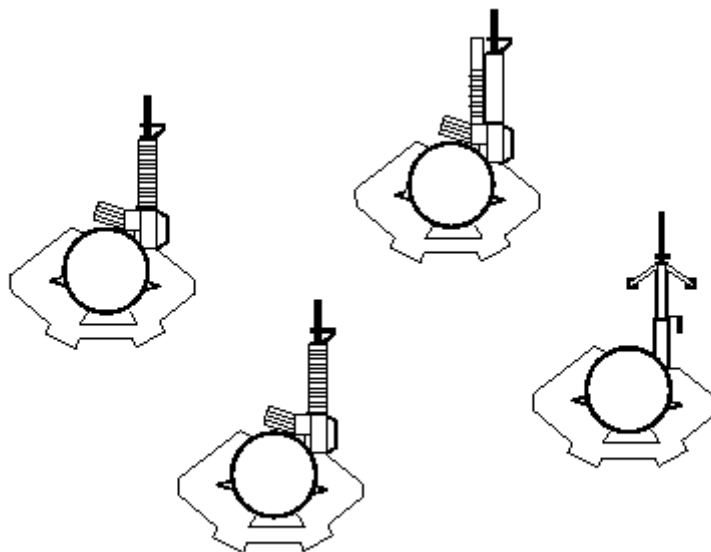


Book II

Night Combat in Infantry Units

A Guide to Collective Training for Night
Combat in the Infantry Company



2nd Battalion, 5th Marines

Camp Pendleton, California 92055

15 June 2001

www.2ndbn5thmar.com

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Book II of the Night Warrior Series



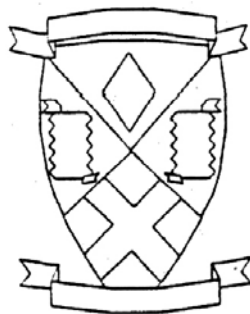
The NCIU logo is the constellation **Perseus**, the hero, son of Zeus. Armed by the gods with winged sandals, a helmet of invisibility and reflective shield, Perseus slew Medusa and rescued Andromeda.

If you have any ideas on how to improve this publication, please contact:

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Purpose and Scope

Purpose

Night Combat in Infantry Units is designed to help train an infantry company in the collective skills needed to conduct a night attack.

Night Combat in Infantry Units is Book II of the Night Warrior Series:

Book I: *Night Warrior Handbook* is a training guide designed to help train infantrymen in the **individual** skills needed to conduct a night attack. Book I includes individual training standards (ITS), equipment training handouts, training plans, and night equipment guidelines.

Book II: *Night Combat in Infantry Units* is a training guide designed to help train an infantry company in the **collective** skills needed to conduct a night attack. Book II includes SOP battle drills for squads, platoons, weapons sections, and notes on integrating supporting units into night operations.

Night Combat in Infantry Units is essentially a company SOP for collective night tasks. It is intended as a guide for all infantry leaders.

Scope

Night Combat in Infantry Units addresses only the collective tasks that support a single infantry company mission essential task: **Conduct a Night Attack**. Although some battle drills and SOPs will apply to multiple types of operations, NO specific information is included on other infantry company operations:

- NO Movement to Contact / Passage of Lines / Relief in Place
- NO Convoys / Mounted Operations / Mechanized Operations
- NO Helicopter Operations / Raids / Security Operations / Assembly Areas / ORPs
- NO NBC / Anti-Armor / Anti-Air Operations
- NO Defensive Operations / Fortifications / Obstacles
- NO Patrols / React to Contact / React to Ambush / Immediate Ambush

These collective tasks are all difficult to execute at night. Quality individual training on night skills is a starting point, but unit leaders need to analyze these tasks and develop their own training programs to meet their unit missions.

METL Task: Conduct a Night Attack

All the collective training in this manual supports a notional company-sized night attack. The following assumptions apply:

Enemy. Objective 20 is an enemy strongpoint overlooking a two-lane provincial road. A regular enemy force of approximately 50 soldiers has occupied the position for 72 hours and has dug entrenchments and laid wire. Fighting positions, bunkers, and trenches are manned with crew-served weapons and possible anti-armor missiles. Patrols have been initiated. The enemy has a limited IR capability, organic mortars, and wire communications within the position. The enemy commander has VHF comm with his higher headquarters. A vehicle-mounted force can reinforce the objective in approximately sixty minutes.

Friendly. The rifle company mission is to attack and seize Objective 20 in order to open the road. The rifle company has no supporting weapons or engineers attached. All Marines have night vision goggles. All Marines have a laser pointer on their personal weapon. This exceeds the current Marine Corps fielding plan. Additional equipment has been procured because the squad leaders cannot direct fire and the fire team leaders cannot concentrate fire unless all individuals and all weapons have compatible night capabilities. A section of RWCAS is on-call. A CASEVAC helicopter capability is on-call.

General. Weather is clear. Illumination is 28%. Terrain is rolling hills, with mixed vegetation.

METL Pyramid

The company METL Task: **Conduct a Night Attack** can be broken down into multiple collective tasks. This manual breaks **Conduct a Night Attack** into four supporting company tasks, four platoon tasks, and nine squad or section tasks. These tasks, in turn, break down into dozens of individual training standards. Individual training standards and information is included in Book I: *Night Warrior Handbook*. The training required for this single company-level METL task can realistically exceed thirty-six training days over the course of three months.

Company: **Conduct a Night Attack**

Company: Conduct an Infiltration

Company: Conduct a Linkup

Company: Consolidate

Company: Evacuate Casualties

Platoon: Recon Objective

Platoon: Platoon Attack Battle Drill

Squad: Breach a Wire Obstacle Battle Drill

Assault Section: Breach a Wire Obstacle Battle Drill

Squad: Knock Out a Bunker Battle Drill

Assault Section: Knock Out a Bunker Battle Drill

Squad: Enter and Clear a Trench Battle Drill

Squad: Enter and Clear a Room Battle Drill

Assault Section: Enter and Clear a Room Battle Drill

Platoon: PLD Battle Drill

Platoon: SBF Battle Drill

Machinegun Section: SBF Battle Drill

Mortar Section: SBF Battle Drill

Terminology

Throughout the manual, the following standard training terms are used:

- **Battle Drill:** “Battle Drill is the immediate action taken by a squad or platoon to return fire and deploy against the enemy in any situation without issuing lengthy orders.” [FM 7-10] Well-trained infantry units have a standard collection of Battle Drills to execute basic tactical tasks. Immediate action drills are Battle Drills. Unit SOPs for crossing danger areas or occupying the ORP and Battle Drills. Battle Drills speed execution, reduce confusion, and reduce by a large factor the necessity for battlefield explanation. The key Battle Drill and cardinal rule of infantry leadership is “Follow me and do as I do.”
- **Battle Task:** “A task which must be accomplished by a subordinate organization if the next higher headquarters is to accomplish a mission essential task.” [FM 25-101] A battle task is a collective task that represents a portion of a combat mission.
- **Company-level Training.** Training conducted by the company commander to train his platoons and weapons sections. Platoon-level training is the platoon commander training his squads. Squad-level training is the squad leader training his Marines.
- **Mission Essential Task.** “A collective task in which an organization must be proficient to accomplish its wartime mission.” [FM 25-101]
- **Mission Essential Task List (METL).** “A compilation of collective mission essential tasks which must be performed if an organization is to accomplish its wartime mission.” [FM 25-101]
- **Standing Operating Procedures (SOP).** Regular, recurring procedures which a unit executes the same way every time. Well-trained infantry units have combat SOPs for equipment, communications, movement, and other procedures. The Battle Drills that a unit selects and train to become unit SOPs.

References

Each night battle drill in this manual includes references to both Marine Corps and Army training standards for collective tasks:

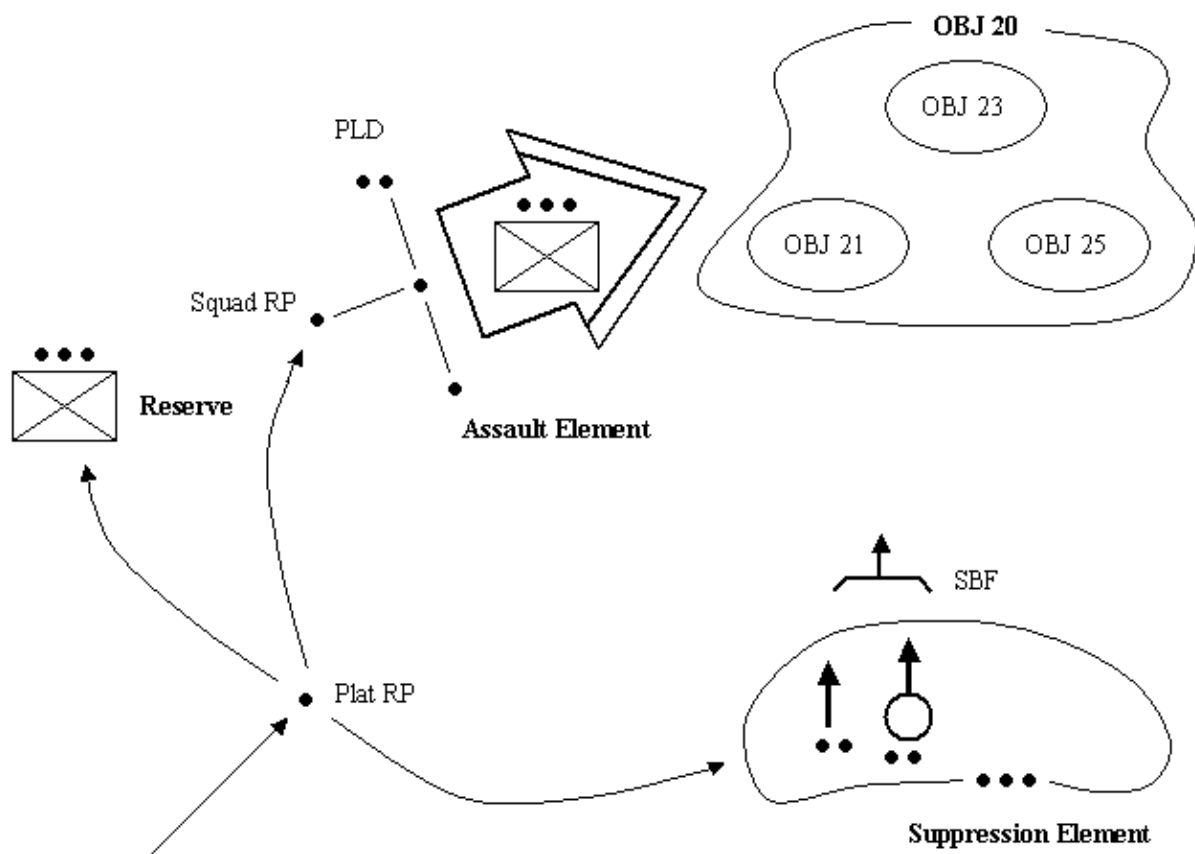
- *Marine Corps Order 3501 Infantry Training and Readiness (T&R) Manual.* Washington, D.C.: HQMC.

- *ARTEP 7-8-MTP Mission Training Plan for the Infantry Rifle Platoon and Squad.* Washington, D.C.: Department of the Army, 3 March 2000.
- *ARTEP 7-8-DRILL Battle Drills for the Infantry Rifle Platoon and Squad.* Washington, D.C.: Department of the Army, 3 March 2000.
- *ARTEP 7-10-MTP Mission Training Plan for the Infantry Rifle Company.* Washington, D.C.: Department of the Army, 3 March 2000.

1001. Night Attack SOP

1. The standard company night attack is a deliberate, supported, non-illuminated flank attack.

- The company is task-organized into (3) elements: an Assault Element, a Suppression Element and a Reserve.
- The Assault Element is (1) platoon, reinforced by the Assault Section.
- The Suppression Element is (1) platoon, the Machinegun Section, the Mortar Section, and the FiST. The XO commands the Suppression Element. See “Suppression is the Critical Infantry Task.”
- The Reserve is (1) platoon.



2. Planning and reconnaissance are the prerequisites of a deliberate night attack.

- A deliberate attack requires detailed information on the enemy position.
- The enemy position is divided into a number of objectives. Each objective is easily identified and capable of seizure by the unit assigned.

3. Reconnaissance. The Reserve platoon conducts reconnaissance during daylight hours:

- Recon the enemy position. Report to the company.
- Build detailed terrain model of enemy position for company leaders to use to brief their Marines.

- Report composition of the enemy: crew-served weapons positions, OPs, emplacements, vehicles, and obstacles.
- Determine level of security and patrolling activity.
- Estimate enemy **night vision equipment** capability.
- Make recommendations for the attack: concealed routes, objectives, flanks, and a penetration point where local fire superiority can be achieved.
- Maintain surveillance on the objective. Report any changes. The reconnaissance element does NOT serve as guides nor help load the PLD.

4. **Preparation.** Planning, orders, and rehearsal.

- The Assault Element conducts a 10-man leader's recon.
 - (1) Platoon Commander, (3) Squad Leaders, and (6) PLD Guides, two from each squad.
 - Select and mark routes. Routes are marked with strips of white engineer tape on the left side of the route. Engineer tape is removed during final movement. See *Night Marking SOP*.
 - Select Squad RP and PLD.
 - One PLD guide from each squad (3 men) remains at PLD to establish PLD. PLD guides observe any changes to enemy dispositions and recon wire obstacles. One radio stays with PLD guides. See *PLD Battle Drill*.
 - Remaining PLD guides (3 men) secure the Squad RP. Platoon Commander and three Squad Leaders return to AA.
 - During leader's recon, Platoon Sergeant prepares and rehearses Assault Element platoon in AA.
- Suppression Element and FiST. Plan fire support, targets, and missions. Plan illumination. **All non-illuminated attacks must be prepared to illuminate.**
- The objective is divided into multiple subordinate objectives and each of these is assigned to a specific assaulting unit. To minimize confusion and aid in communications, every man should know as much about the objective as possible.
- Leaders plan movement, navigation, contingencies, responsibilities, and consolidation.
- Company prepares for combat: orders, attachments, rehearsals, preparations, camouflage, equipment checks, inspections, sleep. **A good rehearsal is more important than a good operations order.**
- The plan *cannot* be finalized until linkup is made with PLD guides at the PLD.

After Reconnaissance and Preparation, the attack proceeds in three phases: **Movement**, **Assault**, and **Consolidation**.

5. **Movement Phase**

- Company moves to Platoon RP. Movement is slow and silent, with strict noise and light discipline. Plan should allow for commander to adjust H-Hour as needed.
- Suppression Element moves to SBF position. Mission is to isolate and fix the enemy by overwhelming suppressive fire. At SBF, suppression element establishes SBF Position. See *SBF Battle Drill*. Suppression Element may be positioned early to overwatch Assault Element's movement.

- Assault Element moves to PLD. At Squad RP, assault element loads PLD. See *PLD Battle Drill*.
- Reserve takes position in trace of Assault Element, far enough behind NOT to be involved in the assault.

6. Assault Phase

- **Suppression Element** opens fire. See *SBF Battle Drill*. Primary signal is radio. Alternate signal is pyro.
- **Assault Element** assaults. See *Platoon Attack Battle Drill*. Suppression Element shifts fire.
- **Reserve** is prepared to reinforce Assault Element, pass through and exploit by fire, attack specific pre-planned objectives, block enemy counterattack, or respond to other enemy actions.

7. Consolidation Phase. See *Consolidation SOP*.

8. Basic Decisions for Night Attacks:

- *Hasty* versus *Deliberate*. Trading time for information minimizes surprises.
- *Supported* versus *Non-supported*. For a non-supported night attack, machineguns can be attached to the assaulting platoons. Multiple PLDs are established. Machineguns can fire from the PLD. Machinegun tracer fire can be used to align the attack with overhead fire or along both flanks. Supported attack is difficult to set up, difficult to execute, and requires solid training. Visibility of objective, enemy, and friendly, even with NVGs is uncertain. Despite these drawbacks, fire support is critical to success. See “Suppression is the Critical Infantry Task.”
- *Illuminated* versus *Non-illuminated*. Illuminate the target if reconnaissance was poor, if troops are not trained, or if few NVGs are available. **All non-illuminated attacks must be prepared to illuminate.** If not needed during attack, on-call illumination can be used during consolidation, especially to evacuate casualties. Illumination behind the objective can help align the attack. Illumination can be called if the *enemy* illuminates first.
- *Linear Assault* versus *Assault in Depth*. If the enemy has NVGs, is well-emplaced and alert, linear formations are decimated. A linear assault is very vulnerable when conducted under illumination.
- *Indirect Fire* versus *NO Indirect Fire*. Indirect fire is difficult to adjust in the dark. Time of flight, especially for mortars, makes shifting and ceasing fire difficult. Plan targets on routes of egress.
- *Active IR* versus *Passive IR*. If enemy has NVGs, the attack plan must strictly control use of active IR devices. See *Night Marking SOP*.
- *Quiet* versus *Noisy*. (Preparation Fires). If surprise is desired, avoid prep fires. When the enemy first discovers the attack, maintain silence for as long as possible. A noisy attack sacrifices surprise and uses fire support to unnerve the enemy and deceive him as to the point of attack. A noisy attack suppresses enemy observers and masks the sound of the assault elements moving into position.

9. Notes on Company Night Attack

- To speed communications, leaders should carry radios. Signals should be simple, clear, and redundant.
- Control of Ordnance on objective. To minimize fratricide and protect night vision, Assault Element uses NO grenades, NO tracers, NO smoke, NO flares, illum or 203 signals.
- Control measures for night attacks should be linear terrain features (PLD) or intersections of two linear terrain features (Platoon RP, Squad RP).
- Some Marine leaders believe that PLD patrols are now unnecessary since every Marine has NVDs.
- SOP for objective numbering. If the Company objective is 20, then sub-objectives down to individual enemy weapons positions are assigned to platoons and squads: 21, 23, 24, 26, in the same twenty-series decade. Sub-objectives must be able to be identified at night.

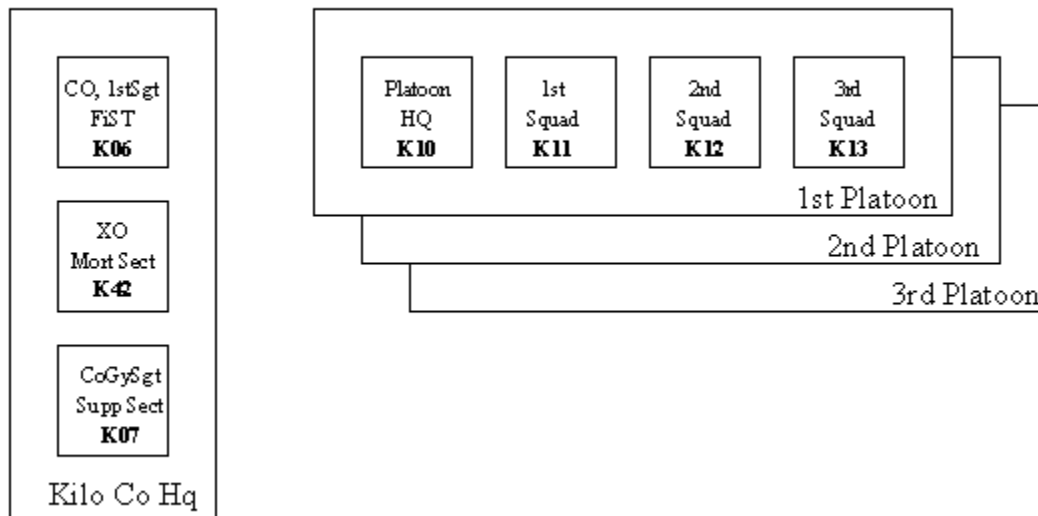
10. References:

- See MCO 3501
Task 02D.01.11 Plan a night attack
Task 02D.01.12 Prepare for a night attack
Task 02D.01.13 Conduct a night attack
- See ARTEP 7-10-MTP
Conduct Attack (Infantry Company) 07-2-1001
Assault an Enemy Position (Infantry Company) 07-2-1103

1002. Infiltration SOP

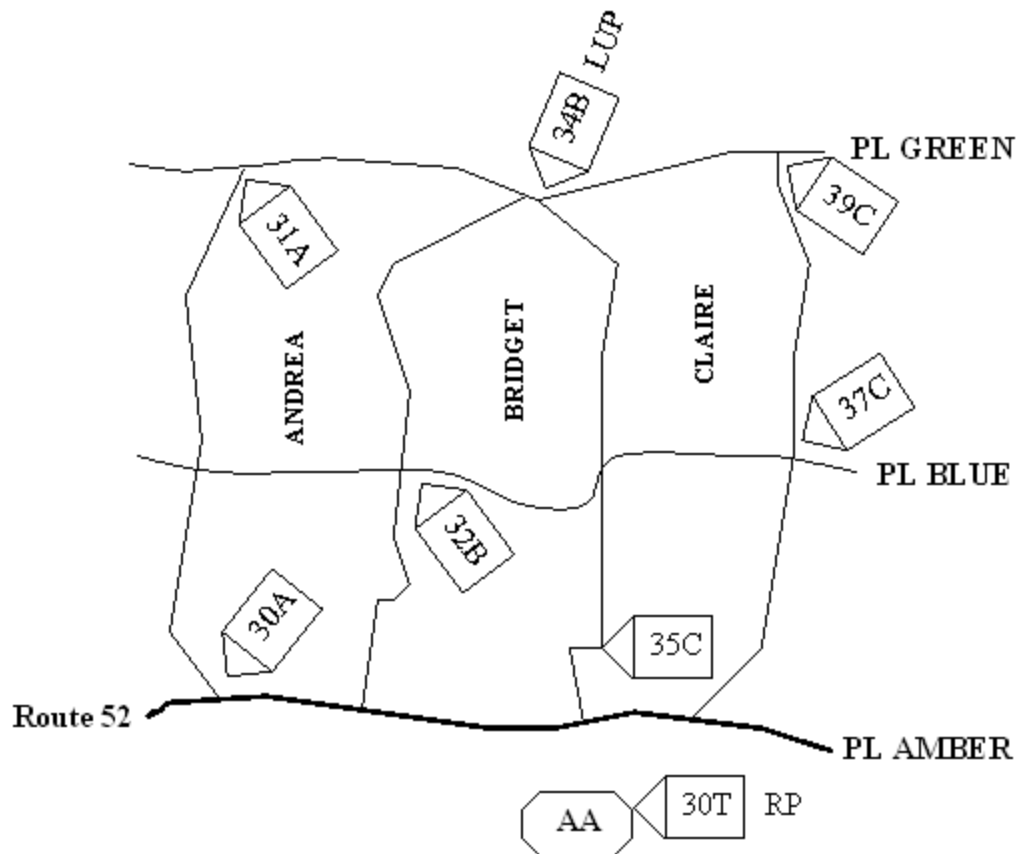
1. Squad movement is standard for a company infiltration.

- The standard task organization for an infiltration divides the company into fifteen separate units:



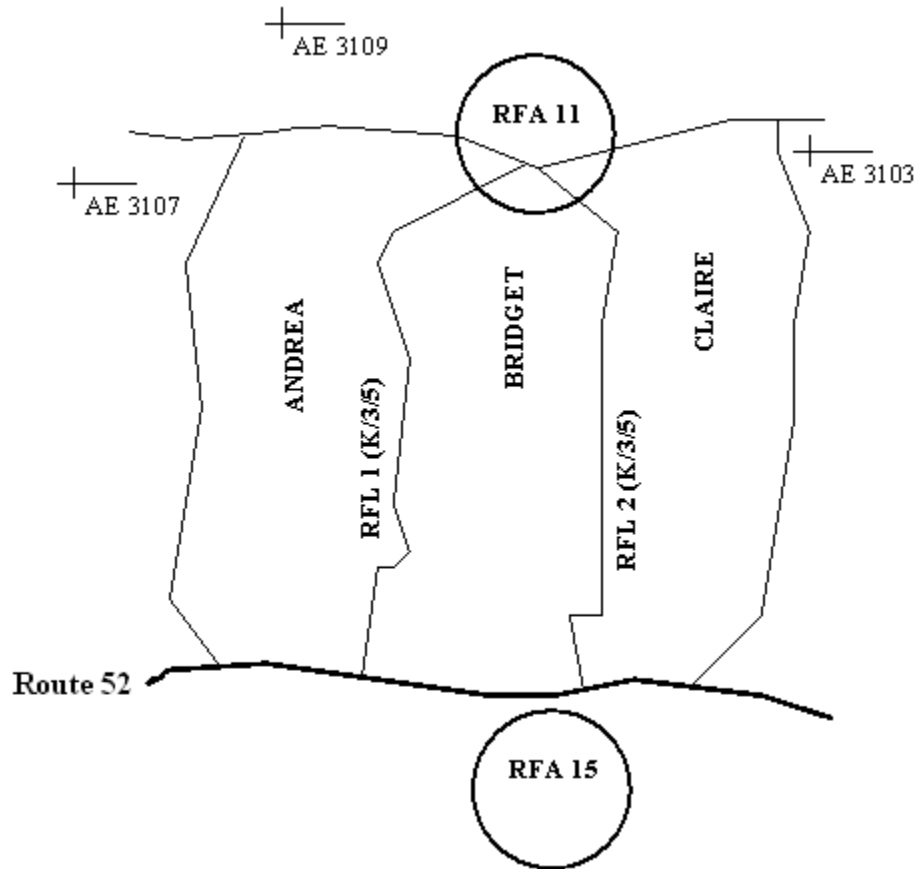
- Regardless of the task organization for follow-on operations, during the infiltration, weapons platoon units are spread-loaded. This insures that at least some weapons units complete the linkup. Each rifle platoon is reinforced with two assault teams and one machinegun squad. Mortar section and weapons platoon HQ moves with the Co HQ.

2. **The standard scheme of maneuver is a three-lane infiltration: one lane per platoon.**
 Platoons are separated by distance, squads are separated by time.



- Lane boundaries converge on the linkup point.
- Phase lines and checkpoints coordinate movement.
- Co AA is Co RP.
- Control measures within each lane: Platoon RP, routes, and additional checkpoints, are planned by platoons and submitted to the CO.

3. **Standard fire support measures include RFLs along lane boundaries and RFAs around AAs and linkup sites.** Pre-planned targets are placed on known enemy OPs and positions.



4. **Standard tasks for each platoon:**

- Plan a route within your lane. All squads follow this one route.
- Plan a time schedule to separate squads.
- Select a platoon RP within your lane and release squads on schedule.
- Request additional pre-planned targets within your lane.
- Stationary Unit Platoon. Coordinate with Company. Your units must leave earlier than the rest of the company to insure that the linkup site is established. Co HQ units move in your lane. Schedule these units behind your squads.

5. **Standard communications plan is all fifteen moving units on Co Tac 1.** See *Footmobile Linkup SOP* for additional comm requirements for the Stationary Unit.

6. **Standard Linkup.** See *Footmobile Linkup SOP*.

7. **For short-range infiltration, where infiltration is followed by exfiltration:**

- Platoons keep same lanes for exfiltration.
- Packs are not carried, but staged at AA, which becomes linkup point for exfiltration.
- Co Support Element does NOT infiltrate but remains at AA.

8. For long-range infiltration, additional planning needs to be done:

- Resupply plan. Each platoon carries an HLZ kit. Water can be foraged, ammunition cannot.
- Casualty Evacuation Plan.
- Vehicle Infiltration and Linkup Plan.

9. Infiltration Order includes contingency plans for:

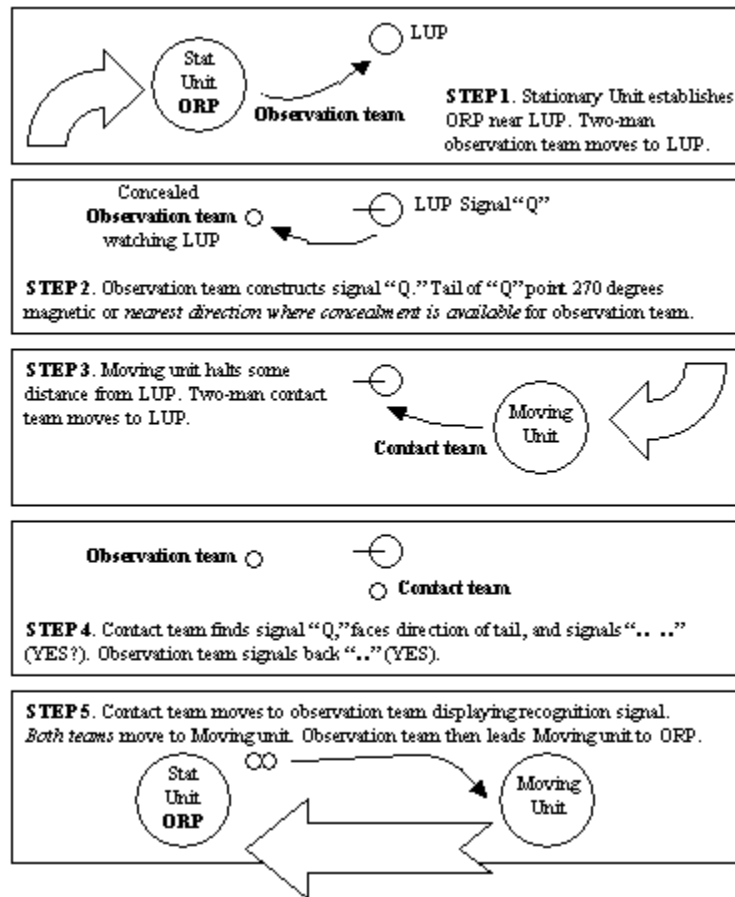
- Alternate linkup point / linkup point compromised. See *Linkup SOP*.
- Lead element in contact, tail element no started.
- Lead element successful, train element in contact.

10. References:

- See MCO 3501 Task 02A.01.19 Execute an infiltration / exfiltration
- See ARTEP 7-8-MTP Conduct Infiltration / Exfiltration (Infantry Platoon) 07-3-1137
- See ARTEP 7-10-MTP Conduct Infiltration / Exfiltration (Infantry Company) 07-2-1137

1003. Footmobile Linkup SOP

1. Standard Footmobile Linkup Scheme of Maneuver:



2. Tasks

- Stationary Unit. 1st Platoon. Establish Linkup Point "Q." Establish company ORP. Provide observation teams to linkup with each moving unit.

Symbol "Q" can be constructed with anything available: rope, comm wire, sticks, or marks in the dirt. SOP tail of "Q" is an IR Beacon programmed to flash three dashes. Observation teams must have (2) men per linking unit. One team can only link one unit per linkup window. SOP Infiltration schedules (3) units per linkup window. This means the observation team should be (8), three Observation teams of (2) and a two-man Observation team NCOIC and radio operator.

- Platoons. Assign linkup windows to each squad.

All Squads linkup at the company LUP. Platoons do NOT execute Platoon-level linkups prior to the company linkup. Moving units should halt at least 200m from LUP "Q" and NEVER in the area between the reference CP and the LUP. Moving units avoid LUP

area when being guided to ORP. During linkup, the only Marines in the LUP area are the observation team and the contact teams from each moving unit.

3. Coordinating Instructions

- Linkup Point: 11S MG 118 673, From CP31A, 110m @ 28 degrees magnetic.
Alternate LUP: 11S MG 117 686, From CP42B, 90m @ 263 degrees magnetic.

LUP is defined as on offset from a distinctive reference point on the map. Secondary reference is the grid. If the LUP is not itself on distinctive ground, easily found in the dark, then it should be no more than 200 meters from the reference point. The Stationary unit, when establishing the LUP, should be equipped with GPS. The Stationary unit cannot change the published LUP for any reason. The alternate LUP is triggered by time, not event.

- Tentative ORP: 11S MG 119 668.

The ORP is tentative until the exact location is determined by the stationary unit. The ORP should offer cover and concealment, have multiple routes of access, be off natural lines of drift, and be less than 300 meters from the LUP.

- Linkup Schedule:

Stationary Unit Release Time	1700
Company Release Time	1900
1st Linkup Window	2200 - 2220
2nd Linkup Window	2300 - 2320
3rd Linkup Window	0000 - 0020
4th Linkup Window	0100 - 0120
Drop Dead Time	0120

The stationary unit needs to move first in order to have time to establish the LUP. Linkup windows are (20) minutes long. The stationary unit needs remainder of the hour to move linked units into ORP. A minimum of (4) linkup windows are needed for platoons with (4) moving units. Drop dead time triggers the alternate plan for those units not yet at linkup.

- Contingencies:

Linkup Point NOT established: Alternate stationary unit is 2nd Platoon. BPT set up LUP and ORP during 1st linkup window

Contact Prior to Linkup: Break Contact. Report. Change Route.

Contact During Linkup:

Contact After Linkup:

Enemy contact before, during, or after linkup should NOT trigger alternate plan. Some units may be unaware of contact.

- GO / NO-GO Criteria. Minimum force needed to continue the mission: (6) squads, (2) Platoon Hq, CO or XO.
- Drop Dead Time. Units not linked up by Drop Dead Time move to alternate linkup site. Units not linked by Drop Dead Time + 24 hours move to original AA.

Alternate linkup point is triggered by time, not event. For an operation such as a night attack, units that fail to linkup prior to the drop dead time can linkup after the operation.

4. Admin and Logistics

- Radios. Stationary Unit: 3. Other Units: 1 per moving unit if available.
- IR Beacon. Stationary Unit: 1. Other Units: SOP.
- PLGR. Stationary Unit: 1. Other Units: SOP.

The stationary unit needs (3) radios, an IR beacon for the tail of the "Q," and a PLGR. Additionally, each observation team needs the following individual equipment: NVGs, map, compass, protractor, flashlight, notebook, and pencil.

5. Command and Signal

- All linkup units monitor Co Tac1. Report all phase lines, checkpoints, and enemy.

The linkup plan must be executable with no comm. Because all moving units link up at the company LUP, all units monitor Co Tac1.

- Stationary unit monitors Co Tac1. Stationary unit establishes a minimum of (2) stations on Platoon Tac: Platoon Commander at the ORP, and Observation Team at the LUP.
- Callsigns as per Co SOP.
- Brevity Codes:

Linkup Point "Q" established:	QUAIL	From: 10 1st Plat	To: All Stations
Numbers of Units in ORP	(#) PHEASANTS	From: 10 1st Plat	To: 06 CO

- Linkup Signals :

Linkup Point (Far)	Phoenix Beacon on "Q"	“ _ _ _ ”	
Linkup Point (Near)	Symbol "Q"		
Linkup Unit Far Recognition	PVS-7 IR Flash	“ ”	YES? YES?
Stationary Unit Far Response	PVS-7 IR Flash	“ . . ”	YES
Alternate Responses	PVS-7 IR Flash	“ . ”	NO
	PVS-7 IR Flash	“ . . . ”	DANGER
Near Recognition	Right hand on head	Left hand points weapon to ground	
	Challenge	Password	

- *Challenge and Password should be the same as the larger operation. Do NOT publish a 'Linkup Challenge and Password.'*
- *QUAIL and PHEASANT are linkup SOP—I brevity codes. Both are sent from 1st Platoon commander, the stationary unit commander (10) .*
- *The tail of the "Q" is an IR beacon, elevated above the ground cover. If a programmable Phoenix Beacon is used, the SOP pattern is three dashes. PVS-7 (and PVS-14) NVGs with IR flashers are used to exchange linkup signals. Red lens flashlight signals are the backup. If "Q" is not found, contact team should **still** attempt to signal 270 degrees magnetic.*

6. Notes on vehicle linkups with stationary footmobile forces

- When vehicles are linkup up with stationary footmobile forces, vehicles do not drive straight to the LUP. Vehicles stop at a covered staging area, just off the approach road, and NOT visible from the LUP.
- The driver and a-driver are the contact team and execute the footmobile linkup procedure. The observation team then returns with the drivers to the vehicle and guides the vehicle along an ore-planned route to a covered ORP vehicle park.
- During motorized or mechanized operations, when vehicles link up with other vehicles, a different linkup procedure is needed.

7. References:

- See MCO 3501
Task 02A.01.08 Conduct a link-up
Task 02L.01.09 Plan a link-up operation
Task 02L.01.10 Prepare for a link-up
Task 02L.01.11 Conduct a link-up
- See ARTEP 7-8-MTP
Conduct Link-up (Infantry / Mech Infantry Platoon) 71-2-0318.07-3128
- See ARTEP 7-10-MTP Conduct Linkup (Infantry Company) 07-2-1128

1004. Consolidation SOP

1. On the objective, on voice command, squads consolidate, platoons consolidate:

- Attack **IR markings** on Marines are OFF. SBF **IR markings** are OFF. All **white lights** are OFF. See *Night Marking SOP*.
- Unit leaders minimize use of **weapons laser pointers, hand-held laser pointers, IR flashlights, and IR beacons on NVGs** during search of objective.
- Cleared bunker, building, and trench **IR markings** remain ON.
- Consolidation **IR markings** are ON: Single **chemlite** marks CCP, Co Hq, and EPW collection point. See *Night Marking SOP*.
- Squad leaders provide ammunition, casualty, and equipment reports to platoon sergeants. Platoons sergeants provide reports to CoGySgt on Co Tac1.
- On radio signal on Co Tac1, platoon commanders meet with company commander.

2. Company establishes security. Enemy counterattack is the immediate threat.

- Company commander uses **hand-held laser pointer** to designate platoon sectors. Marines occupy hasty defensive positions.
- Each platoon posts an OP with **IR scope: PVS-4 or PVS-17, or thermal scope: PAS-13**.
- Key weapons are emplaced.
- Leaders use **laser pointers** to designate sectors of fire.
- Company FiST creates quick fire support plan to repel enemy counterattack.

3. On radio signal on Co Tac1, SBF element moves forward to objective. Security, reserve, and any other separate units move to consolidate on the objective.

4. Company commander reorganizes company:

- Crew-served weapons are manned first. Chain of command is re-established.
- Platoon sergeants redistribute ammunition and night-fighting equipment.
- 1stSgt supervises CCP. Corpsmen treat casualties. Company commander may authorize **white light** for casualty treatment. 1stSgt **marks LZ with IR chemlites** and evacuates wounded. See *CASEVAC SOP*.
- Platoons search, silence, segregate, safeguard, and speed EPWs to company collection point and EPW team. XO collects and reports enemy information.
- **White light mortar or artillery illumination** may be fired over the objective to speed consolidation and reorganization.

5. CoGySgt posts guides to lead logistics vehicles into company position. CoGySgt and Platoon Sergeants resupply in the dark.

6. References:

- See *MCO 3501*
Task 02A.07.07 Consolidate and reorganize
Task 02L.01.27 Consolidate and reorganize

1005. CASEVAC SOP

1. Standard Company CASEVAC Plan:

- Each Platoon assigns a CASEVAC team. Platoon CASEVAC team includes corpsman. CASEVAC team carries collapsible stretcher. Platoons may establish Platoon Casualty Collection Points.
- 1stSgt supervises Company Casualty Collection Point (CCP). Company CASEVAC team includes Company Corpsman. Company CASEVAC team carries LZ Marking Kit, extra IR chemlites, and VHF radio, set to LZ Control Frequencies.
- CoGySgt plans immediate vehicle resupply on the objective. These vehicles become surface evacuation for casualties.

2. SOP for Company Casualty Collection Point (CCP).

- Attack order specifies location of CCP.
- 1stSgt establishes CCP. CCP is marked with single **IR chemlite**. Ideal marking is six feet off the deck, hanging on a string. See *Night Marking SOP*.
- CCP is near road for vehicle access.
- CCP is near open field for LZ. Company CASEVAC team **marks LZ with IR chemlites**.
- Company Commander may authorize **white light** for treatment of casualties. However, corpsmen need to train to treat casualties using **IR light and NVGs**.
- Upon signal for consolidation, each platoon assigns Marines to assist with casualty evacuation.

3. Standard Accountability Plan.

- 1stSgt maintains roster of evacuated Marines, injuries, and tentative treatment destinations.
- 1stSgt requests ground and air CASEVAC to battalion COC on Bn Tac1.
- 1stSgt reports casualty numbers on Bn Tac1. SOP is three-number code: "Casualties. One, Zero, and Five." (Urgent, Priority and Routine)
- 1stSgt makes personnel report to battalion S-1 on Bn Tac 2.
- Weapons and **night fighting equipment** are NOT evacuated with injured Marines.

4. References:

- See MCO 3501 Task 02A.03.06 Process casualties
- See ARTEP 7-10-MTP Treat and Evacuate Casualties (Company) 08-2-0003.07-2104

2001. Platoon Attack Battle Drill

- An independent rifle platoon night attack is conducted in the same general manner as a company night attack. See *Night Attack SOP*.
- Although written for a reinforced rifle platoon serving as the assault element for a company attack, the following drill can be executed by any size assault element.

1. Conditions and Standards

- The company is executing a deliberate night attack.
- The enemy has had (24) hours to prepare wire, entrenchments, and bunker defenses, and reinforce buildings. A reconnaissance element has diagrammed the enemy position.
- The assault element is a reinforced rifle platoon.
- The SBF element is a reinforced rifle platoon, in position prepared to suppress the enemy.
- The assault element is NOT surprised by the enemy.
- The assault element closes to within 50 meters of the objective and assaults the enemy position, locating and engaging enemy positions with well-aimed fire in order to kill, capture, or force the withdrawal of the enemy.

2. Planning the Assault

- Company establishes SOP for objective numbering. Major objectives are multiples of ten: **Objective 50, Objective 70**. Enemy positions within these objectives are numbered in the same decade: **Objectives 52, 53, 55, 57**.
- Each squad is assigned a specific series of objectives within the enemy position.
- A detailed terrain model of the enemy position is constructed and briefed. Far more than for a daylight assault, each Marine must know the details of the objective.

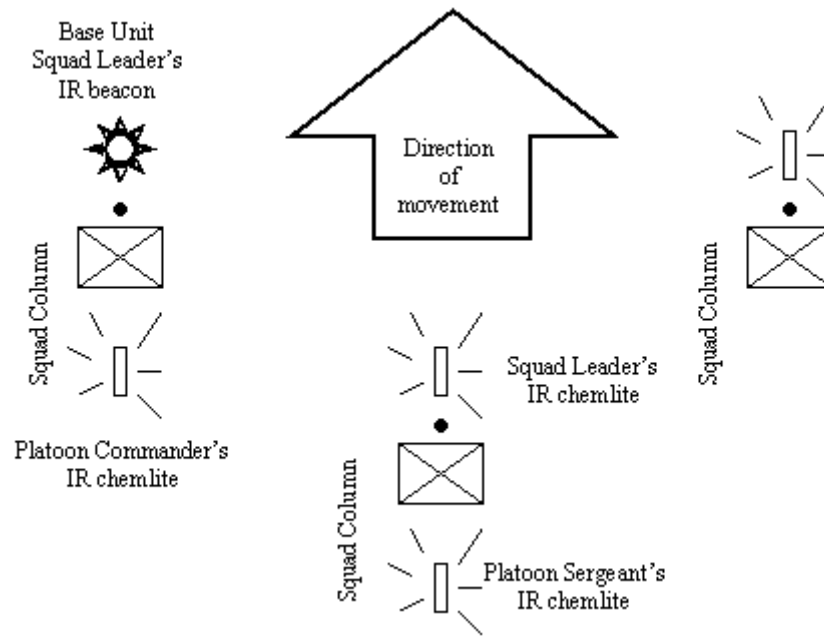
3. Preparation for the Assault

- A daylight leader's reconnaissance is made of the PLD position. The route is selected. The assault azimuth is determined. See *PLD Battle Drill*.
- An assault element rehearsal is conducted to rehearse occupation of PLD, signals to SBF element, movement of assault element, and assault element actions on the objective.
- Squad formation for assault is a non-linear column or file until deploying on-line. Squad leaders, with compasses on assault azimuth, lead squads during movement from PLD.

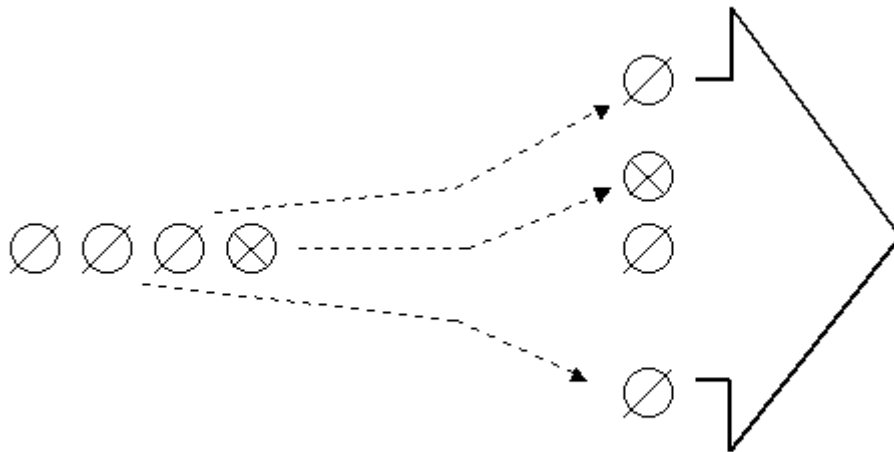
4. Occupation of the PLD. See *PLD Battle Drill*.

5. Execution of the Assault

- From the PLD, assault leader signals the SBF element to open fire.
- Assault element moves forward vigorously under the protection of suppressive fire. Assault leader controls movement by controlling the base unit.
- For visibility, base unit leader is marked with a flashing **programmable IR beacon**. Assault leader, platoon sergeant, and squad leaders are marked with **IR chemlites** mounted to their helmets. See *Night Friendly Unit Marking SOP*.



- Assault element breaches any obstacles outside the objective. See *Breach a Wire Obstacle Battle Drill*.
- **Squad deployment drill** is executed in ten seconds while on the move. Squad leader leading squad selects a pivot point. Without stopping movement, lead team moves left, second team moves right, and trail team takes center position on-line.



- On order, the **assault element opens fire**. Scattered enemy fire must not be taken as a loss of surprise, and it should NOT be the signal to return fire or start the assault. Marines wait for signal to open fire. An AT-4 or SMAW shot at an enemy crew-served weapons position is a good signal to open fire as it helps orient the assault.
- Once the assault starts, leaders locate enemy positions with **PVS-7 / PVS-14** and direct and control fire using **PEQ-2** and tracer fire. The assault leader uses a **hand-held laser**

pointer to direct and control fires. Marines see targets and laser fire commands with **PVS-7 / PVS-14**.

- Assaulting squads fight through the enemy positions using fire and movement. Obstacles, bunkers, trenches, and buildings are cleared. See *Breach a Wire Obstacle Battle Drill*, *Knock Out a Bunker Battle Drill*, *Enter and Clear a Trench Battle Drill*, and *Enter and Clear a Room Battle Drill*.

6. Consolidation

- Assault leader inspects enemy positions with **hand-held laser pointer**, **PEQ-2** on wide angle, or IR source on **NVGs**. Assault leader signals company commander.
- Company Commander signals for consolidation. See *Consolidation SOP*.

7. Notes

- **Light discipline in the IR spectrum.** Hand-held laser pointers are only used by platoon commanders, FOs and FACs. Three seconds should be the maximum duration.
- PEQ-2 are used by unit leaders to control and direct fires. Three seconds should be the maximum duration. Marines use weapons laser pointers only when shooting.
- Squad leaders fire 100% tracers to control and direct fires. Squad leaders only fire to direct the fires of their squads.
- **Control of ordnance.** Once assault starts, NO grenades, NO smoke, NO flares, illum, or 203 signals are used by the assault element. If needed, assault leader can use smoke to screen, or 203 illum fired at low trajectory behind the objective to reorient the assault.
- During movement from PLD, unit leaders check assault azimuth on wrist compasses or lensatic compasses. NVG compasses are off ten to fifteen degrees.
- If assault element receives effective enemy crew-served weapons fire, assault leader can establish a platoon SBF with one squad to suppress. Assault leader uses **hand-held laser pointer** to control SBF and direct remaining two squads to maneuver.
- “Give me suppression!” is NOT a fire command. Fire commands are specific: “Right bunker! 3rd squad suppress, 1st squad assault!”

8. References:

- See ARTEP 7-8-MTP *Conduct Attack (Infantry / Mech Infantry Platoon)* 07-3-1100
- See ARTEP 7-8-MTP *Assault an Enemy Position (Infantry / Mech Infantry Platoon)* 71-2-0220.07-3403

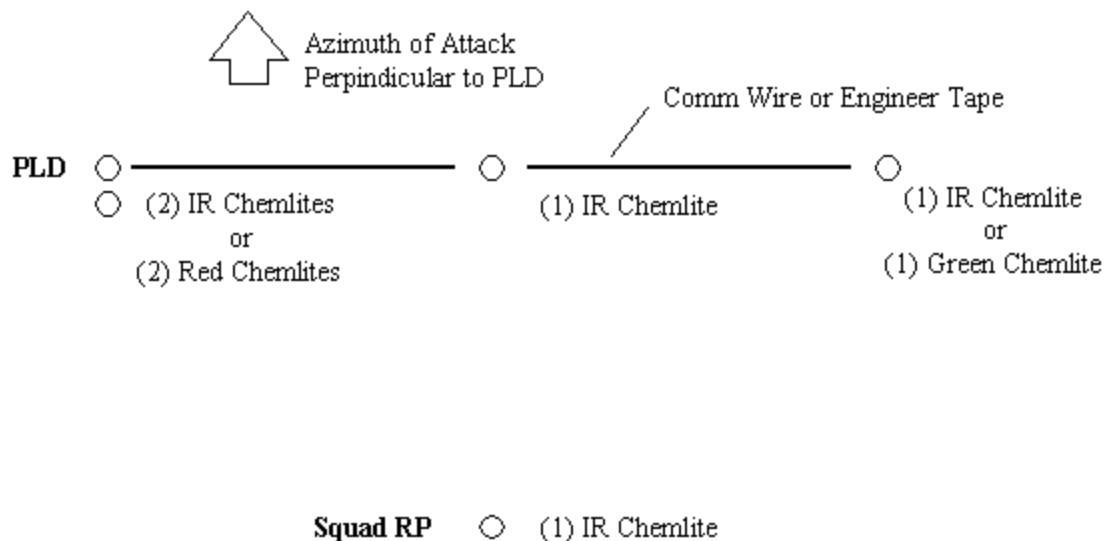
2002. PLD Battle Drill

1. Plan

- Based on reconnaissance reports, the Company commander and Assault Element leader select a tentative PLD on the map which supports the company scheme of maneuver.
- During the 10-man leader's recon, the Assault Element commander selects the actual ground for the PLD.
- See *Night Attack SOP*.

2. Prepare

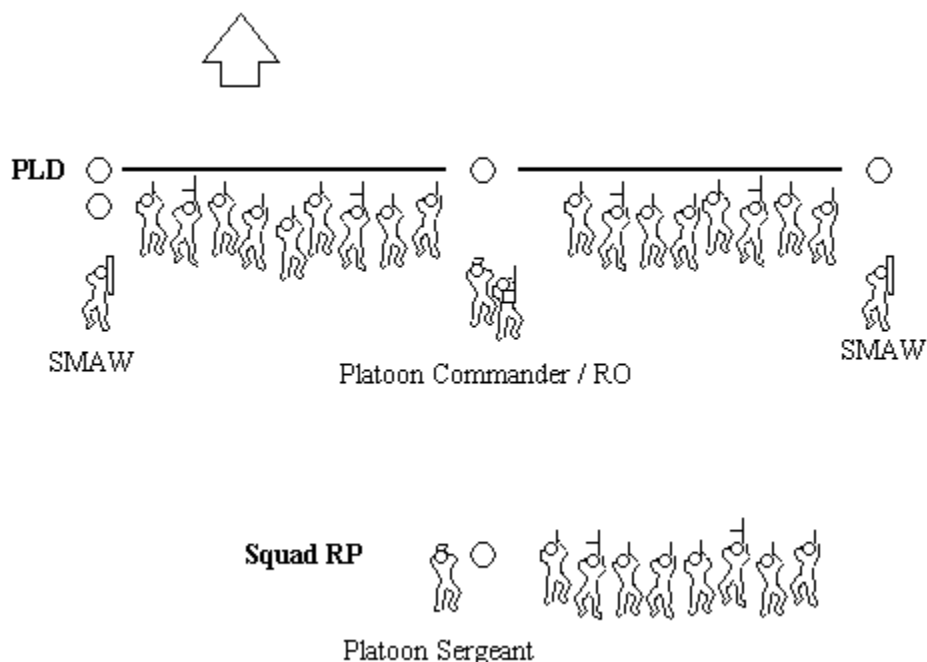
- During the Assault Element's 10-man leader's recon, the (6) PLD guides of the Assault Element install the PLD 'T.' The width of the Platoon PLD 'T' is 60 meters or more depending on the terrain. The location of the Squad RP at the base of the 'T' is terrain and enemy dependent, but is ideally *less* than 100m from the PLD.
- The PLD MUST be perpendicular to the Azimuth of Attack.
- All chemlites are uni-directional, taped to be visible only from the friendly side. If colored chemlites are used, only the flanks are marked: RED on the left, GREEN on the right. See *Night Marking SOP*.
- Comm wire or engineer tape is used as a guideline to help Marines load the PLD. A guideline from the Squad RP to the center of the PLD can also be run.
- Once the PLD guidelines and markings are installed, (3) guides, one from each squad, man the Squad RP. The remaining (3) guides, one from each squad, man the PLD.



3. Execute: Loading the PLD

- From the Platoon RP, the Assault Element moves along the marked route to the Squad RP at the PLD. The platoon commander and squad leaders, who conducted the 10-man leader's recon and marked the route, lead their units.

- At the Squad RP, each squad links up with their squad guide. Each guide leads his squad from the Squad RP to the PLD. No voice commands are required.
- 'V' or Crow's foot method. From the Squad RP, each squad crawls in column diagonally toward the PLD, led by the Squad RP guide.
- 'L' Method. Each squad guide leads his squad in column from Squad RP straight to the PLD, turns left (or right) and moves down the wire in file. The squad then turns to face azimuth of attack.
- A 60-meter Platoon PLD 'T' supports two squads on-line. The third squad deploys on the right side of Squad RP as platoon reserve.
- At the PLD, no voice commands are required. All Marines fix bayonets. If not already at Condition 1, MAKE READY. Check NVGs.



- Squad Leaders confer with PLD guides. PLD guides update enemy information, and notes on obstacles and terrain. With compass, guides and squad leaders confirm azimuth of attack. Squad leaders check Marines and mark platoon flank men with IR beacons. See *Night Marking SOP*.
- When ready, squad leaders signal platoon commander, platoon commander passes "PLD Loaded" to the company commander.

4. Notes

- The CoGySgt maintains (3) PLD kits. Each kit contains a 10-meter length of engineer tape for route marking, (5) IR chemlites, (1) red chemlite, (2) green chemlites, electricians tape, (2) 30-meter lengths of comm wire or engineer tape, and (5) large nails.
- Unit commanders select assault formations. At PLD, squads can maintain column formation for direction, control and surprise, especially if squads need to cross a breach.
- Some Marine leaders believe that PLD patrols are now unnecessary since every Marine has NVDs.

2003. SBF Battle Drill

1. Conditions and Standards

- The company is conducting a night attack. Reconnaissance of the enemy position has been done.
- SBF element maintains overwatch of assault element. SBF element maintains continuous comm and continuous observation of assault element. SBF element detects enemy actions and informs assault element.
- SBF element suppresses enemy in order to allow assault element to close to within fifty meters of the enemy and suffer less than 20% casualties.
- SBF element causes no friendly casualties.
- Although written for a reinforced rifle platoon, the following drill applies to any unit conducting the SBF task, from an infantry squad, to a machine gun section, to a supporting unit not organic to the company such as heavy machineguns, AAVs, or tanks.

2. Planning the SBF

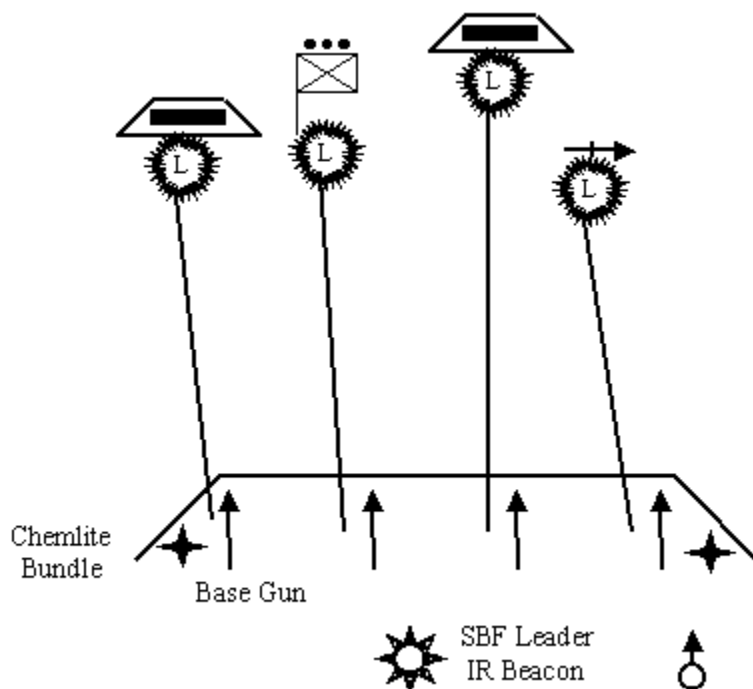
- The company OpOrder task-organizes the company and assigns tasks to each element. The SBF element is a single task-organized unit, under the command of a **single leader**.
- The SBF leader makes a map study to select a tentative SBF position, close enough to the objective to minimize **NVG** limitations. The elevation of the SBF position should be above the elevation of the objective.
- The SBF leader plans **fires**, **timing**, and **signals**, and then issues his order.
- **Fires**. The SBF fire plan assigns weapons to targets. Complex, phased plans should be avoided. Indirect fire and CAS can be controlled by either the SBF element or the assault element leader.
- **Timing**. The assault element needs to know the duration of the planned fires. A machinegun squad, with a basic load of (800) rounds can only fire for (4) minutes at the rapid rate of 200 rounds per minute per gun, or (8) minutes at the sustained rate of 100 rounds per minute per gun.
- **Signals**. Radio is primary. Pyro is alternate. A non-illuminated night attack should avoid pyro signals that illuminate the assault element at the most dangerous time of the attack. The assault element should NOT use a whistle or other sound signal to try to communicate with the SBF element. Use of **IR devices** for alternate signals needs to be carefully deconflicted with SOP unit markings.

3. Preparation of the SBF

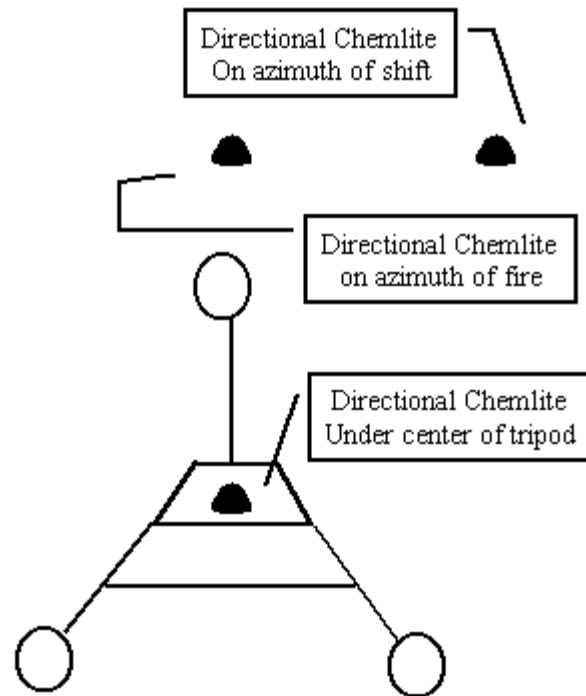
- A daylight leader's reconnaissance is made of the SBF position. The route is selected. Weapons positions are marked. Sectors are established. Azimuths of fire and azimuths of shift are calculated. Leaders solve problems that would be impossible to solve after dark. A security squad remains at the SBF position.
- An SBF rehearsal is conducted to rehearse occupation, fires, and consolidation. Far more than for a daylight SBF, each Marine must know the details of the fire plan.

4. Occupation of the SBF

- If possible, the SBF is occupied before dusk. The time required and the risk of discovery must be balanced against the difficult and dangerous option of setting up after dark.
- The SBF element stages in a defilade position behind the SBF position. Machineguns are mounted and weapons are prepared **before** moving forward.
- SBF leader positions units, weapons, and additional ammunition.
- **With a compass, the SBF leader personally lays each weapon on the azimuth of fire** and establishes the azimuth of shift. Every Marine needs to know his azimuth of fire.
- A machinegun positioned on the outside of the SBF closest to the maneuvering element is the base gun of the SBF. All weapons in the SBF keep fires to the right (or left) of the base gun.
- SBF element marks flanks with **IR chemlite bundles**. See *Night Friendly Position Marking SOP*.
- The SBF leader shows gunners and leaders their sector and targets with a hand-held laser pointer. See *Night Target Marking SOP* for standard IR laser marks and targeting terminology.



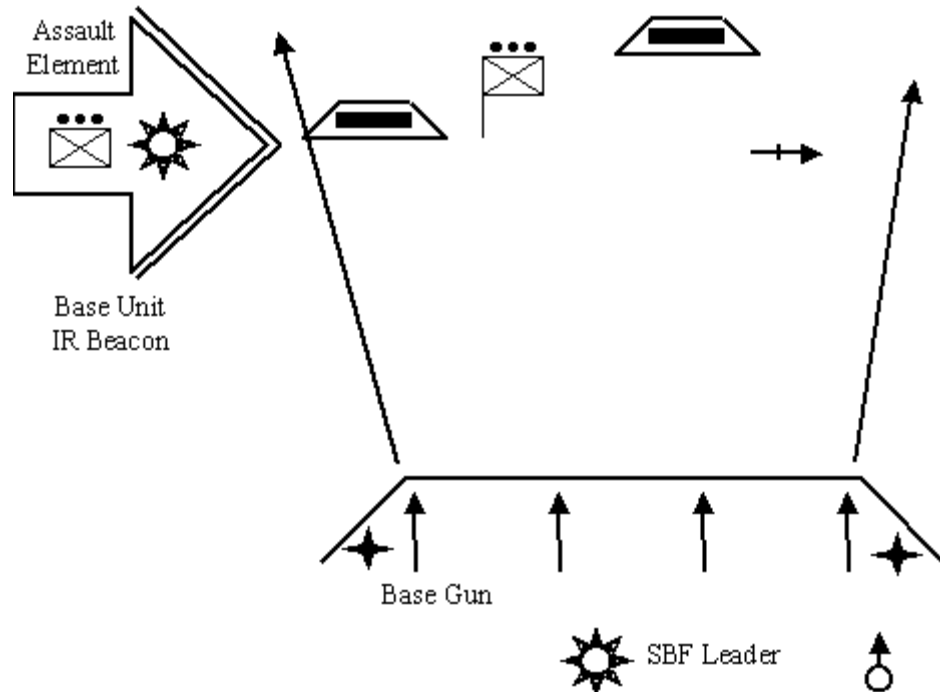
- Machineguns mark T&E mechanisms with azimuth of fire and azimuth of shift.
- Directional chemlites are placed at each machinegun position, either during the leader's reconnaissance, or during occupation.



- Unfixed weapons. Each man marks three points on the deck, the butt of his weapon, the muzzle laid on the azimuth of fire, and the muzzle laid on the azimuth of shift.
- Alternate positions are established. Security is posted.
- **The SBF leader then inspects the position. He ensures that the correct firing data is computed and placed on each weapon, that sector stakes are emplaced, and that the fire plan and signal plan are understood by all hands.**

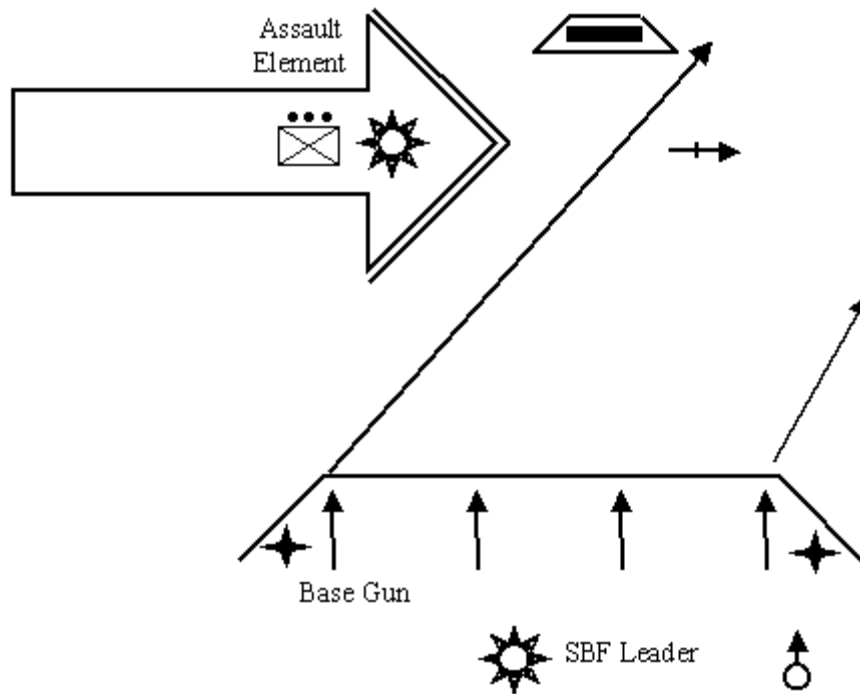
5. Execution of SBF

- SBF leader maintains continuous comm with assault element leader. SBF alerts assault element to threats or changes to enemy situation.
- On signal, the SBF element commences fire, engaging targets within their sectors of fire.
- Initially, all weapons fire, gaining surprise, suppression, and fire superiority, and preventing enemy response fire and observation.



- Unfixed weapons then cease fire, and indirect weapons cease or shift deeper, while fixed precision machinegun fires continue in order to allow the assault element to close to within 50 meters of the objective.
- The SBF element leader directs and controls fire with **hand-held laser pointer**, tracers, and voice ADDRAC commands. SBF leader adjusts priorities of fire by pointing out crew-served weapons positions, vehicles, bunkers and other targets.
- Squad and team leaders designate targets for their units and weapons with **PEQ-2 weapons-mounted laser pointers**.
- For visibility, the leader of the base unit of the assault element is marked with a flashing **programmable IR beacon**. SBF element sees the assault element with **PVS-7 / PVS-14** or **thermal sight**. SBF leader monitors the movement of the base unit or lead trace of the assault element. SBF leader maintains comm with the assault element leader.
- The SBF leader is also marked with a flashing **programmable IR beacon**. See *Night Friendly Unit Marking SOP*.

6. On signal, the SBF element shifts fires away from the assault element.



- On signal, the SBF element ceases fires.

7. Notes

- A defilade SBF position requires well-trained machine-gunners who can execute an indirect machinegun fire mission. This is especially true at night.
- FiST: FACs and FOs can be attached to either the SBF element or the assault element.
- Contingencies: Assault element in contact. Delays. Reinforcement. Alternate SBF positions. SBF element unable to fire. Immediate illumination missions, and forced transition to illuminated attack.
- Tracers. Marines with **NVGs** and **weapons-mounted laser pointers** need NO tracers. The base gun should always fire tracers.
- If possible, the SBF leader should maintain a thermal view of the assault element. The SBF element may illuminate the objective with IR light.
- Company establishes SOP for objective numbering. Major objectives are multiples of ten: **Objective 50, Objective 70**. Enemy positions within these objectives are numbered in the same decade: **Objectives 52, 53, 55, 57**.
- NVGs are NOT the answer! Thermal sights are NOT the answer! The SBF element may not see the objective continuously. The SBF element may not see the assault element continuously. Illumination, enemy or friendly, can suddenly blind NVGs. Distance, fog, smoke, or vegetation can conspire to neutralize the advantages provided by NVGs.
- **Every SBF mission must be planned, prepared, occupied, and executed as if the SBF is going to fire blind.**

8. References:

- *See MCO 3501 Task 02A.02.02 Overwatch / support by fire*
- *See ARTEP 7-8-MTP
Conduct Overwatch / Support by Fire (Infantry Platoon) 07-3-2107*

3001. Breach a Wire Obstacle Battle Drill

1. Conditions and Standards

- Enemy can observe the obstacle or is firing on the obstacle. The obstacle may be booby-trapped or mined.
- The squad secures a single lane breach site for platoon to cross the obstacle.
- At the PLD, PLD guides recon the best breach site. When PLD is being loaded, one squad silently breaches the wire and the platoon crawls through to establish the PLD inside the enemy's wire.
- If the breach team is discovered or if a silent breach cannot be made, the breach is made under fire.
- Squads must be able to execute the following drill stealthily or under enemy fire.

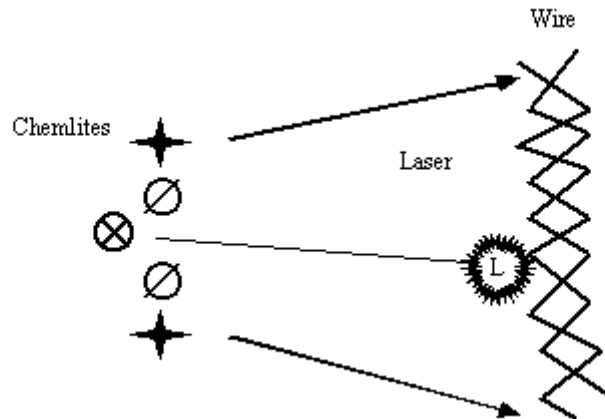


2. Squad Leader issues orders

- From a covered position, Squad Leader (SL) illuminates obstacle with **PEQ-2 weapons laser pointer** on wide angle.
- With **PVS-7 / PVS-14**, SL sees enemy positions. SL searches and then selects breach point, covered assault route, and sector TRPs for SBF element.
- Squad will breach single point only.
- With **PVS-7 / PVS-14**, Marines see control measures. Assistant Squad Leader (ASL) confirms control measures and takes charge of two-team SBF.
- Breach team disengages, if firing, and prepares for breach.

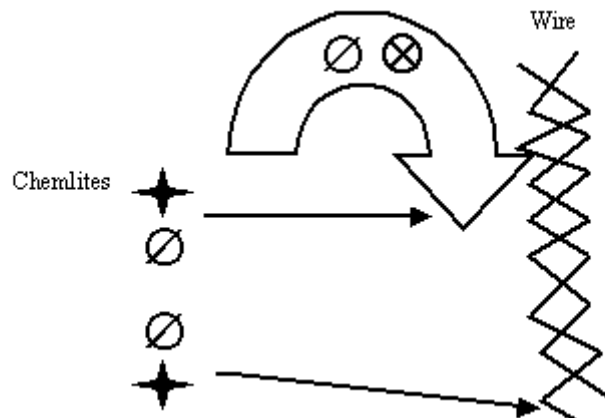
3. Squad suppresses the enemy

- ASL designates targets and directs fire with **PEQ-2** and tracer fire.
- Marines see obstacle with **PVS-7 / PVS-14**. Marines see ASL's laser fire commands.
- Squad marks flanks with **IR chemlite bundles**.
- Squad suppresses enemy with well-aimed slow fire using **PEQ-2** and **PVS-7 / PVS-14**.

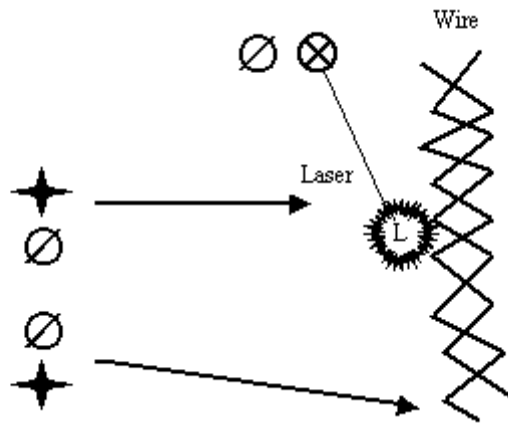


4. Squad Leader leads breach

- SL leads breach team along covered route. Assault team leader is marked with flashing **IR beacon**. See *Night Friendly Unit Marking SOP*.



- At last covered position, SL signals ASL at SBF to shift fire away from assault team. Signal is IR source on **PVS-7 / PVS-14**, “.. ..” (YES?). Backup signal plan is individual squad radio (ISR). Drill must be able to be executed without comm.
- ASL at SBF sees breach team and their signals with **PVS-7 / PVS-14** and supervises shifting of fires to new TRP. ASL signals back “..” (YES).
- SL illuminates breach point with **PEQ-2** on wide angle. Assault team sees approach to breach with **PVS-7 / PVS-14**.
- SL uses smoke to obscure the obstacle from enemy view.



- Breach team leader and one Marine move up to either side of the selected breach point of the obstacle. SL and remainder of breach team provide overwatch.
- Breach team leader cuts wire obstacle with wire cutters wrapped in cloth to deaden the sound.

OR

- Breach team leader throws a ladder laced with isopor matting over the obstacle.

OR

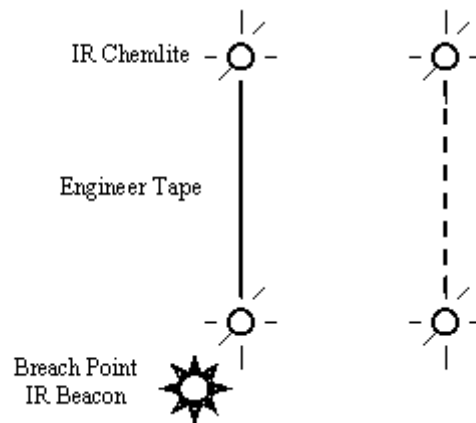
- Breach team leader throws grappling hook and rope over the obstacle to pull the obstacle down. If the obstacle is mined, grappling hook should be thrown from a covered position.

OR

- A combination of the above techniques is used.

5. **Squad Leader marks breach point with steady IR beacon on a stake.** See *Night Friendly Position Marking SOP*.

- SL and remainder of breach team move up to and through the breach, marking the breach.
- LEFT side of breach is marked with engineer tape, strung between two **IR chemlites**, staked into the deck.
- Optional RIGHT side of breach is marked with engineer tape, strung between two **IR chemlites**, staked into the deck. RIGHT side should be marked if multiple units will use breach.
- If visible colored chemlites are used, RED is LEFT, GREEN is right.
- Breach marking kit contains enough material to mark two sites: (8) **IR chemlites**, (8) stakes, (2) **IR beacons**, and (80) feet of engineer tape, all in a cloth laundry bag.



6. ASL leads remainder of squad up and assaults through the breach.

- Squad Leader remains at breach point.
- Squad Leader signals platoon commander. Platoon commander and follow-on squads move toward marked breach point.

7. References:

- See MCO 3501 Task 02A.03.09 Breach an obstacle
- See ARTEP 7-8-MTP
Breach Obstacle (Infantry / Mech Infantry Platoon) 05-3-0004.07-3103
- See ARTEP 7-8-MTP
Conduct Initial Breach of a Mined Wire Obstacle (Infantry / Mech Infantry Platoon) 07-3-1403
- See ARTEP 7-10-MTP *Breach Obstacle (Company) 05-2-0114.07-2102*

3002. Knock Out a Bunker Battle Drill

1. Conditions and Standards

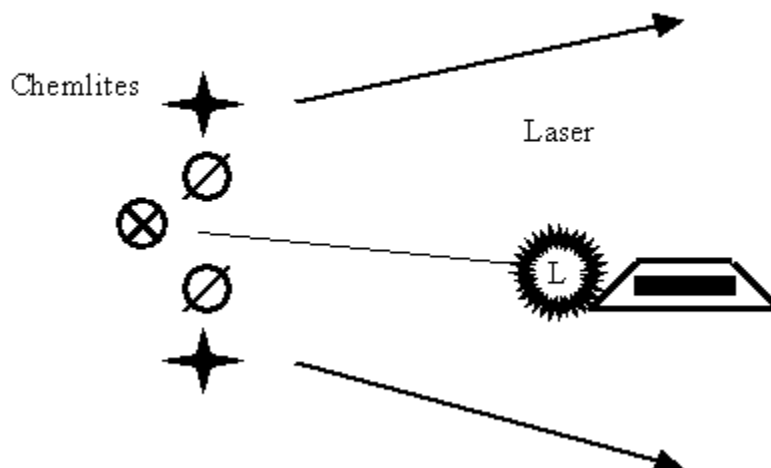
- Enemy occupies bunker, can observe the approaches, or is firing from the bunker.
- The squad secures the bunker by killing, capturing, or forcing the enemy to withdraw.
- Squads must be able to execute the following drill stealthily or under enemy fire.

2. Squad Leader issues orders

- From a covered position, Squad Leader (SL) illuminates bunker with **PEQ-2 weapons laser pointer** on wide-angle.
- With **PVS-7 / PVS-14**, SL sees enemy positions. SL searches and then selects covered assault route and sector TRPs for SBF element.
- With **PVS-7 / PVS-14**, Marines see control measures. Assistant Squad Leader (ASL) confirms control measures and takes charge of two-team SBF.
- Assault team disengages, if firing, and prepares for assault.

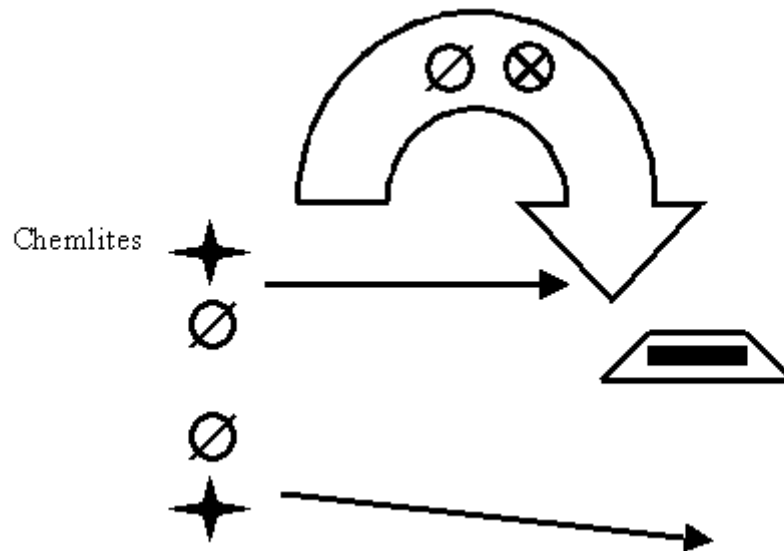
3. Squad suppresses the bunker

- ASL designates targets and directs fire with **PEQ-2** and tracer fire.
- Marines see bunker with **PVS-7 / PVS-14**. Marines see ASL's laser fire commands.
- Squad marks flanks with **IR chemlite bundles**.
- Squad suppresses enemy with well-aimed slow fire using **PEQ-2** and **PVS-7 / PVS-14**.

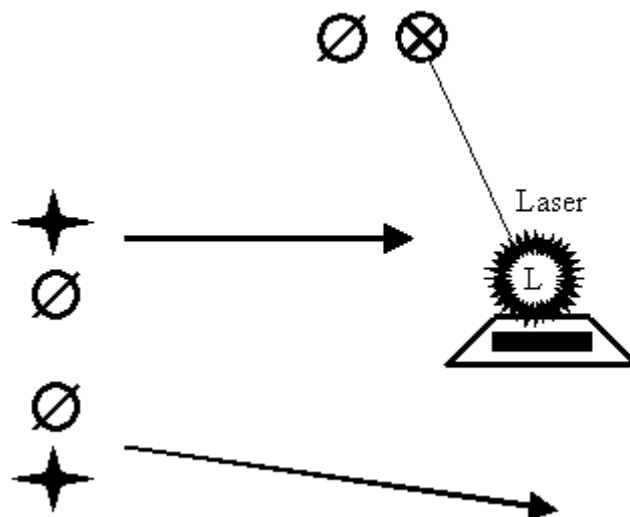


4. Squad Leader leads assault

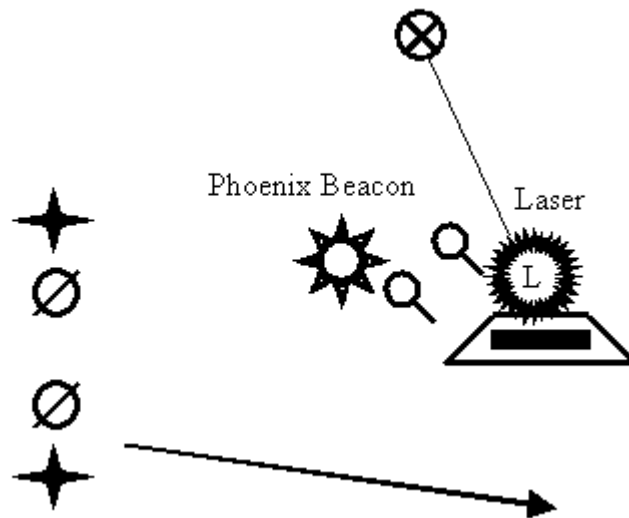
- SL leads assault fire team along covered route. Assault team leader is marked with flashing **IR beacon**. See *Night Friendly Unit Marking SOP*.



- At last covered position, SL signals ASL at SBF to shift fire away from assault team. Signal is IR source on **PVS-7 / PVS-14**, “.. ..” (YES?). Backup signal plan is individual squad radio (ISR). Drill must be able to be executed without comm.
- ASL at SBF sees assault team and their signals with **PVS-7 / PVS-14** and supervises shifting of fires to new TRP. ASL signals back “..” (YES).
- SL illuminates blind side of bunker with **PEQ-2** on wide angle. Assault team sees approaches to bunker with **PVS-7 / PVS-14**.
- SL uses smoke to obscure the bunker from enemy view.



- Assault team leader and one Marine move up next to bunker. SL and remainder of team provide overwatch. One man cooks off a grenade, yells "Frag Out!" and throws grenade through bunker aperture.
- Once grenade detonates, both Marines fire into bunker to destroy remaining enemy, then enter bunker to ensure it is clear.
- If squad is armed with AT-4, AT-4 drill is similar to SMAW drill. See *Weapons Sections Night Battle Drills*.



5. Squad Leader marks cleared bunker

- SL inspects bunker with **PEQ-2** on wide angle or IR source on **PVS-7 / PVS-14**.
- SL marks cleared bunker with an **IR chemlite** mounted on a stake, driven into top of bunker. See *Night Friendly Position Marking SOP*.



6. References:

- See MCO 3501 Task 02B.01.02 Knock out a bunker (Squad)

3003. Enter and Clear a Trench Battle Drill

1. Conditions and Standards

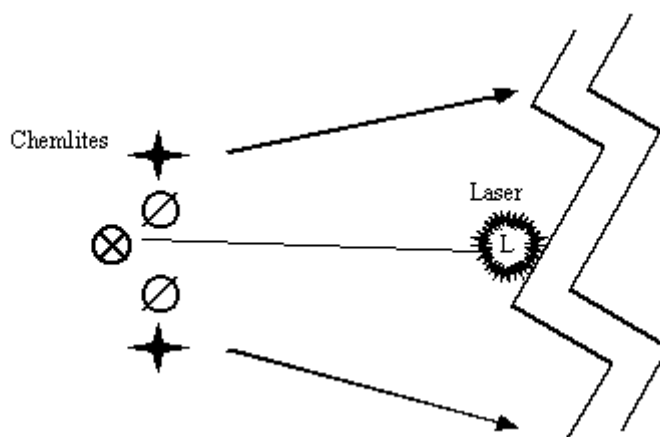
- Enemy occupies the trench, can observe the approaches, or is firing from the trench.
- The squad secures a foothold in the trench by killing, capturing, or forcing the enemy to withdraw.
- Squads must be able to execute the following drill stealthily or under enemy fire.

2. Squad Leader issues orders

- From a covered position, Squad Leader (SL) illuminates trench with **PEQ-2 weapons laser pointer** on wide angle.
- With **PVS-7 / PVS-14**, SL sees enemy positions and obstacles. SL searches and then selects entry point, covered assault route, and sector TRPs for SBF element.
- Squad will assault single entry point only. Ideal entry point is an irregularity of terrain that creates a gap in the enemy's mutual support.
- With **PVS-7 / PVS-14**, Marines see control measures. Assistant Squad Leader (ASL) confirms control measures and takes charge of two-team SBF.
- Assault team disengages, if firing, and prepares for assault.

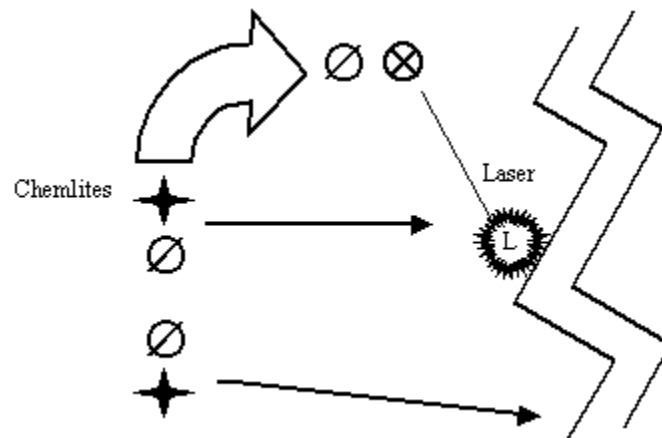
3. Squad suppresses the trench

- ASL designates targets and directs fire with **PEQ-2** and tracer fire.
- Marines see trench with **PVS-7 / PVS-14**. Marines see ASL's laser fire commands.
- Squad marks flanks with **IR chemlite bundles**.
- Squad suppresses enemy with well-aimed slow fire using **PEQ-2** and **PVS-7 / PVS-14**.

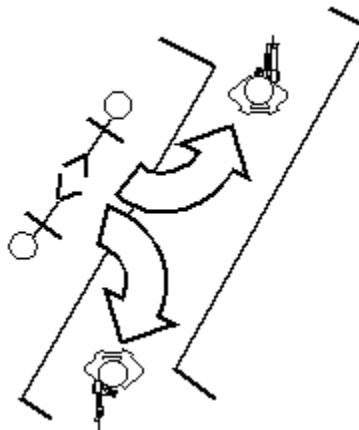


4. Squad Leader leads assault

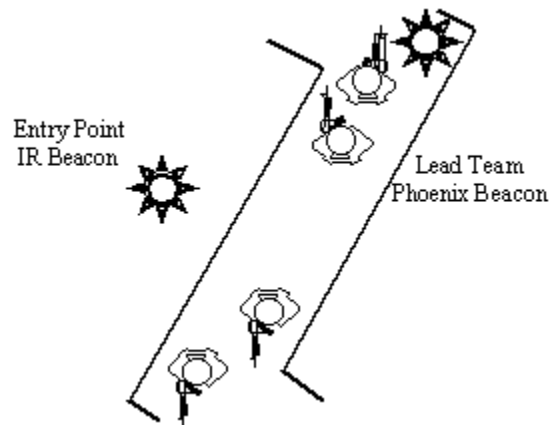
- SL leads assault team along covered route. Assault team leader is marked with flashing **IR beacon**. See *Night Friendly Unit Marking SOP*.
- At last covered position, SL signals ASL at SBF to shift fire away from assault team. Signal is IR source on **PVS-7 / PVS-14**, “.. ..” (YES?). Backup signal plan is individual squad radio (ISR). Drill must be able to be executed without comm.
- ASL at SBF sees assault team and their signals with **PVS-7 / PVS-14** and supervises shifting of fires to new TRP. ASL signals back “..” (YES).
- SL illuminates entry point with **PEQ-2** on wide angle. Assault team sees approach to entry point with **PVS-7 / PVS-14**.
- SL uses smoke to obscure the obstacle from enemy view.



- Assault team leader and one Marine move up to the lip of the trench and lie parallel to the trench on their backs, feet to feet. SL and remainder of assault team provide overwatch.
- Each Marine cooks off a grenade, yells "Frag Out!" and throws a grenade into the trench.
- Once grenades detonate, each Marine rolls into the trench, landing back to back, and fires the length of the trench in opposite directions.
- Marines then move in opposite directions, firing until they reach a corner or intersection. Each man halts to secure the entry point.



5. **Squad Leader marks entry point with steady IR beacon on a stake.** See *Night Friendly Position Marking SOP*. Squad Leader and remainder of assault team roll into the trench.



6. **ASL leads remainder of squad up and into the trench.**
 - Squad Leader remains at entry point.
 - Squad Leader signals platoon commander. Platoon commander and follow-on squads move toward marked entry point.
7. **Squad Trench Clearing Drill**
 - Each squad clears in one direction only.
 - Lead team is marked with a coded **Phoenix Beacon** mounted on a pole, held high above the trench. See *Night Friendly Position Marking SOP*.
 - Lead team alternates at every turn or intersection. Second team maintains visual contact with lead team. At intersection, second team calls "Taking the lead," picks up Phoenix Beacon, and moves past. Team remaining marks intersection cleared with **IR chemlite** on a stake.
 - Squad Leader follows the lead team.
 - Lead team clears corners and intersections with grenades. Marine shouts, "Frag Out!" and on detonation, fires down length of trench.
 - Marines in each team rotate point man, shouting "Reloading" when changing magazines. Two-man movement prevents bunching up of teams or squad.
 - The rear of the trench and all uncleared branches are always secured by a stay-behind security team.
 - Bunkers are assaulted and marked. See *Knock Out a Bunker Battle Drill*.
 - All Marines need **PVS-7 / PVS-14** and an IR illumination source, either **PEQ-2** on wide angle, a weapon-mounted **IR flashlight**, or the IR source on their **NVGs**.
8. **References:**
 - See MCO 3501
 - Task 02C.01.02 Clear a trench line (Platoon)
 - Task 02D.01.02 Clear a trench complex (Company)
 - See ARTEP 7-8-MTP Clear a Trench Line 07-3-1114
 - See ARTEP 7-8-MTP Knock Out a Bunker 07-3-1113

3004. Enter and Clear a Room Battle Drill

1. Conditions and Standards

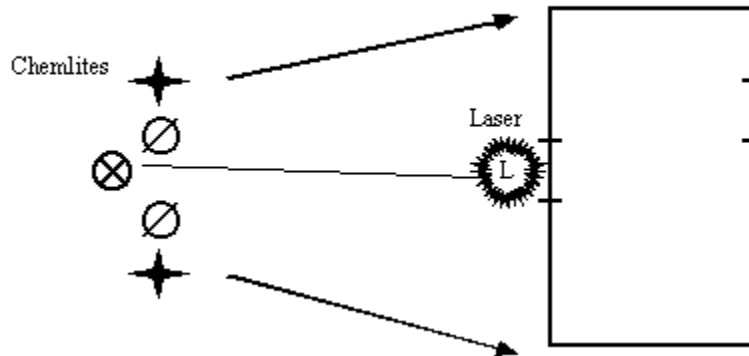
- Enemy occupies the building, can observe the approaches, or is firing from the building. Room can be a single-room building, or the first room of a large building.
- The squad secures the room by killing, capturing, or forcing the enemy to withdraw.
- Squads must be able to execute the following drill stealthily or under enemy fire.

2. Squad Leader issues orders

- From a covered position, Squad Leader (SL) illuminates building with **PEQ-2 weapons laser pointer** on wide angle.
- With **PVS-7 / PVS-14**, SL sees enemy positions and obstacles. SL searches and then selects entry point, covered assault route, and sector TRPs for SBF element.
- Squad will assault single entry point only.
- With **PVS-7 / PVS-14**, Marines see control measures. Assistant Squad Leader (ASL) confirms control measures and takes charge of two-team SBF.
- Assault team disengages, if firing, and prepares for assault.

3. Squad suppresses the building

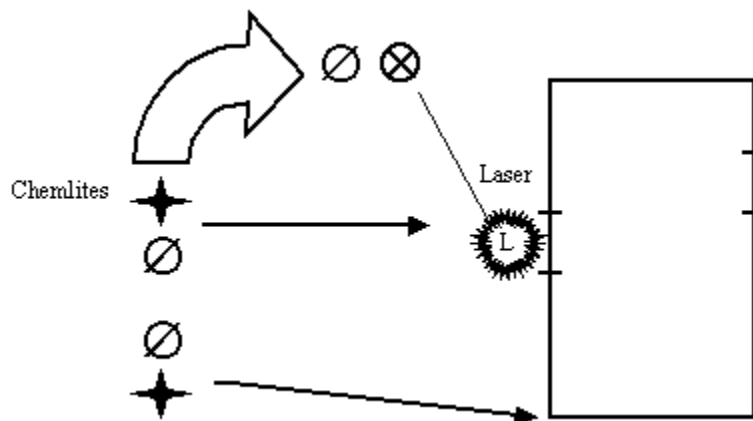
- ASL designates targets and directs fire with **PEQ-2** and tracer fire.
- Marines see building with **PVS-7 / PVS-14**. Marines see ASL's laser fire commands.
- Squad marks flanks with **IR chemlite bundles**.
- Squad suppresses enemy with well-aimed slow fire using **PEQ-2** and **PVS-7 / PVS-14**.



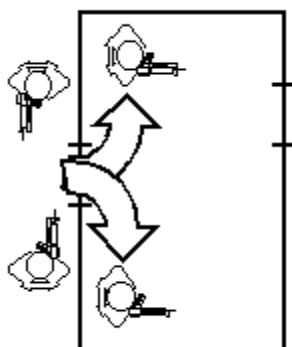
4. Squad Leader leads assault

- SL leads assault team along covered route. Assault team leader is marked with flashing **IR beacon**. See *Night Friendly Unit Marking SOP*.
- At last covered position, SL signals ASL at SBF to shift fire away from assault team. Signal is IR source on **PVS-7 / PVS-14**, “.. ..” (YES?). Backup signal plan is individual squad radio (ISR). Drill must be able to be executed without comm.

- ASL at SBF sees assault team and their signals with **PVS-7 / PVS-14** and supervises shifting of fires to new TRP. ASL signals back “..” (YES).
- SL illuminates entry point with **PEQ-2** on wide angle. Assault team sees approach to entry point with **PVS-7 / PVS-14**.
- SL uses smoke to obscure the entry point from enemy view.



- Assault team leader and one Marine move up to either side of the selected entry point of the building. SL and remainder of assault team provide overwatch.
- One man yells “Frag Out!” and throws grenade into the building.
- Once grenade detonates, both Marines enter the building. They stand inside on either side of the entrance, illuminate the room with **PEQ-2** on wide angle, a weapon-mounted **IR flashlight**, or the IR source on their **NVGs**, scan the room, and fire at enemy.
- Squad Leader and remainder of assault team move up to building. Inside building, assault team leader yells, “Next man, right!” (or left). Marine moves through, yelling “Coming in, right!” (or left). Assault team leader can also yell, “Next man, stand fast.”
- No Marine blocks the entrance.



5. **Squad Leader marks entry point with steady IR beacon.** See *Night Friendly Position Marking SOP*.

- ASL leads remainder of squad up to the building.
- Squad Leader signals platoon commander. Platoon commander and follow-on squads move toward marked entry point.

6. Squad Room Clearing Drill

- Each squad clears in one direction only. Squad Leader selects next room with **PEQ-2**. Lead team alternates at each room.
- Lead team is marked with an **IR chemlite** bundle hung outside the nearest window. Cleared rooms are marked with an **IR chemlite disk** stuck over the entrance. See *Night Friendly Position Marking SOP*.
- Squad Leader follows lead team.
- Marines in each team rotate point man, shouting “Reloading” when changing magazines.
- The rear of the squad and all uncleared entrances are always secured by a stay-behind security team.
- All Marines need **PVS-7 / PVS-14** and an IR illumination source, either **PEQ-2** on wide angle, a weapon-mounted **IR flashlight**, or the IR source on their **NVGs**.
- **For large buildings with multiple floors and interior rooms, or multiple small buildings, WHITE LIGHT is recommended. Marines searching and clearing rooms with IR light suffer from lack of ambient light, inability to rapidly scan and identify, risk of NVG white out, difficulties in moving indoors with NVGs, and other NVG limitations. WHITE LIGHT room clearing requires each Marine to have a weapon-mounted white-light flashlight.**
- If non-combatants possibly occupy the building, the squad task is not “Clear a Room,” but “Search a Room.” Grenades are NOT used. Marines need clear Shoot-No-Shoot guidance based on the ROE.

7. References:

- See MCO 3501
Task 02B.01.01 Clear a room (Squad)
Task 02C.01.01 Clear a floor (Platoon)
Task 02D.01.01 Clear a building (Company)
- See ARTEP 7-8-MTP Clear a Building 07-3-1110
- See ARTEP 7-8-MTP
Clear Built-up Area / Building (Infantry / Mech Infantry Platoon) 07-3-4141
- See ARTEP 7-10-MTP Assault Built-up Area / Building 07-2-1109

4000. Weapons Sections Night Battle Drills

1. Weapons Sections Night Battle Drills *complement* company operations.

- Weapons Sections drills do NOT stand alone. All weapons sections drills must support company operations. Adjustments to procedures must be understood by both supporting and supported units. Integration of multiple units and tasks requires training and rehearsal.
- Company SOP standardizes night markings of individuals and units. See *Night Friendly Unit Marking SOP*.
- Company SOP standardizes targeting terms and procedures. See *Night Target Marking SOP*.
- Training and rehearsals must insure that night marking SOPs and night targeting SOPs are understood by all Marines.
- Infantry rifle company leaders need to be familiar with the night capabilities and limitations of company weapons.
- Weapons Platoon Marines must be fully equipped with individual night fighting equipment and trained in its use. See Section 1.3 of Book I: *Night Warrior Handbook*. Regardless of distance from the enemy, the same standard applies for all weapons sections drills: **no visible light**.

2. Machinegun Section SBF Battle Drill

- The Machinegun section must establish an SBF on its own. See *SBF Battle Drill*.
- The night procedures for marking positions, laying guns for azimuth of fire, laying guns for elevation, if needed, and executing fire commands, are all individual training standards. Machinegunners must be very well trained in both individual and collective skills during daylight before executing these difficult tasks at night.
- The range of the M240G exceeds that of **PVS-7 / PVS-14. IR Chemlites** are difficult to see beyond four-hundred meters. Night drills and training need to compensate for the capability mismatch between tasks, weapons, and night equipment.
- References: See *MCO 3501*
Task 02E.01.05 Conduct field firing on predetermined targets

3. Mortar Section SBF Battle Drill

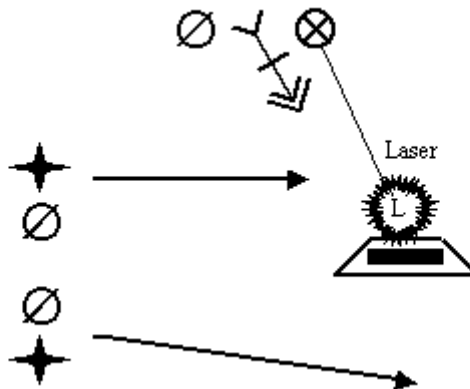
- The Mortar Section must be able to support the company SBF. See *SBF Battle Drill*.
- The Mortar Section must be able to establish a firing position, run the FDC, and execute fire missions in the dark. The Mortar Section must be able to execute a direct lay mission in the dark. Mortarmen must be very well trained in both individual and collective skills during daylight before attempting these difficult tasks at night.
- **PVS-7D** are far better than **PVS-7B** for close-in FDC work. The distance to a direct lay target can exceed the range of **PVS-7 / PVS-14**. Night drills and training need to compensate for the capability mismatch between tasks, weapons, and night equipment.
- References: See *MCO 3501*
Task 02F.02.09 Fire an immediate suppression / smoke mission
Task 02F.01.10 Fire quick smoke
Task 02F.01.11 Fire illumination

4. Assault Section Breach a Wire Obstacle Battle Drill

- An assault team attached to a rifle squad can use demolitions to breach a wire obstacle
- An assault squad or section can be tasked with reducing a wire obstacle or minefield on its own.
- See *Breach a Wire Obstacle Battle Drill*.

5. Assault Section Knock Out a Bunker Battle Drill

- A SMAW team attached to a rifle squad can knock out a bunker. The following steps are a variation of *Knock Out a Bunker Battle Drill*.
- At last covered position, SL signals ASL at SBF to shift suppressive fire away from assault team. From this cold position, SMAW team prepares rocket and checks the backblast area.
- SL illuminates blind side of bunker with **PEQ-2** on wide angle. SMAW team sees target with **PVS-7 / PVS-14**.
- SMAW team moves up to firing position, and fires at bunker aperture, destroying bunker.
- Remaining Marines in assault element move up and enter bunker to ensure it is clear.
- Squad Leader marks cleared bunker with an **IR chemlite** mounted on a stake, driven into top of bunker. See *Night Friendly Position Marking SOP*.



- Two SMAW teams can volley fire. This increase the odds of a first-round hit and reduces the enemy's ability to respond.
 - Using **PVS-7 / PVS-14** and **PAQ-4 / PEQ-2** with the SMAW requires training and good boresight procedures. Ideally, spotting rounds are not needed. SMAW team drills and night training need to identify and compensate for the capability mismatch between tasks, weapons, and night fighting equipment.
 - References: See *MCO 3501 Task 02G.01.06 Engage a stationary target at night*.
 - This same drill is used with AT-4 missiles.
6. **Assault Section Enter and Clear a Room Battle Drill.** An assault team attached to a rifle squad can use demolitions to reduce a door, or create an entry point, or mousehole, in a building. See *Enter and Clear a Room Battle Drill*.

5000. Notes on Supported Night Attacks

1. **A Night Attack by an infantry rifle company may be supported by multiple units of multiple types.** Since night operations are difficult and dangerous, training and rehearsals need to mitigate the following friction points:
 - The danger of fratricide is high.
 - The danger of confusion, delay, and inability to accomplish the mission is high.
 - Equipment capabilities and limitations are not understood by leaders of different types of units.
 - Training levels on night operations vary from unit to unit.
 - SOPs for marking, signaling and targeting at night differ from unit to unit and are sometimes dangerously contradictory. No Marine Corps SOP exists.



2. Battalion Units and Weapons

- Battalion SOP should standardize night markings of individuals, units and vehicles. See *Night Friendly Unit Marking SOP*.
- Battalion SOP should standardize targeting terms and procedures. See *Night Target Marking SOP*.
- Infantry rifle company leaders need to be familiar with the night capabilities of battalion units and weapons:
 - Scout-Sniper Platoon: M40 7.62, .50cal sniper rifle.
 - HMG Platoon: M2HB .50cal Machinegun.
 - HMG Platoon: Mk19 40mm Grenade Launcher.
 - 81mm Mortar Platoon: 81mm Mortar.
 - Anti-Armor Platoon: TOW.
 - Anti-Armor Platoon: Javelin.

3. Division Units

- When working with divisional units at night, rehearsals must insure that night marking SOPs and night targeting SOPs are understood by all Marines. Division combat SOP should standardize markings and procedures. See *Night Marking SOP*.
- Infantry rifle company leaders need to be familiar with the night capabilities of supporting vehicles and weapons:
 - AAV Battalion.
 - Tank Battalion.
 - LAR Battalion.
 - Artillery Battalion. FOs need to be trained in using artillery at night, using smoke for additional obscuration, and using NVGs to adjust fire.
- Combat Engineer Battalion. Engineers must be fully equipped with individual night fighting equipment and trained in its use. Integration of attached engineer squads must be well rehearsed so that the engineers can execute the unit SOP Battle Drills. An attached combat engineer squad can use a bangalore torpedo or other demolitions to breach a wire obstacle. See *Breach a Wire Obstacle Battle Drill*. An attached combat engineer squad can use demolitions to reduce a door, or create an entry point, or mousehole, in a building. See *Enter and Clear a Room Battle Drill*.

4. MAGTF Elements

- ACE: RWCAS and FWCAS. Pilots need to be briefed on FAC location markings, the unit marking SOP, and what they will see on the ground. Night targeting procedures and terminology follow JCAS standards. See *Night Target Marking SOP*.
- ACE: Assault Support. Pilots need to be briefed on the unit marking SOP and what ITG LZ markings they will see on the ground. See *Night LZ Marking SOP*.

6001. Night Marking SOP

1. All night markings are mission-specific. Unit leaders assign IR marks for each mission.

- Unit leaders assign as few marks as needed to aid control and situational awareness.
- IR is always primary. Visible light is secondary.
- IR is one color. Marks can only be differentiated by intensity, number, or flashes.
- Plans cannot be dependent on markings. Enemy can mark, marks can fail, and marks can be confused.
- The enemy may have IR sensors.

2. Night Marking Conventions. All Night Marking SOPs follow the following guidelines:

- Intensity indicates importance.
- Flashing indicates importance.
- Flashing **IR beacons** are significant and are reserved for a few key billet holders. Leaders are marked with either steady or flashing marks.
- Fixed sites are always marked with a steady IR mark. Regardless of importance, fixed sites never flash.
- For signaling, international distress signals apply. Two of anything is YES. Three of anything is DANGER.
- For positioning, nautical navigation SOPs apply. RED is LEFT. GREEN is RIGHT.
- IR equivalents. Two IR chemlites replace RED. One IR chemlite replaces GREEN.
- First priority for marking is always the LEFT side.

3. Light Discipline in the IR Spectrum

- Ironically, when an enemy has NVGs, IR light is MORE visible from farther distances than white or red light.
- To reduce confusion on an IR cluttered battlefield, reduce laser pointer use as far as possible.
- Individual **weapons laser pointers** are only used when firing. Small unit leaders use **weapons laser pointers** sparingly to define sectors, orient units, and direct fire.
- **Handheld laser pointers** are used sparingly when communicating key information and directing fire.
- **IR chemlites** and **IR beacons** are ON only when needed. Marks are pocketed when not required.

4. Specific Night Marking SOPs:

- See *Night LZ Marking SOP*
- See *Night Friendly Unit Marking SOP*
- See *Night Friendly Position Marking SOP*
- See *Night Target Marking SOP*

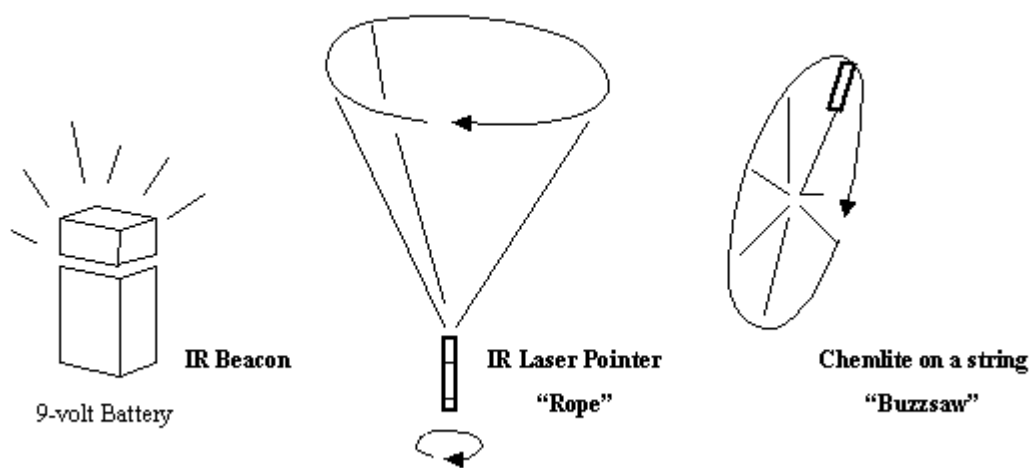
6002. Night LZ Marking SOP

1. Night ITG

- All LZs need two methods of Initial Terminal Guidance. The LZ Diagram specifies **ITG(F)** and **ITG(N)** for far (F) and near (N) signals.
- Although radio is the primary signal, ITG is *always* emplaced. The no-comm plan is to land using ITG only.

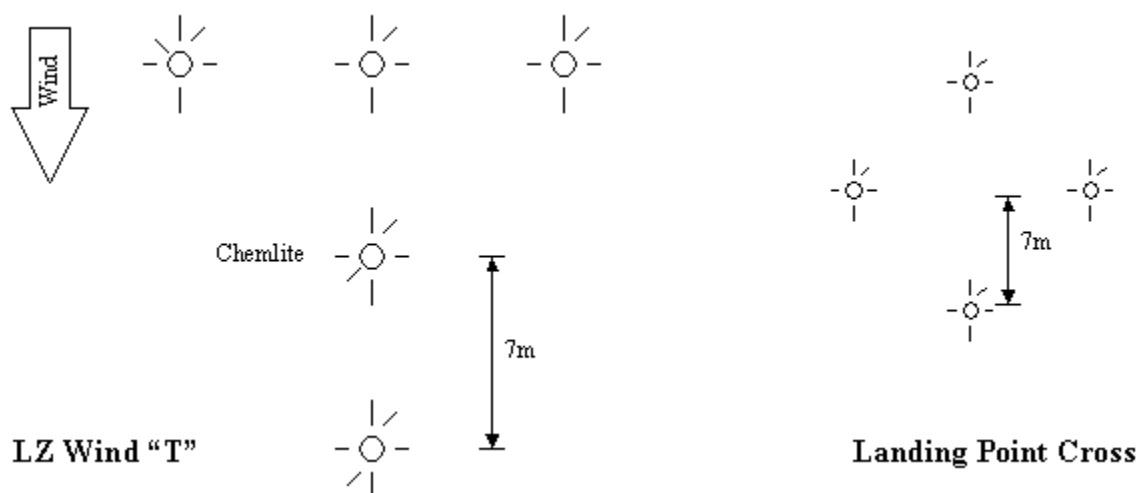
Far ITG Techniques

- Infrared: **IR Strobe**. Preferably a programmable **Phoenix Beacon** that emits a code that the pilot can confirm. A strobe can be made directional by placing it inside a mortar shell fiber tube or a M-203 barrel.
- Infrared: **IR Laser Pointer** “Rope.” An IR laser pointer, held vertically, drawing circles in the sky. This technique works best on overcast nights.
- Infrared: **IR Chemlite** “Buzzsaw.” An IR chemlite tied on a string, looped continuously on a six-foot arc.
- Visible Light: Chemlite “Buzzsaw.”
- Visible Light: Flashlight. Flashlight can be made directional by placing it inside a mortar shell fiber tube or a M-203 barrel. Visible RED light should be avoided as it interferes with the pilot's NVGs.
- Visible Light: Pyro. Star Clusters, Star Parachutes, Illumination.



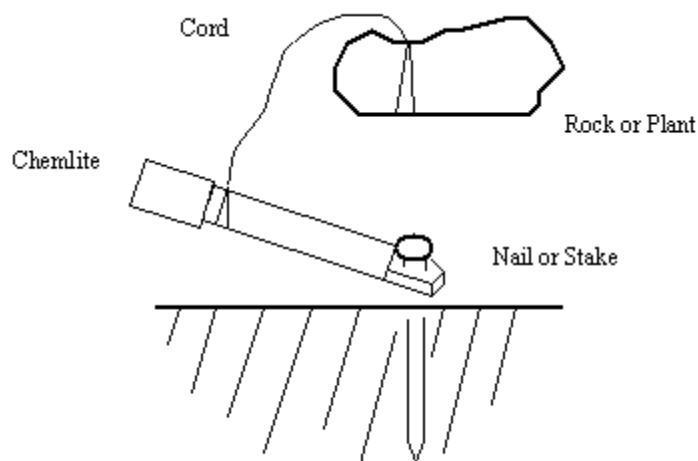
Near ITG Techniques

- Infrared: **IR Chemlite** Wind 'T.' The 'T' is the landing point of the first helicopter. Helicopter lands nose into the wind, so the 'T' is readable. Additional landing points can be marked with a landing point cross. Seven meters is the standard distance between individual chemlites.
- Visible Light: Chemlite Wind 'T.'
- Visible: Smoke, which is visible on clear nights to pilots with NVGs.



Notes on Night ITG

- Do not use a white strobe. The flashes can be confused with muzzle flashes
- Obstacles near the LZ can be marked with chemlites. Brief pilots on these markings.
- **IR chemlites** are more visible than colored chemlites. If no **IR chemlites** are available, use two colored chemlites taped together. For pilots on NVGs, red chemlites are more visible than blue or green.
- All chemlites of a wind 'T' need to be doubly secured to the deck to prevent scattering under rotor wash. Units need to carry ITG kits with nails, chemlites, tape and cord.



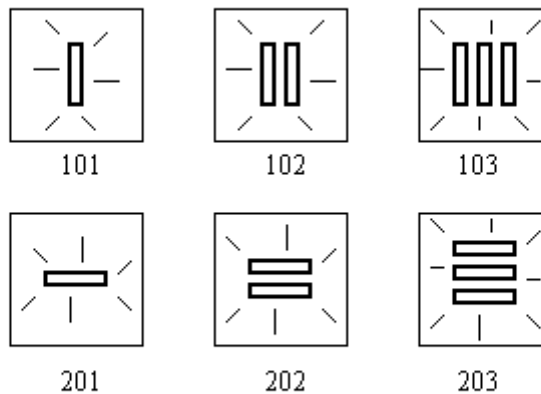
Detail of Doubly Secured Chemlite

2. Night Insert Zone Marking SOP

- ITG is standard for night inserts. The LZ Diagram specifies **ITG(F)** and **ITG(N)** for far and near signals.
- If no one was inserted early to execute ITG, speed of insert, especially with multiple large waves, is significantly slowed.
- In no one was inserted early to execute ITG, Marines have a higher possibility of being inserted in the wrong LZ.
- If a unit was inserted early to execute ITG, then the pre-planned ITG is emplaced.
- Infantry units maintain trained ITG teams. Reconnaissance units are better employed when not tasked with ITG.

3. Night Extract Zone Marking SOP

- ITG is critical for night extracts.
- For pre-planned extract, the LZ Diagram specifies **ITG(F)** and **ITG(N)** for far and near signals.
- For pre-planned extracts, the crew chiefs mark the windows of aircraft with chemlites to aid in identifying specific helicopters.
- For hasty extracts, the ITG plan is briefed to the inbound pilots by radio.



Helicopter Window Markings

4. Night Pickup Zone Marking SOP

- No ITG is required on established airfields.
- Expeditionary airfields or LZs require minimal ITG.

5. References:

JP 3-09.3 Joint Tactics, Techniques, and Procedures for Close Air Support (CAS)

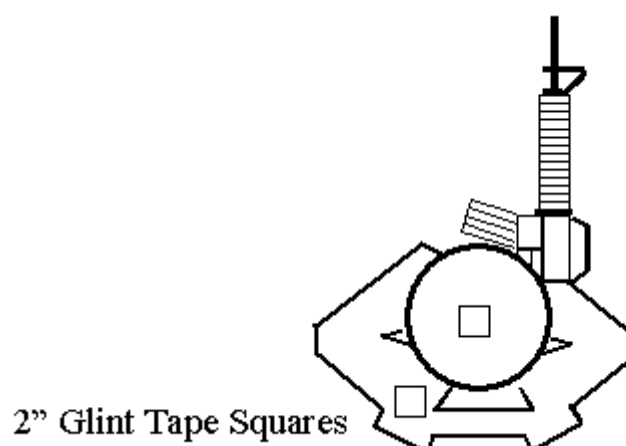
6003. Night Friendly Unit Marking SOP

1. Standard night markings for Marines prevent fratricide and aid situational awareness.

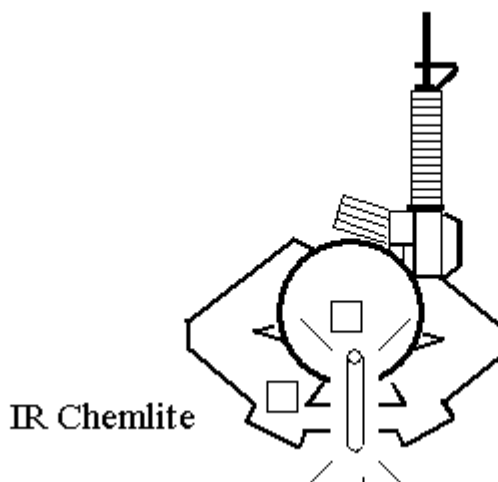
- Individual and unit night markings are standardized. **All markings are mission-specific.** Flashing IR marks are reserved for individuals in key billets.
- Fixed positions are marked with a steady IR beacon. Regardless of importance, fixed positions never use flashing IR. For markings of fixed sites, see *Night Friendly Position Marking SOP*.

2. Marking Individual Marines

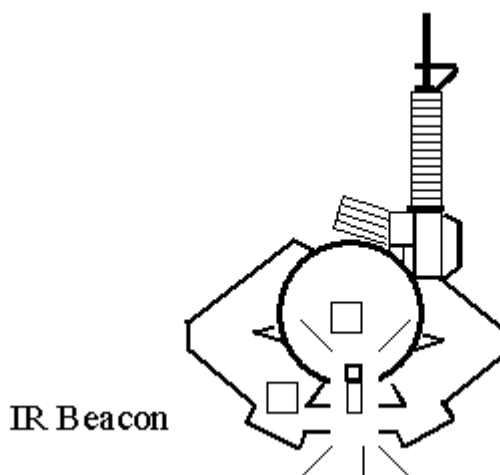
- All Individual Marines are marked with a 2" square of IR reflective **glint tape** centered on top of their helmets. A second 2" square of **glint tape** is positioned on the LEFT rear shoulder. Equipment and camouflage cannot interfere with **glint tape** visibility.



- Leaders are marked with an **IR chemlite** on the back of the helmet, held in place by the elastic helmet band. Commanders specify the leaders marked for each operation. As an example, stick leaders are only marked during PZ and LZ operations.

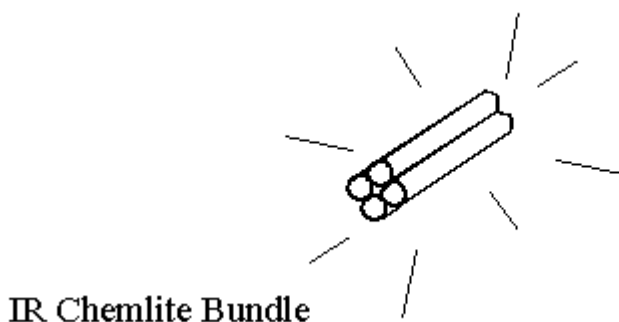


- Key Billets. Key billet holders are marked with a flashing **IR beacon**. Commanders specify the key billets marked and the codes for each:
 “FAC is marked with a programmable **IR beacon**, coded with seven dots, “.”
 “Corpsmen is marked with a programmable **IR beacon**, coded with three dashes, “— — —”
 “Assault team leader is marked with a programmable **IR beacon**, coded with three dots and three dashes, “. . . — — —”



3. Marking Units

- Base Units. Unit leader is key billet, marked with flashing **IR beacon**.
- Assault Units:
 Leaders on flanks wear **IR chemlites** on their helmets.
 Inside flank or base unit leader is marked with a flashing **IR Beacon**.
 Assault units in trenches carry a flashing **IR beacon** on a stake held above the trenchline. See *Enter and Clear a Trench Battle Drill*.
 Assault units in buildings carry an **IR chemlite** bundle to mark nearest window. See *Enter and Clear a Room Battle Drill*.
- Linkup Observation Teams. Linkup Point "Q" is marked with flashing **IR beacon**, coded with three dashes, “— — —.” See *Footmobile Linkup SOP*.
- SBF Units. Flanks are marked with **IR chemlite bundles**. See *SBF Battle Drill*.
- Units in Contact. Flanks are marked with **IR chemlite bundles**.



4. **Marking Vehicles.** VIPR Lights are mounted on the LEFT rear. Vehicles carrying key billet holders are set to flash.

6004. Night Friendly Position Marking SOP

1. Fixed positions are always marked with a steady IR mark.

- Regardless of importance, fixed positions never flash. Flashing IR marks are reserved for key individuals.
- Directional chemlites, chemlites taped so as to be visible from only one side, should be used for positions under enemy observation.
- For individual and unit markings, See *Night Friendly Unit Marking SOP*.

2. Marking a Footmobile Breach

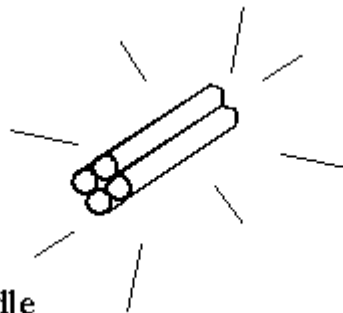
- Breach Site. Steady **IR beacon** near entrance. Two **IR chemlites**, with engineer tape strung between, to mark left side. Optionally, two more **IR chemlites**, with engineer tape strung between, to mark the right side. See *Breach a Wire Obstacle Battle Drill*.

3. Marking Bunkers

- Cleared Bunker. **IR chemlite** mounted on a stake, driven into top of bunker. See *Knock Out a Bunker Battle Drill*.

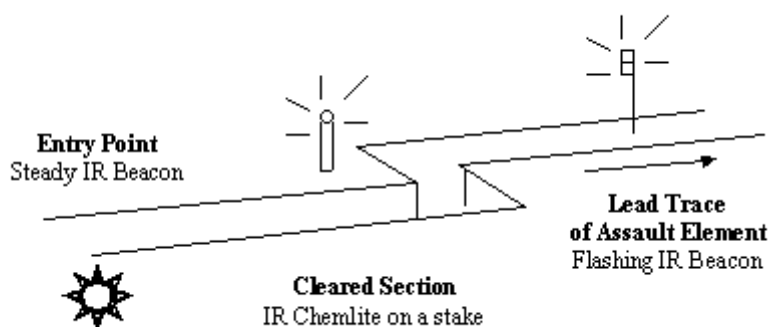
4. Marking Buildings

- Entry Point of Building. Steady **IR beacon**.
- Marking Cleared Rooms. **IR chemlite disk** stuck over entrance.
- Tracking progress of Assault Element. **IR chemlite** bundle hung outside window.
- See *Enter and Clear a Room Battle Drill*.



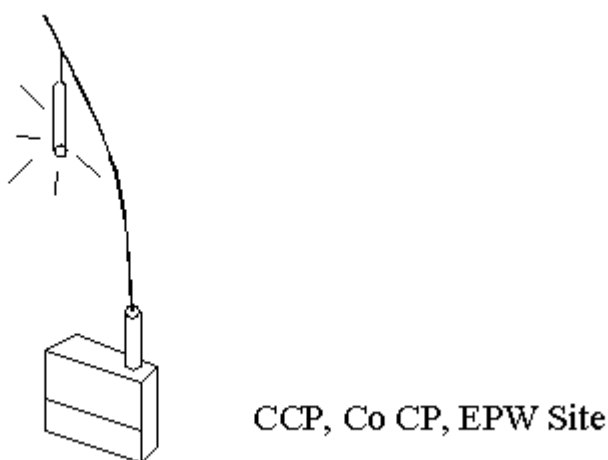
5. Marking Trench Lines

- Entry Point of Trench. Steady **IR beacon**.
- Cleared Trench Line: **IR chemlite** mounted on a stake, driven into top of trench at intersections.
- Tracking progress of Assault Element. **IR beacon** mounted on a stake, carried by Assault Element high above level of trench.
- See *Enter and Clear a Trench Battle Drill*.



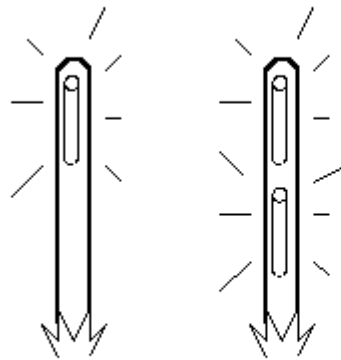
6. Marking Company Sites

- Casualty Collection Point. See *CASEVAC SOP*.
- EPW Collection Point and Co CP: Each of these sites is marked by a single **IR chemlite**, swinging freely on a cord, six feet off the deck.
- Typically, the **IR chemlite** mark is hung from a radio antenna.



- OPs. OPs are NOT marked.
- LZ. LZs are marked with an **IR chemlite** wind 'T.' See *Night LZ Marking SOP*.
- Linkup Point (LUP). Observation team marks "Q" with a flashing IR beacon, coded with three dashes, "— — —." See *Footmobile Linkup SOP*.

- Probable Line of Deployment (PLD). Squad Release Point is marked with a **directional IR chemlite**. Each end of the PLD is marked. Two **IR chemlites** on the LEFT, one on the RIGHT. See *PLD Battle Drill*.
- Defensive Positions or Sectors are marked, if necessary, with **IR chemlite bundles** on the flanks.
- Footmobile Routes. The LEFT side of route is marked with 12" engineer tape streamers tied to vegetation or fixed to the ground.
- Vehicle Routes. The LEFT side of the route is marked with engineer stakes. One directional **IR chemlite** is taped to the concave side. Two directional **IR chemlites** indicate a checkpoint.



Route Markers
IR chemlites on Engineer Stakes

- Engagement Areas (EAs). TRPs which define each corner of an EA are marked with coals or sterno in an ammunition can for thermal weapons sights. Directional chemlites face away from the enemy. Highly visible IR beacons, steady or flashing, are NOT used in order not to contradict friendly unit marking SOPs.

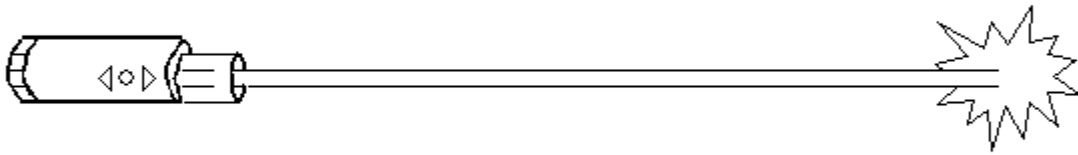
6005. Night Target Marking SOP

1. Standard terms and procedures are used to mark targets at night.

- In the dark, the danger of fratricide, enemy counteractions, confusion and misunderstandings are significant.
- Standard procedures apply, regardless of who provides fires: rifles, machineguns, mortars, vehicles, mechanized or armored vehicles, artillery, and close air support.

2. The key piece of night targeting equipment is the hand-held laser pointer.

- All leaders, down to the squad level, need a hand-held laser pointer to direct fire.
- Weapon laser pointers, **PAQ-4C** and **PEQ-2A**, can be used by small-unit leaders in the same manner as a hand-held.
- Platoon Commanders need a mid-range hand-held laser pointer, like a **GCP-1B**, to direct squads and attached weapons sections, as well as direct targeting for external units and aircraft.
- FACs and Company Commanders need a **PEQ-4**, the strongest hand-held laser pointer on the battlefield.



3. Accurate and unmistakable targeting depends on good comm and a good mark.

- On an IR-cluttered battlefield, multiple techniques can be used to differentiate your mark:
- Crossed IR beams. Multiple pointers on the same target.
- An IR beam with parallel tracer fire.
- An intermittent IR beam, flashing on the target.

4. Standard Laser Pointer Terms. The following terms are used by **all** units coordinating **all** types of fire. They are defined by the JCAS manual.

- **Rope.** Mark your position by moving a pointer in a circle over your head, making a cone of IR light.
- **Sparkle.** Mark a target with an IR pointer.
- **Snake.** Jiggle the IR beam horizontally on the target
- **Steady.** Steady the IR beam on the target
- **Stop.** Stop the IR beam. Do NOT use "terminate." That term is reserved for laser designators.

5. **Standard Night Targeting Terms.** The following terms are used by **all** units coordinating **all** types of fire.

Question	YES	NO
Do you see me? Friendly Forces	VISUAL	BLIND
Do you see it? Reference Point or IR Mark	CONTACT	NO JOY
Do you see the Target?	TALLY	NO JOY

Example discussion between platoon commander and HMG section in support:

- Leader: “I’m on hill 163, look for my **rope**.”
- Shooter: “Roger. I have a **visual** on you.”
- Leader: “In the stream bed to the east, I’m **snaking** a wooden bridge.”
- Shooter: “Roger. I **contact** the mark on the bridge.”
- Leader: “Beneath the bridge is a camouflaged truck. Do you see my **snake**?”
- Shooter: “**No joy**. Steady the beam.”
- Leader: “Roger. Beam is steady on the target.”
- Shooter: “I **tally** the truck! Standing by to fire on your command.”

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Suppression Is the Critical Infantry Task

by Maj Brendan B. McBreen

Here the author makes the case that Marine infantry units are not adequately trained in direct fire suppression.

The three keys for a successful attack against a prepared enemy position are:

- **A covered approach.** The assault element needs a covered approach to protect the force from enemy observation and enemy direct fire.

- **A vulnerable penetration point.** The commander must recognize and assault the enemy's most vulnerable position. Ideally, he recognizes where the enemy has poor mutual support—a point where subtle terrain features conspire against the enemy to isolate and weaken his position. This allows the suppression element to concentrate maximum suppressive fires against specific enemy defenses and not disperse fires across a wide front of multiple threats.

- **Overwhelming suppressive fire.** The assault element cannot exit their covered approach to assault the penetration point until enemy weapons have been destroyed, obscured, or effectively suppressed. This is the critical task. Effective suppression is a prerequisite for the assault and, in turn, the entire attack.

Currently, Marine infantry units are not trained sufficiently on direct fire suppression. This represents a critical deficiency in the lethality and offensive combat power of our infantry.

World War I: 1917

In 1937, Erwin Rommel published *Infantry Attacks*, a tactical primer based on his combat experiences in World War I. Of its many lessons on small unit combat, the book is especially clear on suppression in support of the assault. As a young combat leader, Rommel displayed a "masterful use of direct-fire weapons to gain nearly total

fire superiority. . . in narrow sectors in order to effect a breakthrough. . . ."

Infantry Attacks describes a series of attacks that Rommel led during 1917. (See Figure 1.) He organized his forces into three elements: a suppression element, an assault element, and an exploitation element. The assault element was small in relation to the

Date	Location	Ratio of Suppression to Assault Elements
7 January 1917	Gagesti	2:1
10 August 1917	Carpathians	3:2
11 August 1917	Carpathians	3:1
19 August 1917	Carpathians	9:1
25 August 1917	NE Italy	4:1

Figure 1.

suppression element. As he gained experience, he further decreased the size of his assault element.

His large suppression element placed overwhelming suppressive fire on specific enemy positions. Rommel closely supervised every detail of the suppression element, personally directing the emplacement and assignments of his soldiers and weapons. The assault element maintained a covered approach and usually assaulted less than 100 meters from its last covered position to the penetration point. Once the penetration had been made, Rommel would then lead the exploitation element into the enemy position.

U.S. Army: 1976

In 1976, the U.S. Army conducted a series of combat tests with the then-

experimental multiple integrated laser engagement system, which was then being developed to simulate small arms fire. Over 70 attacks, day and night, were made against a dug-in enemy. All soldiers and weapons were instrumented to record casualties. One analysis examined the most successful tactics for small unit assaults.

(See Figure 2.)

Note the last line. Heavy suppression with a small assault element was successful almost 9 out of 10 times. Two up and one back was successful only 25 percent of the time. This result paralleled Rommel's tactics.

One of the strengths of mechanized infantry is that in addition to mobility, the unit carries significant organic firepower. The attack by a well-trained mechanized infantry unit should place a small assault element against a vulnerable penetration point, supported by the overwhelming firepower of a vehicle-mounted suppression element.

U.S. Marine Corps: 2001

Today, a number of factors interfere with our ability to effectively train on the techniques of overwhelming suppressive fire. Think of the answers to the following questions:

- What manuals clearly explain the details of suppressive fire techniques? What manuals explain the benefits or recommend weighting

Units/Scheme of Maneuver		Success Rate
(1) Base of Fire	(2) Maneuver	25% Success
No Base of Fire	(3) Maneuver: Online assault	33% Success
(1 + Antitank) Base of Fire	(2) Maneuver	56% Success
(2) Base of Fire	(1) Maneuver	88% Success

Figure 2.

the suppression element with 60 to 70 percent of a unit's firepower?

- What training standards define effective suppressive fire? Does the new training and readiness (T&R) manual establish a combat-focused standard?

Where do noncommissioned officers (NCOs) and officers learn suppressive fire tactics? What schools teach it well?

- Do any units train to do suppressive fire well? Do any units or schools train to assault across more than 50 meters of open ground using only fire and movement?
- How often do infantry units conduct live fire supported attacks? How often does the new T&R manual require them to be done?
- What suppression techniques do we recommend for rifles and squad automatic weapons—weapons with no fixed tripods?

How effective are our fire commands? Our sector assignments?

- What ranges and training infrastructure support suppressive fire training? What obstacles prevent effective training?
- For night attacks, how do we assign and control weapons not mounted on fixed tripods? If not assigned, how does this weaken our suppression element? What techniques does the Marine Corps recommend for night suppression?
- Do our assault amphibious vehicles train to suppress in support of infantry assaults? Do tanks or light armored reconnaissance? Will the suppressive capabilities of the new advanced amphibious assault vehicle be exploited in training and combat?

Good Suppressive Fires Training

The Tactical Training Exercise Control Group (TTECG) at Twentynine Palms teaches excellent suppressive fire techniques as part of their range 400 training package. Marine leaders are taught to establish their suppression element and then maneuver their assault element to within 250 meters of the objective while indirect fires suppress the enemy. From there, the direct fires of the suppression element permit the assault element to close to within 50 meters of the objective. The assault element conducts fire and

movement for no more than 50 meters. The TTECG instructors do an excellent job of training Marine leaders never to expose their Marines by moving without suppression. They publish excellent handouts that present numerous proven techniques for conducting attacks and coordinating direct fire suppression.

This excellent infantry training is particularly noteworthy because it is so unique. Ideally, units should train on these techniques with their own leaders prior to a Combined Arms Exercise (CAX) and then hone their skills on the combined arms ranges at Twentynine Palms. Why is our graduate-level TTECG training cadre reduced to training kindergarten-level units? Why do our tactical manuals not include the hard-learned lessons that the TTECG tries to teach? Are we maximizing the value of the TTECG? Some units do not or cannot train to suppress except at CAX. This means infantry companies might receive this 1-week training every third or fourth year! This is insufficient.

What Is To Be Done?

- Update our infantry manuals. Our manuals are weak when describing the specific actions needed to establish and execute a support-by-fire position. None of our manuals explain the sort of detailed preparations that Lt Rommel made in 1917. None of our manuals explain the *additional* work required to effectively suppress an enemy at night. Nowhere does the Marine Corps discuss or recommend using two-thirds of a unit's firepower for suppression.

- Update our infantry training standards. Well-written and enforced training standards should drive training priorities and training infrastructure. The new T&R manual should clearly define successful suppressive fire in support of the assault. The new T&R manual should recommend how often a supported attack is trained at the infantry company level.

- Update our schools. NCOs and officers train and lead their units in the attack. Good manuals and good training standards need to be tied together in the school environ-

ment so that our infantry leaders are well taught in the techniques of effective suppressive fire in support of the attack.

- Update our ranges. *Marine Corps range capabilities have a direct correlation to our combat readiness.* If few ranges support suppressive fire, then few units will be trained. Ranges need to be configured to support training standards, not vice versa. Infantry units need onbase ranges that permit the training of all mission tasks, especially maneuver in conjunction with suppressive fire. Range-related training obstacles need to be identified and eliminated.

The leaders of a Marine infantry rifle company conducting an attack against a prepared enemy position, need to recognize and attack a *vulnerable penetration point*, find and exploit a *covered approach*, and concentrate *overwhelming suppressive fire* on the objective while the assault element closes and penetrates the enemy position. Infantry leaders at all levels need to train on analyzing ground, seeing covered approaches, and recognizing those terrain features that isolate and weaken an enemy defensive position. Overwhelming suppressive fire is critical in permitting an assault element to close and penetrate an enemy position. Marine infantry leaders need to train their units on the skills of suppressive fire, day and night. As an organization, we need to publish and emphasize the basic tactics, techniques, and procedures of effective, overwhelming suppressive fire, and then ensure that our leaders and our infantry units are supported and trained well on this critical infantry task.

US  MC

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