

UNITED STATES MARINE CORPS
FIELD MEDICAL TRAINING BATTALION-EAST
PSC BOX 20042
CAMP LEJEUNE, NORTH CAROLINA 28542-0042

MCECST

2401-CMBH-1001/2/3/4 COMBAT HUNTER

TERMINAL LEARNING OBJECTIVES:

1. Given an area to observe, with or without the aid of observation devices, while wearing a fighting load, conduct observation to detect anomalies.
(2401-CMBH-1001)
2. Given an area to observe, while wearing a fighting load, identify anomalies to determine if the anomalies are threats.
(2401-CMBH-1002)
3. Given an area that contains spoor, while wearing a fighting load, identify spoor in accordance with combat tracking indicators.
(2401-CMBH-1003)
4. Given a scenario, apply the components of the decision cycle (OODA) process to achieve a decision with a bias for action.
(2401-CMBH-1004)

ENABLING LEARNING OBJECTIVES:

1. Given an area to observe, with or without the aid of observation devices, while wearing a fighting load, conduct a hasty search in accordance with reference MCIP 3-02.1i Combat Hunter.
(2401-CMBH-1001a)
2. Given an area to observe, with or without the aid of observation devices, while wearing a fighting load, conduct a detailed search in accordance with reference MCIP 3-02.1i Combat Hunter.
(2401-CMBH-1001b)
3. Given a list of choices, identify the six (6) behavioral domains in accordance with reference MCIP 3-02.1i Combat Hunter.
(2401-CMBH-1002a)

4. Given an area to observe, while wearing a fighting load, demonstrate the combat rule of threes in accordance with reference MCIP 3-02.1i Combat Hunter.
(2401-CMBH-1002b)
5. Given an area that contains spoor, while wearing a fighting load, identify observable indicators in accordance with reference MCIP 3-02.1i Combat Hunter.
(2401-CMBH-1003a)
6. Given an area that contains spoor, while wearing a fighting load, identify non-observable indicators in accordance with reference MCIP 3-02.1i Combat Hunter.
(2401-CMBH-1003b)
7. Given an area that contains spoor, while wearing a fighting load, demonstrate spoor assessment in accordance with reference MCIP 3-02.1i Combat Hunter.
(2401-CMBH-1003c)
8. Given an area that contains spoor, while wearing a fighting load, demonstrate sign assessment in accordance with reference MCIP 3-02.1i Combat Hunter.
(2401-CMBH-1003d)
9. Given a decision cycle (OODA) scenario, conduct a search for information by observing the environmental, physical, mental, and moral situation, in accordance with reference MCIP 3-02.1i Combat Hunter.
(2401-CMBH-1004a)
10. Given a decision cycle (OODA) scenario, demonstrate an awareness of the circumstances by developing an orientation to the context in which event(s) are occurring to facilitate decisions and actions, in accordance with reference MCIP 3-02.1i Combat Hunter.
(2401-CMBH-1004b)
11. Given a decision cycle (OODA) scenario, develop a course of action to make an appropriate decision quicker than the enemy does, in accordance with reference MCIP 3-02.1i Combat Hunter.
(2401-CMBH-1004c)
12. Given a decision cycle (OODA) scenario, demonstrate a reassessment of the environment to determine the influence of action taken, in accordance with reference MCIP 3-02.1i Combat Hunter.
(2401-CMBH-1004d)

1. **COMBAT HUNTER (Defined):**

A combat hunter selects, uses, and maximizes the appropriate optics available to see objects and events, both hidden and distant. These optics range from the naked eye to advanced optical systems. A combat hunter, through attention to detail, establishes a baseline of an environment and detects the anomalies located within that environment. A combat hunter tracks humans and vehicles by reading the natural terrain. He pursues an armed enemy and gathers data that may suggest the enemy's action and intent.

2. **COMBAT HUNTER (Mission):**

The combat hunter is the creation of a mindset through the integration of enhanced observation, combat profiling, and combat tracking. This mindset will enable Marines to locate, close with, and destroy an elusive enemy that hides among the population and uses asymmetric tactics to attack our forces. By utilizing enhanced observation, combat profiling, and combat tracking, a Marine is more lethal, survivable, and tactically-cunning. He becomes a force multiplier to his unit's operations.

3. **THE OBSERVATION PROCESS.**

a. **Observation** begins with the gathering and processing of information obtained through the senses. The five sensory systems are sight, hearing, smell, touch, and taste that allow information to be collected from the environment. Perception is the process that the mind uses to organize the sensory information into an understandable interpretation of the environment. Central to all these skills is a critically-thinking war-fighter whose decisions can be affected by numerous factors, both external and internal. The war-fighter refines his decision making capabilities by understanding the decision cycle process and his awareness of the physical and biological responses he goes through when faced with a dynamic situation. Refining these skills and understanding the effects they have on his mind and body make him more capable and more lethal.

b. **Observation Process.** The combat hunter observes the environment to *Establish a Baseline* and *Identify Anomalies* or action indicators within the environment.

(1) **Baseline**. An initial set of critical observations or data that is used to establish what is normal for comparison at another time because a baseline is dynamic and will continually evolve.

(a) A baseline is everything in its natural state of existence and everything has a baseline.

(b) Everything has a baseline, especially the human environment. A Marine creates a baseline by looking at the current situation, context, and relevance of his observations. Baselines are dynamic and in a constant state of evolution. A baseline must be constantly updated to incorporate changes and identify anomalies.

(2) **Anomaly**. A deviation from the baseline that is the presence, absence, or change of something.

(a) For an observer to improve his observational skills he must practice and conduct observation exercises that are based on a procedure identified as the "Six R's":

1. **Realize**. Realize what is to be accomplished, the goal, objective, or mission.

2. **Recognize**. Recognize the importance of the task and the risk or effort involved.

3. **Record**. Record information, from general to specific. (Written and/or sketch)

4. **Recall**. Recall the most important details for identification or assessment.

5. **Respond**. Respond to a call to action based on necessity.

6. **Reassess**. Reassess by critically analyzing goal/mission, information gathered, action taken, and results of participation.

c. **Requirements For Vision**. The three requirements for vision are light, motion, and edges.

(1) **Light**. Initially there must be some form of light to be received by the eye to form an image.

(2) **Motion.** Without motion the receptors of the eye would adapt to any stimulus. If there is no motion, this stimulus would fade away, so motion is required to ensure different receptors are being stimulated.

(3) **Edges.** Edges are a basic requirement for vision. Without edges, vision will fade and you can experience disorientation.

d. **Central Versus Peripheral Vision.** Humans have only a small area of central vision. The rest of the visual field falls under peripheral vision. Your peripheral vision will usually not notice an object that remains still, but your eye will be drawn to anything moving in the periphery. Paying attention to the periphery is important because it will make you more aware of your surroundings and help you be prepared to respond to things that may not be directly in front of you.

e. **Observation Techniques.** Observation techniques include the Hasty Search, the Detailed Search, and Maintaining Observation.

(1) **Hasty Search.** The hasty search technique is the first phase of observing a target area. Immediately upon occupying his position, the observer conducts a hasty search for any enemy activity. This should take approximately 10 seconds. The hasty search is carried out by making quick glances at specific points, terrain features, or other areas that could conceal the enemy. The observer should not sweep his eyes across the terrain in one continuous movement. This will prevent him from detecting motion. The observer should view the area closest to his position first, since it could pose the most immediate threat. The observer then searches further out until the entire target area has been searched.

(2) **Detail Search.** After the hasty search, the observer starts a detailed search using the overlapping strip method. Normally, the area nearest the observer offers the greatest danger; therefore, the search should begin there. The observer systematically searches the terrain from his right flank in a 180-degree arc, 50 meters in depth. After reaching the opposite flank, the observer searches the next area nearest his post. The search should be in overlapping strips of at least 10 meters to ensure total coverage of the area. The detailed search should cover as far out as the observer can see, with the aid of an optic device, always including areas of interest that attracted the observer during the hasty search.

(3) **Maintaining Observation.** The observer must memorize as much of the area as possible. This cycle of a hasty search, followed by a detailed search, should be repeated every 15 to 20 minutes, depending upon the terrain and area of responsibility. Marines should alternate observers approximately every 20 to 30 minutes to avoid eye fatigue and seeing things or missing important items in the observation area.

f. **Record and Report Observations.** Writing utensils, logbooks, sketch kits, tape recordings, and cameras to support the recording. If time allows, develop a terrain sketch as a reference or to pass on to relief. Observation reporting is conducted in the SALUTE format (size, activity, location, unit, time and equipment). SALUTE reports are transmitted to the commander from the Observation Post (OP). Based upon the commander's guidance, the unit leader selects the general location for the unit's OPs after analyzing the situational factors (e.g., METT-T [mission, enemy, terrain and weather, troops and support available-time available])

4. **IDENTIFY ANOMALIES.**

a. **Anomaly.** An anomaly is an observation that rises above or falls below the baseline. Examples of an anomaly could be a vehicle out of place, the lack of or presence of people, or a sudden change in the mood of an area. The presence of such anomalies may indicate a potentially important change. Every anomaly must be analyzed.

(1) **Decision.** A Marine must make a decision based upon his analysis of the anomaly. The use of common language allows a Marine to report and articulate his decision and subsequent actions.

(2) **File Folder.** File folders are mental area compartments of knowledge developed through an individual's life experiences and lead to pattern recognition. They are firsthand, hands-on, and real-life experiences with a mentor who facilitates understanding of both explicit and understood knowledge.

(3) **Context and Relevance.** Context and relevance define a baseline. We collectively measure knowns and unknowns against the baseline to determine the anomalies. Context is the background, environment, framework, setting, or situation

surrounding an event or occurrence. Relevance is the relationship of something to the present situation.

b. **Combat Rule Of Three's**. Anytime that you get three anomalies, three things needed to fit the profile of a threat, or three human behavior characteristics that lead you to believe there is a threat, you must act to kill it, capture it, question it, or let it go.

(1) Any time you take action you must be prepared to DEFEND your action by articulating your decision based on the six domains of Combat Profiling. Your decisions MUST be Legal, Moral, and Ethical. Your decisions MUST follow a ROE, and an Escalation of Force (EOF).

(2) You do not need to get to three to kill some people, for example, if you are in contact with the enemy you would have enough 'hostile act/hostile intent' to shoot to kill.

(3) Baseline + Anomaly = Decision.

c. **Combat Profiling**. Combat Profiling is a method of proactively identifying enemy personnel or threats through human behavior pattern analysis and recognition. Combat profiling is a tool that Marines can use to improve their ability to move through the decision cycle process (OODA loop).

d. **Behavior Domains**. The behavioral domains are used to describe human behavioral characteristics. The more cues observed by the user within each domain, the stronger the evidence is to make a sound conclusion. One standalone cue, from a single domain, is rarely strong enough to make a tactical decision. There are 6 behavior domains.

(1) **Kinesics**. Kinesics, or nonverbal language, is the interpretation of body movements, gestures, and facial expressions as a means of communication. Kinesics also includes grooming habits and the positioning of a body within an area.

(2) **Biometric Cues**. Biometric cues are the interpretation of biological reactions. They are instinctive reactions to a stimulus. Histamines, adrenaline, and endorphins all elicit a human body response, such as redness, swelling, sweating, and fixed pupils. Understanding these indicators can warn of intent. Biometric cues are biological responses that are impossible to hide.

(3) **Proxemics**. Proxemics is the interpretation of spatial relationships within the context of cultural normalcies, tactical considerations, and psychosocial factors. The interpretation of these relationships determines the dynamics of human's interactions and reactions to their surroundings. Proxemics is the act of betraying affiliations through the dynamics of proximity. Proxemics may be categorized as relative distance. Proxemics will push or pull distance.

(4) **Atmospherics**. The environmental mood is interpreted consciously through the five senses and subconsciously through intuition. To the combat hunter an atmosphere is how a place looks, sounds, tastes, feels, and smells. Every baseline has an atmosphere. Paying attention to changes in the atmosphere of a community or individual and how it affects the baseline will allow you to capture or kill the enemy before they can stage an attack.

(5) **Geographics**. Geographics are the study of the physical geography, and weather of the human environment within an area. Geographics also include the interpretation of the relationships between people and their physical surroundings. This interpretation will determine the significance of social interactions as it relates to their motivations. People who are familiar with the Geographic's of an area will act, walk, and drive differently than persons who are unfamiliar with the area.

(6) **Heuristics**. Heuristics are a rapid method of mentally imprinting and labeling observed behaviors. Heuristics are stereotypes or a tactical shortcut for the brain, providing just enough information to draw a reasonable conclusion. All of a Marine's impressions will come from heuristics. This can be both good and bad, because a corrupt file folder can create a heuristic that will give him an altered sense of reality, leading to negative results. Heuristics are separate from the other behavior domains, because elements of all the other behavior domains make up heuristics. A heuristic is the brain making a prototypical match against the file folders. By using heuristics, a Marine is able to draw a conclusion and accelerate through the decision cycle process (OODA loop).

5. **COMBAT TRACKING**.

The combat tracker gathers information by analyzing the forensic evidence that is left by the enemy on the natural environment.

This information will allow Marines to develop a better intelligence picture with regard to an enemy's size, activities, location, composition, equipment, and intent.

a. **The Mission of a Combat Tracking Team:** is to follow and collect information about the signs or indicators (i.e., spoor) left by the quarry.

b. **Combat Tracking Rules.** To achieve success in tracking, it is imperative that the combat tracking team follows the rules of tracking. The 10 common rules of tracking are as follows:

- Ensure you correctly identify the tracks that you wish to follow.
- Mark and record the grid reference of the ICP.
- Never walk on top of ground spoor.
- Never overshoot the last known spoor (LKS).
- Seek evidence that would confirm that you are on the correct tracks.
- Always know exactly where you are.
- Always maintain visual contact with other team members.
- Always try to anticipate what your quarry will do.
- The tracker sets the pace of the follow-up.
- Never force a track to conform to your own preconception.

c. **Combat Tracking Indicators.** Combat tracking indicators are broken down into two main categories: observable and non-observable.

(1) **Observable Indicators.** Observable indicators are those changes to the natural state of the environment that indicate to the tracker that the prey has passed that way. Some observable indicators or clues sought by the combat tracker are ground spoor; aerial spoor; sign; litter; blood spoor; body waste; and booby-trap, IED, or landmine indicators.

(a) **Ground Spoor.** Ground spoor are marks and impressions of footwear, other body parts, or equipment that are left on ground surfaces. Ground spoor can be identified by the following five characteristics:

1. Regularity. Regularity could be a constant uniform tread pattern or the rhythm of footprints.

2. Flattening. Flattening is the impression left on the ground created by pressure from the prey.

3. Transference. Transference is the unintended movement of spoor from its natural location to another surface or object.

4. Color. The movement of the prey across the environment will reveal a color change on broken surfaces. A freshly overturned rock will reveal darker, moist soil underneath.

5. Disturbance. Disturbance is any change to the environment that is out of balance with the surrounding natural state.

(b) Aerial spoor. Aerial spoor is damage and disturbance to vegetation that is created by the passage of the prey through it, from head to foot height. Damage and disturbance may be described as the following:

1. Foliage, moss, vines, sticks, or rocks that are scuffed or snapped from their original position.

2. Broken dirt seals around rocks, mud or dirt moved to rocks or other natural debris, and water moved onto the banks of a stream.

3. Vines may be dragged.

4. Dew droplets displaced.

5. Stones and sticks are overturned to show a different color underneath.

6. Grass or other vegetation may be bent or broken in the direction of movement. This often results in an obvious color change as the sunlight reflects off of the disturbed vegetation from a different angle.

(c) Sign. Sign is any indicator other than ground or aerial spoor. Types of sign include the following:

1. Changes in the normal life of insects and spiders may indicate that someone has recently passed through the area.

2. Disturbed bees and ant nests.
3. Torn spider webs.
4. Wild animals and birds are flushed from their habitat.
5. Cries of birds that are excited by unnatural movement.
6. Moving tops of tall grass or brush on a windless day indicate that something is moving the vegetation.

(d) **Litter**. Litter is any manmade artifact that was either accidentally dropped or deliberately discarded or hidden. A poorly-trained or poorly-disciplined unit moving over terrain may leave a track of litter. Litter may be described as the following:

1. Gum or candy wrappers.
2. Sunflower seeds.
3. Ration cans or packages.
4. Cigarette butts.
5. Remains of fires.
6. Bloody bandages.
7. After an attack or ambush, spent shell cases will be easy to identify from the ambush position.

(e) **Blood spoor**. Blood dropped or splashed onto the ground as the result of a wound is blood spoor. The level of blood smears and the amount of blood will indicate the position and severity of the wound. Different types of blood spoor include the following:

1. Venous bleeding will generally be a darker red. As the wound heals, the drips and drops will subside.
2. Arterial bleeding is characterized by brighter red spurts and splashes.

3. A shot through the lungs or thoracic cavity will produce pink and frothy blood.

4. A head wound will typically be accompanied by a mixture of grey matter, bone fragments, and blood.

5. A gut shot generates a dark red, blackish, and foul odor as bile is mixed with the blood.

(f) **Body Waste.** Urine and feces is body waste that will leave a stain when deposited on the ground, trees, bushes, or rocks. Analysis of feces can also indicate the health of the prey. Body waste may also include any item placed in the mouth, then ejected or vomited.

(g) **Booby-trap, IED, Or Landmine Indicators.** A booby-trap, IED, or landmine indicator may consist of trip wires, disturbed ground, protruding branches across trails, metal spikes in the ground, unnatural hollows or depressions, brushed ground.

(2) **Non-observable Indictors.** Non-observable indicators can be both subtle and obvious. Although the combat tracker will not see these indicators with his eyes, he will use his other senses to collect and identify them. Noises, smells, and other sensory activators are just as important to the combat tracker as observed clues and may include the following:

(a) The smell of sweat, bug spray, or rifle oil can be detected from several yards away.

(b) Cigarette smoke and cooking odors can be smelled for up to a thousand yards away.

(c) Certain noises may indicate the presence of the prey. Some of these sounds can be heard at great distances.

(d) The absence of noise, such as insects and birds ceasing to chirp, will also indicate the presence of the prey.

(3) **The Sixth Sense.** The combat tracker must never ignore what is called the sixth sense or intuition. The sixth sense is subtle, subconscious sensory inputs that have not been processed into conscious, recognizable, and logical thoughts by the brain yet. In the absence of recognizable facts, a combat tracker may have to rely upon his sixth sense.

d. **Dynamics Of A Footprint.**

(1) **The Three Elements To The Dynamics Of A Footprint.**

(a) **Primary Impact Point (PIP).** The point where the foot first strikes the deck

(b) **Foot Roll.** The area of the foot that rolls left or right when impacting the ground, leaving an indent.

(c) **Terminal Point.** The last part of the foot that has contact with ground before moving to make another step.

(2) **Characteristics Of Human Pace.** When analyzing the ground impact, the effects between the Primary Impact Point and the Terminal Point is possible to interpret with some accuracy to determine what activity has taken place. The five action indicator elements are:

(a) **Stride.** Distance from one heel to the other heel.

(b) **Pitch Angle.** Angle the foot "pitches out" from the line of travel.

(c) **Straddle.** Distance between the inside edge of the left foot to the inside of the right foot. If the person were standing still with their feet close together, the Straddle is the distance measured in between the two feet at the closest point.

(d) **Pressure.** Weight of the body, through the foot, putting pressure onto the ground.

(e) **Dwell Time.** Amount of time the foot is on the ground in the same spot.

6. **Decision Cycle Process (OODA).** The decision cycle process is the constantly revolving cycle that the mind goes through when dealing with tasks that range from the mundane to the most complicated. This decision cycle process follows the pattern of observe, orient, decide, act (OODA). This decision cycle process applies to friendly forces, enemy forces, and noncombatants. It is how the mind deals with the outside

environment and translates it into action. Proper use of this decision cycle process will allow Marines to make the appropriate decision quicker than their enemies.

a. **Observe**. Observation, the first step in the OODA loop, is a search for information that is relative to the tactical situation, includes: outside information, which could include the environment; enemy tactics, techniques, and procedures (TTP); and the physical, mental, and moral situation. It must be emphasized that this is not a passive step and requires an active effort to seek out all of the available information by whatever means possible.

b. **Orient**. During orientation, the Marine uses information to form an awareness of the circumstances. As more information is received, he updates his perceptions as needed. Different people require different levels of detail to perceive an event. Orientation emphasizes the context in which events occur, so that people may facilitate their decisions and actions. Orientation helps to turn information into understanding. It is understanding that leads to making good decisions.

c. **Decide**. Making a decision is a conscious activity following orientation. The decision is based upon the Marine's perceived observations, training, experience, rules of engagement, orders, and directives. Through repetitive training, some decisions can become automatic or reflexive; for example, immediate action drills for a weapon's malfunction.

d. **Act**. It is crucial to understand that the action is the implementation of the decision that is taken and will influence the environment. Any change in the environment requires that a Marine must reassess the situation and recycle through the decision cycle process (OODA loop). The more factors there are to consider, the more difficult it is to analyze them. Being able to quickly know where to focus and what to ignore is crucial.

REFERENCES:

Combat Hunter Operations, MCIP 3-11.01
Operational Culture for the Warfighter: Principles and Applications
Scout Sniping, MCWP 3-15.3
Scouting and Patrolling, MCWP 3-11.3