

Movement

1. Like the three levels of war, movement can be either **Strategic**, **Operational** or **Tactical**.
 - a. Strategic movement is movement overseas.
 - b. Operational movement is movement within a theater. No contact is expected at destination. Units are organized administratively.
 - c. Tactical movement is movement with respect to the enemy. Contact with the enemy is expected. Units are task organized.
2. Well-trained units transition seamlessly from one method of movement to the next. Examples:

a. Weapons Company, 2d Battalion, 5th Marines:

Nov 1990	Camp Pendleton to San Diego	Bus	Operational
	San Diego to Persian Gulf	Ship	Strategic
	Land in Saudi Arabia	Vessel	Operational
		Helo	Operational
	Saudi Arabia to Al Jaber, Kuwait	Truck	Operational
	Al Jaber to Al Wafrah	Truck	Tactical
	Al Wafrah: West to East	Foot	Tactical

b. 'A' Company, 1st Battalion, 5th Marines:

Aug 1950	Camp Pendleton to San Diego	Truck	Operational
	San Diego to Korea	Ship	Strategic
	Land in Pusan	Vessel	Operational
	Move to Naktong River	Truck	Operational
Sep 1950		Foot	Operational
	Relief in Place	Foot	Tactical
	Pusan to Inchon	Ship	Operational
	Harbor to Sea Wall	Vessel	Tactical
	Attack Inland	Foot	Tactical

3. Well-trained units use the same procedures across the spectrum of movement possibilities:

Strategic Movement	Operational Movement	Tactical Movement
Vessel Ship	Vessel Ship LCU, LCAC	Vessel Boat LCU, LCAC
Aircraft Civilian or Military Transport A/C	Aircraft Helicopter Military Transport A/C	Aircraft Helicopter
	Vehicle HMMWV, Truck Tank, AAV Bus, Train	Vehicle HMMWV, Truck Tank, AAV
	Foot Foot March	Foot Movement to Contact

Company Strategic Movement

1. *Units execute strategic movement by either **ship or aircraft**.* In practically all cases, the company moves strategically as part of the battalion. The battalion METL includes:

“Alert, marshall and move to SPOE (or APOE) in order to deploy overseas by Sea (or Air).”

2. Company executes battalion movement plan. Plan includes:

Staging Area	Schedule
Transportation	Working Parties
Alert Plan, if contingency	Security Plan
Gear List:	Administrative Preparations:
Gear to be carried	SRB Review
Gear to be palletized	Medical and Dental
Gear to left behind	Legal and Financial

3. General time line for deployment, whether air or sea, is as follows:

a. Plan, preparation and packing	D-10	
b. Stage gear	D-3	
c. Manifest Marines	D-2	
d. Stage Marines, load trucks and buses	H-0800	
e. Move to SPOE (APOE)	H-0200	
f. Load Ship (Aircraft)	H-0200	Unit equipment loaded on ship D-10
g. Move	H-Hour	
h. Arrive SPOD (APOD)	D+40 (H+1700)	

5. Movement by Aircraft. For MPF or UDP, specific equipment is designated RBE. Some weapons and equipment may NOT fly with the unit. Equipment and ammunition issue is done at APOD.
4. Movement by Ship. Unlike aircraft movement, all unit equipment accompanies the unit aboard ship. Units may make operational landing at SPOD, or tactical landing, with all equipment and ammunition, from amphibious shipping.
6. Tasks.
 - a. Co 1stSgt. Plan and manifest movement of company on multiple platforms.
 - b. Co GySgt. Prepare company. Stage and secure company gear. Stage personnel.
 - c. Marines. Mark Equipment. *See Equipment Marking SOP.*
7. Deployment Exercise. Using sample battalion movement order, issue company order. Stage seabags and gear on mock pallets on parade deck, collect manifests. Inspect seabags, manifests and barracks.

Company Operational Movement

1. For operational movement, no enemy contact is expected either during the movement or at the destination. Units are organized administratively. All weapons are Condition 4 – unloaded.
2. The primary planning focus is the method of transportation – the type of platform. If the movement is to take more than one day, secondary planning focus is on billets during movement, messing and head facilities. Quartering Party (see SOP) and Route Recon Party (see SOP) become extremely important during movements of more than one day.
3. The transportation unit is NOT “in charge of the movement.” The transportation unit is usually in direct support, and therefore responds to direction from the company or battalion.
4. Operational Movement Exercise. Marines pack. Co GySgt stages units. 1stSgt manifests Co. Sticks ‘load’ on notional transportation as assigned. Change plan, ‘bump’ vehicles, or change platforms, and repeat exercise. Can be done as preparation for the field or as a TEWT.

– By Vehicle: HMMWV, Truck, Train, Bus, AAV, Tank

“Company Commanders more readily make risk judgments if they have operational control of transportation. They can reduce weight of ammo, food, and water carried by their men and provide an immediate resupply.”

– FM 7-10

5. An infantry company should take twenty minutes to go from a cold start, in the dark, sleeping in an AA, to load trucks. This assumes manifest is done and trucks are staged.
6. “The worst ride is still better than the best walk.” A company, walking at 5 kph covers 100k in three days. A convoy at 25kph covers 100k in four hours.
7. Stick leaders are responsible for their men: transport, messing, and billeting. Stick leaders coordinate with drivers for all vehicle procedures and all safety procedures.

– By Vessel: Ship, LCU, LCAC, CRRC

8. Stick leaders are responsible for their men, insuring that Marines wear life vests correctly.

– By Aircraft: C-130, Helicopters

9. Stick leaders are responsible for their men, insuring that helmets and hearing protection, or cranials, are worn, and insuring that life vests are worn during flights over water.
10. Stick leaders manifest their men, and insure that the flight controller has an accurate copy of the manifest.

– On Foot

11. See *Non-Tactical Foot March* SOP. The standard for operational movement by foot is 100k in three days, followed by a day of rest.

Company Tactical Movement

1. All Tactical Movements are combat operations. Tactical Movement is movement with respect to the enemy. Equipment carried and weapons conditions are based on expectation of enemy contact.
2. Units are task-organized for combat. Unit leaders are responsible for all aspects of tactical movement – nothing is delegated. Stick leaders are unit leaders. Transportation units are in DS.

– By Vehicle: HMMWV, Truck, Tank, AAV

3. A tactical convoy is a combat operation, planned, executed and led. Organization for Movement is Organization for Combat. One commander leads. Organization of convoy is point, advance guard, Main Body, rear and flank security.
4. Convoy plan needs primary and alternate routes, preplanned halts, enemy threat (especially arty and air). Every vehicle needs a strip map. Ideally, an actual map and a radio. Fire Support has pre-planned targets. Admin and Logistics covers maintenance and recovery. Worst case: more vehicles break down than recovery assets can handle.
5. Drills required. Each drill needs a signal.

React to Contact (Ambush)
React to Danger Area
React to Obstacles or Mines
Break Contact

React to Indirect Fire
React to NBC
React to Sniper

React to Air Attack
React to Civilians or Roadblocks
Enemy in Sight

Simultaneous Start
Vehicle Recovery
Reverse Direction

Stop and Start SOP
Security at Halt

Close and Open Interval
Refuel Drill

6. Battalion is smallest unit to command and control a convoy. React force is on standby. Convoy progress is reported by radio to Bn. Convoy Commander reports directly to battalion. Radio to Bn, radio to Fire Support, Air (F/W and R/W), radio within convoy (every vehicle if possible).

– By Vessel: Boat, LCU, LCAC

7. A tactical movement from the sea can be a raid, an amphibious assault, or an unopposed landing. All unit leaders should be familiar with the documents of The Landing Plan.
8. Assault waves, encumbered with ammunition, should generally not carry packs. Packs and additional ammunition should be brought forward by follow-on waves.

– By Aircraft: Helicopter

9. A Helicopter assault is planned and executed just like an amphibious assault. Bump plans should insure that unit commanders are maintained and unit integrity is not lost.

– On Foot

10. Tactical Movement on foot is Movement to Contact – the techniques of traveling, traveling overwatch, and bounding overwatch – and Immediate Action Drills.

Manifest Procedures

1. **Manifest Procedures are identical for any mode of transportation** – Strategic, Operational, or Tactical – Vessel, Aircraft, Vehicle or Foot.
2. The General Manifest Procedure is:
 - a. Movement order states type of movement and number of platforms available.
 - b. 1stSgt assigns organization for movement and number of platforms for each unit.
 - (1) Number of Marines per platform. Normal versus Maximum.
 - (2) Divide total number of Marines in company versus total platforms available.
 - (3) Additional platform for gear and equipment?
 - (4) Maintain unit integrity. Minimize attachments and detachments for movement purposes.
 - c. Each subordinate unit selects a stick commander for each platform and assigns individuals to that stick.
 - d. Stick commanders assemble stick manifest, pass along to 1stSgt.
3. Manifest by standing units. Attachments are made ONLY to fill seats efficiently. Normal complement versus maximum complement. Manifest should be straightforward and bottom up. Manifest should take twenty minutes for an infantry company.
4. Two copies of any manifest will be made. In situations where a stay-behind party is present, one copy goes to them, the other with the unit. Where no stay-behind party is present, one copy will be exchanged with another vessel and one goes with the unit.
5. One manifest technique is for each Marine to carry four manifest cards at all times. Each card states: name, rank, SSN, unit and blood type. Stick commanders carry zip-lock bags. Each stick commander collects two cards from each man and assembles two bags – each a complete manifest. No rewriting of lists needs to be done. Changes and bump plans are easily done by trading manifest cards.
6. Platform Capacities:

	Normal	Maximum
a. 5-ton truck	18	25
b. CH-46	12	24
c. CH-53	18	36
d. M-1A1	8	15
e. HMMWV	7	12
f. LCU	200	300
g. LCAC	24	24
h. AAV	12	24

Exact platform capacities always depend on the mission, environment, equipment carried, combat load, and unit organization.