
UNITED STATES MARINE CORPS
THE BASIC SCHOOL
MARINE CORPS TRAINING COMMAND
CAMP BARRETT, VIRGINIA 22134-5019

RIFLE SQUAD TACTICS
B2F0327
STUDENT HANDOUT

Rifle Squad Tactics

Introduction

The Marine Corps' philosophy of warfighting is based on an approach to war called maneuver warfare. In several previous classes the tactical tenets and the Principles of War and their applicability to war at any level were discussed. This class will focus on ground combat offensive operation fundamentals, specifically at the squad level, (MCWP 3-1, Ch 5), which, when applied in concert with basic maneuver warfare concepts, enable us to fight intelligently in any environment.

Importance

This student handout pertains equally to all Marine leaders, whether their duties entail combat service support, combat support, or combat arms. It applies tactics at the basic squad level in the offense which is used as a building block for larger units. All Marines face tactical decisions in battle regardless of their roles. Tactical leaders must develop and hone their warfighting skills through study and practice.

In This Lesson

This lesson will give you a framework of how to make sound tactical decisions and begin to understand the tactical decision making process at the squad level.

This lesson covers the following topics:

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Terminal Learning Objectives**Learning Objectives**

TBS-OFF-2102 Given a mission, implement Marie Corps Warfighting concepts, to accomplish the mission.

TBS-OFF-1001 Given a unit, an objective, and an order, lead a unit in offensive operations, to accomplish the mission and meet the commander's intent.

Enabling Learning Objectives

TBS-DEF-1008a Given an order from higher and a mental estimate of the situation, develop a defensive priority of work to accomplish the mission.

TBS-DEF-1008g Given a unit, an assigned area or sector from which to defend, a scheme of maneuver, supervise the establishment of defensive positions, to support the defensive scheme of maneuver.

TBS-DEF-1008h Given a unit, an assigned area or sector from which to defend, supervise the emplacement of sector bags, to define individual unit sectors of fire.

TBS-OFF-2102d Given a mission and commander's intent, employ tactical tasks to accomplish the mission.

TBS-OFF-2102k Given a mission and commander's intent, develop a mental estimate of the situation using METT-TC to accomplish the mission.

Offensive Fundamentals

Definition of Offensive Operations Operations which aim at destroying or defeating an enemy. Their purpose is to impose US will on the enemy and achieve decisive victory (MCRP 5-12A).

Purposes of the Offense Infantry units normally undertake offensive operations to:

- Destroy enemy forces, equipment, and resources.
- Deceive and divert the enemy.
- Deprive the enemy of resources.
- Gain information on the enemy.
- Fix the enemy in place.
- Seize key terrain.
- Produce a reaction from the enemy.
- Disrupt enemy actions or preparations.

The Tactical Tenets and related Principles of War should be considered throughout the planning of any military operation. This includes both predictions of enemy actions and the design of a friendly scheme of maneuver.

Types of Offensive Operations There are four types of offensive operations, which may occur in sequence, simultaneously, or independently. Fashion of application is driven by the commander's tactical thought process.

- Movement to Contact – Offensive operation that seeks to gain or regain contact and develop the situation in relation to an enemy whose general location is known, but exact location is unknown.
- Attack – Offensive operation characterized by coordinated movement, supported by fire, conducted to defeat, destroy, neutralize, or capture the enemy. (MCDP 1-0) This is the type of offensive operation we are focused on for this class.
- Exploitation – Offensive operation that follows a successful attack and is designed to disorganize the enemy in depth. (MCRP 5-12A)
- Pursuit – Offensive operation designed to catch or cut off a hostile force attempting to escape, with the aim of destroying it. (MCRP 5-12A)

Offensive Fundamentals - Attack

As stated above, the type of offensive operation we will be focused on in this lesson is the attack. The purpose of which is to defeat or destroy the enemy at a known position. For the purpose of this class there are two types of attacks.

Types of Attack

- Hasty Attack – An attack in which preparation time is traded for speed to exploit opportunity. (i.e. chance contact). (MCRP 5-12A, MCDP 1-0)
- Deliberate Attack – Offensive action characterized by pre-planned coordinated employment of firepower and maneuver to close with and destroy the enemy. (MCRP 5-12A, MCDP 1-0)

Phases of the Attack

Offensive operations are commonly broken down into three phases:

- Preparation.
- Conduct.
- Exploitation.

These phases are not to be considered as distinct entities as there is not always a definable separation between them. Though they are inherent in most offensive operations, they are rarely referred to by name in operation orders.

Forms of Maneuver

The offensive forms of maneuver are the basic techniques a force conducting offensive operations uses to gain an advantage over the enemy. The decision on the form of maneuver to utilize in an operation is accomplished during the Preparation phase of the attack. There are six forms of maneuver:

- Frontal Attack
- Flanking Attack
- Envelopment
- Turning Movement
- Infiltration
- Penetration

At the squad level, we will focus on frontal and flanking attacks.

Offensive Fundamentals – Commonly Used Tactical Tasks

Appropriate use of tactical tasks is critical to the understanding of a task issued to any subordinate. Deviation from the commonly understood definition of a particular task, or use of a non-military tasking is not wrong, but will require the commander to specify the definition and ensure it is understood. Failure to do so will result in undesired results. Keeping in mind that Simplicity is a tactical tenet, a commander should weigh the risk versus gain of utilizing non-standard tasking statements.

Enemy-Oriented Tactical Tasks

Ambush	A surprise attack by fire from concealed positions on a moving or temporarily halted enemy.
Attack by Fire	Fires (direct or indirect) to destroy the enemy from a distance, normally used when the mission does not require or support occupation of the objective.
Block	To deny the enemy access to a given area or to prevent enemy advance in a given direction or an avenue of approach. It may be for a specified time.
Breach	To break through or secure a passage through a natural or enemy obstacle.
Bypass	To maneuver around an obstacle, position, or enemy force to maintain the momentum of an advance.
Canalize	The use of existing or reinforcing obstacles or fires to restrict enemy operations to a narrow zone.
Contain	To stop, hold, or surround enemy forces or to keep the enemy in a given area and prevent his withdrawing any part of his forces for use elsewhere.
Defeat	To disrupt or nullify the enemy commander's plan and overcome his will to fight, thus making him unwilling or unable to pursue his adopted course of action.
Destroy	Physically rendering an enemy force combat-ineffective unless it is reconstituted.
Disrupt	To integrate fires and obstacles to break apart an enemy's formation and tempo, interrupt his time table, or cause premature commitment or piecemealing of his forces.
Exploit	Take full advantage of success in battle and follow up initial gains; offensive actions that usually follow successful attack and are designed to disorganize the enemy in depth.
Feint	An offensive action involving contact with the enemy to deceive him about the location or time of the actual main offensive action.
Fix	To prevent the enemy from moving any part of his forces either from a specific location or for a specific period of time by holding or surrounding them to prevent their withdrawal for use elsewhere.

Interdict	An action to divert, disrupt, delay or destroy the enemy's surface military potential before it can be used effectively against friendly forces.
Neutralize	To render the enemy or his resources ineffective or unusable.
Penetrate	To break through the enemy's defense and disrupt his defensive system.
Reconnoiter	To obtain visual observation or other methods, information about the activities and resources of an enemy or potential enemy.
Rupture	To create a gap in enemy defensive positions quickly.
Support By Fire	Where a force engages the enemy by direct fire to support a maneuvering force using overwatch or by establishing a base of fire. The supporting force does not capture enemy forces or terrain.
Suppress	A tactical mission task that results in the temporary degradation of the performance of a force or weapon system below the level needed to accomplish its mission.

Terrain-Oriented Tactical Tasks

Clear	The removal of enemy forces and elimination of organized resistance in an assigned zone, area or location by destroying, capturing or forcing the withdrawal of enemy forces that could interfere with the unit's ability to accomplish its mission.
Control	To maintain physical influence by occupation or range of weapon systems over the activities or access in a defined area.
Occupy	To move onto an objective, key terrain or other man-made or natural terrain area without opposition, and control the entire area.
Reconnoiter	To secure data about the meteorological, hydrographic or geographic characteristics of a particular area.
Retain	To occupy and hold a terrain feature to ensure it is free of enemy occupation or use.
Secure	To gain possession of a position or terrain feature, with or without force, and to prevent its destruction or loss by enemy action. The attacking force may or may not have to physically occupy the area.
Seize	To clear a designated area and gain control of it.

Friendly-Oriented Tactical Tasks

Breach	To break through or secure a passage through a natural or friendly obstacle.
Cover	Offensive or defensive actions to protect the force.
Disengage	To break contact with the enemy and move to a point where the enemy cannot observe nor engage the unit by direct fire.
Displace	To leave one position and take another. Forces may be displaced laterally to concentrate combat power in threatened areas
Exfiltrate	The removal of personnel or units from areas under enemy control.
Follow	The order of movement of combat, combat support, and combat service support forces in a given combat operation.

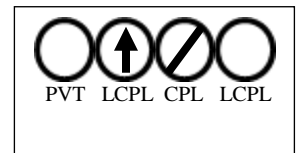
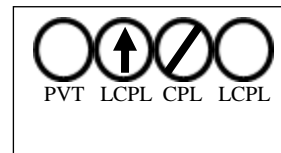
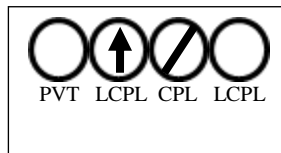
Guard	To protect the main force by fighting to gain time while also observing and reporting information.
Protect	To prevent observation, engagement or interference with a force or location.
Screen	To observe, identify and report information and only fight in self-protection.

Squad Tactics - Characteristics

In order to apply the offensive concepts we have learned to this point, we first must understand the characteristics of a squad.

Mission: Locate, close with, and destroy the enemy by fire and maneuver, or repel the enemy's assault by fire and close combat.

Squad Task Organization



Squad Leader Responsibilities in Combat

The squad leader carries out the orders issued to him by the platoon commander. Responsible for the tactical employment, fire discipline, fire control, and maneuver of the squad. Squad leaders position themselves where they can best carry out the orders of the platoon commander and observe and control the squad.

Fire Team Leader Responsibilities in Combat

Carries out the orders of the squad leader. In combat Fire Team leaders position themselves where they can best observe and control the fire team, particularly the fire team's automatic fire. May or may not serve as grenadiers based on the detriment such duty may have on their ability to lead.

Organic Weapons Supplementary Weapons

M-16; M-203; M-27

Demolitions; Claymores; Hand Grenades; Ground Signals and Flares; Assault Weapons (AT-4; SMAW; LAW), M-249

Fire Support

60mm Mortars ; 81mm Mortars ; Artillery; Close Air Support

Optical Equipment

PVS-14; PAS-13; PAS-22 ; PEQ-15

Communication Equipment

(1) PRC-119 (B/F) ; PRC-152 ; PRC153 ; GPS

Squad Tactics: Squad in the Attack - Preparation

Preparation Phase: The preparation phase typically begins with the receipt of a warning order or mission and will consist of the six troop leading steps (BAMCIS). While the optimal order of preparation follows this order of steps, it should be noted that the order of BAMCIS may vary in execution depending on the situation. The tactical tenets and related principles of war should be considered throughout the BAMCIS process. They are the foundation for our decision making throughout our tactical planning process.

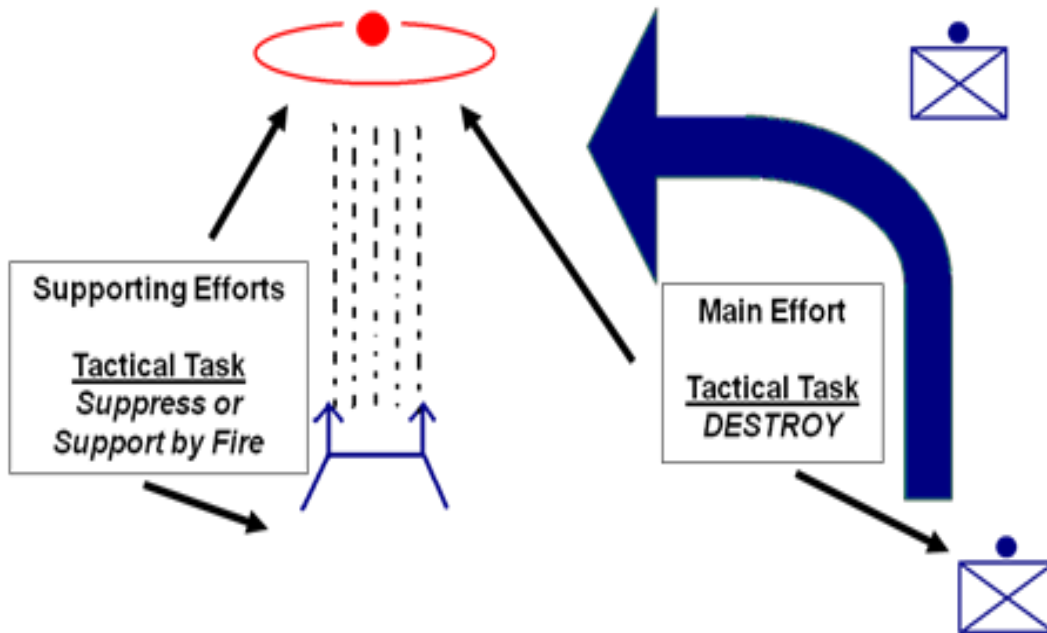
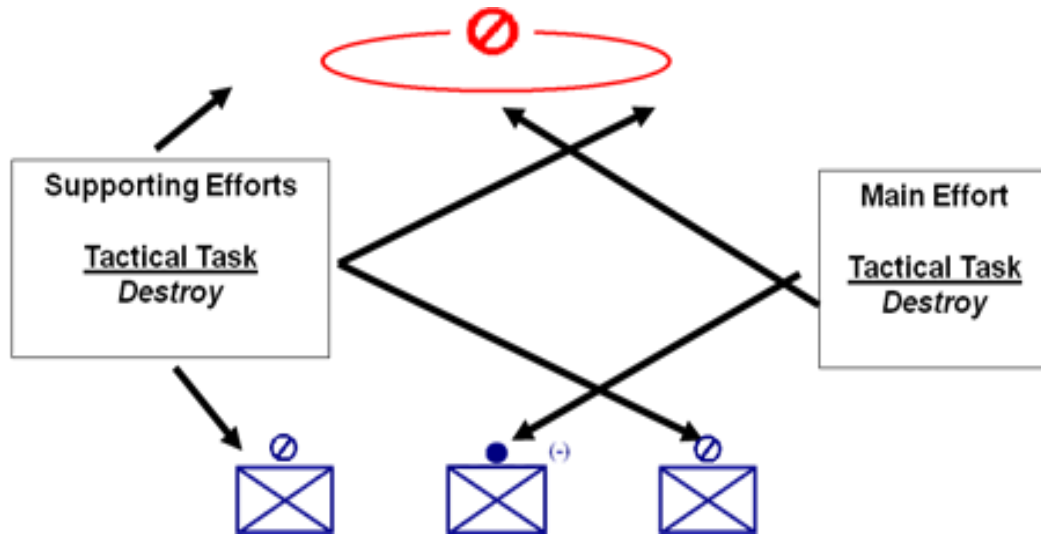
- Tactical Planning.
 - **B**egin the planning.
- Reconnaissance.
 - **A**rrange for Reconnaissance.
 - **M**ake Reconnaissance.
- Write out Operations Order.
 - **C**omplete the plan.
- Delivery of the Order.
 - **I**ssue of the Order.
 - **S**upervise.

Tactical Planning - *Begin the Planning*

Analyze the Order from Higher

- Ensure comprehension of Higher's Intent.
- Identify Squad Tasks/Mission (2 types).
 - **Main Effort.** The commander provides the bulk of his combat power to the main effort to maintain momentum and ensure accomplishment of the mission. The main effort is provided with the greatest mobility and the preponderance of combat support. The main effort is the commander's bid for success.
 - **Supporting Effort.** A supporting effort can be both offensive and defensive operations carried out in conjunction with a main effort and is designed to support the main effort.

Squad Tactics: Squad in the Attack - Preparation



Squad Tactics: Squad in the Attack – Preparation (Continued)

**Conduct METT-TC
Analysis: Mission; Enemy;
Terrain and Weather;
Troops and Fire Support;
Time; Civil Considerations**

- Map Reconnaissance.
 - Turn the map around and put yourself in the enemy's place.
 - How and where can the enemy affect your mission, the objective, route to the objective, and after the enemy is destroyed on the objective.

- Combat Operations Center (COC) coordination.
 - Recent enemy activity.
 - Enemy strengths and weaknesses.
 - Enemy tactics, techniques and procedures (TTPs) and patterns.

**Develop Enemy Most
Likely Course of Action
(EMLCOA)**

-
- In relation to all phases of the attack, movement to the objective, actions on the objective, and in consolidation.
 - Examples of detail which should be included in the EMLCOA are potential:
 - Enemy ambush sites.
 - Enemy patrol routes.
 - Enemy listening posts/observation posts (LP/OPs).
 - Orientation of the enemy position.
 - Location of machine guns.
 - Routes of withdrawal.
 - Possible counter-attacks.

 - EMLCOA is used to develop the tentative scheme of maneuver (SOM) and fire support plan (FSP).

Develop and Issue Warning Order

Squad Tactics: Squad in the Attack – Preparation (Continued)

Reconnaissance: *Arrange for Reconnaissance, Make Reconnaissance***Arrange for
Reconnaissance**

Arranging for reconnaissance need not necessarily be within the squad, or the platoon. Nor does it necessarily consist of a ground reconnaissance patrol. While that is the most effective it may not be available.

Make Reconnaissance

The key to arranging for reconnaissance is that in its execution it will validate any assumptions made during the METT-TC process, and most importantly will confirm or deny the EMLCOA.

Squad Tactics: Squad in the Attack – Preparation (Continued)

Complete the Plan: Write Out Operations Order

Transitioning from reconnaissance, the leader should ensure incorporation of the new information gained from the reconnaissance, refining their EMLCOA, CG / CV analysis. The leader should also consider beginning coordination with lateral units, especially when the squad is part of a larger operation. This should continue throughout the remainder of the preparation process. Crucial to the development of the plan is the identification of the Main Effort (Mass) and the Supporting Efforts (Economy of Force). The Commander MUST designate the bid for success. If the tactician has considered the tactical tenets and principles of war throughout the process, this should be readily recognizable. Remember, they provide the basis for our tactical decision making.

Develop the Scheme of Maneuver

- Frontal Attack: A frontal attack is directed against the front of an enemy force. *The attack's goal is to break through the enemy defense and disrupt the defensive system, achieving a penetration.* The frontal attack generally is the least preferred form of maneuver because it strikes the enemy where he is strongest. A supporting attack and supporting arms may be used to suppress the enemy. A frontal attack may be appropriate:

- For overrunning a weak or disorganized enemy.
- During a pursuit.
- For fixing an enemy in place.
- When a commander possesses overwhelming combat power and the enemy is at a clear disadvantage.

- Flanking Attack: A flanking attack is an offensive maneuver directed at the flank of an enemy. A flanking attack seeks to strike the enemy from an unexpected direction — achieving a degree of surprise and avoiding the enemy's principal orientation of his main weapons systems.

- Usually (but not always) involves a supporting attack to suppress/fix the enemy.
- A reconnaissance of the enemy positions enhances the attacker's ability to identify and avoid automatic weapons, key obstacles, and mines.

Squad Tactics: Squad in the Attack – Preparation (Continued)

Complete the Plan: Write Out Operations Order (Continued)

Develop Methods of Control

- Tactical control measures:
 - **Assembly Area (AA)** - Friendly/Permissive Environment.
 - Issue Order.
 - Rehearsals.
 - Ammunition draw.
 - Pre-Combat Checks (PCCs)
 - Pre-Combat Inspections (PCIs)
 - Weapons/Equipment/Communication checks.
 - Extra/Special equipment drawn.
 - **Attack Position (ATK POS)** - Last covered and concealed position before crossing the Line of Departure (LD).
 - Make Condition 1 (Closed Bolt) / Condition 3 (Open Bolt)
 - Last minute preparation / Final checks completed
 - Deployment into initial attack formations
 - Coordination with higher
 - **Line of Departure (LD)** – A line designated to coordinate the departure of attacking elements.
 - **Assault Position (ASLT POS)** - Last covered and concealed position before the objective.
 - Easily recognizable on the ground.
 - Call for Supporting Fire
 - Deployment into final assault formation.

Squad Tactics: Squad in the Attack – Preparation (Continued)

Complete the Plan: Write Out Operations Order (Continued)

Develop Formations for Movement

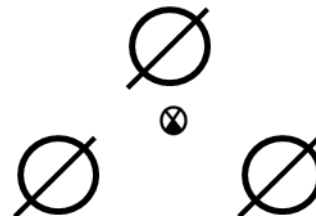
The table below lists only examples of some formations; speed and security will dictate the formation to be used in *different* environments.

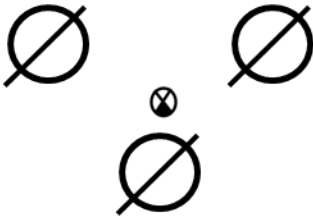
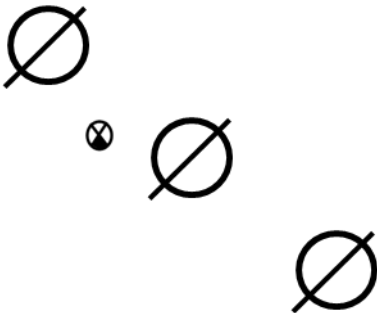
Location	Formation
Assembly area to attack position/line of departure	<ul style="list-style-type: none"> • Column
Line of departure to assault position	<ul style="list-style-type: none"> • Wedge • Column • Depends on terrain or enemy situation
Assault position to limit of advance	<ul style="list-style-type: none"> • Wedge • Column • Squad Line

Squad Column



Wedge



Vee**Online****Echelon****Delivery**

-
- Issue the order in the AA.
 - Complete pre-combat checks.
 - Rehearsals, back briefs, pre-combat inspections.

Movement to Line of Departure

Squad Tactics: Squad in the Attack – Conduct

The conduct phase of the attack begins when the squad crosses the Line of Departure. Crossing of the Line of Departure is NEVER to occur late, but may occur early upon request. Completion of the Conduct Phase occurs when we have assaulted *through* the objective and begin the Consolidation/Exploitation Phase.

Movement to ASLT POS

Specific control measures or formations will be dictated by:

- Situation
- Speed
- Mission
- Degree of Flexibility
- Weather
- Terrain

Actions at the Assault Position, the last recognizable covered and concealed position before the objective include:

- Deployment into final assault formation.

Movement to the Objective ASLT POS -> OBJ

Movement occurs with a purpose, preferably under the protection of supporting fires. The goal is to assault through the enemy objective in such a fashion that the enemy is unable to react to our assault (Surprise).

- Wedge
- Echelon
- Squad On Line

The Infantry Automatic Weapon (IAR) is capable of a high volume of accurate fire. Therefore, it is the primary weapon with which the fire team leader can gain fire superiority over the enemy and then begin to advance his team against the enemy. The IAR also provides the primary means to maintain fire superiority to ensure the enemy is suppressed and the fire team's movement is continuously covered by fire.

Squad Tactics: Squad in the Attack – Conduct (Continued)

Movement Under Fire / Actions in the Assault

To control the squad when under enemy fire, the squad leader must consider the battlefield noise and confusion. If enemy fire is light, the squad leader may be able to control the fire team leaders by voice, whistle, or arm and hand signals. As the volume of enemy fire increases, this type of control becomes impossible. The squad leader must rely on the skill and initiative of the fire team leaders to carry out the instructions he previously gave them. Below are various methods and concepts that will enhance the leader's ability to communicate and lead their unit through the assault.

Fighter/Leader. Fire team and squad leaders *must fight and lead* their units to the objective. During the Fog of War, it will be more effective for a fire team or squad leader to execute what he / she wants done rather than verbally communicate it. Their violence of action will set the tone of their unit's attack and will maintain the momentum of their unit's assault. Unit leaders must maintain situational awareness and be prepared to provide the fire or execute the movement that re-orient their unit on the enemy and accelerates the speed of the unit's assault.

Base Unit Concept. Unit leaders control the speed, direction, and orientation of their entire unit by locating themselves in close proximity with the base unit, a designated sub-unit that serves as a reference point for the other sub-unit's related movements. Unit leaders control their entire unit by driving the base unit through the objective area. *Its foundation is effective lateral and implicit communication.*

Reasons for Base Unit. The purpose of the base unit is to allow:

- The squad leader to control his unit when verbal commands cannot be heard.
- Ease of control when visibility restrictions do not allow team leaders to see the squad leader.
- Extend the flexibility of small unit direction changes down to the fire team leader, enabling him to maximize the use of micro-terrain allow the:
 - Fire teams to maximize the use of movement and firepower within the team.
 - Squad leader to quickly change the direction and speed of the attack using hand and arm signals to direct the base unit fire team and allowing the other two teams to follow the base unit.

Squad Tactics: Squad in the Attack – Conduct (Continued)

Movement Under Fire / Actions in the Assault (Continued)

Application of Base Unit Concept. The squad leader positions himself next to the team leader of the team designated as the base unit. The squad leader controls the squad by using the base unit fire team leader. If the base unit becomes pinned down or otherwise unable to continue movement forward as a result of an enemy surface, the squad leader can quickly reposition himself with another fire team and continue with the attack using a new base unit. The squad leader, using the fighter/leader concept, dictates speed and direction. The fighter/leader concept allows squad leaders to establish direction and speed of unit movement by their own individual movements and positioning near the base fire team.

The fire team leaders must be:

- Able to move short distances to the left, right, forward, and back during movement
- Careful to guide off the general direction and speed of the base unit so as not to fire into other teams

Considerations of the Base Unit Concept. In heavy vegetation and limited visibility, the flanking fire team members nearest the base unit must maintain visual or physical contact (connecting files) with the base unit so the squad leader can direct them.

Movement Under Fire / Actions in the Assault (Continued)

Buddy Team/Pair. Occur when Marines have broken down to their smallest maneuver unit. The Buddy Team/Pair is the smallest Maneuver unit in the Marine Corps.

Roles/Responsibilities: Within the buddy pair, one Marine is in the “fore” position while one Marine is in the “aft” position.

Marine in “Fore” Position	Marine in “Aft” Position
Engages enemy	Assesses the effects of his buddy’s suppression
Covers Sector (if no enemy)	Looks to unit leader then buddy
	Identifies micro terrain
	Prepares a rocket/hand grenade
	Employs M203
	Reloads Weapon
	Initiates the next buddy rush

Suppress, Assess, Move: While firing and moving as part of a buddy pair, each Marine will cycle through the following steps:

Step	Action
Suppress	One Marine suppresses enemy from the “fore” position while his buddy is in the “aft” position.
Assess	The Marine in the “aft” position assesses the effects of his buddy’s suppression before moving. Once suppression is effective, the Marine in the “aft” position looks to his unit leader, looks to his buddy, identifies micro terrain, manipulates his weapon (and performs additional actions from above table where appropriate).
Move	Under effective suppression, the Marine from the “aft” position quickly moves to the micro terrain he already identified and begins engaging enemy or searching/assessing his sector (when no enemy). Only when the Marine has accurate fire or verbally confirms he is covering his sector (when no enemy) does the Marine in the “fore” position begin to transition and perform the responsibilities of the “aft” position.

- Within a fire team, exists two buddy teams.
- Fire team leader’s buddy team becomes the base unit for the team.
- Lateral and implicit communication are most likely to occur between:
 - The Marines of the buddy team.
 - The buddy teams themselves.

Squad Tactics: Squad in the Attack – Conduct (Continued)

Movement Under Fire / Actions in the Assault (Continued)

“The 300 Mil Rule”: The mil is an angle of measurement that is much smaller than a degree (17.8 Mills are equal to 1 Degree). We can approximate 300 Mills by fully extending both the thumb and pinky and positioning the hand to the right and left of the front sight post of the weapon. When Marines rush next to one another, it is important not to engage downrange when a Marine comes within the 300 mil buffer in order to limit the risk of fratricide. For this reason, Marines must limit the length of their rushes to distances that will enable their buddy to continue engaging enemy.

Individual Actions. Some principles for individual movement under fire are:

- Use high crawl to gain ground and to be able to access weapon if needed, especially when under sporadic fire or when negotiating low obstacles
- Use low crawl when under intense fire or for negotiating low obstacles
- Execute rushes in short intervals to covered and concealed positions

Note: The commonly referred to method is to being movement by saying to yourself, “I’m up — they see me — I’m down.” You should get in the prone position when you say, “I’m down.”

Before you begin movement, choose a covered position to move to. If none are available, low crawl.

Squad Tactics: Squad in the Attack – Conduct (Continued)

Squad in the Assault

Movement Under Fire.

To maintain control of the squad under heavy enemy fire, the squad leader positions himself near the fire team leader of the designated base unit fire team. By regulating the actions of the base unit fire team leader, the squad leader retains control of the squad. The base unit fire team leader controls the action of his fire team; the other fire team leaders base their actions on those of the base unit fire team. For the squad to be effective in combat, this type of control must be practiced and perfected in training.

The squad leader uses the base unit fire team to control the squad's:

- Direction.
- Orientation
- Speed

The intent is not for the other fire teams to maintain rigid positions relative to the base unit fire team; rather, the base unit fire team serves merely as a general guide. If another fire team can move forward more rapidly than the base fire team, it should do so.

For instance, if the base fire team is receiving enemy fire but the terrain in front of another fire team provides cover from enemy fire, the latter team should move rapidly forward to a position where they can deliver fire on the enemy. Covering the base fire team's movement by fire takes pressure off them and permits them to move forward. Once the base fire team comes generally abreast, the other fire teams can then resume fire and movement.

On contact, the squad/team leader issues a fire command using the ADDRAC (Alert, Direction, Target Description, Range, Target Assignment, and Fire Control) or a portion of this format to the squad/team.

It is critical that emphasis is placed on the IAR as suppressive fire. Without suppression and fire superiority, the unit will not gain ground. *Suppression is what makes the rushes effective.*

Squad Tactics: Squad in the Attack – Conduct (Continued)

Squad in the Assault

Fire and Maneuver and Fire and Movement

Fire and Maneuver. Fire and maneuver is a technique of advance in which one element (the maneuver element) moves while being supported by another element (the support by fire element). *A separate and distinct mission is assigned to each element.*

Fire and Movement. Fire and movement is a technique of advance in which *elements and individuals provide their own suppression* and move by bounds. Elements and individuals alternate the firing and moving so that movement is always covered by fire, and the assault's momentum is retained.

A commonly held misconception is that these are separate and distinct concepts. The concepts, much like the Art and Science of Tactics, are most often intertwined. Fire and movement is the technique of advance that allows us to maintain momentum in the assault. In the execution of a fix and flank fire and maneuver scenario, the maneuver element executes fire and movement to maintain their momentum in the assault under supporting fires.

Squad Tactics: Squad in the Attack – Conduct (Continued)

Consolidation also facilitates the rapid reorganization of a hasty defense to permit the attacking unit to hold the objective just seized in the event of an enemy counter attack.

Why consolidate and reorganize?

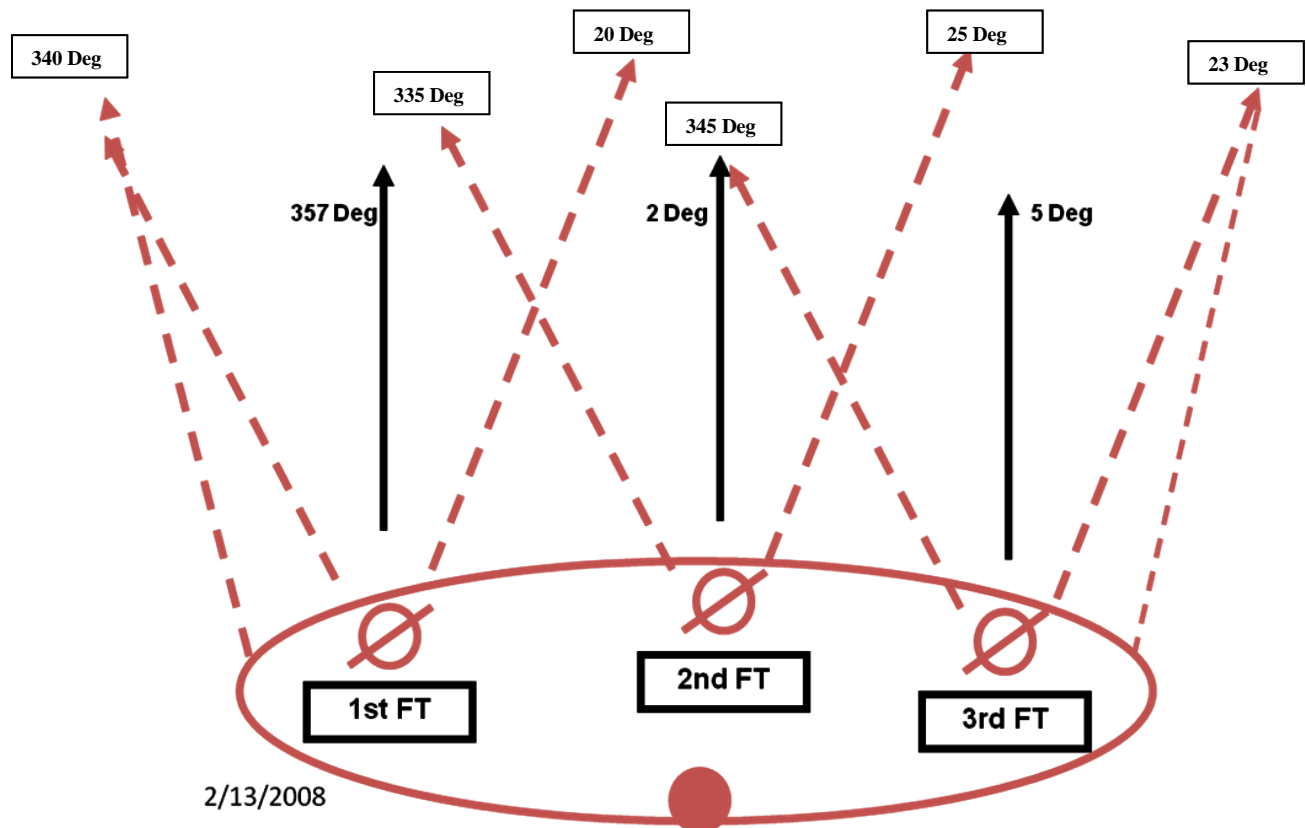
- Preparation for the enemy's counter attack.
- Reestablish Command and Control within the unit.
- Reestablish communications with higher.
- Address casualties/ammo.
- Preparation to resume the attack/pursue the enemy.

S.A.F.E. The acronym (Security, Automatic Weapons, Fields of Fire, Entrenchment) that describes the priority of work during the initial phase of establishing a hasty defense, takes place during consolidation. S.A.F.E. is a guideline for the *seamless* transition from the offense to the occupation of the defense.

1. Security –
 - a. All IARs manned at all times (at a minimum)
 - b. All units are responsible for their own security
 - c. Security is continuous
 - d. Use clock method to establish initial 180 or 360 degree security (i.e. 11-1, 1-3, 9-11)
2. Automatic weapons –
 - a. Emplaced first and always manned
 - b. Cover all avenues of approach and key terrain

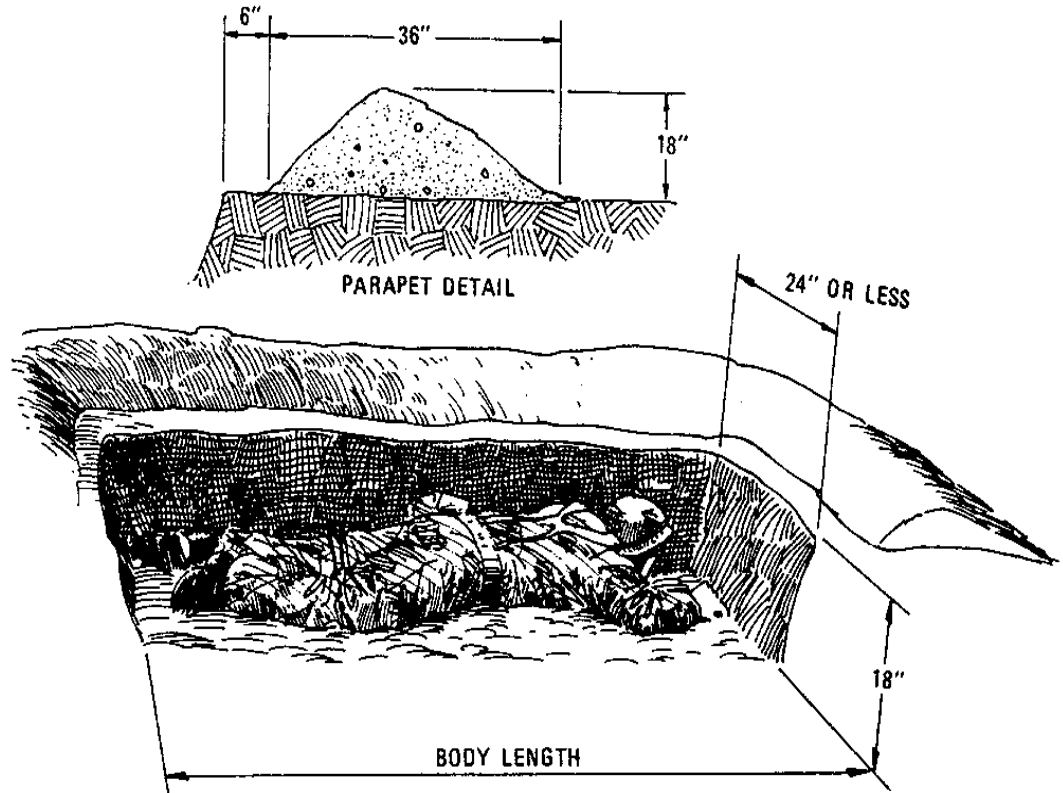
Squad Tactics: Squad in the Attack – Conduct (Continued)

3. Fields of Fire –
 - a. The area which a weapon or a group of weapons may cover effectively with fire from a given position.
 - i. Established as soon as automatic weapons are emplaced
 - ii. Must be interlocking
 - iii. Entire fire team will cover the same sector of fire
 - iv. Diagram:

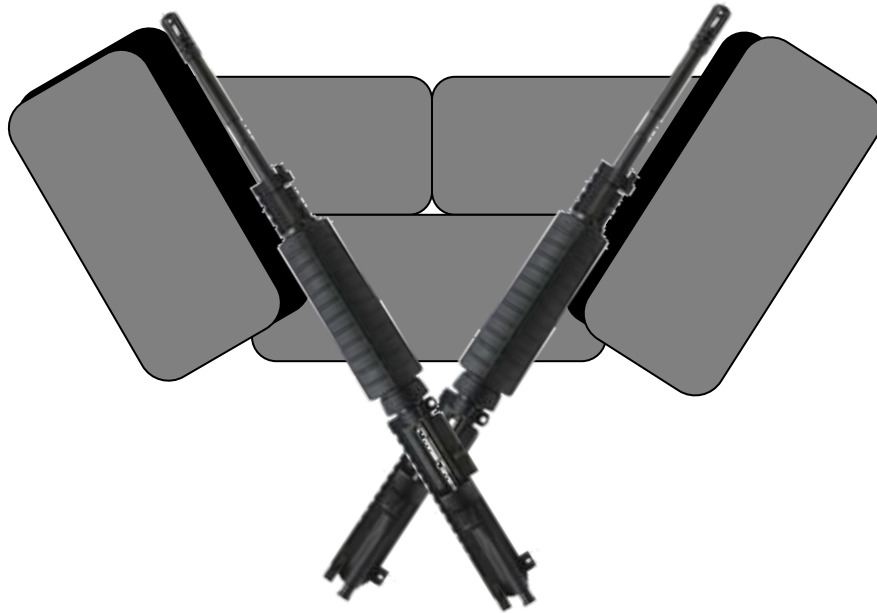


Squad Tactics: Squad in the Attack – Conduct (Continued)

4. Entrench –
- a. Start to entrench (dig) skirmisher trenches once fields of fire have been verified by the squad leader
 - i. Skirmisher trench is a hasty position that is long and wide enough to lay horizontally and roughly 18 inches deep
 - ii. The dirt from within the hole is used to fill sand bags for to set sectors of fire for the position.
 - iii. Diagram:

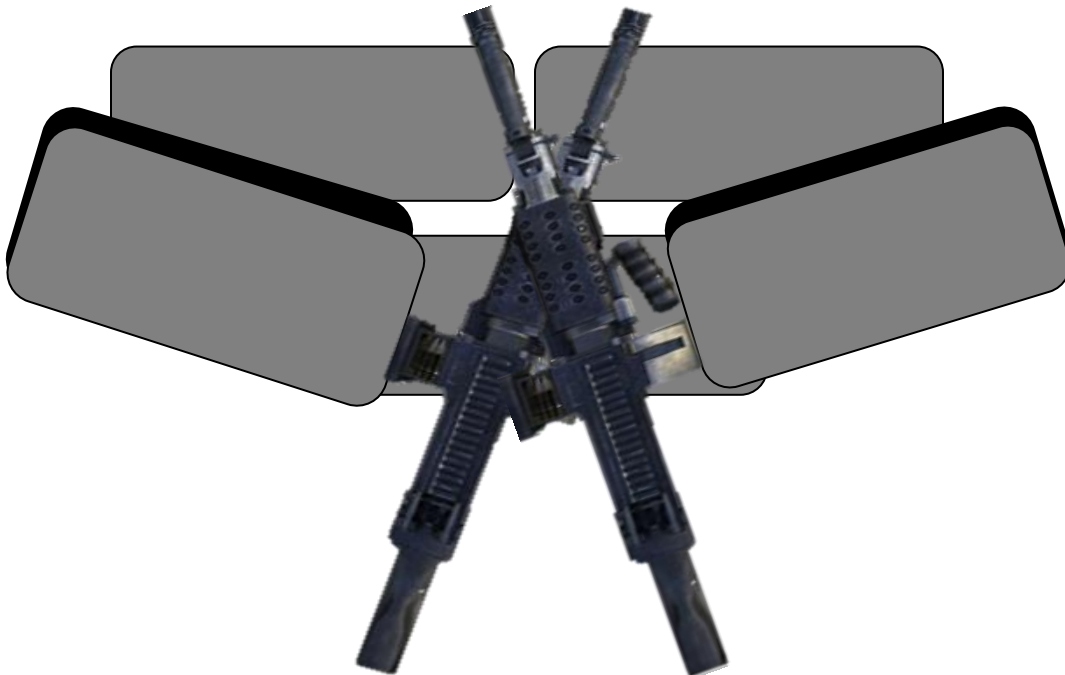


iv. Diagram of Sector Bags:



M-16/ M-4 Sandbag Configuration

Note: Gap between base bags for bipods



M-249 Sandbag Configuration

Squad Tactics: Squad in the Attack – Conduct (Continued)

Sectors of Fire. A defined area which is required to be covered by the fire of individual or crew-served weapons or the weapons of a unit (i.e., fire team or squad). A wedge-shaped area enclosed by two lateral limits and a forward limit. Leaders use sectors of fire to assign responsibility and to ensure distribution of fires across the squad front. Sectors should overlap with adjacent (fire team) sectors. A fire team is the lowest level that is assigned a sector of fire.

Reporting Procedures. The acronym A.C.E. (Ammo, Casualties, and Equipment) is used to receive the report from your subordinates. Immediately following the attack the squad leader will start setting in security and receiving A.C.E reports from the fire team leaders. Here are some actions to be taken for each:

- Ammo –
 - Receive ammo percentage from fire teams.
 - Redistribution among the squad
 - Assess capabilities/limitations of squad for follow on operations (exploitation).
- Casualty –
 - Treat (self, buddy, corpsman)
 - Move to Casualty Collection Point (CCP)
 - Radio higher for movement to next higher level
 - Casevac/Medevac to next higher level of care
 - Assess capabilities/limitations of squad for follow on operations (exploitation).
- Equipment–
 - Downed Weapons
 - Communication Gear
 - Requests for Additional Equipment Needed from Higher
 - Assess capabilities/limitations of squad for follow on operations (exploitation).

Squad Tactics: Squad in the Attack –Exploitation

Exploitation Phase. This phase commences with the capture of the assigned objective and *may* involve the exploitation of momentum and success achieved during the attack through physical pursuit of the enemy.

Exploitation usually occurs after a successful assault and seizure of the objective. It begins after or in conjunction with the consolidation and reorganization of the unit. It is a continuation of the attack aimed at destroying the enemy's ability to withdraw or to reorganize for a defense or counter-attack. Pursuit by fire and or Continuation of the Attack are methods of exploiting success for a squad or platoon.

- **Pursuit by Fire** – When the assault through the objective is completed, the squad fires upon the withdrawing enemy forces until they are no longer visible or are beyond effective range of the squad's weapon systems.

Squad Tactics: Squad in the Attack –Exploitation (Continued)

- **Continuation of the Attack** – The purpose of continuing the attack is to maintain pressure on the enemy and exploit success and destroy his combat power. When ordered, and if capable (after A.C.E reports and current capabilities after consolidation/reorganization have been determined) the squad continues the attack.

Summary

These offensive and consolidation tactics are a building block for the remainder of the instruction here at The Basic School and will be applicable to all types of operations from patrolling to platoon level operations to military operations in urban terrain.

References

Reference Number or Author	Reference Title
MCRP 3-11.2A	Marine Troop Leader's Guide
MCWP 3-11.2	Marine Rifle Squad
MCDP 1-0	Marine Corps Operations
MCDP 1-3	Tactics
FM 3-90	Tactics
MCRP 5-12A	Operational Terms and Graphics

Glossary of Terms and Acronyms

Term or Acronym	Definition or Identification
AA	Assembly area
A.C.E.	Ammo, Casualties, and Equipment
ADDRAC	<u>A</u> lert, <u>D</u> irection, Target <u>D</u> escription, <u>R</u> ange, Target <u>A</u> ssignment, and Fire <u>C</u> ontrol
ASLT POS	Assault position
ATK POS	Attack position
CCP	Casualty Collection Point
COC	Combat Operations Center
EMLCOA	Enemy most likely course of action
EPW	Enemy Prisoners of War
FPL	Final protective line
FSP	Fire support plan
LD	Line of departure
LP/OP	Listening post/observation post
METT-TC	Mission, enemy, terrain and weather, troops and support available, time & space available, civil considerations
PDF	Principal Direction of Fire

S.A.F.E.	Security, Automatic Weapons, Fields of Fire, Entrenchment
SOM	Scheme of maneuver
SOP	Standard operating procedure
TRP	Target reference point
TTPs	Tactics, techniques and procedures

Notes
