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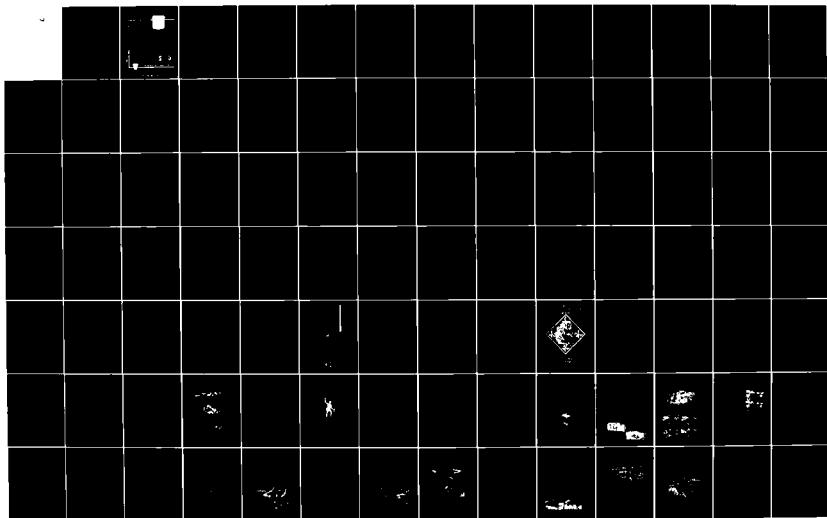
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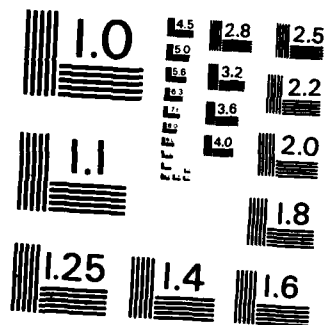
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COMBINED ARMS COUNTEROBSTACLE BATTLE DRILLS

BY

LIEUTENANT COLONEL GEORGE F. SMITH
INFANTRY

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USAWC MILITARY STUDIES PROGRAM

COMBINED ARMS COUNTEROBSTACLE BATTLE DRILLS

INDIVIDUAL STUDY PROJECT

by

Lieutenant Colonel George F. Smith
Infantry

US Army War College
Carlisle Barracks, Pennsylvania 17013
8 May 1984

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ABSTRACT

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The purpose of this study is to present a proposal for a set of combined arms battle drills for battalion task forces and company teams which are designed to overcome typical Soviet-type obstacles. Recent experience at the National Training Center (NTC) has indicated that many battalions lack the ability to maneuver effectively when the terrain is reinforced by minefields and other obstacles. This experience documents the requirement for integrated combined arms procedures which will allow the commander to react immediately with effective and successful action. Data was collected through a search of current and proposed doctrinal literature, replies to requests for information sent to every active Army division, personal interviews with several current Infantry, Armor, and Engineer Battalion commanders, and visits to TRADOC schools and agencies. An analysis of the utility of battle drills and the nature of the enemy countermobility threat led to the proposal of task force and team level counterobstacle battle drills. These drills are presented so that they may be removed from the study and used for training.

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PREFACE

This individual study was produced under the aegis of the US Army War College Military Studies Program. The scope and general methodology were determined by the author based on his background and experience. Assistance was provided by the US Army Engineer School and the US Army Training Board in determining the scope and utility of the study. COMBINED ARMS COUNTEROBSTACLE BATTLE DRILLS. The following organizations and personnel contributed significantly to this study:

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CHAPTER I

INTRODUCTION

The National Training Center (NTC) at Fort Irwin, California is currently providing CONUS-based mechanized and armor battalions the most realistic training possible under peacetime conditions. During the fourteen day period of force-on-force and live fire exercises, combined arms task forces are required to demonstrate competence in a variety of Army Training and Evaluation Program (ARTEP) missions under extremely arduous conditions. Freedom to maneuver is constrained only by the terrain and the mission; as a result, the commander's ability to apply maneuver as an element of combat power is vividly demonstrated. Recent experience at the NTC has indicated that many battalions are deficient in ability to maneuver against the Opposing Force (OPFOR) particularly when the terrain is reinforced with minefields and obstacles. This experience "documents the need for integrated combined arms procedures for use by the commander to provide immediate responses in a fluid tactical environment."¹

Threat defensive doctrine prescribes the use of extensive and formidable barrier systems to inhibit offensive maneuver. United States offensive maneuver, to be effective, demands battlefield mobility, flexible operational practices, well trained units, and speed.² However, current US Army AirLand battle doctrine does not provide adequate procedural guidance to bring these components together and provide for the defeat of a Soviet-type barrier. This lack of procedural guidance has hurt the performance of many task forces at the NTC.

As a result of the NTC experience, many CONUS divisions have designed tactical procedures to compensate for the doctrinal vacuum and to improve the ability of subordinate battalion/task forces to maneuver rapidly about the battlefield. Furthermore, they have created frameworks within which those procedures can be practiced to develop well-trained units which are confident of their ability to overcome the most complex Soviet-type obstacle. These procedures, immediate combined arms responses to predictable tactical situations, or drills, have improved the performance of using units at the NTC.

Based on the evidence provided by the NTC experience, the Training and Doctrine Command (TRADOC), through the branch schools, is developing "how to fight" procedures to help the company/team and battalion/task force overcome threat obstacle systems. Unfortunately, these procedures are largely dependent on equipment, such as projected line charges, mine plows, and mine rollers, which is not on hand or available to most units. Procedures which are independent of specific items of equipment need to be developed.

TRADOC and the schools have faced up to the problem and are trying to develop appropriate procedures. The really good news is that some of the schools are proposing battle drills, formerly appropriate only at platoon level and below, be developed for teams and task forces as recommended by the US Army Training Board. The coordinating draft of FM 17-17, the tank battalion/task force addresses the concept of team and task force drills in this way:

To achieve a high state of flexibility, while retaining the initiative during offensive operations, units select specific tactical courses of action which will be executed under specific circumstances. These action drills are incorporated into SOPs and practiced as part of tactical training.

Action drills are battalion/task force and company/team maneuver exercises whereas 'battle drills' such as 'Prepare for Nuclear Attack' are platoon, crew, or individual exercises, not necessarily maneuver oriented.³

The purpose of this study is to present a proposal for a set of battle action drills, applicable to the team and task force, designed to overcome typical Soviet-type obstacles. The proposal is based on the experience of the author, a former mechanized infantry battalion commander with NTC experience and the following research procedures:

- o All current US tactical doctrines on mobility operations was reviewed.
- o Soviet barrier and obstacle doctrine was reviewed.
- o Each active US Army division was contacted and asked to submit tactical procedures or drills developed locally.
- o The following schools and agencies were visited to discuss mobility operations and battle drills:

- The Armor School
 - The Infantry School
 - The Engineer School
 - The Army Training Board
 - The Armor and Engineer Board

- o Several battalions with NTC experience were also visited for a detailed discussion of obstacle breaching techniques:

- 3-19th Infantry, 24th Inf Div (M)
 - 3d Engr Bn, 24th Inf Div (M)
 - 4-54th Infantry, 194th Armd Bde
 - 5-73 Armor, 194th Armd Bde

- o In addition, the author participated in a Joint US-Canadian Tactical Doctrine Seminar at the Canadian Staff College where antitank warfare and obstacle breaching techniques were discussed.

This individual study report is organized as follow:

- Chapter I. An introduction in which the problem is stated and the study procedures are outlined.
- Chapter II. The mobility component of current US Army AirLand battle doctrine is reviewed in contrast with Soviet obstacle and barrier doctrine. The importance of combined arms drills to improved mobility is established.
- Chapter III. The fundamentals which must be considered in planning and organizing to accomplish mobility tasks as part of any mission are reviewed to establish a basis for the design of counter obstacle drills.
- Chapter IV. This chapter presents a Task Force Hasty Breach and Assault Battle Drill and its component Company/Team Battle Drills.
- Chapter V. In this chapter some conclusions are stated concerning the current mobility capability of the US Army and the utility of counterobstacle drills. Recommendations for the improvement of mobility doctrine are also addressed.

CHAPTER II

MOBILITY AND THE AIRLAND BATTLE

Superior combat power applied at the decisive place and time decides the battle. FM 100-5

Combat power is achieved when skillful leadership, maneuver, firepower and protection are combined in the right combination in a sound operational plan. The dynamic element of combat power is maneuver. It is the means by which forces are concentrated in critical areas to gain and use the advantages of surprise, psychological shock position, and momentum which enable smaller forces to defeat larger ones.⁴ Maneuver is the essence of AirLand battle doctrine. This chapter will examine the importance of US mobility operations and the threat posed by Soviet countermobility doctrine. Counterobstacle battle drills will be introduced as a technique to improve US mobility operations in view of the awesome threat.

SOVIET COUNTERMOBILITY DOCTRINE

The opposition to US battlefield mobility will exist in the form of obstacles that are used by threat forces to deny access along selected routes or terrain, to hold US forces within target ranges of weapons systems, to economize threat forces in defense of an area in order to provide forces in another area, and to force US forces to mass combat strength in the area of greatest danger.

The threat force plans to use countermobility support in the offense to guard against US counteroffensive action and as an integral component of defensive operations. In the defense, the threat force emphasizes a continuous improvement process for positions that are occupied until the initiative can be regained. Threat forces can be expected to use mine warfare and obstacle systems which are tied into existing terrain obstacles. They will employ obstacles under fire and at night.⁵ The Soviets, their Warsaw Pact allies, and their surrogates are well-equipped to implement their countermobility strategy.

The major purpose of a threat force defensive posture is to allow time for regrouping. They will stay on the defensive only long enough to develop conditions necessary to resume the offensive. The degree to which obstacles become a part of the defense is dependent upon the length of time the threat force remains on the defense. There are two basic forms of threat force defense, hasty and deliberate.

The hasty defense is most often employed when an offense is temporarily stopped. Initially, units move off the avenue of advance and deploy into strong points.⁶ Doctrine for the defense of a strong point does not differentiate between a hasty defense or a deliberate defense.

The threat force deliberate defense is organized in successive belts to provide defense in depth. Defense belts are a series of mutually supported strong points. Obstacles are constructed in front of each belt to impede, channelize, and force the attacker into kill zones.⁷

The threat force strong point integral to both the hasty and deliberate defense is a fortified position designed to defend against heavy attack. Threat force doctrine requires their forces to start immediately the construction of fighting positions and the employment of obstacles upon assuming a defensive posture.⁸

Obstacles are initially located approximately 400 meters forward of platoon positions. This first obstacle belt will generally consist of three to four rows of antitank and antipersonnel mines, wire, and a tank ditch. As time permits, additional minefields are placed at 1000-1200 meters, and 3000 meters forward of the defensive position. A fully functional minefield should provide a greater than 50% chance an attacking tank would strike a mine.

Minefield laying is accomplished most rapidly using armored tracked minelayers, three per divisional engineer battalion. Temporary teams from regimental and divisional engineer assets are formed and called mobile obstacle detachments (POZ). POZ are normally located on the flanks of a march formation to be prepared for rapid deployment and usually are in close proximity to the antitank reserve.

These teams consist of up to three armored tracked minelayers or truck-towed minelayers and two to three vehicles carrying mines for resupply. Using the division's three minelayers, a 3-row antitank minefield up to 1000 meters long can be laid in half an hour. In the same time, a regimental POZ using three mine laying trailers can lay 500 meters of minefield.

The Soviets, their Warsaw Pact allies and their surrogates are well-equipped and well-trained to implement their countermobility strategy. It must be obvious that effective US battlefield mobility will be possible only if the maneuver commander has mastered the fundamentals and tactics of mobility operations.

US MOBILITY-DOCTRINE

AirLand battle doctrine places a premium on the ability of US forces to maintain the freedom of movement because such freedom to move forces and resupply them quickly, at will, anywhere on the battlefield generates the ability to maneuver. Those tasks which allow or provide that freedom of movement are collectively labeled mobility.⁹ Although mobility is doctrinally the responsibility of the Corps of Engineers, it is in practice the concern of anyone with a mission to maneuver. The capability of combined arms units to maintain mobility can be enhanced and reinforced by engineers.

Missions involving movement and maneuver depend on the early detection and effective responses to expected or encountered obstacles. Contact with enemy forces and obstacles must be expected in any place at any time. The force that can maintain its momentum through the effective bypass or breach in stride has a far greater chance of winning on the AirLand battlefield.¹⁰

US MOBILITY REQUIREMENTS

US mobility operations are generally classified into five functional areas, three of which are of significance to the maneuver commander:¹¹

Countermine operations. The detection, bypass, breaching and clearing of mined areas.

Counterobstacle operations. The detection, bypass, breaching and reduction of obstacles other than mines.

Gap crossing operations. The crossing of gaps in the terrain in order to pass equipment and personnel.

For the purpose of this study, these three types of mobility operations will be referred to as counterobstacle operations.

Counterobstacle operations are conducted in support of other tactical missions. Too often, the breaching of an obstacle becomes an end in itself rather than simply a means to achieving another tactical end. "Obstacles must not be the focus of attention. They should not be attacked, but must be neutralized or bypassed quickly."¹² The proper planning and execution of counterobstacle operations allow US maneuver forces to overcome known or unexpected obstacles and sustain the necessary momentum to keep the initiative.¹³

FM 5-101, Mobility, establishes performance criteria, or standards, for the accomplishment of mobility operations. The nature of the Soviet threat to mobility demands that two criteria be met:

1. US units need to train, plan, and prepare for mobility tasks long before the battle begins.
2. A highly skilled and organized unit capable of operating under intense combat conditions will be required.

To meet these criteria, US maneuver units need to develop procedures and drills which they practice routinely under the following conditions since they replicate what the unit must do in combat:

Execute under fire. Enemy tank, antitank, and artillery fire must be suppressed. Enemy small arms fire should not deter execution of the tasks.

Overcome obstacles in stride. Obstacles to movement should be overcome with the minimum of delay. Established combined arms procedures (drills) and forward deployment of mobility equipment are essential.

Execute tasks during periods of darkness. Whenever possible, enemy obstacles should be overcome at night when vulnerability to enemy fire is reduced.

Execute tasks in an Electronic Warfare (EW) environment. The ability to accomplish mobility tasks without radios requires well-rehearsed procedures and prearranged signals (drills).

Victory in combat depends on the application of combat power and all available resources at the decisive place and time. AirLand battle doctrine recognizes that the application of combat power is linked to the ability to move combat units and supplies on the battlefield. Mobility is essential to retain the initiative, preserve the freedom of action, and achieve results that would otherwise be more costly in personnel and material. In order to preserve mobility, US forces must be trained, organized, and prepared to move through, around, and over obstacles on the battlefield.¹⁴

COUNTEROBSTACLE BATTLE DRILLS

The preceding discussion of Soviet countermobility doctrine and US mobility doctrine has identified two points which will be repeated to illustrate the connection between effective mobility operations and battle drills.

First, in any combat with the Soviets or their allies, we can expect routinely to encounter well prepared obstacles fully integrated into the defensive scheme. As in their offensive doctrine, in counter-mobility, the Soviets are predictable.

Secondly, in order to avoid excessive casualties, obstacles must be overcome with minimal delay. Our units must be trained to respond immediately in accordance with rehearsed operational procedures to rapidly bypass, or breach the obstacles under fire, in daylight and in darkness.

Combined arms battle drills for the battalion/task force and the company/team, based on the simple small units drills already in existence can improve our ability to breach Soviet obstacles. Such drills, designed to be executed when faced with predicted situations, reduce the amount of planning required as well as the need for long, involved orders. Battle drills are rehearsed in training so that they can be executed with minimal confusion on the battlefield. Since they are based on subordinate tactical unit drills, task force and team drills are modular and can be designed differently for varied equipment availability. (Just as the crew drill for an M2, Bradley Fighting Vehicle is different than one for an M113 Armored Personnel Carrier so the drill for a Mine Roller equipped engineer platoon will be different from that of one without the mine roller.) Battle drills for the task force and the team are possible. For counterobstacle operations, they are essential. Following a review of obstacle breaching fundamentals in Chapter III, several counterobstacle battle drills will be presented in Chapter IV.

CHAPTER III

OFFENSIVE COUNTEROBSTACLE OPERATIONS

Obstacles must not be the focus of attention. They should not be attacked, but must be neutralized or bypassed quickly. FM 17-17

The primary goal of any unit faced with an obstacle is to continue the mission as swiftly as possible.¹⁵ At no time is this fact more important than in the attack when maintaining momentum, and therefore retaining the initiative, is key to success. It is in the attack, therefore, that counterobstacle battle drills are most important. This chapter will analyze the fundamentals of obstacle breaching operations during the attack and further demonstrate the need for combined arms drills designed to improve US breaching capability.

OFFENSIVE OPERATIONS

Because drills are designed to allow the unit to deal with predictable, but unexpected situations, it is necessary to look at offensive tactical operations to determine which are most likely to provide those conditions.

Training Text (TT) 71-2J, The Mechanized Infantry Battalion Task Force lists five major types of offensive operations:

- Movement to Contact
- Hasty Attack
- Deliberate Attack
- Exploitation
- Pursuit

"Although the intent of the commander differs in each of those operations, the tactics and techniques used in the movement to contact and the attack (hasty or deliberate) are the basis for all task force offensive operations."¹⁶ The hasty attack is usually conducted as the preferred conclusion to the movement to contact and therefore will be considered in this paper as being part of the movement to contact. An examination of the deliberate attack and the movement to contact should be all that is necessary to determine which offensive operations will most likely produce the conditions which require counterobstacle battle drills.

The movement to contact is usually characterized by a lack of information about the enemy. The task force and its company/team(s) must maneuver using movement techniques that provide security and afford commanders maximum flexibility.¹⁷ Unique organization and the massing of specialized equipment for mobility operations is generally not possible since flexibility would be reduced.

Deliberate attacks are characterized by more planning time, more information about the enemy (including the location and type of obstacles), and more synchronization of effort.¹⁸ Unique organization and the massing of specialized mobility equipment is not only possible but practical to facilitate obstacle breaching.

The conditions which require counterobstacle battle drills are therefore more likely to be found in the movement to contact (and its cousins, the exploitation and pursuit) than in the deliberate attack. The fundamentals of breaching operations which establish the basis for the drills will be addressed in the context of a task force movement to contact. All aspects of planning and control are applicable to the deliberate attack as well but since time will be available to plan in

detail and to gather information about the enemy, battle drills are not essential to the deliberate attack. They will, however, provide a training procedure useful to the deliberate attack.

FUNDAMENTALS OF BREACHING

The first effort of any tactical unit detecting or encountering an obstacle must be to bypass it and continue the mission. Unfortunately, bypasses or the time necessary to find them may not be available. In order to maintain the momentum of the attack when a bypass is not available the commander should attempt to breach the obstacle "in stride." That is, he should breach it without any substantial reorganization or loss of time.

Mobility doctrine defines three methods of breaching an obstacle:

Hasty breaching. "The hasty breach maintains the momentum of the attack by attempting to breach 'in stride' as the attacking force encounter the obstacle. A hasty breach is conducted by a force with immediately available assets. Hasty breaches may have to be accomplished by maneuver units without combat engineer participation. They are based on mobility drills and are characterized by aggressive execution (underlining added)."¹⁹

Deliberate Breaching. "The deliberate breach is conducted when it is not possible to take the obstacle in stride (or after a hasty breach has failed)."²⁰ Normally, a deliberate breach is conducted as part of a deliberate attack.

Forcing through. In essence, a hasty breach without the benefit of counterobstacle equipment. Visual detection is used in an attempt to avoid mines as the unit attacks through the obstacle. Regardless of whether the breach is in strike (hasty) or deliberate, there are certain fundamental tasks which must be accomplished to insure success.

Detection - All efforts must be taken to detect the obstacle before the unit runs into it. Scouts must be trained and equipped to locate obstacles and bypasses well in advance of the task force. Consideration should be given to attaching an engineer reconnaissance team to the scouts to aid in detection. Additionally, the task force must plan to make contact with the smallest force possible. If this force is not the scout platoon, then the lead company/team should encounter the obstacle with a small force and prevent the main body from becoming engaged simultaneously.

Suppression - Enemy direct fire must be eliminated from the breach site and his indirect fire suppressed. Enemy small arms fire must also be suppressed, however, failure to accomplish this should not deter the breach.

Obscuration - Enemy observation of the obstacle must be eliminated through the application of smoke from artillery, mortar fire, pyrotechnic devices, and chemical units.

Security - The flanks of the obstacle must be secured to prevent an enemy flank attack on the formation while breaching operations are underway. If possible, the far side of the obstacle should be secured to eliminate enemy small arms fire.

Reduction - A portion of the obstacle must be reduced to allow passage of the main body through the obstacle. Consideration must be given to providing as much freedom of movement as possible to allow rapid passage.

Passage - Units must move through the obstacle rapidly, assault defending enemy, and continue the original mission.

CHARACTERISTICS OF A SUCCESSFUL BREACH

In order to accomplish the fundamental tasks, the attacking unit must be properly organized, trained, and equipped. Battle drills must incorporate each of the fundamental tasks and be executed with the following characteristics:

Deception - The enemy must be deceived of the true location of the breach so that he is unable to mass firepower or maneuver against it. If the entire obstacle cannot be obscured, consideration should be given to obscuring false breach sites. Attempting to breach at multiple sites will also confuse the enemy as to the point of main effort.

Leadership - Success of the primary mission will be dependant on breaching any obstacles which cannot be bypassed. The critical place on the battlefield for the commander is therefore the breach site. His presence at that location is essential to insure effective command and control, aggressiveness, and mission accomplishment.

Speed - The intent of any defender employing obstacles is to delay and impede the advance of the attacker. To achieve success, the attacker must breach before the defender can react with fire or maneuver. There can be no wasted time and no halfhearted attempts. To allow one's forces to build-up on the near side of the obstacle is to court disaster.

Coordination - In general, each of the fundamental tasks described earlier will be the principal responsibility of a selected platoon or company/team, although each unit can provide secondary support to another's task. This effort must be combined through close and continuous coordination. Prearranged signals, well rehearsed drills, and confident leaders insure complete coordination.

Aggressiveness - Aggressiveness on the part of every soldier and leader is required to breach an obstacle. Everyone must understand the imperative of breaching rapidly so that initiative can overcome problems. Everyone must either be constantly pressing forward through the obstacle or searching for a way around it.

Reporting Accuracy - The commander must be kept fully informed so that decisions can be made without loss of time. Locations of lanes, gaps, and bypasses cannot be misunderstood.

Combined Arms Discipline - Accurate, integrated, coordinated and effective fires are essential to the tasks of obscuration and suppression. Maneuver units must move when told to do so and fires must have the flexibility to support the maneuver.

The only way that a hasty breaching operation can be assured of possessing these characteristics is through prior rehearsal. Since rehearsals for specific operations are rarely possible, and then usually for deliberate attacks (specified for a night attack), standardized procedures, practiced during training are a must. Battle drills compensate for the lack of specific rehearsals.

CONDUCT OF THE BREACH

A breaching operation begins with detection of the obstacle by encounter or other means and a decision by the commander to breach. Lead elements of the task force engage enemy targets with direct fire while artillery and mortars suppress enemy indirect fires and provide obscuration respectively. When the attacking unit is equipped with mine plows, rollers, and line charges, either separately or in combination, that equipment is immediately used to breach vehicle width lanes; when that equipment is not available, dismounted infantry and engineers must breach using mine detectors, probes, and explosives. The dismounted breach is time consuming, difficult and not preferred. However, it is the only option available to most active Army units today due to the lack of required mine clearing equipment.

The best condition under which to conduct a dismounted breach is reduced visibility. Waiting for darkness may cause the loss of momentum and require transition to the deliberate breach.

Once two or more vehicle width lanes are cleared through the obstacles, following units of the task force assault through and continue the attack supported by the fires of the lead elements.

ORGANIZATION FOR BREACHING OPERATIONS

All of the current US Army Field Manuals prescribe an organization for the conduct of breaching operations. This prescription has caused confusion. The organization is similar to that prescribed for the deliberate attack and suggests that a unique reorganization of the force is required before conducting a breach. In fact, the organization is not unique, but simple labels fire and maneuver (the familiar time honored components of an attack) forces with other names as depicted below.

BREACHING ORGANIZATION

<u>Force</u>	<u>Function</u>
Support Force	Support-by-fire the breaching and assault forces. (<u>Fire</u>)
Breaching Force	Clears lanes through the obstacle
Assault Force	Passes through the lane to destroy enemy on the far side or continue the mission. (<u>Maneuver</u>)

Speed has been identified as an essential characteristic of a successful breach. Breach before the enemy can react. In order to do so, whenever a unit organizes for offensive operations (movement to contact, deliberate attack, exploitation, or pursuit), it must ensure that it can rapidly provide a support force, an assault force, and a breaching force. Each of these forces should be based on maneuver company/team headquarters and require no unusual reorganization (unless the mission is deliberate attack). Each of the company/teams must be prepared to conduct any of the three functions on order. In general, position in the task force scheme of maneuver (or formation) will be determined by the expected functions, e.g., the anticipated support force should lead the task force. Antitank platoons and heavy mortar platoons are always in the support force while the engineers always support the breaching force.

The Support Force

The support force overwatches the breaching force initially and then the assault force. It consists of at least one tank or mechanized team and supporting antitank, mortar, electronic warfare, and air defense units. Its mission is to suppress enemy direct and indirect fires on the breaching and assault forces. Tank heavy teams are preferred for this function.

The Assault Force

The assault force quickly passes through the breach to assault and destroy the enemy defending the obstacle. This force is prepared to reinforce either the breaching force or the support force. Upon passing

through the obstacles, the assault force may become the breaching force or the support force for a subsequent obstacle. At least one mechanized infantry heavy team should be in the assault force.

The Breaching Force

The breaching force must create lanes in the obstacle through which the assault force can pass rapidly in the conduct of its assault. It is responsible for initially marking lanes and controlling traffic. Infantry and engineers are best suited for this function. It must be relieved of its marking and traffic control responsibility as soon as possible to allow it to assist the assault or to breach additional obstacles.

BREACHING COMPLEX OBSTACLES

Battle drills designed to accomplish all of the fundamental tasks of breaching operations will improve the capability to breach an obstacle in stride. Before presenting the battle drills, it will be useful to go through the step-by-step procedure of breaching a complex obstacle (one which requires the breach of several different types of obstacles in succession) and demonstrate the integration of the fundamental tasks.

Should a battalion/task force conducting a movement to contact encounter a minefield which it cannot bypass it must either breach it in stride or gain approval from the brigade commander to delay the attack and conduct a deliberate breach.

In all probability, special equipment such as the M173 projected line charge and the mine roller will not be immediately available to the task force. Both of these items degrade mobility somewhat and will, if

issued, follow the unit on transporters. In the deliberate attack, these devices would be deployed and the reduced mobility accepted in consideration of the threat.

The first fundamental task in counterobstacle operations is detection. To accomplish this task, the commander deploys his scout platoon well forward of the task force to find the enemy, provide security, and locate obstacles. The scout platoon conducts its mission using reconnaissance and security battle drills similar to those developed by the Fourth Infantry Division (Mech.) (Appendix 2, TAB A)

The lead elements of the task force must be organized and prepared to assume immediately the support-by-fire role should they or the scouts detect an obstacle. The detecting unit occupies a covered and concealed position and adjust obscuration fires on the enemy side of the obstacle to prevent observation of the deploying task force and reports to the task force commander. The scout platoon, by SOP, continues its reconnaissance, attempting to fix enemy positions and identify either bypasses around the obstacle or likely lanes through it.

Based on the information he has received and a quick estimate of the situation, the task force commander issues a Fragmentary Order (FRAGO) using a prearranged format from his unit SOP directing his lead team(s) to occupy hasty battle positions (team drill) prepared to provide overwatching, supporting fires. The attached Fire Support Team (FIST) adjusts indirect artillery and mortar fires to obscure the obstacle and suppress enemy direct and indirect fires. The heavy mortar platoon (2 sections of three guns each) will have executed an immediate fire mission drill to support by fire using direct lay or direct alignment procedures if possible. Infantry squads from the lead teams will reconnoiter the obstacle, find and secure its flanks, mark potential

lanes, and attempt to cross and secure the far side. (Most obstacles are tied into natural obstacles which deny vehicle movement but may allow dismounted traverse.)

Information concerning the enemy and terrain continues to be reported to the commander as he personally reconnoiters the obstacle. With information provided to him by his commanders and staff, the task force commander completes his plan and issues the FRAGO to initiate the breaching drill. Using the FRAGO format from his unit SOP, (an example is at Appendix 1, TAB A) the task force commander will specify:

- o Enemy location
- o Assault objectives
- o Support, breach, and assault forces
- o Location of lanes to be breached
- o Time to commence the operation

His FRAGO uses checkpoint and the Terrain Index Reference System (TIRS), FM 17-15 Test, to simplify the transmission of locations.

Since, in a hasty breach, there is no time for a substantial reorganization of the task force, the commander will select either of these two options:

Single Breach. One company/team breaches; at least one company/team supports; and the remainder assault through. This alternative provides for mutual support, mass, and command and control.

Multiple Breach. Two company/teams breach, at least one supports, and the remainder assault. This alternative provides a measure of deception, increases span of control, and decreases mass and mutual support.

On order, execution commences with continued obscuration and suppression of the enemy. The support force must be successful in suppressing and obscuring or the breach is doomed. Lanes are breached by platoons using battle drills designed around the type of breaching equipment assigned. Lanes are marked by the breaching platoon and the far side is secured. A minimum of two lanes must be breached to support the task force.

On signal or order, the assault force passes through the lanes and attacks objectives on the far side using fire and maneuver battle drills similar to those contained in the Third Infantry Division's "3ID Maneuver Pamphlet" (Appendix IV) or the "Iron Horse Battle Drills." (Appendix II) Once the assault force has passed through the obstacle, the breaching force commander hands off responsibility for the lanes to a previously designated (in the unit SOP) Officer-In-Charge (OIC). The OIC uses the engineer unit to continue the clearance of lanes and begin permanent marking. Each lane must be marked out to specified and clearly identified contact points. The OIC will actively control movement through the obstacle to insure the units do not needlessly mass close to the obstacle. He will also take whatever action and use any asset available to insure the lanes remain clear. Recovery and medical evacuation vehicles belonging to the breach force will be used by the OIC to support his mission until task force equipment can be brought forward.

Depending on the distance between the first obstacle and the next, either one of the assaulting company/team (when the distance is short) will become the breaching force (supported by the other assault team) or the original breaching force will continue in that role. The type of

breaching drill will again be dependent on the nature of the obstacle and the type of equipment that is available. Whenever possible, confusion is avoided by continuing to breach with the original breach force.

SUMMARY

Task force commanders are most likely to encounter unexpected obstacles during the movement to contact when the enemy situation is vague and the friendly force must retain the greatest flexibility. The commander who trains his unit to accomplish all of the fundamental breaching tasks with the characteristics described and understands that he must plan and organize before he arrives on the battlefield has the greatest chance of success. The rehearsal of breaching operations through the mastery of battle drills and the proper equipping of squads and platoons before the battle is the key to success.

CHAPTER IV

HASTY OBSTACLE BREACH BATTLE DRILLS

This chapter will briefly review the definition of battle drills, reinforce the contention that they have applicability at the task force and company/team level, and then present a proposed task force counter-obstacle battle drill and examples of its subordinate team battle drills. Each battle drill incorporates the required tasks and characteristics described earlier. An example of the application of these drills to a tactical situation is included in Appendix 1.

BATTLE DRILLS

Battle drills are defined in several sources such as the Engineer School's draft TC 5-101: Mobility Drills, the Armor School's FM 17-15 (Test): The Division 86 Tank Platoon, and FM 17-17: The Division 86 Tank Battalion/Task Force. The official TRADOC definitions are contained in TRADOC Regulation 310-2 (Test): Development, Preparation, and Management of Army Training and Evaluation Programs, dated 20 January 1984.

"Drill: A standardized technique or procedure and the method by which it is trained. Drills serve as a link between individual and collective proficiency. Drills are intended for small units (squad, section, platoon) and establish as doctrine the manner of execution for a collective task."

"Combined Arms Drill. A framework for integrating branch specific collective tasks into a combined arms response to a predictable tactical scenario."

The task force hasty breach and assault battle drill and its subordinate company/team drills are combined arms drills in consonance with the TRADOC definition. They build upon squad, section, and platoon drills some of which are specified in doctrinal literature such as FM 71-1, The Tank and Mechanized Infantry Company Team, FM 71-2, The Tank and Mechanized Infantry Battalion Task Force, TT 71-2J, FM 17-17, FM 17-15 and in locally produced training pamphlets like the Iron Horse Battle Drills produced by the Fourth Infantry Division (Appendix II). All drills are essentially based on training and evaluation outlines described in branch Army Training and Evaluation Plans (ARTEP). Units have developed their own battle drills because the field manuals and the ARTEP have failed to provide adequate "how to" guidance.

Counterobstacle Drills

The hasty obstacle breach battle drills presented in this chapter are based primarily on those developed by the First Infantry Division and the 24th Infantry Division. Supporting mobility drills for engineer squads and platoons are derived from TC 5-101, Mobility Drills, while supporting maneuver platoon and squad drills come from a combination of sources to include branch field manuals, the Iron Horse Drills, and the 24th Infantry Division. The battle drills listed below are proposed and described in the following pages:

- o Task Force Hasty Breach and Assault Battle Drill
- o Company/Team Hasty Breach Battle Drill
- o Company/Team Hasty Complex Obstacle Breach Battle Drill
- o Company/Team Support-By-Fire Battle Drill
- o Company/Team Assault Through Breach Battle Drill
- o Mechanized Infantry Platoon Breach Battle Drill

Each of these drills presumes Division 86 organization but are applicable with minor modification to any MTOE.

FM 17-17, The Division 86 Tank Battalion/Task Force presents an excellent proposal for breaching with the projected line charge and the mine roller.

TC 71-50, Attack and Assault on a Complex Obstacle and Strongpoint presents an excellent technique for the deliberate breach and deliberate attack.

TASK FORCE HASTY BREACH AND ASSAULT BATTLE DRILL

1. Task: Attacking task force breaches obstacles in stride and under fire.

2. Condition: The task force has detected an enemy obstacle and has attempted to bypass but cannot. The TF must attack through the obstacle. The exact location and disposition of obstacles and enemy were initially unclear to the TF so that the breach must be conducted as a battle drill.

3. Standard:

a. Scouts or lead team detect enemy obstacle and report.
Obstacle is marked and recon continues.

b. Detecting unit calls for obscuration fires to prevent enemy observation of the TF advance.

c. Heavy mortar platoon occupies firing positions.

d. TF Cdr orders lead team(s) to establish overwatch.

e. Overwatching team's FIST adjust indirect fires.

f. Scouts and lead team(s) recon to locate bypass and suitable breaching sites.

g. METT-T information is provided to the Cdr from the scouts, lead team(s), and staff.

h. Cdr conducts personal recon and makes an estimate of the situation.

i. Based on (g) and (h), Cdr elects to conduct a hasty breach to maintain momentum or to achieve surprise. (Less than 2 hours)

j. Cdr receives staff recommendation and issues a FRAGO which includes:

(1) Location and disposition of the enemy.

(2) Designation of support-by-fire force.

(3) Procedures for obscuration and suppression of the enemy.

(4) Designation and mission of breaching and assault forces. During a hasty breach there is no time for substantial reorganization of the task force. Therefore, the Cdr will designate either of these options (follow on tasks support both options):

(a) One company/team breaches, one company/team supports, and the remainder assault through.

(b) Multiple company/team breaches and assault. At least one company/team supports.

(5) Designation of priority of engineer effort.

(6) Coordination of fires (direct, indirect, close air support, and attack helicopters).

k. On execution, the support, assault, and breaching forces move into position.

l. Enemy is suppressed while breaching.

m. If possible, the far side is secured before breaching begins. Flanks are secured.

n. Lanes are cleared, marked with expedient markers, and the far side completely secured by the breaching force. At least two lanes are required. Dismounted infantry requires one platoon per lane.

o. Assault forces attack through lanes while suppressing fires are shifted.

p. Assault forces conduct fire and maneuver battle drill to reduce enemy positions.

q. Engineer platoon ensures adequate clearance of lanes and begins permanent marking.

r. Breaching company/team commander hands off control of the breach to a designated obstacle crossing OIC and continue his mission. The OIC, designated in the unit SOP, may be the HHC Cdr, the AT Co Cdr, the TF XO, or anyone else the TF Cdr selects. The assignment should be habitual and the designated officer must have the equipment necessary for effective command and control.

s. The crossing OIC assumes operational control over the engineers and TF recovery and evacuation assets supporting the breach.

t. The obstacle crossing OIC will ensure proper, standard marking of the obstacle and lanes out to contact points; supervise continued clearing and widening of lanes; supervise movement control; and render appropriate reports to the TF Cdr.

u. The TF S3 will coordinate the passage of follow on combat support and combat service support units. Units will come forward to pass through only on order.

COMPANY/TEAM HASTY BREACH BATTLE DRILL

1. Task: The Company team breaches a major obstacle as part of a task force attack. Other company/teams support-by-fire or assault.

2. Condition: The company/team is designated the breaching force as part of a task force hasty breach-assault mission. The task force cannot bypass the obstacle. The company has an OPCON engineer platoon equipped with one CEV and one AVLB.

3. Standard:

a. The company commander, engineer and maneuver platoon leaders reconnoiter the obstacle while the TF support force moves into position.

b. Coordination is made with the support force.

c. Team combat trains move forward to support the breach with recovery and medical evacuation assets.

d. Company/team commander issue a FRAGO based on SOP designating:

(1) Location and disposition of enemy.

(2) Designation of near side security platoon and breach platoons.

(3) Locations of lanes (at least two).

e. Platoon leaders issue FRAGO.

f. TF support force commences suppression and obscuration of far side.

g. Dismounted infantry secure far side by finding a way around or breaching a foot path through the obstacle. (Inf Squad Breach Drill)

h. Multiple lanes are breached using infantry and engineers.

(1) Specific platoon minefield breaching drills are used based on type of equipment available, such as mine rollers, mine plows, projected line charge, or bangalore torpedoes.

(2) Tank ditches are cleared using a tank ditch platoon drill.

(3) Wire is cut and pulled out of the way with grappling hooks attached to APCs (Squad Drill).

(4) Lanes are marked using expedient markers.

i. The breaching team provides close in security as the assault force passes through the breach.

j. Once the assault team(s) have passed through the breach, the breach team commander hands off control of the obstacle to the designated OIC.

k. Time to complete should not exceed two hours.

COMPANY/TEAM HASTY COMPLEX OBSTACLE BREACH BATTLE DRILL

1. Task: The team breaches a complex obstacle as part of a task force attack. Other company/teams support-by-fire or assault.

2. Condition: The team is designated the breaching force as part of a task force hasty breach mission. The task force cannot bypass the obstacle. The team has two mech infantry platoons, one tank platoon, and an OPCON engineer platoon. The engineer platoon is equipped with one CEV and one AVLB. The obstacle consists of an AT/AP minefield, 80-100m deep, a tank ditch, and barbed wire.

3. Standard:

- a. The team occupies a hasty defensive position.
- b. The team commander, and platoon leaders reconnoiter the obstacle from a vantage point while the TF support force maneuvers into position.
- c. The team commander coordinates with the support force.
- d. The team combat trains move forward to support the breach with recovery and medical evacuation assets.
- e. The team commander issues a FRAGO based on SOP which includes:
 - (1) Enemy location and disposition.
 - (2) Designation of team support (tank platoon and AT section), breach, and assault forces. (At this level breach and assault forces may be the same.)
 - (3) Locations of lanes to be breached (at least 2).
- f. Platoon leaders issue FRAGO.
- g. TF support force commences suppression and obscuration of obstacle.

h. Multiple lanes are breached using infantry and engineers. Breaching will be accomplished using the platoon obstacle breach drill which conforms to the specific equipment available. If rollers, plows, and projected line charges are unavailable, the following procedure will be followed:

(1) Breach minefield with infantry and engineers.

(a) Dismounted infantry secures the far side of the minefield by finding a way around it or by breaching a foot path through it. (Infantry Platoon Breach Drill)

(b) Following dismounted infantry and engineers widen and mark lane through the minefield.

(2) Breach tank ditch with CEV and AVLB.

(a) CEV fires at tank ditch sides and berm to cause partial cave in and detonate mines.

(b) Dismounted infantry cross the tank ditch using squad assault ladders and secure the far side (clearing out any enemy positions in the berm).

(c) Engineers using mine detectors (or probes) find and destroy mines at ditch approaches and exits.

(d) The AVLB is guided through the minefield by the engineer platoon leader and the bridge is emplaced.

(e) A second lane across the tank ditch is provided by either:

(1) If the far side is adequately secured and suppressed, the CEV crosses the AVLB and pushed the berm into the ditch opposite the 2d lane in the minefield. (Preferred)

(2) If the far side is not adequately secured the CEV attempts to breach from the near side using its main gun and blade.

(f) Infantry APCs supporting the breaching platoons cross first to provide close supporting fires and assist in breaching wire obstacles.

(3) Breach wire obstacle:

(a) If the obstacle is not extensive and it is close to the enemy defensive positions, the assault force should attack over the wire.

(b) If the obstacle is not extensive and it is sufficiently removed from the enemy, it should be breached with grappling hooks attached to APCs (Squad Wire Breach Drill).

(c) Extensive wire obstacles (e.g. 1/2 inch wire cable running through concertina, and staked down) will require engineers with bangalore torpedoes to breach. (Bangalore Drill)

i. The breaching team secures the far side and provides close in security as the assault force passes through the breach.

j. Once the assault team(s) have passed through the breach, the breach team commander hands off control of the obstacle to the designated TF OIC and continues the mission prepared to breach again or support a breach as either the assault force or the support force.

COMPANY/TEAM SUPPORT-BY-FIRE BATTLE DRILL

1. Task: The company/team provides support-by-fire to obstacle breaching and assault or bypass operations as part of an attacking task force. Other company/teams breach, assault, or bypass.

2. Condition: The company/team is designated the support-by-fire unit of a task force conducting a hasty breach-assault operation or a bypass operation.

3. Standard:

a. Generally, two situations may occur which will initiate this drill:

(1) The scouts have located an enemy obstacle, and the task force commander has designated the team the support-by-fire unit. Time is available to reconnoiter and plan while approaching the hasty battle position from which support will come.

(a) A FRAGO is issued to the team. Fires and movement are coordinated.

(b) The team reconnoiters the support-by-fire position (hasty battle position) and maintains observation of the enemy.

(c) Reconnaissance patrols are sent out to determine limits of the obstacle, and to find bypasses, gaps, or potential lanes, and to mark those which are found.

(d) Coordination is made with the breaching and assault teams, or the bypass team; and with supporting antitank units.

(e) The team selects defilade hide positions and prepares to occupy the hasty battle position by SOP and on order.

(f) The team FIST chief assumes responsibility for obscuration fire from the scouts.

(g) The team commander issues a FRAGO specifying direct and indirect fire control measures. Platoon leaders issue FRAGOs and troop leading procedure continue.

(h) On order or by signal, the team moves into firing positions and commences suppression of the enemy.

(2) The team has located the obstacle either by observation or by detonation and has come into direct fire contact with the enemy.

(a) The team returns fire immediately, marks the obstacle with expedient markers, and withdraws to a hasty battle position from which it can provide suppression. Damaged vehicle(s) are recovered.

(b) The team commander reports the situation to the task force commander.

(c) Reconnaissance patrols are sent out to determine limits of the obstacle, and to find bypasses, gaps, or potential lanes, and to mark those which are found.

(d) The team receives a FRAGO and begins coordination with the breaching and assault teams; with supporting antitank units, and with indirect fire support.

(e) The team FIST chief plans obscuration fires and initiates on order.

(f) The team commander issues a FRAGO specifying direct and indirect fire control measures. Platoon leaders issue FRAGOs and troop leading procedures continue.

b. The location of bypasses, gaps, and potential lanes is reported to the task force commander.

c. Once suppression begins all fires are used. Fires are carefully controlled to insure the length of suppression is sufficient to cover the full breaching or bypass operation. Control of fires must be carefully coordinated to support the assault.

d. In a breaching operation the support-by-fire force normally moves through the breach after fires are masked by the assaulting companies/teams. However, in the case of a deep objective and little enemy resistance, the support force may be moved through prior to the assault. In the later instance, the support-by-fire drill is repeated.

COMPANY/TEAM ASSAULT THROUGH BREACH BATTLE DRILL

1. Task: The company/team assaults through a breach created by another company/team as part of an attack. Other companies/teams support by fire or breach.

2. Condition: The company/team is designated the assault force as part of a task force hasty breach-assault mission. The task force cannot bypass the obstacle.

3. Standard:

a. The company/team reconnoiters or maintains continuous coordination with a lead company/team and TF S2.

b. Coordination is effected with the support-by-fire and breaching company/teams.

c. A FRAGO is issued to the company/team. Fires and movement are coordinated.

d. The company/team prepares to conduct a passage of lines through the obstacle. CP is moved forward to observe and respond to changes in FRAGO. Company/team prepares for assault.

e. Company/team commander issues a FRAGO (a vantage point is ideal). Platoon leaders issue a FRAGO. Troop-leading procedures continue as the breach commences.

f. On order or by signal, the company/team moves vigorously through the breach in a designated sequence.

(1) If in the lead, the company/team passes through the breaching force on a designated route, assaults, and clears the objective using assault battle drill.

(2) If following the support company/team, the company/team selects a formation and moves to assault position, then assaults.

(3) In both options, direct and indirect fires are coordinated with the breaching company/team commander, the TF commander and with the support commander.

g. The company/team commander is prepared to assault on order or when the breach is completed, which is dependent on the size of the obstacle. Normally this is not more than 2 hours after the TF FRAGO is issued.

PLATOON HASTY BREACH BATTLE DRILL

1. Task: The mechanized infantry platoon breaches a mine and wire obstacle as part of a company/team breach drill.

2. Condition: The platoon is designated as one of the breaching units of a team hasty breach operation. An engineer squad is OPCON to the platoon. The team FRAGO has indicted the location of the breach.

3. Standard:

a. The platoon leader reconnoiters the obstacle and issues a FRAGO.

b. The platoon starts into the minefield with the initial objective of securing the far side.

(1) The platoon leader designates two breaching squads, and one near side security squad. One APC is positioned close to the lane entrance. The others are in defilade.

(2) Squads working side-by-side clear a path 8 meters wide through the minefield to the wire.

(a) Squads use grappling hooks to trip the trip wires.

(b) Two probers lead each squad followed by two security riflemen (one with grappling hook tied off to supporting APC). Squad leader follows behind security men and maintains control.

(c) Mines are marked by probers. Lane is marked with engineer tape by security men.

(3) Wire is cut with wire cutters to make 8 meter gap. Grappling hook is attached to wire.

(4) The lane is cleared of men and equipment and the APC with both grappling hook lines tied to it, pulls the wire through the lane, detonating tilt rod mines and exposing some buried mines.

(5) Remark lane and mines, continue probing from far side of wire to end of minefield.

(6) Secure far side with dragon and machine guns.

c. Engineers place explosive charges on marked mines and destroy them to clear the lane.

d. Platoon leader insures the lane is cleared.

e. Engineers mark the lane with partially filled sandbags, engineer tape, and chemlights.

f. Platoon passes through the obstacle, secures far side, and prepares to continue the mission.

CHAPTER V

CONCLUSIONS

As little as three years ago (1981) our principal "how to fight" manuals, FM 71-2 and 71-1 for the Tank and Mechanized Infantry Task Force and Team respectively paid scant attention to how to overcome obstacles. In essence, maneuver commanders were told in the manuals to use the engineers to breach and get on with the mission. It is with that type of doctrinal foundation that the first mechanized units fought the well-prepared OPFOR at the National Training Center. Most units took too long to breach the realistic obstacles on the live-fire course and many were unable to breach all of the obstacles before the end of the exercise. It was with that horrible memory that many units returned to home station and began to devise procedures that would allow them to overcome the NTC obstacles.

In 1982, coordinating drafts for revised FM 71-1 and 71-2 were distributed to the field. These manuals were a great step forward for battalion and company level tactics in every area except counterobstacle operations. By this time most units had developed their own counter-obstacle procedures similar to those of the 24th Infantry Division and the NTC obstacles were routinely breached.

The experience of the field is now influencing those who write doctrine and a new generation of manuals like TT 71-2J and FM 17-17 are appearing which provide much greater detail and guidance for counter-obstacle operations. Yet the field still lacks a standard and fundamental procedure related to the equipment it is authorized and assigned.

The procedures developed by the First Infantry Division, the Fourth Infantry Division, and the 24th Infantry Division are simple and practical but, since they were developed by different people, with varied experience, at different locations, they are dissimilar. That makes it extremely difficult to achieve high standards of performance across the US Army.

This study has attempted to collect the best and the most practical procedures from the field manuals, the doctrine writers, the company commanders, and the battalion commanders and synthesize them with a procedure that could be used as the cornerstone for a standardized set of combined arms counterobstacle battle drills. Their utility is supported by the facts that units other than the 4th Infantry Division and the 24th Infantry Division are using their pamphlets and procedure.

These battle drills are not complete. They need to be analyzed, criticized, and improved. Soldier's manual tasks and leader tasks must be identified and integrated into the drills before they can be a completely effective training tool. But they are a first step.

Our soldiers are willing. They are well led. If told to breach a minefield with wooden probing sticks they will do so. The most powerful nation in the world should not have to ask its soldiers to do that. To breach enemy obstacles effectively with minimal casualties we need modern mechanical and explosive obstacle breaching devices. The Soviets have had mine plows, mine rollers, and projected line charges for years. The Israelis have all of that and a man-portable line charge. We are using pointed sticks. Aggressively executed battle drills are one way to accommodate our shortcomings. Those same battle drills combined with modern, effective equipment will allow us to overcome those shortcomings and win.

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APPENDIX I

AN EXAMPLE APPLICATION

In this appendix a hypothetical situation is portrayed in which an attacking task force utilizes the hasty breach and assault battle drills to overcome a complex obstacle system.

General Situation. The 50th Infantry Division (Mech) has been deployed to the country of Mohave in Southwest Asia to counter an OPFOR thrust into that country. The Mohavian Armed Forces have been overwhelmed in the border regions and are falling back to the east. Contact with the OPFOR has been lost, however lead regiments are believed to be establishing hasty defensive positions south of the Granite Mountains (attached map) to allow follow on forces to catch up with his rapid advance. First Bde, 50th Infantry Div has been directed to attack west to gain contact with the OPFOR. The 1st Bde is attacking with two task forces abreast. TF 1-76 (Mech) in the north and TF 1-14 (Armor) in the South. TF 1-76 has been tasked organized with two tank companies, two mech companies, an engineer platoon, and an ADA platoon.

The Attack

The TF 1-76 commander has planned to cross the LD with his scouts conducting a zone reconnaissance approximately 10 km ahead of the lead teams. An engineer recon team is attached to the scouts. He will attack on two axes with a tank heavy team leading and a mech heavy team trailing on each.

One AT platoon will follow and support each lead team. The AT CO(-) will remain in general support of the task force and will follow the mech team on the northern axis. The engineer platoon will follow the lead team on the northern axis. The ADA platoon will defend both axes.

As the TF crosses the LD the scout platoon reports that it is at CP4 and has detected an enemy AT minefield "from CP4 south to CP20 and from CP4 north through CP3 approximately 2 km."

The scout platoon leader further reports that he can see enemy fortifications vicinity CP6 and CP7 and estimates the enemy strength at company size. A possible enemy tank ditch is located vicinity from CP7 right 1.2 and down 0.6 running generally south for 2 km. The scouts have been unable to bypass the first obstacle.

The TF commander confers with his S3 and FSO and prior to the TF crossing PC COW issues the following FRAGO (See FRAGO format, TAB A).

"Guidons (net call), this is Leader (TF Cdr), over."

"This is Red (TM A-Mech), over."

"This is White (TM B-Mech), over."

"This is Blue (TM C-Tank), over."

"This is Green (TM D-Tank), over."

"This is Yellow (CoE-AT), over."

"This is Leader, Blockbuster:

Line 1. Estimated enemy rifle company vicinity CP6 and CP7. Enemy minefield starting at CP5 and running south for 5 km. Enemy minefields, north and south of CP4. Tank ditch southeast of CP7 across axis leap.

Line 2A. Blue, 2 km north of CP3, direction CP5 and CP6.

2B. Green, CP4, direction CP6 and CP7.

Line 3A. Red vicinity CP3, hold at CP2.

Line 4A. White, hold at CP14, on order follow Blue objective CP6, be prepared to conduct Blockbuster, vicinity 500m south of CP5.

Line 5A. On order, over."

"This is Red, Wilco, out."

"This is White, Wilco, out."

"This is Blue, Wilco, out."

"This is Green, Wilco, out."

"This is Yellow, Yellow 1 will occupy CP4, I will move to CP3 (he is designated crossing site OIC), out."

"This is PICK (Engineer), I monitored, will join Red, out."

As the task force crosses PL COW, the FSO begins indirect suppressive and obscuration fires on CP5, 6, and 7. The scouts report dismounted bypasses on the hill masses at CP4 and vicinity CP20. They have marked a potential breach site with a red flag. Dismounted scouts are on the far side of the obstacle and unobserved by the enemy have emplaced but not activated smoke pots. The heavy mortar platoon executing immediate fire battle drills has one section occupying a position 500 meters forward of CP2 and one section 1 km south of CP14. Both sections, using direct lay procedures are prepared to fire smoke 100 meters beyond the first minefield.

Team C (Blue) occupies a hasty battle position (team drill) 1.5 km north of CP3 and begins direct fire engagements. His infantry platoon dismounts and secures the far side and flank of the obstacle. The AT platoon (yellow 1) supporting Team C locates a position and joins the engagement.

Team D (Green) is unable to engage CP6 and CP7 but occupies a battle position between CP3 and CP4 from which he can engage CP5. He reports this change to the TF Cdr. The AT platoon supporting Team D (Yellow 2) dismounts its TOWs and begins engaging CP6 and 7 from atop the hill at CP4. The AT platoon in general support (Yellow 3) also dismounts on CP4 to provide overwatching fires.

When the support force is in position, the task force commander radios team A (Red), "Red, execute now, over." As Team A approaches the breach site, dismounted infantry from team D mark with red smoke the breach site previously identified by the scouts with a red flag. Team D dismounted infantry, using the bypass found by the scouts have secured the far side of the obstacle. The team A commander, who has already been forward coordinating with the team D commander and completing his reconnaissance, moves his tank platoon into position to provide close in support, and his two infantry platoons to breach sites at least 100 meter apart. The engineer platoon leader has attached one engineer squad to each infantry platoon to assist in the dismounted breach.

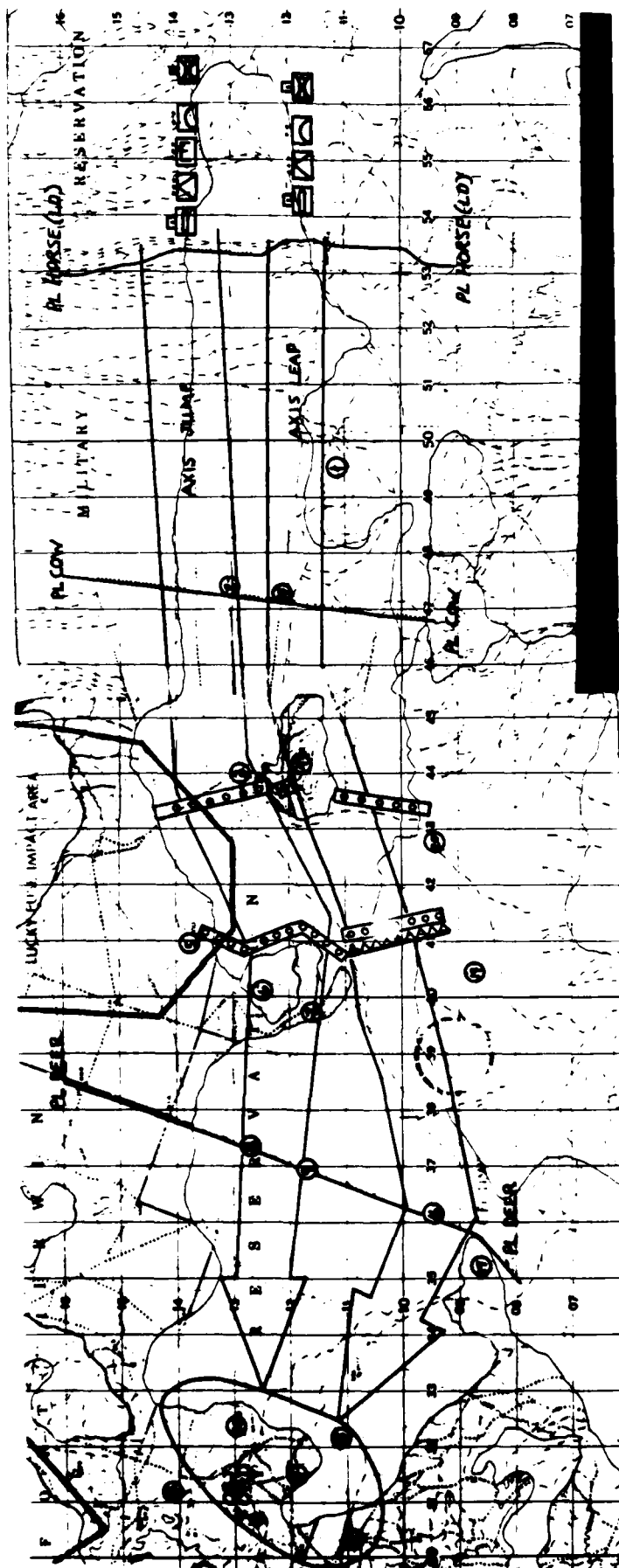
While the breach at CP3 is being accomplished, dismounted scouts have moved to OPs at the north and south flank of the second obstacle and are reporting enemy activity on the objective and are adjusting fires. The engineer recon team with the scouts recommends a breach site 500 meters south of CP5. The scouts also report that the enemy strength seem concentrated south of CP7.

Due to the excellent suppression provided, Red breaches two vehicle width lanes in less than 60 minutes and marks each with green smoke (SOP). The Company E (AT) commander has come forward to assume responsibility for the crossing site.

The task force commander orders team C (Blue) to assault through the breach and fires a white star cluster to signal commencement of the assault. Team B follows team C in accordance with the FRAGO. The engineer platoon, minus the two squads improving the breached lanes, follows team B to assist at the second obstacle. Team C and team B, supported by fire from team D and CoE(-), assault through the breach using the Assault Through Breach Battle Drill. The TF Cdr orders team D to begin passage through the obstacle, using bounding overwatch, when his fires are masked by teams B and C. Team D will support-by-fire forward of CP3 and be prepared to assault the rear of the enemy position on CP6. Team A is ordered to hold at CP3 prepared to assault on order through the second breach. Teams C and D conduct support-by-fire battle drills while team B executes the hasty breach battle drill. On order, team A assaults through the breach and attacks the flank of the enemy defensive position on the forward slope of the hill at CP6. Team D, follows team A through the breach and assaults the rear of the hill at CP6.

While the task force is consolidating on the enemy position vicinity CP6 and CP7, the CoE commander continues to clear, widen, and mark lanes through both obstacle systems. The TF commander has directed the scout platoon to maintain contact with the withdrawing enemy. The engineer platoon will remain OPCON to the CoE commander for improvement of the breach until relieved by the engineer company under brigade control. The company E commander will ensure the orderly movement through the obstacle of all combat, combat support, and combat service support elements in accordance with the priority given to him by the TF S3.

Once consolidation is complete, the task force continues in a coordinated attack to secure the objective.



TAB A

TASK FORCE HASTY BREACH AND ASSAULT FRAG ORDER

Codeword: BLOCKBUSTER

Line 1. Location of enemy and obstacles.

Line 2. Support-by-fire Force.

<u>Units</u>	<u>Position</u>	<u>Direction of fire</u>
A. (callsign)	(checkpoints or TIRS)	(Checkpoints or TIRS)
B.		
C.		
D.		

Line 3. Breach Force

<u>Units</u>	<u>Location of Lane</u>
A.	
B.	
C.	
D.	

Line 4. Assault Force

<u>Units</u>	<u>Attack Position</u>	<u>Objective</u>
A.		
B.		
C.		
D.		

Line 5. Coordinating Instruction

- A. Time to initiate breaching.
- B. Time or signal to commence assault.

APPENDIX II

IRON HORSE BATTLE DRILLS

TAB A

RECON AND SECURITY

RECON AND SECURITY

MECH INF



**IRON HORSE
BATTLE DRILLS**

BRATT

QUICK FINDER

<u>ITEM</u>	<u>PAGE</u>
Road Map	1
Conduct of Battle Drills	2
References	5
Individual Tasks	6
Leader Tasks	8
Squad Leader Tasks	9
Platoon Leader Tasks	10
Squad Collective Tasks and Standards (Squad Drills)	12
Camouflage APC	13
Maintain Light and Noise Discipline	16
Organize/Prepare for a Recon Patrol	17
Recon a Woodline	19
Recon a Bridge	21
Recon a Suspected Enemy Location	22
Recon a Small Built-Up Area	23
Occupy LP/OP's	25
Platoon Collective Tasks and Standards (Platoon Drills)	28
Establish Security in Assembly Area	29
Establish Security at Halts	30
Recon a Road	31
Occupy a Screen	36
Occupy Guard	38

QUICK FINDER

(Continued)

<u>ITEM</u>	<u>PAGE</u>
Organize for a Combat Patrol	39
Move as A Combat Patrol	41
Actions at Objective For Ambush Patrol	46
Actions at Objective For Raid	52


```

graph TD
    subgraph Column1 [ ]
        direction TB
        C1_1[Individual Tasks] --> C1_2[Leader Tasks]
        C1_2 --> C1_3[Squad Drill  
Camouflage APC]
        C1_3 --> C1_4[Squad Drill  
Maintain Light And Noise Discipline]
        C1_4 --> C1_5[Squad Drill  
Organize For A Recon Patrol]
        C1_5 --> C1_6[Squad Drill  
Recon Woodline]
    end

    subgraph Column2 [ ]
        direction TB
        C2_1[Squad Drill  
Recon Of A Small Built-Up Area] --> C2_2[Squad Drill  
Recon A Suspected Enemy Location]
        C2_2 --> C2_3[Squad Drill  
Recon A Bridge]
        C2_3 --> C2_4[Squad Drill  
Recon An Obstacle]
    end

    subgraph Column3 [ ]
        direction TB
        C3_1[Squad Drill  
Occupy LP/OP's] --> C3_2[Platoon Drill  
Establish Security In Assembly Area]
        C3_2 --> C3_3[Platoon Drill  
Establish Security At Halts]
        C3_3 --> C3_4[Platoon Drill  
Recon A Road]
    end

    subgraph Column4 [ ]
        direction TB
        C4_1[Platoon Drill  
Move as Combat Patrol] --> C4_2[Platoon Drill  
Organize for Combat Patrol]
        C4_2 --> C4_3[Platoon Drill  
Occupy Guard]
        C4_3 --> C4_4[Platoon Drill  
Occupy Screen]
    end

    C1_6 --> C2_4
    C2_4 --> C3_4
    C3_4 --> C4_4
    C4_4 --> C4_3
    C4_3 --> C4_2
    C4_2 --> C4_1
    C4_1 --> C3_1
    C3_1 --> C2_1
    C2_1 --> C1_1
  
```

The flowchart illustrates the sequence of drills for individual and leader tasks. The tasks are organized into four columns, each representing a different drill sequence. Arrows indicate the flow from top to bottom and between columns.

Column 1:

- Individual Tasks
- Leader Tasks
- Squad Drill: Camouflage APC
- Squad Drill: Maintain Light And Noise Discipline
- Squad Drill: Organize For A Recon Patrol
- Squad Drill: Recon Woodline

Column 2:

- Squad Drill: Recon Of A Small Built-Up Area
- Squad Drill: Recon A Suspected Enemy Location
- Squad Drill: Recon A Bridge
- Squad Drill: Recon An Obstacle

Column 3:

- Squad Drill: Occupy LP/OP's
- Platoon Drill: Establish Security In Assembly Area
- Platoon Drill: Establish Security At Halts
- Platoon Drill: Recon A Road

Column 4:

- Platoon Drill: Move as Combat Patrol
- Platoon Drill: Organize for Combat Patrol
- Platoon Drill: Occupy Guard
- Platoon Drill: Occupy Screen

The flow starts from the top of Column 1, moves down through the tasks, and then branches into the other columns. The sequence ends at the bottom of Column 4.

CONDUCT OF BATTLE DRILLS

1. Preferred method.

a. The fabric of past U. S. Army successes has been woven by the cocky, steel-like resolve of its small unit leaders, the considerable pluck of its gunners and riflemen, the cohesion and discipline of its crews, squads, and platoons, and the ability of these units to improvise and effectively operate in an independent mode. These small unit fighting capabilities were not born of committee or centralized training and analytical approaches. They were born of crew/squad and platoon identification and initiative and independent endeavors unfettered by centralization, detailed supervision and high level scrutiny.

b. With this in mind, these fighting qualities must be developed concurrent with the training of low-level combat skills. This translates to battle drills being conducted by the immediate chain of command in a decentralized manner. During red and amber time (non-training priority), leader, individual, and pre-battle drill training should be conducted in garrison and close in areas. Based on previous ARTEP/battle drill results, learning decay, personnel turnover and leader judgment, appropriate tasks in each battle drill are selected for training. Company commanders train their platoon leaders in their leader tasks. Platoon leaders train their subordinate leaders in their leader tasks, and insure these leaders are proficient in skill level 1 and 2 Soldier's Manual tasks. Squad leaders, tank commanders, and crew chiefs then train these skill level 1 and 2 tasks to their soldiers. Once these individual and leader tasks are trained to proficiency, squad and platoon leaders train the basics of the battle drill collective tasks in the company area, on parade grounds, motor pools, or close in training areas. Once this preparatory training is accomplished, the small units conduct the squad/crew and platoon drills on some realistic terrain down range during green time (training priority).

c. Battle drills represent building blocks of ARTEP missions. Once battle drills are trained to proficiency, squad/crew, platoon, company, and battalion ARTEP's must be conducted. There are ten battle drills (Move, Shoot, Communicate, Fire and Maneuver, Recon and Security, Battle Positions, NBC, Night, MOUT, and Sustain). These drills provide a closed loop training package. If a unit trains all ten drills, it will be trained to proficiency in all individual tasks (skill level 1 and 2, Soldier's Manual), leader tasks (skill level 3 and 4, Soldier's Manual), and collective tasks (per How To Fight Manuals) associated with all 33 ARTEP missions. Accordingly, a training sustainment program should be instituted for all 10 drills.

d. At times, real world realities will preclude use of the preferred method of implementation. These realities embrace extensive red/amber time support missions, unviably low NOO strength, high NOO turnover, unacceptable small unit leader tactical/training proficiency and short notice NOO fill--pre-deployment training contingencies. In these cases, a more structured, centralized approach may be required. This approach is discussed in the succeeding paragraphs. Note that only the management, support, validation,

and leader training functions are centralized. Training execution is still de-centralized. Squad leaders and tank commanders train their soldiers in individual skills and squad/platoon leaders train their units on the collective drills. Although it is recognized that this approach must, at times, be used, it is imperative that leaders at all levels find ways to return to the preferred method as quickly as possible.

2. Interim method.

a. Phase I: Decentralized Content Input. Squad and platoon leaders, using expanded job books that include all individual, leader, and collective tasks for each battle drill, diagnose the weaknesses of their units. In addition to their own judgment, they factor in past battle drill/ARTEP results, turnover and likely learning decay in deciding on these weaknesses.

b. Phase II: Centralized Management. Company and battalion commanders receive this content input, analyze it and formulate the battle drills required to train their units to proficiency. If the job book input relative to fire and maneuver skills indicates that the units are weak in 8 of 15 individual tasks, 7 of 12 leader tasks, and 9 of 18 collective tasks, then a fire maneuver drill would be formulated addressing only those 24 tasks. The battalion staff plays an active role in these formulations. Importantly, individual and leader tasks should be selected to complement the collective task drills.

c. Phase III: Centralized Support. The staff then makes arrangements for training areas, ammunition, sand tables, tentage, vehicles, equipment, the building of bunkers, trenches, minefields, acquiring check lists, and whatever else is required to execute the drills. Training documents outlining individual responsibilities and unit schedules are prepared. An officer or Senior NCO is assigned responsibility for each battle drill, and it is this person's responsibility to orchestrate staff support. Hopefully, this officer/NCO will come from the unit being trained; however, it is conceivable that due to the lack of resources, principally time and well qualified trainers, it will be necessary to centralize the OIC/NCOIC function at battalion level. Once NCO's have run through the drills several times, they should gain proficiency through experiential learning and then be in a position to run their own drills for their own unit. Once this situation exists, higher headquarters can set up battle drill lanes for which all field fortifications, sand tables, devices, equipment and other support items are kept permanently ready for use by any platoon leader.

d. Phase IV: Decentralized Training/Centralized Validation. The night or morning before the drills are conducted, squad leaders assemble around a sand table, terrain model or Durn Kempf Board and are validated or trained on their leader skills by the battle drill OIC/NCOIC. Before they depart this location, the squad leaders are also validated or trained on the individual skills which they will next be teaching to their own soldiers. While the squad leaders are undergoing these activities, the platoon leader is supervising pre-operations checks and services, loading, issuing rations, ammunition, and other pre-drill admin logistical activities. He, furthermore, validates all drill skills that have been taught in the garrison environment. Once the squad leaders marry up with their units and the platoon arrives at the battle drill site, multi-echelon training commences. Platoon leaders are taken to the sand table, terrain model, or Durn Kempf Board and are validated or trained on their leader skills by the battle drill OIC/NCOIC.

Their responsibilities in preparing for and leading the ensuing collective drills are gone over in detail. Concurrently, the squad leaders validate or train their men on the individual skills associated with that particular battle drill. Once the soldiers are trained to proficiency in their individual and leader tasks, they are returned to their units for training in the collective tasks that have been diagnosed as being weak. They are presented in the form of squad and platoon drills executed and validated under the auspices of the battle drill OIC/NOIC. Throughout execution of the entire battle drill, written validation is rendered. When a soldier, leader, or unit performs a task inadequately it is immediately drilled to perfection. At the conclusion of all the squad and platoon drills the written validations are turned over to the platoon leader for internal use and for formulation of future battle drills. It is particularly important to note that throughout execution of these drills the squad and platoon leaders are training their own soldiers. The lane may be set up and validation accomplished outside the chain of command, but the training of the soldiers and the units is accomplished by immediate leaders. All training throughout this phase is "hands on" and performance oriented.

REFERENCES

1. FM 7-1, The Rifle Squads (Light and Mechanized Infantry).
2. FM 7-7, The Mechanized Infantry Platoon and Squad.
3. FM 7-11B 1/2/3/4, Soldier's Manuals
4. FM 17-95, Cavalry.
5. Ranger Handbook.

INDIVIDUAL



TASKS

RECONAISSANCE AND SECURITY BATTLE DRILL--INDIVIDUAL TASKS

1. Camouflage/conceal self and individual equipment.
FM 7-11B, Task 051-202-1001, Page 2-II-B-1.1.
2. Camouflage/conceal equipment.
FM 7-11B, Task 051-202-1002, Page 2-II-B-2.1.
3. Use challenge and password.
FM 7-11B, Task 071-331-0852, Page 2-II-C-1.1.
4. Collect/report information--SALUTE.
FM 7-11B, Task 071-331-0803, Page 2-II-C-3.1.
5. Identify OPFOR vehicles.
FM 7-11B, Task 071-331-0806, Page 2-II-C-6.1.
6. Identify OPFOR weapons and equipment.
FM 7-11B, Task 071-331-0808, Page 2-II-C-7.1.
7. Process known or suspected enemy personnel.
FM 7-11B, Task 071-331-0802, Page 2-II-C-2.1.
8. Conduct day and night surveillance without the aid of electronic devices.
FM 7-11B, Task 071-331-0804, Page 2-II-C-4.1.
9. Emplace and recover field expedient warning devices.
FM 7-11B, Task 071-331-0809, Page 2-II-C-9.1.
10. Emplace/recover pyrotechnic early warning devices.
FM 7-11B, Task 071-331-0810, Page 2-II-C-10.1.
11. Emplace/recover electronic anti-intrusion devices.
FM 7-11B, Task 071-331-0811, Page 2-II-C-11.1.

LEADER



TASKS

SQUAD LEADER TASKS

1. Enforce noise, light and litter discipline.
FM 7-11B, Task 071-331-0807, Page 2-II-C-8.1.
2. Analyze terrain using OCOKA.
FM 7-11B, Task 071-331-0820, Page 2-II-C-12.1.
3. Prepare and issue a patrol order.
FM 7-11B, Task 071-326-5505, Page 2-VII-A-2.1.
In addition, the following must be included in patrol order (FM 7-1, page 273):
 - a. Primary and alternate routes.
 - b. Departure and reentry of friendly areas.
 - c. Action at danger areas.
 - d. Actions on contact.
 - e. Rally points.
 - f. Actions at objective area.
4. Supervise/direct execution of the following squad drills:
 - a. Camouflage APC
 - b. Maintain light and noise discipline
 - c. Organize for a recon patrol.
 - d. Recon woodline.
 - e. Recon an obstacle.
 - f. Recon a bridge.
 - g. Recon a suspected enemy location.
 - h. Recon of a small built-up area.
 - i. Occupy LP/OP's.

PLATOON LEADER TASKS

1. Analyze terrain using OOOKA.
FM 7-11B, Task 071-331-0820, page 2-II-C-12.1.
2. Prepare and issue patrol order.
FM 7-11B, Task 071-326-5625, Page 2-VII-C-5.1.
In addition, the following must be include in patrol order (FM 7-7, page 6-3):
 - a. Primary and alternate routes.
 - b. Departure and reentry of friendly areas.
 - c. Action at danger areas.
 - d. Actions on contact.
 - e. Rally points.
 - f. Actions at objective area.
3. Plan and conduct an area reconnaissance mission.
FM 7-11B, Task 071-326-5806, page 2-VII-B-6.1.
4. Plan and conduct a route reconnaissance mission.
FM 7-11B, Task 071-326-5805, page 2-VII-B-3.1.
5. Prepare a route reconnaissance report.
FM 7-11B, Task 051-196-3009, page 2-VII-B-4.1.
6. Conduct a bridge reconnaissance.
FM 7-11B, Task 051-196-3008, page 2-VII-B-5.1.
7. Plan and conduct a screening mission.
FM 7-11B, Task 071-326-5807, page 2-VII-B-7.1.
8. Plan and conduct a zone reconnaissance mission.
FM 7-11B, Task 071-326-5808, page 2-VII-B-8.1.
9. Supervise and direct the following platoon drills (refers to Battle Drill book references only).
 - a. Establish security in assembly area.
 - b. Establish security at halts.
 - c. Recon a road.
 - d. Occupy Screen
 - e. Occupy guard.

PLATOON LEADER TASKS

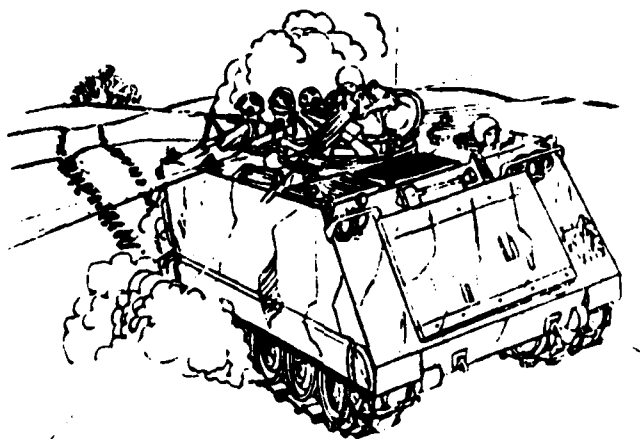
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- f. Organize for combat patrol.
- g. Move as combat patrol.
- h. Ambush-actions at objective.
- i. Raid-actions at objective.

SQUAD

COLLECTIVE TASKS

(SQUAD DRILLS)



SQUAD DRILL--CAMOUFLAGE APC

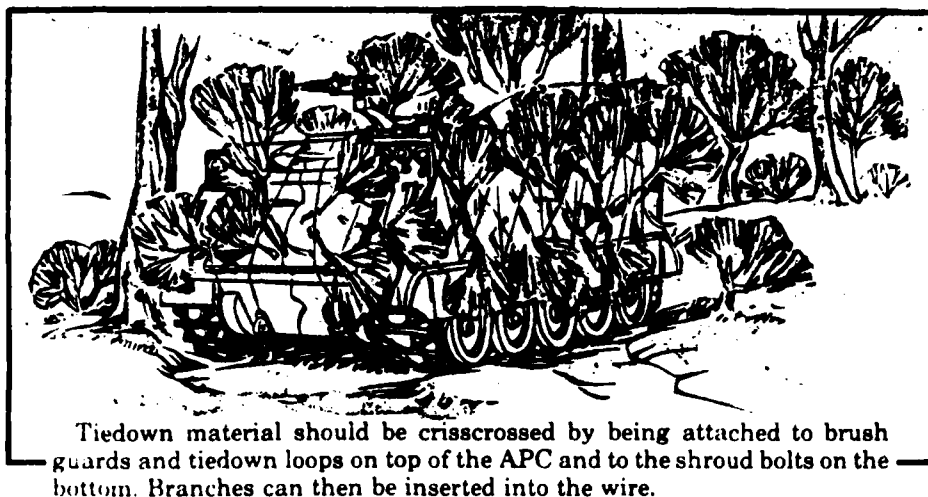
1. TASK: Squad camouflages squad carrier.
2. STANDARDS:
 - a. Carrier is pattern painted.
 - b. Squad uses rope, chicken wire, twine, commo wire, etc., to tie down natural camouflage such as grass and tree branches.
 - c. Camouflage matches surrounding vegetation and breaks up outline of vehicle.
 - d. Camouflage is changed as it becomes dry and wilted or if squad movement causes surrounding vegetation to change.
 - e. Camouflage does not interfere with maintenance of vehicle or operation of .50 cal machinegun.
 - f. Troops in cargo hatch are able to see and shoot.
 - g. If carrier is halted for extended period, camouflage net is erected.
 - h. Position and camouflage of carrier prevents it from casting a distinct shadow, especially in early morning and late evening.
 - i. Squad camouflages carrier tracks leading into positions.
3. Carrier camouflage techniques.
 - a. ALL APCs require PATTERN PAINTING for combat. Pattern painting reduces the enemy's ability to see your vehicle--moving or stationary. Change patterns according to the season and location to best hide the carrier. You MUST NOT RELY on pattern painting alone. The addition of natural materials tends to break up the shape of the APC (straight lines are always a dead giveaway) and to conceal it while moving.



SQUAD DRILL--CAMOUFLAGE APC

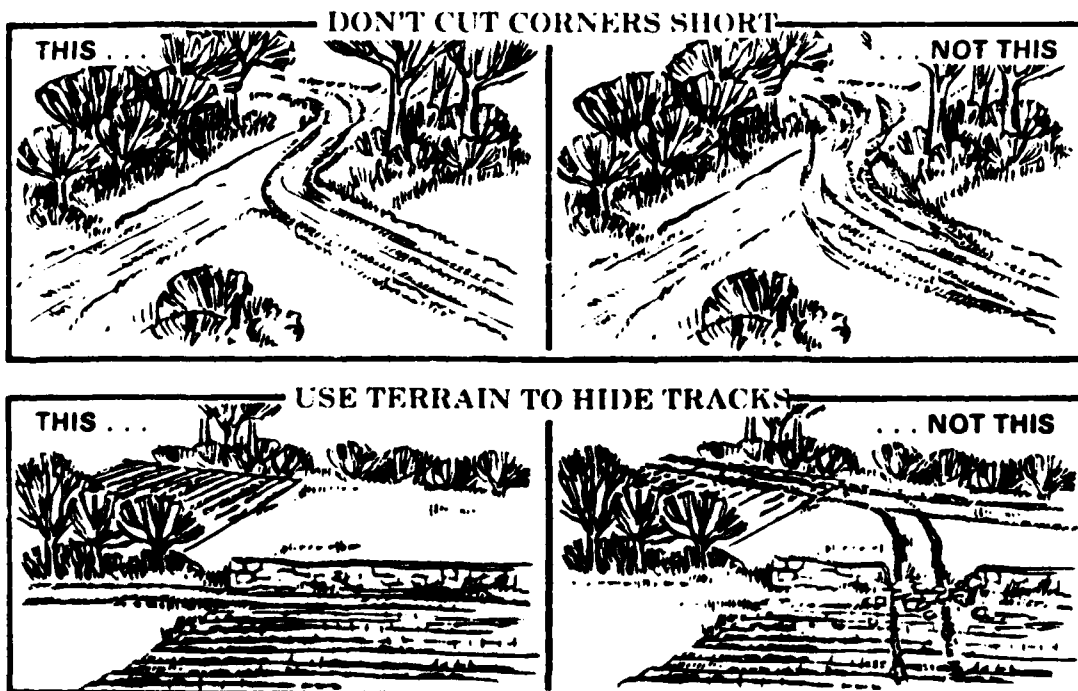
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- b. Use rope, chicken wire, twine nets, or wire to tie down natural camouflage materials such as grass and tree branches.



4. Camouflaging tracks and trails.

- a. To hide tracks.



SQUAD DRILL--CAMOUFLAGE APC

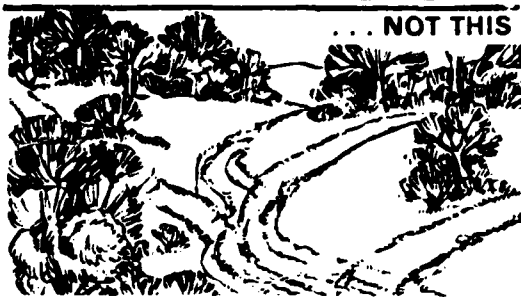
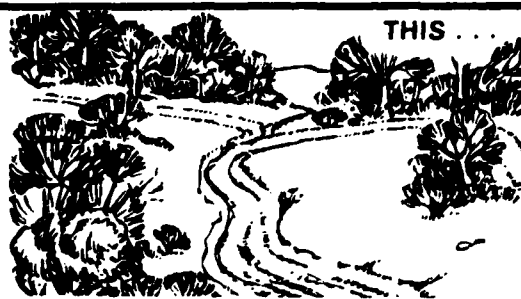
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- b. Keep new trails to the absolute minimum.

New trails must blend into the background pattern, following hedges, areas of stone or rock, gullies and streambeds, under trees, and along the edge of grassland and scrub.

New trails which cannot be fitted into the ground pattern must not stop at the position to which they lead, but be extended further to deceive the enemy.

POSITION is the **RELATION** of a man or an object to its background. Positions for men and materiel should permit blending or absorbing to provide concealment. Camouflage material should blend with the ground/background.



SQUAD DRILL--MAINTAIN LIGHT AND NOISE DISCIPLINE

1. TASK: Squad is trained and disciplined to maintain light and noise discipline under all conditions.
2. STANDARDS:
 - a. Squad leader insures that--
 - (1) Noise is kept at a minimum.
 - (2) No light is visible to the enemy.
 - (3) Area is free of litter and other evidence of unit's presence.
 - b. There is no unnecessary vehicular or foot movement.
 - c. Metal parts are taped or otherwise secured to prevent them from making noise when contacting each other.
 - d. Shiny articles (bayonet blade, mess kit) are not exposed.
 - e. There is no talking except for what is absolutely necessary to conduct or plan operations. Radios are kept at low volume.
 - f. No smoking except when concealed from enemy view.
 - g. All flashlights are filtered and concealed.

SQUAD DRILL--ORGANIZE/PREPARE FOR A RECON PATROL

1. TASK: Squad, men, and equipment are organized and tasks are assigned to conduct a reconnaissance patrol.
2. STANDARDS:
 - a. Squad leader organizes squad men and equipment based on tasks to be performed at the objective.
 - b. If recon objective is restricted in area and clearly defined (as in point recon), squad organizes into:
 - (1) Security element of one or more security teams to secure objective area.
 - (2) Recon element of one or more recon teams to recon objective.
 - (3) Squad leader normally moves with recon element.
 - c. If the recon objective is not clearly defined and located (as in area recon), the squad organizes into two or more recon/security teams which will move through recon objective by mutually supporting bounds.
 - d. Squad leader designates personnel for special tasks during movement such as:
 - (1) Point security team.
 - (2) Compass man.
 - (3) Pace men.
 - e. Squad leader plans for and assigns special equipment such as:
 - (1) Binoculars.
 - (2) Night vision devices.
 - (3) Mine detector if required by mission.
 - f. Squad uses all available time to conduct inspections and rehearsals. Squad leader inspects to:
 - (1) Insure all squad members are in the right uniform and have the right equipment.
 - (2) Quiz squad personnel on their duties during mission.

SQUAD DRILL--ORGANIZE/PREPARE FOR A RECON PATROL

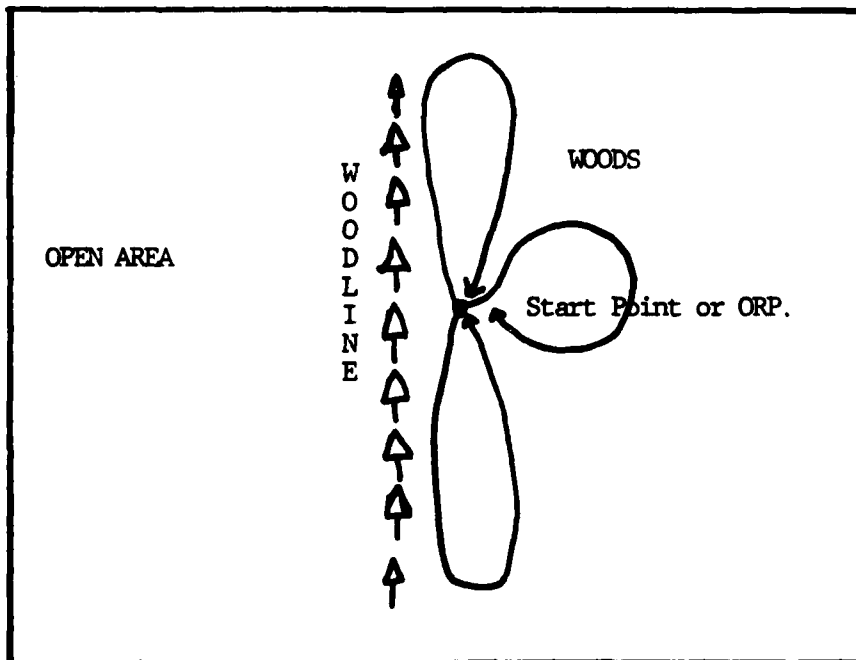
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g. Squad rehearses:

- (1) Actions at objective.
- (2) Actions during movement (danger areas, enemy contact).

SQUAD DRILL--RECON A WOODLINE

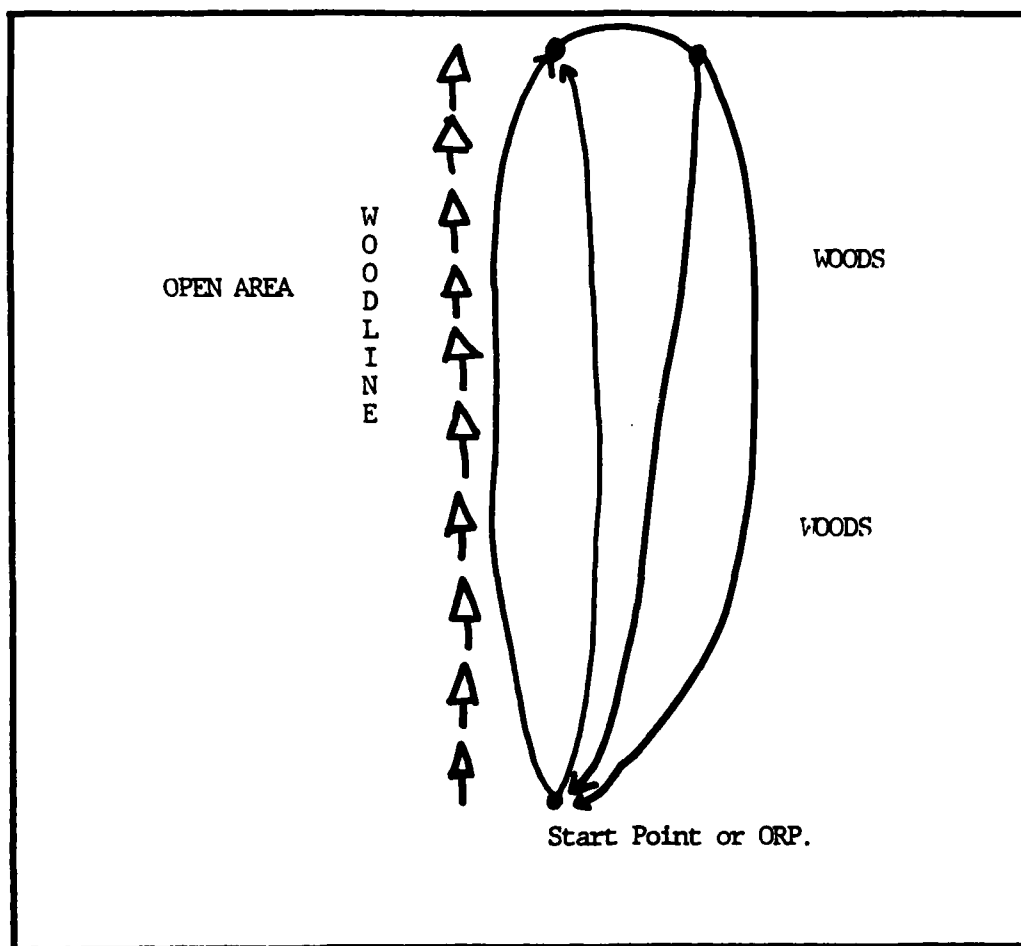
1. TASK: Squad performs reconnaissance of a woodline. This task will most frequently be done to help secure movement of a larger unit across a large open area.
2. STANDARDS:
 - a. Squad uses concealed route to reach woodline.
 - b. Squad uses one or more recon/security teams as shown in "Squad Drill--Organize for Recon Patrol."
 - c. Squad movement is characterized by stealth and alert observation to avoid enemy contact.
 - d. Squad checks for enemy positions or evidence of enemy activity such as tracks, litter, broken vegetation, abandoned fighting positions, etc.
 - e. Squad determines if woods are trafficable to tracked vehicles.
 - f. Squad checks for mines, booby traps, and natural or man-made obstacles.
 - g. Squad checks all portions of woodline from which enemy could observe or fire on friendly elements moving across open area.
 - h. Squad reports results of recon.
3. Woodline recon techniques.



SQUAD DRILL--RECON A WOODLINE

(Continued)

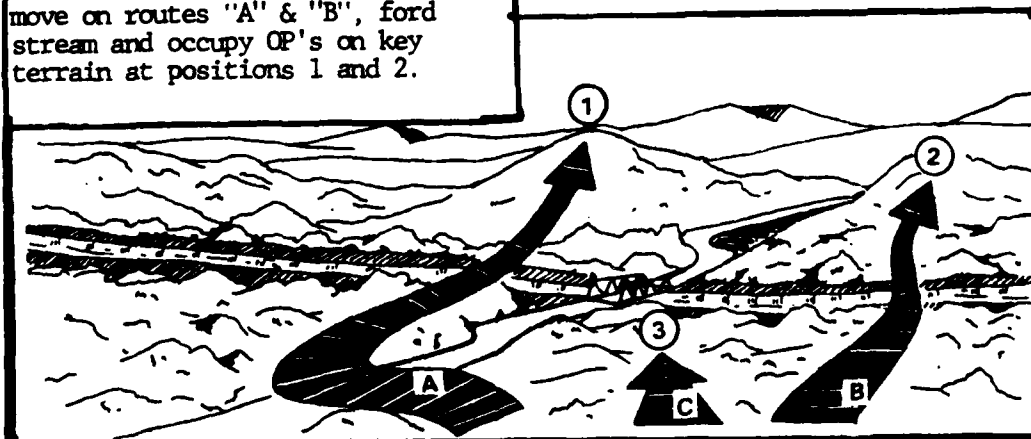
3. Woodline recon techniques (continued).



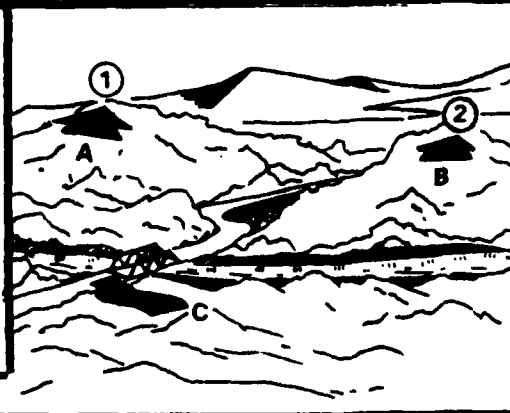
SQUAD DRILL--RECON A BRIDGE

1. TASK: Squad recons a bridge.
2. STANDARDS:
 - a. Squad approaches bridge on best covered, concealed route, using stealth and alert observation to avoid enemy contact.
 - b. Squad security teams ford stream and establish OP's on key terrain of far bank to secure bridge site.
 - c. Squad recon team moves forward and checks bridge and approaches for mines, booby traps, or demolition charges.
 - d. Mines, booby traps and demolitions should be removed or neutralized by engineers, but squad may be required to do this.
 - e. Squad reports condition of bridge and approaches as well as evidence of enemy activity.

Recon team moves to position 3 to overwatch while security teams move on routes "A" & "B", ford stream and occupy OP's on key terrain at positions 1 and 2.

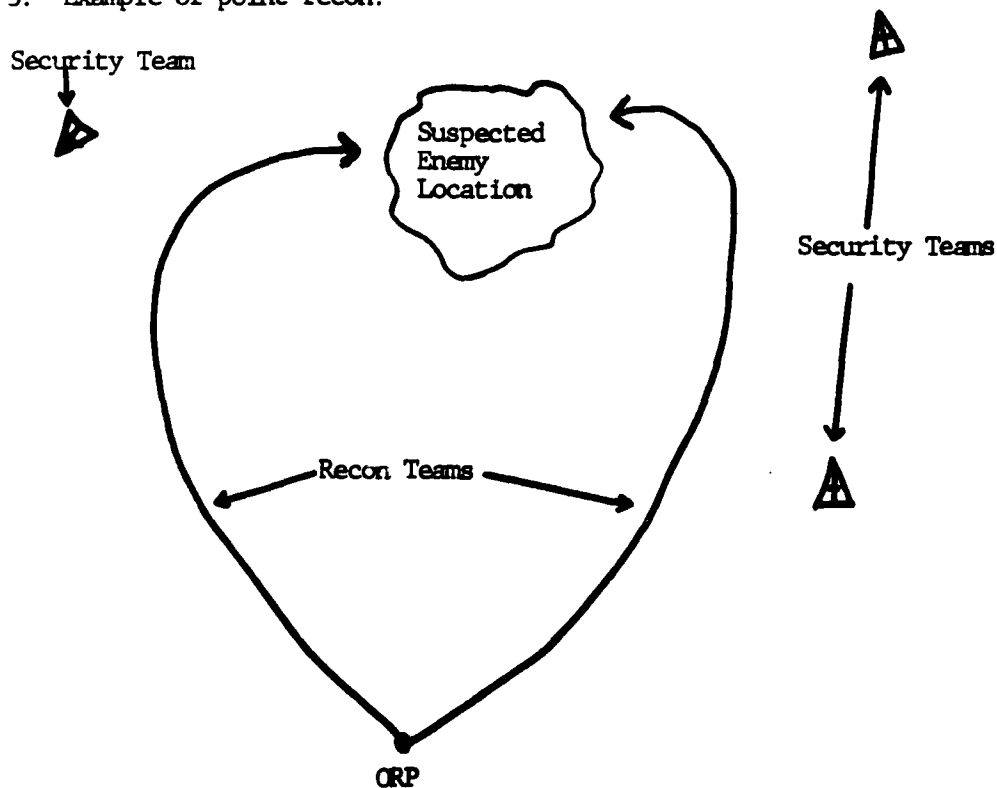


Recon team at "C" moves forward to check bridge while security teams at 1 and 2 maintain alert observation for enemy activity.



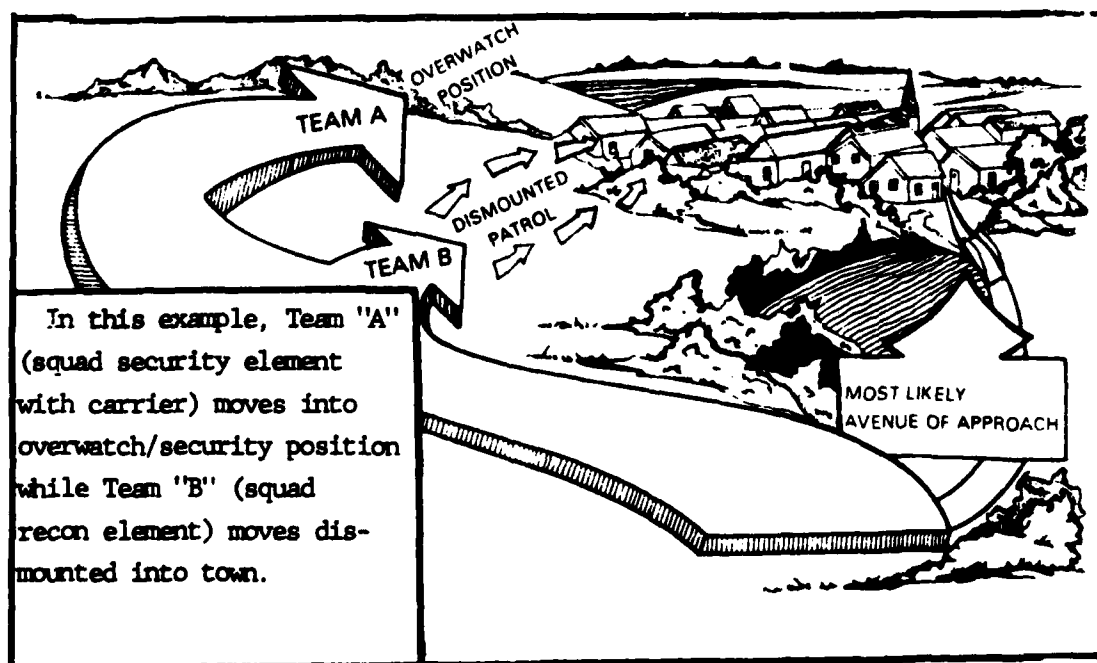
SQUAD DRILL--RECON A SUSPECTED ENEMY LOCATION

1. TASK: Squad conducts point reconnaissance of suspected enemy location.
2. STANDARDS:
 - a. Squad occupies Objective Rally Point (ORP) in covered, concealed location near recon objective.
 - b. Squad security teams establish LP/OP's to secure objective area for recon element.
 - c. Squad recon element checks suspected enemy location for presence or evidence of enemy occupation or activity.
 - d. Squad movement is characterized by stealth and alert observation to avoid enemy detection.
 - e. Squad security teams provide early warning of enemy movement into objective area from any direction.
 - f. Squad returns to ORP, disseminates information and radios report.
3. Example of point recon.



SQUAD DRILL--RECON A SMALL BUILT-UP AREA

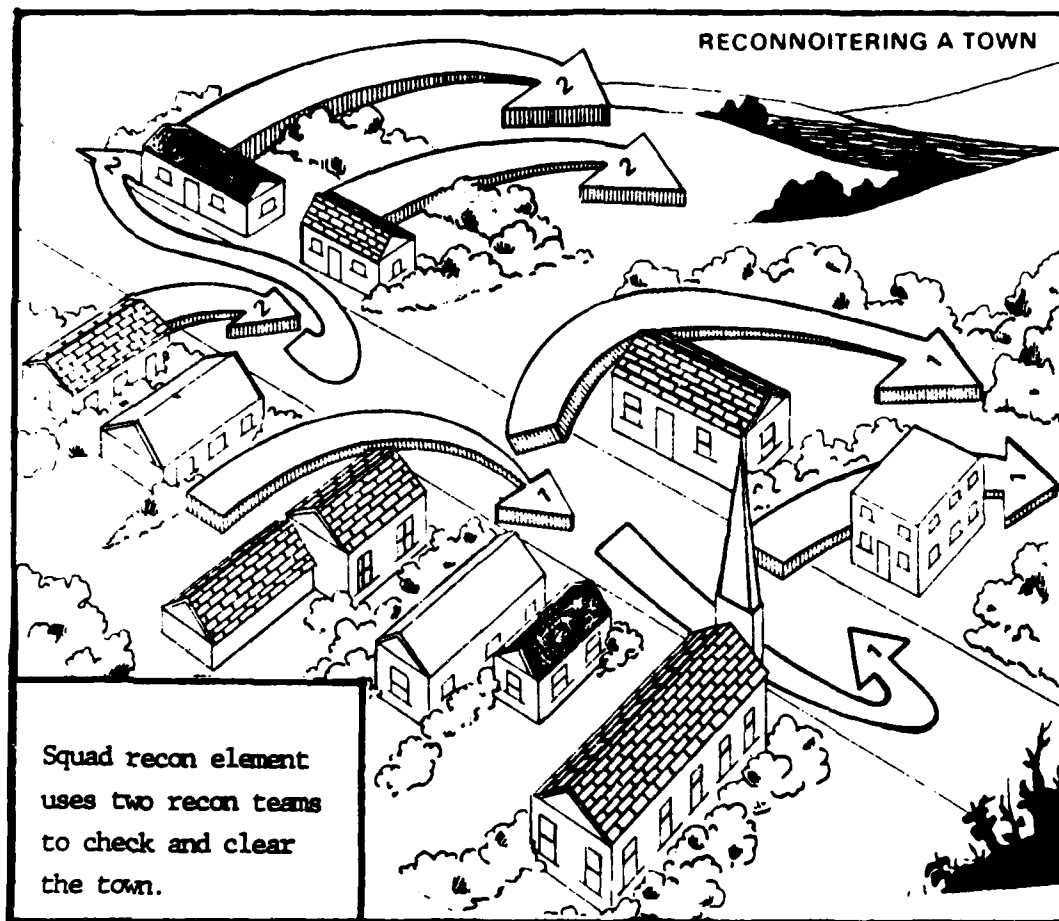
1. TASK: Squad conducts reconnaissance of small built-up area.
2. STANDARDS:
 - a. Squad positions security element to overwatch movement of recon element into town and provide early warning of approaching enemy elements. If possible, this should be done from one location on high ground which offers a good view of town and all approaches.
 - b. Recon element enters town from flank or rear.
 - c. Recon teams work their way to far end of town then, without exiting, turn and work their way back.
 - d. All buildings are checked and cleared.
 - e. Where possible, recon teams move through yards and gardens and stay off street.
 - f. Recon teams check for presence or evidence of enemy occupation, being especially alert for mines and booby traps.
3. Example of Reconnoitering a town.



SQUAD DRILL--RECON A SMALL BUILT-UP AREA

(Continued)

3. Example of Reconnoitering a town (Continued).



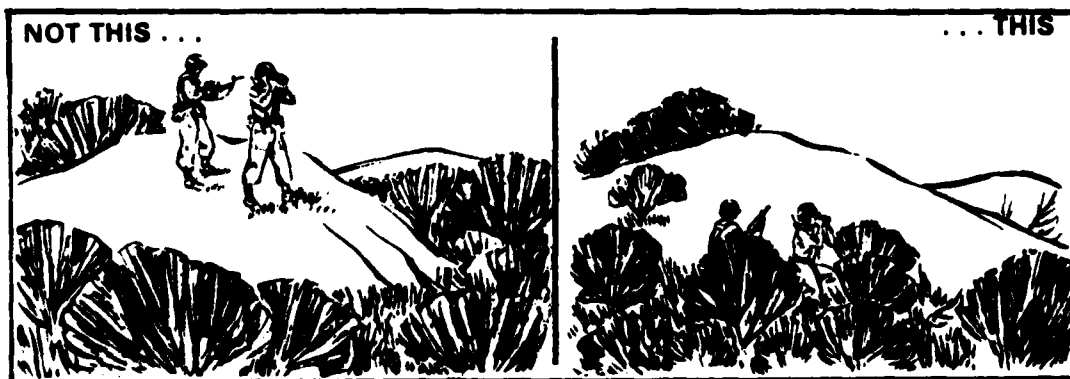
SQUAD DRILL--OCCUPY LP/OP'S

1. TASK: Squad establishes listening post(s)/observation posts) (LP/OP's). Squad will normally put out one LP/OP for security in a platoon assembly area or battle position. Squad will normally put out two or three LP/OP's as part of a platoon screening mission. Platoon leader will tell the squad leader the general location of the LP/OP's.
2. STANDARDS:
 - a. Squad occupies positions which:
 - (1) Allow good observation of the assigned sector or avenue of approach.
 - (2) Provides cover and concealment.
 - (3) Has covered and concealed routes to and from positions.
 - b. Observers avoid hilltops and do not skyline.
 - c. Each OP/LP has two personnel--one observer and one recorder. Personnel should trade jobs periodically to avoid observer fatigue.
 - d. Communication with OP/LP's is by wire with radio as a backup. If these are not available, one man at the OP/LP site acts as a messenger.
 - e. OP/LP's withdraw only on order.
 - f. If squad occupies more than one LP/OP as part of platoon screen:
 - (1) Carrier is positioned in hull down or hide position.
 - (2) Squad maneuver teams dismount to occupy two or three LP/OP's.
 - g. OP/LP looks for:
 - (1) Straight lines (they do not occur naturally).
 - (2) Tracks or other evidence of activity.
 - (3) Broken foliage or foliage that doesn't match.
 - (4) Movement.

SQUAD DRILL--OCCUPY LP/OP'S

(Continued)

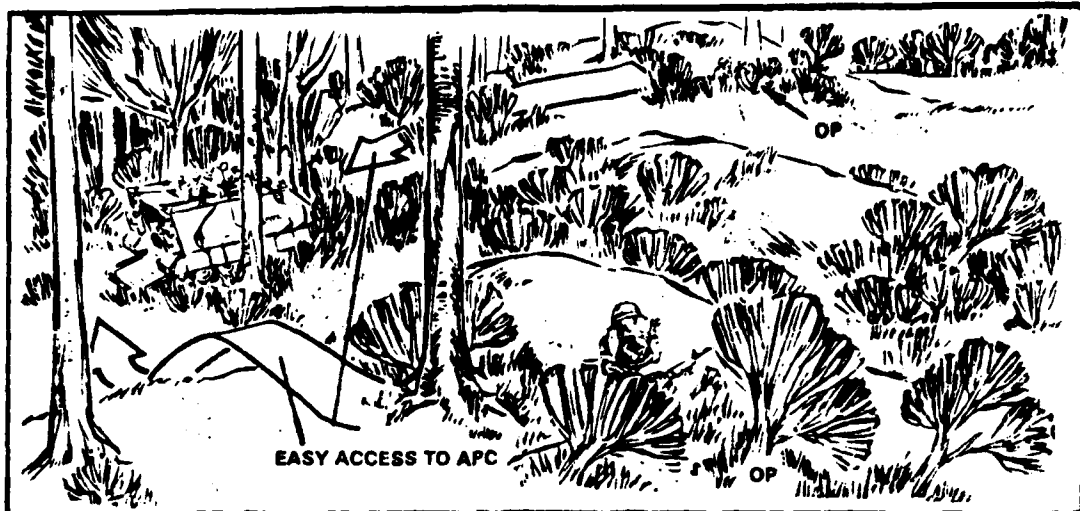
- (5) Glare or shine.
 - (6) Smoke, flash, or dust.
 - (7) ATGM in flight (especially important during movement).
 - (8) Enemy aircraft.
 - (9) Shadows.
 - h. OP/LP listens for:
 - (1) Wheeled and tracked movement.
 - (2) Light or heavy machinegun fire.
 - (3) Indirect fire.
 - (4) Rocket, recoilless rifle, or tank fire.
 - (5) Approaching aircraft.
 - i. Woodlines, buildings, covered avenues of approach, and other areas where the enemy may hide are checked closely.
3. Selecting exact OP position.
- a. Don't attract attention. Don't select a position such as a water tower, an isolated grove of trees, a lone building or tree, or an abandoned vehicle that naturally draws the enemy's attention.
 - b. Don't skyline the observers. Avoid hilltops; you are usually better off farther down the slope on a flank of the hill as long as covered withdrawal routes are available.



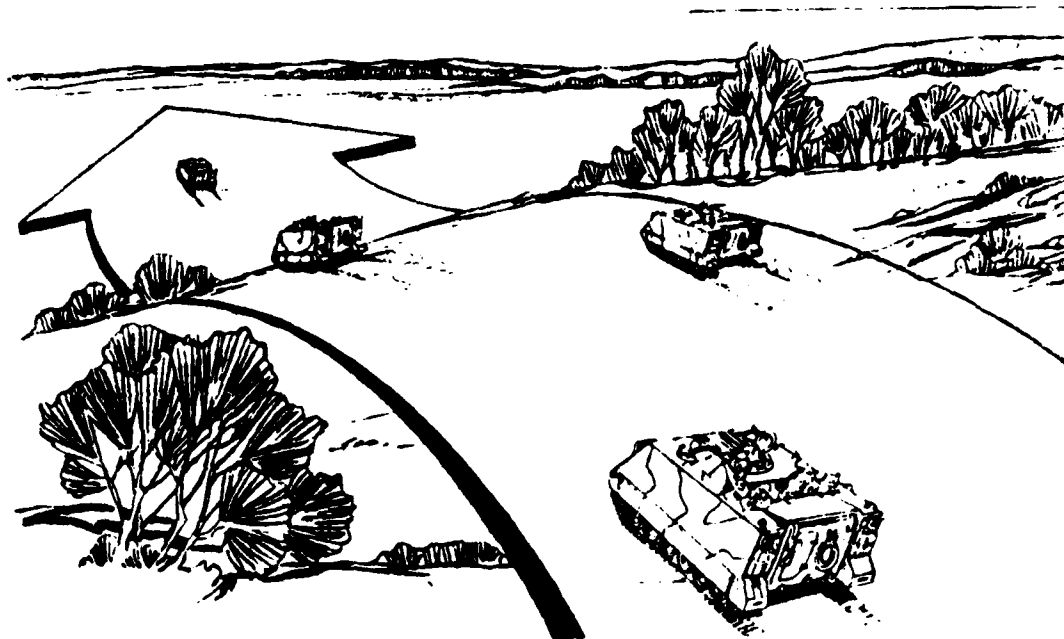
SQUAD DRILL--OCCUPY LP/OP'S

(Continued)

4. Squad with more than one OP/LP location as part of platoon screen.



PLATOON
COLLECTIVE TASKS
(PLATOON DRILLS)

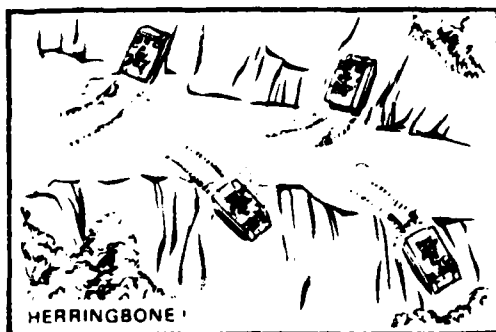


PLATOON DRILL--ESTABLISH SECURITY IN ASSEMBLY AREA

1. TASK: Platoon establishes security in assembly area.
2. STANDARDS:
 - a. Squads are positioned with overlapping sectors of observation and fire to insure 360 degree coverage.
 - b. LP/OP's are put out in all directions.
 - c. Everything is camouflaged from ground or aerial observation.
 - d. Light and noise discipline is maintained. (See Squad Drill "Maintain Light and Noise Discipline" in this book).
 - e. Hasty battle positions are dug.
 - f. Platoon establishes work/alert and sleep/alert plans to insure alert observation is maintained around platoon position at all times.

PLATOON DRILL--ESTABLISH SECURITY AT HALTS

1. TASK: Platoon establishes security at temporary halt during movement.
2. STANDARDS:
 - a. Platoon occupies secure formation.
 - (1) Herringbone or coil if on roadmarch.
 - (2) Hasty Battle position if on movement to contact.
 - b. Squads are positioned with observation and sectors of fire to insure all around security.
 - c. Maneuver teams dismount.
 - d. Depending on length of halt, LP/OP's are established in all directions.



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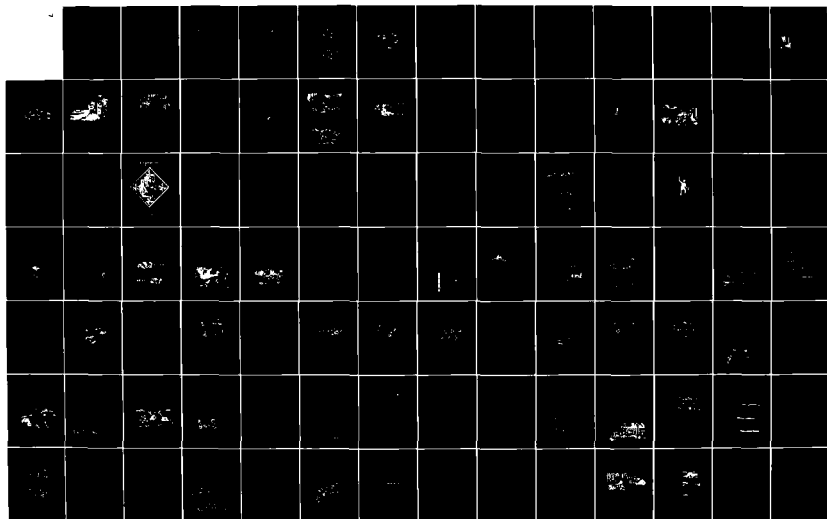
COMBINED ARMS COUNTEROBSTACLE BATTLE DRILLS(U) ARMY WAR
COLL CARLISLE BARRACKS PA G F SMITH 06 MAY 84

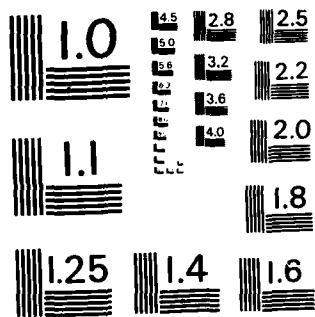
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MICROCOPY RESOLUTION TEST CHART
NATIONAL BUREAU OF STANDARDS-1963-A

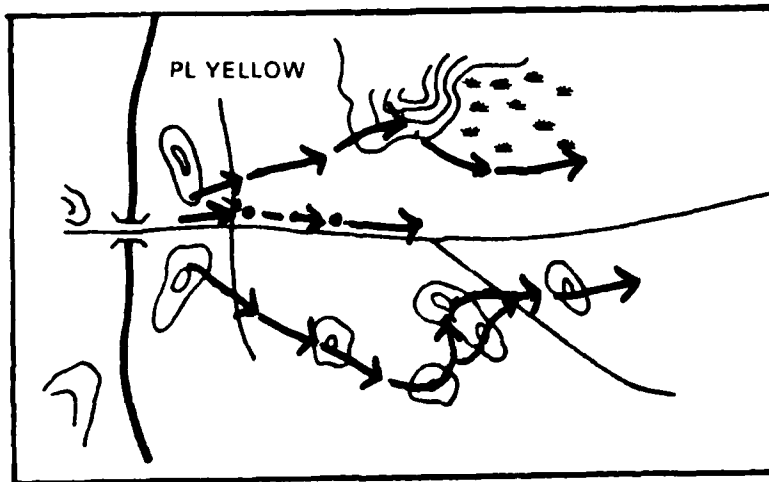
PLATOON DRILL--RECON A ROAD

1. TASK: Platoon conducts reconnaissance of a road. Platoon is assigned this task to obtain detailed information about a specified road and all adjacent terrain from which the enemy could influence movement along that road.
2. STANDARDS:
 - a. Platoon checks road and key terrain on both sides of the road. Techniques for doing this are:
 - (1) Have one squad move on key terrain on each side of the road and one squad move on or adjacent to road.
 - (2) Have a squad maneuver team move on key terrain on each side of the road, while platoon carrier teams move on or adjacent to road.
 - b. Platoon uses proper movement techniques based on likelihood of enemy contact (See 'MOVE Battle Drill'). Bounding overwatch can be accomplished by having elements on either side of the road alternate moving and overwatching from key terrain features.
 - c. Platoon uses a dismounted element overwatched by platoon (-) to check bridges, defiles, bends in the road, and built-up areas.
 - d. Platoon collects and reports the following information.
 - (1) Condition, trafficability and width of road.
 - (2) Evidence of enemy presence or activity.
 - (3) Obstacles.
 - (4) Bridge locations and conditions.
 - (5) Ford locations.
 - (6) Location and dimensions of any tunnels or underpasses.
3. Examples of platoon reconnaissance of a road follows on next pages.

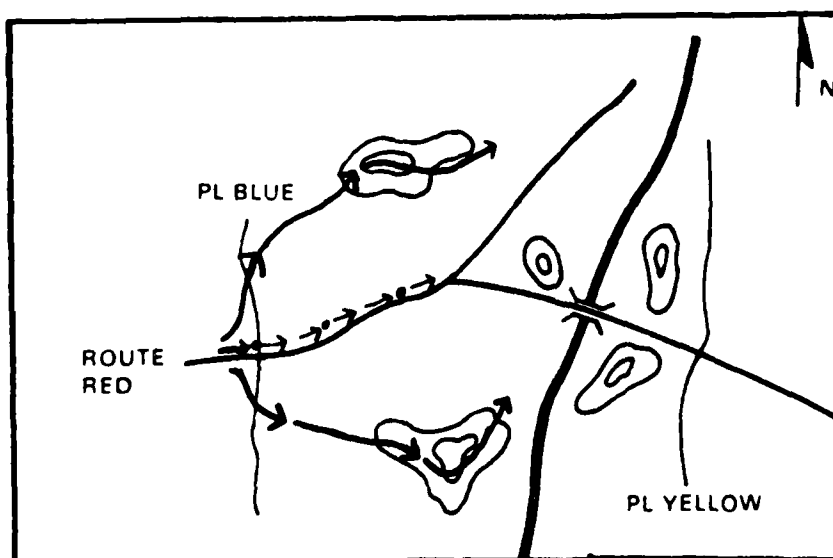
PLATOON DRILL--RECON A ROAD

(Continued)

3. Examples of platoon reconnaissance of a road (Continued).



- —• —• → Squad moving on or adjacent to road.
- —→ → Squads moving on key terrain on each side of road.

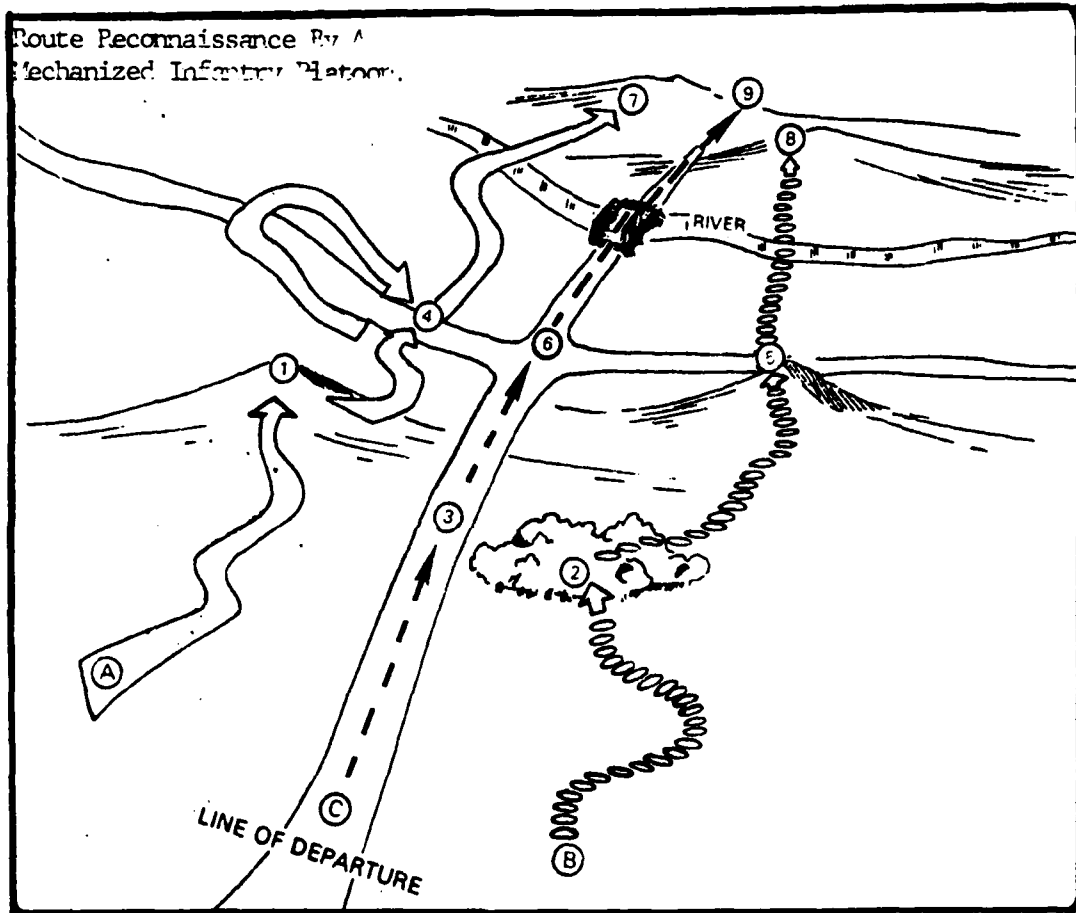


- —• —• → Squad moving on or adjacent to road.
- —→ → Squads moving on key terrain on each side of road.

PLATOON DRILL--RECON A ROAD

(Continued)

3. Examples of platoon reconnaissance of a road (Continued).



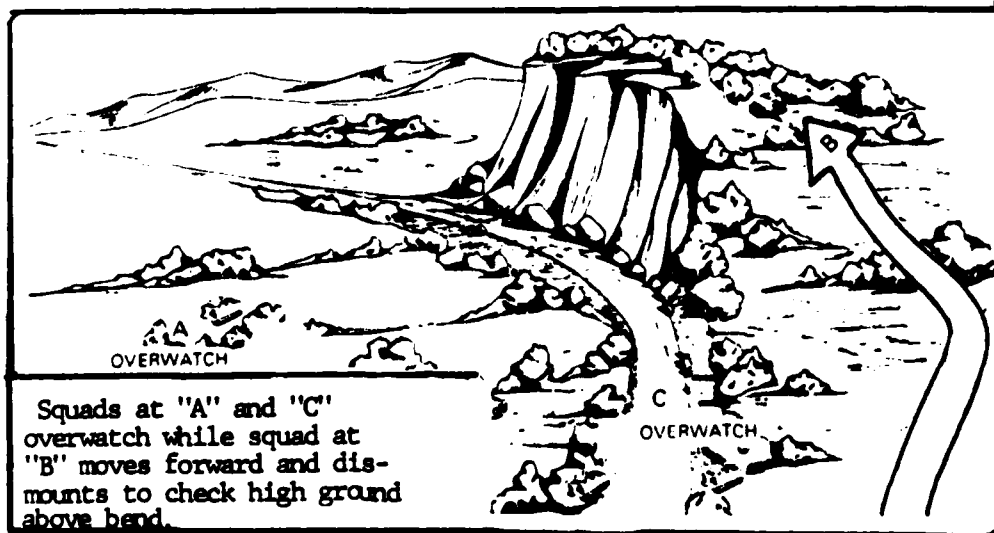
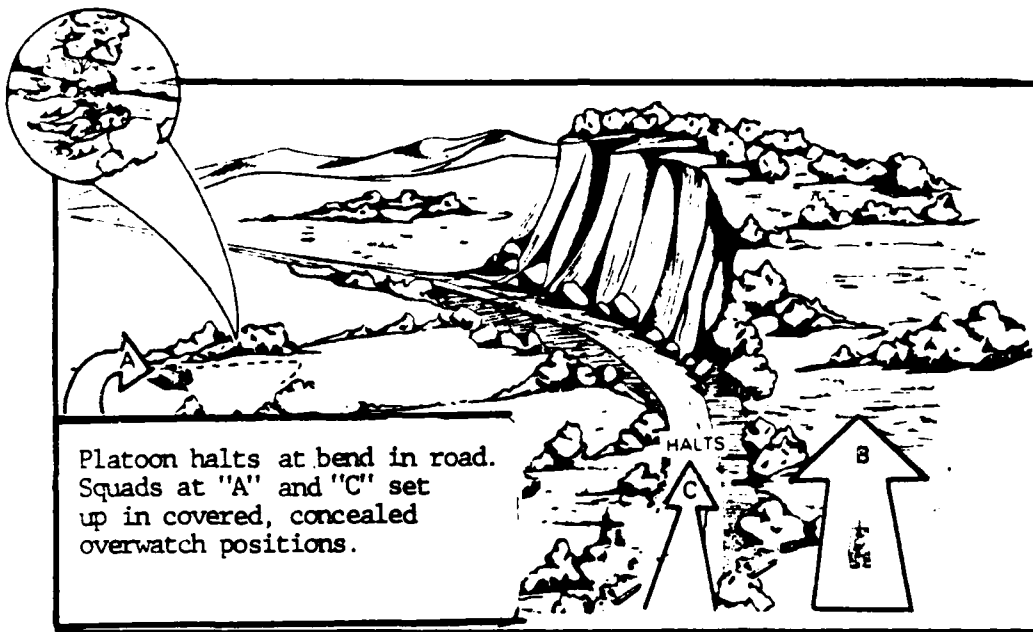
Platoon dismounts one maneuver team each to move along routes "A" and "B" while platoon (-) with carrier teams moves on route "C".

This technique is used if terrain on routes "A" and "B" is impassable to track vehicles. If terrain is passable, then squads can move mounted on routes "A" and "B" or with maneuver team moving dismounted followed by carrier team in support.

PLATOON DRILL--RECON A ROAD

(Continued)

4. Checking a Bend in a Road. The enemy will often zero weapons, particularly antitank weapons, on a bend in a road and lie in wait. A bend and its shoulder may also be mined. Before moving around a bend, send a dismounted element to look on the other side and use dismounted infantry to check for mines.



PLATOON DRILL--RECON A ROAD

(Continued)

5. Checking a defile. A defile is an ideal ambush site because movement is restricted. Before the unit moves into a defile, squads reconnoiter the high ground on both sides. Dismounted infantry check the defile for ambushes, mines, and booby traps.
 - a. Mounted or dismounted squads reconnoiter the high ground and move to vantage points overlooking the defile (points A and B).
 - b. Dismounted maneuver team enters the defile and checks sides for mines, booby traps, or ambushes. Carrier teams overwatch.



- c. Dismounted maneuver team checks the road for mines.
 - d. Maneuver team moves forward to determine if the enemy is lying in wait beyond the exit. If possible, this is done without exiting through the defile.
 - e. The unit moves through the defile and continues its mission.

PLATOON DRILL--OCCUPY A SCREEN

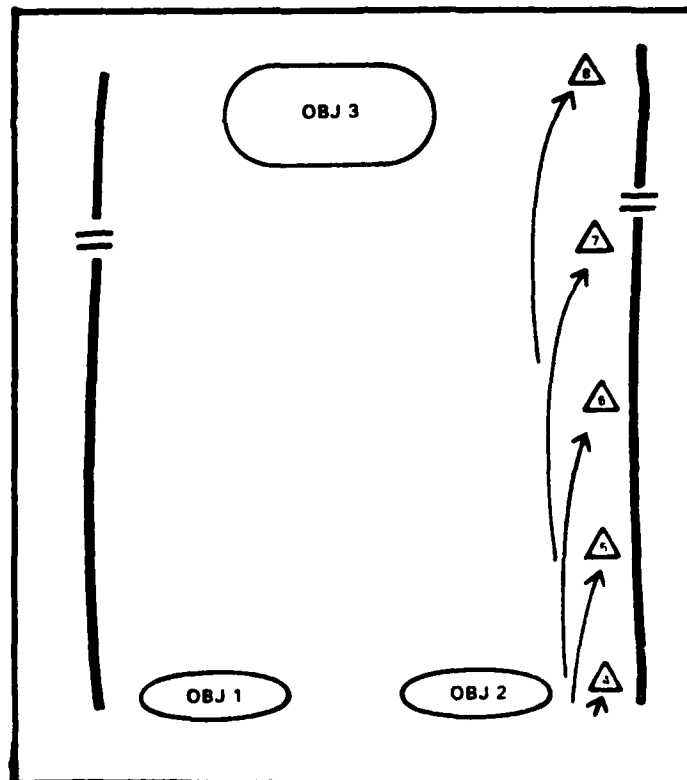
1. TASK: Platoon occupies positions to conduct a screening mission. This task is done in order to execute surveillance over an extended frontage to the front, flanks, or rear of a moving or stationary force.
2. STANDARDS:
 - a. Platoon occupies a series of LP/OP's as follows:
 - (1) Each squad establishes two or more LP/OP's as shown in "Squad Drill--Occupy LP/OP's."
 - (2) LP/OP positions cover entire platoon sector with overlapping field of observation, concentrating on likely avenues of approach.
 - b. Platoon leader establishes commo to LP/OP's. One technique for this is as follows:
 - (1) Platoon leader communicates with all squad carriers by radio.
 - (2) Squad carriers communicate with the squad's LP/OP's by wire, radio, or messenger.
 - c. When screening a moving force the platoon may have to conduct a mobile screen as follows:
 - (1) If the protected force is advancing slowly, the platoon can maintain the screen by leapfrogging squads from the rear to the front along the axis of advance.
 - (2) If the protected force is moving rapidly, the platoon conducts a mounted screen, moving constantly in a widely dispersed formation.
 - d. Platoon reports location, strength, disposition and movement of any enemy force.
 - e. Platoon fires its organic weapons only in self-defense or within its capability to destroy or repel small reconnaissance elements that may attempt to penetrate screen. The platoon may impede the advance of a strong enemy force by calling for and adjusting supporting indirect fires.

PLATOON DRILL--OCCUPY A SCREEN

(Continued)

3. Example of screening a slow moving attack.

- a. During a slow moving attack, the platoon leader will find it necessary to displace certain squads in order to keep abreast of the main thrust of the attack. This can be accomplished by the leap frog technique.
- b. For example, the platoon has already occupied OPs 1, 2, 3, and 4. The main thrust of the attacking force has already seized OBJ 1 and 2 and is beginning its attack to OBJ3. Because the attack is rather slow, the platoon leader displaces the squad at OP1 and has it move to and occupy OP5, thus giving the main body continuous flank security. Once OP5 is occupied, the squad at OP 2 would be displaced and occupy OP6. This technique, although time-consuming and dependent on trafficability, affords the commander three permanent OPs constantly watching his flank and no more than one in motion.

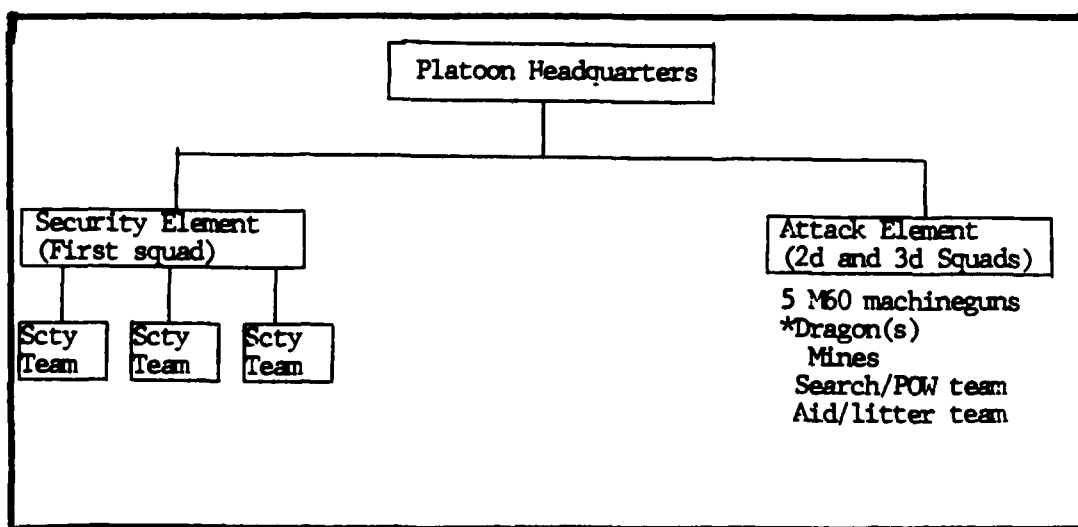


PLATOON DRILL--OCCUPY GUARD

1. TASK: Platoon occupies positions to conduct a guard mission. This task is assigned to provide security for a larger force over an extended frontage.
2. STANDARDS:
 - a. The platoon occupies positions for a guard mission in the same manner as shown in the preceding "Platoon Drill--Occupy Screen."
 - b. In addition to detecting any approaching enemy force the platoon must plan to impede the advance of enemy forces as follows:
 - (1) Destroy or repel reconnaissance elements.
 - (2) Attrite enemy forces with organic and supporting direct and indirect fires.
 - (3) Force enemy advance guard or main body to deploy in attack formation.
 - c. In order to conduct a guard task against an enemy mechanized or armor force, the platoon must be supported by TOWs and/or tanks.

PLATOON DRILL--ORGANIZE FOR A COMBAT PATROL

1. TASK: Platoon organizes men and equipment to conduct a combat patrol.
2. STANDARDS (Ambush Patrol):
 - a. Platoon is organized into:
 - (1) Headquarters element (platoon leader, platoon sergeant, RTO) for command and control.
 - (2) Security element to provide flank and rear security and early warning at ambush site.
 - (3) Attack element to execute ambush and fire into kill zone.
 - b. Squad integrity is maintained as much as possible. For example, one squad could act as the security element with two or more security teams while two squads with the platoons M60 machineguns act as the attack element.
 - c. Platoon leader assigns any required additional tasks and duties such as:
 - (1) Search/POW teams to search kill zone after ambush and secure any survivors as POWs.
 - (2) Aid/litter teams to treat and evacuate friendly casualties.
 - (3) Personnel to carry and emplace mines and/or demolitions.
 - d. Sample ambush platoon organization showing distribution of crew-served weapons.



*Dragons may be carried as situation and enemy threat requires.

PLATOON DRILL--ORGANIZE FOR A COMBAT PATROL

(Continued)

3. STANDARDS (Raid Patrol):

a. Platoon is organized into:

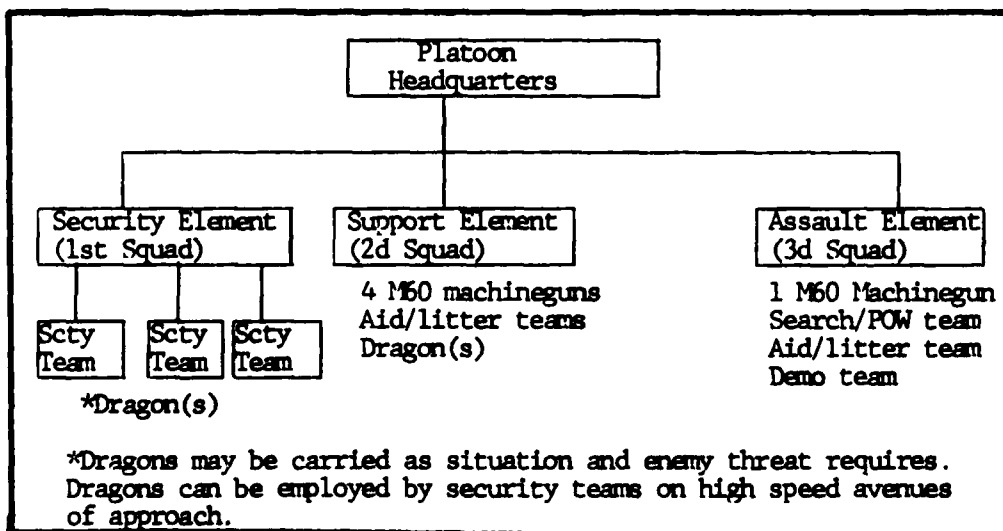
- (1) Headquarters element (platoon leader, platoon sergeant RTO) for command and control.
- (2) Security element to provide security and early warning to the flanks and rear and on high speed approaches leading into raid objective.
- (3) Support element to support assault element with direct fire.
- (4) Assault element to close with and secure objective area.

b. Squad integrity is maintained.

c. Platoon leader assigns any required additional tasks such as:

- (1) Search/POW teams.
- (2) Aid and litter teams.
- (3) Demo teams to accomplish any required destruction in objective area according to platoon requirements.

d. Sample Raid Patrol Organization showing distribution of crew-served weapons:



PLATOON DRILL--MOVE AS A COMBAT PATROL

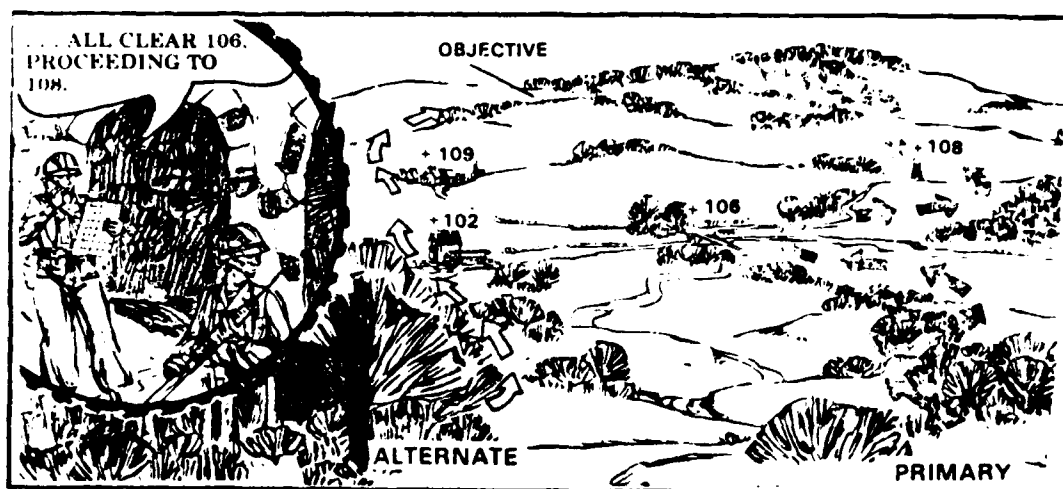
1. TASK: Platoon moves to combat patrol objective.
2. STANDARDS:
 - a. Platoon moves on concealed route using stealth and alert observation to avoid enemy detection.
 - b. Platoon can move:
 - (1) As shown in 'Move Platoon Drill--Move Dismounted.'
 - (2) As a file or staggered file using point, flank, and security teams.
 - c. At Danger areas the platoon:
 - (1) Secures the near side.
 - (2) Secures the flanks.
 - (3) Secures the far side.
 - (4) Crosses the danger area.

The above can be accomplished by using bounding overwatch or by securing flanks and rear side with platoon (-) while point security team moves across to recon and secure far side.
 - d. Platoon leader plans for and designates rally points along the patrol route where the platoon reassembles if it becomes dispersed.
 - e. If enemy contact is made, platoon breaks contact (by fire and maneuver if necessary) and reassembles to continue mission. If platoon is dispersed, reassembly will occur at the last designated rally point.
3. Patrol movement (FM 7-7, page 6-3).
 - a. In patrolling, the unit uses the same basic movement techniques discussed in 'Move Battle Drill.' However, the patrol wants to avoid contact unless it is according to the plan. The patrol's mission could be compromised by premature or unexpected contact. Lead elements seek the enemy's location and avoid contact. If contact is established, they try to break contact unless the patrol has been detected and the enemy is so weak that the squad can destroy him readily without compromising the operation. To

PLATOON DRILL--MOVE AS A COMBAT PATROL

(Continued)

- b. Route selection and planning. The patrol leader selects a primary and at least one alternate route to and from the patrol objective. Each route is divided into legs or sections which start and end at recognizable terrain features. This technique enables the patrol leader to remain oriented and check progress throughout the patrol. When terrain permits, the legs may be on a compass azimuth or along a recognizable terrain feature and paced off during the patrol. Enemy STANO devices and the requirement to use covered and concealed routes will normally prohibit movement on a direct compass azimuth. TRPs are planned on recognizable terrain features along the patrol route to allow the patrol to send reports and call for supporting fire.

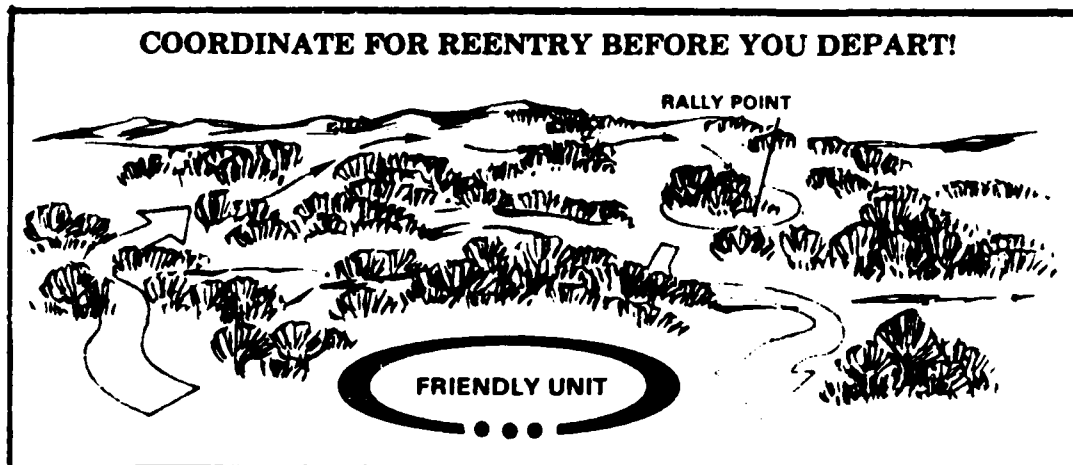


- c. Rally points. Rally points are used along the patrol route to reassemble the patrol if it becomes dispersed. Rally points are selected on the near and far sides of danger areas. Additional rally points may be selected along the route as required or designated during the patrol. The patrol leader must state the action to be taken at rally points. During the patrol, additional instructions are issued. Each man must know the rally point in case the patrol becomes dispersed. Normally, instructions provide for continuing the patrol after a certain number of men arrive at the rally point or after a certain period of time. The senior man at the rally point will, in the absence of the patrol leader, decide how to best accomplish the mission.

PLATOON DRILL--MOVE AS A COMBAT PATROL

(Continued)

- d. Departure and reentry of friendly lines. The movement away from and back into friendly positions is one of the most critical parts of the patrol. The patrol leader is normally given points of departure and reentry. The patrol leader must arrange for guides through obstacles, code words, recognition signals, and must verify each member of the patrol to insure there are no infiltrators. Normally during reentry the patrol leader will stop at a rally point and contact friendly units to receive clearance before reentry.



- e. Danger areas. When moving to the objective, a leader must avoid danger areas or areas where the chance of the enemy detecting the patrol is likely--but sometimes they cannot be avoided. Typical danger areas are:

- (1) Highways.
- (2) Streams.
- (3) Large open areas.
- (4) Known enemy positions.

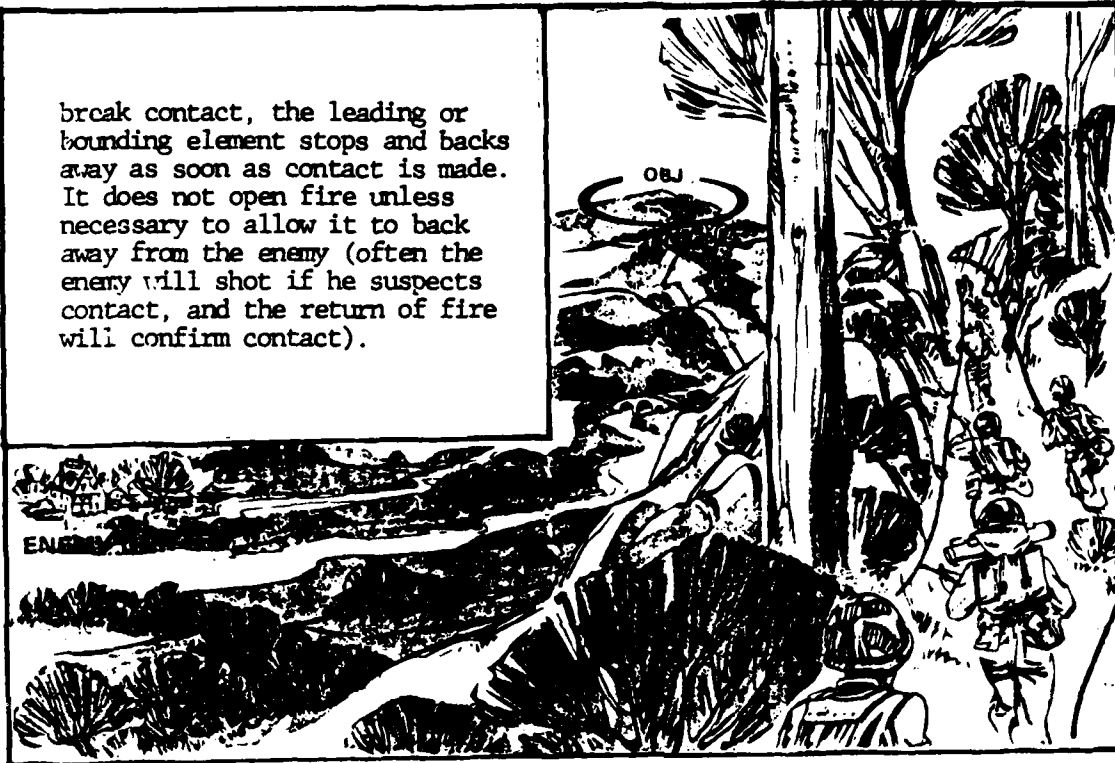
Special techniques must be used at danger areas.

Part of the lead element may secure the flanks and have the remainder of the patrol pass through them to the far side. Each

PLATOON DRILL--MOVE AS A COMBAT PATROL

(Continued)

break contact, the leading or bounding element stops and backs away as soon as contact is made. It does not open fire unless necessary to allow it to back away from the enemy (often the enemy will shoot if he suspects contact, and the return of fire will confirm contact).



The lead element warns the rest of the patrol which also backs away. The patrol then tries to find another route around the enemy.

PLATOON DRILL--MOVE AS A COMBAT PATROL

(Continued)



danger area is different, and you may use many different crossing techniques. However, there are certain things to do in the following order:

- (1) Secure the near side.
- (2) Secure the flanks.
- (3) Secure the far side.
- (4) Cross the danger area.

Reconnoitering and securing the near side may involve nothing more than a visual observation. It may also involve placing a security element some distance out on both sides of the crossing point to give early warning of enemy approach.

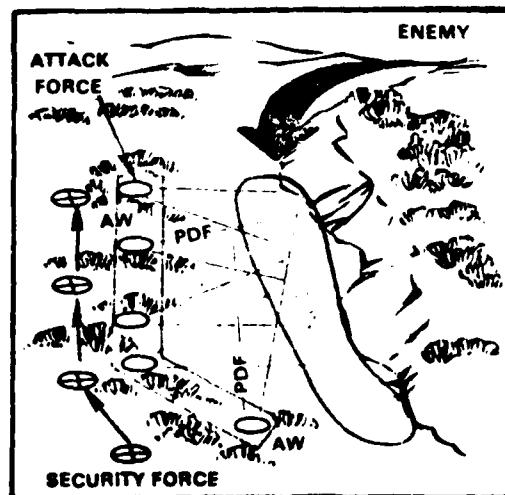
PLATOON DRILL--ACTIONS AT OBJECTIVE FOR AMBUSH PATROL

1. TASK: Platoon occupies positions and executes a point or area ambush.
2. STANDARDS:
 - a. Platoon occupies and secures an objective rally point (ORP) in a covered and concealed location near objective.
 - b. Platoon and squad leaders move forward to conduct leaders recon of objective area. Platoon leader designates:
 - (1) Location of kill zone(s).
 - (2) Position(s) for attack element.
 - (3) Positions for security element.
 - (4) Withdrawal routes from objective back to ORP.
 - c. Security element occupies positions to provide early warning to the flanks and rear and to cover withdrawal of the attack element back to ORP. Security teams have wire communication with platoon leader.
 - d. Attack element occupies positions to fire into kill zone. Concealment is first priority.
 - e. Claymore mines are set up to fire into kill zone.
 - f. Far side of kill zone should have a natural obstacle. If not, then it is mined.
 - g. Flank security teams warn platoon leader of enemy approach towards kill zone.
 - h. When enemy is in central kill zone, platoon leader initiates ambush with casualty producing device (the best way is by firing claymores, otherwise have M60 MG open fire).
 - i. Personnel in attack element fire and throw handgrenades into kill zone.
 - j. When enemy activity in kill zone ceases, platoon stops firing and search teams move forward to search enemy casualties and secure any survivors as prisoners.

PLATOON DRILL--ACTIONS AT OBJECTIVE FOR AMBUSH PATROL

(Continued)

- k. Platoon withdraws to ORP to reassemble for movement back to friendly positions.
- 1. In an area ambush, the attack element will be broken down into two or more teams and positioned to cover multiple approaches into kill zone. The security element is normally employed in one location to provide rear security and/or cover withdrawal of attack element back to ORP.
- 3. Ambush techniques (FM 7-7, page 6-10).
 - a. Point ambush.
 - (1) A point ambush is positioned along the enemy's expected route of march, with the ambush elements deployed to fire into a single killing zone.
 - (2) If possible, the far side of an ambush should be an obstacle, e.g., rivers, cliffs, thick woods. If no obstacle is present, lay some mines.

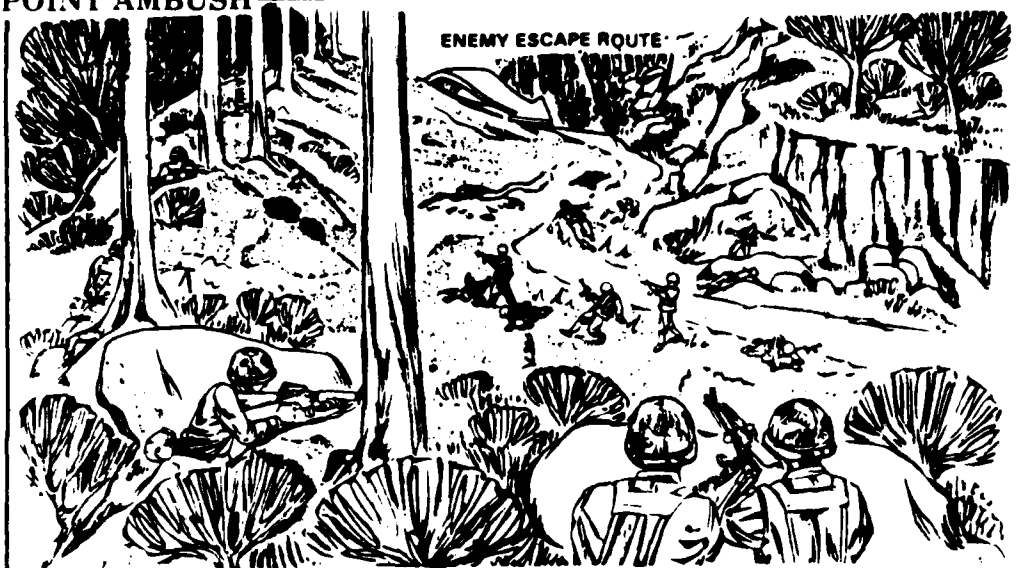


- (3) The security force must secure the rear and flanks, and be prepared to cover the withdrawal of the attack force, and seal off the ends of the killing zone to prevent enemy escape or reinforcement.
 - (4) Site as many weapons as possible to shoot enfilade fire down the avenue of approach.

PLATOON DRILL--ACTIONS AT OBJECTIVE FOR AMBUSH PATROL

(Continued)

POINT AMBUSH



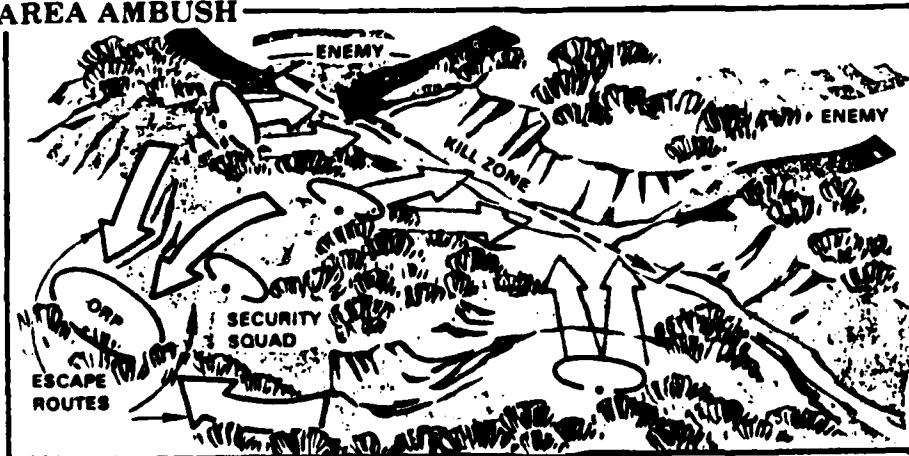
A point ambush is established at a site having several trails or other escape routes leading away from it. The site may be a water hole, an enemy campsite, a known rendezvous point, or on a frequently traveled trail.

Point ambushes are established along the trails, stream beds, or other escape routes leading away from the central killing zone.

b. Area Ambush.

- (1) An area ambush is a series of point ambushes which are coordinated over an area to accomplish a specific purpose. This type is often employed in counter guerrilla warfare to kill enemy infiltrating an area.

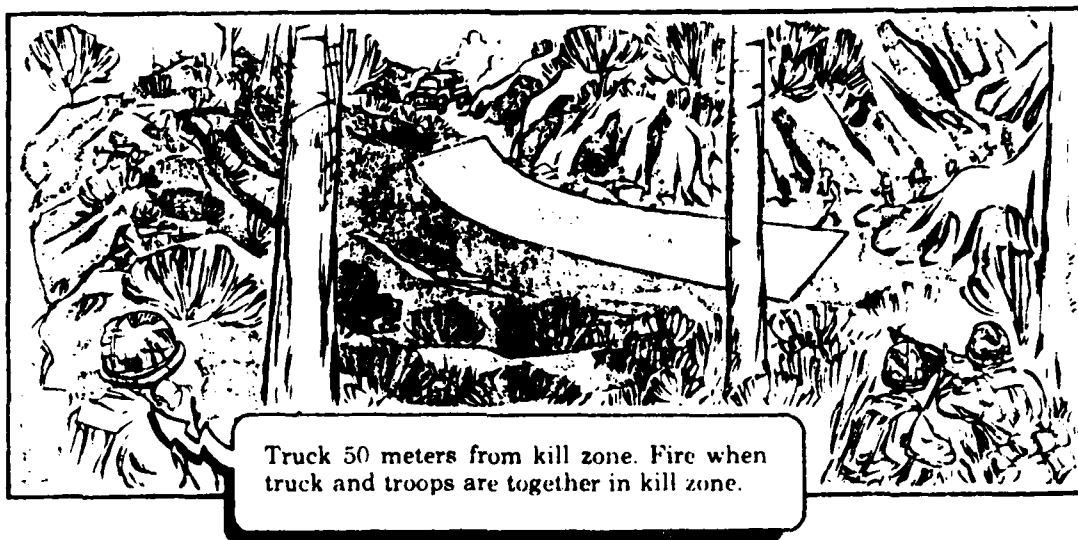
AREA AMBUSH



PLATOON DRILL--ACTIONS AT OBJECTIVE FOR AMBUSH PATROL

(Continued)

- (2) The target, whether a single group or several groups approaching from different directions, is permitted to move to the central killing zone. Outlying ambushes report approaches of the enemy by wire. They do not attack (unless discovered).
- (3) The ambush is initiated when the target moves into the central killing zone.



- (4) When the target breaks contact and tries to disperse, escaping portions are intercepted and destroyed by the outlying ambushes.
- (5) The multiple contact achieve increased casualties, harassment, and confusion.
- (6) This version of the area ambush is best suited to counter-guerrilla operations in terrain where movement is largely restricted to trails. Ambushes produce best results when they are deliberately established.

c. Signals.

- (1) Signals to execute the ambush are normally given by exploding a claymore or by firing a machinegun or the patrol leader's weapon, or by a combination of these.

PLATOON DRILL--ACTIONS AT OBJECTIVE FOR AMBUSH PATROL

(Continued)

(2) ~~Other~~ signals are required to--

● *Alert the patrol to enemy approach.*

A telephone can be run from the security elements to the main body of the patrol. Men can be linked with communication wire on which a designated number of tugs tells of enemy approach.

● *Lift or shift fire and assault the target.*

Voice commands, whistles, or pyrotechnics may be used. All fire must stop or shift at once so that the assault can be made before the target can react.

● *Withdraw the ambush.*

This too, can be voice commands, whistles, or pyrotechnics.

d. Withdrawal to the Objective Rally Point.

- (1) The ORP is located far enough from the ambush site that it will not be overrun if the enemy attacks the ambush. Routes of withdrawal to the ORP are reconnoitered. Situation permitting, each man walks the route he is to use. When the ambush is to be executed at night each man must be able to follow his route in the dark.
- (2) On signal, the patrol quickly but quietly withdraws to the objective rally point, reorganizes, and begins its return march.
- (3) If the ambush was not successful and the patrol is pursued, withdrawal may be by bounds. The last group may arm mines,

PLATOON DRILL--ACTIONS AT OBJECTIVE FOR AMBUSH PATROL

(Continued)

previously placed along the withdrawal route, to further delay pursuit. Preplanned, on-call indirect fire support is effective in covering withdrawal and to delay and disorganize any pursuit.

- (4) The basic techniques for executing a point ambush apply equally against dismounted or armored enemy forces.

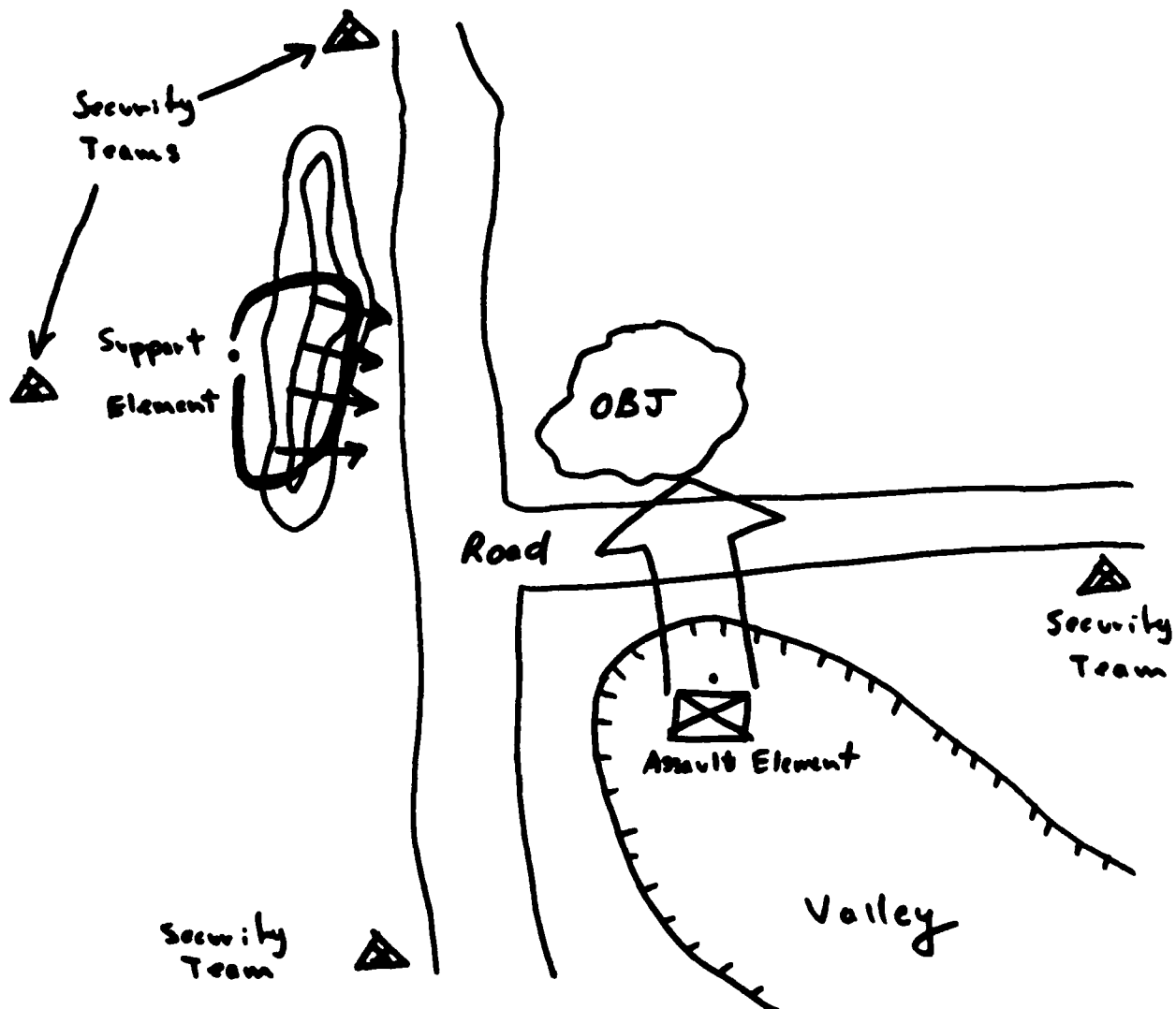
PLATOON DRILL--ACTIONS AT OBJECTIVE FOR RAID

1. TASK: Platoon occupies positions and executes a raid. A raid is normally conducted to destroy a specific enemy position installation, or personnel.
2. STANDARDS:
 - a. Platoon occupies and secures an objective rally point (ORP) in a covered and concealed location near raid objective.
 - b. Platoon leader and squad leaders move forward to recon objective area. Platoon leader designates positions for security, support and assault elements and withdrawal routes back to ORP.
 - c. Security element occupies positions to provide early warning on the flanks and rear of platoon and on high speed approaches to objective.
 - d. Support element moves into position to fire on objective.
 - e. Assault element moves into position to assault objective on best covered route.
 - f. Support element initiates raid with high volume of surprise fire. Support element shifts fire as assault element moves on objective.
 - g. Assault element closes on objective and eliminates any remaining enemy resistance.
 - h. Search/POW teams search objective and secure any survivors as prisoners.
 - i. Demo teams perform any required destruction.
 - j. Platoon withdraws to ORP to reassemble and move back to friendly positions.
3. Diagram of platoon in position for raid is shown on next page.

PLATOON DRILL--ACTIONS AT OBJECTIVE FOR RAID

(Continued)

3. Diagram of platoon in position for raid (continued).



NOTE: Best technique is to have assault element conduct assault at right angles to support element fire. Support element can shift fire across objective in front of assault element.

PLATOON DRILL--ACTIONS AT OBJECTIVE FOR RAID

(Continued)

4. Raids (FM 7-7, page 6-8).

- a. The mission of a raid patrol is to destroy a specific enemy position, installation, or personnel. The patrol uses the techniques of a reconnaissance patrol to get to the area to be raided, then conducts an attack. The actions at the objective must be accomplished quickly so the patrol can reassemble and leave the area before the enemy reacts.

RAIDS



- b. The patrol leader must assign tasks to his patrol for a raid. Security is placed to provide early warning of approaching enemy, to seal all avenues of approach and escape by fire, and to cover the withdrawal of the patrol to the ORP. He assaults with whatever is necessary to accomplish the destruction mission. It may include men assigned to carry demolitions, handle prisoners, and search. Supporting weapons are employed to cover the actions of the assault by delivering accurate, massed fire on the objective. This may be done from stationary positions or by moving with the assault.

TAB A

TASK FORCE HASTY BREACH AND ASSAULT FRAG ORDER

Codeword: BLOCKBUSTER

Line 1. Location of enemy and obstacles.

Line 2. Support-by-fire Force.

<u>Units</u>	<u>Position</u>	<u>Direction of fire</u>
A. (callsign)	(checkpoints or TIRS)	(Checkpoints or TIRS)
B.		
C.		
D.		

Line 3. Breach Force

<u>Units</u>	<u>Location of Lane</u>
A.	
B.	
C.	
D.	

Line 4. Assault Force

<u>Units</u>	<u>Attack Position</u>	<u>Objective</u>
A.		
B.		
C.		
D.		

Line 5. Coordinating Instruction

- A. Time to initiate breaching.
- B. Time or signal to commence assault.

APPENDIX II

IRON HORSE BATTLE DRILLS

TAB A

RECON AND SECURITY

TAB B

FIRE AND MANEUVER

**FIRE & MANEUVER
MECH INF**



**IRON HORSE
BATTLE DRILLS**

QUICK FINDER

<u>ITEM</u>	<u>PAGE</u>
Conduct of Battle Drill	1
Road Map	1
References	2
Individual Tasks	3
Leader Tasks	
Squad Leader Tasks	5
Platoon Leader Tasks	6
Squad Collective Tasks and Standards (Squad Drills)	7
Organization for Combat	8
Dismount Under Fire	10
Breach Wire Obstacles	12
Breach Minefields	14
Conduct Suppressive Fire	13
Assault Mounted	21
Assault Dismounted	25
Clear Trenchlines	29
Knock Out Bunkers	33
Platoon Collective Tasks and Standards (Platoon Drills)	35
Conduct of Fire and Maneuver	36
Bypass	40
Break Contact	42
Close and Assault, Mounted	52
Close Mounted, Assault Dismounted	53
Close and Assault Dismounted	56
Negotiate Obstacle	57
React to Indirect Fire	61

CONDUCT OF BATTLE DRILLS

1. Preferred method.

a. The fabric of past U. S. Army successes has been woven by the cocky, steel-like resolve of its small unit leaders, the considerable pluck of its gunners and riflemen, the cohesion and discipline of its crews, squads, and platoons, and the ability of these units to improvise and effectively operate in an independent mode. These small unit fighting capabilities were not born of committee or centralized training and analytical approaches. They were born of crew/squad and platoon identification and initiative and independent endeavors unfettered by centralization, detailed supervision and high level scrutiny.

b. With this in mind, these fighting qualities must be developed concurrent with the training of low-level combat skills. This translates to battle drills being conducted by the immediate chain of command in a decentralized manner. During red and amber time (non-training priority), leader, individual, and pre-battle drill training should be conducted in garrison and close in areas. Based on previous ARTEP/battle drill results, learning decay, personnel turnover and leader judgment, appropriate tasks in each battle drill are selected for training. Company commanders train their platoon leaders in their leader tasks. Platoon leaders train their subordinate leaders in their leader tasks, and insure these leaders are proficient in skill level 1 and 2 Soldier's Manual tasks. Squad leaders, tank commanders, and crew chiefs then train these skill level 1 and 2 tasks to their soldiers. Once these individual and leader tasks are trained to proficiency, squad and platoon leaders train the basics of the battle drill collective tasks in the company area, on parade grounds, motor pools, or close in training areas. Once this preparatory training is accomplished, the small units conduct the squad/crew and platoon drills on some realistic terrain down range during green time (training priority).

c. Battle drills represent building blocks of ARTEP missions. Once battle drills are trained to proficiency, squad/crew, platoon, company, and battalion ARTEP's must be conducted. There are ten battle drills (Move, Shoot, Communicate, Fire and Maneuver, Recon and Security, Battle Positions, NBC, Night, MOUT, and Sustain). These drills provide a closed loop training package. If a unit trains all ten drills, it will be trained to proficiency in all individual tasks (skill level 1 and 2, Soldier's Manual), leader tasks (skill level 3 and 4, Soldier's Manual), and collective tasks (per How To Fight Manuals) associated with all 33 ARTEP missions. Accordingly, a training sustainment program should be instituted for all 10 drills.

d. At times, real world realities will preclude use of the preferred method of implementation. These realities embrace extensive red/amber time support missions, unviably low NCO strength, high NCO turnover, unacceptable small unit leader tactical/training proficiency and short notice NCO fill--pre-deployment training contingencies. In these cases, a more structured, centralized approach may be required. This approach is discussed in the succeeding paragraphs. Note that only the management, support, validation,

and leader training functions are centralized. Training execution is still de-centralized. Squad leaders and tank commanders train their soldiers in individual skills and squad/platoon leaders train their units on the collective drills. Although it is recognized that this approach must, at times, be used, it is imperative that leaders at all levels find ways to return to the preferred method as quickly as possible.

2. Interim method.

a. Phase I: Decentralized Content Input. Squad and platoon leaders, using expanded job books that include all individual, leader, and collective tasks for each battle drill, diagnose the weaknesses of their units. In addition to their own judgment, they factor in past battle drill/ARTEP results, turnover and likely learning decay in deciding on these weaknesses.

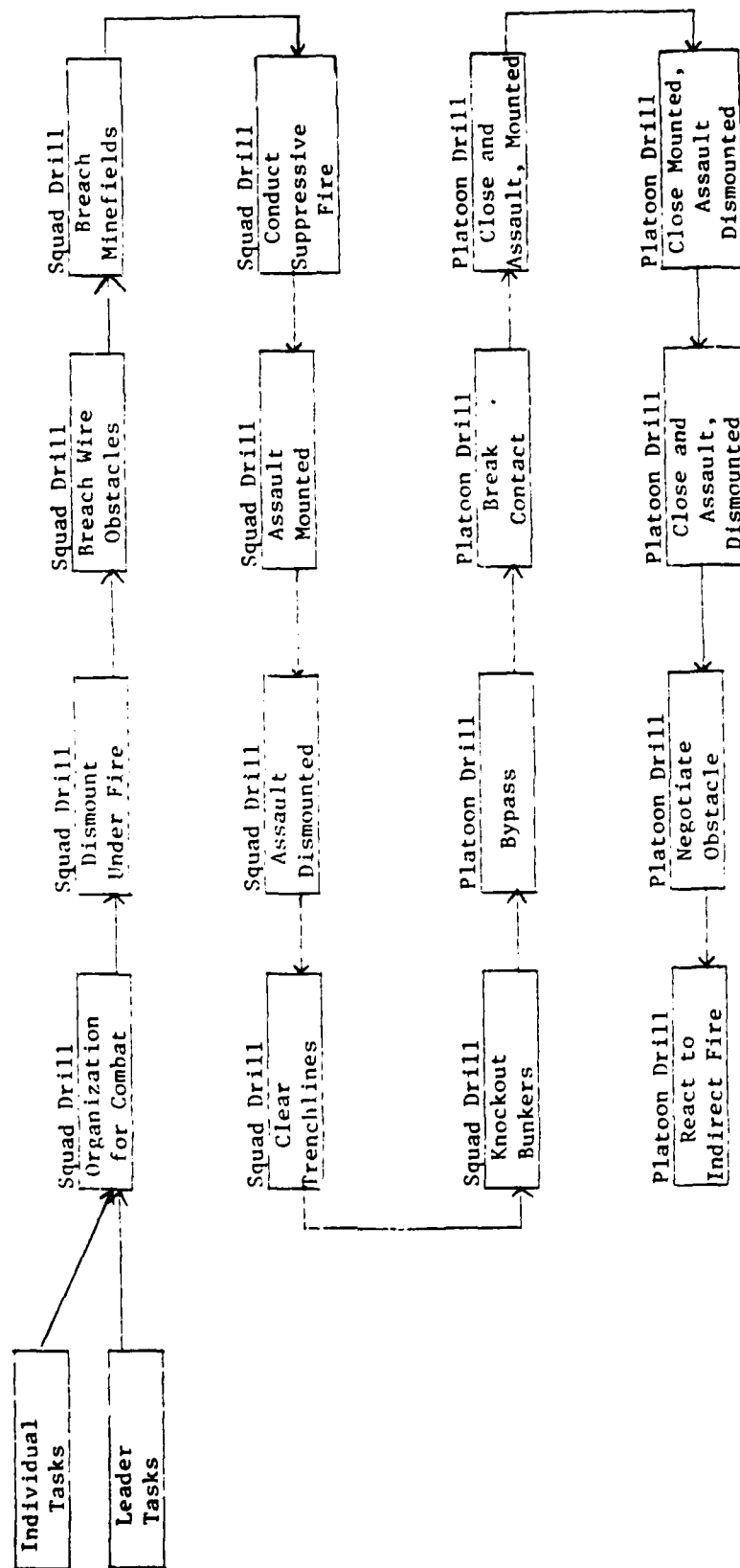
b. Phase II: Centralized Management. Company and battalion commanders receive this content input, analyze it and formulate the battle drills required to train their units to proficiency. If the job book input relative to fire and maneuver skills indicates that the units are weak in 8 of 15 individual tasks, 7 of 12 leader tasks, and 9 of 18 collective tasks, then a fire maneuver drill would be formulated addressing only those 24 tasks. The battalion staff plays an active role in these formulations. Importantly, individual and leader tasks should be selected to complement the collective task drills.

c. Phase III: Centralized Support. The staff then makes arrangements for training areas, ammunition, sand tables, tentage, vehicles, equipment, the building of bunkers, trenches, minefields, acquiring check lists, and whatever else is required to execute the drills. Training documents outlining individual responsibilities and unit schedules are prepared. An officer or Senior NCO is assigned responsibility for each battle drill, and it is this person's responsibility to orchestrate staff support. Hopefully, this officer/NCO will come from the unit being trained; however, it is conceivable that due to the lack of resources, principally time and well qualified trainers, it will be necessary to centralize the OIC/NOIC function at battalion level. Once NCO's have run through the drills several times, they should gain proficiency through experiential learning and then be in a position to run their own drills for their own unit. Once this situation exists, higher headquarters can set up battle drill lanes for which all field fortifications, sand tables, devices, equipment and other support items are kept permanently ready for use by any platoon leader.

d. Phase IV: Decentralized Training/Centralized Validation. The night or morning before the drills are conducted, squad leaders assemble around a sand table, terrain model or Durn Kempf Board and are validated or trained on their leader skills by the battle drill OIC/NOIC. Before they depart this location, the squad leaders are also validated or trained on the individual skills which they will next be teaching to their own soldiers. While the squad leaders are undergoing these activities, the platoon leader is supervising pre-operations checks and services, loading, issuing rations, ammunition, and other pre-drill admin logistical activities. He, furthermore, validates all drill skills that have been taught in the garrison environment. Once the squad leaders marry up with their units and the platoon arrives at the battle drill site, multi-echelon training commences. Platoon leaders are taken to the sand table, terrain model, or Durn Kempf Board and are validated or trained on their leader skills by the battle drill OIC/NOIC.

Their responsibilities in preparing for and leading the ensuing collective drills are gone over in detail. Concurrently, the squad leaders validate or train their men on the individual skills associated with that particular battle drill. Once the soldiers are trained to proficiency in their individual and leader tasks, they are returned to their units for training in the collective tasks that have been diagnosed as being weak. They are presented in the form of squad and platoon drills executed and validated under the auspices of the battle drill OIC/NOOIC. Throughout execution of the entire battle drill, written validation is rendered. When a soldier, leader, or unit performs a task inadequately it is immediately drilled to perfection. At the conclusion of all the squad and platoon drills the written validations are turned over to the platoon leader for internal use and for formulation of future battle drills. It is particularly important to note that throughout execution of these drills the squad and platoon leaders are training their own soldiers. The lane may be set up and validation accomplished outside the chain of command, but the training of the soldiers and the units is accomplished by immediate leaders. All training throughout this phase is "hands on" and performance oriented.

ROAD MAP: FIRE AND MANEUVER BATTLE DRILL

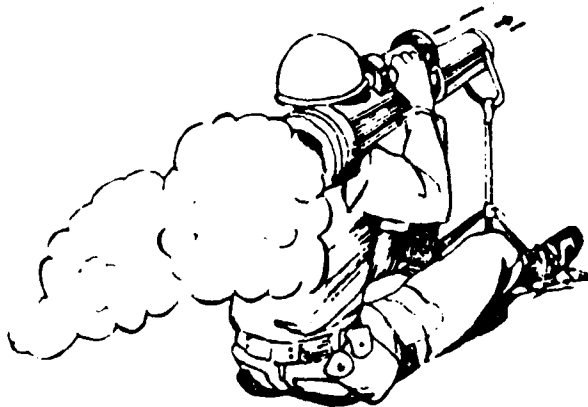


BATTLE DRILL = INDIVIDUAL + LEADER + COLLECTIVE TASKS + METT CONDITIONS

REFERENCES

1. FM 7-7, The Mechanized Infantry Platoon and Squad (Leader and Collective Tasks).
2. FM 7-11B 1/2/3/4, Soldier's Manuals (Individual and Leader Tasks).
3. TC 7-1, The Rifle Squads (Leader and Collective Tasks).
4. TC 7-4, The Mechanized Infantry Platoon (Leader and Collective Tasks).

INDIVIDUAL



TASKS

INDIVIDUAL TASKS

1. Move as a Member of Fire Team. 11B Task,
071-326-0501 Page 2-II-A-1.1
2. Move Under Direct Fire. 11B Task,
071-326-0502 Page 2-II-A-2.1
3. React to Indirect Fire. 11B Task,
071-326-0510 Page 2-II-A-3.1
4. Move Over/Through Obstacles. 11B Task,
071-326-0503 Page 2-II-A-5.1
5. Select a Temporary Vehicle Position.
 - a. Cover and concealment from ground and
aerial observation.
 - b. Avoid conspicuous terrain features.
 - c. Access in and out of position.
 - d. Able to cover the area by fire or obser-
vation.11B Task, 071-326-5606 Page 2-III-C-2.1
6. Select a Temporary Battlefield Position. 11B
Task, 071-326-0513 Page 2-II-A-7.1
7. Conceal Movement by Route Selection. 11B Task,
071-326-3001 Page 2-VII-E-2.7
8. Locate Mines by Visual Means. 11B Task,
051-192-1021 Page 2-IV-B-8.1
9. Locate Mines by Probing. 11B Task,
051-192-1022 Page 2-IV-B-9.1
10. Neutralize Enemy Mines. 11B Task,
051-192-1501 Page 2-IV-B-10.1
11. Perform Safety Checks on Hand Grenades. 11B Task,
071-325-4401 Page 2-IV-A-1.1
12. Identify and Employ Hand Grenades. 11B Task,
071-325-4405 Page 2-IV-A-3.1
13. Engage Enemy Targets With Hand Grenades. 11B Task,
071-325-4402 Page 2-IV-A-2.1

LEADER



TASKS

SQUAD LEADER TASKS

1. Select and Control Occupation of Overwatch Position.
11B Task, 071-326-5606, Page 2-VII-C-2.1
11B Task, 071-326-3004, Page 2-VII-E-5.1
2. Select Exact Terrain Route for an APC, Then Direct Driver Over the Route.
11B Task, 071-326-3001, Page 2-VII-E-2.1
3. Use Visual Signals to Control Movement (Dismounted).
11B Task, 071-326-0600, Page 2-VII-E-2.1
4. Direct the Fire and Maneuver of a Mechanized Squad Against an Enemy Position.
11B Task, 071-326-3006, Page 2-VII-E-7.1
5. Call for and Adjust Indirect Fire.
11B Task, 061-283-6003, Page 2-II-12.1
6. Analyze Terrain Using OOOKA. (Observation and fields of fire; Cover and concealment; Obstacles; Key terrain; Areas of approach.)
11B Task, 071-331-0820, Page 2-II-C-12.1
7. Control Rate and Distribution of Fire.
11B Task, 071-326-5501, Page 2-VII-A-1.1
8. Consolidate and Reorganize Squad Following Enemy Contact.
11B Task, 071-326-5510, Page 2-VII-A-3.1
9. Prepare and Issue an Oral Squad Operations Order.
11B Task, 071-326-5505, Page 2-VII-A-3.1
10. Direct and Supervise the Following Squad Drills:
 - a. Organize for Combat (Page 8)
 - b. Dismount under fire. (Page 10)
 - c. Breach a wire obstacle. (Page 12)
 - d. Breach an enemy minefield. (Page 14)
 - e. Conduct suppressive fire. (Page 18)
 - f. Assault mounted. (Page 21)
 - g. Assault dismounted. (Page 25)
 - h. Clear trenchlines. (Page 29)
 - i. Knock out bunkers. (Page 33)

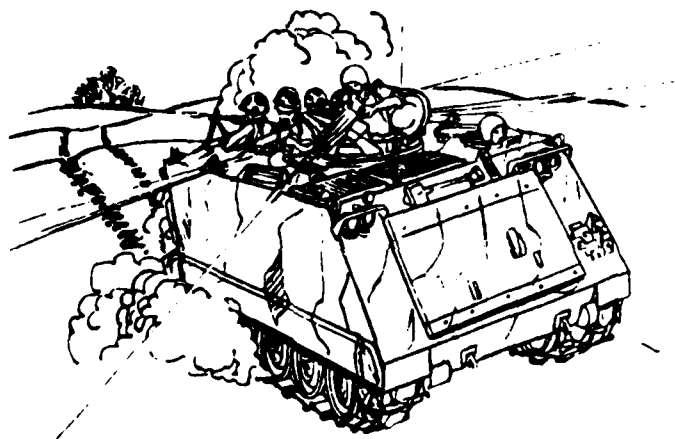
PLATOON LEADER TASKS

1. Prepare and Issue an Oral Platoon Offensive Operations Order. Task 071-326-5625, Page 2-VII-C-5.1
2. Direct Fire and Maneuver of Platoon Against an Enemy Position. Task 071-326-5635, Page 2-VII-C-7.1
3. Control Rate and Distribution of Fire. Task 071-326-5501, Page 2-VII-A-1.1
4. Select a Movement Route Using a Map. Task 071-326-0515, Page 2-II-A-15.1
5. Call for/Adjust Indirect Fire. Task 061-283-6003, Page 2-II-A-12.1
6. Analyze Terrain Using OOKA. Task 071-331-0820, Page 2-II-C-12.1
7. Consolidate and Reorganize Platoon Following Enemy Contact. Task 071-326-5511, Page 2-VII-A-4.1
8. Direct/Supervise execution of the Following Platoon Drills.
 - a. Bypass. (page 40)
 - b. Break contact. (Page 42)
 - c. Close and assault mounted. (Page 52)
 - d. Close mounted, assault dismounted. (Page 53)
 - e. Close and assault dismounted. (Page 56)
 - f. Negotiate obstacle. (Page 57)
 - f. React to indirect fire. (Page 61)

SQUAD

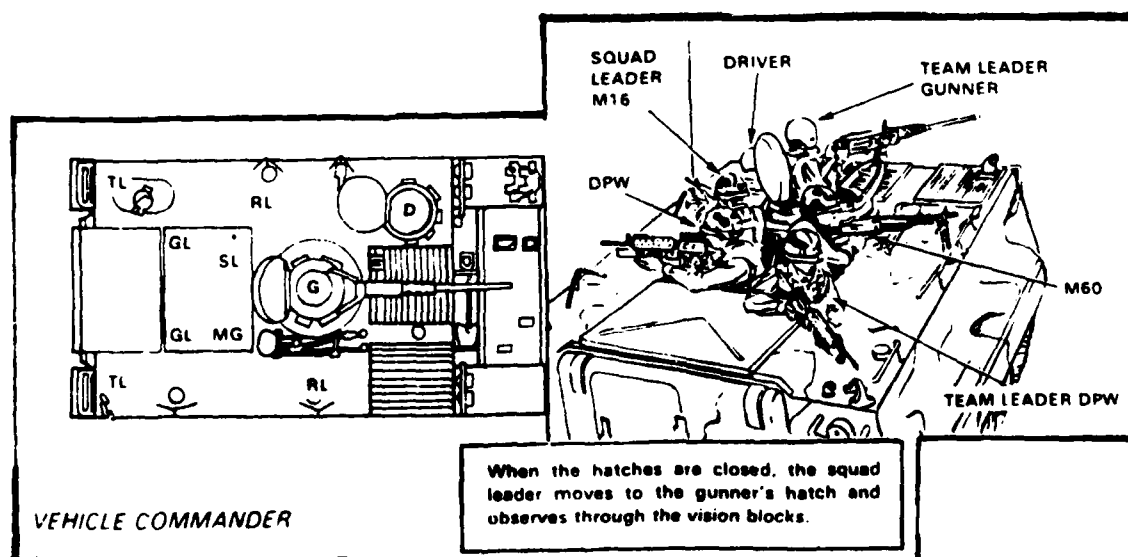
COLLECTIVE TASKS

(SQUAD DRILLS)



SQUAD DRILL--ORGANIZE FOR COMBAT

1. TASK: Organize and position personnel on the APC to conduct mounted or dismounted assault.
2. STANDARDS (MOUNTED):
 - a. When cargo hatch is open the squad's maximum fire power provides all around security for the vehicle.
 - b. Each individual has a sector of fire and observation.
 - c. Weapons are positioned to provide maximum suppressive fire in the direction of the assault.
 - d. Squad leader places himself where he can best control vehicle.
 - e. Squad members not positioned in cargo hatch are tasked to reload magazines, pass up ammunition, and replace casualties.
 - f. Figure below shows a typically mounted squad.

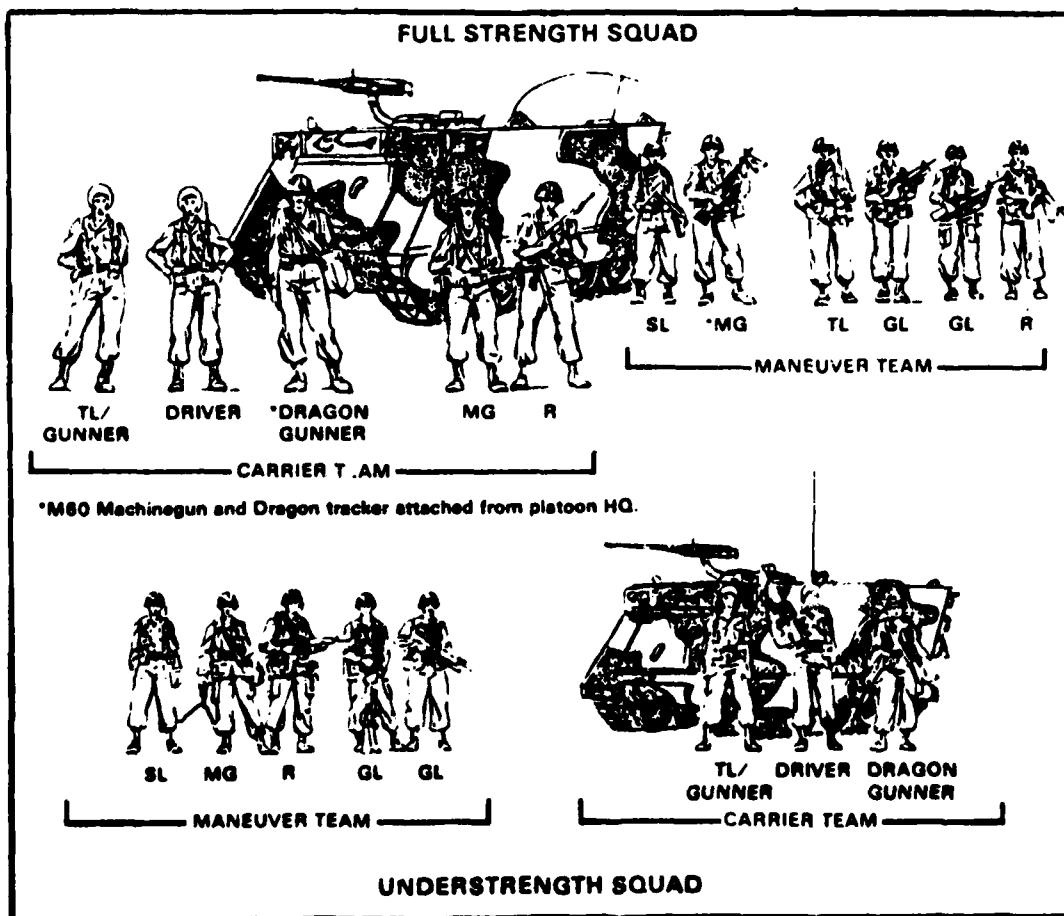


SQUAD DRILL--ORGANIZE FOR COMBAT

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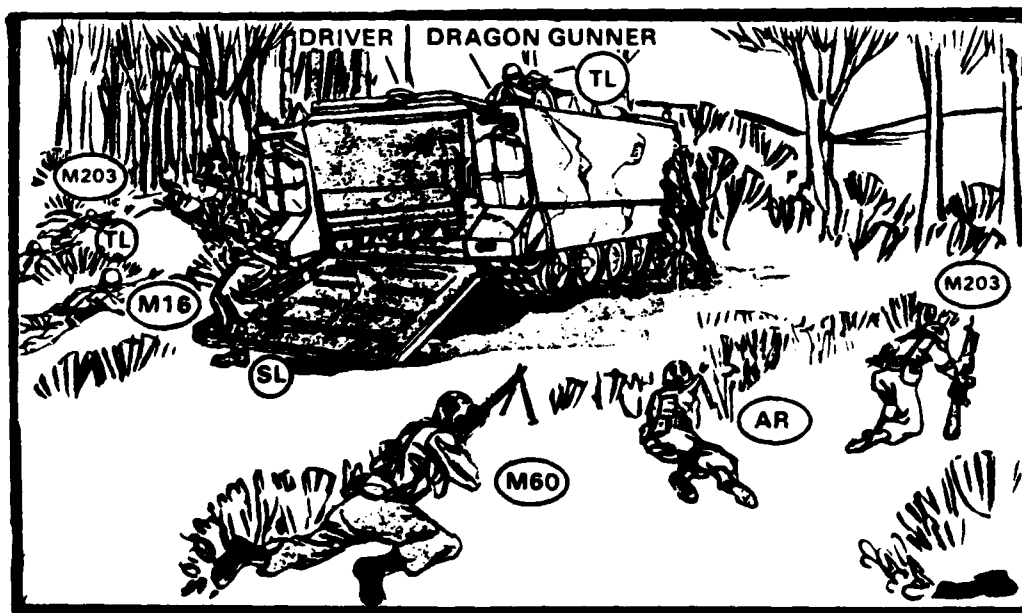
3. STANDARDS (DISMOUNTED):

- a. Squad is organized into a maneuver team and a carrier team.
- b. Squad leader moves with maneuver team.
- c. Carrier team is organized to support maneuver by fire.
- d. Senior team leader controls carrier team and acts as .50 cal gunner.
- e. Carrier team has at least a driver and team leader/.50 cal gunner at all times.
- f. Key leadership positions are filled.
- g. Most potent weapons are manned first.
- h. Shown below are two examples of how a squad might organize.



SQUAD DRILL--DISMOUNT UNDER FIRE

1. TASK: Squad maneuver team dismounts under enemy fire.
2. STANDARDS (DISMOUNT ON BOTH SIDES):
 - a. Squad has dismount SOP--soldiers know who dismounts.
 - b. Driver moves to covered/concealed location and faces carrier toward enemy.
 - c. Squad leader commands "DISMOUNT."
 - d. Men on right side--go right. Men on left side--go left.
 - e. Soldiers maneuver to covered/concealed positions on flanks of carrier but not forward of carrier--so they can still see squad leader.
 - f. Carrier team provides suppressive fire.
 - g. Soldiers in cargo hatch dismount last.
 - h. Maneuver team moves away from carrier (it draws fire).



SQUAD DRILL--DISMOUNT UNDER FIRE

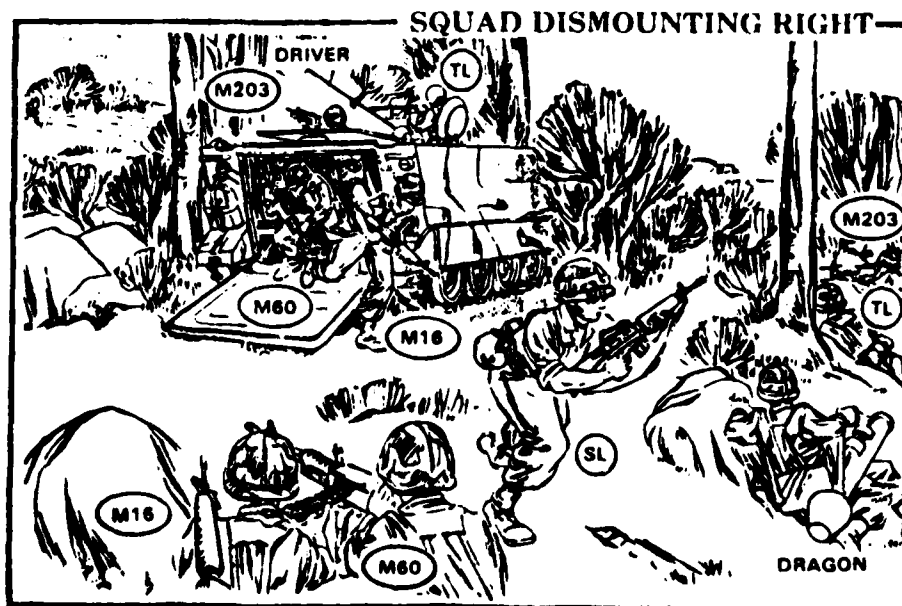
(Continued)

3. STANDARDS (DISMOUNT RIGHT OR LEFT):

- a. If driver is unable to face carrier towards enemy, or if there is little cover/concealment to one side of the carrier, then maneuver team dismounts right or left.
- b. Squad leader commands "DISMOUNT RIGHT."
- c. Entire maneuver team moves to covered/concealed positions on right side of carrier.

DISMOUNT RIGHT

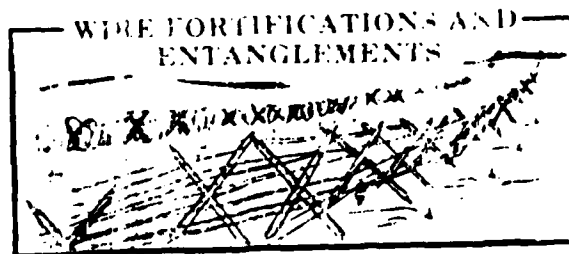
In this situation, enemy fire is directed at the carrier from the left front. The driver was able to quickly move into a covered position but was unable to face the carrier toward the enemy position. Because the enemy fire on the left side of the carrier is heavy and there is little cover to that flank, the squad leader wants the entire maneuver team to get off the carrier to the right side. The carrier team consists of the TL/gunner, driver, and a grenadier. The maneuver team has six men, an attached M60, and an attached Dragon.



Enemy fire from the other side could have forced the squad to dismount left.

SQUAD DRILL--BREACH WIRE OBSTACLES

1. TASK: Squad breaches barbed wire fence or entanglement.
2. STANDARDS:
 - a. Enemy fire is suppressed by squad overwatch/fire support element.
 - b. Enemy vision is obscured with smoke.
 - c. Breaching team reduces obstacle with wire cutters,
 - d. Nearby enemy positions are assaulted to secure movement of the rest of the platoon
 - e. Wire obstacles can also be reduced with bangalore torpedos or demolitions.
3. Wire Fortifications and Entanglements (FM 7-1 and 7-7):
 - a. Wire fortifications and entanglements are used in separating accompanying infantry from armor. They can also be effectively employed as roadblocks against wheeled vehicles.



Tactical wire is used in conjunction with other obstacles when possible. Wire is relatively easy to breach and must be covered by fire to be effective. Wire by itself is not a significant obstacle to a mechanized or armor force. You must, of course, suppress the enemy's fire, obscure his field of vision, establish security for your breaching party, and then reduce the obstacle. You can reduce wire with cutters, bangalore torpedoes, or demolitions. Watch out for antipersonnel mines and boobytraps. These must be neutralized with demolitions or grappling hooks first.





SQUAD DRILL--BREACH WIRE OBSTACLES

(Continued)

- b. Once through the wire, you must assault nearby enemy positions and reestablish security to permit the movement of the rest of your platoon through the obstacle. Tank fire, the demolition gun of the combat engineer vehicle, and massed fires of the platoon will help your squad breach wire entanglements.

SQUAD DRILL--BREACH MINEFIELDS

1. TASK: Squad breaches an enemy minefield.
2. STANDARDS: As part of the platoon, squad does any or all of the following.
 - a. Enemy covering minefield is suppressed using all available fires.
 - b. Smoke is requested to obscure enemy observation without indicating where breach is to occur.
 - c. Breaching team probes a footpath or vehicle path to find and mark mines.
 - d. Far side is secured (This can be done before probing if you are able to move dismounted around minefield).
 - e. Marked mines are destroyed using demolitions, grappels, or ropes.
 - f. Cleared lanes are marked.
3. Minefields (FM 7-1, Page 360):
 - a. The preferred method to clear a lane through a minefield is to use a rocket-propelled line charge or similar device. However, these devices may not be immediately available. To maintain the momentum of the attack, every infantry squad must be prepared to immediately assist in breaching minefields. To breach a minefield, a RIFLE PLATOON must:

1	Probe a footpath to find mines -- mark mines. DO NOT TRY TO LIFT THEM.	
2	Secure the far side.	
3	Destroy marked mines with demolitions.	
4	Mark cleared lanes.	

SQUAD DRILL--BREACH MINEFIELDS

(Continued)

- b. Acting as part of the platoon, the squad must be prepared to assist with, or conduct, any of these tasks.
- c. The minefield is a convenient, easily constructed, portable obstacle that is frequently employed to cover large areas. Minefields will differ in layout and cluster composition, and the mix of antitank and antipersonnel mines, depending upon the availability of mines and the nature of the avenue of approach they are blocking. Minefields may be employed in open areas or dense woods. A typical mission to assign a rifle squad, supported by the remainder of the platoon, is to probe a path through a minefield.



- d. The only way that a squad can clear a minefield without special equipment is to probe with pointed sticks. DO NOT USE BAYONETS because they may detonate all known types of antipersonnel (AP) mines and will detonate any magnetic mines. Artillery and mortar fires are normally employed to suppress the enemy and obscure the area with smoke. The platoon withholds fire to avoid disclosing the exact location of the breach. If the probing squad is discovered and brought under direct fire, the platoon will provide supporting fire. If indirect fires are not available, grenade launchers and long-range machine-gun fires are used to keep from disclosing the point where the breach will be made.
- e. When a squad is given the mission to probe a footpath through a minefield, it will use two probers; one in front, clearing wide enough to crawl through, and a second man clearing 10 meters behind him and slightly to one side so that their lanes overlap. Clearing a path for APCs requires more probers.

Change the probers periodically

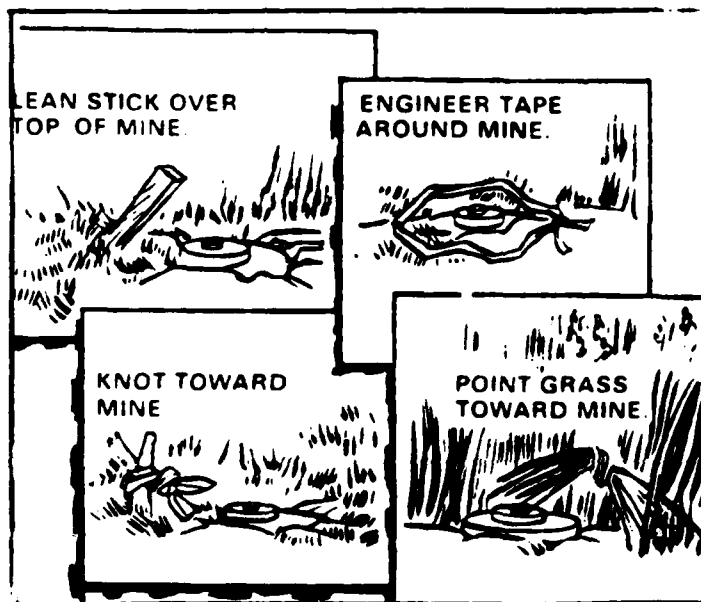
SQUAD DRILL--BREACH MINEFIELDS

(Continued)

- f. The probing team should not be encumbered by weapons, fieldpacks, etc. Their equipment will be carried by other members of the squad. Two other men will crawl behind to provide security for the probers, carry additional supplies, or to assume a prober's mission if one becomes a casualty.

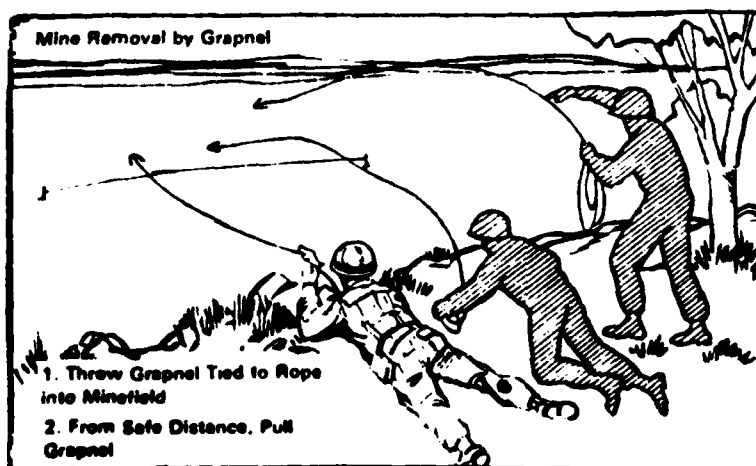
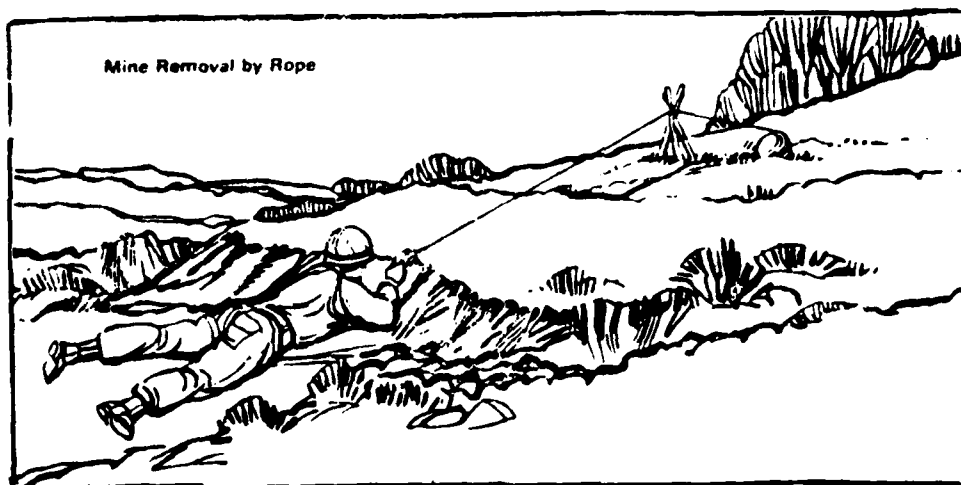
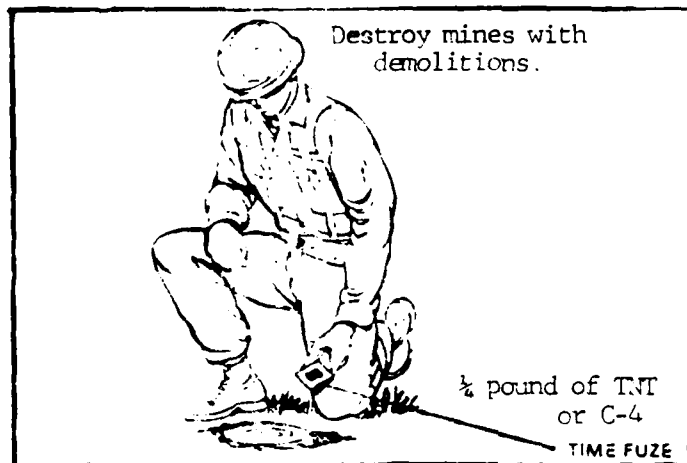
Cover this activity with fires
to your flanks

- g. Mine locations should be marked with sticks, engineer tape, cloth or toilet tissue. No attempt should be



made to remove mines because they may be boobytrapped with antihandling devices, and considerable time is required for removal. The squad will immediately follow the probing team. Once through the minefields, they will establish security.

NEUTRALIZING ENEMY MINES



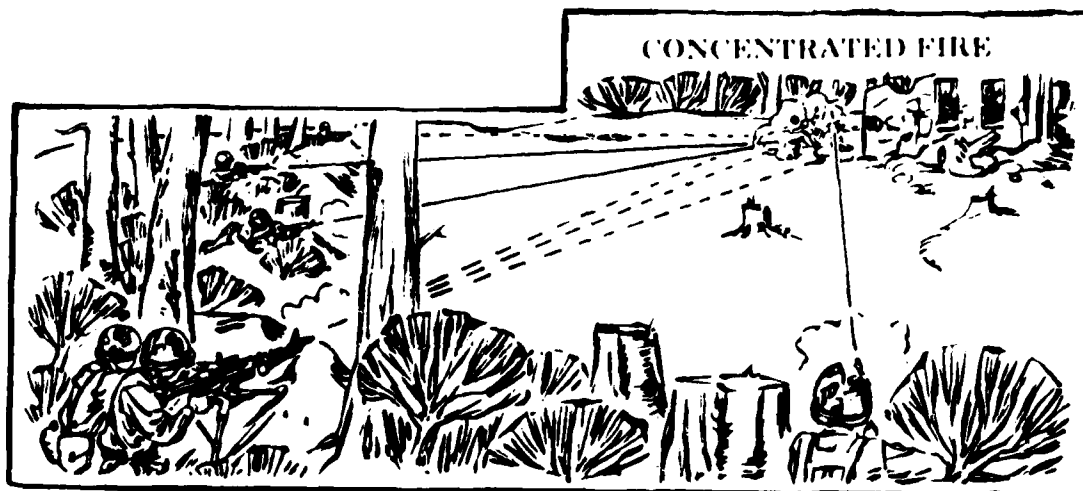
SQUAD DRILL--CONDUCT SUPPRESSIVE FIRE

1. TASK: Acting as overwatch for platoon maneuver element or breaching element, squad suppresses and fixes enemy by fire.
2. STANDARDS:
 - a. Squad completely covers enemy targets.
 - b. Fire is distributed so that:
 - (1) All exposed enemy personnel are engaged.
 - (2) Probable firing points of visible enemy positions are engaged.
 - (3) Probable enemy battlefield positions are engaged.
 - c. Armor vehicles and bunkers are engaged with .50 cal, LAW, Dragon, and M203 HE Dual Purpose Round (M433).
 - d. Exposed enemy personnel are destroyed with machine gun, small arms, and M203 fires.
 - e. Enemy bunkers and fighting positions are suppressed with machine gun, small arms, and M203 fire.
 - f. Rate of fire is increased until enemy fire is noticeably reduced or stopped. Rate of fire held at that level until enemy positions can be occupied or destroyed.
 - g. Squad has SOP to control rate and distribution of fire (See SI task 071-326-5501, Page 2-VII-A-1.1). Techniques for controlling fires include:
 - (1) Arm and hand signals (If soldiers can see leader).
 - (2) Assign targets and sectors of fire for each soldier orally (if time and conditions permit).
 - (3) Use pyrotechniques or whistles to start/stop fires.
 - (4) Squad and team leaders set example on rate and location of fires. Leaders can use tracers to mark center and flanks of target.
 - (5) M203 smoke or flare round can be used to mark target.
 - (6) Fire teams can engage nearest half of linear target.
3. This task should be drilled under the following three conditions. The above standards apply in all three cases.
 - a. One squad acts as overwatch for platoon (-) maneuver/assault.

SQUAD DRILL--CONDUCT SUPPRESSIVE FIRE

(Continued)

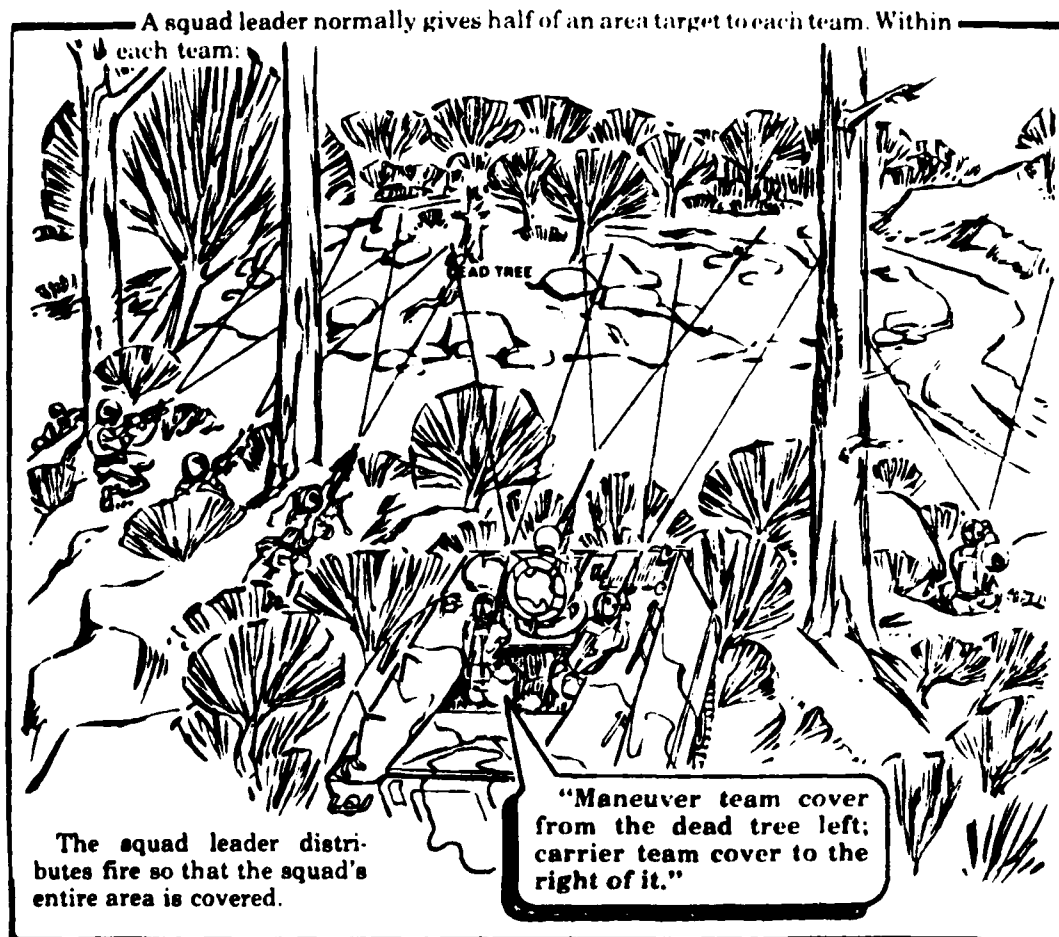
- b. Squad carrier teams under control of platoon sergeant act as overwatch for dismounted platoon maneuver/assault.
 - c. Platoon (-) acts as overwatch for one squad maneuver/assault.
4. Examples of suppressive fire (FM 7-7, Page 3-21).
- a. Fire on the enemy is the key to allowing forward maneuver. The fire element tries to destroy or suppress the enemy. Suppressive fire is placed on the enemy to keep him from hitting the maneuver element.
 - b. The platoon or squad can concentrate fire or distribute fire. In both cases the leader must control the fire. He must see that the fire is directed on the enemy and not on the maneuver element.
 - c. Concentrated fire is directed against a specific identified target--such as a machinegun. All troops fire at the target. Spreading the fire element out aids in this type of fire because the fire is directed from multiple directions.



SQUAD DRILL--CONDUCT SUPPRESSIVE FIRE

(Continued)

DISTRIBUTED FIRE



- d. Fire is distributed in width and/or depth to keep all parts of the target under fire. Fire is placed on likely locations for enemy positions rather than into a general area. Each RIFLEMAN fires his first shot on that part of the target that corresponds to his position in the team. If he is left of the team leader, he fires to the left of the team leader's tracers.

SQUAD DRILL--ASSAULT MOUNTED

1. TASK: Squad conducts mounted assault against enemy position.
2. STANDARDS:
 - a. Squad is organized for combat as shown in squad drill on page 8.
 - b. Squad carrier follows best covered and concealed route which offers observation and fields of fire. If route is exposed, APC moves forward in short rushes (10-12 seconds or less) from covered position to covered position.
 - c. Squad suppresses probable antitank weapons locations.
 - d. Squad leader controls movement of APC and directs fires of squad.
 - e. Small arms fire from hatch directed at close in targets.
 - f. .50 cal fire is directed at longer range targets.
 - g. Squad fires protect flank and rear.
 - h. APC slows on enemy position so that hand grenades can be thrown and weapons fired into enemy positions.
3. CONDUCT OF MOUNTED ASSAULT (FM 7-1):

CLOSE MOUNTED, REMAIN MOUNTED

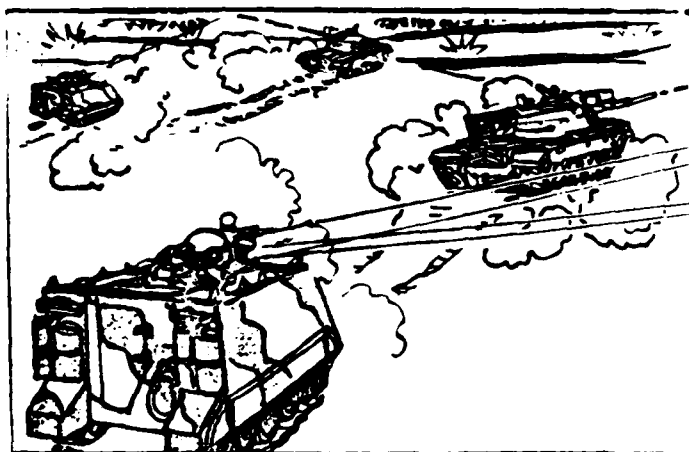
This method is normally employed when the platoon is part of a tank-infantry team and when

- | | |
|---|---|
| 1 | Enemy resistance is light. |
| 2 | The enemy antitank weapons have been suppressed. |
| 3 | Terrain allows rapid mounted movement onto and through the enemy positions. |

SQUAD DRILL--ASSAULT MOUNTED

(Continued)

- a. Tanks lead and place a heavy volume of fire on enemy positions. Mounted infantry follow behind the tanks and suppress probable antitank weapons positions.
- b. All elements of the team attempt to move close to the enemy position before deploying. At that time, the team commander will order the tanks to deploy and the mounted infantry to follow the tanks.



- c. The squad leader controls the movement of his APC and directs the fires of his squad. He follows in the tracks of one of the tanks, watching the platoon leader's APC to determine how far to the rear of the tanks he should be. If he loses sight of the platoon leader, the squad leader attempts to keep approximately 100 meters to the rear of the tank he is following. Since the APC is about 100 meters behind the tank it should not have to stop if the tank halts to fire, but don't get so close to the tank that you are hit by fires directed at the tank. If the tank is put out of action, the squad leader directs the APC driver to follow another tank.

SQUAD DRILL--ASSAULT MOUNTED

(Continued)

- d. When the mechanized platoon deploys behind the tanks, each squad has responsibility for specific sectors of fire.



- e. Small arms fire from cargo hatches is directed against close-in targets. Fire from the .50 caliber MGs is directed at longer range targets. Squads modify their sector of fire based upon their position. The squad leader must insure that fires from his squad are not directed at friendly APCs or tanks. Both .50 cal MG fire and the 40-mm HEDP round will penetrate the side of an M113 and damage tanks. Small arms fire will kill tank commanders and personnel firing from other carriers.
- f. Not only does the squad suppress antitank weapons and protect the flanks and rear of the tank, but it must protect its own flank and rear. Assign areas of responsibility to each soldier positioned in the cargo hatch. A soldier on each side is normally responsible for the flank of the APC. He also places suppressive fire to the rear of adjacent tanks and between APCs. One man should cover the rear of the APC.
- g. The most critical part of the mounted assault is moving over the enemy position. Enemy soldiers normally will be down in their positions protected from direct fire. As you move over the position, the APC should slow down so that hand grenades can be thrown and weapons fired into enemy positions.

SQUAD DRILL--ASSAULT MOUNTED

(Continued)



The troops must be continually alert for enemy antitank gunners who wait for armored vehicles to pass over their positions and then pop up to engage these vehicles from the flank or rear.

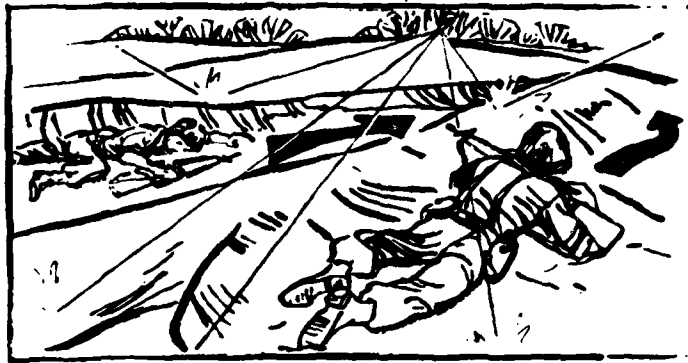
SQUAD DRILL--ASSAULT DISMOUNTED

1. TASK: Squad dismounts to assault enemy position.
2. STANDARDS:
 - a. Maneuver team dismounts in a covered/concealed location or on or near enemy position.
 - b. Carrier team and men in cargo hatch provide suppressive fire while maneuver team dismounts.
 - c. Carrier team fixes the enemy with suppressive fire during movement and assault of maneuver team.
 - d. Maneuver team uses direct fire (normally M60 MG) to suppress the parts of the enemy position not adequately suppressed by carrier team.
 - e. Maneuver team locates and assaults flank, rear, or other weak point.
 - f. Maneuver team uses best covered/concealed route to close with the enemy.
 - g. During assault, individuals and teams advance by short rushes (2 to 3 seconds) while other individuals and teams provide suppressive fire.
 - h. Leaders control fires and maneuver with arm and hand signals, oral commands, whistles, pyrotechniques and/or "do as I do" techniques.
 - i. Squad maintains steady rate of fire with fire being controlled so that ammunition is left to deal with possible counterattack.
3. DISMOUNTED ASSAULT TECHNIQUES (FM7-1).
 - a. On order, the squad moves forward as rapidly as possible by crawling, short rushes, or employing rushing fire. Within the squad, fire and maneuver by fire teams, buddy teams, or individuals should be used. During movement, control by squad leaders and platoon leaders is critical. Without control, the attack will quickly bog down. The squad leader and team leaders must make aggressive efforts to keep the squad moving forward. Care

SQUAD DRILL--ASSAULT DISMOUNTED

(Continued)

must also be taken to insure men don't bunch up during this phase of the attack and present good targets to the enemy. The fire team leader is the key man. He moves using the best method for the situation facing him, and, using every advantage offered by the terrain, the fire team members follow his example.



- (1) CRAWLING may be required when the fire team faces intense enemy fire and has little cover. Individuals use either low or high crawl depending upon their situation, the requirement for speed, and the example of their fire team leader. This method is slow but reduces exposure to enemy observation and fire. When not moving forward, individuals place suppressive fire on the enemy. If necessary, the members of the squad may advance all the way into and through enemy positions using the crawling method.
- (2) SHORT RUSHES from covered position to covered position may be used when enemy fire allows brief exposure. Maneuvering fire teams, buddy teams, or individuals may advance by short (2 to 3 seconds) rushes to avoid accurate enemy fire.

SQUAD DRILL--ASSAULT DISMOUNTED

(Continued)



- b. Under exceptional conditions, the entire squad may be required to make the final move into the enemy position in a single rapid rush. The squad does this only when no other course of action is open to it because--

● the squad is receiving a heavy concentration of indirect fire and immediate and decisive movement is necessary to prevent its annihilation.

OR:

● the complete lack of cover and concealment prohibits another course of action.

- c. Movement must be rapid and accompanied by a heavy volume of fire. The assault should be conducted over a short distance that can be covered quickly and where the enemy's defense may be quickly overrun. For effect on the enemy, such an attack should be conducted with fixed bayonets and each

SQUAD DRILL--ASSAULT DISMOUNTED

(Continued)

man yelling as loudly as possible.

- d. The attack continues until the squad's objective is cleared of resistance. Individual enemy positions are cleared by fire team or buddy team fire and maneuver. One element fixes the enemy position with fire and the other maneuvers closer to the position to destroy it with hand grenades, demolitions, or fire, as shown in the picture below.



The squad may mark enemy positions with smoke (e.g. from the M203) or tracers to allow supporting tanks and TOWs to knock them out.

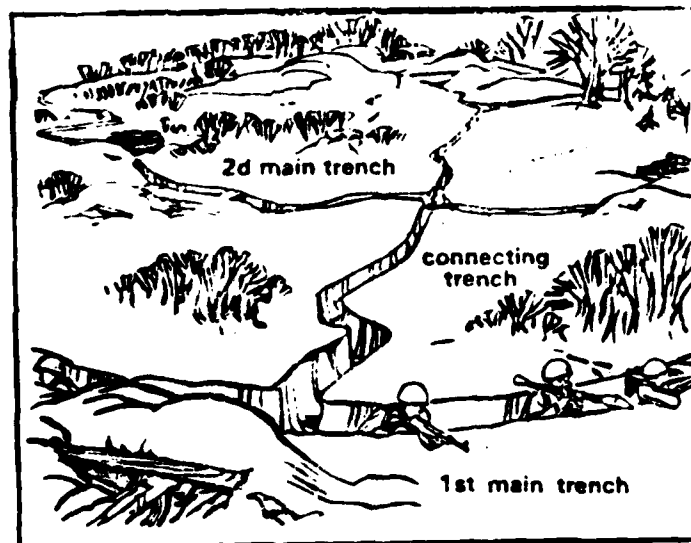
SQUAD DRILL--CLEAR TRENCHLINES

1. TASK: Squad assaults and clears enemy trenchline.
2. STANDARDS:
 - a. Squad organizes into 2 or 3 man buddy teams.
 - b. Squad (-) supplies suppressive fire while one buddy team secures and holds penetration point. Hand grenades used before entering trenchline at penetration point.
 - c. Penetrating buddy team covers rear while trenchline is systematically cleared by other buddy teams.
 - d. Squad clears in only one direction.
 - e. Squad clears along main trench, leaving buddy team to hold each connecting trench.
 - f. Handgrenades are used before turning corners or entering bunkers/fighting positions.
 - g. Machine guns are used to destroy and suppress fighting positions.
 - h. Grenade launchers used to put fire in front of leading team.
 - i. LAWs used to destroy fighting positions and armor vehicles (watch back blast).
 - j. Dragons used to destroy crew served weapons position and armor vehicles (Dragons may be consolidated into platoon overwatch element).
 - k. Flame weapons used to destroy crew served weapons in bunkers.
3. TRENCHLINE CLEARING TECHNIQUES (FM7-1):
 - a. Clearing Trenchlines. Trench systems are prepared to allow the defender freedom to move his forces to meet an attack. A trench system usually has narrow main

SQUAD DRILL--CLEAR TRENCHLINES

(Continued)

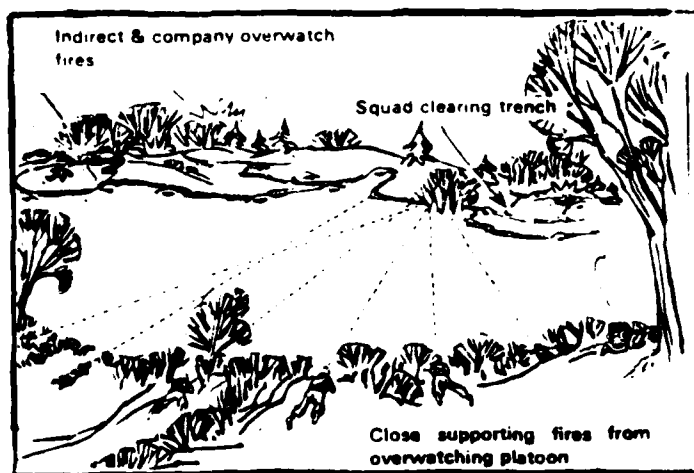
trenches with connecting secondary trenches. Each trenchline has frequent turns and curves to keep fires from being placed down the length of the trenchline. A system also has fighting positions, such as bunkers, constructed at intervals.



- b. One trenchline supports another. The defender can continue to deliver a heavy volume of fire on an assault force, even after the first trenchline has been overrun.
- c. The squad normally clears a trenchline as part of the platoon and company assault. Its objective is a specific section or point in the trenchline, and

SQUAD DRILL--CLEAR TRENCHLINE

(Continued)

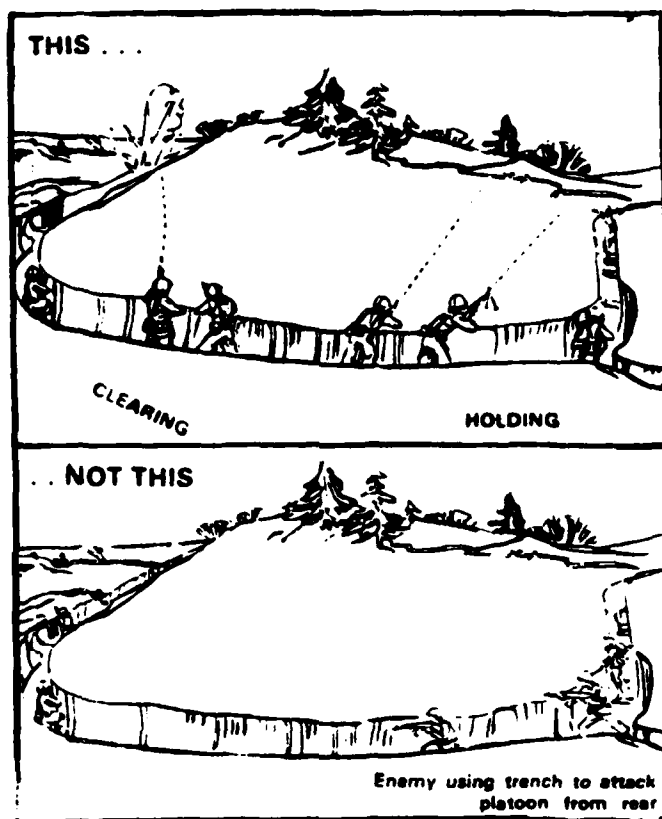


it will normally be supported by a platoon or company overwatch element.

- d. To clear a trenchline, fire teams normally break down into two or three man buddy teams. Upon penetrating the trenchline, one buddy team covers the rear while the trenchline is systematically cleared by other buddy teams.
- e. After securing the penetration point, the squad should clear its section of the trench:
 - (1) In only one direction.
 - (2) Along the maintrench, leaving a buddy team to hold each connecting trench. You don't want to leave an unsecured trench behind you.
- f. Techniques.
 - (1) Use the existing trench as protection from indirect enemy fire and friendly supporting fire.

SQUAD DRILL--CLEAR TRENCHLINE

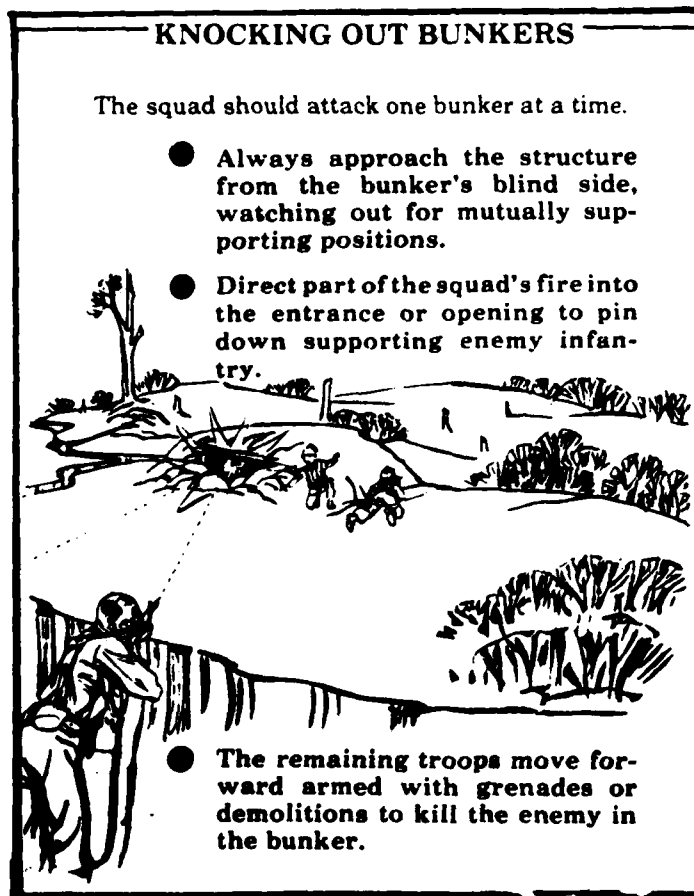
(Continued)



- (2) Move by buddy teams, with the men covering each other.
- (3) Clear the trench in front by using hand grenades before turning a corner or entering a bunker.
- (4) Maintain an interval between buddy teams to prevent two teams from getting caught by the same enemy fires.

SQUAD DRILL: KNOCK OUT BUNKERS

1. TASK: Squad assaults and destroys one or more enemy bunkers.
2. STANDARDS:
 - a. Squad attacks one bunker at a time.
 - b. Bunker is suppressed by machine gun and small arms fire directed into entrance or opening.
 - c. Squad attempts to destroy bunker by firing LAW, Dragon, or M203 at entrance or opening.
 - d. Buddy team approaches bunker from it's blind side and kills enemy with grenade or demolitions.
 - e. A white phosphorus grenade thrown near the opening will obscure the enemy's observation and may get burning white phosphorus fragments into the bunker.
3. BUNKER KNOCKOUT TECHNIQUES (FM 7-1, Page 156)

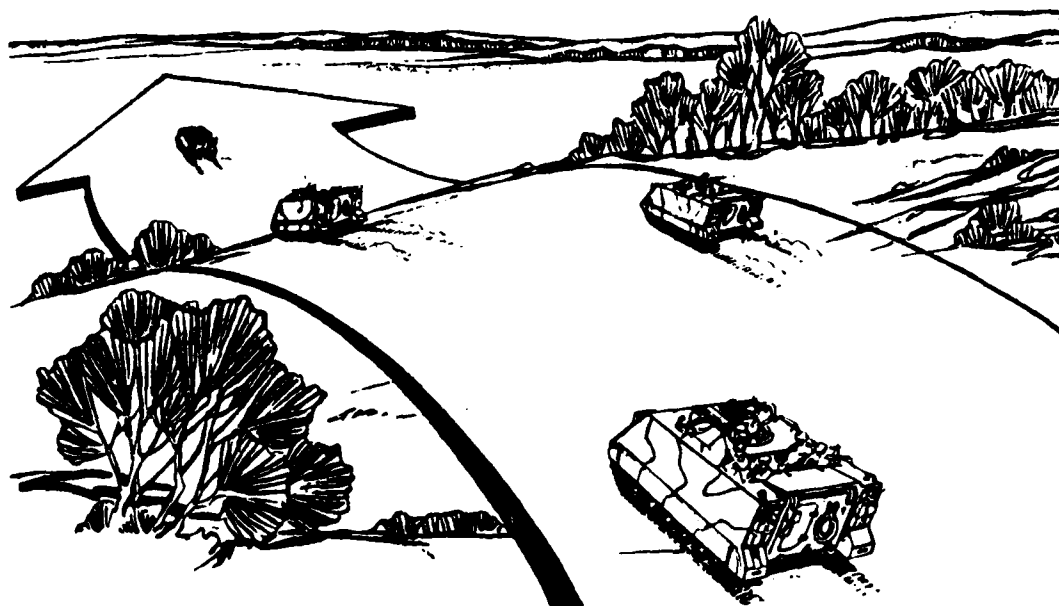


SQUAD DRILL: KNOCK OUT BUNKERS

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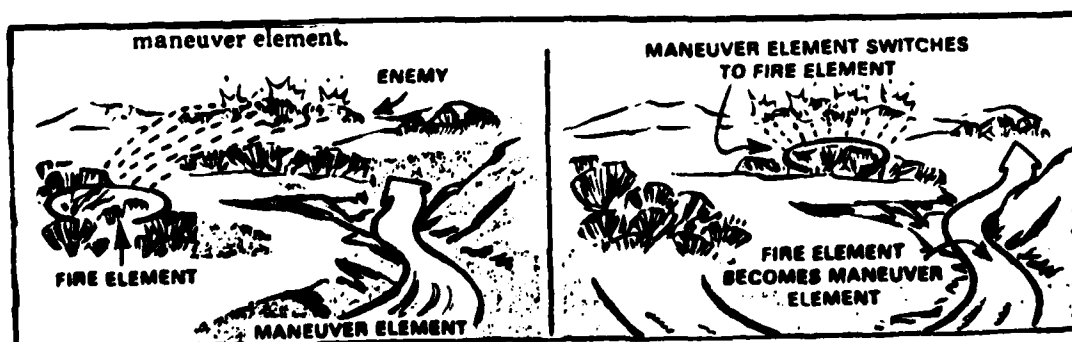
Bunkers are also used in built-up areas in conjunction with existing buildings and communication trenches. The techniques for clearing bunkers and buildings are similar.

PLATOON
COLLECTIVE TASKS
(PLATOON DRILLS)



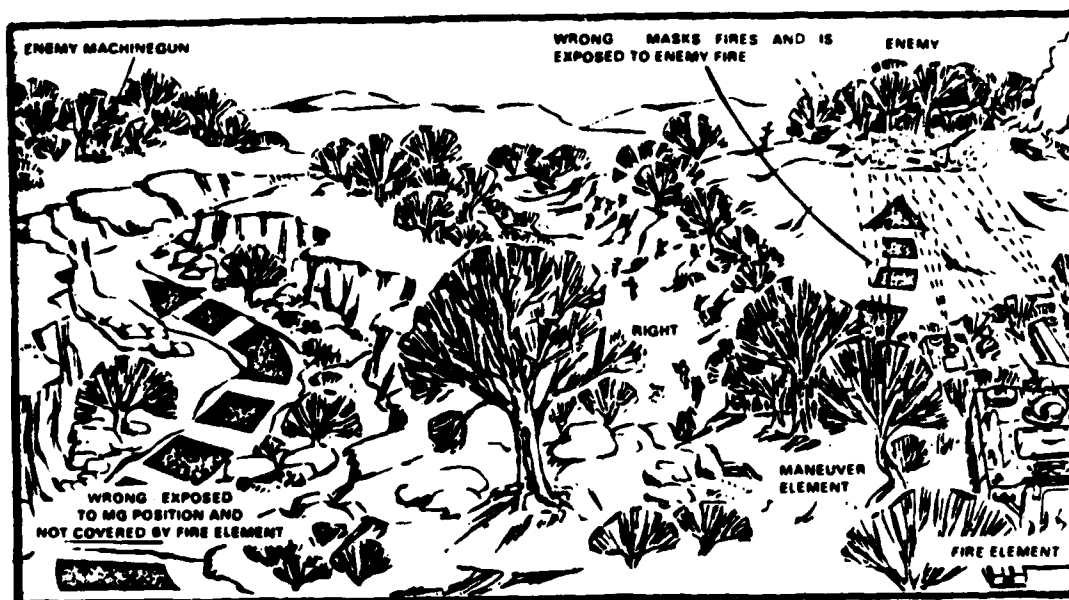
CONDUCT OF FIRE AND MANEUVER (FM 7-7, Page 3-19)

1. The techniques for moving when in contact is--FIRE AND MANEUVER. It is done to--
 - a. Find out more about the enemy; e.g. locate positions, determine enemy strength.
 - b. Close with and destroy the enemy.
 - c. Move away from the enemy; i.e., withdraw.
2. Fire and maneuver is used in all of these situations, and is performed basically the same way in each case. For that reason, it will be addressed here in terms of closing with the enemy. This section does not address the immediate actions on contact taken when you first meet the enemy. (See MOVE Battle Drill.)
3. How fire and maneuver works. Fire and maneuver consists of two actions that take place at once.
 - a. A fire element covers the movement of a maneuver element by shooting at the enemy position.
 - b. The maneuver element moves forward to either close with the enemy or to a better position from which to fire at the enemy.
 - c. Depending on the distance to the enemy position and the amount of cover and concealment available, the fire element and the maneuver element switch roles as needed to continue moving. Before the maneuver element advances beyond the supporting range of the fire element, it takes a position from which it can fire on the enemy and the fire element becomes the maneuver element.



CONDUCT OF FIRE AND MANEUVER (FM 7-7, Page 3-19, (Continued))

4. Mechanized infantry platoons and squads will normally employ, or take part in, fire and maneuver under one of these conditions:
 - a. When in a company team with tanks leading and contact is made by the tanks.
 - b. When in a company team with the mechanized platoon leading dismounted in front of the tanks and contact is made by the infantry.
 - c. When fighting as part of its company with no tanks attached. (Platoon may be leading or overwatching, mounted or dismounted when contact is made.)

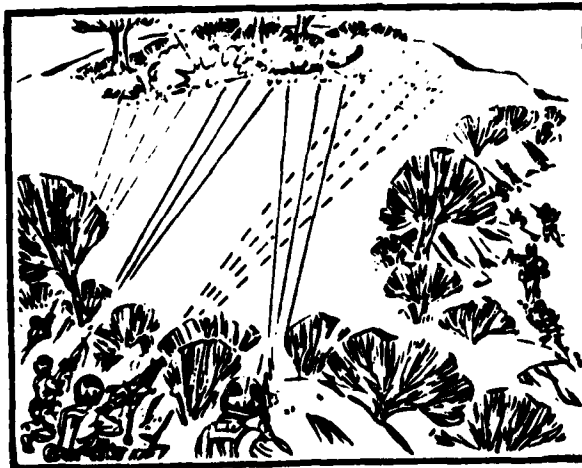


5. In each condition described above, the platoon acts as either a company (team) fire element or a maneuver element. When it is a maneuver element, the platoon conducts fire and maneuver with its squads in order to advance. If the platoon is dismounted, the platoon leader uses the squad maneuver teams

CONDUCT OF FIRE AND MANEUVER (FM 7-7, Page 3-19 (Continued))

and carrier teams to fire and maneuver. Maneuver teams fire and maneuver by wedges (when they have two wedges) and by buddy teams within the wedge.

6. The fire element covers and protects the advance of maneuvering units with its fire. Whenever possible, the fire element moves undetected into a firing position. A high volume of surprise fire from an unexpected direction has a much greater effect than fire delivered from a known position. When the fire element is in position, the following usually takes place:
 - a. A heavy volume of fire is shot at the enemy position to suppress it.
 - b. When the enemy position is suppressed, the rate of fire is reduced. However, suppression must continue.
 - c. When the maneuver element nears its objective, the rate of fire is increased to cause the enemy to keep down. This lets the maneuver element assault before the enemy has time to react.



7. When the assault begins, or on signal, the fire element will either cease fire, shift its fire to another target area, or more desirably, "walk" its fire across the objective in front of the maneuver element and then shift or cease.

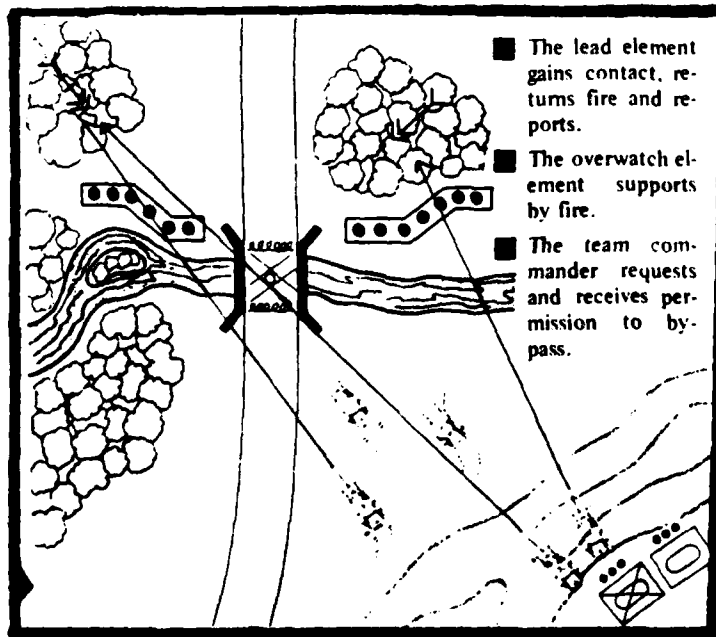
CONDUCT OF FIRE AND MANEUVER (FM 7-7, Page 3-19) (Continued)

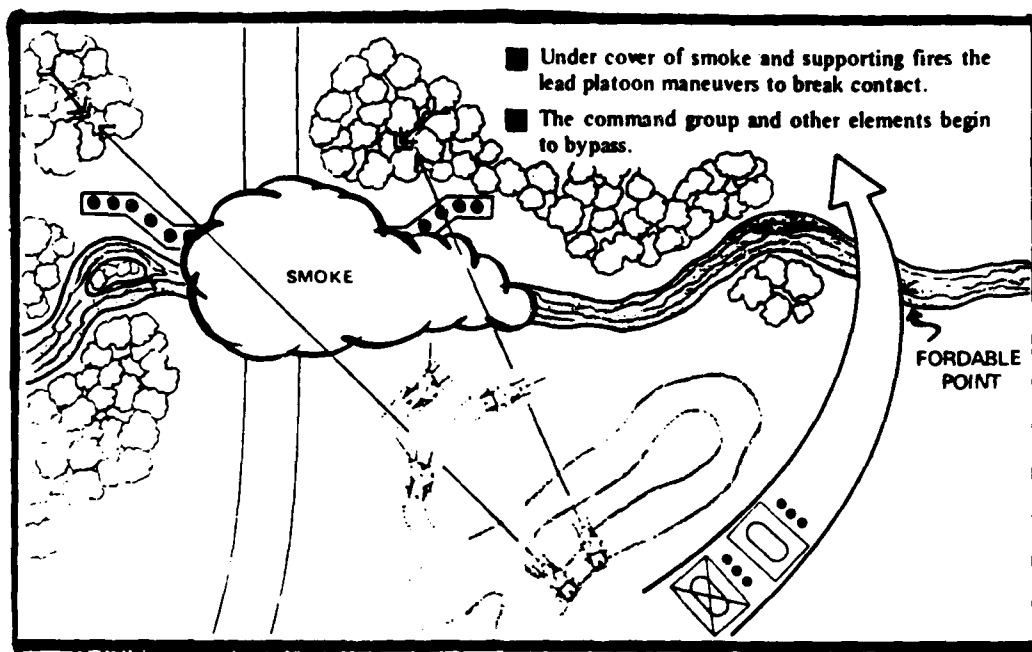
8. Positions for the fire element should be selected to allow fire support for the maneuver element without having movement of the maneuver element mask the supporting fire. For this reason, positions selected for the fire element are often elevated and usually to the flank of the maneuver element. The maneuver element should neither mask the fire of the fire element or move outside its protective umbrella.

PLATOON DRILL--BYPASS

1. TASK: Platoon bypasses enemy position. Platoon normally conducts bypass as part of company team. Company team will bypass to prevent light enemy resistance from slowing momentum.
2. STANDARDS:
 - a. Platoon employs overwatch element to fix enemy and suppress his fires.
 - b. Platoon employs smoke to obscure enemy observation.
 - c. Bounding element bypasses using best covered/concealed route.
 - d. After bypassing, bounding element provides suppressive fire for bypass maneuver of overwatch element.
3. Example of company team conducting bypass (FM 71-1, Page 4-53).

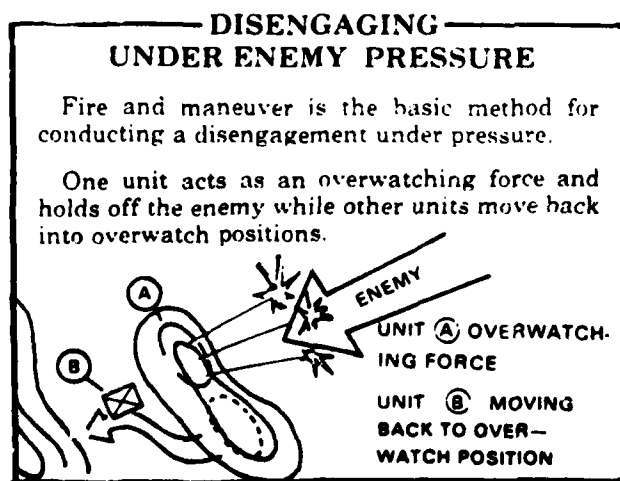
The team commander must destroy, contain, or force to withdraw only those forces which pose a threat to accomplishment of his mission. He should not allow light enemy resistance to slow his momentum. Such enemy forces may be by passed. The team commander must report any enemy he has by passed to his task force commander.





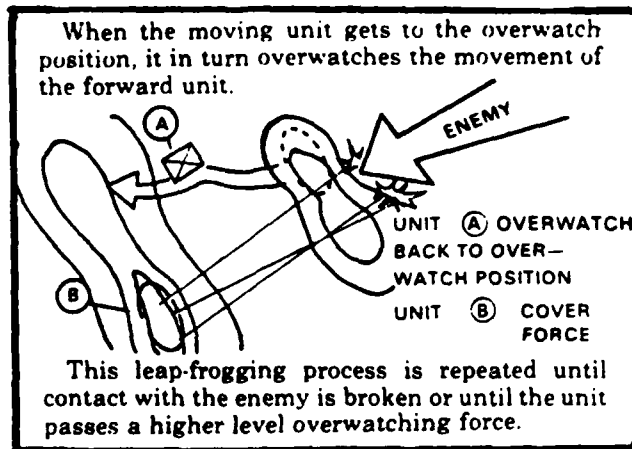
PLATOON DRILL--BREAK CONTACT

1. **TASK:** Platoon in contact with the enemy uses fire and maneuver to disengage and withdraw. This task could be done from a hasty or deliberate defense position or immediately after enemy contact during an offensive operation.
2. **STANDARDS:**
 - a. One element acts as overwatching force while other elements move back into overwatch positions.
 - b. Moving elements then overwatch move of forward element.
 - c. Process continues until contact with enemy is broken.
 - d. Maximum use made of carrier team firepower to overwatch withdrawal.
 - e. Squad rally points designated where maneuver team remounts carrier, or platoon assembly area designated where all maneuver teams remount.
 - f. Platoon calls for indirect HE and smoke to slow enemy advance and suppress his fires.
 - g. Platoon must gain mobility advantage and local fire superiority.
3. **BREAKING CONTACT** (FM 7-7, Page 5-47 and FM 7-1, Page 238)
 - a. Conduct.

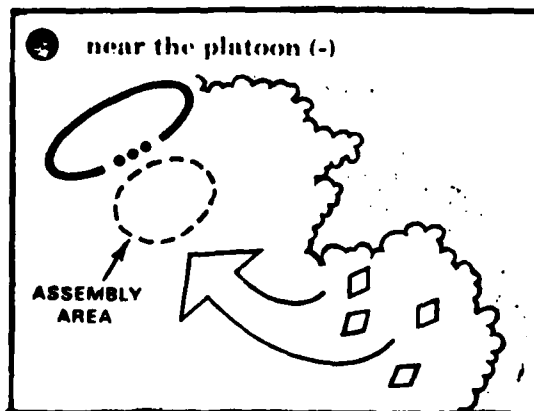


PLATOON DRILL--BREAK CONTACT

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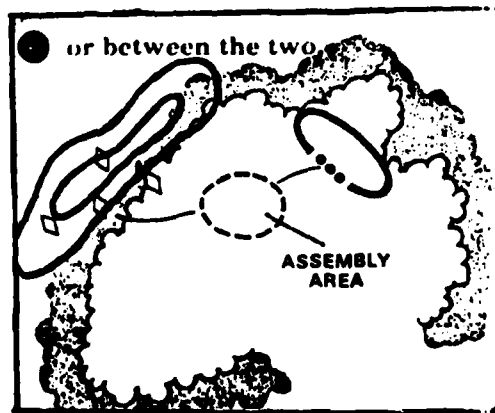
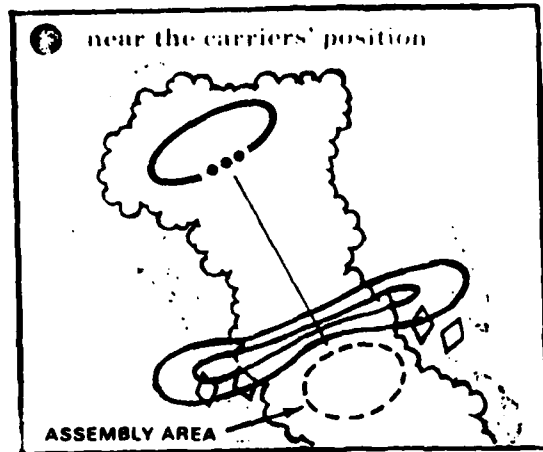


- b. Routes and assembly area. When the platoon employs an overwatch and a maneuver element, platoon assembly areas and routes to the assembly areas must be chosen. A platoon assembly area is a location where the dismounted part of the platoon rejoins the carriers. The assembly area can be--



PLATOON DRILL--BREAK CONTACT

(Continued)



PLATOON DRILL--BREAK CONTACT

(Continued)

Pick routes and assembly areas which--

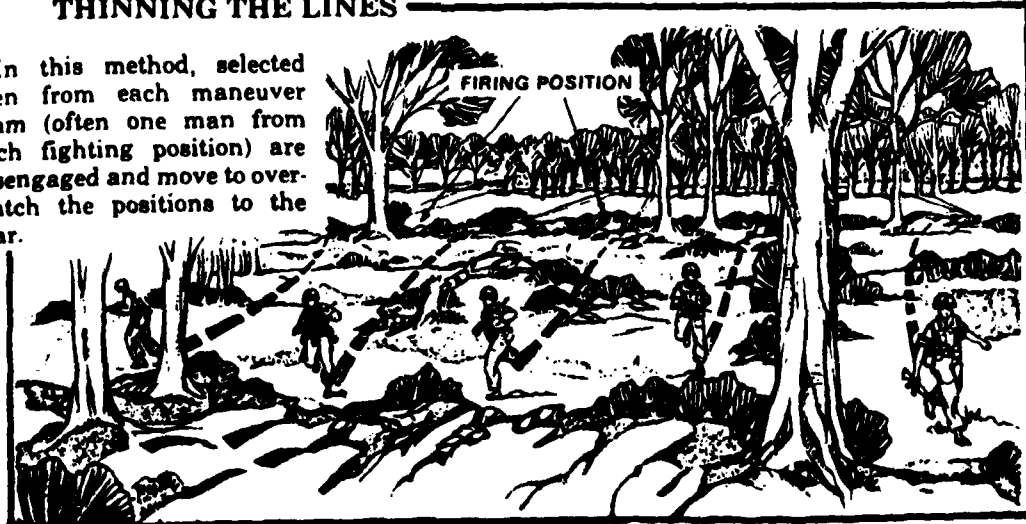
- (1) Allow covered remounting.
- (2) Have covered routes for both (generally men require less cover to move than does the APC).
- (3) Speed movement (the carrier can normally move faster than men on foot).
- (4) Allow having one element in position to cover the other, especially if no other element is in position to cover (generally the carriers with their greater firepower are best suited for covering the movement of the platoon (-)).
- (5) Within the assembly areas, positions for carriers are chosen which will ease quick covered remounting even when visibility is limited. Squad leaders must make sure their men know the location of the platoon assembly area, the location of the APC in the assembly area, and routes to the assembly area.

c. Methods.

- (1) Disengagement by Thinning the lines, and
- (2) Disengagement by squads.

DISENGAGEMENT BY THINNING THE LINES

In this method, selected men from each maneuver team (often one man from each fighting position) are disengaged and move to over-watch the positions to the rear.



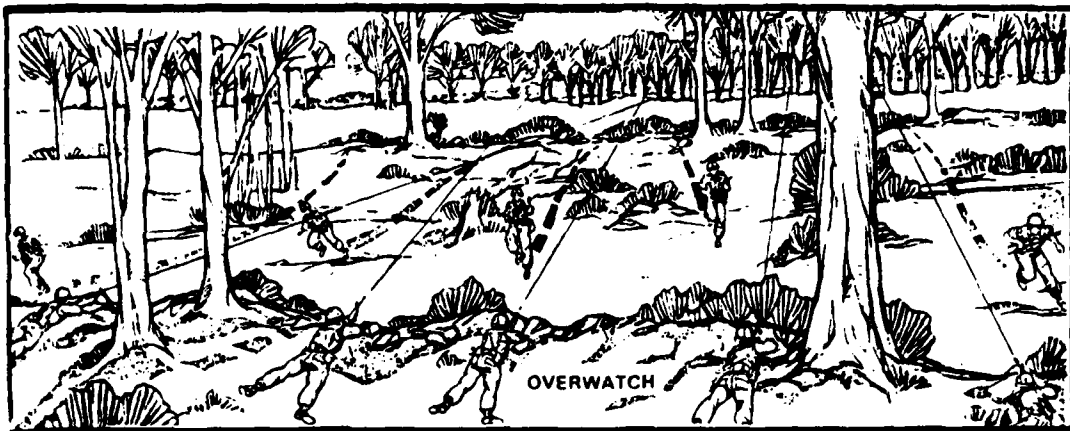
PLATOON DRILL--BREAK CONTACT

(Continued)

DISENGAGEMENT BY THINNING THE LINES (Continued)

DISENGAGEMENT BY SQUADS.

When they are in position, the rest of the platoon (-) withdraws covered by the men who withdrew first.



Machineguns are moved either first or last, whichever best supports the movement of the platoon (-). Depending on the armor threat, Dragons may be moved at any time. Remember, the Dragon has a 65-meter minimum arming range. The platoon and squad leaders move with the last element. The assistant platoon sergeant and team leaders move back first to set up the overwatch. If the enemy is attacking as one element disengages, men remaining in position increase their rate of fire to keep the enemy from overrunning the position. As with other methods of disengagement, this process is continued until contact is broken.

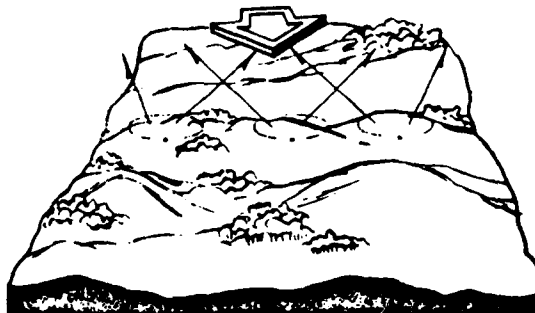
PLATOON DRILL--BREAK CONTACT

(Continued)

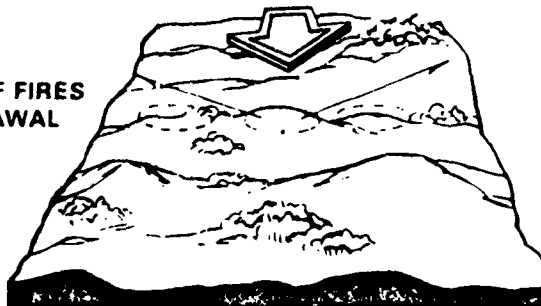
DISENGAGEMENT BY SQUADS (CONTINUED)

When this happens, the squad left in position must cover the entire platoon sector to cover the movement of the rest of the platoon. Fighting positions and sectors of fire are changed as necessary to get better coverage of the platoon sector.

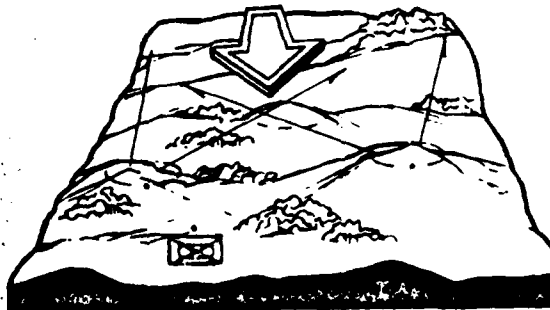
NORMAL SECTOR OF FIRES



**CHANGED SECTOR OF FIRES
TO COVER WITHDRAWAL**



The squad left in position is disengaged when the rest of the platoon is in position to cover its disengagement.



Bounding to the rear by alternating teams is continued until contact is broken. Once contact with the enemy is broken, the disengagement is complete and the maneuver element withdraws using other movement techniques.

PLATOON DRILL--BREAK CONTACT

(Continued)

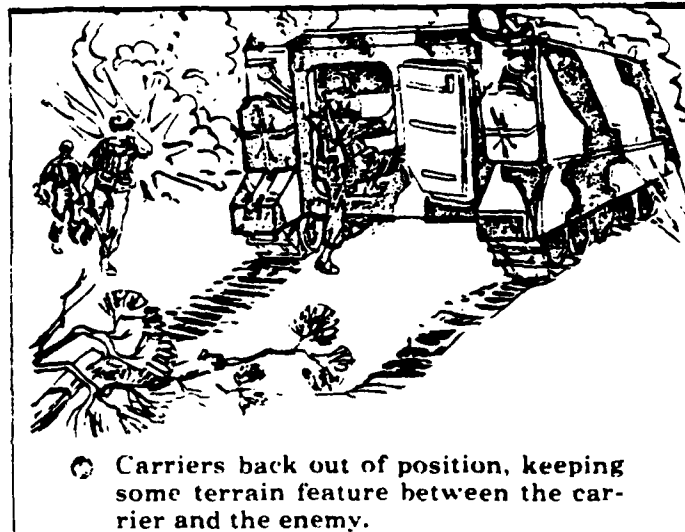
(3) When to use each method.

- (a) Simultaneous disengagement is favored when rapid movement is critical. The following conditions favor simultaneous disengagement:
 - (1) The enemy has not closed on the platoon or cannot shoot it; the platoon can move before the enemy can (because of an obstacle or distance between the platoon and the enemy).
 - (2) Other units of the team or TF are adequately covering the disengagement.
- (b) The platoon overwatches its own disengagement when--
 - (1) Use of overwatch forces from the platoon is required to gain enough fire power to allow the platoon to move.
 - (2) Faced with a close dismounted enemy threat.
- (c) Disengagement by squads has the advantage of simplicity in that the platoon's (-) normal organization and chain of command remain in effect. It is used when one squad can effectively cover the dismounted platoon's (-) sector.
- (d) Disengagement by thinning the lines allows an even distribution of fire across the platoon sector during the disengagement. It is more difficult to control than disengagement by squad. Use it when the dismounted platoon may not withdraw by maneuver team because no one maneuver team can cover the dismounted platoon sector (because the terrain is close or visibility is limited).

PLATOON DRILL--BREAK CONTACT

(Continued)

d. Techniques.



- (1) Maximum use is made of the firepower of carrier teams to overwatch the withdrawal.
- (2) Men normally mount the carrier through the combat access door (particularly when enemy indirect fire

PLATOON DRILL--BREAK CONTACT

(Continued)

is falling in the area) to avoid destruction of personnel and equipment located in the carrier.

- (3) Fast movement is a key to successful disengagement. Leaders must keep men moving.
- (4) When heavy indirect or small arms fire is hitting the maneuver element location, but no enemy AT fire is coming on the position, the carriers should move as close to the maneuver teams' positions as possible to pick up the dismounted men and to limit casualties.
- (5) Squad with its APC. When using this method of employment, the carrier team and maneuver team (or dismounted individuals) are normally located close together. Here the dismounted men simply run to the carrier and remount it, with the carrier team overwatching the movement with fire as necessary.
- (6) However, if the carrier and maneuver teams are separated, the squad leader can have the carrier move to the maneuver team, the maneuver team move to the carrier, or they can both move to a planned squad rally point. How the movement is done and the location of routes and the rally point is based on--
 - (a) Obtaining the best possible cover for both (generally men require less cover to move than does the APC).
 - (b) Speeding movement (the carrier can normally move faster than men on foot).
 - (c) Having one team in position to overwatch the other, especially if no other element is in position to overwatch (generally the carrier team with its greater firepower is best suited for overwatching the movement of the maneuver team).

PLATOON DRILL--BREAK CONTACT

(Continued)

- (7) At times an APC may be backed into position to speed movement out of the position. When you do this, the cargo hatch must be closed if the .50 cal machinegun is pointed to the rear.
 - (a) Keep the .50 cal machinegun (not pointed over cargo hatch with men up) and other carrier weapons pointed in the direction of the enemy.
 - (b) Rapid movement is normally the key to successful disengagement. The squad leader must keep men moving quickly.
 - (c) When heavy indirect or small arms fire is hitting on the maneuver element location, but no enemy AT fire is coming on the position, the carrier should move as close to the maneuver element's position as possible to pick up the dismounted forces, in order to limit casualties.

PLATOON DRILL--CLOSE AND ASSAULT MOUNTED

1. TASK. Platoon closes with enemy and assaults while remaining mounted on carriers. This technique is used when enemy resistance is light, AT weapons have been suppressed, and terrain allows rapid movement. Tanks normally lead.
2. STANDARDS:
 - a. Platoon follows approximately 100 meters behind tanks or on line with platoon leader's APC.
 - b. Platoon effectively suppresses AT fire.
 - c. Platoon protects flanks and rear of tanks.
 - d. Squads modify sectors of the fire based on their position.
 - e. See SQUAD Drill: Assault Mounted.



PLATOON DRILL--CLOSE MOUNTED, ASSAULT DISMOUNTED

1. TASK: Platoon moves mounted to enemy position, dismounts to assault on or near enemy's position. This technique is used when terrain/obstacles allow rapid mounted movement onto but not through enemy position, enemy defenses are strong, and AT weapons can be suppressed during mounted movement. Tanks normally lead.
2. STANDARDS:
 - a. Movement supported by carrier fire.
 - b. Maneuver team dismounts on position, while carrier teams and tanks move across position.
 - c. Dismounted Infantry mop up over-run enemy.
 - d. In close terrain, tanks slow down and dismounted Infantry and carrier teams follow close and protect tanks.
 - e. Carrier team controlled by platoon sergeant.
 - f. Platoon Leader uses dismount SOP.
 - g. Carrier team has an M60 machinegun in addition to a .50 cal machinegun.
 - h. Dismount behind the enemy fighting position when enemy cannot engage rear of APC.
 - i. Dismount on the enemy fighting position to prevent enemy from engaging APCs and tanks from the rear.
 - j. Dismount in front of enemy fighting position when fire will not allow continuance.
 - k. Dismounting supported by carrier team fire.
 - l. Soldiers not in cargo hatch dismount first and employ suppressive fire.
 - m. If the enemy is capable of firing into the rear of the carrier, combat access door may be used while dismounting.

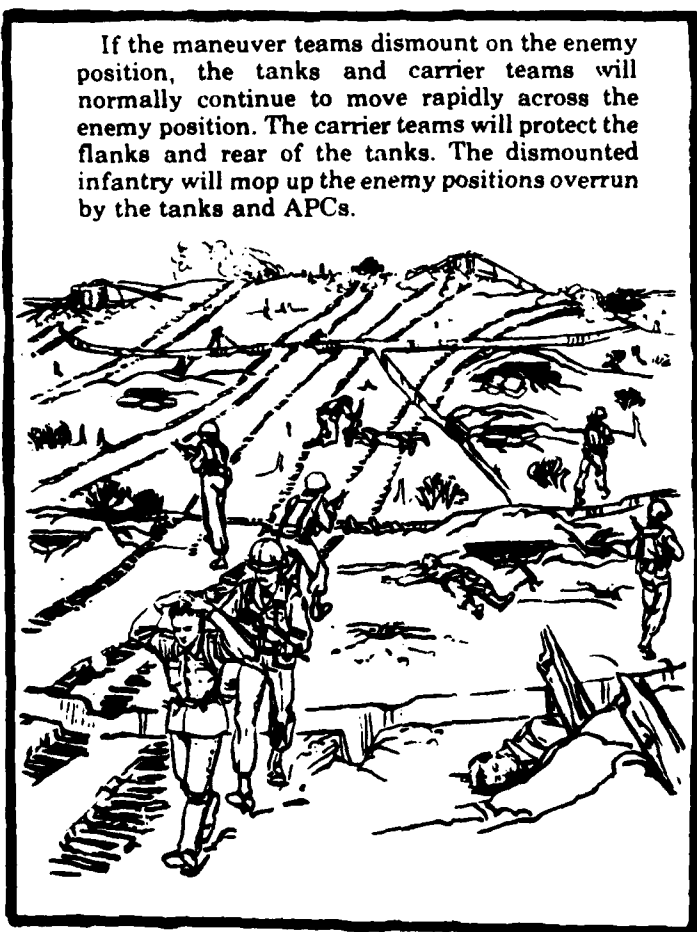
PLATOON DRILL--CLOSE MOUNTED, ASSAULT DISMOUNTED

(Continued)

n. After dismount, carrier team moves forward behind tanks engaging targets to rear and flanks.

3. TECHNIQUES (FM 7-7, Page 4-27).

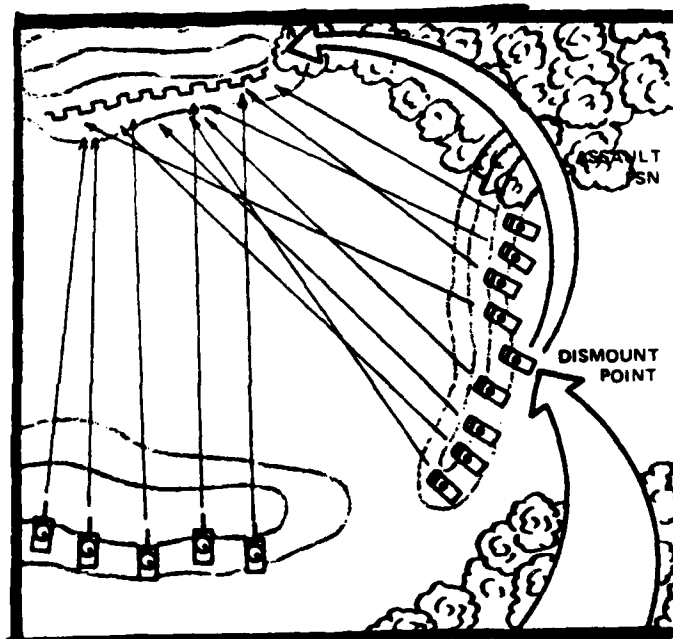
If the maneuver teams dismount on the enemy position, the tanks and carrier teams will normally continue to move rapidly across the enemy position. The carrier teams will protect the flanks and rear of the tanks. The dismounted infantry will mop up the enemy positions overrun by the tanks and APCs.



PLATOON DRILL--CLOSE MOUNTED, ASSAULT DISMOUNTED

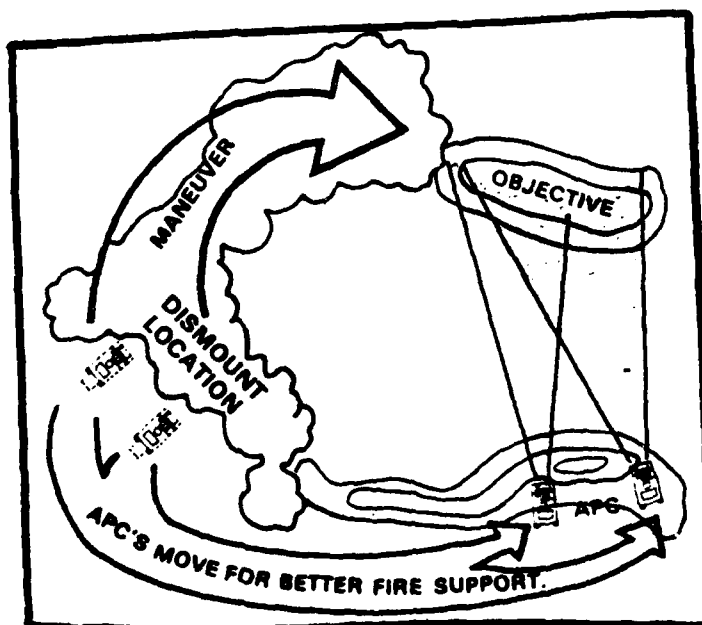
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ANOTHER WAY. The team encounters an enemy which is dug-in with antitank weapons which cannot be adequately suppressed. The team commander employs the tank platoon to overwatch and support while the infantry moves mounted to a covered and concealed dismount point. They dismount, move to an assault position and conduct a dismounted assault from the flank. The APCs are moved to overwatch positions and the combined fires of APCs and tanks support the dismounted infantry. As soon as possible, the tanks and the APCs will rejoin the infantry.



PLATOON DRILL--CLOSE AND ASSAULT DISMOUNTED

1. TASK: Platoon moves to and assaults enemy position dismounted. This technique is used when enemy is in strong defensive positions and anti-armor weapons cannot be suppressed, terrain will not support track vehicles, and there are obstacles to mounted movement (dense woods, minefields, etc).
2. STANDARDS:
 - a. APC in covered and concealed position while dismounting.
 - b. APCs support by fire after dismounted infantry leaves APC beaten zone (avoid enemy fire).
 - c. As a minimum, maneuver team has an M60 machinegun, two LAWs, Grenade launchers and hand grenades.
 - d. As a minimum, carrier team has one .50 cal machinegun, one M60 machinegun and one Dragon.
 - e. If carrier cannot support by fire from dismount point, it moves to position accomodating fire support.



PLATOON DRILL--NEGOTIATE OBSTACLE

1. TASK: Platoon encounters an obstacle, breaches it, and passes through continuing the advance. The standards and techniques in this drill are applicable to any type of obstacle or restrictive terrain. Techniques for breaching specific types of obstacles are contained in SQUAD Drills.
2. STANDARDS:
 - a. Platoon organizes into:
 - (1) A MANEUVER/ASSAULT ELEMENT to close with and destroy enemy on far side of obstacle.
 - (2) An OVERWATCH/FIRE SUPPORT ELEMENT to suppress and fix the enemy by fire.
 - (3) A BREACHING ELEMENT to clear and mark a path through obstacle for ASSAULT ELEMENT.
 - b. Platoon uses all available fire to suppress enemy covering obstacle (primary mission of OVERWATCH ELEMENT).
 - c. Platoon requests smoke to obscure enemy observation without indicating where breach will occur.
 - d. Platoon occupies and secures far side of obstacle with MANEUVER/ASSAULT ELEMENT. If possible, this is done before breaching, as in the case of dismounted troops moving across tank ditch. If not, as in the case of minefield, then breaching must take place first.
 - e. BREACHING ELEMENT reduces obstacle, and marks a path.
 - f. MANEUVER/ASSAULT ELEMENT passes through breach to assault and occupy enemy positions and/or key terrain on far side of obstacle.
 - g. MANEUVER/ASSAULT ELEMENT overwatches while the remainder of the platoon passes through breach.
3. Platoon may have to request special engineer equipment, such as Combat Engineer Vehicle, AVLB, Bangalore torpedos, or demolitions, to clear some obstacles.

PLATOON DRILL--NEGOTIATE OBSTACLE

(Continued)

4. Fighting in restrictive terrain (FM 7-11B4, Page 2-VII-C-7.3).
 - a. In extremely rugged terrain and in areas which are heavily fortified or which have a high density of obstacles, the fire of the platoon may be severely restricted.
 - b. In restrictive terrain, the platoon may task organize into:
 - (1) A MANEUVER ELEMENT, to close with and destroy the enemy.
 - (2) AN OVERWATCH ELEMENT, to suppress and fix the enemy by fire.
 - (3) A BREACHING ELEMENT, (when required) to clear or mark a path through enemy obstacles for the assault element.
 - c. Enemy positions may be in trenches, buildings, or fortified bunkers. Most restrictive areas require the same general techniques:
 - (1) Organize into MANEUVER, OVERWATCH, and (if necessary) BREACHING elements.
 - (2) Maintain control by seizing one objective at a time.
 - (3) After you seize an objective, secure it with an element and continue the assault with the rest of the platoon.
5. Obstacles (FM 7-1, Page 382), as illustrated in the following examples.

PLATOON DRILL--NEGOTIATE OBSTACLE

(Continued)

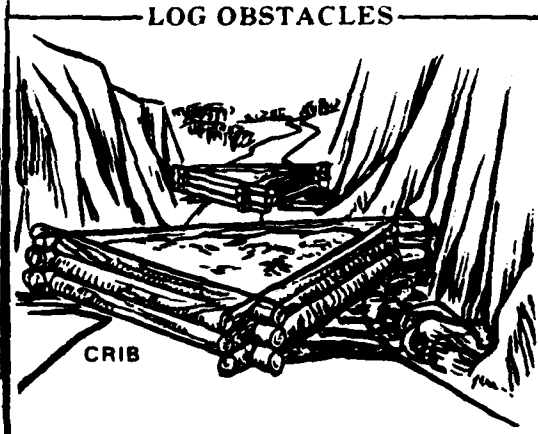
THE ABATIS



An abatis is an obstacle created by cutting down trees so their tops are criss-crossed and pointing toward the expected enemy direction. It is one of the most effective obstacles to prohibit vehicular movement in a forest. The bottoms of the trees are left attached to the stumps as high as possible to make removal more difficult. This obstacle may be reinforced with mines and antihandling devices (boobytraps).

To clear an abatis enemy fires must first be suppressed. Then mines and boobytraps must be neutralized (exploded using C4 or tripwires pulled with grappling hooks and long ropes). The trees can then be cut from their stumps and trimmed using pioneer tools or demolitions to allow vehicles to pull the logs out of the road.

LOG OBSTACLES



Wooded areas with trees 15 inches in diameter that are close enough to prohibit movement become armor obstacles. Tree stumps or vertical posts 15 inches in diameter and 2 to 4 feet in height are also obstacles to armor movement. These type obstacles are most effective when combined with tactical wire, mines, and boobytraps. Use the same techniques employed for a minefield to suppress the enemy's fires and to neutralize mines and boobytraps. After securing the far side, remove the post obstacles by demolitions and pioneer tools. Just as with minefields, clear lanes through the barrier. Demolitions can be used to loosen the posts, or they can be removed by pulling them out with vehicles.

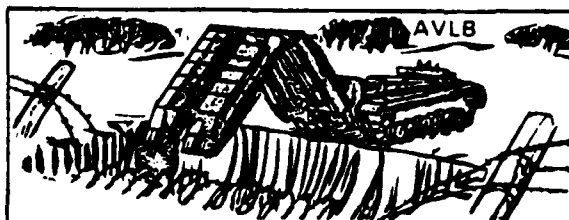
PLATOON DRILL--NEGOTIATE OBSTACLE

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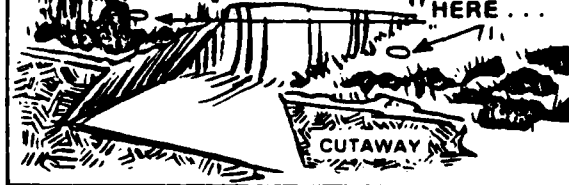
TANK DITCHES



Tank ditches are normally used in open terrain. They are extremely time-consuming and hard to construct. Tank ditches are at least 4 meters (13 feet) wide and 1.8 meters (5 feet) deep. The enemy will normally put tactical wire inside them to prevent you from dismounting and using the ditch for shelter. The enemy may prepare the approaches, sides and bottom of the ditch with AT and AP mines or chemicals to make breaching difficult. Tank ditches must be covered by AT fire to be effective. Use tank or ATGM fire to suppress enemy tanks or AT guns. Cal .50 fire will suppress infantry AT weapons. Once the enemy fire and observation is suppressed, you can start reducing the obstacle. If suppression and smoke are effective, a dozer tank or combat engineer vehicle can be used to push down the side of the ditch, or the ditch can be crossed with an AVLB. Normally, infantry will cross the ditch to secure the far side using the same techniques used to clear a minefield. Engineers may accompany infantry and remain in the ditch to blow down and slope the sides so tanks can quickly join the infantry.



TANK DITCHES MAY HAVE SLOPING SIDES;
TO BREACH, PLACE CRATERING CHARGES
"HERE . . ."



If AVLBs are used, the ditch can be crossed quickly. You must secure the far side to preclude destruction of your vehicles as they move single file over the bridge. As soon as possible, the ditch should be sloped or filled to permit the AVLB and other vehicles to accompany the attacking echelon.

PLATOON DRILL--REACT TO INDIRECT FIRE

1. TASK: Platoon receives indirect fire (artillery, mortars, rockets) and takes appropriate action.
2. STANDARDS: (Platoon not in contact or being engaged or threatened by enemy AT fire).
 - a. If mounted, platoon closes all hatches and moves rapidly through or around impact area with hatches closed.
 - b. If dismounted, platoon mounts carriers and moves rapidly through or around impact area with hatches closed.
 - c. If dismounted without carriers or unable to mount, platoon moves rapidly out of impact area.
3. STANDARDS: (Platoon receives heavy concentration of indirect fire while assaulting under enemy direct fire and must move immediately to prevent annihilation.)
 - a. Platoon must "assault in a single rush" with entire maneuver element making final move into enemy position.
 - b. Enemy positions must be effectively suppressed with both maneuver and overwatch elements delivering heaviest possible volume of fire.
 - c. If dismounted, platoon conducts such an assault with fixed bayonets, with all men running, yelling, and firing rapidly at the enemy.

APPENDIX III

24TH INF DIV OBSTACLE BREACHING BATTLE DRILL

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COMBINED ARMS COUNTEROBSTACLE BATTLE DRILLS(U) ARMY WAR
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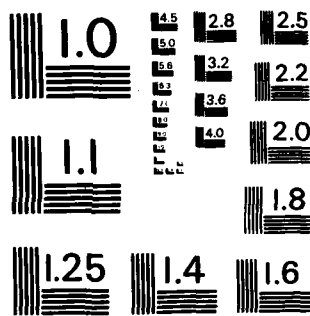
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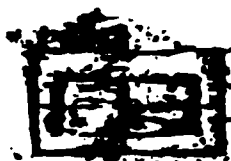
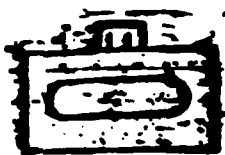
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OBSTACLE BREACHING BATTLE DRILL

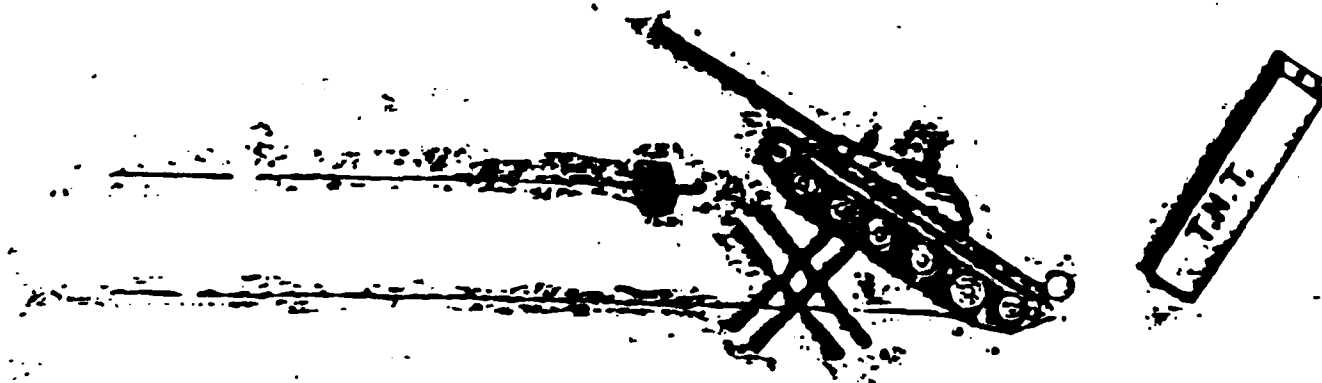
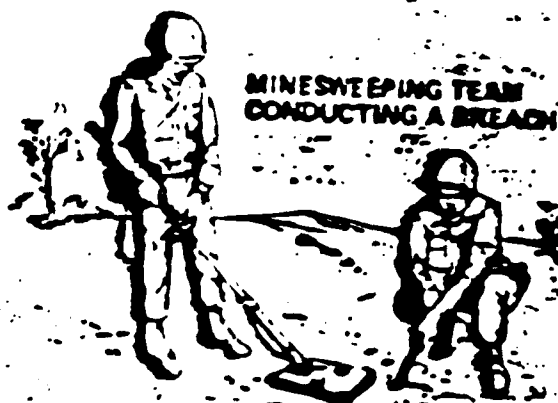


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ANNEX A - PURPOSE AND GENERAL OVERVIEW

A-1. PURPOSE. To establish procedures and responsibilities for conducting and executing a battledrill to train tank and mechanized infantry company teams on obstacle assault breaching techniques.

A-2. GENERAL. An assault breach is used to maintain the momentum of the attack by taking the obstacle "in stride" as it is encountered by the attacking battalion task force. Speed is extremely important and the battalion task force must be able to keep moving at a continuous rate. Combat engineers should be located with the lead elements of the attacking force to aid in the assault breaches. However, situational factors may constitute assault breaches by the lead company team without direct engineer participation. This battle drill will provide the basis by which effective assault can be achieved by the lead element of an attacking force.

ANNEX B - UNDERSTANDING THE THREAT

B-1. PURPOSE. To be able to clearly understand the procedures to be followed in the assault breaching techniques, leaders at all levels in the US Army must understand how and why the Soviets construct obstacles.

B-2. The Soviets use barriers and minefields to slow, disorganize, and canalize the enemy force. Barriers are used alone or in conjunction with minefields and concentrated fire areas. The use of natural barriers is stressed; they include lakes, rivers, marshes, escarpments, and densely forested areas. Artificial barriers may include antitank ditches, wire entanglements, abatis, and various uses of logs. Minefields densities are from 750-1000 mines per Km (=1mine/meter front).

B-3. Fire sacks are preplanned fires of artillery and other weapons in specific areas, such as in conjunction with minefields or barriers, used to destroy the enemy. They are similar to the US concept of a kill zone and are areas where the defensive fires of all weapons are brought to bear against the attacking enemy (See Figure 1). Mines and barriers are planned along the edge of the fire sack to contain the enemy force, and reserves are placed where they can counterattack in the "pocket," after the fires are lifted, to destroy any remaining enemy. Defensive positions, mines, and barriers are often sighted in a manner that will channel the enemy into a fire sack should the enemy break forward positions (see figure 2). Also, the enemy units in those frontal positions may plan to withdraw on purpose in order to entice friendly units into the fire sack.

B-4. Indicators of a fire sack.

a. An area, which if penetrated, would leave dominating terrain on at least two sides.

b. Mines or wire entanglements which tend to channel friendly forces into an area as described above.

c. Enemy units withdrawing from prepared positions and offering light resistance.

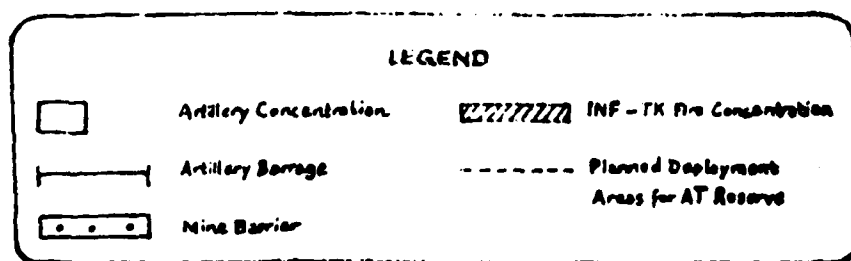
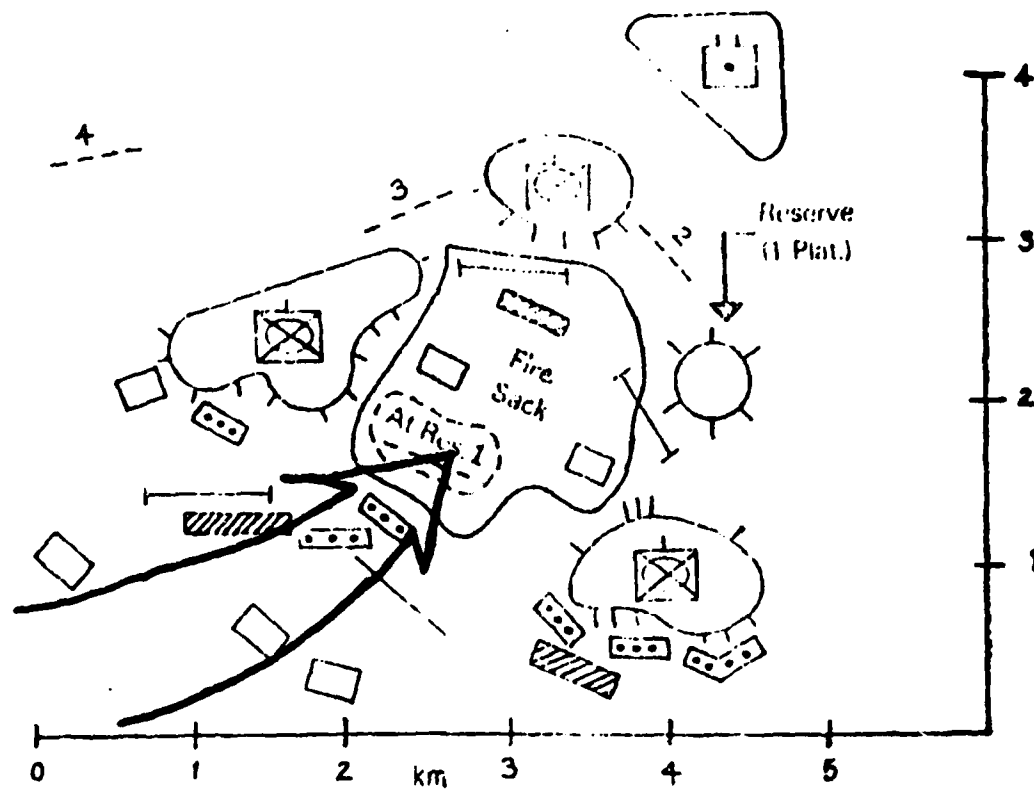
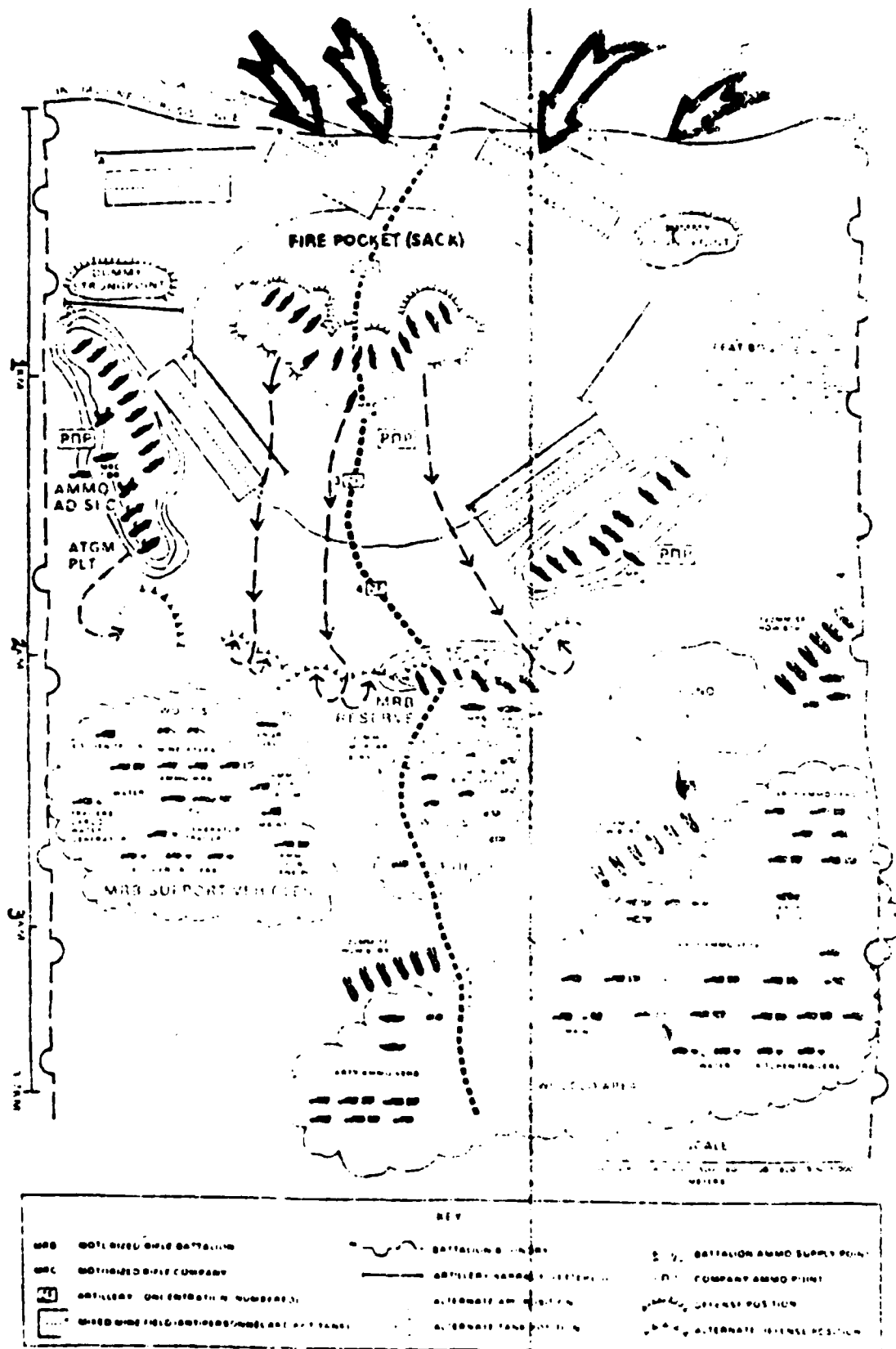


FIGURE 1. MOTORIZED RIFLE BATTALION IN DEFENSE



SOVIET MOTORIZED RIFLE BATTALION (REINFORCED) IN DEFENSE

ANNEX C - FUNDAMENTALS & CHARACTERISTICS OF BREACHING OPERATIONS

C-1. FUNDAMENTALS. All company team commanders must be aware of and understand the fundamentals of breaching operations.

- a. Suppress enemy weapons using all available fires.
- b. Obscure the obstacle with smoke over a large area to prevent enemy observation.
- c. Secure the far side of the obstacle.
- d. Reduce the obstacle.
- e. Move through the breach and carry on with the mission.

C-2. Characteristics of successful breaching operations are:

- a. Speed.
- b. Coordination.
- c. Aggressiveness.
- d. Accuracy of reporting.
- e. Combined arms discipline.
- f. Prior rehearsal (SOP).

ANNEX D - ORGANIZATION & RESPONSIBILITIES OF UNITS IN BN TASK FORCE FOR BREACHING OPERATIONS

D-1. Organization of the Battalion Task Force.

a. Organization of the battalion task force depends on the task force commander's judgement if not designated by the brigade commander. A typical organization of the battalion task force would be as depicted in Figure 4. The following key principles must be followed in any offensive operation where breaching operations will be employed (Ref Figure 3).

- o Scouts try to bypass obstacle.
- o Lead company team has at least one mechanized infantry platoon to act as breaching force (see part 1b below).
- o Task force engineers move as one body behind the lead company team.
- o Engineer platoon is under direct control of Task force commander.
- o Engineer platoon is augmented with a CEV/AVLB/Dozen.

b. Organization of the Lead Company Team. The company team leader organizes the company team into three forces with a specific mission for each. These forces include:

- o The Breaching Force.
- o The Assault Force.
- o The Support Force.

(1) The Breaching Force. This force consists of one mechanized infantry platoon with a mission to assault breach enemy obstacles in order to create three lanes to pass the battalion task force. Follows the battle drill format in Annex E for breaching obstacles.

(2) The Assault Force. Consists of one or more tank and mechanized infantry platoons. Actual organization depends on the team commander's judgement if not designated by the task force commander. The assault force is the lead element in the company team's movement. Once an obstacle is encountered and the determination is made to breach, this force takes up positions in order to provide security to breaching force with direct fire. After the obstacle is breached, the assault force moves through the breach and assaults enemy weapons and positions if detected.

(3) The Support Force. Consists of either tanks, ITVs, or mechanized infantry APCs. Actual organization depends on the team commander's judgement if not designated by the task force commander. This force is used as the base of fire in concentrating its fires on point targets that threaten the maneuver elements. Last force in the company team to pass through the breach.

D-2. Responsibilities of the Battalion Task Force during breaching operations.

a. Battalion Task Force Commander.

- (1) Move scouts out as early as possible to determine bypass.
- (2) Include obstacle locations as EEI.
- (3) Request from Assistant Brigade Engineer (ABE) any additional engineer support; specifically, a second platoon and a dozer.
- (4) Assign a lead company team as the responsible unit for breaching operations.
- (5) Maintain communication between the breaching force/engineer PLT.

b. Scouts. (See Figures 3 and 4.)

- (1) Move out as soon as practical.
- (2) Consider obstacles as EEI.
- (3) Consider enemy engineer equipment as EEI.
- (4) Report enemy engineers building obstacles. Do not engage on the obstacle, remain hidden.
- (5) Find a bypass; try to see the battlefield 5 km beyond the obstacle.
- (6) Call for obscuring smoke 100m on the enemy side before the friendly forces mark their approach even by dust clouds.
- (7) Hand over the indirect fire smoke operation to the lead company team FIST as soon as possible.
- (8) Advise the Battalion Commander/Battalion S3 on the following:
 - (a) Bypass.
 - (b) Known enemy locations.

(c) Best overwatch positions.

(d) Detailed description of obstacle (see Annex E).

(9) If bypass is available just for passage of APCs, then continue to see the battlefield beyond the obstacle while the lead company team conducts breaching operations (see Figure 8).

(10) If not able to bypass obstacle with any vehicles, then secure vantage points where you will be able to see the battlefield beyond the obstacle while breaching operations are being conducted (see Figures 5, 6, and 7).

c. S3.

(1) Have lead company team move forward to breach obstacle.

(2) Reroute or slow down rate of march of other elements in the task force far from obstacles so they will not bunch-up (see Figures 4, 5, 6, 7, and 8).

d. Lead Company Team Commander.

(1) Move forward to conduct breaching operations on order from the S3.

(2) Have FIST call in mortar smoke 100m beyond the obstacle to obscure breaching operations.

(3) Establish the assault force and support force as the overwatch element to protect the breaching force and secure the near side from the flanks of the actual point of the obstacle breaches (see Figures 6, 7, and 8).

(4) The assault force and support force engage any known enemy positions with direct fire weapons in securing the near side.

(5) If at all possible, even on foot, far side of the obstacle is secured before breaching operations begin.

(6) Allow mechanized infantry platoon to immediately conduct breaching operations. This breaching force moves to the obstacle location to conduct the assault breaching techniques discussed in Annex E. Mechanized platoon leader maintains communication with task force commander to insure start of breach/far side secured.

(7) Call for TAC Air to cover your force if needed.

(8) Move obscuring smoke out from obstacle before the final breach is made to prevent silhouetting friendly forces as they emerge.

(9) As soon as the lanes have been breached, allow forces to move through accordingly.

(a) (Figure 8) If bypass is not available for APCs but not tanks and far side is secure, then move overwatch element immediately through, followed by breaching force, to continue mission.

(b) (Figure 6). If bypass is not available for any vehicles, then move assault force through to secure far side followed by scouts. As soon as scouts are able to see the battlefield, move your force and continue mission.

(10) Allow the engineer platoon to follow the orders of the task force commander.

(11) Keep the battalion commander and the S3 informed of the breaching operation status with the following information:

(a) Beginning of breaching operation/security force in place.

(b) Lane 1 open.

(c) Lane 2 open.

(d) Lane 3 open.

(12) Mark all breached lanes with predesignated smoke (see Annex E).

(13) Understand the enemy's concept of fire sacks as explained in Annex B and as depicted on obstacle example in Figure 8.

e. Task Force Commander.

(1) Locate the engineer platoon (+) behind the lead company team to provide quick reaction if needed to breach obstacle (see Figure 3).

(2) Have the engineer platoon move to the obstacle location with the lead company team (see Figures 7 and 8) (see Annex E for actual breaching procedures).

(3) Based on the situation, handle engineers accordingly:

(a) Improve breached lanes and mark appropriately (daylight mark with engineer tape/darkness mark with chem lights on pickets). (See Figure 9.) If obscured with smoke, use ground flares.

(b) Continue to follow engineer platoon behind the lead company team.

- (c) Divert engineer efforts to needed locations.
- (4) Give order to execute all demolition breaches.
- (5) Release mechanized infantry platoon under OPCON as soon as the lanes are breached.

f. Breaching Force Leader (Mechanized Infantry Platoon Leader).

- (1) Follow the breaching techniques explained in Annex E.
- (2) If engineer support is required, the breaching force becomes OPCON to the task force commander to form breaching team.
- (3) Mark all breached lanes with predesignated smoke to act as an orientation point for remainder of task force. The color of smoke will be in accordance with the CCOI.
- (4) Keep task force commander informed of breaching operation status.

g. Engineer Platoon Leader.

- (1) Follow orders of the task force commander.
- (2) Provide expertise on breaching operations.
- (3) Follow breaching techniques explained in Annex E.

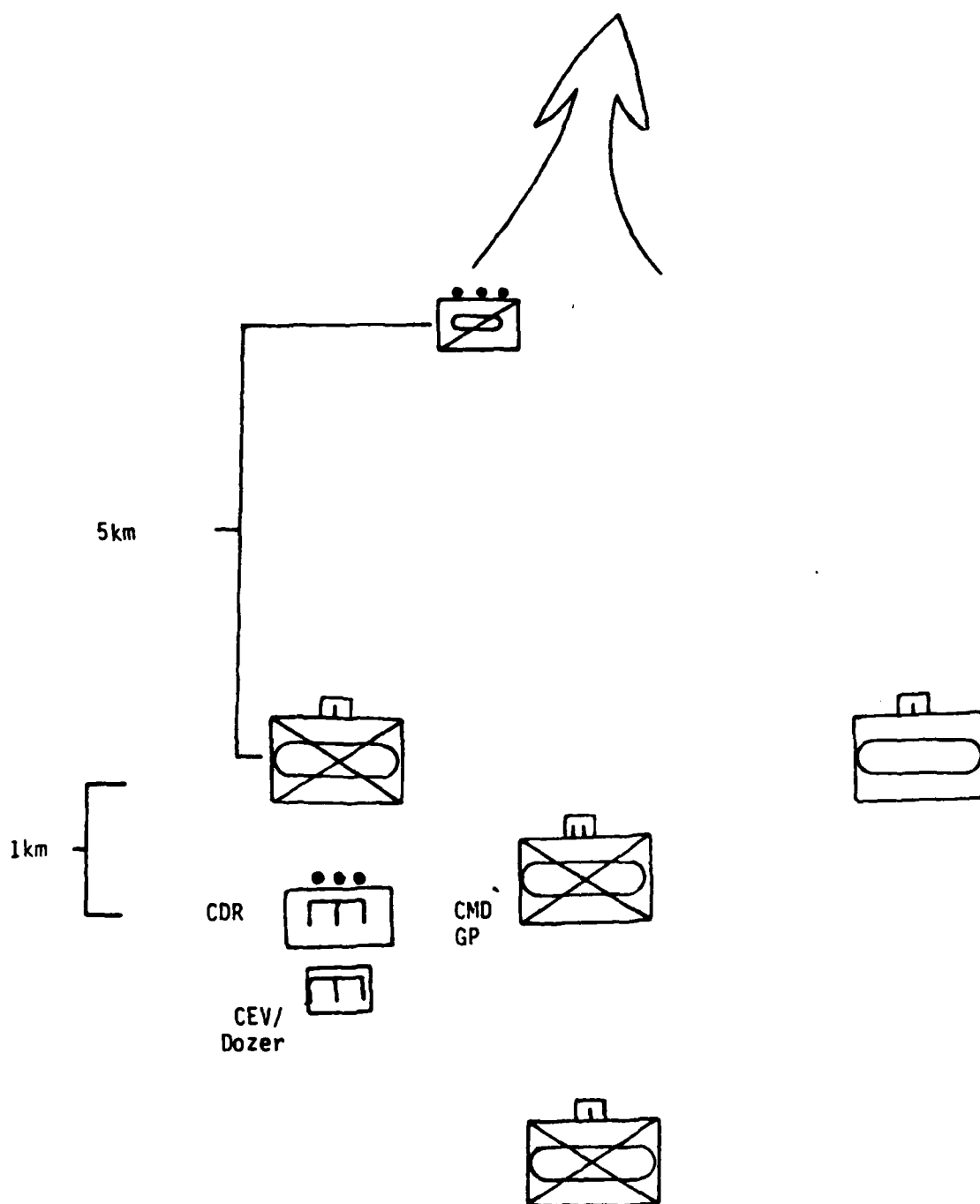


Figure 3
Task Force organization during movement to contact.

Scout try to find bypass around obstacle

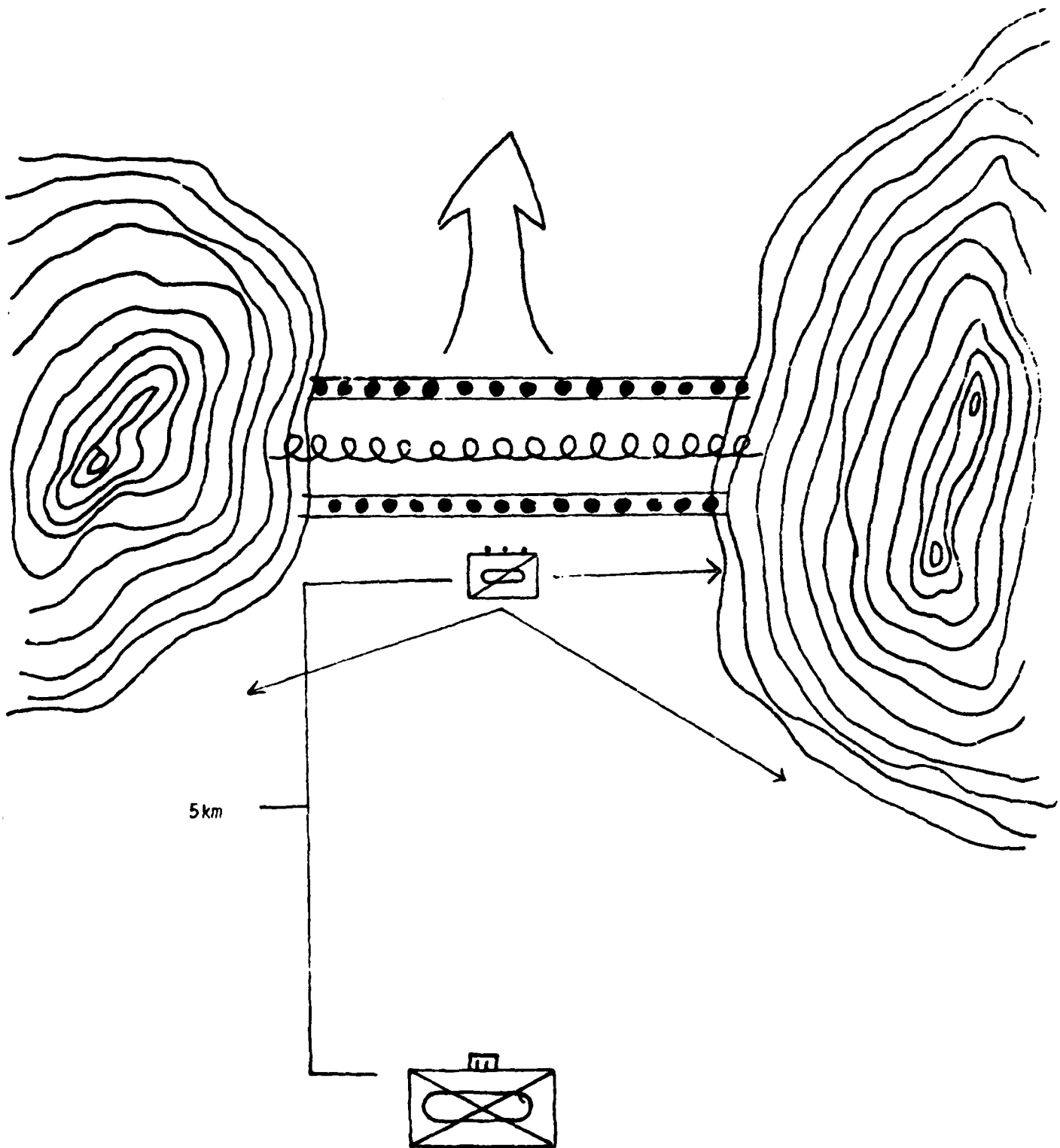
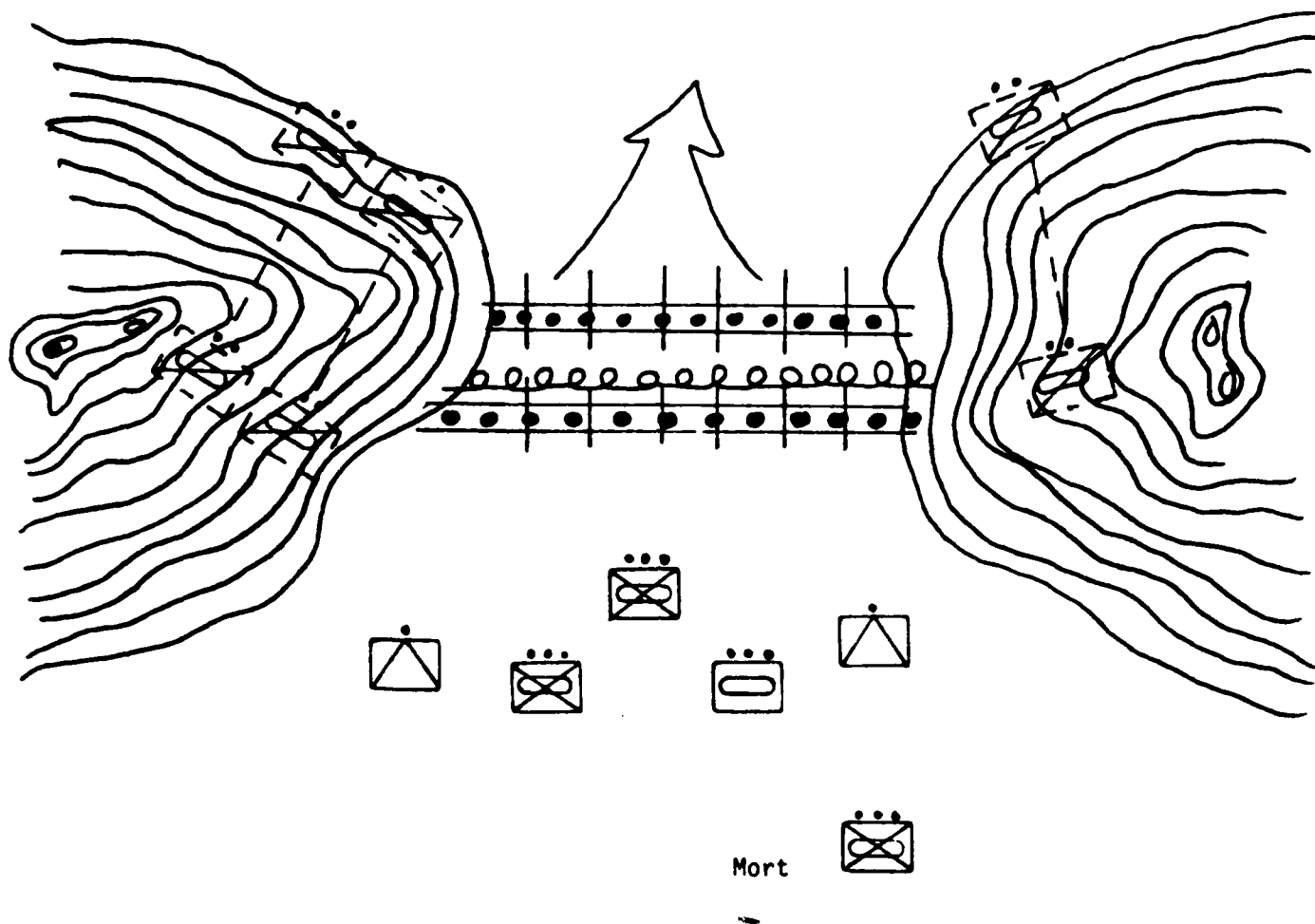
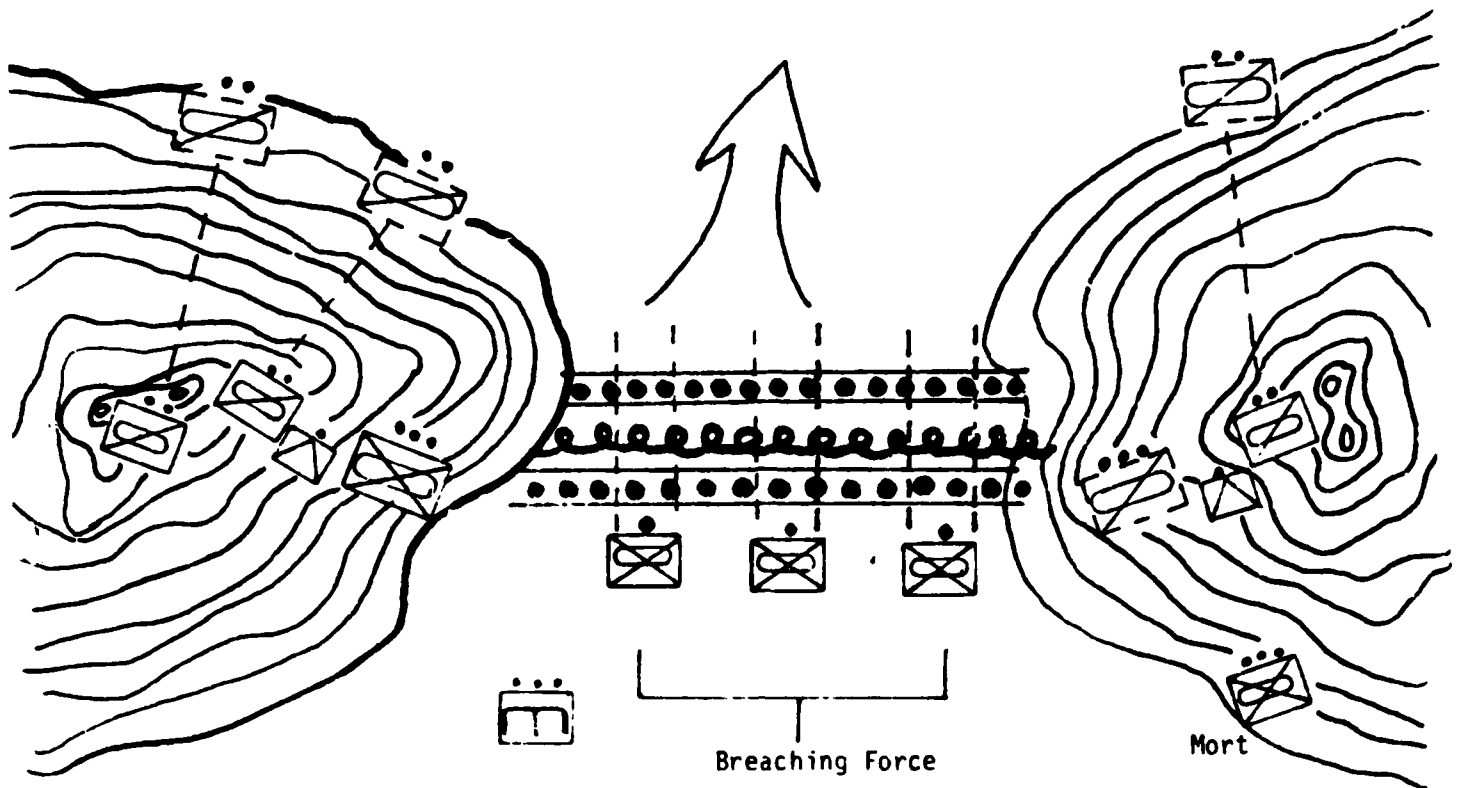


Figure 4



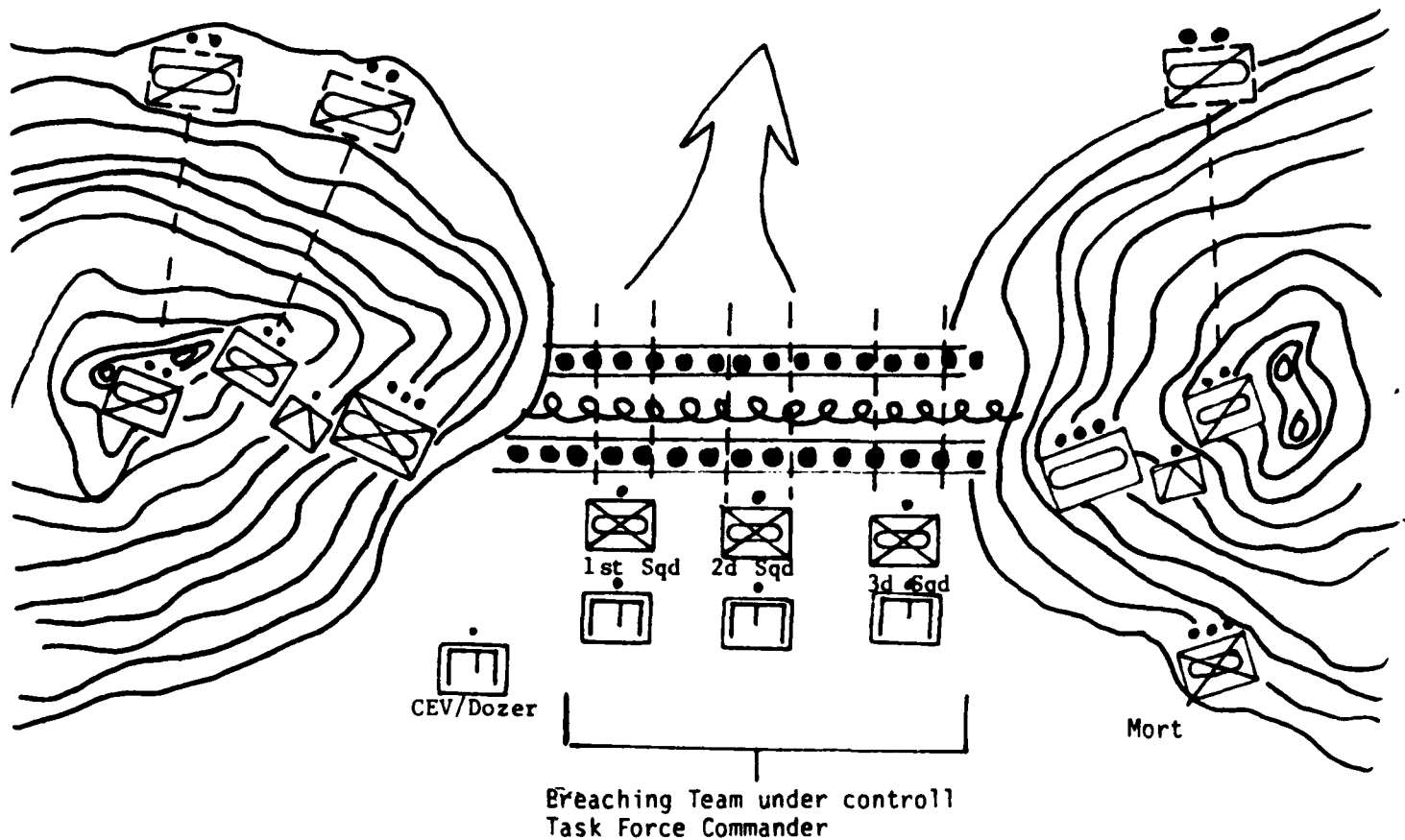
Scouts see the battlefield while lead company team moves into conduct breaching oper.

Figure 5



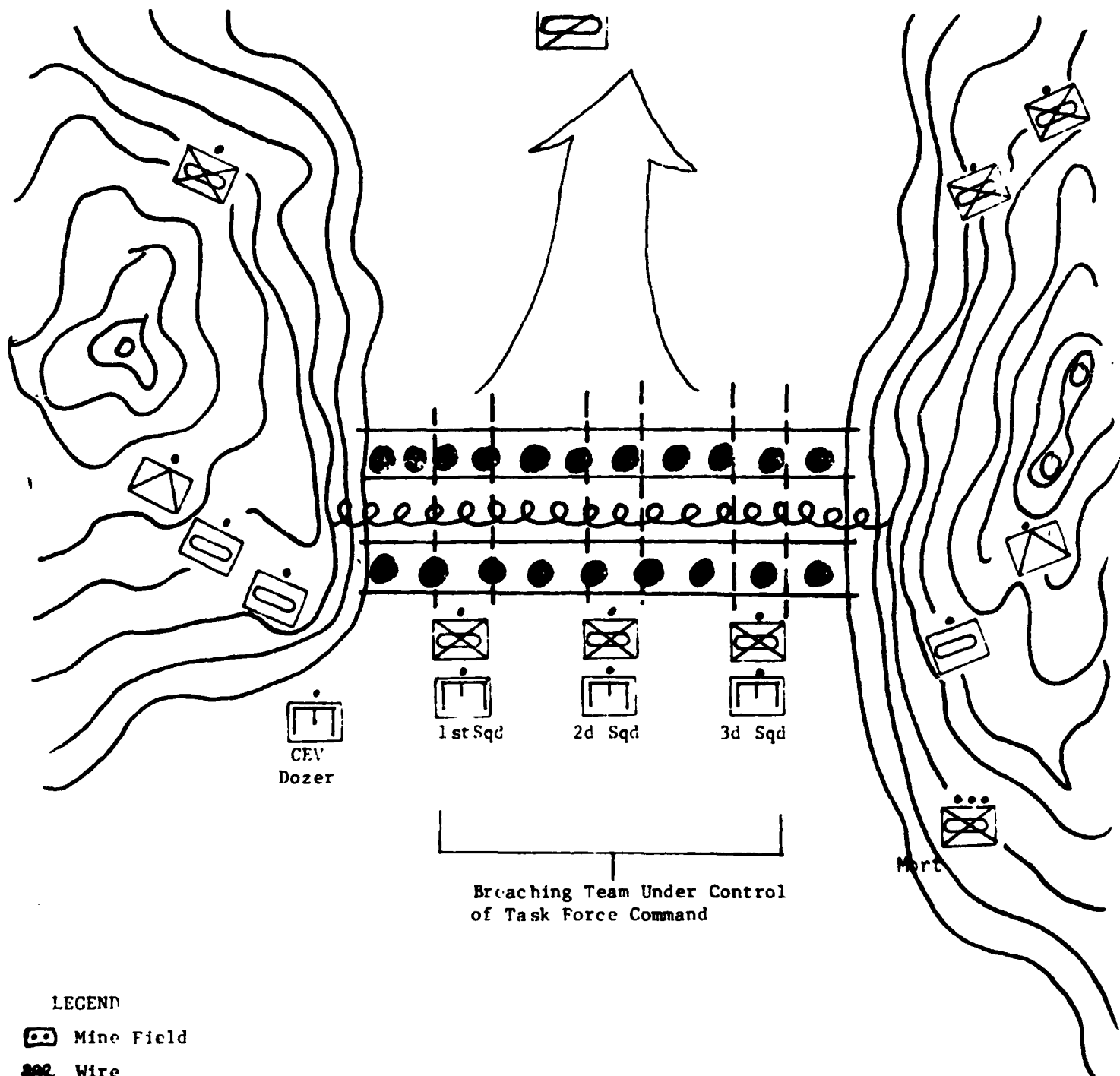
Mechanized Inf able to breach obstacle without
Engineer Support.

Figure 6






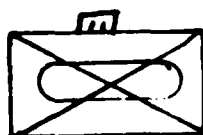
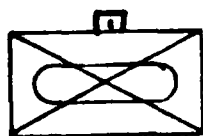
Mechanized Inf needs assistance of engineers. Breaching team is formed.
 Mechanized Inf clear trip wires and secure far side while engineer
 breach obstacle.

Figure - 7

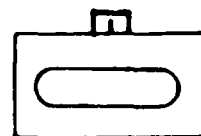


LEGEND

-  Mine Field
-  Wire
-  Lane of Breach

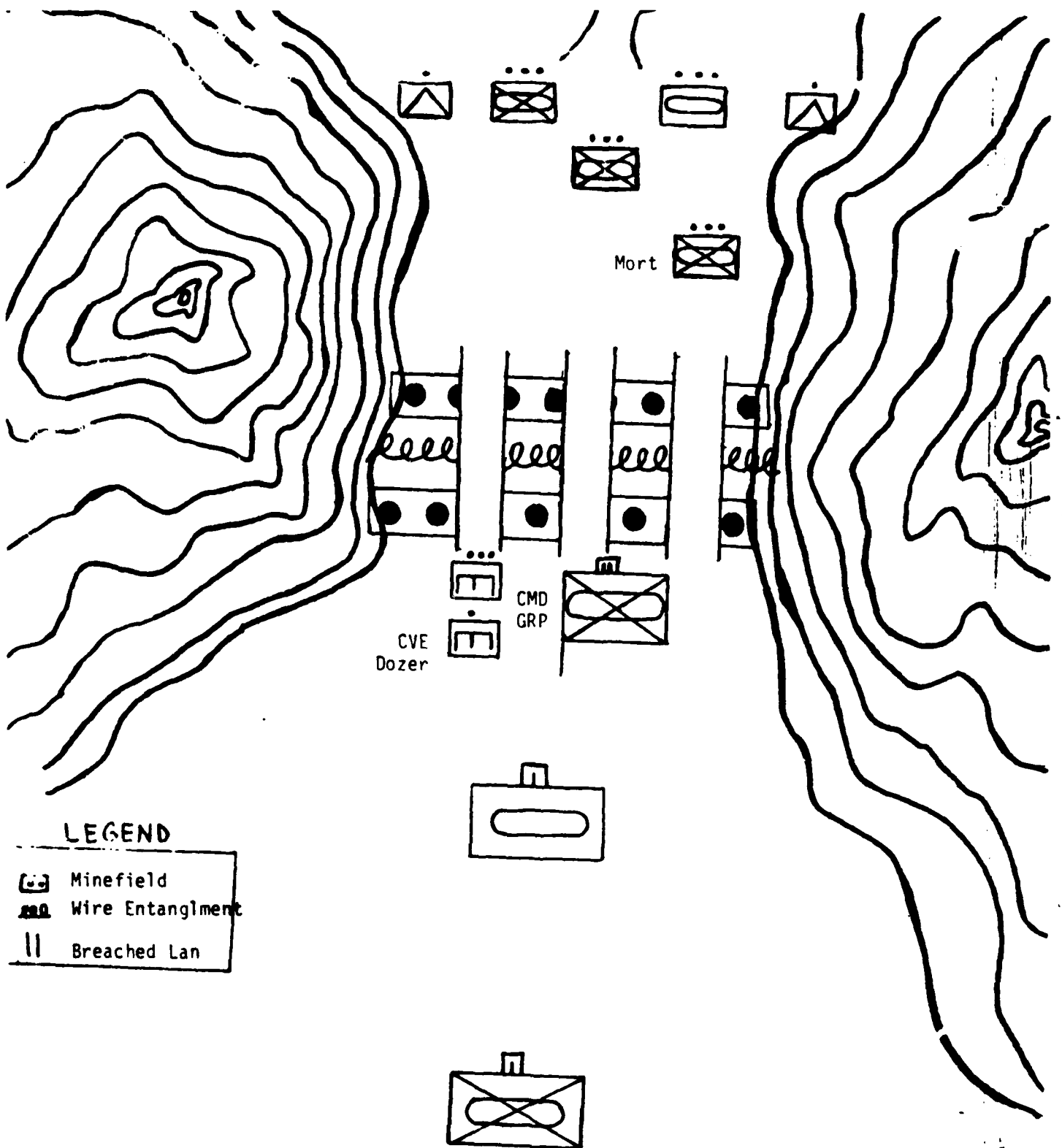


CMD GP






By pass for APC's not Tanks. Lead Co. Tm secures Near and far side, deploys, and breaches

Figure 8
D-11

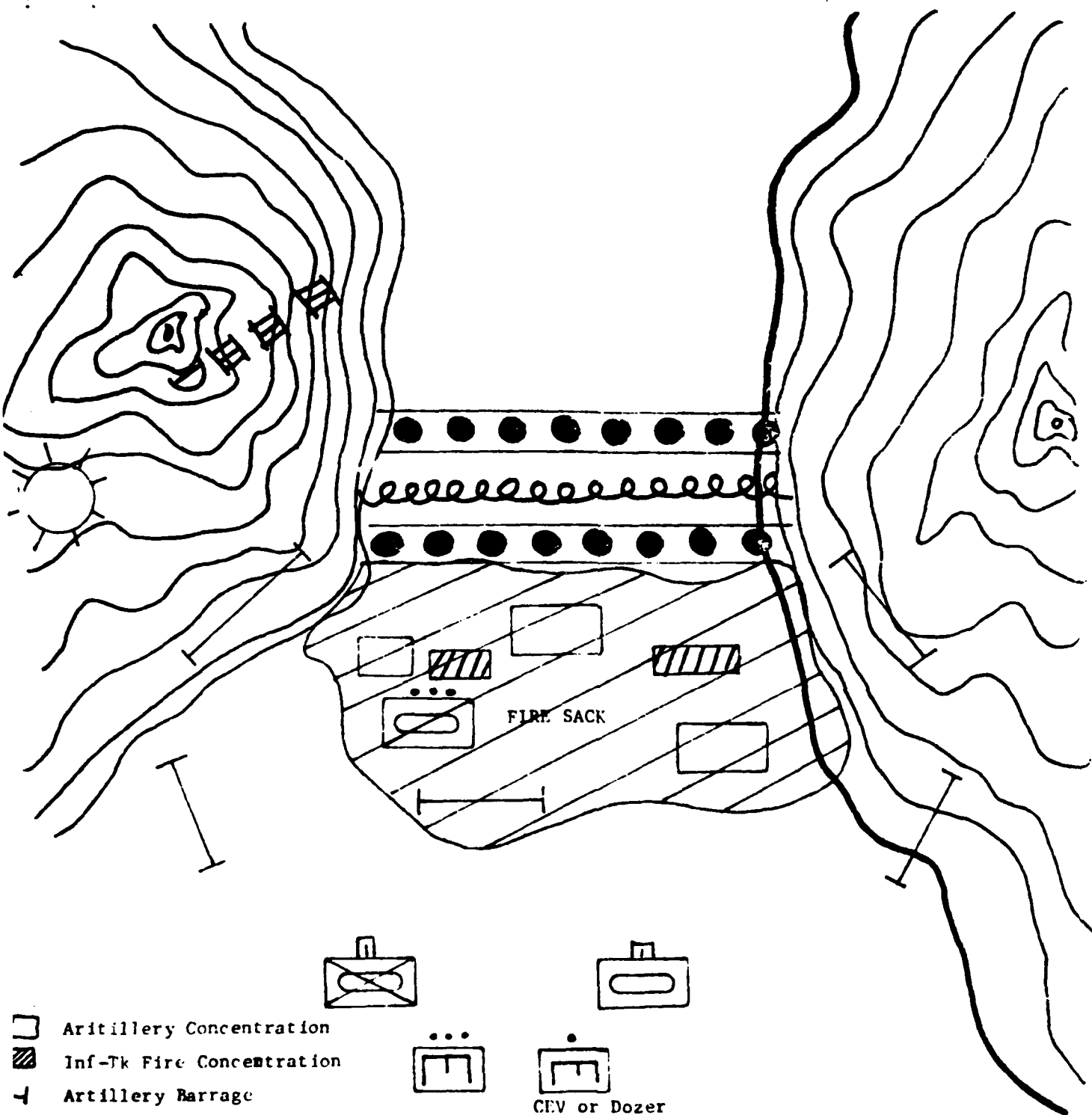









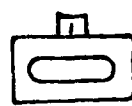
LEGEND

-  Minefield
-  Wire Entanglement
-  Breached Lan

Move thur breach and carry on with mission

Figure 9



-  Artillery Concentration
-  Inf-Tk Fire Concentration
-  Artillery Barrage
-  Mine Barrier
-  Wire
-  Reserve Force for counter attack
-  CEV or Dozer
-  CMD GP

Figuer 10 (Enemy Fire Sack)
D-13

ANNEX E - BATTLE DRILL PROCEDURES FOR ASSAULT BREACHING OF VARIOUS OBSTACLES

E-1. This battle drill is developed around the three most common types of obstacles that will be encountered by US forces when attacking Soviet forces.

a. Mines and Minefields. Individual mines can be found by visual detection, portable mine detectors, and mine probes. The enemy surface lay mines as well as bury them depending on the situation. The degree of extensive preparation will determine if the breaching force or the breaching team is required. For example, a low density of mines, surface layed and covering a small area, can usually be cleared by infantry; however, when the locations of mines are not clear, then engineer support is probably required to aid in determining their locations. Breaching equipment will consist of grapplinghooks and hand-placed explosives. Practice and experience will aid in determining when engineer support is required.

b. Wire Entanglements. Wire is a nuisance as it can damage vehicle suspension systems. Wire obstacles can usually be cleared by mechanized infantry by stretching or dragging it out with grapplinghooks on 1/4 inch cable tied to an APC and then cutting with bolt cutters if the need be. If the wire obstacle is extensive, (example - 1/2 inch cable running through the middle of concertina and staked) then engineer support will be required to clear with bangalores. Again, practice and experience will aid in determining when engineer support is required.

c. Anti-Vehicular Ditches and Craters. These barriers area usually reinforced with wire and mines. Extensive preparation is taken in constructing these barriers thus, engineer support is usually required to breach lanes. A dozer tank or CEV can be used to cross short gaps that are not more than 5 feet (17.4m) wide. Explosives can also be used to cave in the sides and partially fill the barrier to allow passage.

E-2. The actual format for which obstacle breaching operations will fall under will change slightly depending on the situation. However, as this battle drill procedures designates, responsibilities will remain the same for all breaching operations. Commanders must remain flexible to the extent where variations in breaching operations can be formulated around these responsibilities. Practicing breaching operations on different types of terrain, in different weather conditions, and on different types and configurations of obstacles will enable the US forces to be better prepared for defeating the Soviet barrier plan in a timely and victorious manner.

E-3. Below are the procedures that the breaching force/breaching team will follow in breaching the three most common types of obstacles.

a. Mines and Minefields.

(1) If the mines are surface layed and the area covered is small, then the battalion commander/battalion S3 will recommend that the breaching force breach the obstacle without engineer support. The breaching force will follow these procedures under the supervision of the mechanized infantry platoon leader:

(a) Move one squad in an APC to each of the three lanes (see Figure 5).

(b) If additional smoke is needed for obscuration, then smoke grenades, grenade launchers, or smoke pots are used. The maneuver team commander in each squad has this responsibility.

(c) Two personnel from each squad's maneuver team are designated as near side grapplinghook men. These personnel will clear the lanes of tripwires by throwing grapplinghooks or similar devices on 1/4 inch cable across the minefield and then pull from a safe area (behind or inside APC/lay flat in wadi and pull). Tripwires may also be removed by hand.

(d) Once tripwires are cleared, the grappplinghook men go into the minefield and place hooks on remaining mines and pull from a safe area to detonate those with anti-handling devices.

(e) These same two men plus two other men from the maneuver team remove the mines from the lane. Mines are placed to the left near side of the lane.

(f) While mines are being removed, two other men from the maneuver team become the marking party. One stands on the short U-picket, marking the edge of the lane, feeding engineer tape off a roll to the other marking party man who walks to the far side of the obstacle holding the running end of engineer tape. The engineer tape is cut and secured with stakes or rocks on the edge of the lane. The process is repeated for the other edge of the lane. Chem lights on pickets are used during darkness.

(g) As the last few mines are being removed, predesignated smoke is popped by the squad leaders signifying a breach.

(h) The mechanized infantry platoon leader (breaching force leader) informs the task force commander of breaches at the smoke.

(i) When two or more minefields separated by wire exist, breaching operations should take place working from both the near and far sides towards the middle, simultaneously. This can be accomplished by designating two far side grapplinghook men with the same responsibilities as the near side grapplinghook men mentioned earlier. These men use bolt cutters to get through the wire.

(j) The remainder of the squads provide local security for the breaching personnel.

(2) If the mine locations are not clear or the minefield is extensive, then engineer support is required to breach the obstacle. The breaching team is formed under the control of task force commander following these procedures:

(a) The lanes to be breached have already been designated by the mechanized platoon leader. An infantry squad and an engineer squad take up a position on the near side of each lane (see Figures 6 and 7).

(b) The infantry squads are responsible for clearing the lanes of tripwires by using the procedure mentioned above.

(c) The infantry squad is responsible for local security throughout the breaching operation.

(d) While tripwires are being cleared from the minefield, the engineer squad is preparing material for the breach.

(e) After tripwires have been cleared, the engineer squad begins breaching operations. The engineer squad is broken down into a demolition team consisting of two explosive placers, one ring main man, one reel man, one wire man, prepositioning and recovery men, and the squad leader as cap and blasting man with the following responsibilities:

- o Explosive Placers (two per squad). Positions one, 1/2 pound block of TNT primed with det cord on each mine within the lane. One placer takes the left side of the lane while the other takes the right. The branch line of det cord must be at least 15 feet long in order to extend to the center of the lane. These branch lines of det cord are then connected to the ring main by using a girth hitch with an extra turn. The explosive placers are responsible for connecting the branch lines to the ring main. Each engineer squad should already have as a minimum 50 of these 1/2 pound blocks of TNT already primed before the offensive operation begins.

- o Ring Main Man and Reel Man (one of each per squad). The ring main man is responsible for forming an oval shape in the center of the lane with the det cord to serve as the ring main. This ring main is where the branches of det cord off of the 1/2 pound blocks of TNT are connected. The reel man is responsible for feeding det cord to the ring main man from a reel of det cord.

- o Wire Man (one per squad). Responsible for laying electrical firing wire to be used in demolition. Extend wire from blasting cap location to safety area designated by the engineer platoon leader.

o Prepositioning and Recovery Man (squad vehicle operator and remainder of squad). Responsible for supplying the material needed by the explosive placers, ring main and reel man, and the squad leader. Also responsible for positioning vehicle and equipment in secure area designated by the engineer platoon leader for blasting. After demolition is complete and the lanes have been breached, two of these personnel are responsible for marking the lane with engineer tape during daylight and with chem lights on short U-shaped pickets during darkness.

o Squad Leader. Responsible for priming the ring main with an electric blasting cap and executing the detonation from a safe area on order from the engineer platoon leader.

(f) If exact locations of mines cannot be determined, as in the case of a tank ditch/crater or mines being buried, then two personnel from the engineer squad will use mine detectors or probes to locate mines. Two other personnel will follow these mine detectors and mark the locations. Once mines are located, the demolition team from the engineer squads will follow the above procedures in breaching.

(g) If two or more minefields are separated by concertina or ditches, they may be detonated simultaneously by using a larger ring main.

(h) The engineer platoon leader is responsible for giving the order to detonate to the squad leaders once it is cleared through the task force commander. Take into account the safety of all individuals involved.

(i) The infantry squad leader is responsible for popping predesignated smoke on all the breached lanes.

(j) The infantry platoon leader/engineer platoon leader informs the task force commander of breaches at smoke and continues mission with the lead company team.

b. Wire Entanglements.

(1) If the wire entanglement is not extensive, then it can be breached by the mechanized infantry platoon using the following procedures:

(a) Each squad positions its APC on the near side of one of the three marked lanes with the rear of the APC next to the wire.

(b) The TC throws smoke, if needed, to obscure the breaching operation.

(c) One individual per squad throws a grapplinghook attached to 1/4 inch cable into the concertina. The cable is secured to the APC. With the grapplinghooks caught in the concertina, the TC orders the APC driver to move the APC forward stretching the concertina until it breaks or comes apart.

creating a lane. If after pulling the concertina and it will not stretch, then a person is designated to get out of the APC and cut the wire with bolt cutters.

(d) The infantry squad leader is responsible for throwing predesignated smoke to designate the breached lane.

(2) When nuisance wiring exists between minefields in a combined obstacle, the two far side grapplinghook men from the mechanized infantry platoon are designated to cut the wire away in the designated lane after the minefield has been cleared of tripwires.

(3) If the wire entanglement is extensive, then engineer support is required to breach. The breaching team is formed following these procedures:

(a) One engineer squad is assigned to each of the three breaching locations (see Figure 7).

(b) Two personnel from the engineer squad are designated to prepare bangalores for demolition.

(c) One person from the engineer squad runs firing wire from the location of the blasting cap to a safe area designated by the engineer platoon leader.

(d) The squad leader primes the bangalore for demolition with an electric blasting cap and detonates on order from the engineer platoon leader.

(e) The mechanized infantry squads at all three lanes are providing local security.

(f) The engineer platoon leader gives the order to detonate to the squad leaders once he receives the order from the task force commander. Take into account the safety of all individuals involved.

(g) The mechanized infantry squad leaders throw predesignated smoke to signify the location of breaches.

c. Anti-Vehicular Ditches/Craters.

(1) The wire and mines which usually reinforce ditches/craters will be cleared as previously discussed.

(2) When the scouts relay the information of an anti-vehicular ditch/crater to be breached, the task force commander must immediately have the engineer platoon leader take the CEV or AVLB to the front to breach the obstacle.

(3) Dozer tanks can be used to also breach these obstacles.

(4) Once each lane has been breached, the mechanized infantry squad leaders are responsible for throwing predesignated smoke to designate the lanes.

(5) S2 should already have information on obstacles from air reconnaissance, if possible.

ANNEX F - COMBINES OBSTACLES TO PRACTICE IN THE BATTLE DRILL

F-1. Following the procedures and responsibilities established in Annex D and Annex E, the battalion task force should be able to successfully breach any combination of these obstacles. This annex will provide examples of combined obstacles to practice in the battle drill.

F-2. Obstacle #1 (see Figure 11).

a. This combination of obstacles is not extensive and can be breached by the mechanized infantry platoon (breaching force) of the lead company team without engineer support. The mines are all surface layed with a minefield depth varying from 10-20m. The wire entanglement consists of two rows of concertina, one in front of the other.

b. The procedure followed by the battalion task force should look like this:

(1) The scouts report the obstacle location and type of obstacle according to Annex D. (S2 should have report from air reconnaissance, if available.)

(2) Scouts are looking for bypasses and enemy locations.

(3) The scouts call in smoke to obscure the movement of the lead elements in the battalion task force and reports no bypass available for any type of vehicles, good overwatch positions for the lead company team, and any known enemy locations.

(4) The scouts secure vantage points that allow them to see the battlefield.

(5) Once lead company team arrives, the team commander follows the procedures in Annex D for an obstacle where no bypass is available for any type of vehicle.

(6) The breaching force begins breaching operations as explained in Annex E, 3, a, (1), and b, (1), (2).

(7) Once breach is complete the lead company team commander and the rest of the task force follow the procedures in Annex D and continue the mission.

F-3. Obstacle #2 (see Figure 12).

a. This combination of obstacles is very extensive and engineer support is required to breach the lanes. The location of all of these mines is not known and the minefield depth averages about 20m.

b. The procedure followed by the battalion task force should look like this:

(1) The scouts procedures in Annex D.

(2) Deriving that no bypass is available and reporting all known information, the scouts secure vantage points that allow them to see the battlefield.

(3) Once the lead company team arrives, the team commander follows the procedures in Annex D for an obstacle where no bypass is available for any type of vehicle.

(4) The breaching team with engineer support begins breaching operations as explained in Annex E, 3, a, (2), and c.

(5) Once breach is complete the lead company team commander and the rest of the task force follow the procedures in Annex D and continue the mission.

F-4. Obstacle #3 (see Figure 13).

a. This combination of obstacles is very extensive and engineer support is required to breach the lanes. There are two belts of standard pattern minefields with triple strand concertina separating the two belts.

b. The procedure followed by the battalion task force should look like this:

(1) The scouts follow their procedures in Annex D.

(2) Finding a bypass suitable for just APCs, the scouts report all known information.

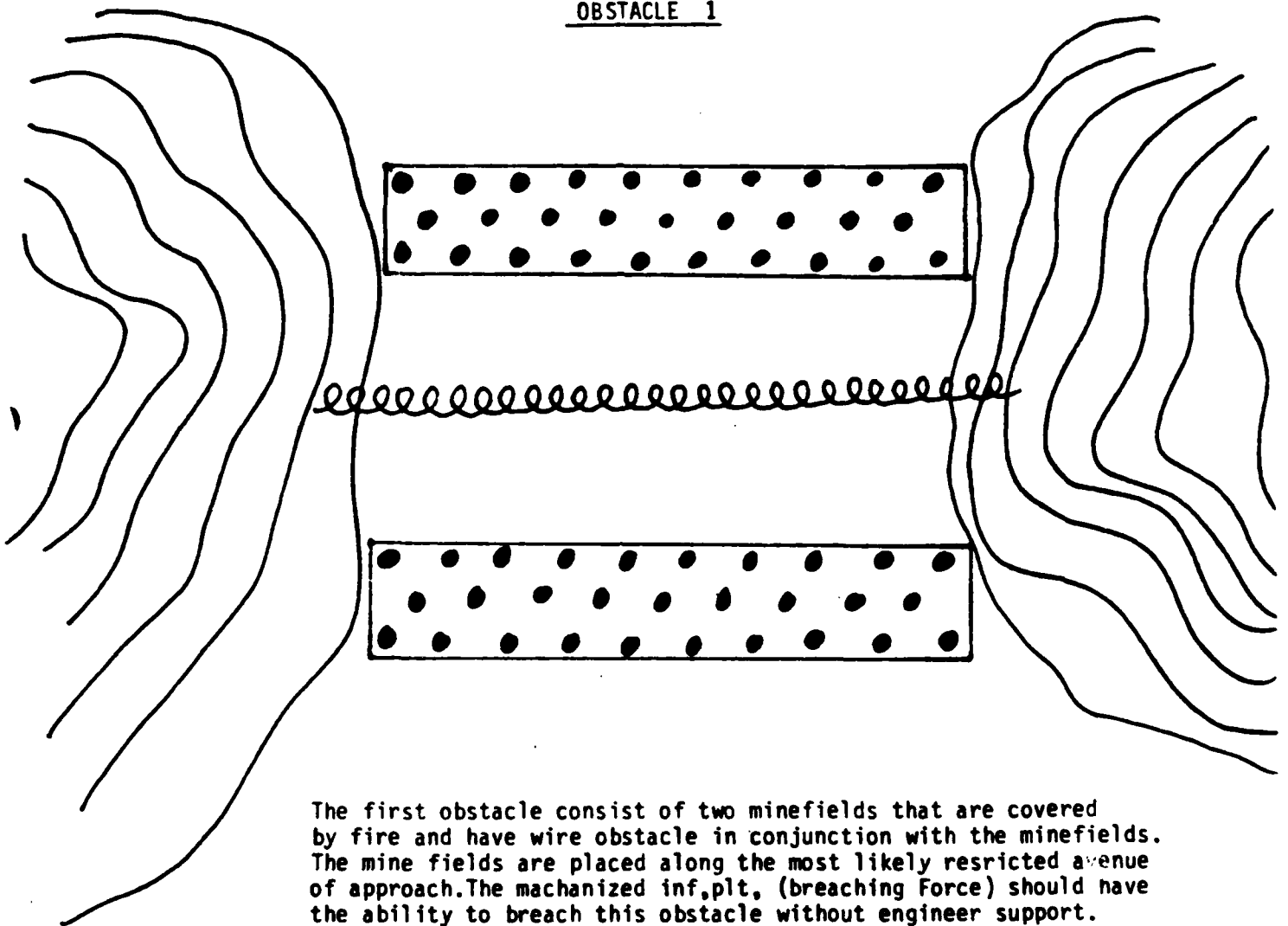
(3) Once lead company team commander has taken over the obscuring fires, the scouts move out through the bypass to see the battlefield on the far side of the obstacle.

(4) The lead company team commander follows the procedures in Annex D for an obstacle where a bypass only suitable for APCs is available.

(5) The breaching team begins breaching operations as explained in Annex E, 3, a, (2), and b, (3).

(6) Once breach is complete, the lead company team commander and the rest of the task force follow the procedures in Annex D and continue the mission.

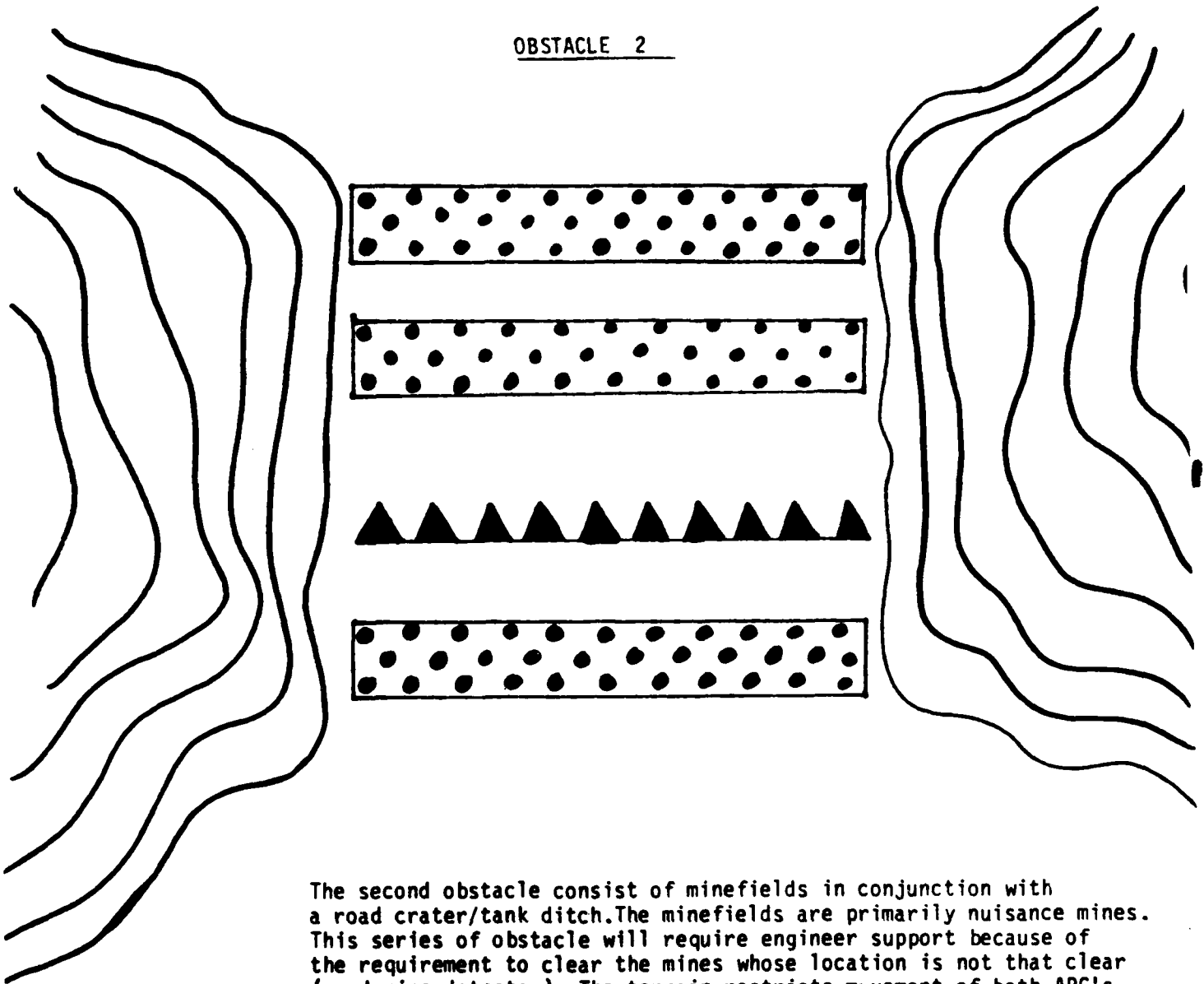
OBSTACLE 1



The first obstacle consist of two minefields that are covered by fire and have wire obstacle in conjunction with the minefields. The mine fields are placed along the most likely resricted avenue of approach. The machanized inf,plt, (breaching Force) should have the ability to breach this obstacle without engineer support. Engineers may widen the gaps after the initial breach. Terrain restricts movement of both APC's and tanks thus tank forcing the unit to breach.

Figure 11

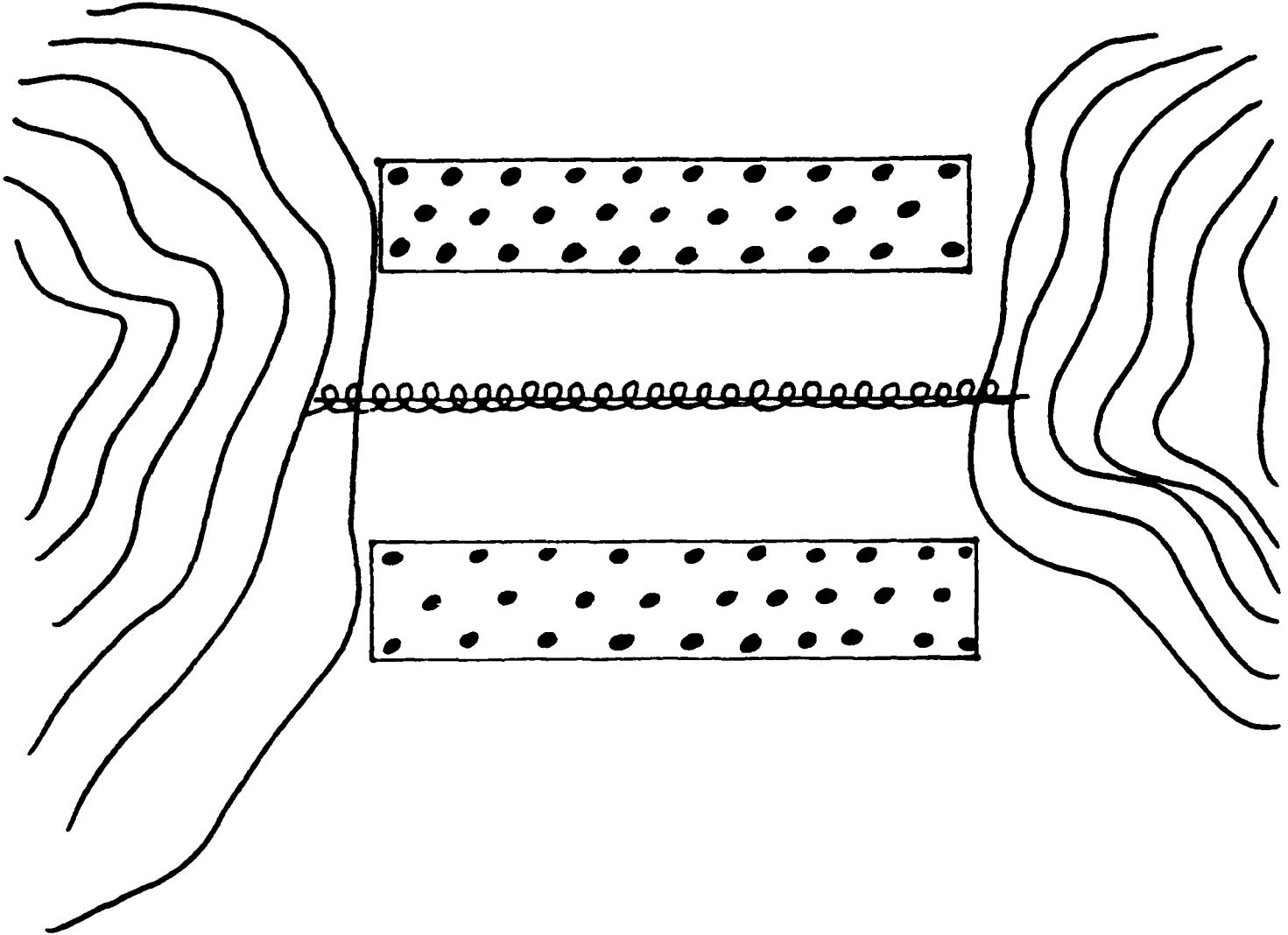
OBSTACLE 2



The second obstacle consist of minefields in conjunction with a road crater/tank ditch. The minefields are primarily nuisance mines. This series of obstacle will require engineer support because of the requirement to clear the mines whose location is not that clear (need mine detector). The terrain restricts movement of both APC's and tanks thus forcing the unit to breach.

Figure 12

OBSTACLE 3



The third obstacle consist of two belts of standard pattern minefield with extensive wire obstacles included. This series of obstacle will require engineer support because of extensive mining and wire obstacle construction. The terrain on the right restricts movement of both APC's and Tanks, but the terrain on the left is suitable for passage of the APC's. Breaching operations are still required for passage of tanks.

Figure 13

ANNEX G - CADRE RESPONSIBILITIES AND REQUIREMENTS

G-1. Personnel Requirements and Responsibilities.

a. OIC. One infantry or tank company commander.

- (1) Coordinate with task force S3 prior to the battle drill.
- (2) Coordinate with engineer platoon leader on emplacing the obstacles and reconning the site.
- (3) Discuss with the battle drill team commander the necessary preliminary training.
- (4) Ensure processing of Class IV and Class V request in accordance with material requirements listed in Part 3 of this Annex.
- (5) Ensure site is set up in accordance with Part 4 of this Annex and Figure 14.
- (6) Ensure processing of training area requests.
- (7) Confirm heavy equipment tasking in accordance with vehicle requirements listed in Part 2 of this Annex.
- (8) Act as point of contact for any logistical requests by the battle drill team commander. Work closely with the task force S3 in collecting and issuing all requested materials.
- (9) Act as Range OIC and provide a Range Safety NCO.
- (10) Conduct an after action review (AAR) on the performance of the company team upon completion of the battle drill.
- (11) Ensure site clean up by support personnel.
- (12) Ensure personnel being trained follow the procedures established in Annex D.

b. Engineer Platoon With All MTOE.

- (1) Engineer platoon leader aid OIC in evaluating the assault breaching techniques of the company team.
- (2) Construct and maintain the site in accordance with Figure 14.

c. Supporting Personnel.

(1) One infantry or tank platoon to act as aggressors and to aid in clean up of site.

(2) Armored and heavy equipment operators.

G-2. Vehicle Requirements. Based on vehicles non-organic to the unit under training.

<u>TYPE</u>	<u>QTY</u>	<u>PURPOSE</u>
Armored CEV/AVLB	1	Breaching anti-tank ditches
<u>Heavy Equipment</u>		
Dozer w/transport Loader/JD410 w/transport	1	Breaching obstacles/site clean up.

G-3. Material Requirements.

a. By obstacle number (reference Figure 14).

(1) Obstacle #1.

(a) Consists of two minefields with surface layed mines; mines are spaced 4-6m apart.

BOM for Mines = $202 + 202 = 404$ mines (AT)
(Trip Wires Optional)

(b) Consists of two strands of concertina-nonstandard; 1 strand in front of the other.

BOM for Wire = 30 rolls of standard barbed wire concertina
2 reels of barbed wire
60 long U-shaped pickets
10 short U-shaped pickets

(2) Obstacle #2.

(a) Consists of three minefields; only 1/2 of mines are surface layed (mines are spaced 4-6m apart).

BOM for mines = $202 + 202 + 202 = 606$ mines (AT)

(b) Consists of one V-shaped tank ditch (dozer support required).

(3) Obstacle #3.

(a) Consists of two standard pattern minefields (mines are spaced 4-6m apart).

BOM for mines = $286 + 286 = 572$ mines (AT)

(b) Consists of one belt of triple standard concertina

BOM for wire = 60 rolls of standard barbed wire concertina

3 reels of barbed wire
70 long U-shaped pickets
20 short U-shaped pickets

b. Total Class IV to construct and maintain obstacles.

<u>TYPE</u>	<u>Qty</u>
Standard barbed wire concertina	90 ea. rolls
Barbed wire	5 ea. rolls
Long U-shaped pickets	130 ea.
Short U-shaped pickets	30 ea.

c. Total Class V for breaching operations per company/team.

<u>TYPE</u>	<u>QTY</u>
Bangalore Torpedos	2 ea
TNT 1/ 1b Blocks	225 ea
Det cord	2000 ft
Blasting Caps (Elect)	15 ea
Blasting Caps (Non-Elect)	15 ea
Time fuse	50 ea
Ignitors, time fuse	15 ea
Mines, AT (M21/M15)	1582 ea

d. Additional items required:

(1) Engineer tape - 1000 ft/team for marking lanes.

(2) Chem lights - 30 ea/team for marking lanes a night.

G-4. Battle Drill Site Set-Up. The distances between obstacles and dimensions will be as stated in Figure 14. Posts or engineer tape should mark the boundary of the lane and act as a restriction to movement for the company team forcing the team to breach the obstacles in order to continue movement. Support personnel should be used to establish fire sacks and act as an aggressor unit. The third obstacle should be the only one where the company team leader is allowed to bypass the obstacle with APCs. This will provide the aspect that terrain around the obstacle is suitable for APCs; however, the obstacle must still be breached to allow for the passage of tanks.

BATTLE DRILL SITE SET-UP

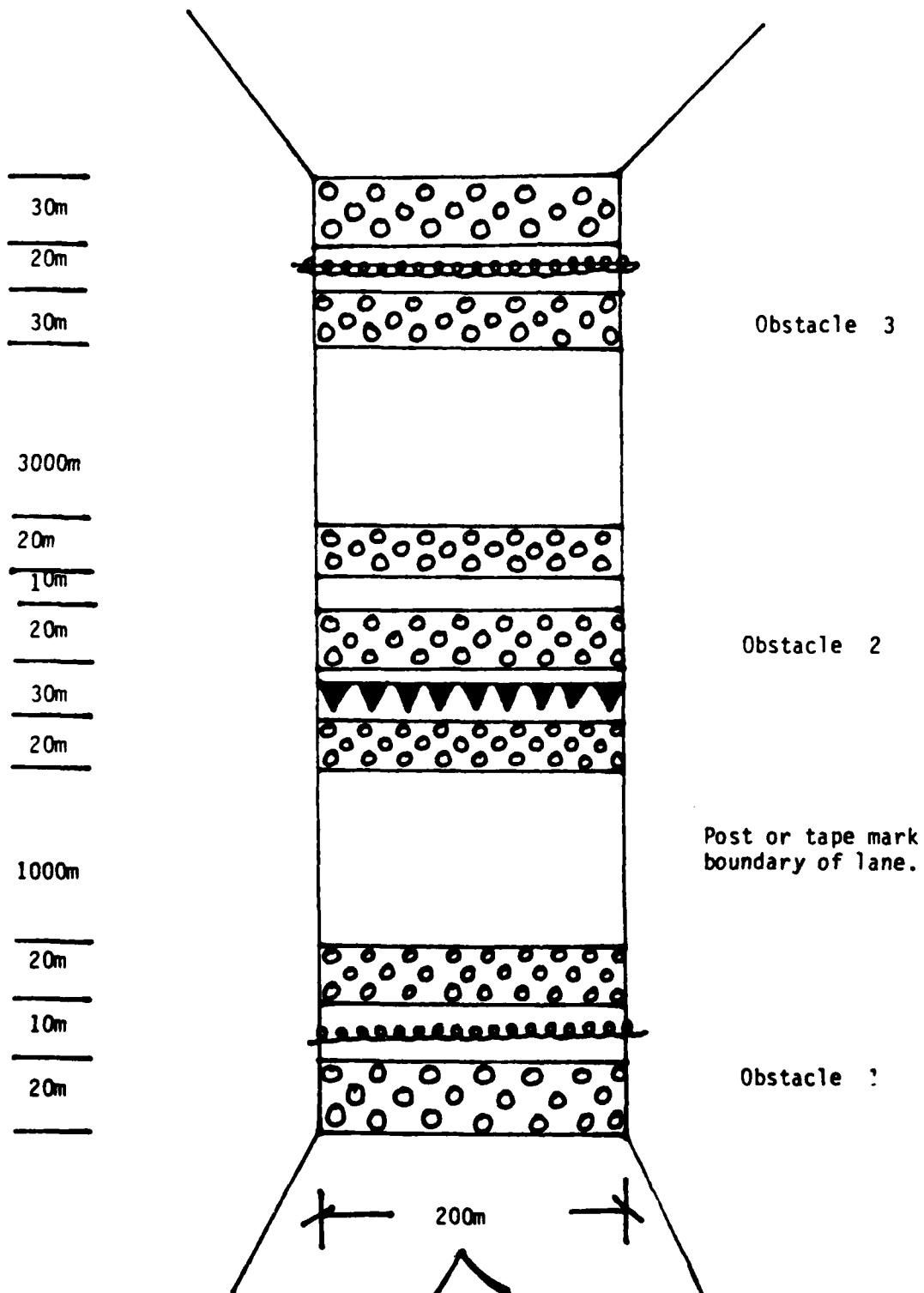


Figure 14

ANNEX H - REFERENCES

- H-1. FM 5-15 (Field Fortification).**
- H-2. FM 5-25 (Explosives and Demolitions).**
- H-3. FM 5-31 (Boobytraps).**
- H-4. FM 5-34 (Engineer Field Data).**
- H-5. FM 5-220 (Passage of Obstacles Other Than Minefields).**
- H-6. FM 71-1 (The Tank and Mechanized Infantry Company Team (DRAFT)).**
- H-7. FM 71-2 (The Tank and Mechanized Infantry Battalion Task Force (DRAFT)).**
- H-8. FM 90-7 (Obstacles).**
- H-9. Soviet Army Operations (April 1978).**

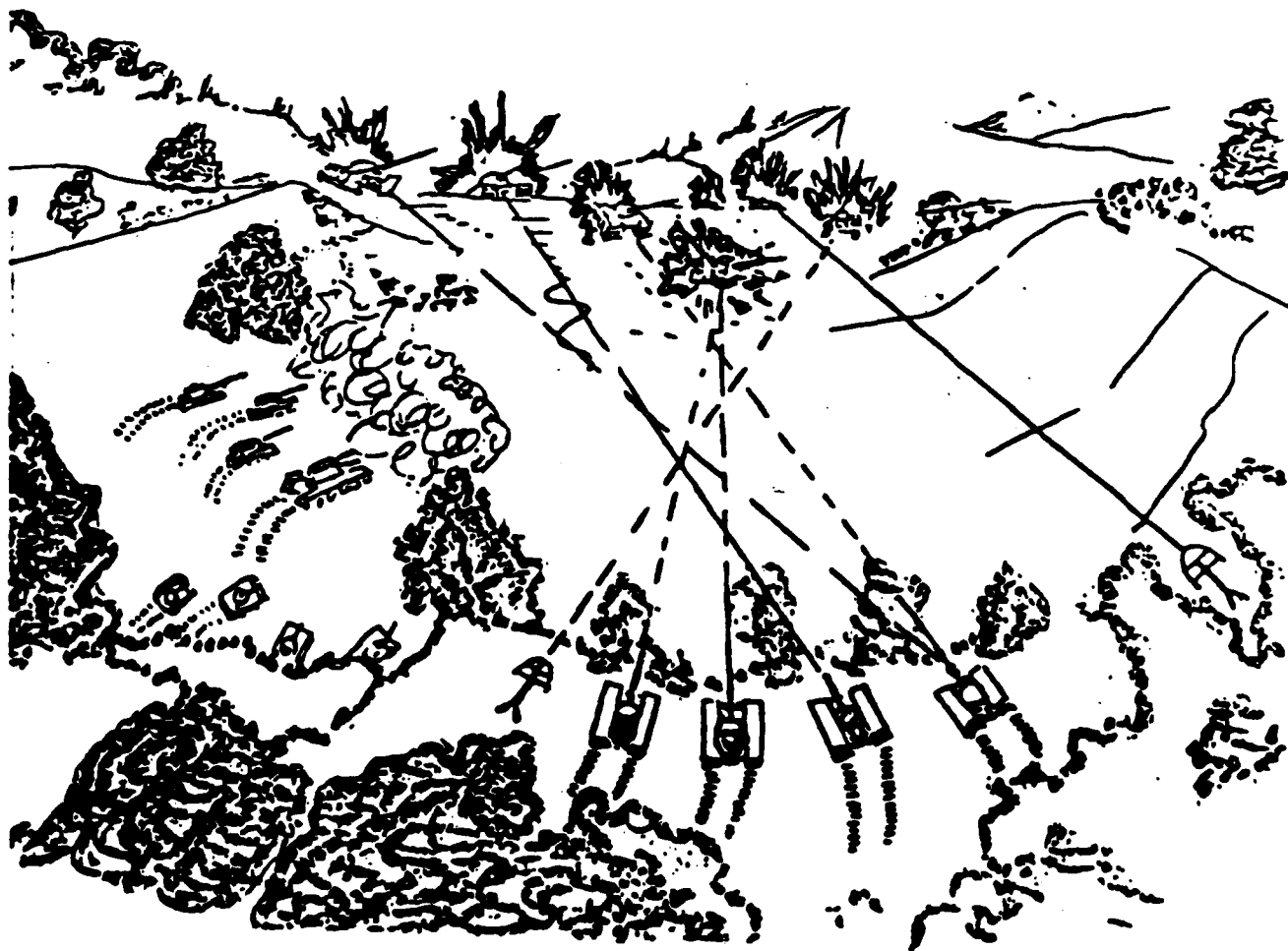
APPENDIX IV

31D MANEUVER PAMPHLET

3 ID

MANEUVER

PAMPHLET



STANDARDIZATION

This pamphlet is an attempt to standardize/simplify platoon and company level maneuver within the 3d Infantry Division. Though some of the terms and techniques are unique to the Marine Division, most are common sense terms used to describe simple maneuvers and can be found in a myriad of Army Field Manuals and draft Field Manuals.

The platoon and company level maneuver techniques described herein have been utilized for over a year and were revised and improved upon during that year. All Marine platoons and companies maneuver identically the same-making cross attachment easy. These maneuver drills, coupled with standard terms established in the Division FACOP along with the standard drills and procedures established in the Chief of Staff letter on Standardization, constitute the basis for small unit tactical training within the Division.

INTRODUCTION

Maneuver is a weapon. It is the essence of fighting and defeating a numerically superior enemy. Effective movement of combat units to the flanks and rear of the enemy where the ratio of combat power is locally in our favor is a requirement for Victory. Good shooting counts only after weapons have been moved to critical points on the battlefields where they can kill. Communications and maintenance are vital, specifically because they support maneuver. In short, maneuver is the catalyst which makes the combined arms team work. If we cannot move, we cannot win.

This pamphlet addresses the HOW to bounding overwatch and battle drill. The information contained here should not be considered a substitute for movement doctrine as described in FM 71-1 and FM 71-2, but rather as a supplement which tells you how to achieve a cross country maneuver capability. The formations and battle drills described in this maneuver pamphlet are not stereotyped maneuvers. Innovation is encouraged.

In concept, the combat VEE and WEDGE techniques are simple. In practice, they require considerable training, imaginative use, and support of a variety of other individual and collective skills. They are not a substitute for common sense, aggressive leadership, competent navigation and the proper employment of the combined arms. The "how to" execute punch drills, split drills, etc must become instinctive yet the "when to" and "where to" is a judgemental decision made after considering the objective (punch right to destroy anti-tank missiles which are firing on your left point platoon), terrain which must be traversed (an open area upon which the enemy can bring devastating fire or a covered and concealed route into the enemy's flank), combined arms available to support your movement (4.2 mortars with smoke, A-10s in support or the 3rd platoon to cover your advance) criticality of time (left point platoon unable to advance but in a protected posture or platoon trapped-being destroyed needs help immediately). Combined arms, competent navigation, common sense and aggressive leadership are vital ingredients to maneuver which cannot be shown in diagrams; however, once the situation is properly assessed and the decision to execute made (often in the heat of battle - a decision made in a split second) then the instinctive precise execution of the drill must be accomplished with rapidity and a sense of purpose.

THE COMBAT VEE TECHNIQUE

1. General

The combat VEE Technique is an incremental approach to bounding overwatch. The basic formation incorporates mutual support, flexibility, maximum firepower forward, and command and control. It is the basic fighting formation at company level for virtually all modern armies to include Israel and the Soviet Union. A deviation of the combat VEE--the combat wedge is used--at platoon level.

Other Characteristics:

- a. Mutual Support
- b. The VEE displaces elements automatically without strong reliance on FM radio. It therefore offers good electronic security and makes "SILENT RUNNING"--movement without any radio transmissions--possible.
- c. The VEE allows subunit commanders to command by varying formations.
- d. The VEE frees the commander from movement of individual vehicles and allows him to anticipate future action.

Mastery of the VEE technique will give a unit a basic maneuver capability; however, it will not supply a panacea for all tactical situations. There is no substitute for good tactics executed with proper combat speed and blood-mindedness. The VEE provides the foundation on which good maneuver tactics are built.

The VEE formation can be used in advance to contact and attack, as well as retrograde movement.

2. How It Works

Set-Move Drill. Basically, at company level, the combat VEE maneuvers platoons by mutually supporting bounds while the base of fire elements at the apex follows the lead elements automatically, keying on their bounds. This formation changes at platoon level to the combat wedge as explained on page 9.

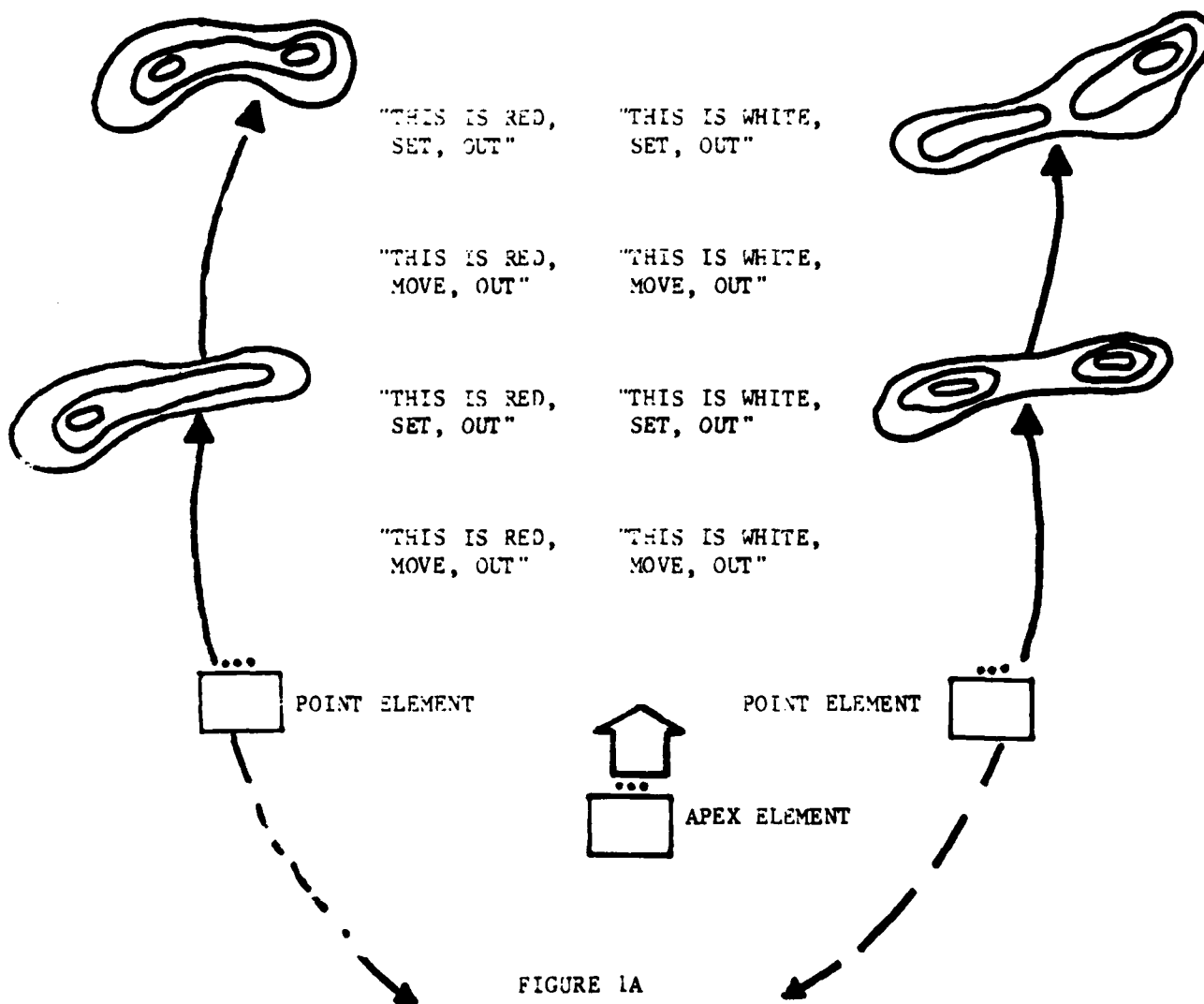
Figure 1A illustrates this movement.

First POINT ELEMENT reports: "SIX, THIS IS RED, MOVE, OUT." First element moves, establishes its bound position, and reports: "SIX, THIS IS RED, SET, OUT."

Second point element moves automatically when first element reports SET. Second reports: "SIX, THIS IS WHITE, MOVE, OUT." Establishes its bound position and reports: "SIX, THIS IS WHITE, SET, OUT."

Then rhythmically, first element reports and moves automatically when second element reports "SET"...etc.

The APEX ELEMENT keys its advance and automatically displaces on the advance of the point element.



NOTE: Formation changes at platoon level to Mechanized Infantry, Armor or Cavalry wedge. See page 9.

3. Teaching the Combat VEE and Battle Drill.

The VEE technique is taught in the following sequence:

- a. Sand table demonstrations, butcher paper, or blackboard drawings to illustrate graphically maneuver linked with the oral commands.
- b. Dismounted drills simulating mounted movement, Dismounted, Mounted Training (DMT). These can be done as PT!
- c. Simple mounted formations for orientation practice and basic SET/MOVE Drills (four basic steps below).

STEP 1

In an open area, the platoon is placed in combat wedge formation while the company/troop is placed in combat VEE formation. All leaders will acquaint themselves with these formations.

STEP 2

The unit executes SET/MOVE Drills described previously over a short distance to familiarize all personnel with basic movement. This can be practiced dismounted with element leaders calling out the basic transmissions.

STEP 3

The formation is dispersed, tied in with terrain, and oriented on an objective area. Good firing positions and speed during bound movements are emphasized. Step 3 is an expanded version of Step 2 and is practiced over different types of terrain until completely mastered. At this point, the unit should be beginning to achieve a maneuver capability.

STEP 4

This step graduates the unit from basic maneuver to the more complicated drills. SET/MOVE Drills interlarded with the more complicated BATTLE DRILLS and DEFILE DRILLS are executed over different type of terrain. During Step 4, the platoons should begin to demonstrate a confidence to maneuver over any type of terrain and execute a variety of battle drills.

d. Finally, as the acid test, execution of a MILES maneuver course oriented on an enemy that requires:

1. Covered movement.
2. Use of good firing positions.
3. Fluid Bounding movement.
4. Rapid tactical reaction.
5. Battle Drills.

REMEMBER: The formations and Battle Drills described in this pamphlet are not intended to be geometric, nor are vehicles expected to be a specific number of meters apart. The position of each vehicle in the formation is dependent of the factors of METT.

EMPLOYMENT OF MECH INFANTRY DURING MOVEMENT

Infantry elements need the capability to fight dismounted or to "fight their tracks" in a mounted mode. It will be difficult for dismounted infantry to keep up with mounted elements in a fast-paced maneuver combat environment. Once dismounted, infantry elements must be recovered prior to continuing the mission. The relatively small size of the mech squads also makes dismounted operations difficult below platoon level.

During mounted operations, all crew-served weapons should be manned to maximize firepower. Infantry should remain mounted:

1. During most offensive and defensive movement operations.
2. Whenever enemy resistance is light or can be suppressed during hasty or deliberate attacks.

During a HASTY DISMOUNT, only enough personnel to accomplish the mission will be dismounted. Light crew-served weapons/AT weapons can be dismounted if required. The remainder of the squad should continue to "fight the track" and overwatch the dismounted elements. A HASTY DISMOUNT should be conducted:

1. During most clearing operations.
 - Obstacles
 - Bridges
 - Built-up areas
2. During defile drills.
3. To establish a screen or LP/OP's.
4. To establish Battle Position during a "delay" operation.
5. To conduct Hasty Dismounted Attack during a Punch Drill.
6. To establish Dismounted "HUNTER/KILLER" AT teams.

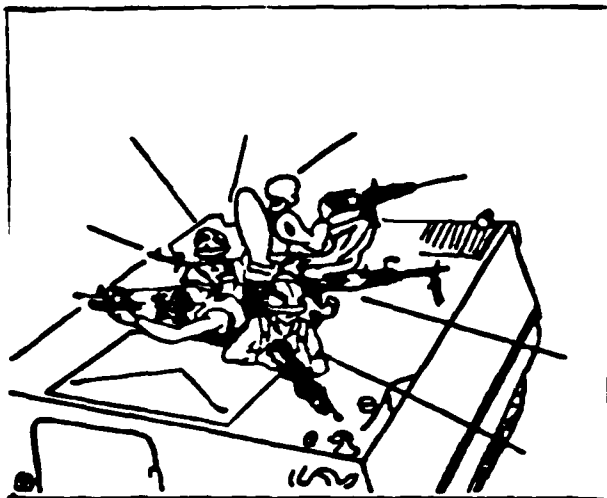
During a DELIBERATE DISMOUNT, the majority of the personnel in a vehicle will be dismounted, along with the crew-served weapons necessary to accomplish the mission. A DELIBERATE DISMOUNT should be conducted:

1. When conducting a position defense or when given a "defend" mission.
2. When an objective cannot be suppressed or cleared in any other manner.
3. Clearing extensive obstacles that cannot be by-passed.
4. Conducting night attacks/patrols.

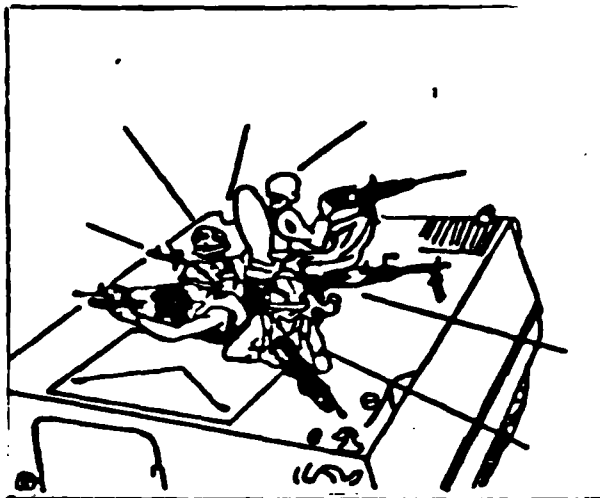
The Battle position should incorporate the squad strongpoint built around the APC to maximize the vehicle mounted Cal .50, whenever possible. APC's should be placed in defilade/concealed position, to maximize survivability. The dismounted personnel (Hasty/Deliberate) should disperse around the vehicle and dig in as time permits. The APC must be accessible to facilitate recovery of dismounted personnel to maintain mobility.

SAMPLE ORGANIZATION OF MECH PLATOON
Total Strength - 24 Men

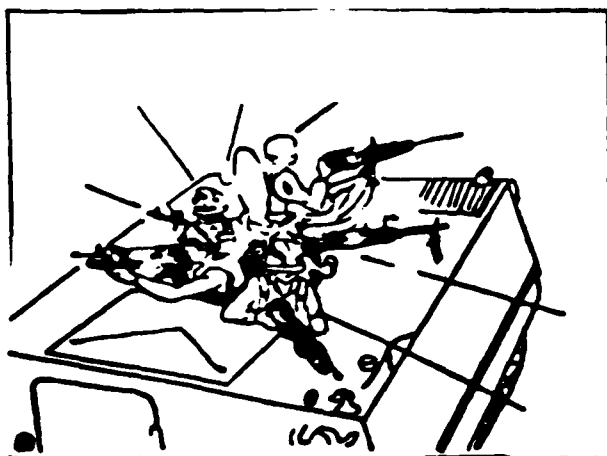
PLATOON HEADQUARTERS : 5 MEN



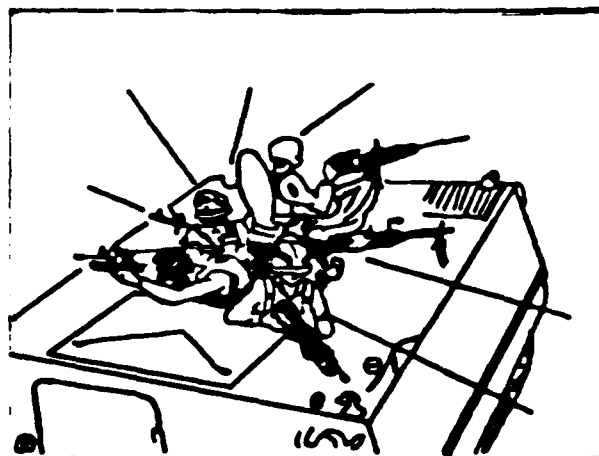
1st SQUAD : 6 MEN



2D SQUAD: 5 MEN



3D SQUAD : 7 MEN (INCLUDING PSG)



Another technique in an understrength platoon is to have the platoon leader's and platoon sergeant's tracks mount carrier teams only. All personnel designated for mounted operations would be mounted in the remaining two tracks.

ARMOR OPERATIONS

The speed and ability of the M-1 should be maximized during maneuver operations. Because of its increased speed, care must be taken to insure that contact is maintained with infantry.

When operating in a combined arms environment, M-1 units should remain "pure" at the platoon level. When in reserve positions, M-1 units may also be utilized in a pure configuration to expedite their movement around the battlefield. Once in the area of operations, M-1 units would "pick-up" local unengaged infantry units and conduct hasty cross-attachments. Armor units and Infantry units need to implement detailed SOPs for the "Hasty Pick Up" of Infantry.

Because of the increased capabilities of the M-1, the commander and executive officer must conduct operations from their tanks. Otherwise, they risk being left behind. Additionally, the Armor FIST Chief needs to be prepared to operate from one of the command tanks.

The following hatch positions on the M-1 will be used during tactical operations.

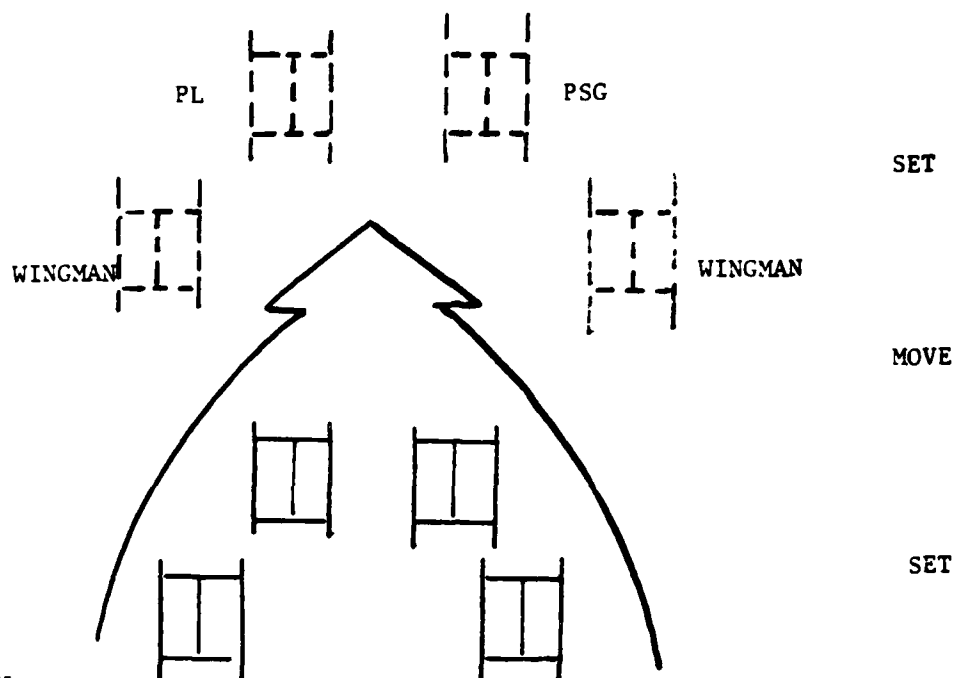
O - Open
PO - Protected Open
C - Closed

TACTICAL SITUATION	HATCH POSITIONS		
	TC	LDR	DVR
1. Road March/High Speed movement	O	O	C
2. Road March/Restricted Mobility	O	O	C
3. Traveling Formation	O	O	C
4. Bounding Overwatch Formation	O	O	C
5. Contact - Direct Fire	PO	C	C
6. NBC/Indirect Fire	C	C	C
7. Night Operations	SAME AS ABOVE	SAME AS ABOVE	ALWAYS CLOSED

PLATOON MOVEMENT PRINCIPLES

1. Always maintain an overwatch element if contact is expected. Platoon normally moves as a single element except in split drill.
2. Distance between vehicles is based on METT. Platoon leader controls movement.
3. Column movement is for road marches, not for deployed tactical movement.
4. Platoon leader should lead his elements and utilize hand/arm signals whenever possible.

BASIC MECH/TANK PLATOON COMBAT WEDGE



DESCRIPTION

1. PL and PSG operate in lead vehicles with their wingmen forming the trailing elements. PL leads and remaining elements key their movement to his track/tank.
2. All vehicles move simultaneously. Wingmen key their movement on their leaders.
3. Platoon moves as a unit, not by sections, unless in split drill.
4. Use Set/Move drill as part of combat wedge to advance or withdraw.
5. Facilitates control since leaders are close enough to easily relay hand/arm signals while covered by wingmen.
6. All elements to key movement directly or indirectly to the platoon leader!

APPLICATION

Basic formation for traveling movement or when platoon is operating in a Co/TM Vee formation.

NOTE: For variations: Column with platoon leader leading - B section moves behind A section or A section can move behind B section or wingmen move abreast of Platoon Leaders and Platoon Sergeant vehicles

CAVALRY PLATOON
CAVALRY COMBAT WEDGE

SQD ○
LDR
(Dragon)

○ SEC
SGT
(Dragon)

○
ITV

○
ITV

②

□
PSG

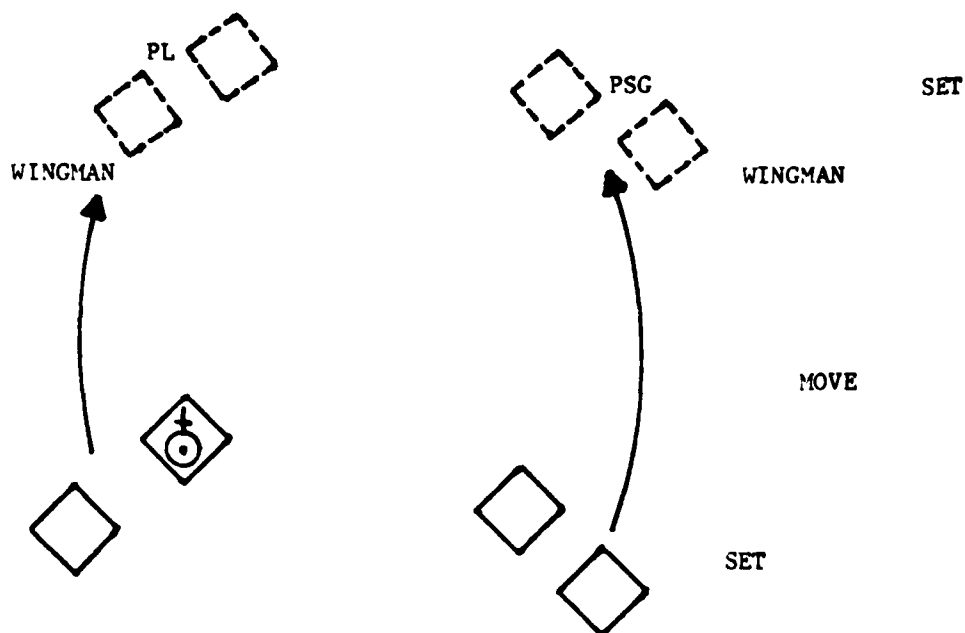
□
SEC SGT



DESCRIPTION

1. PL stays centrally located to ease movement to action and to personally see and control tank section. PSG and Tank section sergeant work identical to Tank Platoon Combat Wedge.
2. Scouts move independent of Tanks using set/move drills.
3. Dragon Tracks on the outside of wedge, ITV's on inside at Apex of scout VEE.
4. Use set/move drill as part of combat wedge to advance or withdraw.
5. Used during reconnaissance missions to find, contact, and maintain contact with the enemy.
6. Tanks stay consolidated as punch force.

MECH/TANK
SPLIT PLATOON DRILL



DESCRIPTION

1. PL and PSG each form a section with their wingman. Movement is by section.
2. Section uses SET/MOVE drill to advance or withdraw.
3. Platoon leader controls movement of their platoon.

APPLICATION

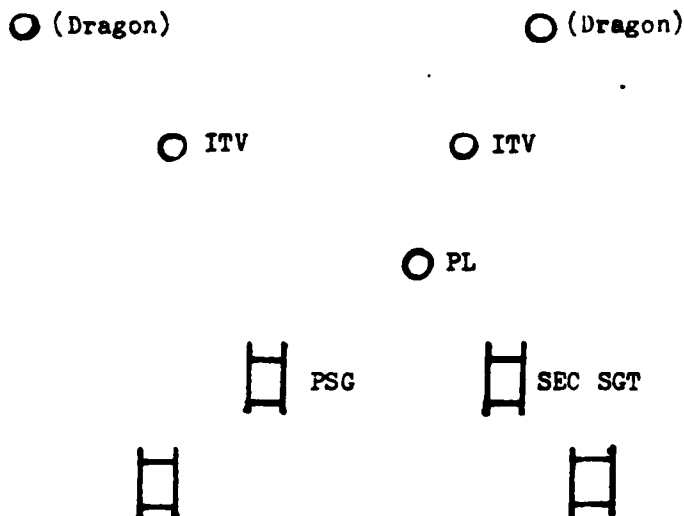
1. Whenever platoon movement cannot be covered by another overwatch element from the CO/TM.

SAMPLE ORDER

"Execute Split Drill, Alpha Section Left, Move now, Out."

NOTE: The Troop/Team combat VEE is the basic configuration for Troop/Team maneuver elements. Movement by bounds within the platoon is not normally used.

CAVALRY PLATOON SPLIT WEDGE



DESCRIPTION

1. PL and PSG each assume responsibility for a team. Movement is by set/move within the team under the direction of the PL or PSG.
2. Sections use "SET/MOVE" drill to advance or withdraw.
3. Platoon leader controls movement of platoon.

APPLICATION

1. Whenever platoon movement cannot be covered by another overwatch element from the Co./Trp.
2. Whenever platoon is ordered into a "SPLIT DRILL".

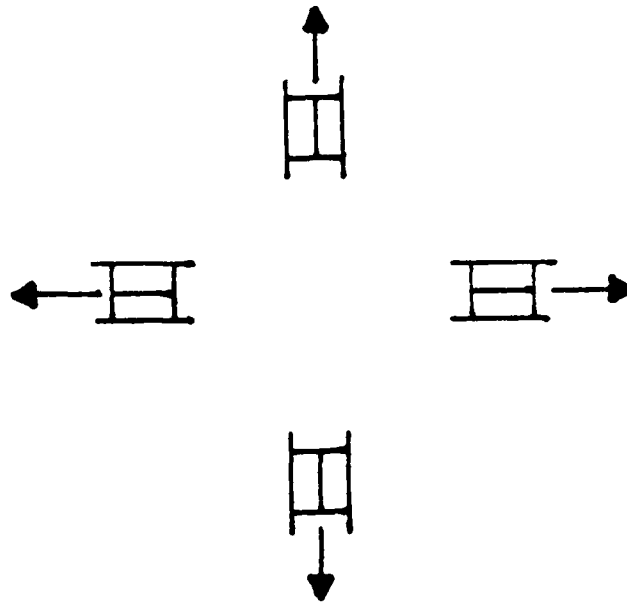
SAMPLE ORDER

"Execute Split Drill. Alpha Section left. Move now, out."

NOTE:

The Cavalry Combat wedge is the basic configuration for Troop/Team maneuver elements, split wedge is not normally used when platoon is working as part of troop VEE.

BASIC MECH/TANK PLATOON COIL DRILL



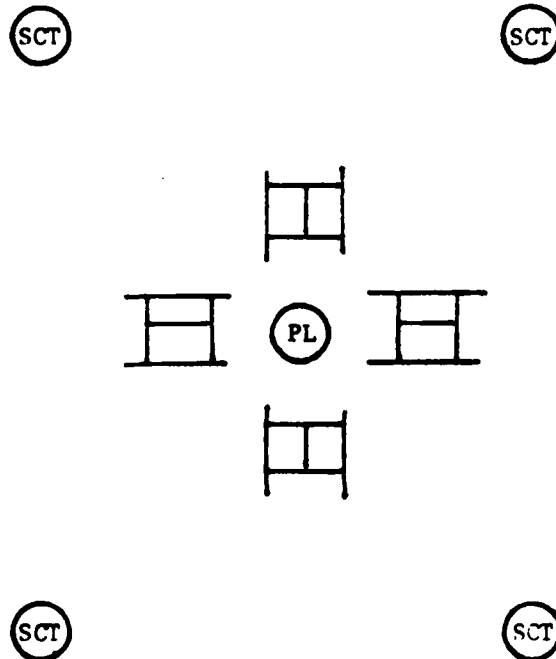
DESCRIPTION

1. PL commands "COIL" and moves to a covered and concealed position in the direction of march.
2. PL wingman positions his vehicle in the 3 or 9 o'clock position (depending on his position in the formation in relation to the PL).
3. PSG positions his vehicle at the 3 or 9 o'clock (depending on his position in the formation in relation to the PL).
4. PSG wingman automatically finds a position opposite the PL and orients to the rear.
5. Individual tanks positioned based on terrain and fields of observation.

APPLICATION

Provides observation and fires 360°. Used when halts are required and a 360° fire and observation capability is required.

CAVALRY
COIL



DESCRIPTION

1. PL commands "COIL" and moves to a concealed and covered position in the direction of march.
2. PL becomes base and all vehicles key on him.
3. Scouts move to the four corners and at a distance great enough to allow the tanks to be easily within the box and allow for early warning of the platoon leader.
4. Tanks are based on terrain and field of fire but generally at 12, 3, 6 and 9 o'clock within 12 o'clock being the direction of movement.

APPLICATION

Provides observation and fires 360 degrees. Used when halts are required and a 360 degrees fire and observation capability is required.

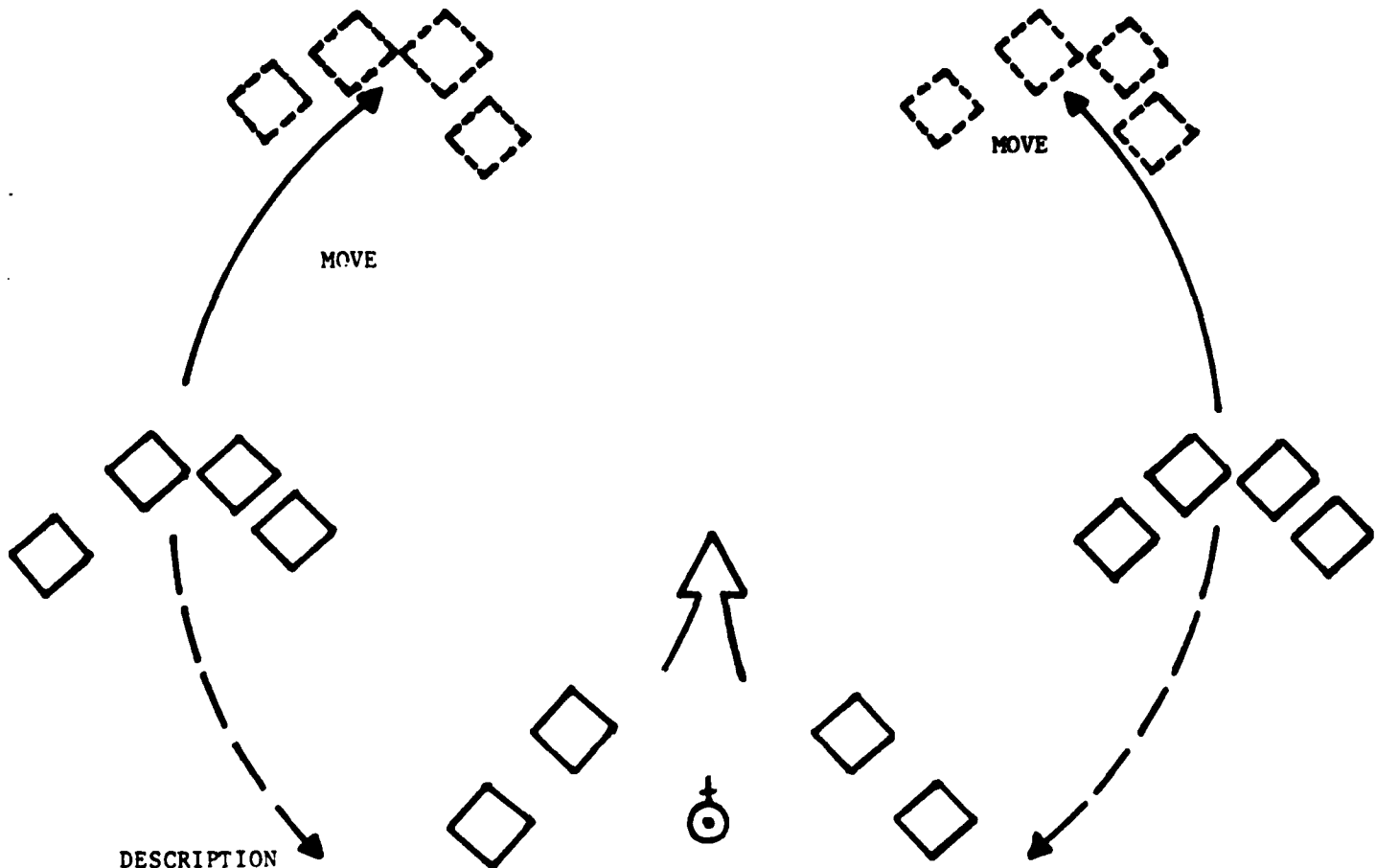
COMPANY/TROOP MOVEMENT PRINCIPALS
THE COMBAT VEE

1. Movement should be by platoon bounds unless in a "Split Drill".
2. Always maintain an overwatch element while in bounding overwatch. All elements should not be moving simultaneously, except in traveling overwatch.
3. Mech elements operating with M-1's normally move in company VEE employing traveling overwatch technique behind the tanks, except when dismounted operations are imminent.
4. Tank elements should lead when hard combat (tank vs tank) is likely.
5. Distance between elements is based on METT and overwatch capability.
COMPANY/TROOP COMMANDER CONTROLS MOVEMENT.
6. Company/Troop Commander should go where he can best control movement. He should stay close enough to effect the battle.

SPLIT DRILL

1. Point elements use Wedge Technique within the elements, bounding by sections. Mutual support is within the platoon. Movement is by SET/MOVE DRILL.
2. Used covering closed terrain, a wide sector of responsibility, or multiple routes. Used when platoon cannot mutually support each other.

MECHANIZED COMPANY VEE



1. Mech platoons form the point and Apex elements.
2. Movement is conducted using SET/MOVE Drill to advance or withdraw. Platoons bound as an element in Combat Wedge Formation.

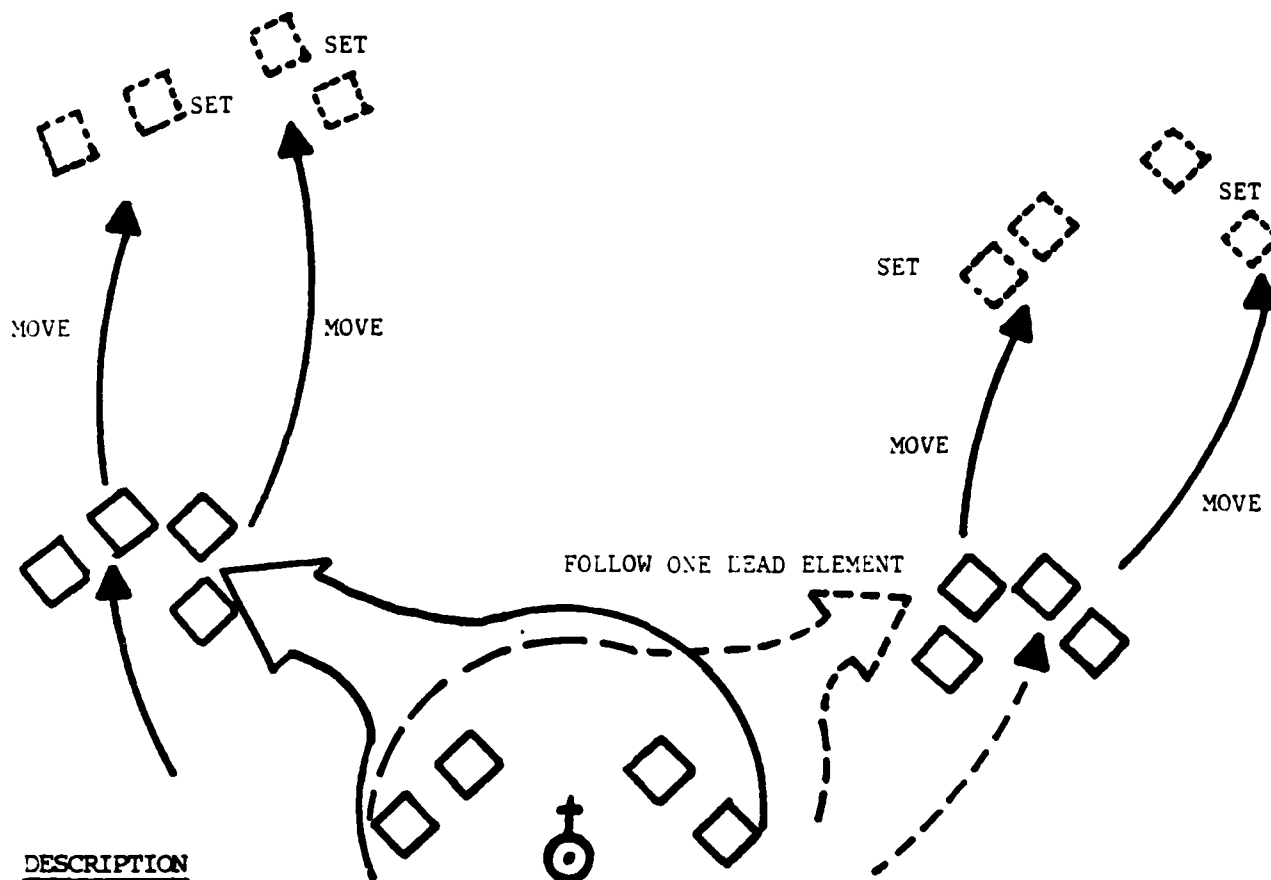
APPLICATION

1. Basic movement technique for pure mech company movement.

SAMPLE ORDER

"Execute VEE. Red move first, White key on them . Move now, out."

MECH COMPANY SPLIT DRILL



DESCRIPTION

1. Platoons form point and apex elements.
2. SET/MOVE executed within the point platoons.
3. Apex element follows one of the point elements.

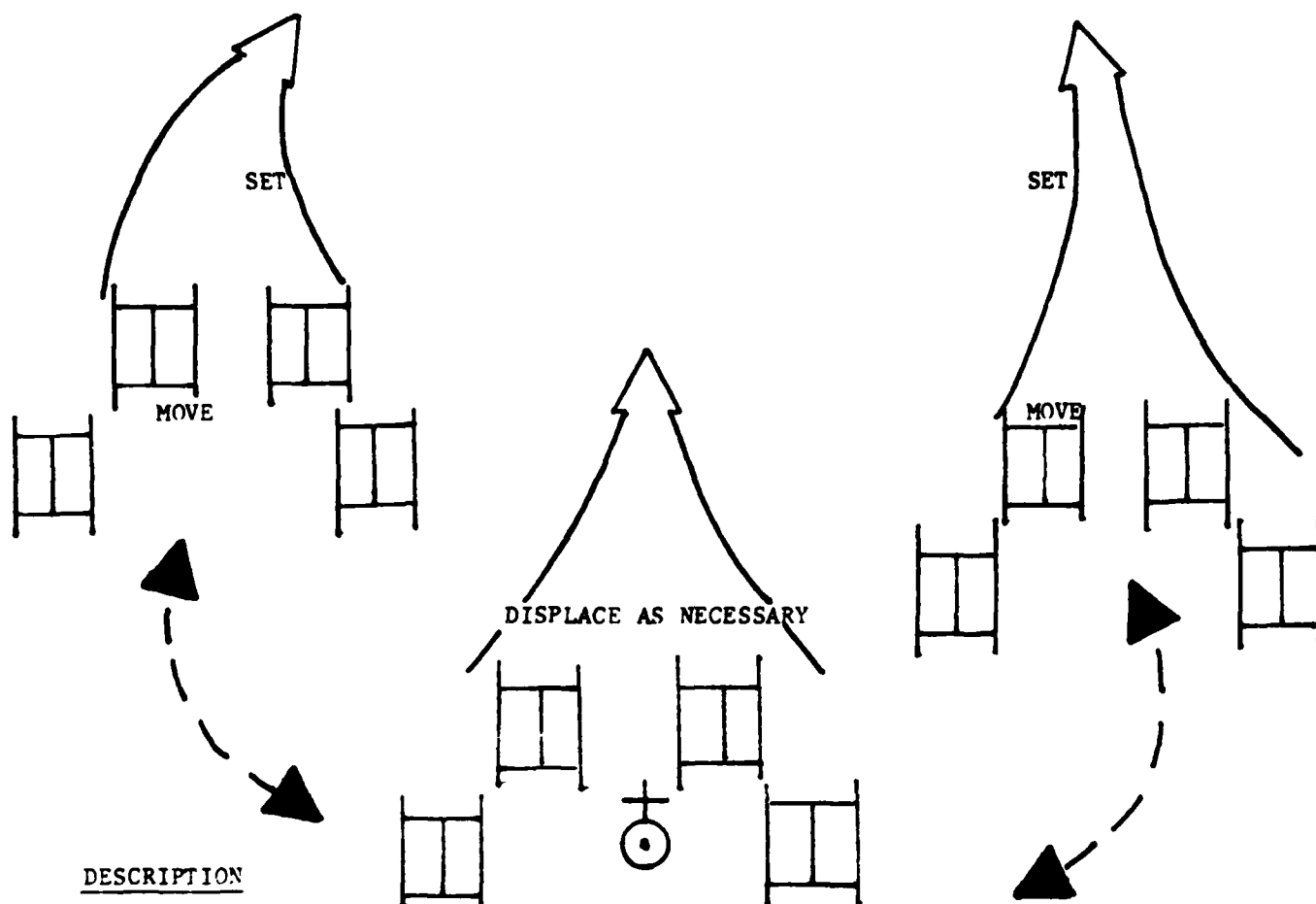
APPLICATION

1. Basic company level formation when operating in wide sector or closed terrain when mutual support cannot be achieved between platoons.

SAMPLE ORDER

"Execute split drill - heavy right. Red is left point. White is right point. Blue follows White. Execute now, over."

TANK COMPANY VEE



DESCRIPTION

1. Tank platoons form point and apex elements.
2. Movement is by platoon bound.
3. Platoons in combat wedge.

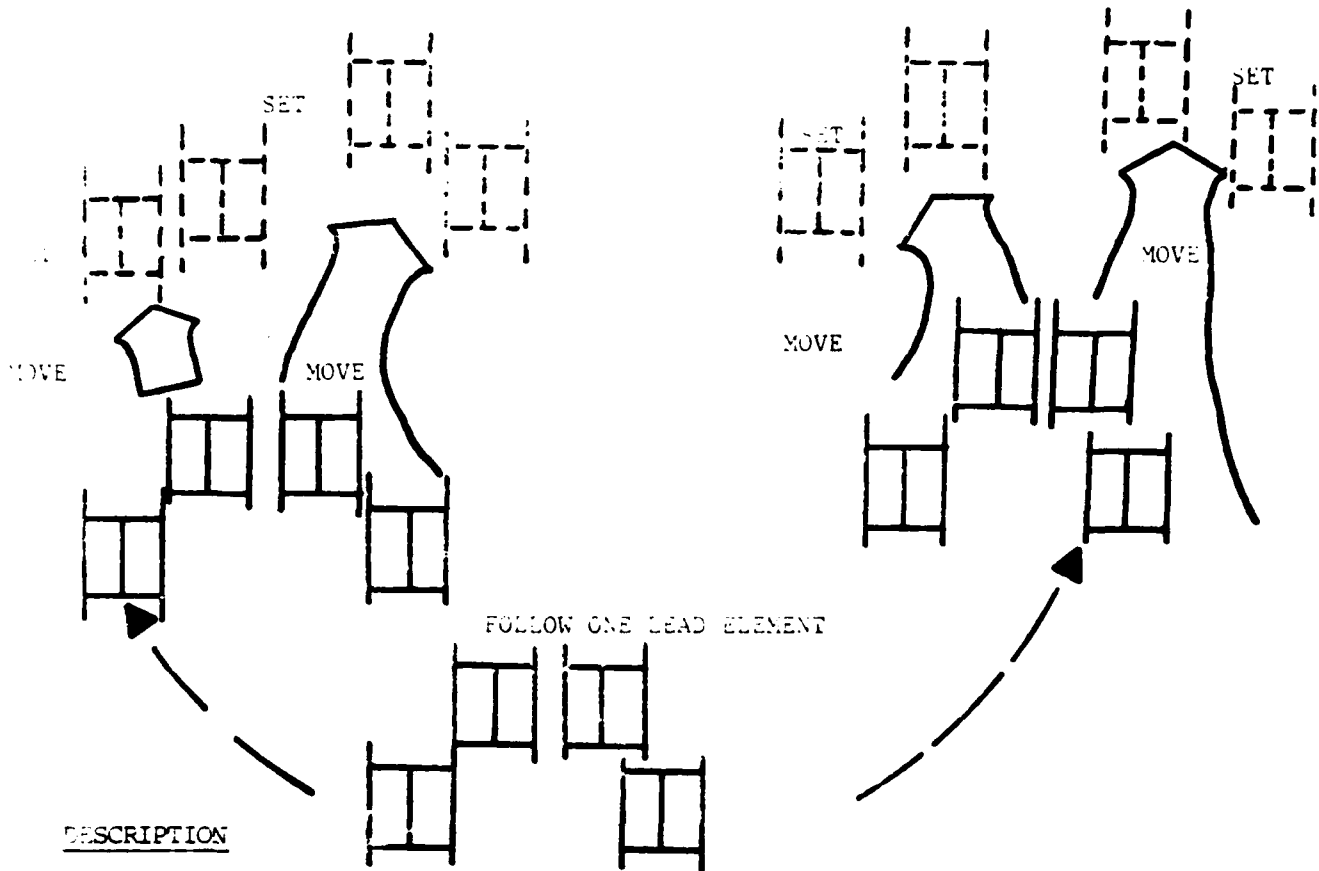
APPLICATION

1. Basic movement technique for pure tank company movement or hasty attack.

SAMPLE ORDER

"Execute VEE, Blue moves first, White key on him. Blue execute now, out."

TANK COMPANY SPLIT DRILL



DESCRIPTION

1. Platoons form point and apex elements.
2. SET/MOVE drill executed within the point platoons.
3. Apex element follows one of the point elements.

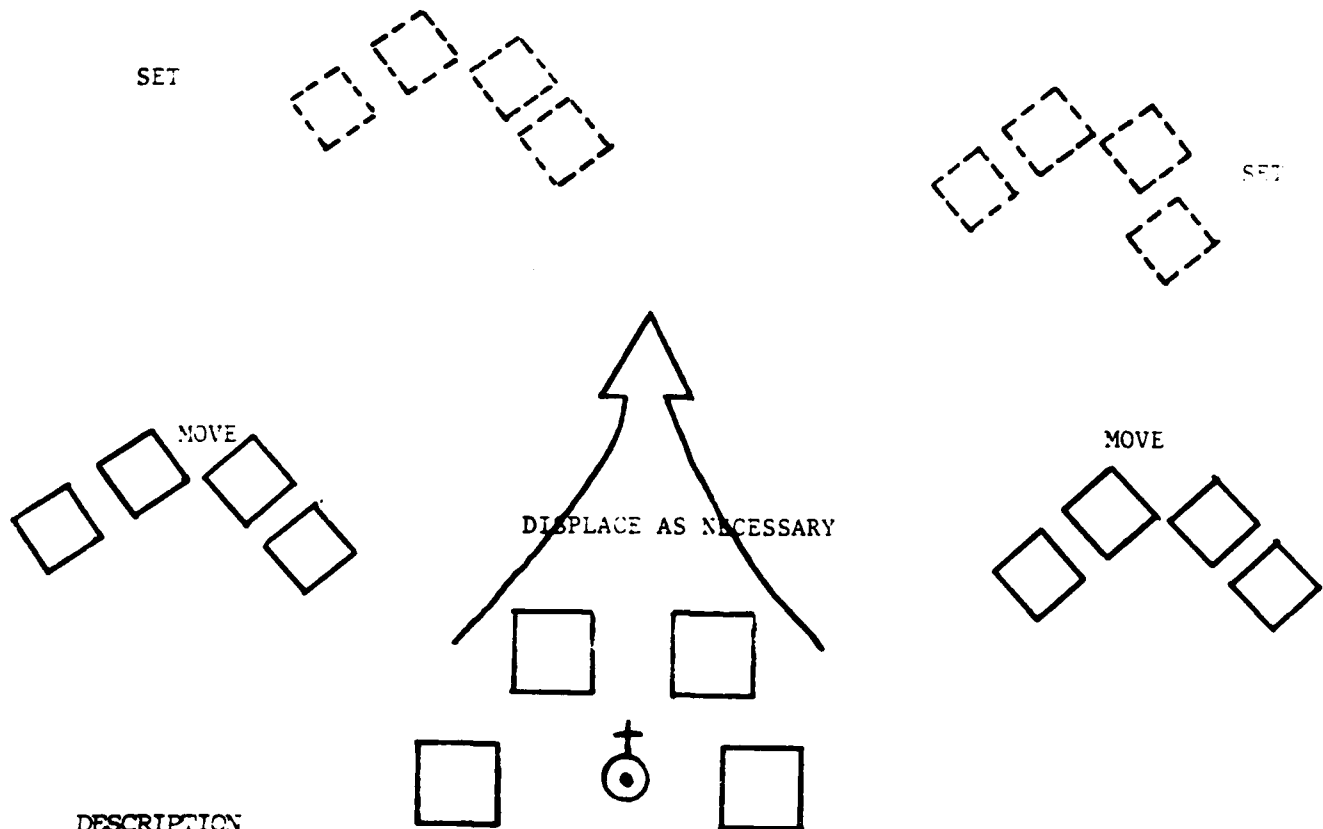
APPLICATION

1. Basic company level formation when operating in wide sector or closed terrain, when mutual support cannot be achieved between platoons.

SAMPLE ORDER

"Execute split drill. Heavy left. Red is left point. White is right point. Blue follows Red. Execute now, out."

MECH TEAM COMBAT VEE
"RIFLES UP"



DESCRIPTION

1. Mech platoons form point elements. Tank platoon forms the apex element.
2. Movement is platoon bound, using team level SET/MOVE Drill.

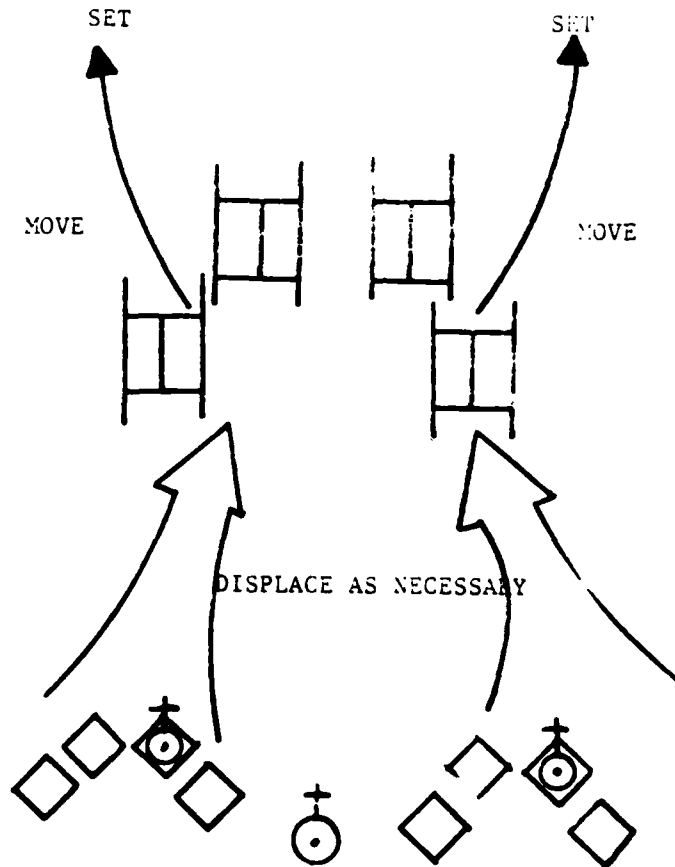
APPLICATION

1. Basic movement technique for a mech team.

SAMPLE ORDER

"Execute VEE, Red move first, White key on Red. Execute now, out."

MECH TEAM COMBAT VEE
"TANKS UP"



DESCRIPTION

1. Tank platoon leads moving by section bounds using SET/MOVE Drill.
2. Mech platoons move as apex element.
3. Tank platoon leader decides which section moves first and controls movement of point elements.

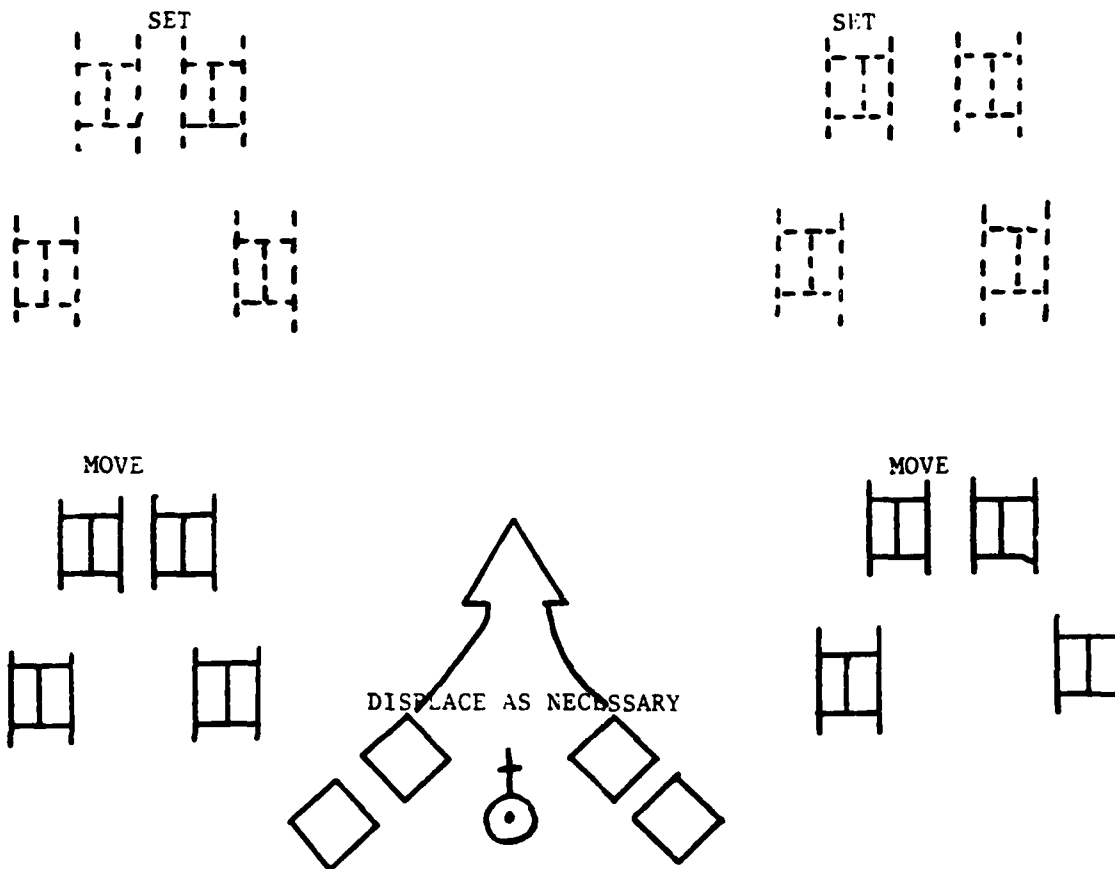
APPLICATION

1. Used when hard combat is expected.
2. Can be used only on a narrow sector.

SAMPLE ORDER

"Execute VEE, Tanks Up. Move now, out." (All elements key on movement of point elements.)

TANK TEAM VEE
"TANKS UP"



DESCRIPTION

1. Tank platoons form point elements. Mech platoon forms the apex.
2. Movement is by platoon bound.

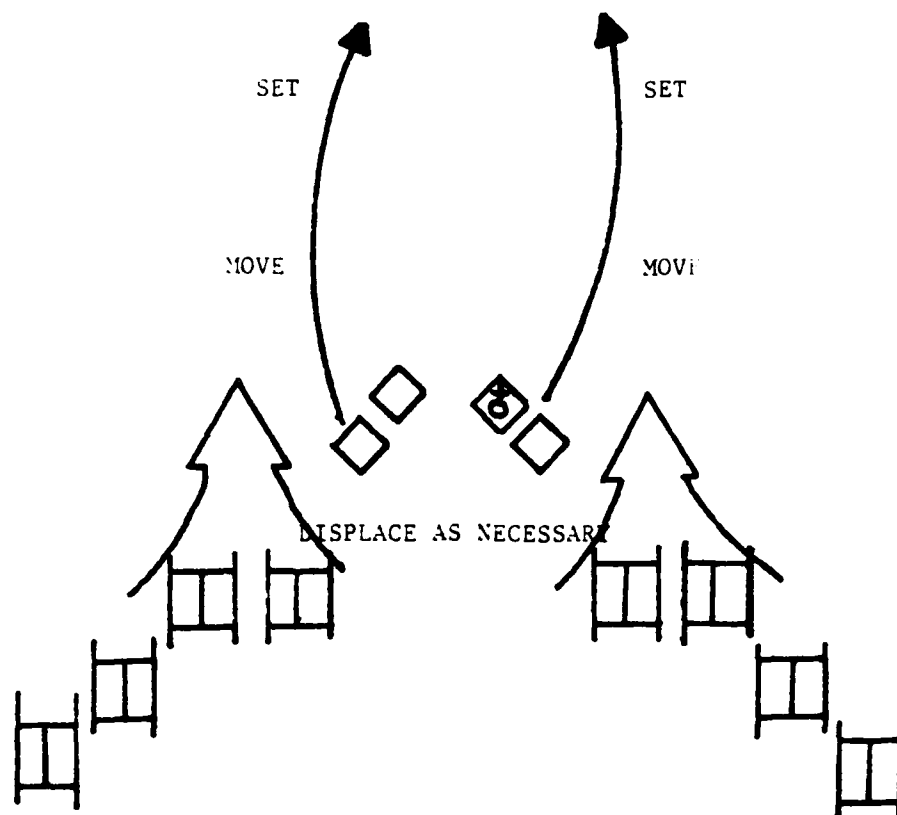
APPLICATION

1. Basic movement technique for tank team when hard combat is expected.

SAMPLE ORDER

"Execute VEE, White move first, Blue key on him. Execute now."

TANK TEAM VEE
"RIFLES UP"



DESCRIPTION

1. Mech platoon moves in a wide split drill by set/move at lead.
2. Tank platoons move as the apex element.
3. Mech platoon leader controls movement of point elements.

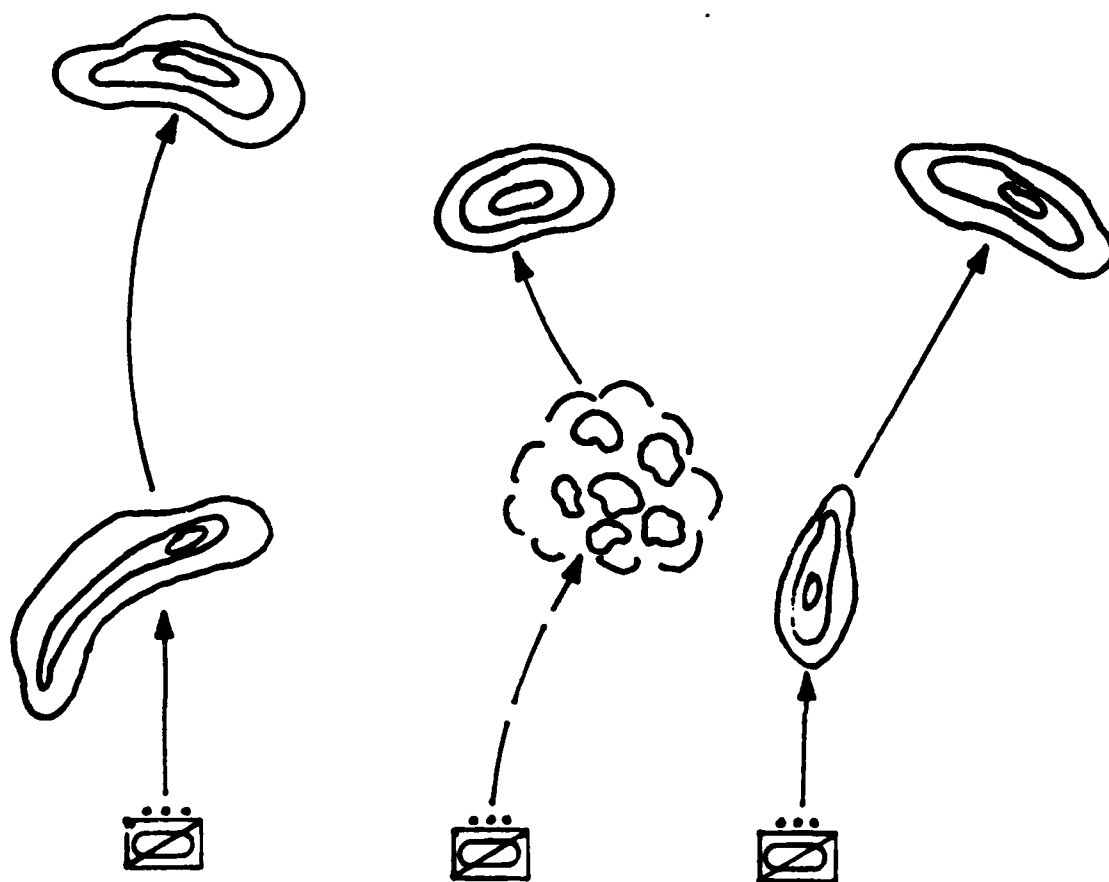
APPLICATION

1. Used when mech needs to clear ahead of tanks, or when rapid consolidation of tanks may be necessary.
2. Can be used only on a narrow sector.

SAMPLE ORDER

"Execute VEE - Rifles UP. Red move now, out." (Tank platoons key on movement of point elements.)

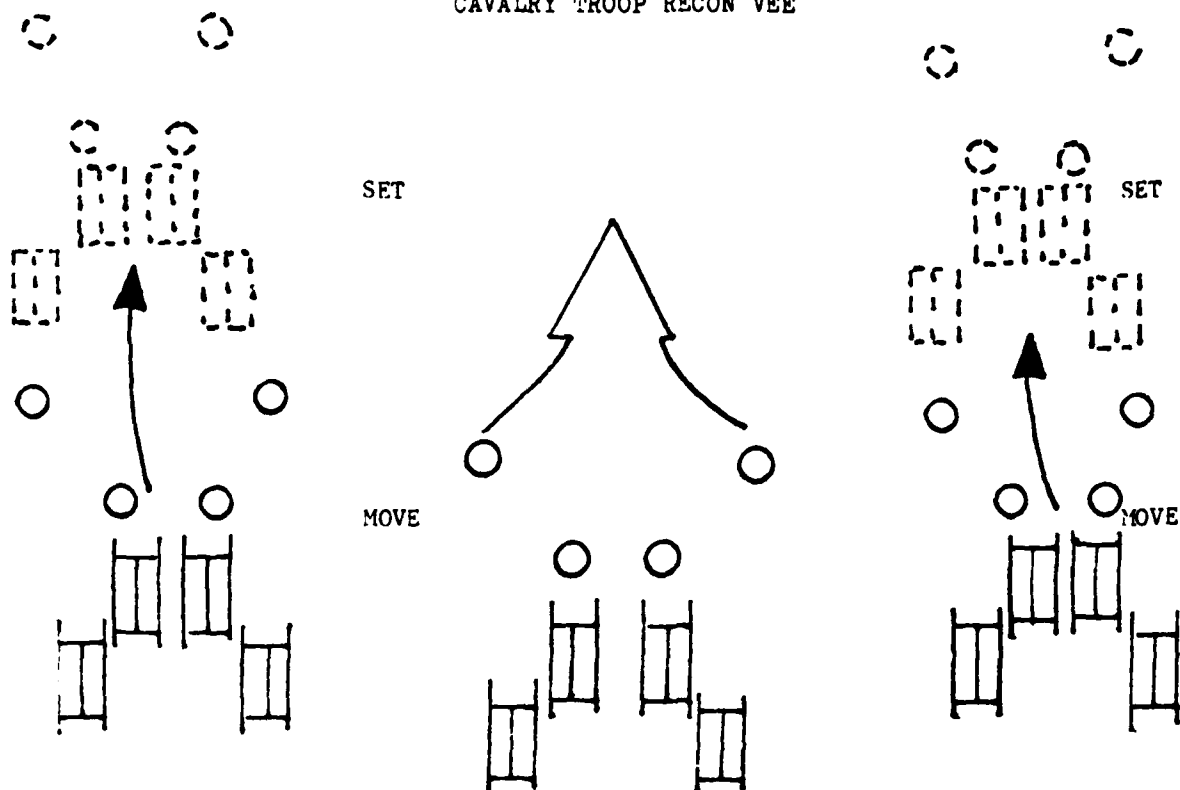
CAVALRY COMBAT VEE



POINT ELEMENT

1. Two outside platoons move clearing/reconning to front flanks.
2. Apex Platoon follows and clears center after flanks have cleared.
3. This process of clearing flanks then center also greatly inhibits the enemies use of traps.
4. On wide fronts tanks travel with platoons on narrower fronts, tanks are consolidated and move behind Apex Platoon.

CAVALRY TROOP RECON VEE



1. Platoon in Cavalry combat wedge; Apex keys movement on set of flank platoons.
2. Used on wide front when recon is the key and consolidated tanks cannot over-watch movement of scouts.

SAMPLE ORDER

Execute Disk Recon VEE, Red left, White right, Blue Apex key on movement of Red and White move out.

or

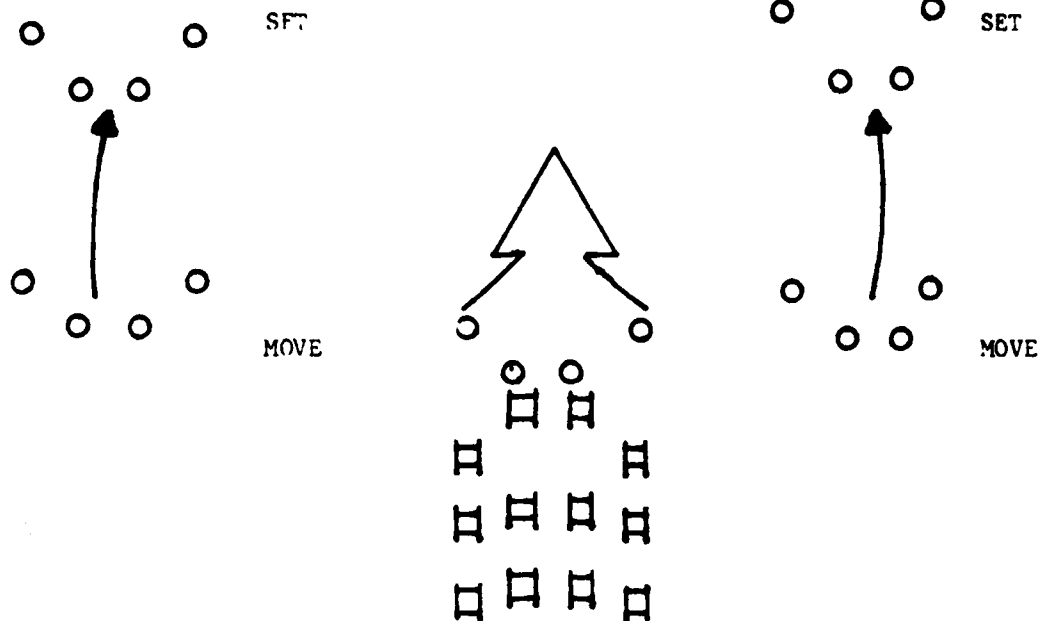
Execute Disk recon VEE, Red from AO71 West one to AO71 East One

Blue from AO69 West Two to AO69

White from AO69 West Two to AO71 East One

White is Apex, Move Now, Out.

CAVALRY TROOP (FOR MOVEMENT TO CONTACT) ATTACK VEE



1. Tanks consolidated and key on set of flank platoons. Apex scouts move after flank scouts are set using SET/MOVE.

SAMPLE ORDER

Execute Attack VEE, Red from A071 to A070

White from A068 to A069

Blue from A069 to A070

PUNCH HOLD at A067

White is Apex, Move out.

BATTLE DRILLS

1. General.

Battle Drill is a series of pre-arranged maneuvers for immediate execution. These maneuvers emphasize tactical responsiveness, rapid reaction, violent execution, and flexibility. They are designed to produce a "quick start" reaction to any battle stimulus. They are not stereotyped maneuvers and must be modified as the situation develops.

2. Training.

The platoon or team must be ready to punch left, right, or center from any formation except the Security Drill. After deliberate training for Punch Drill has been conducted, platoon leaders and company/troop commanders should develop speed and responsiveness by ordering the execution of Punch Drills unexpectedly during maneuver training.

3. Punch Drill.

a. "Punching" elements should maneuver by a covered and concealed route to the enemy's flanks or rear. Avoid moving laterally to the enemy.

b. If possible, objectives should be secured by fire.

c. Infantry should attempt to remain mounted, however, hasty dismounted attacks should be conducted if necessary.

d. Violence of execution, firepower, and shock action are key to the success of a "Punch."

e. The element establishing the base of fire should utilize the combined arms team to suppress the objective with direct and indirect fire.

f. Maneuver force use SET/MOVE Drill if necessary.

g. Elements should utilize smoke capabilities (launchers/on-board generators) as situation dictates to conceal movement or obscure themselves from observation.

4. Smoke Drill: In the event of a missile attack or ambush all elements will immediately "POP" smoke and then execute punch drill to take out the missile launching or ambush element.

5. Anti-Aircraft Drill: Immediate response is to move to the oblique, to the closest covered and concealed position, and lay up a cone of machine gun fire in the aircraft's direction of travel. Be prepared to engage a second aircraft-in all probability coming from the same direction as the first.

6. Artillery Drill: When caught in an artillery barrage-move quickly through it. Move quickly in the direction of march until out of the Kill zone.

MARCH FORMATIONS

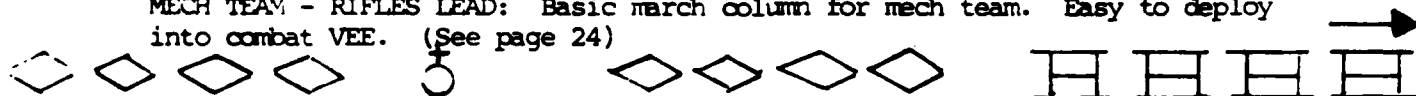
1. The platoon or company/team/troop column is used during a THUNDER RUN. A THUNDER RUN is a rapid road movement across the battle field.
2. The composition of the columns should be dictated by the tactical situation.
3. Platoons must be able to deploy from the march into the VEE or to execute Battle Drills without hesitation.
4. Tanks should lead a THUNDER RUN through areas where enemy contact is likely.
5. Proper interval and dispersion should be maintained even during rapid movements. Elements will never remain in column when stopped in a tactical situation.



TANK TEAM - TANKS LEAD: Basic march column for tank team, when conducting a Thunder Run or when hard contact is expected. Easy to deploy into combat Vee.
(See page 24).



MECH TEAM - RIFLES LEAD: Basic march column for mech team. Easy to deploy into combat VEE. (See page 24)



MECH TEAM - TANKS LEAD - Used on Thunder Run when hard combat is expected. Easy to deploy into combat VEE (See page 23).

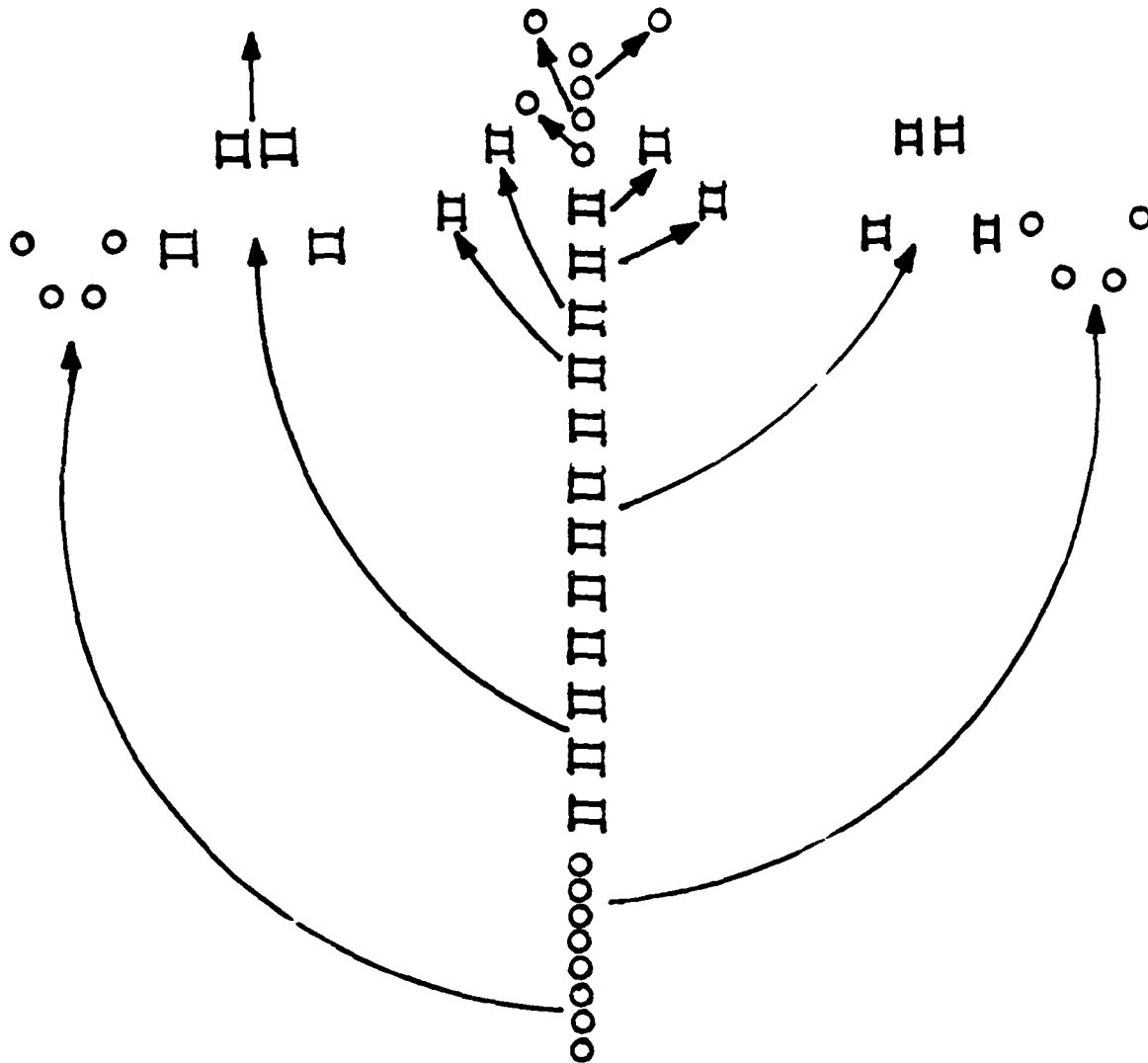
TROOP---MARCH TO RECON

TROOP---MARCH TO ATTACK

* Commander goes where he can best control movement and influence the battle. Trains go where directed.

NOTES

CAVALRY
DEPLOYMENT DRILL (TANKS CONSOLIDATED)

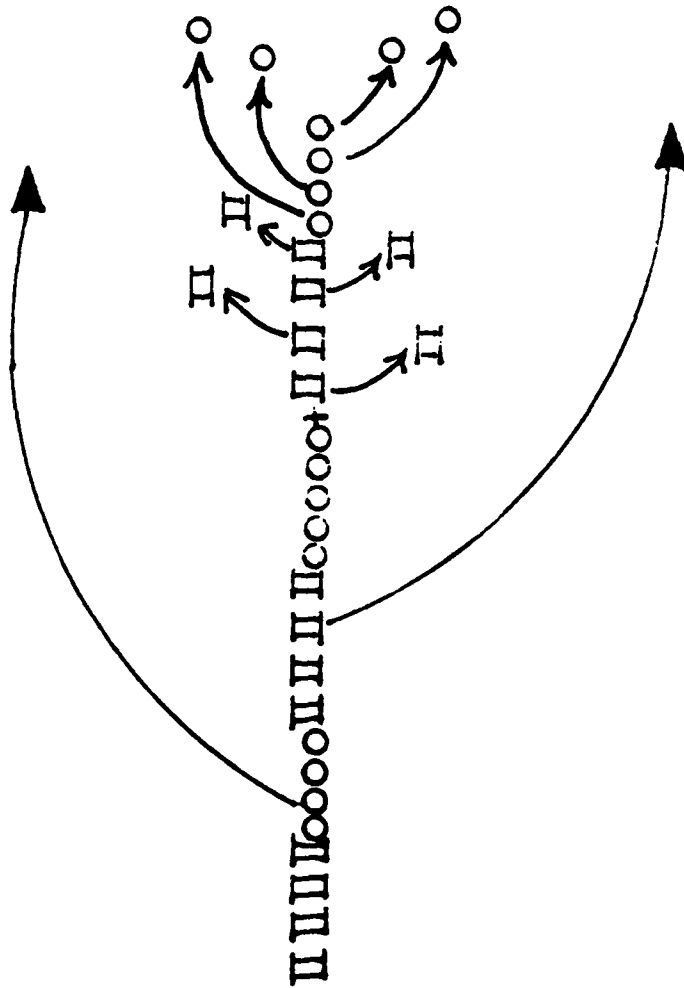


1. Used to change march column (Thunder Run Tanks Scrambled) to combat Cavalry VEE attack.
2. Tows can be consolidated to provide overwatch element for attack.
3. Dragon Tracks secure the flanks of the attacking element.

SAMPLE ORDER

Execute combat VEE attack. Red Right, White Left, Blue Apex out.

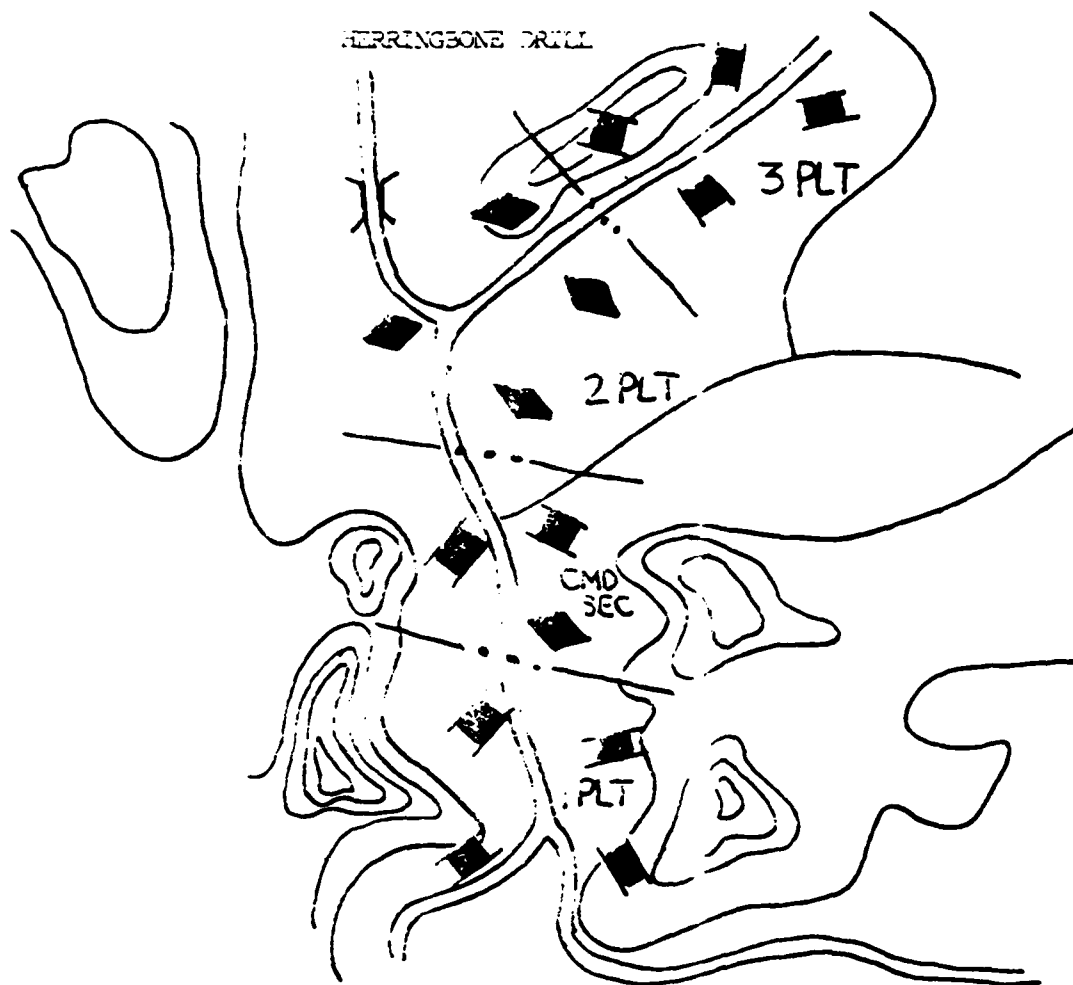
CAVALRY
DEPLOYMENT DRILL (Platoons Intact)



1. Used to change march column (Tanks w/Platoons) to combat Cavalry VEE recon.
2. Platoon assume combat Cavalry wedge recon.

SAMPLE ORDER

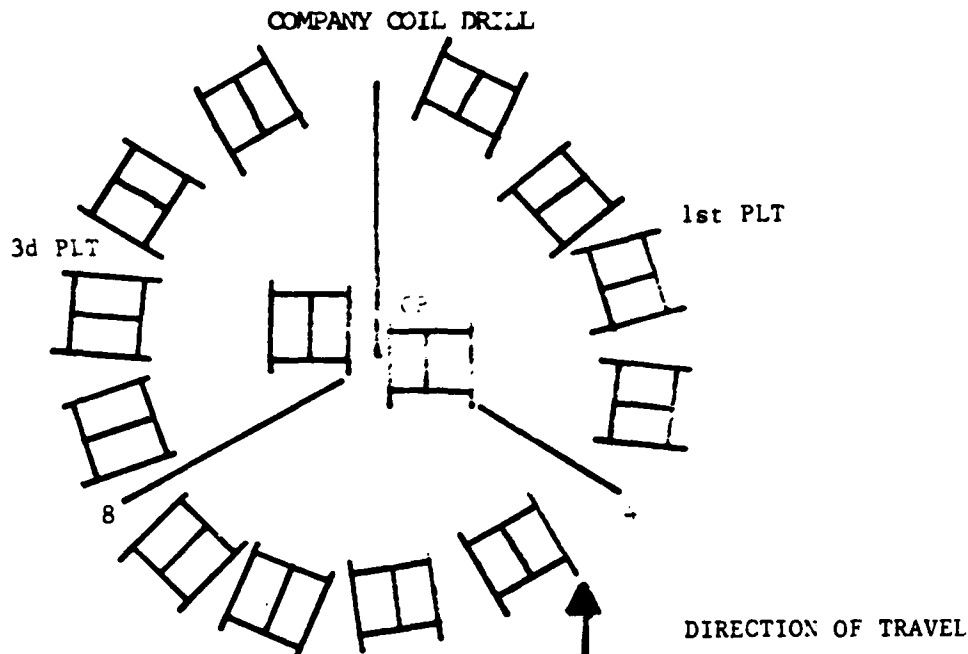
Execute combat VEE recon, Red Right, White Left, Blue Apex out.



1. Utilized during halts on tactical road marches when use of coil or other formation is not feasible.
2. All elements move rapidly off road and utilize available cover and concealment.
3. Lead vehicles orient toward front, following vehicles orient to alternate flanks, trail vehicles provide rear security.
4. Air guards will be designated.
5. All vehicles leave road way clear for passage of other vehicles.

SAMPLE ORDER

"Execute Herringbone. Move now, out."



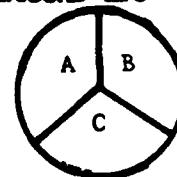
1. Vehicles move into a coil formation using terrain and natural cover to the maximum extent possible.
2. The movement is accomplished rapidly and in an orderly fashion.
3. 360 degree ground and air security is maintained at all times.
4. Proper vehicle dispersion is maintained.
5. All vehicles are in covered, hull-down positions with turrets oriented to the outside of the coil.
6. Vehicle sectors of observation and fields of fire overlap to ensure 360 degree ground and air security of the company.
7. Facilitates quick occupation of hasty assembly areas when required for orders groups or combat service support functions.

SAMPLE ORDER

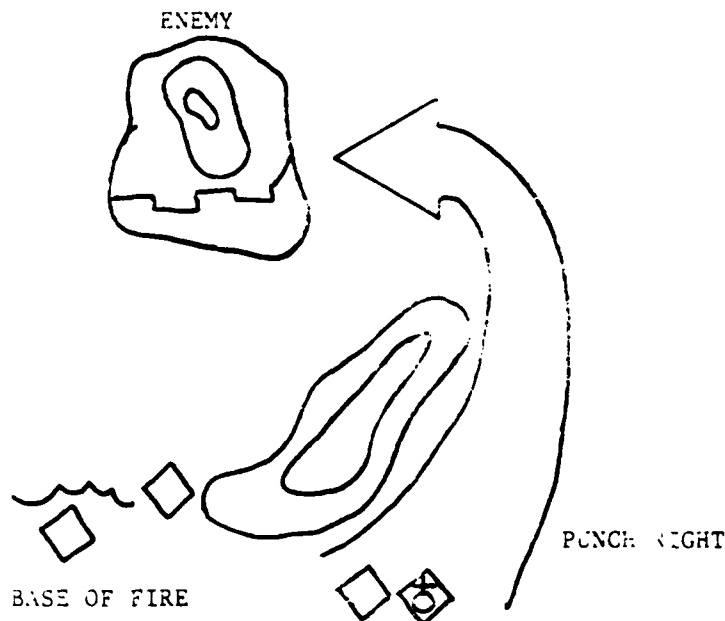
"Execute coil vicinity R12. Move now, out."

NOTE:

The "Clock Out" system is another variation of this drill. Platoons are assigned a designated sector of a perimeter to defend.



MECH PLATOON PUNCH RIGHT



1. Primarily used when platoon is conducting a Split Drill or basic mech platoon wedge.
2. Element in contact establish base of fire. If in company/team Vee, entire platoon establishes a base of fire.
3. Remaining elements "punch" to enemy flank to secure objective. Dismounting is not desirable with elements smaller than platoon size.

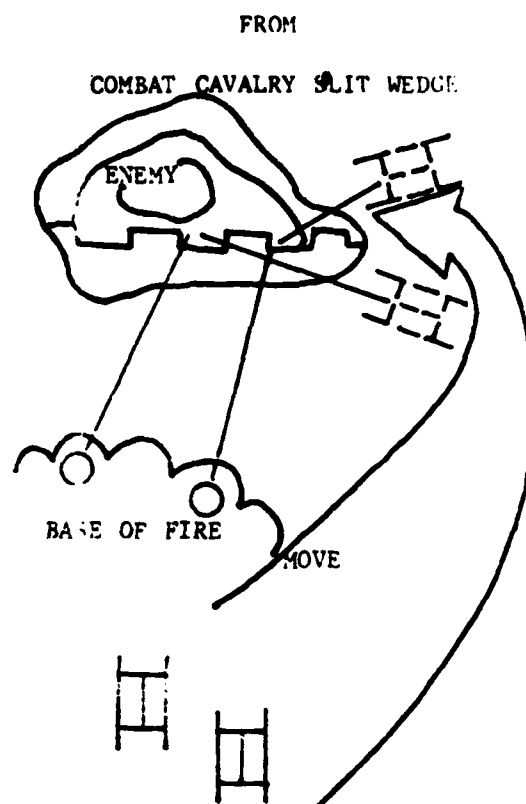
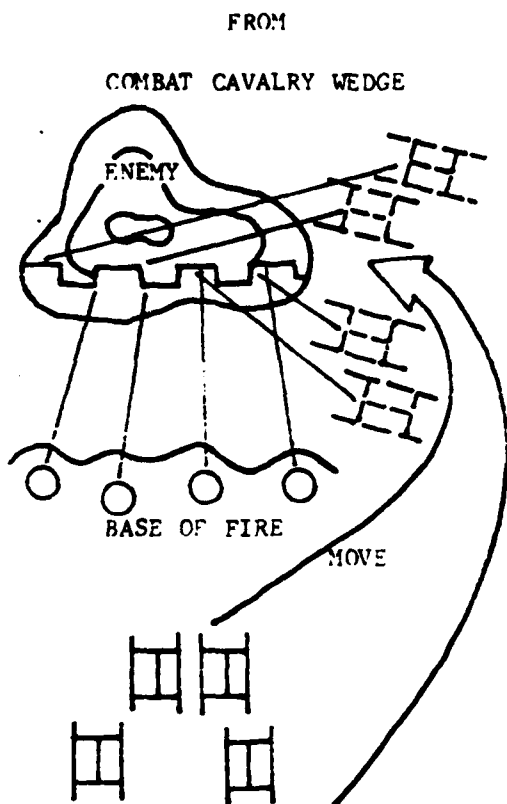
SAMPLE ORDER

A Team - Base of Fire, B Team - Punch Right. Move now, out."

NOTE: 1. Mech platoons do not normally execute punch drills.

2. Order to execute punch drill is given only after Plt Ldr has made a thorough analysis of the situation, confronting him by considering the factors of METT. A "Punch Drill" does not mean for elements punching to totally disregard the enemy and terrain over which they must move. Spontaneaty to the execute order is critical, however the execute order must be given in a vacuum.

CAVALRY PLATOON PUNCH RIGHT

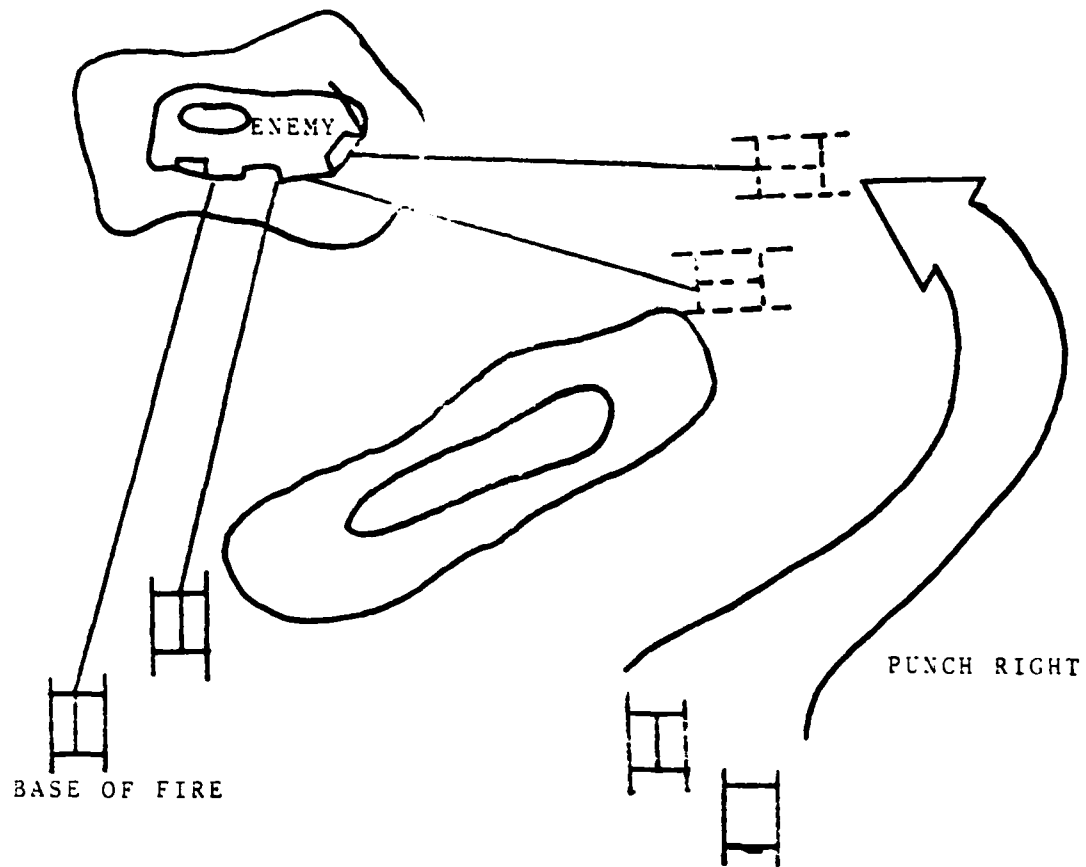


1. Primarily used when platoon is conducting reconnaissance wedge.
2. Scouts in contact establish base of fire; if in troop VEE, entire platoon establishes a base of fire.
3. Tank Section "punches" to enemy flank and attempts to secure objectives by fire.

SAMPLE ORDER

Scouts - Base of Fire. Tanks - Punch Right. Move now, out!"

TANK PLATOON PUNCH RIGHT

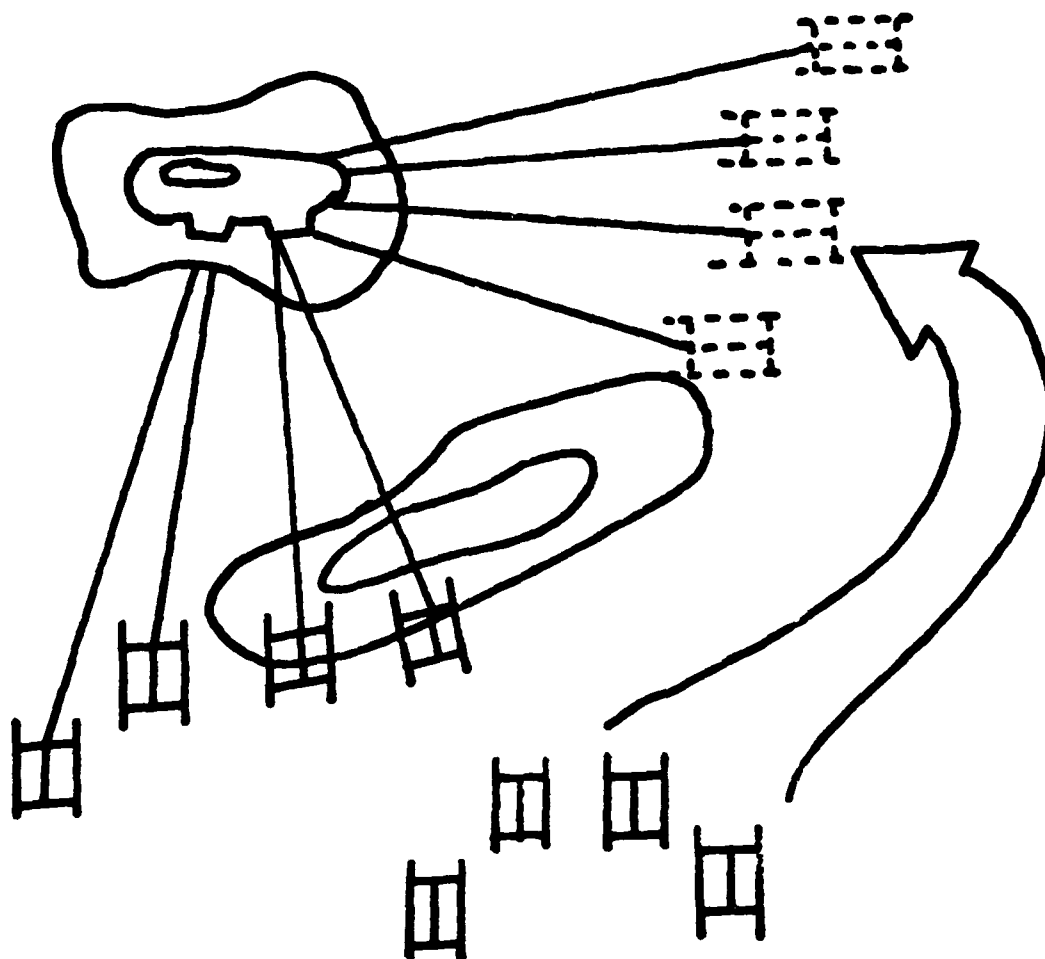


1. Primarily used when platoon is conducting split drill wedge.
2. Scouts in contact established base of fire.
3. Tank Section "punches" to enemy flank and attempts to secure objectives by fire.

SAMPLE ORDER

ALPHA - Base of Fire. BRAVO - Punch Right. Move now, out!"

TANK COMPANY PUNCH RIGHT



1. Primarily used when company is conducting a Split Drill, or tank company Vee.
2. Platoon in contact establishes base of fire.
3. Remaining platoons "punch" to enemy flank and attempt to secure objectives by fire

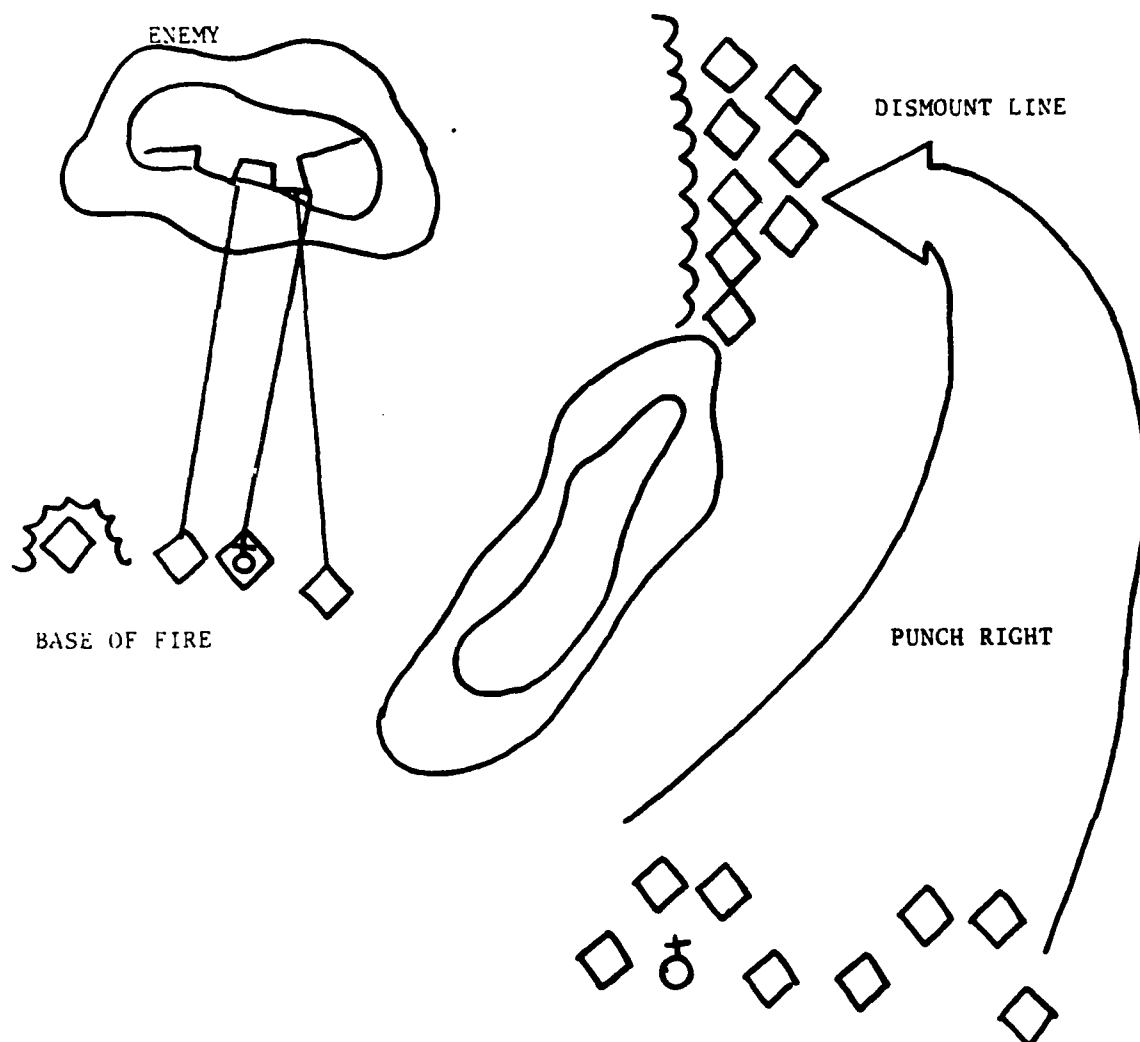
SAMPLE ORDER

"Red- Base of Fire. White; Blue - Punch Right. Move now, out."

NOTE: Tank platoons do not normally execute punch drill.

MECH COMPANY

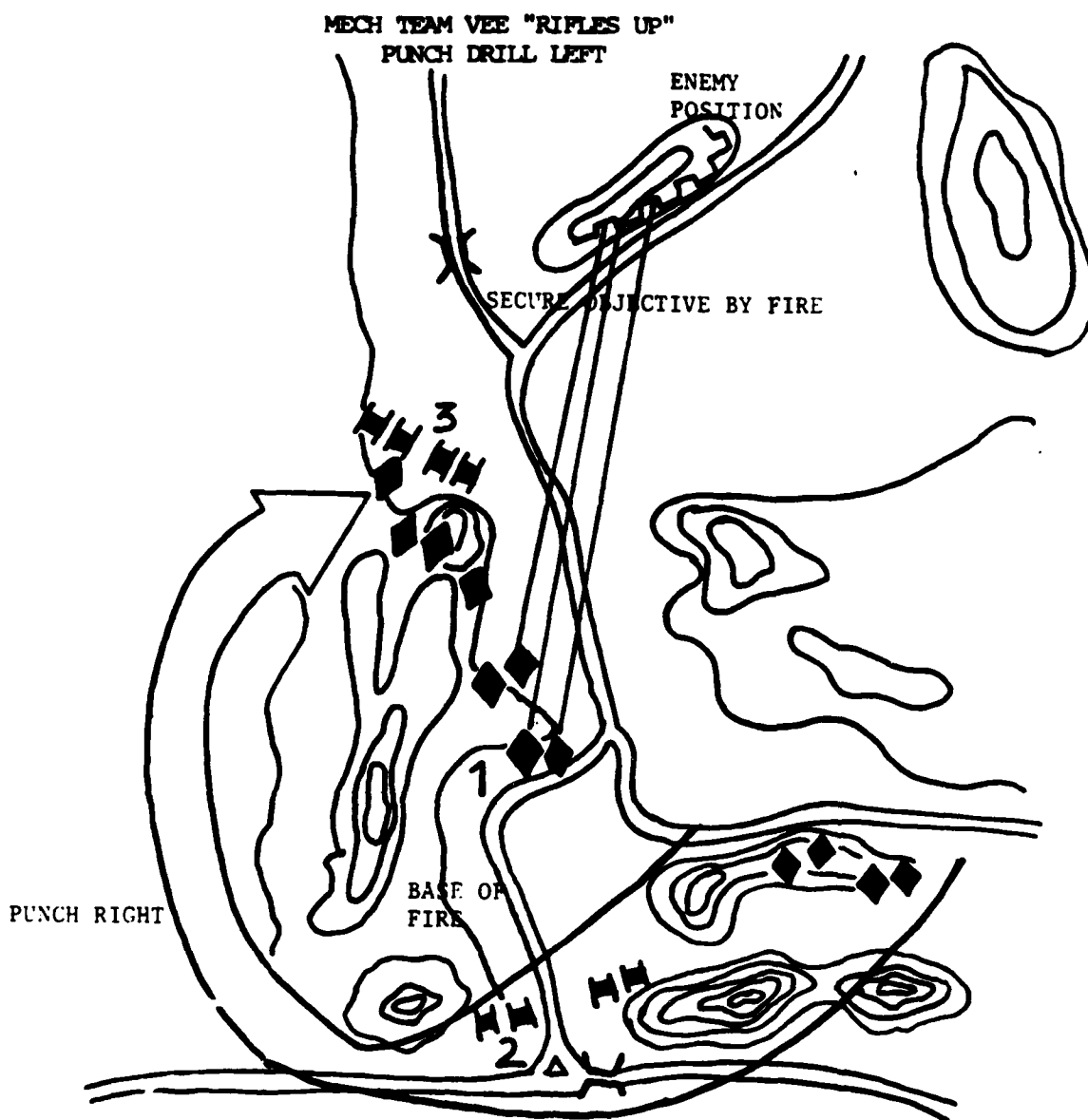
PUNCH RIGHT



1. Platoon in contact establishes bases of fire.
2. Remaining platoons punch to enemy flank.
3. Mech platoons should remain mounted if possible. A Hasty Dismount and Dismounted Attack may be conducted if necessary.

SAMPLE ORDER

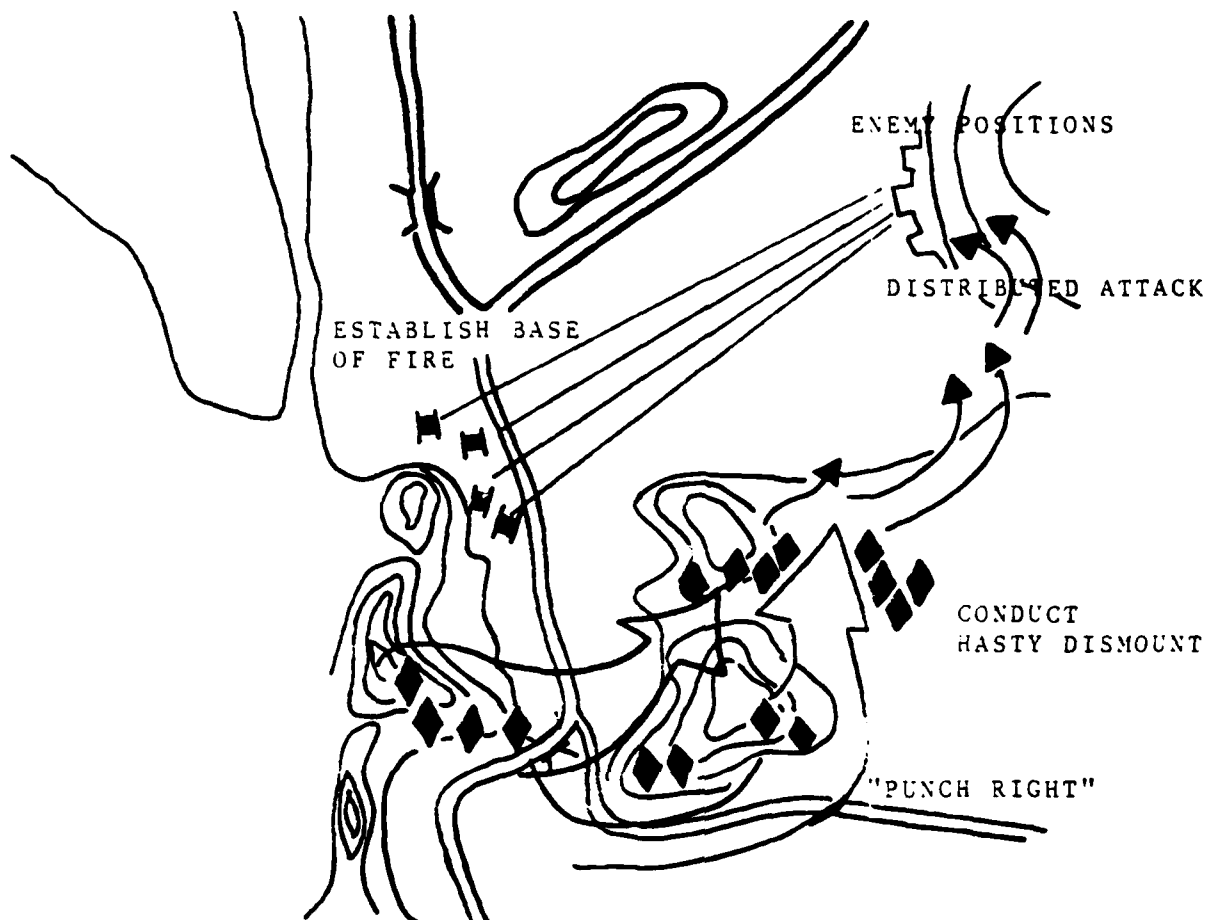
"Red Base of Fire. White, Blue - Punch Right, Out."



1. One point mech platoon becomes engaged, deploys, and establishes a base of fire.
2. Apex tank platoon and other point mech platoon punch left to dominant terrain and secure objective by fire or assault.
3. Tank elements should lead punch if heavy contact is expected. All elements must avoid moving into line of fire of other assaulting element or the base of fire elements.

SAMPLE ORDER: "Red Base of Fire - White, Blue - Punch Left, White lead west of Ridgeline, attack enemy from A27 - Blue follows White.

MECH TEAM VEE "TANKS UP"
PUNCH DRILL RIGHT

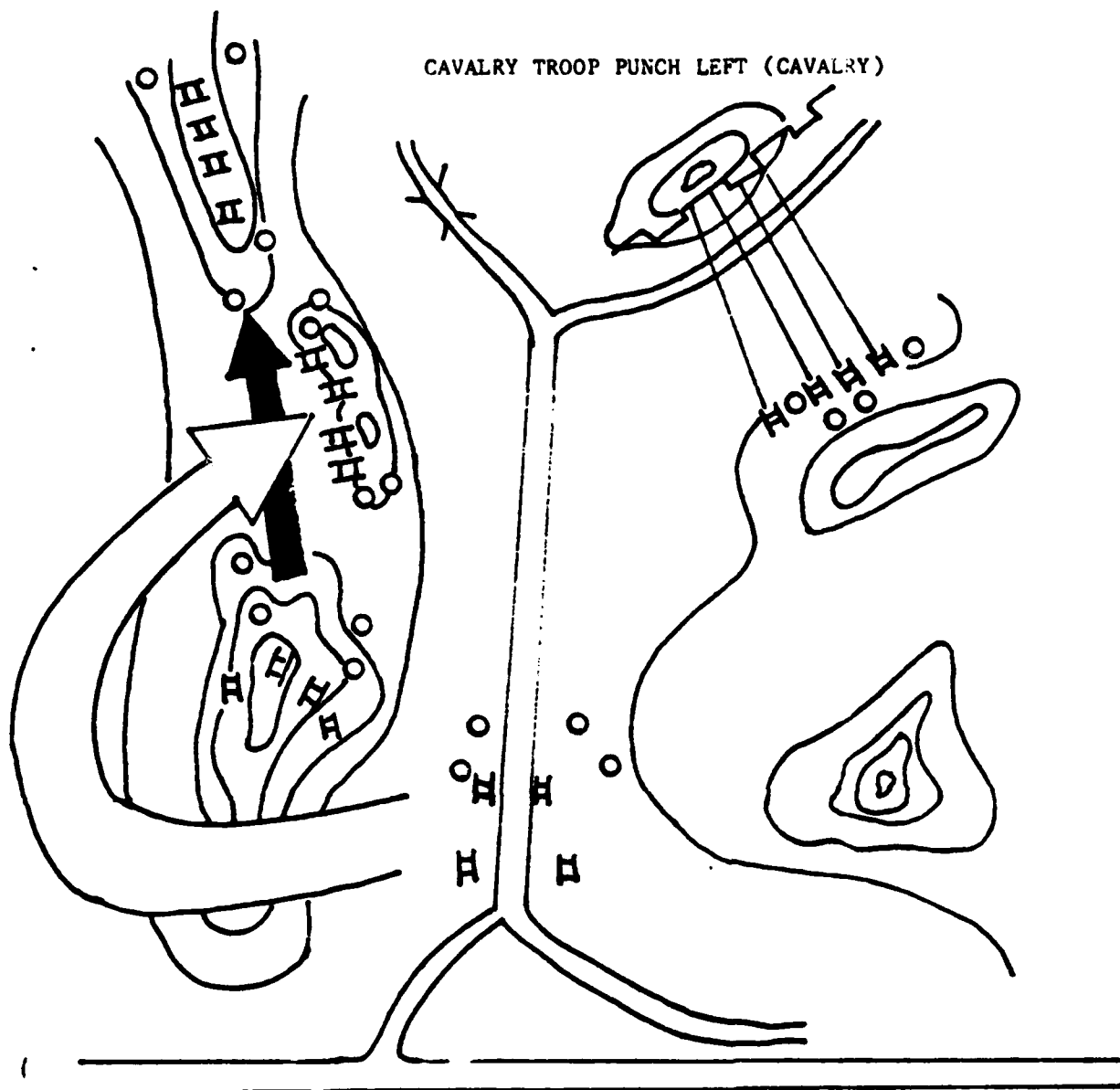


1. Point tank platoon is engaged, deploys, and establishes a base of fire.
2. Two mech platoons maneuver to the right to a position on enemy flank.
3. Mech conducts HASTY DISMOUNT because of dense vegetation.
4. Dismounted infantry conduct hasty attack to clear and secure objective.

SAMPLE ORDER

"Blue - Base of Fire. Red, White - Punch Right. Hasty Dismount Vicinity Checkpoint A 28. Move now, out."

CAVALRY TROOP PUNCH LEFT (CAVALRY)

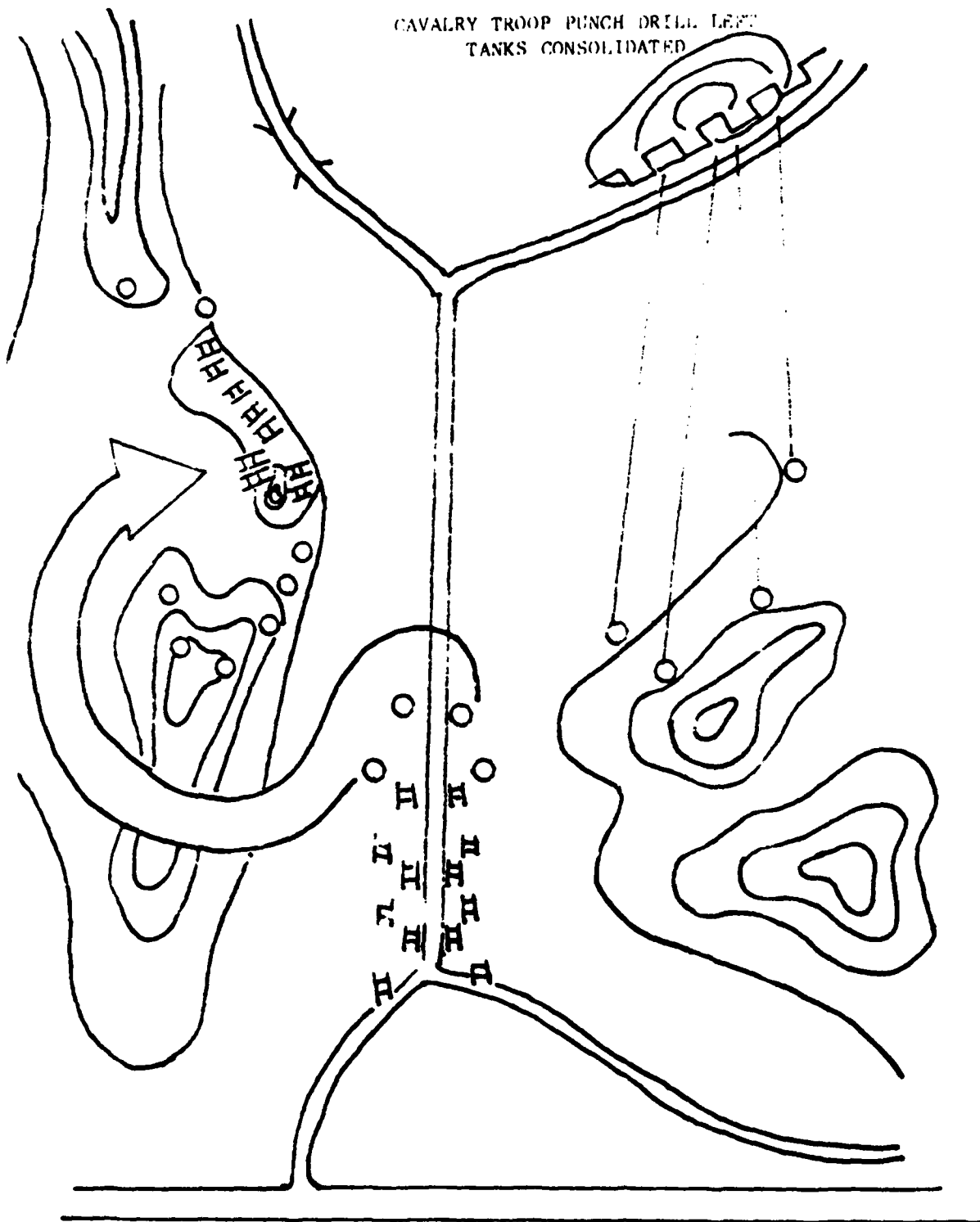


1. Platoon in contact becomes base of fire.
2. Apex Platoon and other platoon (If possible) punch left.

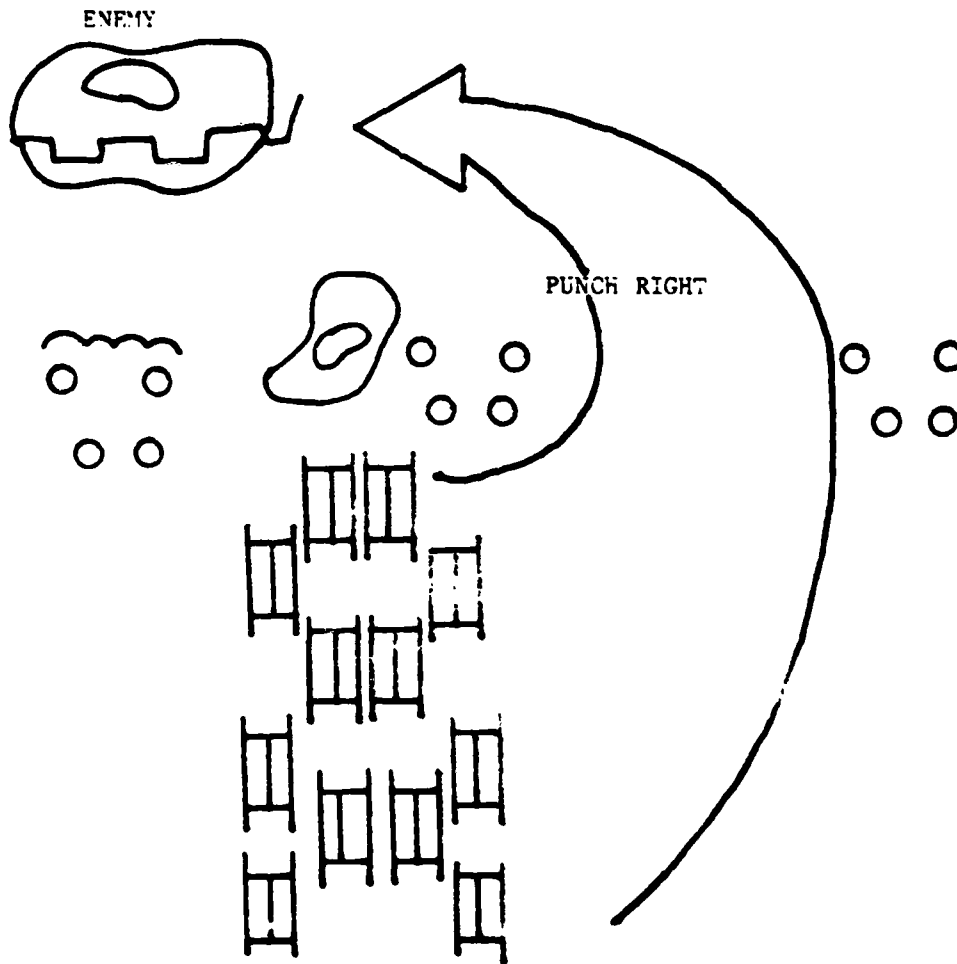
SAMPLE ORDER

Blue - Base of Fire. Red/White punch left.

CAVALRY TROOP PUNCH DRILL LEFT
TANKS CONSOLIDATED



CAVALRY TROOP PUNCH RIGHT
(ATTACK VEE)



1. Usually done from tank consolidated configuration.
2. Amount necessary to subdue enemy at Troop Commander discretion.
One section of tanks or all three sections of tanks can be punched.
3. If enemy directs heavy AT fire upon scouts one tank section (Lead PLT) can be used as base of fire and two tank sections (Trail PLTS) used to punch enemy.

SAMPLE ORDER

Scouts SET - Base of Fire.

Punch - Punch Right, out.

7. Defile Drill

- a. Point elements move to secure the shoulders of the defile using SET/MOVE Drill. Mech elements may conduct a Hasty Dismount if necessary.
- b. Apex element overwatches the movement of point elements and moves rapidly to establish a "SET" position on the other side of the defile after shoulders have been established.
- c. Point elements then bound past the apex elements continuing to use SET/MOVE Drill.
- d. It is preferable for mech elements to clear the shoulders, because of their dismount capability.

NEVER MOVE THROUGH A DEFILE WITHOUT HAVING CLEARED THE SHOULDERS.

NOTES:

1. Left point element clears left high ground and "sets" to overwatch. Conducts Hasty Dismount if necessary.
2. Right point element clears right side and sets using same procedures.
3. Apex element supports initially, then Thunder Runs through the defile and establishes a hasty position on the opposite side.
4. Left side resumes SET/MOVE Drill.
5. Right side resumes SET/MOVE Drill.

SAMPLE ORDER

"Execute defile drill. Red Left, White Right. Blue Base of Fire, Prepare to Thunder Run Checkpoint A27. Move now, out."

DEFILE DRILL CONT



③ A27

⑤

④



HASTY OCCUPATION OF A BATTLE POSITION

DESCRIPTION

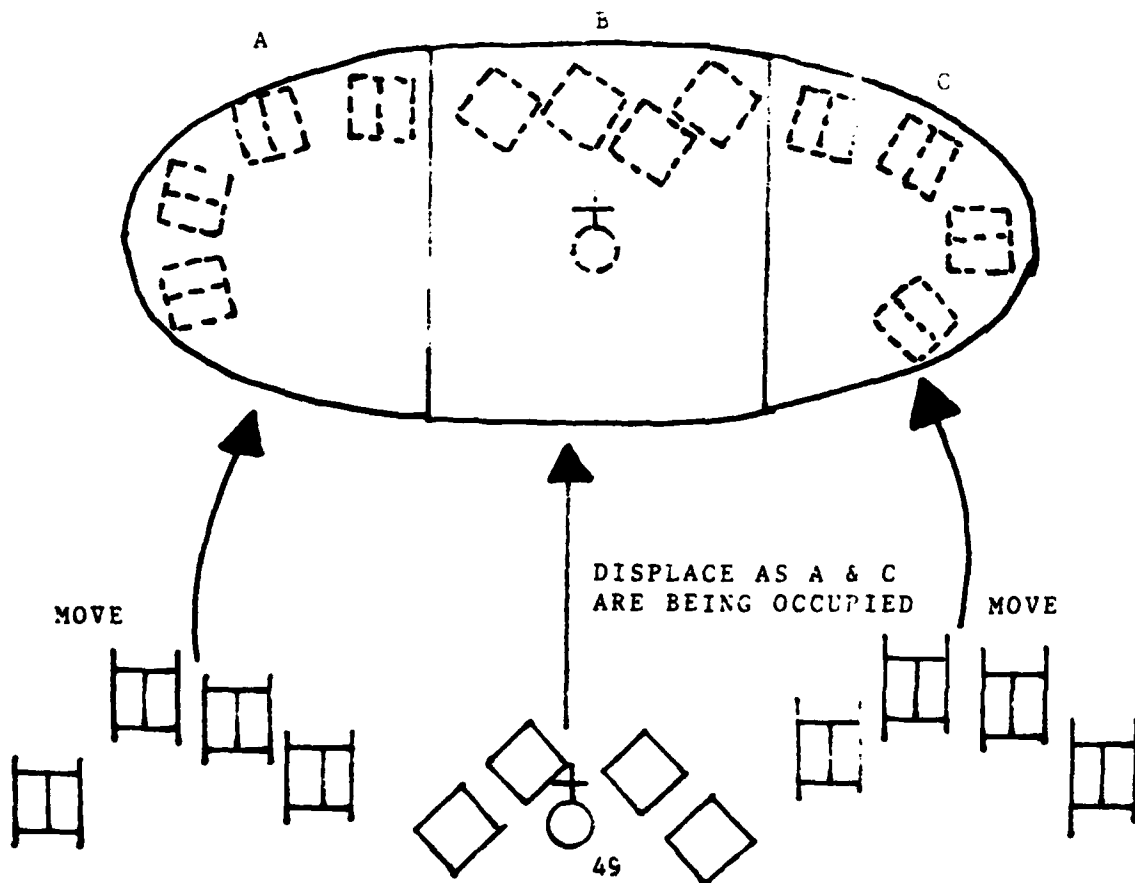
1. A battle drill technique used to occupy a battle position. The BPRS "goose egg" is divided into the A, B, C sectors.
2. Can be occupied from Thunder Run, platoon bound, or split Vee configuration.

SAMPLE ORDER

"Guidons this is Red 6, establish R-12. Move now, out."

NOTES:

1. Elements moving into the battle position understand that "12 O'Clock" is the direction of travel.
2. Within the battle position, a 180 degree orientation is assumed with the individual platoons being responsible for 60 degrees, one sector. Sectors are linked by fire.
3. Within the 180 degree team orientation, a 360 degree security posture must be maintained.



COMMAND AND SIGNAL

1. Platoon (Combat Wedge) or Company Team (Combat VEE)

- a. Command: "Execute VEE"/Wedge
- b. Signal: Arms or flags up and out at 45 degree angle.



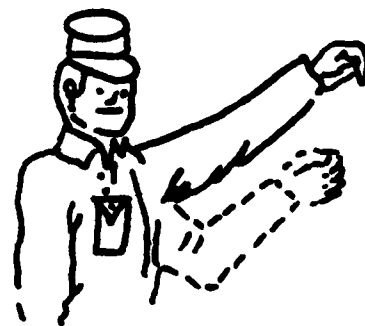
2. SPLIT DRILL - Platoon or Company Team

- a. Command: "Execute Split"
- b. Signal: Arms or flags starting straight up over head, then vigorously dropped to 45 degree angle, repeat.



3. PUNCH DRILL - Platoon

- a. Command: "Punch Right (Left or Center)"
- b. Signal: Arm and fist up and out at 45 degree angle. Move fist up and out in direction of punch.



4. PUNCH DRILL - Company/Team

- a. Command: "Punch Left (Right or Center)"
- b. Signal: None.

DATE
FILMED
0-8