (e) (5) Stop watches
- (f) (2) Clip boards
- (g) (1) Distance measuring wheel
- (h) MOS 0341 Marines will carry the assigned personal weapon (M4 or M-16A4) and appropriate SL-3 [7 magazines, combat assault sling, PEQ-15/16, RCO, Bayonet, and cleaning gear]. Additionally, the Marine will carry a 60mm mortar tube with M8 baseplate and 4 simulated 60mm HE mortar rounds in an assault pack.

(5) Execution

(a) Figure F-6 is read left to right, starting at the green flag, and depicts 4 legs of the 50 meter course. The entire event is conducted on a single lane of cones.

(b) The Marine starts in the kneeling position and finishes after crossing the finish line.

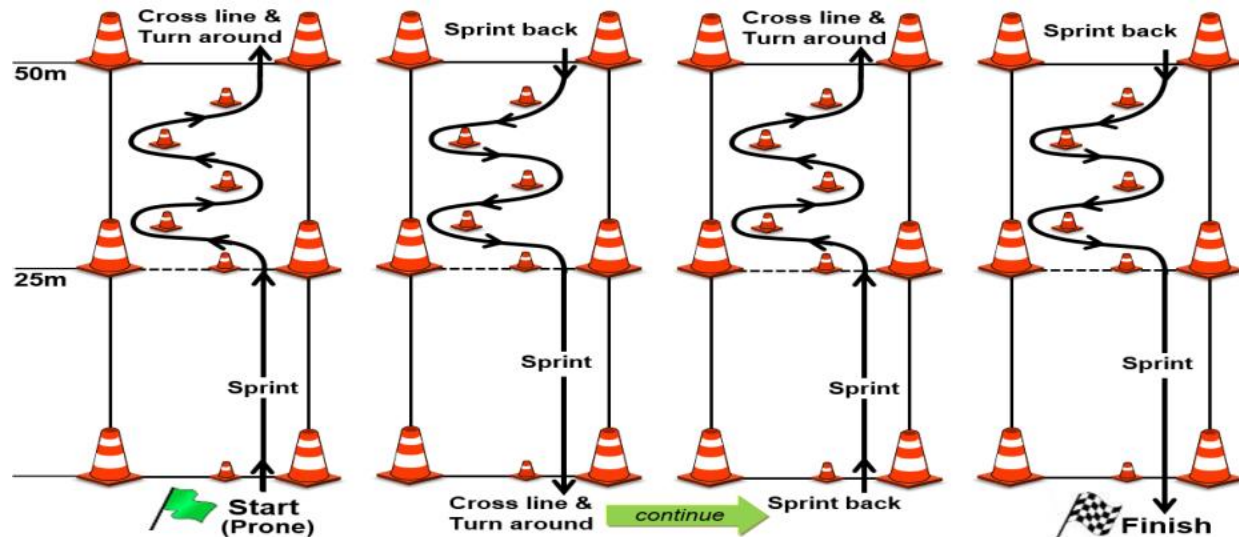


Figure F-6. 0341 200 Meter Individual Movement

g. MOS 0351: 0300-PAT-1004 - 200 Meter Individual Movement.

(1) Description. The 0351 200 Meter Individual Movement event, as depicted in Figure F-7, assesses the Assault Marine's ability to run/rush 200 meters in support of a deliberate attack, while carrying a SMAW and SMAW rocket.

(2) Environment. The terrain selected for this event should be flat and clear of debris or material which would be hazardous for Marines. The field utilized for the Combat Fitness Test is ideal.

(3) Standard. Run/rush 200 meters in under 1:40 while wearing the fighting load and carrying a SMAW and one SMAW rocket.

(4) Required Equipment

- (a) (5) SMAWs
- (b) (5) Simulated SMAW rockets
- (c) (32) Large Cones & (20) small cones per course (recommend two courses)
- (d) (5) Stop watches
- (e) (2) Clip boards
- (f) (1) Distance measuring wheel
- (g) MOS 0351 Marines will carry the assigned personal weapon (M4 or M-16A4) and appropriate SL-3 [7 magazines, combat assault sling, PEQ-15/16, RCO, Bayonet, and cleaning gear]. Additionally, the Marine will carry a SMAW with one SMAW rocket.

(5) Execution

(a) Figure F-7 is read left to right, starting at the green flag, and depicts 4 legs of the 50 meter course. The entire event is conducted on a single lane of cones.

(b) The Marine starts in the kneeling position and finishes after crossing the finish line.

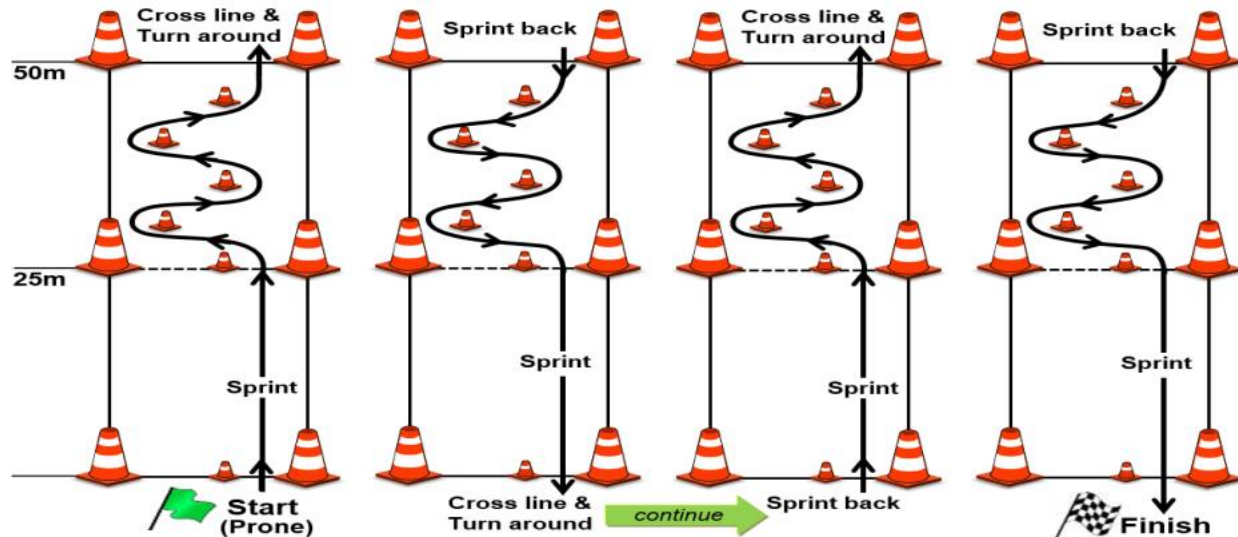


Figure F-7. 0302/0351 200 Meter Individual Movement

h. MOS 0352: 0300-PAT-1004 200 Meter Individual Movement

(1) Description. The 0352 200 Meter Individual Movement event, as depicted in Figure F-8, assesses the Antitank Missile Gunner's ability to run/rush 200 meters in support of a deliberate attack, while carrying a Javelin MSR.

(2) Environment. The terrain selected for this event should be flat and clear of debris or material which would be hazardous for Marines. The field utilized for the Combat Fitness Test is ideal.

(3) Standard. Run/rush 200 meters in under 1:43 while wearing the fighting load and carrying a Javelin MSR.

(4) Required Equipment

- (a) (5) Javelin practice missiles
- (b) (32) Large Cones & (20) small cones per course (recommend two courses)
- (c) (5) Stop watches
- (d) (2) Clip boards
- (e) (1) Distance measuring wheel
- (f) MOS 0352 Marines will carry the assigned personal weapon (M4 or M-16A4) and appropriate SL-3 [7 magazines, combat assault sling, PEQ-15/16, RCO, Bayonet stowed, and cleaning gear]. Additionally, the Marine will carry a Javelin MSR.

(5) Execution

(a) Figure F-8 is read left to right, starting at the green flag, and depicts 4 legs of the 50 meter course. The entire event is conducted on a single lane of cones.

(b) The Marine starts in the kneeling position and finishes after crossing the finish line.

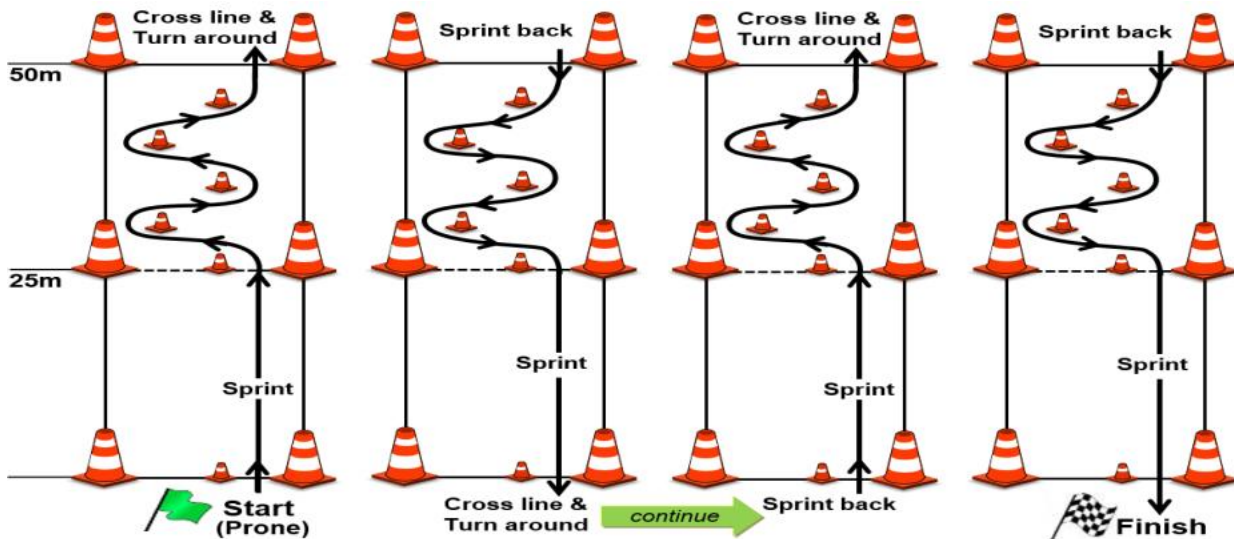


Figure F-8. 0352 200 Meter Individual Movement

8. Performance. Marines must complete the minimum performance requirements in each event to demonstrate that they have the physical capability to perform in the particular infantry MOS.