2d Cavalry Regiment
Maneuver Pamphlet

Effective 07 March 2012

MANEUVER PAMPHLET

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I. INTRODUCTION

"Battles are won by fire and movement. The purpose of the movement is to get the fire in a more advantageous place to play on the enemy. This is from the rear or flank."

G.S. Patton, Jr.

Our primary mission is to close with and destroy the enemy through close, violent combat.

Shared understanding of the inherent strengths and weaknesses of a Stryker formation's construct from platoon to squadron-level allows leaders to competently employ our formations as a Regimental Combined Arms Team in the manner appropriate to the mission requirements that meet the commander's intent. To gain, maintain and exploit the initiative to put the enemy in tactical dilemma while maintaining friendly freedom of action, the Regiment must determine what force ratio (size and type) the friendly maneuver element must consist of to defeat the enemy threats and/ or influence the local population. By using the right force package and associated combat enablers, the Regiment will be able to see the enemy, the terrain, ourselves and the population. The goal is to disrupt enemy cohesion, to the point of their defeat, without losing our own and while retaining or gaining a marked advantage to achieve desired effects.

To this end, a rifle or reconnaissance platoon must be capable of utilizing fire and maneuver to defeat enemy forces of up to one squad of dismounted infantry or a single enemy armored vehicle possessing capabilities similar to the Stryker (i.e. a BRDM, BMP, BTR, etc.). In keeping with the need to achieve sufficient mass to negatively affect the enemy, it then stands to reason that a rifle company needs to be capable of defeating up to two platoons of dismounted or motorized infantry, one platoon of mechanized infantry or one enemy main battle tank. This requirement to defeat an enemy force of predetermined size is again increased at the squadron level, where a rifle squadron is expected to be able to defeat up to two companies of dismounted or motorized infantry, one company of mechanized infantry or a platoon of main battle tanks.

To enable this Regimental effort, the reconnaissance squadron shapes the conditions for the Regiment's infantry squadron's tactical engagements by collecting critical tactical information - through either stealth and/ or combat means within the squadron's capacity - on enemy, the physical and human terrain. Thus, a reconnaissance platoon must be able to identify and if need be; fix, bypass and/ or conduct a hasty attack on up to one enemy infantry squad and/or like vehicle. Subsequently, a reconnaissance troop is required to be capable of fixing (by direct and indirect fires), bypass or hasty attack (only if enemy is disorganized) two platoons of dismounted or motorized infantry, or one platoon of mechanized infantry. While at the squadron-level capable of fixing (by direct and indirect fires), bypass or hasty attack (only if enemy is disorganized and not mutually supporting) two companies of dismounted or motorized infantry, or one company of mechanized infantry or a platoon of main battle tanks.

Conceptually, the ideas presented in this pamphlet are simple. In practice they require considerable training and the support of critical skills at the individual and team levels. Effective maneuver, combined with integrated fire support, competent navigation, terrain sense, and aggressive leadership is a combination that we cannot depict in diagrams.

II. PLATOON MANEUVERS

A. Fire and Maneuver.

Several basic ideas underlie US maneuver doctrine. These include:

- Fire and maneuver and the related idea of fire and movement.
- Formations and their uses.

These concepts apply to all maneuver units from platoon to corps level with some modifications. Though once widely taught in Army schools, they get less emphasis today. This section is meant as a general reference and basis for unit-specific discussions in sections III through V.

Maneuver itself is tactical movement supported by fires. Units maneuver to gain an advantage over an enemy force. Maneuvering forces always have the ability to support themselves with fires. The "fire and maneuver" of US doctrine differentiates between units committed to supporting operations by fire alone (the "base of fire") and the attacking forces that close with and destroy the enemy (the "maneuver element"). Fire and movement, another established doctrinal concept, refers to the use of part of the maneuver element, the supporting team, to fix or suppress an enemy unit with direct fires while the remainder of the element, the maneuvering team, continues to advance. Fire and maneuver is the cooperation between the base of fire and the maneuver element. The base of fire suppresses and destroys enemy forces in position to engage the maneuver force while the maneuver force moves against the enemy with direct fire or bypasses the enemy.

The base of fire element can also consist of external fire support units that do not close with the enemy or participate in the direct fire battle. The Squadron must be prepared to bring the fires of Troop mortar sections, direct support and reinforcing tube and rocket artillery, and close air support to bear on the enemy. Fire support operations are uniquely fast and flexible; the base of fire can be reinforced massively without significant redeployment of forces.

The maneuver element is a ground combat unit with the mission of closing with and defeating a targeted enemy force. Maneuver begins once a unit has made contact with the enemy. Direct fire is inherent in maneuver, as is close combat. At the Stryker platoon level, maneuver is the core of every tactical operation and task. The platoon leader maneuvers his mounted element and dismounted squads to close with, gain positional advantage over, and ultimately destroy the enemy.

Combining fire and movement requires a base of fire. Some platoon elements (usually a section, the weapons squad, and the ICVs) remain stationary to provide protection for bounding elements by suppressing or destroying enemy elements. The dismounted Stryker platoon can also maneuver while protected by the ICVs in a base of fire position and then establish another base of fire with the weapons or rifle squad. Because maneuver is decentralized in nature, the platoon leader determines from his terrain analysis where and when he wants to establish a base of fire. During actions on contact, he adjusts maneuver plans as needed. Making maneuver decisions normally falls to the leader on the ground, who knows which enemy elements can engage the maneuvering element and which friendly force can best provide the base of fire.

The base of fire element occupies the most dominant position that affords the best possible cover and concealment and clear fields of fire. The platoon leader normally designates a general location for the base of fire, and the element leader selects the exact location. Once in position, the base of fire element suppresses known, likely, or suspected enemy elements while aggressively scanning its assigned sectors. It also identifies previously unknown elements and then suppresses them with direct and indirect fires. The base of fire element allows the bounding unit to continue maneuvering so it can retain the initiative even when the enemy can see and fire on it. The base of fire element leader is constantly looking for other locations that may provide better support for the maneuvering element. Clearly identified and understood fire control measures between the maneuver and support elements are crucial for effective maneuvering and for minimizing the risk of fratricide.

MGS vehicles are combat multipliers on the battlefield and are frequently integrated into the base of fire element. As such, leaders at all levels must be cognizant of where these vehicles will be best utilized at every stage of an operation. Along with a thorough METT-TC and OAKOC terrain analysis, leaders should make the following considerations when deciding how best to utilize MGS vehicles during movement to the objective and actions on the objective:

- Direction of armored threat – MGS vehicles should be primarily oriented to counter any enemy armored threat based on a thorough terrain and enemy analysis.
- Direction of counterattack threat – MGS vehicles should have the ability to observe and engage in sectors deemed by the element leader to be likely enemy counterattack routes.
- Likely enemy strongpoints – MGS vehicles should be assigned sectors that cover hardened positions incapable of being suppressed with smaller caliber direct fire munitions.
- Breaching Operations – If a breach is necessary, the MGS vehicles may be the best asset to utilize for this critical task

Commanders must understand the capabilities and limitations of a Stryker Troop as compared to Armored Brigade Combat Team (ABCT) and Infantry Brigade Combat Team (IBCT) companies. The strength of the SBCT is its riflemen. The SBCT combines the tactical mobility and hauling capability of mechanized Troop units with the riflemen available to the Infantry Troop. The table below highlights some of the capabilities and limitations of the SBCT Infantry Troop.

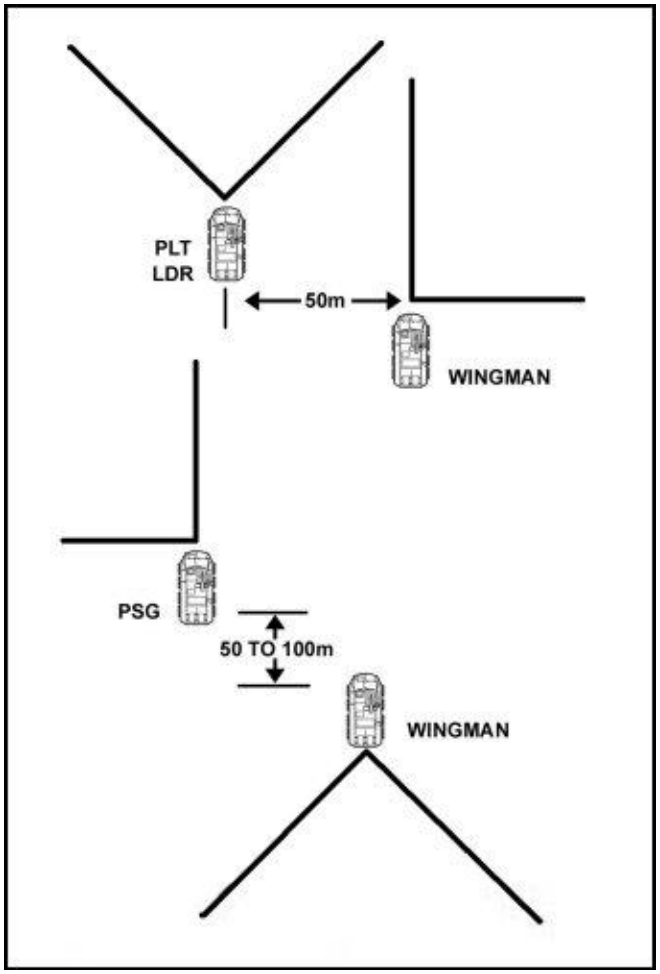
Capabilities	*Limitations*
Movement and Maneuver • Increased combat power with three rifle platoons and one MGS platoon. • Assortment of weapons to fight with an "arms room" concept. • Air assault operations with full strength platoons. • Organic combined arms assaults. • Speed and quiet characteristics of the Stryker family of vehicles.	**Movement and Maneuver** • Lacks organic gap-crossing capability. • Lacks organic long-range antiarmor fire.
Protection • Armored protection against 14.5-mm and rocket-propelled grenades with add-on armor kits. • Increased speed of Stryker may decrease certain threats. • Robust number of riflemen capable of protecting vehicles in restrictive terrain.	**Protection** • MGS and Stryker vehicles vulnerable to AT fires. • Vulnerable to CBRN attack. • Weight of additional armor.
Sustainment • Operates with a relatively small logistics footprint. • Designed for vehicular self-recovery. • The ICV carries 72 hrs of supplies. • The ICV can pull a PLS trailer with 96 hrs of supplies.	**Sustainment** • Increased requirement for augmentation in major combat operations. • Sustainment assets at brigade level. • No forward support company attached to battalion. • Use the ICV to resupply the Infantry platoon reducing direct fire and maneuver support to the platoon. • ICV pulling PLS trailer reduces mobility.
Fires • Organic mounted 120-mm and dismounted 60-mm mortars.	**Fires** • Limited resupply capability (no support platoon at battalion level).
Command and Control • Maintains information dominance through communications equipment and digital systems.	**Command and Control** • Speed and dispersion of unit increases C2 requirements.
Intelligence • Access to human intelligence and UAS assets from reconnaissance. • Digital and analog access to SBCT intelligence sources.	

B. Movement Techniques

The leader selects from the three movement techniques based on several battlefield factors:

- The likelihood of enemy contact.
- The type of contact expected.
- The availability of an overwatch element.
- The terrain over which the moving element will pass.
- The balance of speed and security required during movement.

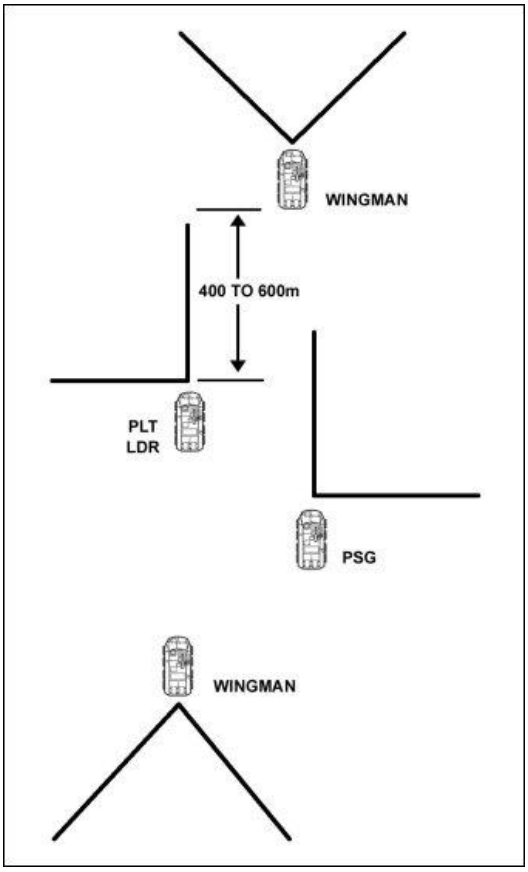
a. **Traveling Mounted.** Traveling mounted is used when contact with the enemy is not likely and speed is required. The leader analyzes the latest enemy spot reports and determines if contact with the enemy is unlikely. Because units generally move faster when traveling, mounted leaders must be aware of the increased potential for breaks in contact.



b. **Traveling Overwatch Mounted.** Traveling overwatch mounted is used when contact is possible. The leader designates one of his subordinate elements to provide security forward of the main body. In some cases, the security element may increase its distances from the main body as a result of improved enemy and friendly situational information or decrease their distance from the main body due to terrain or visibility restrictions. Leaders track the movement of their forward security elements and use position updates to ensure the forward security element is on azimuth and does not exceed the range of supporting direct fires. Likewise, the security element leader confirms his location and direction using position navigation (POSNAV) information. This means more to the nondigitized platoon than it does to the digitized platoon. Should a break in contact occur:

(1) The leader or detached element uses GPS or other digital aids to reestablish contact with the main body.

(2) The platoon's main body can use an infrared or thermal source to regain visual contact with the element and link it back to the main body.

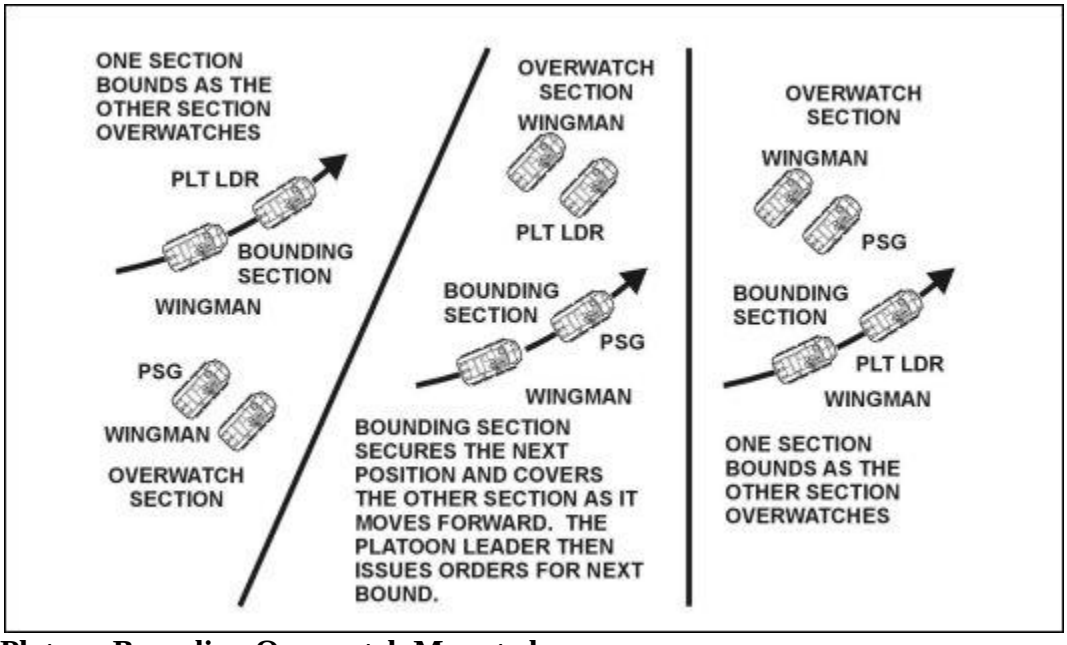


Platoon Traveling Overwatch Mounted

c. **Bounding Overwatch Mounted.** Bounding overwatch mounted is used when enemy contact is imminent. The leader initiates bounding overwatch based on planning information received earlier from the enemy situation and SITREPs received during movement. The leader bounds his elements using successive or alternate bounds. As a rule of thumb, vehicles should move in the low ground and overwatch from the high ground. This will maximize observation while minimizing exposure during bounding.

(1) Before bounding, the leader shows his bounding element the location of the next overwatch position. Ideally, the overwatch element maintains visual contact with the bounding element. The leader of the overwatch element can use his computer to track the location of the bounding element without maintaining visual contact. This provides the bounding element more freedom in selecting covered and concealed routes to its next location.

(2) Once the bounding element reaches its overwatch position, it signals it is ready to overwatch using voice communications or a visual signal. The bounding element also may use an infrared visual signal, such as a GCP-1 or Phoenix flashing light. The platoon leader must not allow the bounding element to exceed the weapons range of the element even though the infrared and digital technology allows the leader to control movement beyond the range of his organic direct-fire weapons.

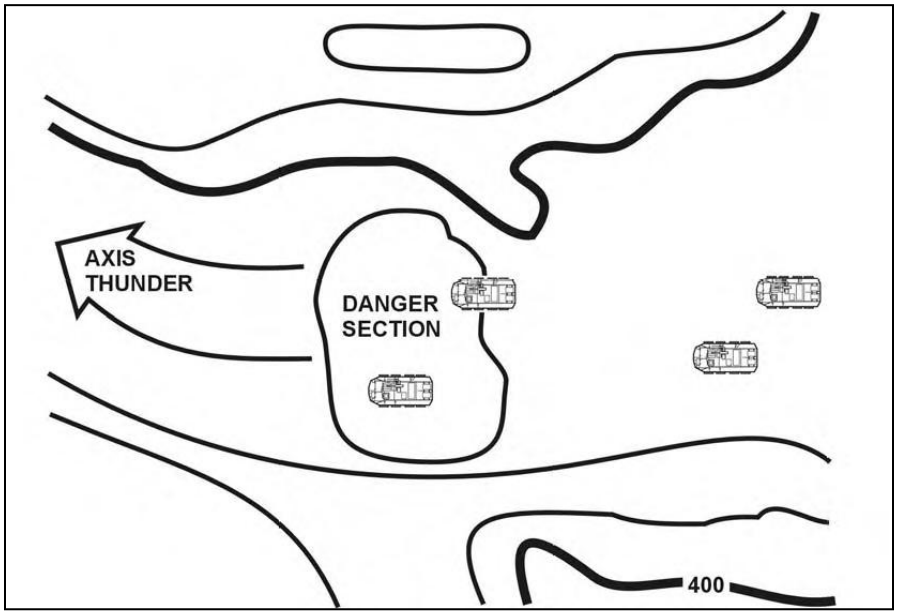


Platoon Bounding Overwatch Mounted

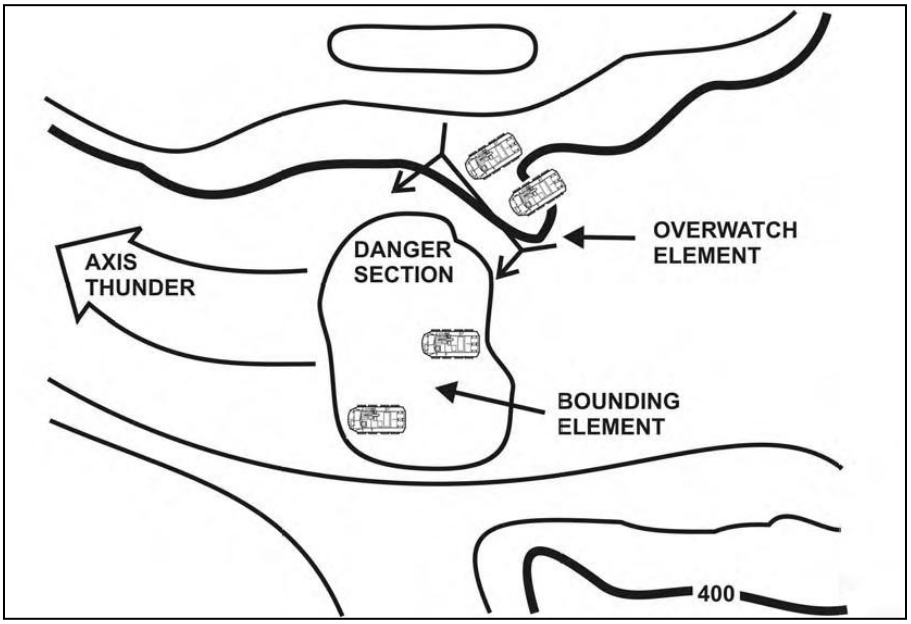
d. **Actions at Danger Areas.** (FM 3-21.9) When analyzing the terrain during the troop-leading procedures (during his METT-TC analysis), the platoon leader may identify "danger areas." When planning the route, the platoon leader marks the danger areas on his digital concept sketch and overlay. The term "danger area" refers to any area on the route where the terrain would expose the platoon to enemy observation, fire, or both. Examples include large open areas, roads and trails, and bridges or crossing sites over water obstacles. If possible, the platoon leader plans to avoid danger areas, but sometimes he cannot. Navigational aids help, but when using them, the platoon and squads should always know their own location. Naturally, when the unit must cross a danger area, it does so as quickly and as carefully as possible. During planning, the leader designates near side and far side rally points. If the platoon encounters an unexpected danger area, it uses the en route rally points closest to the danger area as far side and near side rally points.

Crossing Large Open Areas (Mounted). If time and terrain permit, the platoon should dismount infantry to reconnoiter the movement route and secure the far side of the open area. However, the distances between covered and concealed positions may make the use of dismounted infantry impractical. If time constraints prevent the platoon from bypassing a large open area, then the platoon uses a combination of traveling overwatch and bounding overwatch to cross the open area. When the platoon has to move across large open areas with limited cover and concealment, the platoon leader should consider the factors of METT-TC before firing indirect or direct fire while the platoon moves. Also, indirect-fire weapons can provide concealment by firing smoke alone or mixed with suppressive fires.

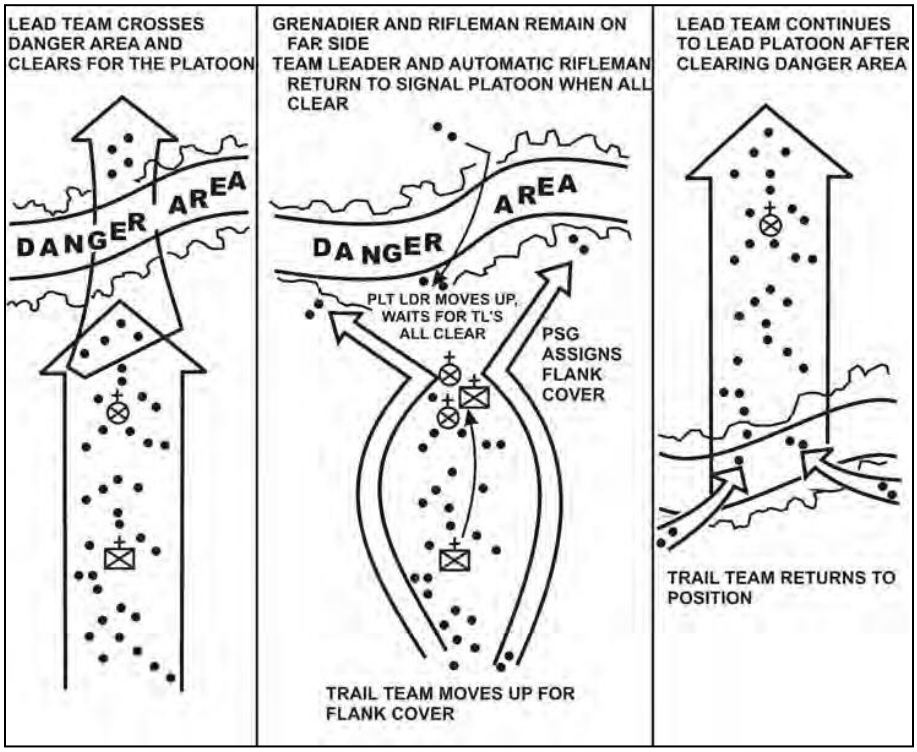
(1) Traveling Overwatch. The lead element moves continuously along the covered and concealed routes that give it the best available protection from possible enemy observation and direct fire. The trail element moves at variable speeds, providing continuous overwatch, keeping contact with the lead element, and stopping periodically to get a better look. The trail element stays close enough to provide immediate suppressive fire and to maneuver for support. However, it must stay far enough to the rear to retain freedom of maneuver in case an enemy force engages the lead element.



(2) Bounding Overwatch. When expecting contact, the platoon should use the slowest, most secure movement technique. If any enemy force engages the bounding element with direct fire, the platoon can suppress it at once with its own direct fire. With bounding overwatch, one element is always stopped to provide overwatching fire. First, the trail element occupies a covered and concealed position where it can overwatch the lead element. As soon as the lead element completes its bound (movement), it occupies a similar position and becomes the overwatch element. It overwatches while the new trail element (formerly the overwatch element) bounds forward to the next overwatch position. The platoon uses the folds in the earth and any other concealment to mask its movement.



Crossing Linear Danger Area (Dismounted). The platoon crosses a linear danger area in the formation and location specified by the platoon leader. When the lead team signals "danger area" (relayed throughout the platoon), the platoon halts. The platoon leader quickly moves forward, confirms the danger area, and determines what technique the platoon will use to cross. The platoon sergeant (or designated NCO, if the platoon sergeant remains with the ICVs) also moves forward to the platoon leader.



(1) The platoon leader informs all of the squad leaders of the situation and identifies the near-side and far-side rally points. He reconnoiters the danger area and selects the crossing point that provides the best available cover and concealment.

(2) The platoon sergeant directs positioning of the near-side security (usually conducted by the trail rifle squad). The near-side security element observes the flanks and over-watches the crossing. When the near-side security element is in position, the platoon leader directs the far-side security element (a fire team from the lead squad) to cross the danger area.

(3) The far-side security element clears the far side. The far-side security element leader establishes an observation post (OP) forward of the cleared area. The cleared area must be large enough to allow full deployment of the remainder of the platoon. The team leader signals his squad leader that the far side is clear. The squad leader relays this message to the platoon leader

(4) The platoon leader selects the method for the remainder of the platoon to use to cross the linear danger area. Once the platoon crosses the linear danger area, the main body begins moving slowly on the designated azimuth. The near-side security, controlled by the platoon sergeant, crosses the linear danger area where the platoon crossed. The platoon sergeant ensures that everyone in the platoon has crossed and sends a report to the platoon leader.

(5) The platoon leader ensures accountability and resumes movement at normal speed.

Making Enemy Contact at Danger Areas. An increased awareness of the situation helps the platoon leader control the platoon when it makes contact with the enemy. If the platoon makes contact in or near the danger area, it moves to the designated rally points. Based on the direction of enemy contact, the leader still designates the far- or near-side rally point. During limited visibility, he can also use his AN/PAQ-4B/C or AN/PEQ-2A to point out the rally points at a distance. If the platoon has a hard time linking up at the rally point, the first element to arrive should mark the rally point with an infrared light source. This will help direct the rest of the platoon to the location. In an M2A3-equipped unit, the platoon leader uses the rally point graphic control measure in the CTD and then sends the data to his VCs and squad leaders. During movement to the rally point, position updates allow separated elements to identify each other's locations. These updates help them link up at the rally point by identifying friends and foes.

Platoon Defile Drill. The **defile drill** is a method of rapidly moving the platoon through a danger area with good security. The lead section reconnoiters the defile using a combination of mounted and dismounted reconnaissance and occupies over-watch positions that provide observation of the terrain on the far side of the defile. The trail section covers the reconnaissance of the outer sections, then moves quickly through the defile to a firing position on the other side once the passage is reported clear. This drill can also be used to pass through a breach in an obstacle. These must be practiced until they are second nature.

Applications:

- Used to move through defiles or obstacles when enemy contact is possible.
- Is modified to include engineer assets when available.

Features:

- Lead elements recon defile or obstacle (report size/type, seek bypass) and occupy over-watch positions.
- Trail element covers the lead, moves quickly through the defile (or breaches the obstacle), and occupies a position on the far side.
- If obstacle requires assets beyond the platoon's capability, the engineer asset (if available) moves forward to conduct breaching drill after the lead elements establish over-watch.

C. Movement Formations

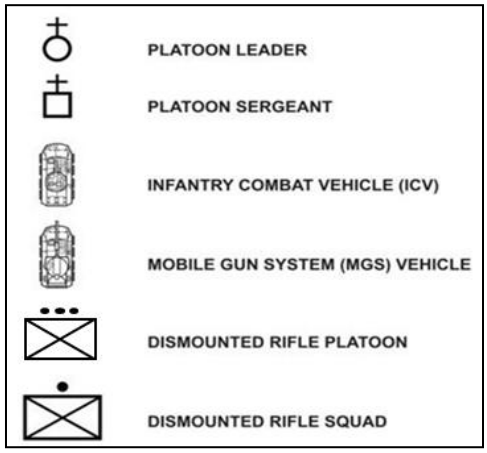
The platoon leader uses formations for several purposes: to relate one vehicle or squad to another on the ground, to position firepower to support the direct-fire plan, to establish responsibilities for sector security among vehicles or squads, or to aid in the execution of battle drills and directed COAs. Just as they do with movement techniques, platoon leaders plan formations based on where they expect enemy contact and on the higher commander's plans to react to contact. The platoon leader evaluates the situation and decides which formation best suits the mission and situation.

a. It is not necessary for the platoon formation to be the same as the Troop formation unless directed by the Troop commander. However, the platoon leader must coordinate his formation with other elements moving in the main body team's formation.

b. Platoon and Troop formations may differ due to METT-TC factors. For example, the platoons could move in wedge formations within a Troop vee.

(1) In planning and executing movement, leaders must consider the fluidity of formations, spacing requirements, as well as other METT-TC considerations that require the platoon to adapt basic formations. Leaders must stay ready to adjust the distance of individual vehicles based on terrain, visibility, and mission requirements. Vehicles must be able to mutually support each other.

(2) The platoon usually moves in formation when using traveling or traveling overwatch. When it uses bounding overwatch, the bounding element makes the best use of the terrain rather than adopting a precise formation. Only in this way can it move effectively while maintaining adequate security. Refer to the following figure for all platoon movement formations and movement techniques graphics.



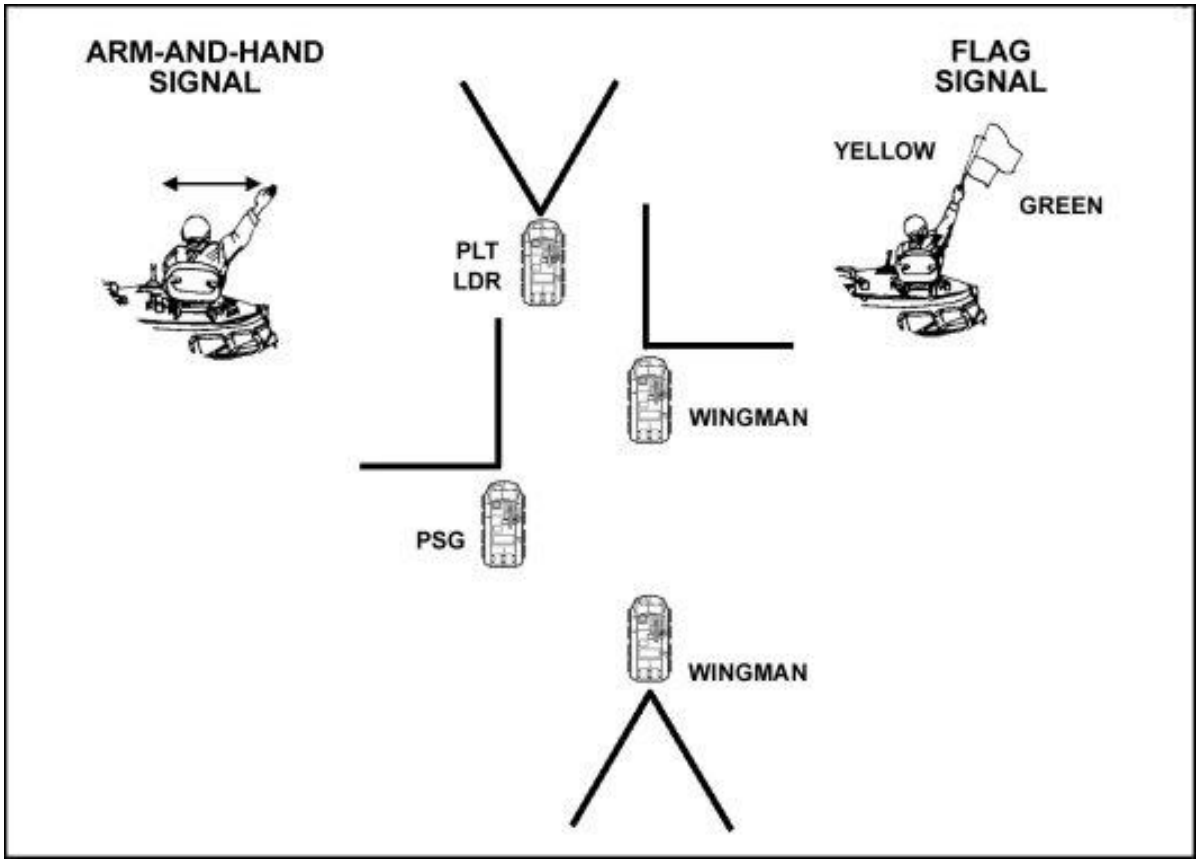
Platoon Graphics Key

MOUNTED FORMATIONS

The platoon can use the column, wedge, line, echelon, coil, and herringbone formations when mounted (based on METT-TC factors).

a. **Column Formation.** The column is used when speed is critical, when the platoon is moving through restricted terrain on a specific route, or when enemy contact is not likely. Each vehicle normally follows directly behind the vehicle in front of it. If the situation dictates, however, vehicles can disperse laterally to enhance security. The column formation has the following characteristics, advantages, and limitations:

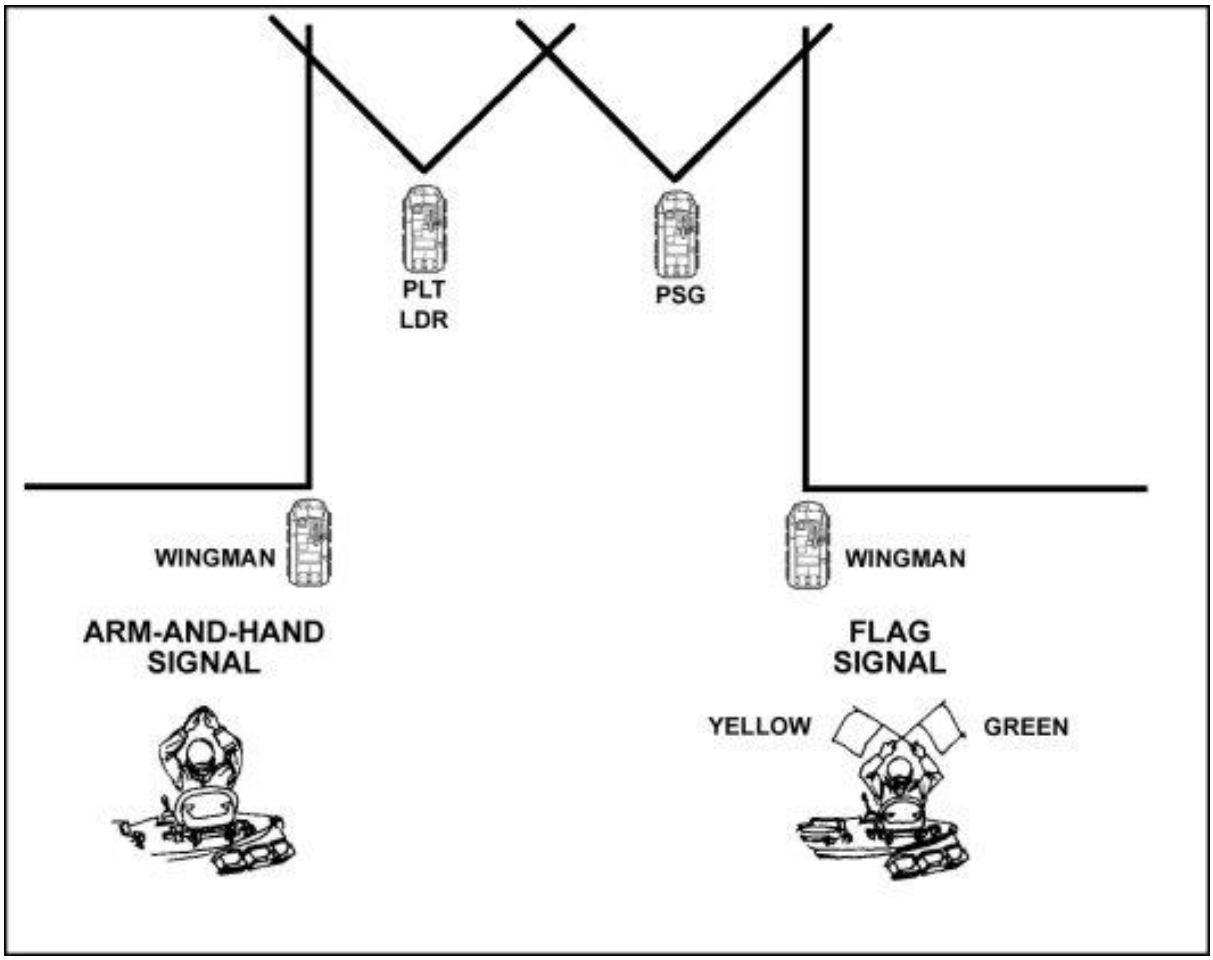
- It provides excellent control and fires to the flanks.
- It permits only limited fires to the front and rear.
- It is easy to control.
- It provides extremely limited overall security.
- It normally is used for traveling only.



Platoon Column Mounted

b. **Wedge Formation.** The wedge formation is often used when contact is possible or the enemy situation is unclear. In the platoon wedge, the platoon leader and the platoon sergeant are in the center of the formation, with their wingmen located to the rear of and outside of them. This is not true in all tactical situations. If the weapons squad is on the platoon leader or platoon sergeant's vehicle, it would not be an advantage to have the weapons squad in the lead. The wedge has the following characteristics, advantages, and limitations:

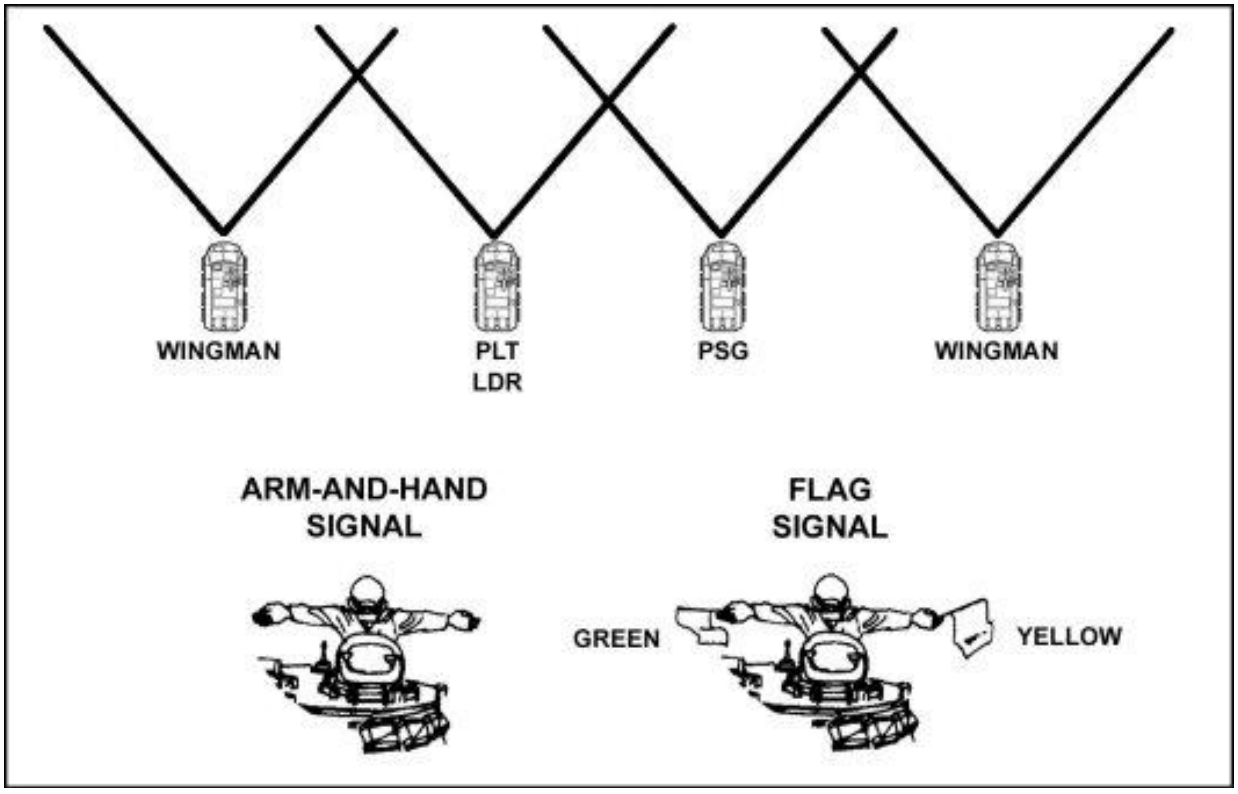
- It permits excellent fires to the front and good fires to the flanks.
- It is easy to control.
- It provides good security to the flanks.
- It can be used with the traveling and traveling overwatch techniques.
- It allows rapid transition to bounding overwatch.



Platoon Wedge Mounted

c. **Line Formation.** The line formation is primarily used when assaulting a weakly defended objective, crossing open areas, or in a support-by-fire position. The line formation has the following characteristics, advantages, and limitations:

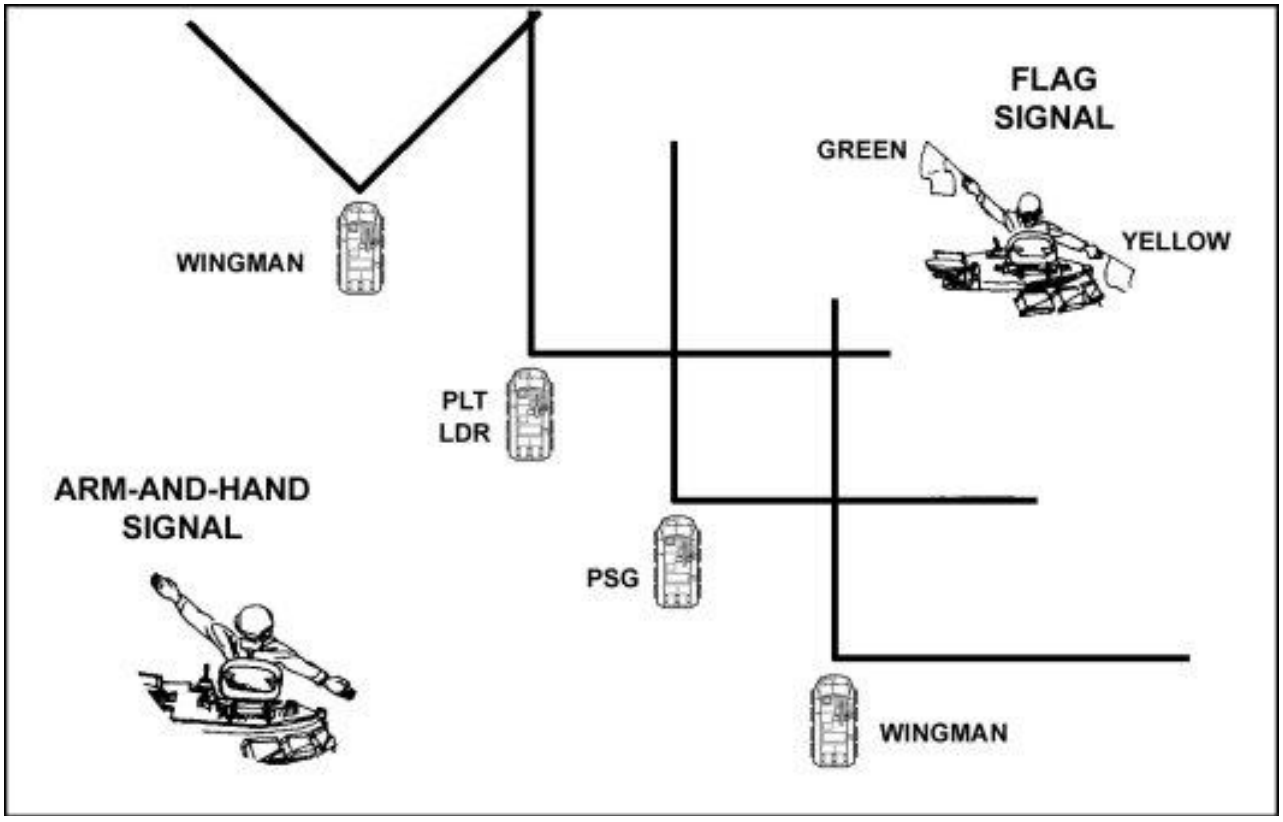
- It permits maximum fires to the front or rear, but minimum fires to the flanks.
- It is difficult to control.
- It is less secure than other formations because of the lack of depth.
- It is the most difficult formation from which to make the transition to other formations.
- It may be used in the assault to maximize the firepower and shock effect of the platoon. This is normally done when there is no more intervening terrain between the unit and the enemy, when antitank systems are suppressed, or when the unit is exposed to artillery fire and must move rapidly.



Platoon Line Mounted

d. **Echelon Formation.** The echelon formation is used when the Troop wants to maintain security and or observation of one flank and enemy contact is not likely. It normally is used when a platoon is to cover an exposed flank of a larger force. The echelon formation has the following characteristics, advantages, and limitations:

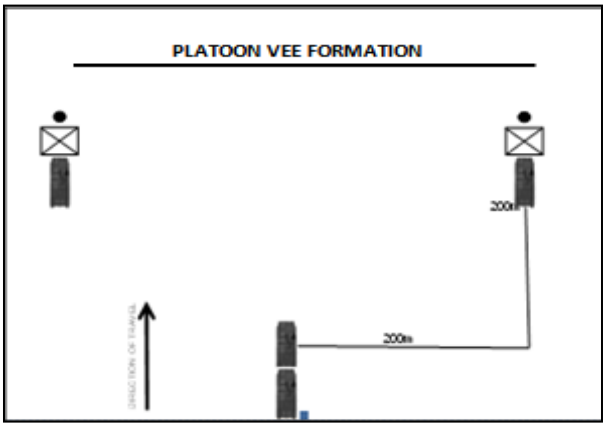
- It is difficult to control.
- It affords excellent security for the higher formation in the direction of the echelon.
- It facilitates deployment to the echelon flank.

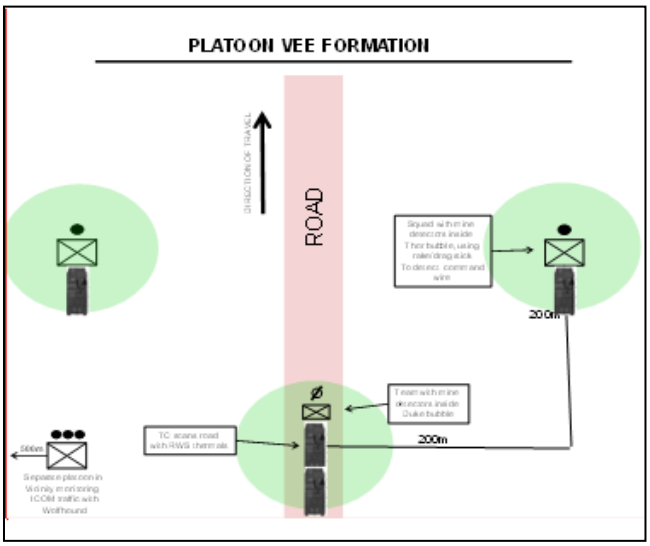


Platoon Echelon Right Mounted

e. Platoon Vee Formation. While functioning as a disruption force with significant chance of enemy contact or while passing through unfavorable terrain. While inherently slow and predictable, this formation is suitable for clearance missions. The vee formation has the following characteristics, advantages, and limitations:

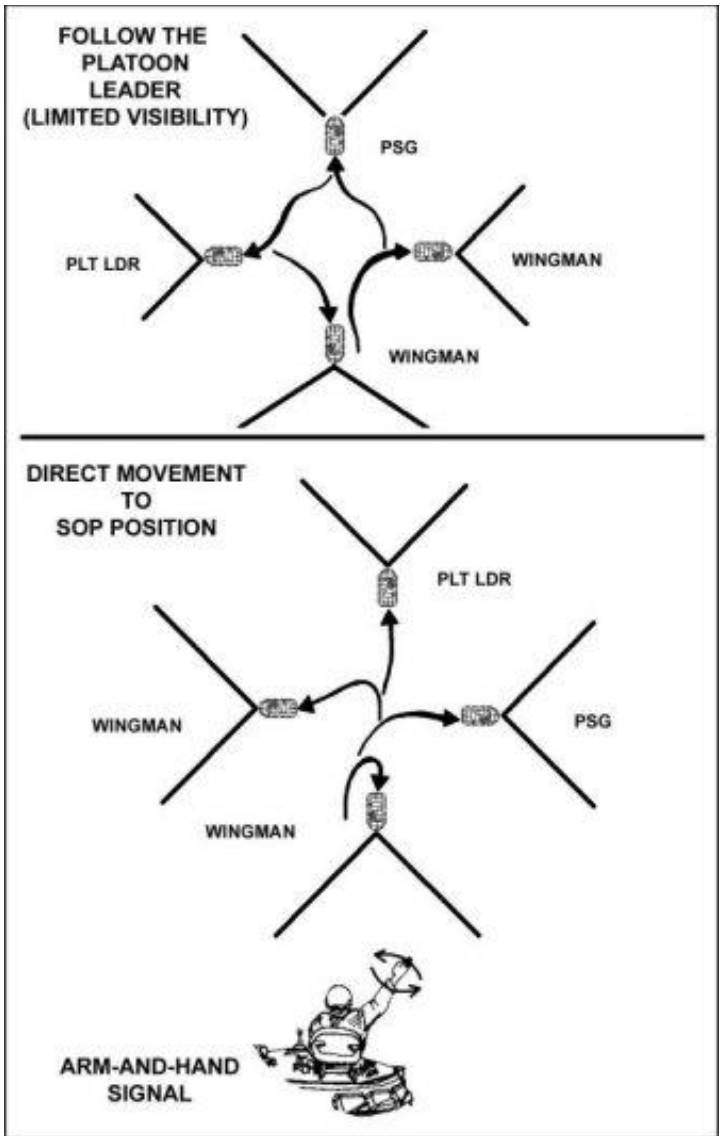
- It permits adequate fires to the front and flanks, but minimum fires to the rear.
- It is difficult to control.
- It is more secure than other formations because it offers depth.
- It is a difficult formation from which to transition to other formations.
- This formation offers a great degree of flexibility when encountering the enemy, due to its depth and space between formations. The placement of the vehicles can also be consolidated with apex if the terrain is unsuitable for vehicles on either flank.





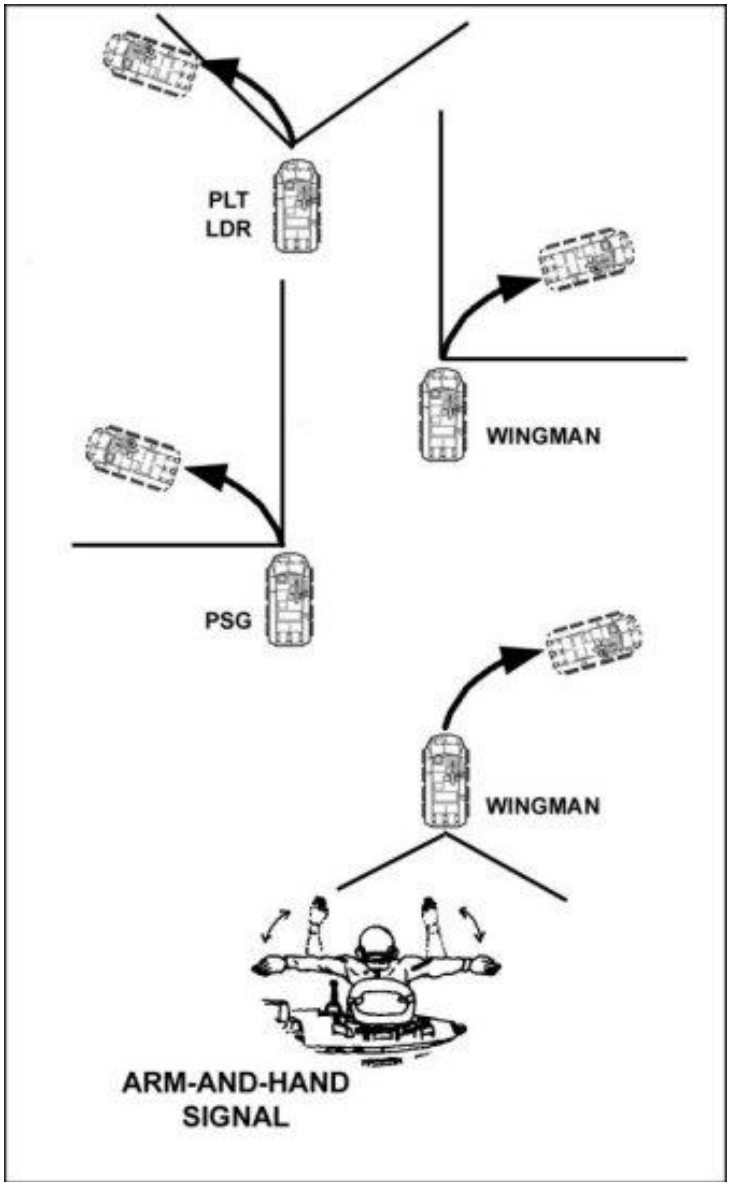
e. **Coil and Herringbone Formation.** The coil and herringbone are platoon-level formations, employed when elements of the Troop are stationary and must maintain 360-degree security.

(1) ***Coil.*** The coil is used to provide all-round security and observation when the platoon is stationary. It is also useful for tactical refueling, resupply, and issuing platoon orders. Security is posted to include air guards and dismounted fire teams.



Platoon Coil

(2) ***Herringbone.*** The herringbone is used to disperse the platoon when traveling in column formation. It may be used during air attacks or when the platoon must stop during movement. It lets the platoon move to covered and concealed positions off a road or from an open area and establish all-round security without detailed instructions being issued. The vehicles are repositioned as necessary to take advantage of the best cover, concealment, and fields of fire. Fire team members dismount and establish security.



Platoon Herringbone

D. Actions on Contact.

In both offensive and defensive operations, contact occurs when a member of the Troop encounters any situation that requires an active or passive response to the enemy. These situations may entail one or more of the following forms of contact:

- Visual contact (friendly elements may or may not be observed by the enemy).
- Physical contact (direct fire) with an enemy force.
- Indirect fire contact.
- Contact with obstacles of enemy or unknown origin.
- Contact with enemy or unknown aircraft.
- Situations involving CBRNE conditions.
- Situations involving electronic warfare tactics.
- Contact with non-hostile elements, such as civilians.

Leaders at echelons from platoon through Squadron conduct actions on contact when they or a subordinate element encounters one of the forms of contact or receives a report of enemy contact. The Troop may conduct actions on contact in response to a variety of circumstances, including the following:

- Subordinate platoon(s) conducting actions on contact.
- Reports from the SBCT Squadron or another higher unit.
- Reports from or actions of an adjacent unit.

DEVELOPING ACTIONS ON CONTACT

Leaders will analyze the enemy throughout the troop-leading procedures to identify all likely contact situations that may occur during an operation. Through the planning and rehearsals conducted during troop-leading procedures, they develop, modify if necessary, and refine COAs to deal with probable enemy actions. Planning and properly conducted rehearsals will reduce the planning to action time. The COAs eventually become the foundation for the Troop's scheme of maneuver. During the troop-leading process, the leaders must evaluate a number of factors to determine their impact on the unit's actions on contact. For example, the commander needs to consider how the likelihood of contact affects his choice of movement techniques and formations. By doing this, he can begin preparing the Troop for actions on contact; for example, he may outline procedures for the transition to more secure movement techniques before a contact situation.

TIME REQUIREMENTS FOR ACTIONS ON CONTACT

Leaders must understand that properly executed actions on contact require time at both platoon and Troop levels. To develop the situation fully, a platoon may have to execute extensive lateral movement, dismount and remount infantry squads, conduct reconnaissance by fire, and call for and adjust indirect fires. Each of these activities requires time. The commander must

balance the time required for subordinate elements to conduct actions on contact with the need of the Troop or Squadron to maintain tempo and momentum. In terms of slowing the tempo of an operation, however, the loss of a platoon is much more costly than the additional time required to allow the subordinate element to develop the situation properly.

THE FOUR STEPS OF ACTIONS ON CONTACT

Soldiers should execute actions on contact using a logical, well-organized process of decision-making and action entailing these four steps:

- Deploy and report.
- Evaluate and develop the situation.
- Choose a COA.
- Execute the selected COA.

The four-step process is not intended to generate a rigid, lockstep response to the enemy. Rather, the goal is to provide an orderly framework that enables the Troop and its platoons to respond to the initial contact and then to apply sound decision-making and timely actions to complete the operation. Ideally, the Troop will acquire the enemy before being sighted by the enemy; it then can initiate physical contact on its own terms by executing the designated COA.

Step 1 - Deploy and Report. Events that occur during the first step of actions on contact depend in great measure on whether the contact is expected or unexpected. Regardless of whether contact is expected or unexpected, the first step of actions on contact concludes with the unit deployed (into base of fire and bounding forces), the enemy suppressed or destroyed, and the commander sending a contact report to Squadron headquarters. The following discussion examines some of the variables the Troop commander faces in expected and unexpected contact situations and discusses the roles of platoon battle drills, SOPs, and reports.

(1) *Expected Contact.* If the commander expects contact, he will already have deployed the Troop by transitioning to the bounding overwatch movement technique. If the Troop is alert to the likely presence of the enemy, it has a better chance of establishing visual contact, and then physical contact, on its own terms before being detected by the enemy. An overwatching or bounding platoon usually makes visual or physical contact which initiates the Troop's actions on contact. In a worst-case scenario, the platoon may be engaged by a previously undetected (but expected) enemy element. In this event, the platoon in contact conducts a battle drill for its own survival and then initiates actions on contact.

(2) *Unexpected Contact.* In some cases, the Troop may make unexpected contact with the enemy while using traveling or traveling overwatch. The element in contact or, if necessary, the entire Troop may have to deploy using battle drills to survive the initial contact.

(3) *Battle Drills.* Battle drills provide virtually automatic responses to contact situations in which immediate, and in many cases violent, execution of an action is critical both to the unit's initial survival and to its ultimate success in combat. Drills are not a substitute for carefully planned COAs; rather, they buy time for the unit in contact and provide a framework for development of the situation. When contact occurs, the Troop's platoons deploy immediately, executing the appropriate battle drills under the direction of the commander.

(4) *Maneuver Standing Operating Procedures.* An effectively written, well rehearsed maneuver SOP helps to ensure quick, predictable actions by all members of the Troop. The SOP, unlike platoon battle drills, allows leaders to take into account the friendly task organization, a specific enemy, and a specific type of terrain. Therefore, the SOP can assist the Troop in conducting actions on contact and maintaining the initiative in a number of battlefield situations.

(5) *Reports.* Timely, accurate, and complete reports are essential throughout actions on contact. As part of the first step of the process, the Troop commander must send a contact report to the Squadron as soon as possible after contact occurs. He provides subsequent reports to update the situation as necessary.

Step 2 - Evaluate and Develop the Situation. While the Troop deploys, the commander must evaluate the situation and, as necessary, continue to maneuver to develop it.

(1) The commander quickly gathers as much information as possible, either visually or, more often, through FBCB2 reports from the platoon(s) in contact. He analyzes the information to determine critical operational considerations, including these:
- Size of the enemy element.
- Location, composition, activity, orientation, and capabilities of the enemy force.
- Effects of obstacles and terrain.
- Probable enemy intentions.
- How to gain positional advantage over the enemy.
- Friendly situation (location, strength, and capabilities).
- Possible friendly COAs to achieve the specified end state.

(2) After evaluating the situation, the commander may discover that he does not have enough information to identify the necessary operational considerations. To make this determination, he must further develop the situation in accordance with the SBCT Squadron commander's intent, using a combination of these techniques:
- Dismounted squads conducting surveillance (using binoculars and other optical aids).

• Mounted maneuver, dismounted maneuver, or both (this includes lateral maneuver to gain additional information by viewing the enemy from another perspective).
• Indirect fire.
• Reconnaissance by fire.

(3) Once the commander has determined the size of the enemy force the Troop has encountered, he sends a report to the SBCT Squadron.

Step 3 - Choose a COA. After developing the situation and determining that he has enough information to make a decision, the Troop commander selects a COA that meets the requirements of the SBCT Squadron commander's intent and is within the Troop's capabilities.

(1) *Nature of Contact.* The nature of the contact (expected or unexpected) may have a significant impact on how long it takes a commander to develop and select a COA. As an example, in preparing to conduct an attack the Troop commander determines that the Troop will encounter an enemy security observation post along its axis of advance. During troop-leading procedures, he develops a scheme of maneuver to defeat the outpost. When the Troop's lead platoon makes contact with the enemy, the commander can quickly assess that this is the anticipated contact and direct the Troop to execute his plan. On the other hand, unexpected contact with a well-concealed enemy force may require time for development of the situation at platoon level. As it "fights" for critical information that will eventually allow the commander to make a sound decision, the Troop may have to employ several of the techniques for developing the situation.

(2) *COA Procedures.* The Troop commander has several options in how he goes about the process of selecting a COA:

(a) If his development of the situation reveals no need for change, the Troop commander directs the Troop to execute the original plan.

(b) If his analysis shows that the original plan is still valid but that some refinement is necessary, the Troop commander informs the SBCT Squadron commander (prior to execution, if possible) and issues a fragmentary order (FRAGO) to refine the plan.

(c) If his analysis shows that the original plan needs to be changed but that the selected COA will still comply with the SBCT Squadron commander's intent, the Troop commander informs the Squadron commander (prior to execution, if possible) and issues a FRAGO to re-task his subordinate elements.

(d) If his analysis shows that the original plan deviates from the SBCT Squadron commander's intent and needs to be changed, the Troop commander must report the situation and, based on known information in response to an unforeseen enemy or battlefield situation, recommend an alternative COA to the SBCT Squadron commander.

(e) If the battlefield picture is still vague, the Troop commander must direct the Troop or a platoon to continue to develop the situation. This will allow him to gather the information needed to clarify a vague battlefield picture. He then uses one of the first four options to report the situation, choose a COA, and direct further action.

Step 4 - Execute the Selected COA. In executing a COA, the Troop transitions to maneuver. It then continues to maneuver throughout execution, either as part of a tactical task or as an advance while in contact, to reach the point on the battlefield from which it executes its tactical task. The Troop can employ a number of tactical tasks as COAs, any of which may be preceded and followed by additional maneuver. As execution continues, more information becomes available to the Troop commander. Based on the emerging details of the enemy situation, he may have to alter his COA during execution.

Depending upon the circumstances of the situation under which contact is gained the friendly unit may or
may not have options. If surprised, it has fewer options. Respond to unexpected direct fire with overwhelming return fire. In an encounter action, the biggest mistake you can make is to not shoot.

The unit and especially the Soldiers under fire must then take action quickly. Remaining stationary will not minimize losses. In this circumstance little thinking and discussion is involved. Unified action is the requirement. The unit can conduct a violent assault or bypass. In these circumstances our doctrine recommends "action" or "contact" drills. The purpose of these drills is to minimize losses, stabilize the situation, and regain the initiative. Emphasis is on gaining fire superiority.

It is these surprise actions that we should seek to avoid, but platoons must be able to respond to them automatically without orders. These situations have caused Soldiers to advise one another for so long "to gain contact with the least amount of force". The intent is to minimize losses while maintaining freedom of maneuver. Perfection in crew drill will allow us to shoot first and kill the enemy. Gaining contact with the least amount of force, however, does not mean that the forward unit is to be weak. Although relatively small, it must be strong and versatile. It should be strong enough to survive initial direct fire contact and be able to fight on its own for a period of time until reinforced.

Regardless, our platoons will aim to initiate actions on contact on our own terms by gaining visual contact with the enemy before the enemy has the opportunity to open fire. This situation gives us time and space to develop the situation, apply indirect fires, and choose a maneuver course of action. Emphasis during reconnaissance operations must be on making contact with the enemy dismounted.

While conducting actions on contact, leaders must not lose focus on their assigned mission (task and purpose). After stabilizing the situation, they will guide their subsequent decisions and actions consistent with their commander's intent and concept of the operation.

Initial contact is usually against enemy security forces whose tasks are to delay, disrupt, and force the early deployment of the attacking force. The PLT/CO must not be diverted from its primary mission. The end state of a platoon's actions on contact should posture the unit for success in its objective area.

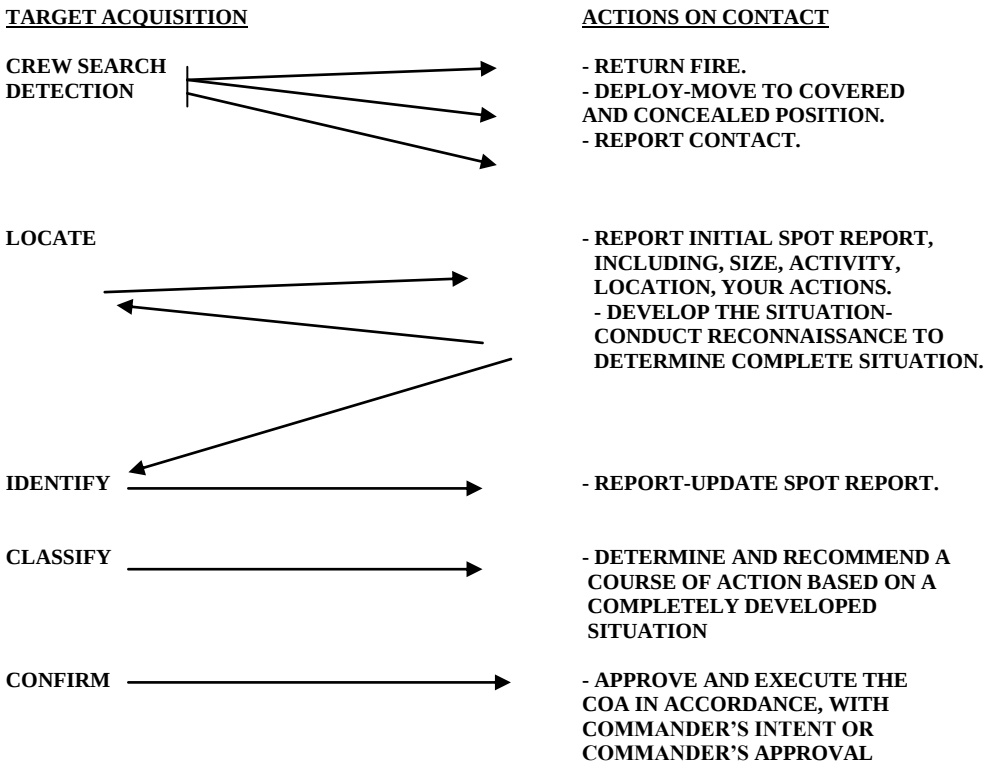
The leader should be under no illusions that this effort will result in a "100-percent read" of the situation. The enemy will not cooperate. He has a will of his own. The enemy will try very hard to deceive you. Skillful use of the terrain to support maneuver, lethal fires, and team work (combined arms and good communications) are the means by which our SQDN will develop situations quickly and defeat the enemy through fire and maneuver.

To develop the situation:

- Define contact by reconnaissance (mounted, dismounted, and fires).
- Identify the size, composition, activity, and orientation of the enemy force.
- Identify obstacles and kill sacks (strengths).
- Identify gaps and flanks (weaknesses).
- Use fire and movement to support reconnaissance.
- Continue to report.

In choosing, recommending, or executing a course of action after the unit has developed the situation, the leader must always ensure that the course of action supports his commander's intent and is within the capabilities of the force in contact. **Battle Drills** allow our squads, platoons and the Squadron to respond immediately and together once we decide on a course of action.

Target Acquisition vs. Actions on Contact:



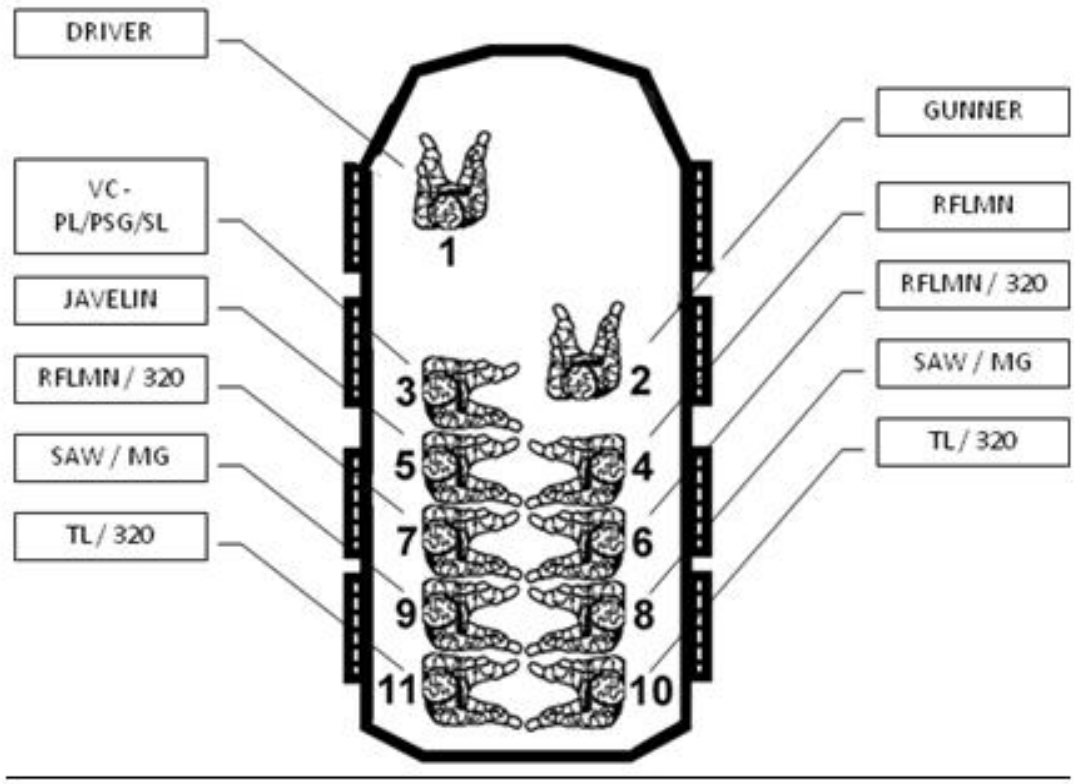
E. Battle Drills

"I have found again and again that in encounter actions, the day goes to the side that is the first to plaster its opponents with fire. The man who lies low and awaits developments usually comes off second best ... It is fundamentally wrong simply to halt and look for cover without opening fire, or to wait for more forces to come up and take part in the action."

Rommel

Battle drills are unit reactions to enemy contact or to specific, foreseen situations. They are rehearsed to the point of being automatic. As an immediate response to a situation, battle drills are the start point for further actions. They are the transition from formations to more complex maneuvering. Battle drills enable leaders to attain speed in critical, urgent situations by giving them the means to direct collective actions without long radio transmissions or orders. Battle drills allow platoons, companies, and the Squadron to respond immediately and together as a team. They allow us to seize the initiative through rapid action and concentrated fires.

PRIMARY MANNING CONFIGURATION CONSIDERATIONS FOR M1126, ICV



***Note: wide area security operations – crossload M240**

ALTERNATE MANNING CONFIGURATION CONSIDERATIONS FOR M1126, ICV (METT-TC):

1. #10 and/or #11 TL/320 gunner(s) may be substituted by M240 gunner/gun team
2. WSL may assume VC to emplace/COMMAND AND CONTROL Javelin or substitute #10 or #11 air guard position for wpns TM COMMAND AND CONTROL

Battle Drill 1. Platoon Attack

SITUATION: The platoon is moving as part of a larger force conducting a movement to contact or a hasty or deliberate attack.

REQUIRED ACTIONS:

STEP 1. Action on Enemy Contact.

a. **The platoon initiates contact.** The platoon leader plans when and how his base-of-fire element initiates contact with the enemy to establish a base of fire. This element must be in position and briefed before it initiates contact. If the platoon has not been detected, STEPS 1 and 2 consist of positioning the support element and identifying the enemy's positions.

b. **The enemy initiates contact.** If the enemy initiates contact, the platoon takes the following actions:

(1) The squad/vehicle(s) in contact reacts to contact (Battle Drill 2), attempts to achieve fire superiority, and reports enemy contact to the platoon leader.

(2) If the squad/vehicle(s) in contact can gain and maintain suppressive fires and can maneuver on the enemy element, the squad leader executes Battle Drill 1A, squad attack, and notifies the platoon leader of his actions. If the squad/vehicle(s) in contact cannot achieve suppressive fire and/or cannot effectively maneuver on the enemy element, the squad leader reports to the platoon leader.

(a) The squad/vehicle(s) in contact establishes a base of fire. The squad leader deploys his squad to provide effective, sustained fires on the enemy position.

(b) The remaining elements assume covered and concealed positions in place and observe to the flanks and rear of the platoon.

STEP 2. Locate the Enemy.

a. The squad leader(s) of the vehicle(s) in contact reports the enemy size and location, and any other information to the platoon leader. The platoon leader completes the squad leader's assessment of the situation through the utilization of all organic and inorganic assets available to the Stryker Troop, including but not limited to FBCB2, satellite imagery, unmanned aerial systems (UAS), and thermal optics.

b. The squad continues to engage the enemy's position.

STEP 3. Suppress the Enemy.

Note *– Leaders must constantly be thinking how to best utilize and integrate assets to destroy or suppress the enemy: indirect fire, vehicle mounted weapons, dismounted anti armor/bunker weapons (Javelins and AT4s), dismounted crew served weapons, and individual weapon systems. There are many METT-TC considerations when establishing a base of fire, too many to be listed here individually, but as a general principle, follow the considerations for employing and controlling fire from FM 3-21.8, Chapter 2, Section 1.*

a. The platoon leader determines if the squad/vehicle(s) in contact can gain suppression, utilizing direct and indirect fires available, against the enemy based on the **volume** and **accuracy** of the enemy's return fire.

(1) If the answer is **YES**, he directs the squad/vehicle(s)to continue suppressing the enemy:

(a) The squad/vehicle(s) in contact destroys or suppresses enemy weapons that are firing most effectively against it or pose the greatest threat to friendly elements—normally crew-served or anti-armor weapons. The squad/vehicle(s) deploy(s) Javelin team(s) to destroy anti-armor threat from an elevated or a position permissive of a clear view/kill-shot.

(b) The squad/vehicle(s) in contact places screening smoke (from M203 or vehicle) to prevent the enemy from observing the maneuver element and deployment of weapons and Javelin team with security element.

(2) If the answer is **NO**, the platoon leader deploys another squad/vehicle(s) to suppress the enemy position. (The platoon leader may direct the platoon sergeant to position this squad/vehicle(s) and/or one or both machine gun teams in an advantageous support-by-fire position.)

b. The platoon leader again determines if the platoon can gain suppression of the enemy.

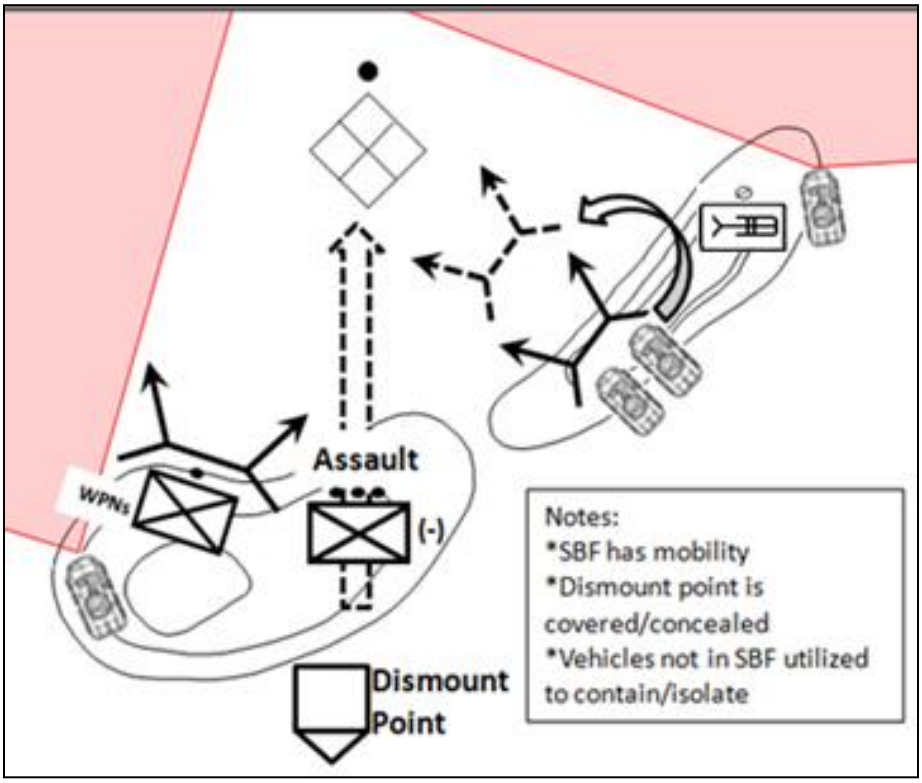
(1) If the answer is **YES**, he continues to suppress the enemy with the two squads/vehicles, two machine guns, and two Javelins, ensuring these elements have prescribed rates of fire and engagement priorities.

(a) The platoon sergeant or weapons squad leader assumes control of the base-of-fire element (squad in contact, the machine gun teams, and any other squads designated by the platoon leader). Leaders in the base-of-fire element ensure proper sectors of fire, rates of fire, and engagement priorities are established.

(b) The machine gun team takes up a covered and concealed position and suppresses the enemy position.

(2) If the answer is still **NO**, the platoon leader deploys the last squads/vehicles to provide flank and rear security and to guide the rest of the Troop forward as necessary, and reports the situation to the Troop commander. The platoon may become the base-of-fire element, fixing the enemy, allowing the Troop to supplement suppressive fires or bypass. The platoon continues to suppress or fix the enemy with direct and indirect fire, and responds to orders from the Troop commander.

STEP 4. Attack.



Platoon attack with vehicles integrated

If the squad(s)/vehicle(s) in contact together with the machine gun(s) can suppress the enemy, the platoon leader determines if the remaining vehicles not in contact can maneuver. He makes the following assessment:

- Location of enemy positions and obstacles.
- Size of enemy force. (The number of enemy automatic weapons, the presence of any vehicles, and the employment of indirect fires are indicators of enemy strength.)
- Vulnerable flank.
- Covered and concealed flanking routes to the enemy position, both mounted and dismounted.

a. If the answer is **YES**, the platoon leader maneuvers the squad(s)/vehicle(s) into the assault:

(1) Once the platoon leader has ensured that the base-of-fire is in position providing suppressive fires with clearly identified fire control measures, he or the weapons squad leader emplaces the Javelin team with local security and under the cover of smoke leads the assaulting squad(s)/vehicle(s) to the assault position.

(2) When mounted, the platoon leader must maneuver the assault element to a dismount point where the dismounted assault element can consolidate before moving to its assault

position. The platoon leader carefully analyzes the terrain and makes a decision where the dismount point will be, taking into account the following: its proximity to the objective, the amount of time available of direct and indirect fire suppression, amount of cover and concealment for vehicles and dismounts, availability of covered and concealed routes to the assault position, and its relation to the base of fire element and emplaced Javelin team. Once the platoon leader has decided where to locate the dismount point, he maneuvers the assault squad(s)/vehicle(s) there along a covered and concealed route.

(3) After dismounting, the platoon leader leads the dismounted assault element to its assault position.

Note – *Depending on the size of the base-of-fire element, the platoon leader may be able to utilize vehicles in a number of different capacities to facilitate the assault, especially after responsibility for direct fires on the objective is handed over to the assault element. Vehicles can be used for further isolation/containment on the objective, blocking positions, flank security for assault elements, and they can be moved rapidly to subsequent support-by-fire positions to maintain the tempo of an attack. The platoon leader and vehicle section leaders communicate throughout the assault to ensure vehicles are utilized at all stages.*
Also, fire control in the attack is paramount for fratricide prevention and effective suppression. The platoon leader ensures all elements have prescribed rates of fire, engagement priorities, and established direct fire control measures (See FM 3-21.8, Chapter 2, Section 4 "Employing Direct Fire" for further discussion)

(4) Once the assault element has begun its assault on the enemy and gained effective fires, the assault leader, platoon leader, platoon sergeant, or base-of-fire element leader gives the prearranged signal for the base-of-fire element to shift direct fires to the opposite flank of the enemy position then ceases fires upon signal. (NOTE: The assault element **MUST** establish and maintain effective suppressive fires prior to the shifting of fires by the base-of-fire element. Handover of responsibility for direct fires from the base-of-fire element to the assault element is critical to ensure there is no lapse in suppression on the enemy that would allow him to consolidate/reorganize and/or withdrawal from the battlefield.)

(5) The platoon FO utilizes indirect fires to first suppress enemy positions, then to isolate after suppression is gained and able to be maintained by direct fires. The platoon FO ensures that all indirect fires cease prior to the assault element entering their minimal safe distance and informs and advises the platoon leader of all danger close situations.

(6) The assaulting squad(s) fight through enemy positions using fire and maneuver. The platoon leader controls the movement of his squads. He assigns specific objectives for each squad and designates the main effort or base maneuver element. (The base-of-fire element must be able to identify the near flank of the assaulting squad(s).)

(7) In the assault, the squad leader determines the way in which he will move the elements of his squad based on the volume and accuracy of enemy fire against his squad and the amount of cover afforded by the terrain. In all cases, each Soldier uses individual movement techniques as appropriate.

(a) The squad leader designates one fire team to support the movement of the other team by fires. (b) The squad leader designates a distance or direction for the team to move. He accompanies one of the fire teams.
(c) Soldiers must maintain contact with team members and leaders.
(d) Soldiers time their firing and reloading in order to sustain their rate of fire.
(e) The moving fire team proceeds to the next covered position. Teams use the wedge formation when assaulting. Soldiers move in rushes or by crawling.
(f) The squad leader directs the next team to move.
(g) If necessary, the team leader directs Soldiers to bound forward as individuals within buddy teams. Soldiers coordinate their movement and fires with each other within the buddy team. They maintain contact with their team leader.
(h) Soldiers fire from covered positions. They select the next covered position before moving. They either rush forward (no more than 5 seconds), or use high or low crawl techniques based on terrain and enemy fires.

b. If the answer is **NO**, or the assaulting squad(s) cannot continue to move due to volume and/or accuracy of enemy fire, the platoon leader deploys the squad(s) to suppress the enemy and reports to the Troop commander. The platoon continues suppressing enemy positions and responds to the orders of the Troop commander.

STEP 5. Consolidate and Reorganize.

a. **Consolidate.** Once the assaulting squad(s) has seized the enemy position, the platoon leader establishes local security. (The platoon must prepare to defeat an enemy counterattack. The platoon is most vulnerable at the conclusion of the assault.)

(1) The platoon leader signals for the base-of-fire element to move up into designated positions.
(2) The platoon leader assigns sectors of fire for each squad.
(3) The platoon leader positions vehicles and keys weapon systems (MGS [if attached], M2, Mk19, M240 and Javelins) to cover the most dangerous avenue(s) of approach.
(4) The platoon sergeant begins coordination for ammunition resupply.
(5) Soldiers take up hasty defensive positions.
(6) The platoon leader and his FO develop a hasty indirect fire plan.
(7) The squads place out OPs to warn of enemy counterattacks.

b. **Reorganize.**

(1) The platoon performs the following tasks (only after it completes the consolidation of the objective):

(a) Reestablish the chain of command.
(b) Redistribute and resupply ammunition.
(c) Man crew-served weapons first.
(d) Redistribute critical equipment (radios, CBRNE, NVDs).
(e) Treat casualties and evacuate wounded.
(f) Fill vacancies in key positions.
(g) Search, silence, segregate, safeguard, and speed EPWs to collection points.
(h) Collect and report enemy information and materiel.

(2) Squad leaders provide ammunition, casualty, and equipment (ACE) reports to the platoon leader.

(3) The platoon leader consolidates ACE reports and passes them to the Troop commander (or XO).

(4) The platoon continues the mission after receiving guidance from the Troop commander. The Troop follows the success of the platoon's attack.

Battle Drill 2. React To Contact

SITUATION: A squad or platoon receives fires from enemy individual or crew-served weapons.

REQUIRED ACTIONS:

a. Soldiers return fire in the direction of contact and immediately take up the nearest covered positions.

b. Team or squad leaders locate and engage known or suspected enemy positions with well-aimed fire, and they pass information to the squad or platoon leader.

c. Fire team leaders control fire using standard fire commands (initial and supplemental) containing the following elements:

- Alert.
- Direction.
- Description of target.
- Range.
- Method of fire (manipulation and rate of fire).
- Command to commence firing.

d. Soldiers maintain contact with the Soldiers on their left and right.

e. Soldiers maintain contact with their team leaders and report the location of enemy positions.

f. Leaders check the status of their personnel.

g. The team or squad leaders maintain contact with the squad or platoon leader.

h. The squad or platoon leader:

(1) Moves up to the fire team or squad in contact and links up with its leader. (The platoon leader brings his RATELO, platoon FO, the squad leader of the nearest squad, and one machine gun team. The squad leader of the trail squad moves to the front of his lead fire team. The platoon sergeant also moves forward with the second machine gun team and links up with the platoon leader, ready to assume control of the base-of-fire element.)

(2) Determines whether or not his squad or platoon must move out of an engagement area.

(3) Determines whether or not he can gain and maintain suppressive fires with his element already in contact (based on the volume and accuracy of enemy fires against the element in contact).

(4) Makes an assessment of the situation. He identifies:

- The location of the enemy position and obstacles.
- The size of the enemy force engaging the unit in contact. (The number of enemy automatic weapons, the presence of any vehicles, and the employment of indirect fires are indicators of the enemy strength.)
- Vulnerable flanks
- Covered and concealed flanking routes to the enemy position.

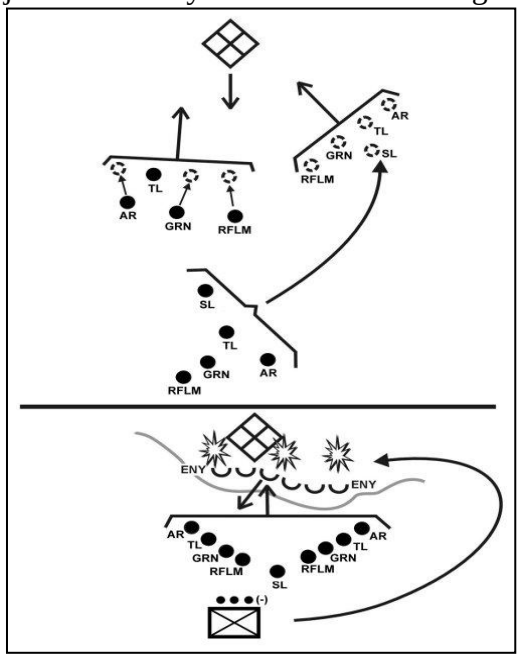
(5) Determines the next course of action (for example fire and movement, assault, breach, knock out bunker, enter and clear a building or trench).

(6) Reports the situation to the platoon leader or Troop commander and begins to maneuver his unit.

(7) Calls for and adjusts indirect fire (mortars or artillery). (Squad leaders relay requests through the platoon leader.)

i. Team leaders lead their teams by example (for example, "Follow me, do as I do")

j. Leaders relay all commands and signals from the platoon chain of command.

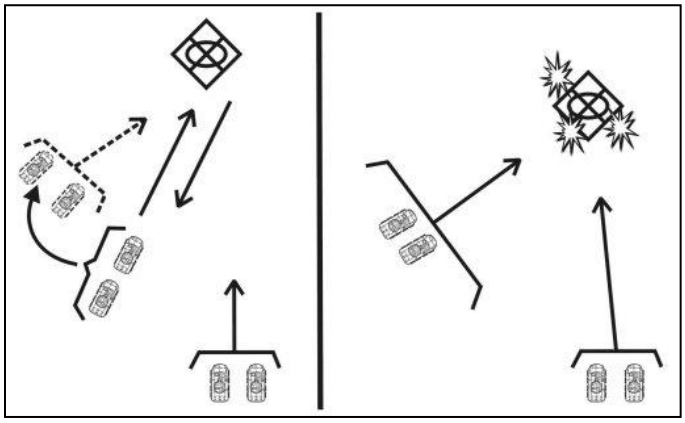


React to contact (dismounted)

Battle Drill 2a. React To Contact (Section Or Platoon) (Mounted)

SITUATION: While mounted, the platoon receives fires from enemy individual or crew-served weapons (including light anti-armor weapons).

REQUIRED ACTIONS:



React to contact (mounted)

a. Vehicles of the section in physical contact with the enemy immediately return fire in the direction of contact while moving out of the beaten zone. The section leader of the section in contact (if not the platoon leader) reports contact to the platoon leader. "Contact" can be initiated by any crew member. For instance, "CONTACT, BMPs, NORTHEAST (or 2o'clock, etc.)" or "CONTACT, ONE CIVILIAN VEHICLE, 3 o'CLOCK" would cause the platoon or section to orient their weapons to the northeast and begin acquiring, identification of intent and executing escalation of force (IAW ROE) procedures / engaging the enemy (based on the operating environment).

b. All vehicles move to the nearest covered and concealed positions. If a vehicle becomes inoperable due to enemy contact and the platoon is not in an obvious kill zone, the remaining vehicles in the platoon must gain fire superiority before moving the downed vehicle to a covered and concealed location with cables, tow bars, or any other means necessary.

c. Upon reaching the covered and concealed position, the section in physical contact continues to engage the enemy with well-aimed fire. The squads dismount to provide local security and or add suppressive fires against the enemy position.

d. Vehicles of the section not in physical contact orient their weapons in the direction of the enemy.

e. The platoon leader or platoon sergeant reports contact to the Troop commander.

Note – *Once the platoon has executed the React to Contact drill, the platoon leader makes a quick assessment of the situation (for example, enemy size and or location). He decides on a course of action. The platoon leader may elect to bypass, if permitted to do so by the Troop commander. The platoon leader reports the situation to the Troop commander.*

f. Vehicle commanders within a section maintain visual contact with each other (wingman concept).

g. Vehicle commanders maintain communications with the platoon leader.

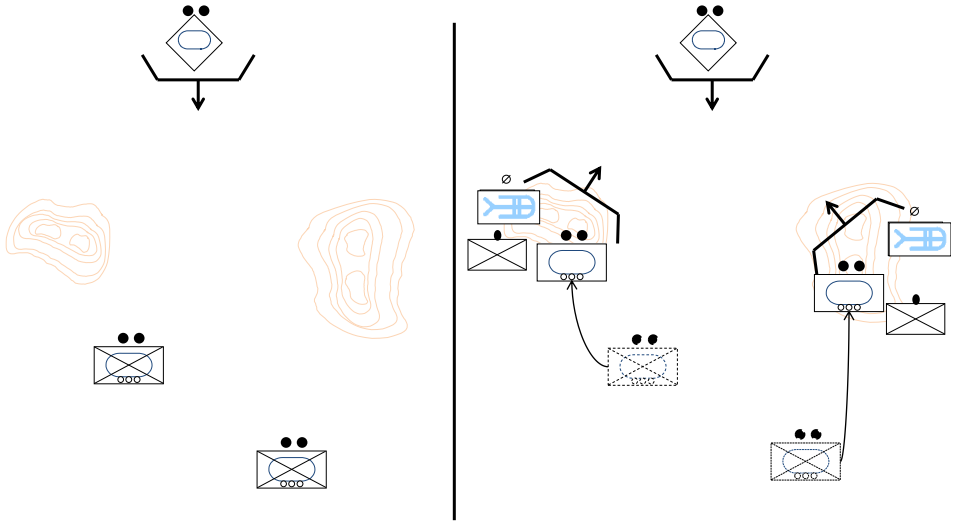
h. Vehicle commanders relay all commands to mounted Infantry squads.

Battle Drill 2b. React To Contact (Section Or Platoon) (Enemy Heavy Armored Vehicle) (Mounted)

SITUATION: While mounted, the platoon receives fires from an enemy heavy armored vehicle.

REQUIRED ACTIONS:

REACT TO CONTACT (HEAVY ARMORED)



a. Vehicle section in contact with the enemy immediately returns fire and seeks cover. The section leader of the section in contact (if not the platoon leader) reports contact to the platoon leader. "Contact" can be initiated by any crew member. For instance, "CONTACT, BMPs, NORTHEAST (or 2o'clock, etc.)" or "CONTACT, ONE CIVILIAN VEHICLE, 3 o'clock" would cause the platoon or section to orient their

weapon systems in the general direction acquire enemy targets and execute escalation of force (IAW ROE) procedures / engaging the enemy (based on the operating environment).

b. All vehicles return fire and move to the nearest covered/concealed positions. If a vehicle becomes inoperable due to enemy contact and the platoon is not in an obvious kill zone, the remaining vehicles in the platoon must gain fire superiority before moving the downed vehicle to a covered and concealed location with cables, tow bars, or any other means necessary.

c. Upon reaching the covered and concealed position, the platoon leader dismounts his Javelin Teams. The squads dismount to provide local security and or add suppressive fires against possible enemy positions. The Javelins engage to destroy the enemy heavy armor vehicle.

d. Vehicles of the section not in physical contact orient their weapons in the direction of the enemy.

e. The platoon leader or platoon sergeant reports contact to the Troop commander.

Note – *Once the platoon has executed the React to Contact drill, the platoon leader assesses the situation (enemy size and location) and reports to the Troop Commander. Troop Commander determines if Platoon will break contact, fix or bypass hostile force based on assigned mission parameters.*

f. Vehicle commanders within a section maintain visual contact with each other (wingman concept).

g. Vehicle commanders maintain communications with the platoon leader.

h. Vehicle commanders relay all commands to dismounted squads.

Battle Drill 3. Break Contact

SITUATION: The squad or platoon is under enemy fire and must break contact. Vehicles are within supporting distance of element breaking contact.

REQUIRED ACTIONS:

a. The squad or platoon leader directs one fire team or squad in contact to support the disengagement of the remainder of the unit.

b. The squad or platoon leader orders a distance and direction, or a terrain feature, or last objective rally point for the movement of the first fire team or squad.

c. The base of fire (fire team, squad, or vehicles) continues to suppress the enemy.

d. The moving element uses fragmentation, concussion, and smoke grenades to mask its movement.

e. The moving element takes up the designated position and engages the enemy position.

f. The unit leader directs the base-of-fire element to move to its next location. (Based on the terrain and the volume and accuracy of the enemy's fire, the moving fire team or squad may need to use fire and movement techniques.

g. The squad or platoon continues to bound away from the enemy until (the squad or platoon must continue to suppress the enemy as it breaks contact):

- It breaks contact.
- It passes through a higher level support-by-fire position.
- Its fire teams or squads are in the assigned position to conduct the next mission.
- It can safely mount vehicles in a covered and concealed location and continue mission

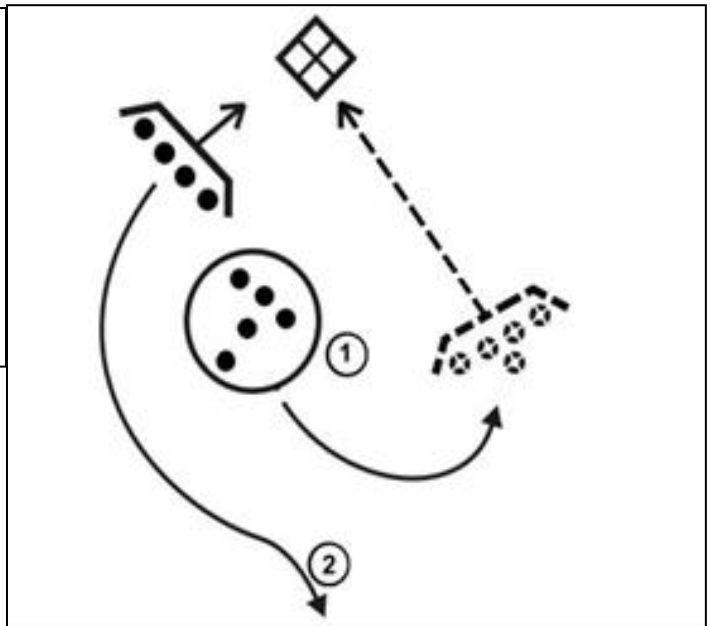
h. The leader should consider changing his unit's direction of movement once contact is broken. This will reduce the ability of the enemy to place effective indirect fires on the unit.

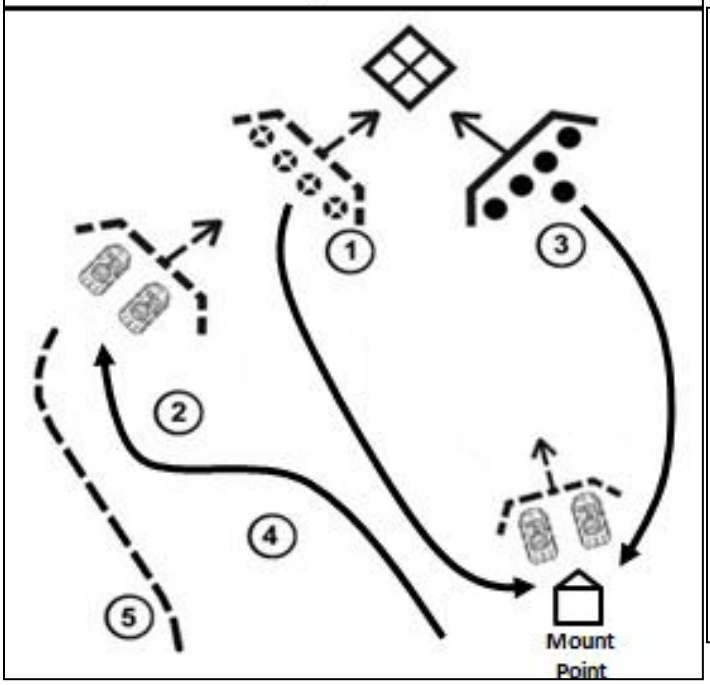
i. If the unit becomes disrupted, soldiers stay together and move to the last designated rally point.

j. Squad or platoon leaders account for soldiers, report, reorganize as necessary, and continue the mission.

Break Contact (Dismounted to Mount Point)

1. One element disengages to support the disengagement of the remainder of the unit.
2. Once base of fire assumes suppression of enemy, first element disengages at the direction of the squad or platoon leader.





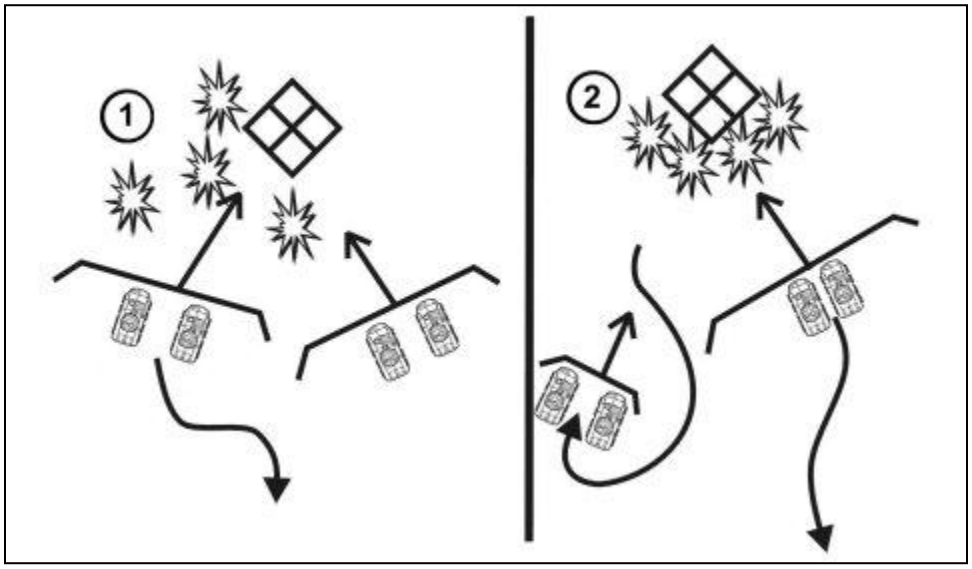
Break Contact (Dismounted to Mount Point, continued)

1. Once base of fire assumes suppression of enemy, first element disengages at the direction of the squad or platoon leader.
2. Disengaged Infantry remount Stryker Section at Mount Point. Stryker Section assumes suppression of enemy.
3. Initial base of fire disengages to Mount Point.
4. Stryker Section at Mount Point assumes base of fire.
5. Forward Stryker Section disengages.

Battle Drill 3a. Break Contact (Section Or Platoon) (Mounted)

SITUATION: The platoon is mounted (except for security elements). It is under enemy fire and must break contact.

REQUIRED ACTIONS:



Break contact (mounted)

a. The platoon leader gives the order to break contact.

b. The platoon leader directs one section to be the base-of-fire element to support the disengagement of the other section.

c. The platoon leader orders a distance and direction, a terrain feature, or last objective rally point for the moving section.

d. The base-of-fire section continues to engage the enemy. It attempts to gain suppressive fire long enough to support the bound of the moving element. (The platoon uses all available direct and indirect fires, including smoke, to assist in disengaging.) The section leader controls fires using standard fire commands containing the alert, direction, description of target, range, method of fire, and command to commence firing. (See Diagram 1)

e. The moving section's security element remounts.

f. The moving section continues to fire while moving to an overwatch position and continues to provide suppressive fires.

g. The platoon leader directs the supporting section to move to its next location. (See Diagram 2)

h. The platoon continues to bound away from the enemy (suppressing the enemy as it breaks contact) until:

- It breaks all contact.
- It passes through a higher level base-of-fire position.
- Its sections are in the assigned position to conduct the next mission.

i. In the absence of a leader's instructions, the platoon moves to the last designated rally point.

j. Section and squad leaders account for Soldiers, report, reorganize as necessary, and continue the mission.

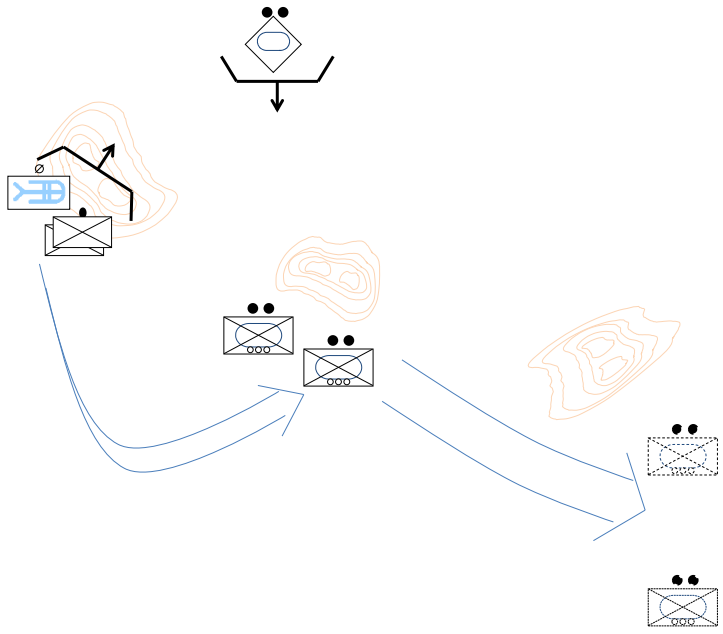
k. The platoon leader reports the situation to the Troop commander.

Battle Drill 3b. Break Contact (With Dismounted Javelin Team)

SITUATION: The section or platoon is in physical contact with an enemy heavy armored vehicle. The platoon leader determines break contact is necessary.

REQUIRED ACTIONS:

BREAK CONTACT (WITH DISMOUNTED JAVELIN TEAM)



a. Vehicles of the section in physical contact with the enemy immediately seek cover. The section leader of the section in contact (if not the platoon leader) reports contact to the platoon leader. "Contact" can be initiated by any crew member. For instance, "CONTACT, BMPs, NORTHEAST (or 2o'clock, etc.)" or "CONTACT, ONE CIVILIAN VEHICLE, 3 o'clock" would cause the platoon or section to orient their weapons to the northeast and begin acquiring, identification of intent and executing escalation of force (IAW ROE) procedures / engaging the enemy (based on the operating environment).

b. All vehicles immediately return fire and move to nearest covered/concealed position. If a vehicle becomes inoperable due to enemy contact and the platoon is not in an obvious kill zone, the remaining vehicles in the platoon must gain fire superiority before moving the downed vehicle to a covered and concealed location with cables, tow bars, or any other means necessary.

Note – *Once the platoon has executed the React to Contact drill, the platoon leader assesses the situation (enemy size and location) and reports to the Troop Commander. Troop Commander determines if Platoon will break contact, fix or bypass hostile force based on assigned mission parameters.*

c. The platoon leader dismounts his Javelin Teams with attached security element. The squads dismount to provide local security and or add suppressive fires against possible enemy positions. Vehicle gunners fire smoke to screen dismount movement. The Javelins engage to destroy enemy armor under friendly suppressive fires by one or both vehicle sections.

d. Once all dismounted elements have linked-up and have mounted the vehicles, the platoon leader executes Battle Drill 3A (BREAK CONTACT – MOUNTED).

e. The platoon leader or platoon sergeant reports to Troop commander.

Battle Drill 5. Knock Out Bunkers

SITUATION: The platoon identifies enemy in bunkers while moving mounted as a part of a larger force.

REQUIRED ACTIONS:

a. The platoon initiates contact:

(1) The squad/vehicle(s) in contact establishes a base of fire.

(2) The base-of-fire element:

(a) Destroys or suppresses enemy crew-served weapons first.

(b) Obscures the enemy position with organic smoke (M203, vehicle), or requests obscuration smoke through the platoon leader and FO (artillery, mortar)

(c) Sustains suppressive fires at the lowest possible level.

(3) Squad(s)/vehicle(s) that are not part of the base-of-fire element immediately secure the flanks of the base of fire element and scan for secondary enemy locations and bunkers

(4) The platoon FO calls for and adjusts indirect fires as directed by the platoon leader.

b. After receiving reports from the platoon leader and/or personally observing the enemy composition and disposition, the platoon sergeant or another designated leader (mounted squad leader or vehicle commander) assumes control of the mounted element and employs their vehicles to isolate the bunker and continue suppressive fires on adjacent bunkers.

c. The platoon leader determines if he can maneuver by identifying--

- Enemy bunkers, other supporting positions, and any obstacles.
- Size of the enemy force engaging the platoon. (The number of enemy automatic weapons, the presence of any vehicles, and the employment of indirect fires are indicators of enemy strength.)
- A vulnerable flank of at least one bunker.
- A covered and concealed flanking route to the flank of the bunker.

d. The platoon leader determines which bunker is to be assaulted first and directs one squad (not in contact) to maneuver along the best covered and concealed route to neutralize the bunker. The platoon leader considers the following before the assault:

- Effective isolation of the foothold bunker. The mounted isolation element must be in a position to suppress secondary bunkers covering any approach to the foothold bunker.
- Bunker composition. If the bunker is a hardened structure or reinforced in any significant way, it may take higher caliber munitions or AT weapons to destroy it.
- Progression of organic weapons to destroy bunker(s) before assaulting. Leaders should echelon weapons to completely destroy or collapse bunkers, beginning with small arms and vehicle mounted weapons, progressing to Javelin/AT4, and finally to MGS vehicles (if attached or operating as part of a larger element).
- Every effort must be made to minimize the enemy threat before dismounts assault the bunker.

e. The assaulting squad, with the platoon leader and his RATELO, move along the covered and concealed route and take action to knock out the bunker. The platoon leader may decide to employ an intermediate support by fire between the vehicle base-of-fire element and the initial bunker to add suppressive fire or as a platform to engage the bunker with AT weapons.

(1) The squad leader moves with the assaulting fire team along the covered and concealed route to the flank of the bunker.

(a) The assaulting fire team approaches the bunker from its blind side and does not mask the fires of the base-of-fire element.

(b) All Soldiers maintain flank security and scan for other mutually supporting bunkers or enemy positions.

(2) Upon reaching the last covered and concealed position--

(a) The fire team leader and the automatic rifleman remain in place and add their fires to suppressing the bunker (includes the use of AT4s). Effective fire commands and control measures are critical to minimize the risk of friendly fire casualties and to maximize direct fire on the bunker before it is cleared by an assaulting squad.

(b) The squad leader positions himself where he can best control his teams. On the squad leader's signal, the base-of-fire element ceases fire or shifts fire to the opposite side of the bunker from the assaulting fire team's approach.

(c) The grenadier and rifleman continue forward to the blind side of the bunker. One Soldier takes up a covered position near the exit, while one soldier cooks off (two seconds maximum) a grenade, shouts FRAG OUT, and throws it through an aperture.

(d) After the grenade detonates, the soldier covering the exit enters the bunker, firing short bursts, to destroy the enemy. The soldier who throws the grenade should not be the first one to clear the bunker.

(3) The squad leader inspects the bunker to ensure that it has been destroyed. He reports, reorganizes as needed, and continues the mission. The platoon follows the successful assault on the bunker and continues the attack of other bunkers.

f. The platoon leader repositions base-of-fire squads/vehicles as necessary to continue to isolate and suppress the remaining bunkers and maintain suppressive fires.

g. The platoon leader either redesignates one of the base-of-fire squads to move up and knock out the next bunker or directs the assaulting squad to continue and knock out the next bunker.

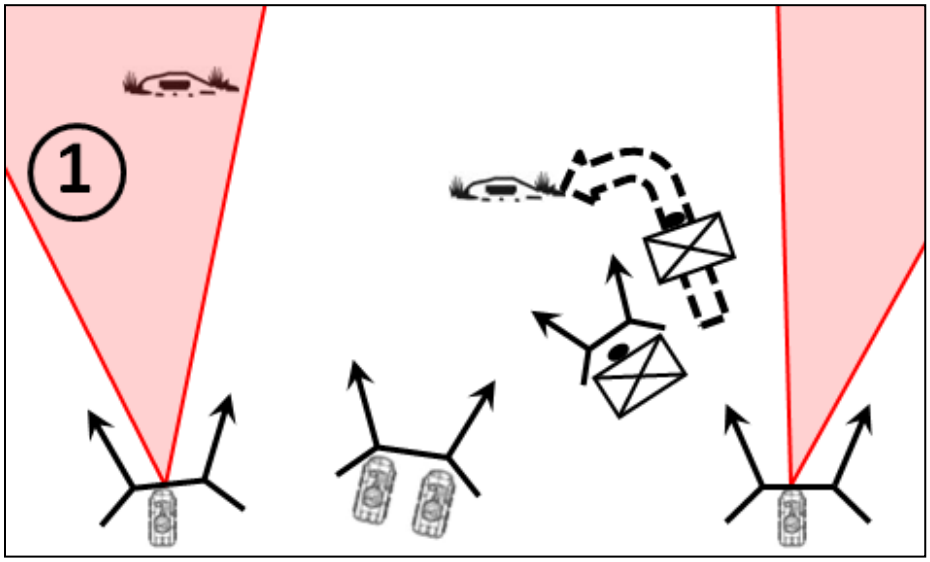
Note -- *The platoon leader must consider the condition of his assaulting squad(s) (ammunition and exhaustion) and rotate squads as necessary.*

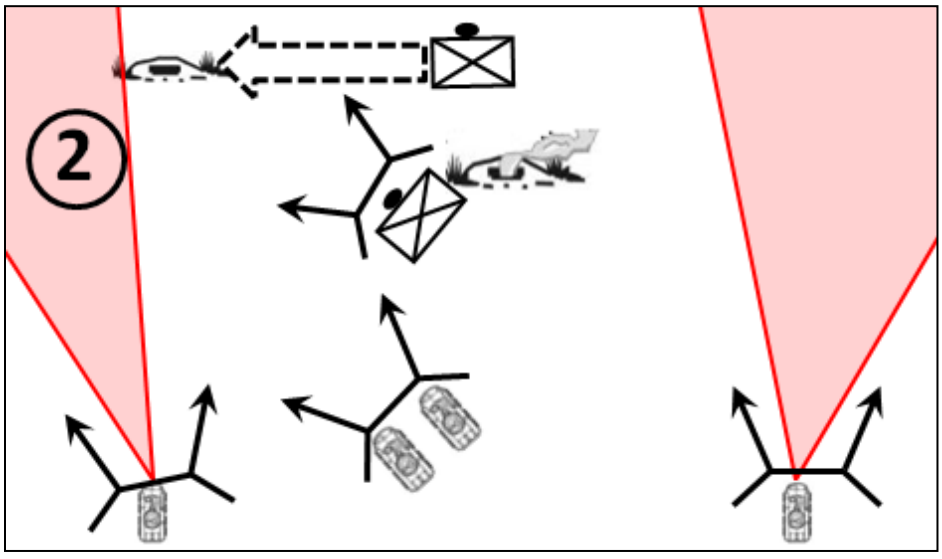
(1) On the platoon leader's signal, the base-of-fire element ceases fire or shifts fire to the opposite side of the bunker from which the squad is assaulting.

(2) At the same time, the platoon FO shifts indirect fires to isolate enemy positions.

h. The assaulting squad takes action to knock out the next bunker (see paragraph e, above).

i. The platoon leader reports, reorganizes as necessary, and continues the mission. The Troop follows up the success of the platoon attack and continues to assault enemy positions.





Knock out a bunker

Battle Drill 6a & 7a. Enter a Building/Trench

a. The platoon leader designates one squad to enter and secure a foothold.

b. The platoon leader designates the entry point and the direction of movement once the platoon begins clearing. An important planning consideration for the platoon leader is the location of the dismount point.

c. The platoon sergeant positions Soldiers and machine guns to suppress and isolate the entry point. The stryker vehicles, especially the MGS platoon, will be used to maximize firepower directed at the building/trench. The platoon leader ensures direct fire control is maintained throughout the attack.

d. The assaulting squad executes actions to enter and establish a foothold. The squad leader directs one fire team to assault and one fire team to support by fire and then follow and support the assaulting fire team.

(1) The squad leader and the assault fire team move to the last covered and concealed position short of the entry point.

(a) The squad leader marks the entry point.

(b) The base-of-fire element, and any vehicle or local machine gun support by fire, shifts direct fires away from the entry point and continues to suppress adjacent enemy positions or isolate as required.

(c) The assault fire team leader and the automatic rifleman remain in a position short of the building/trench to add suppressive fires for the initial entry.

(d) The two remaining soldiers of the assault fire team (rifleman and grenadier) continue toward the entry point. They move in rushes or by crawling.

(e) The squad leader positions himself where he can best control his teams.

Building 6a

SITUATION— A stryker platoon is conducting mounted movement as part of a larger element when it receives enemy small arms fire from a group of buildings to its front.

REQUIRED ACTIONS

Note *– Urban structures and environments present a unique set of challenges when conducting an attack. The platoon leader and all other leaders in the platoon must incorporate the following into their thought process when confronted with an urban setting:*

- Number and size of structures
- Strength and composition of structures—wood, concrete, dirt, etc.
- Munitions effects on various structures for all organic weapons and indirect fire platforms
- Three dimensional nature of urban combat
- SOPs for building, window, and door identification
- Thorough fire control measures and a clearly defined marking SOP are essential in an urban environment, given the restricted observation/fields of fire

1. The element leader occupies a position to best control the security and clearing teams.

    a. The element leader establishes security along any corridors or hallways outside the room with appropriate firepower.

    b. The team leader takes a position to best control the clearing team outside the room.

    c. The element leader gives the signal to clear the room.

Note – *If the element is conducting high-intensity combat operations and is using grenades, then it must comply with the Rules of Engagement (ROE) and consider any impact on the building structure (Soldiers can be injured from fragments if walls and floors are thin or damaged). A Soldier of the clearing team cooks off at least one grenade (fragmentation), throws the grenade into the room, and announces "Frag out."*

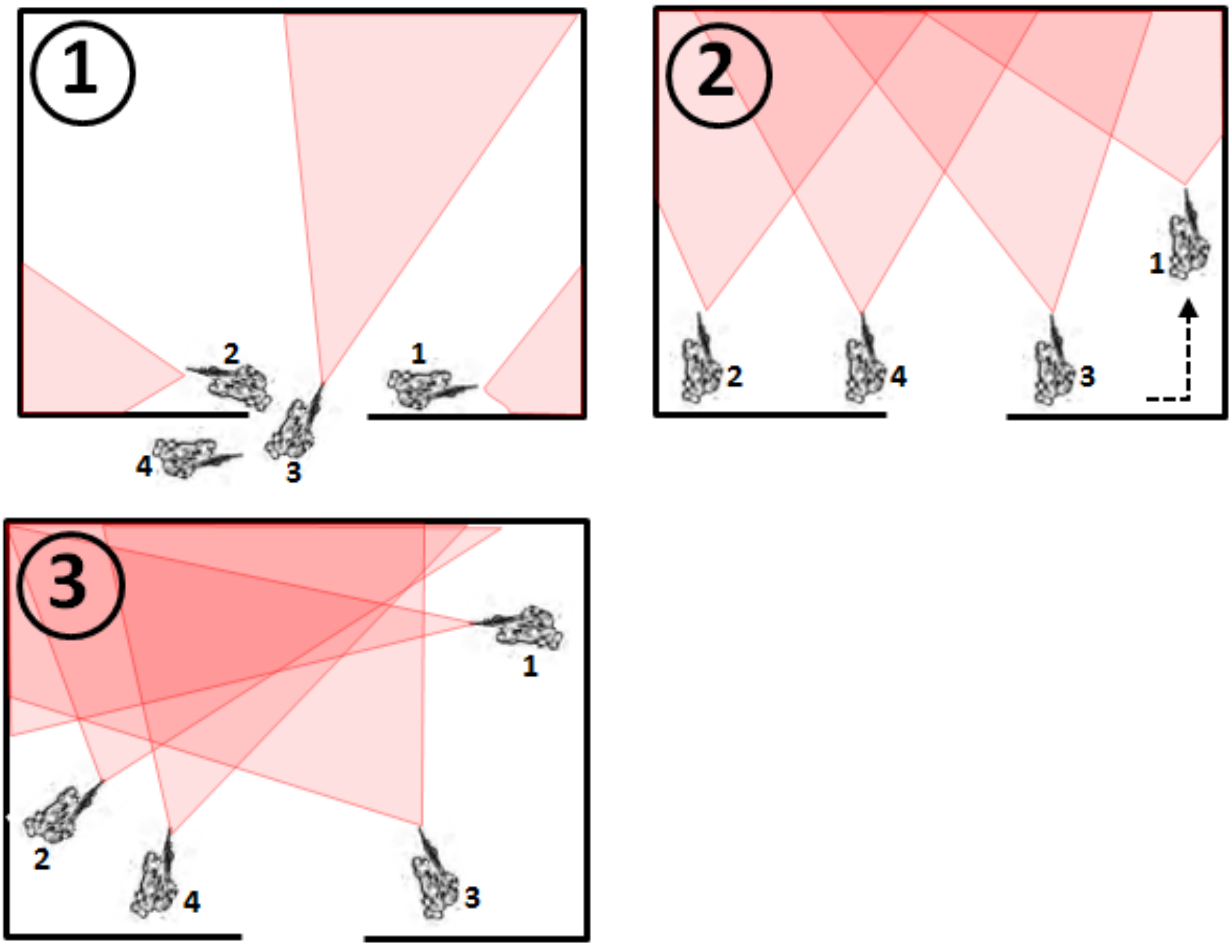
2. The clearing team enters and clears the room.

    a. The first two Soldiers enter the room almost simultaneously
        (1) The first Soldier enters the room and moves left or right along the path of least resistance to one of two corners. He assumes a position of domination facing into the room. During movement he eliminates all immediate threats.
        (2) The second Soldier (normally the team leader) enters the room immediately after the first Soldier. He moves in the opposite direction of the first Soldier to his point of domination. During movement he eliminates all immediate threats in his sector.

***Note** – During high-intensity combat, the Soldiers enter immediately after the grenade detonates. Both Soldiers enter firing aimed bursts into their sectors engaging all threats or hostile targets to cover their entry. If the first or second Soldier discovers that the room is small or a short room (such as a closet or bathroom), he announces "Short room" or "Short." The clearing team leader informs the third and fourth Soldiers whether or not to stay outside the room or to enter.*

b. The third Soldier moves opposite direction of the second Soldier, scanning and clearing his sector as he assumes his point of domination.

c. The fourth Soldier moves opposite of the third Soldier to a position that dominates his sector.



Trench 7a

SITUATION: The platoon is attacking as part of a larger force and identifies enemy in a trench line. The platoon deploys and establishes a base of fire. The platoon leader determines that he has sufficient combat power to maneuver and assault the trench line.

REQUIRED ACTIONS:

a. The first two soldiers (rifleman and grenadier) of the assault fire team move to the edge of the building/trench; parallel to the building/trench and on their backs; on the squad leader's command, cook-off grenades (two seconds maximum), shout FRAG OUT, and throw the grenades into the trench.

(1) After ensuring that both grenades detonate, the Soldiers roll into the trench, landing on their feet, and back-to-back. They fire their weapons down the trench in opposite directions. Immediately, both soldiers move in opposite directions down the trench, continuing to fire three-round bursts. Each soldier continues until he reaches the first corner or intersection. Both soldiers halt and take up positions to block any enemy movement toward the entry point.

(2) Upon detonation of the grenades, the assault fire team leader and the automatic rifleman immediately move to the entry point and enter the trench. The squad leader directs them to one of the secured corners or intersections to relieve the rifleman or grenadier who then rejoins his buddy team at the opposite end of the foothold.

b. The squad leader remains at the entry point and marks it.

c. The squad leader reports to the platoon leader that he has entered the trench and secured a foothold. The platoon follows the success of the seizure of the foothold with the remainder of the platoon as part of the platoon actions to clear a trench line.

d. The squad reorganizes as necessary. Leaders redistribute ammunition.

e. The platoon leader directs one of the base-of-fire element squads to move into the trench and begin clearing it in the direction of movement from the foothold to clear the bunker.

f. The base-of-fire element repositions as necessary to continue suppressive fires.

g. The platoon leader moves into the trench with the assaulting squad.

h. The assaulting squad passes the squad that has secured the foothold and executes actions to take the lead and clear the trench.

(1) The squad leader designates a lead fire team and a trail fire team.

(2) The lead fire team and the squad leader move to the forward-most secure corner or intersection. The squad leader tells the team securing that corner or intersection that his squad is ready to continue clearing the trench. The trail fire team follows, maintaining visual contact with the last soldier of the lead team.

Note: *Throughout this technique, the team leader positions himself at the rear of the fire team to have direct control (physically, if necessary) of his soldiers. Other soldiers in the fire team rotate the lead. Soldiers rotate the lead to change magazines and prepare grenades. Rotating the lead provides constant suppressive fires down the trench and maintains the momentum of the attack as the squad clears the trench.*

(3) The lead fire team passes the element securing the foothold.

(a) The lead soldier of the fire team moves abreast of the soldier securing the corner or intersection, taps him, and announces TAKING THE LEAD.

(b) The soldier securing the corner or intersection acknowledges that he is handing over the lead by shouting OKAY. He allows the fire team to pass him.

(4) The lead fire team starts clearing in the direction of movement. They arrive at a corner or intersection.

(a) Allowing for cook-off (two seconds maximum) and shouting FRAG OUT, the second soldier prepares and throws a grenade around the corner.

(b) Upon detonation of the grenade, the lead soldier moves around the corner firing three round bursts and advancing as he fires. The entire fire team follows him to the next corner or intersection.

(5) The squad leader:

- Follows immediately behind the lead team.
- Ensures that the trailing fire team moves up and is ready to pass the lead at his direction.
- Rotates fire teams as necessary to keep his soldiers fresh and to maintain the momentum of the attack.
- Requests indirect fires, if necessary, through the platoon leader.

DANGER

THE FIRE TEAMS MUST MAINTAIN SUFFICIENT INTERVAL TO PREVENT THEM FROM BEING ENGAGED BY THE SAME ENEMY FIRES.

(6) At each corner or intersection, the lead fire team performs the same actions described above (paragraph [5]).

(7) If the lead soldier finds that he is nearly out of ammunition before reaching a corner or intersection, he announces AMMO.

(a) Immediately, the lead soldier stops and moves against one side of the trench, ready to let the rest of the team pass. He continues to aim his weapon down the trench in the direction of movement.

(b) The next soldier ensures that he has a full magazine, moves up abreast of the lead soldier, taps him, and announces TAKING THE LEAD.

(c) The lead soldier acknowledges that he is handing over the lead by shouting OKAY, positions rotate, and the squad continues forward.

(8) The trailing fire team secures intersections and marks the route within the trench as the squad moves forward. The trailing fire team leader ensures that follow-on squads relieve his buddy teams to maintain security.

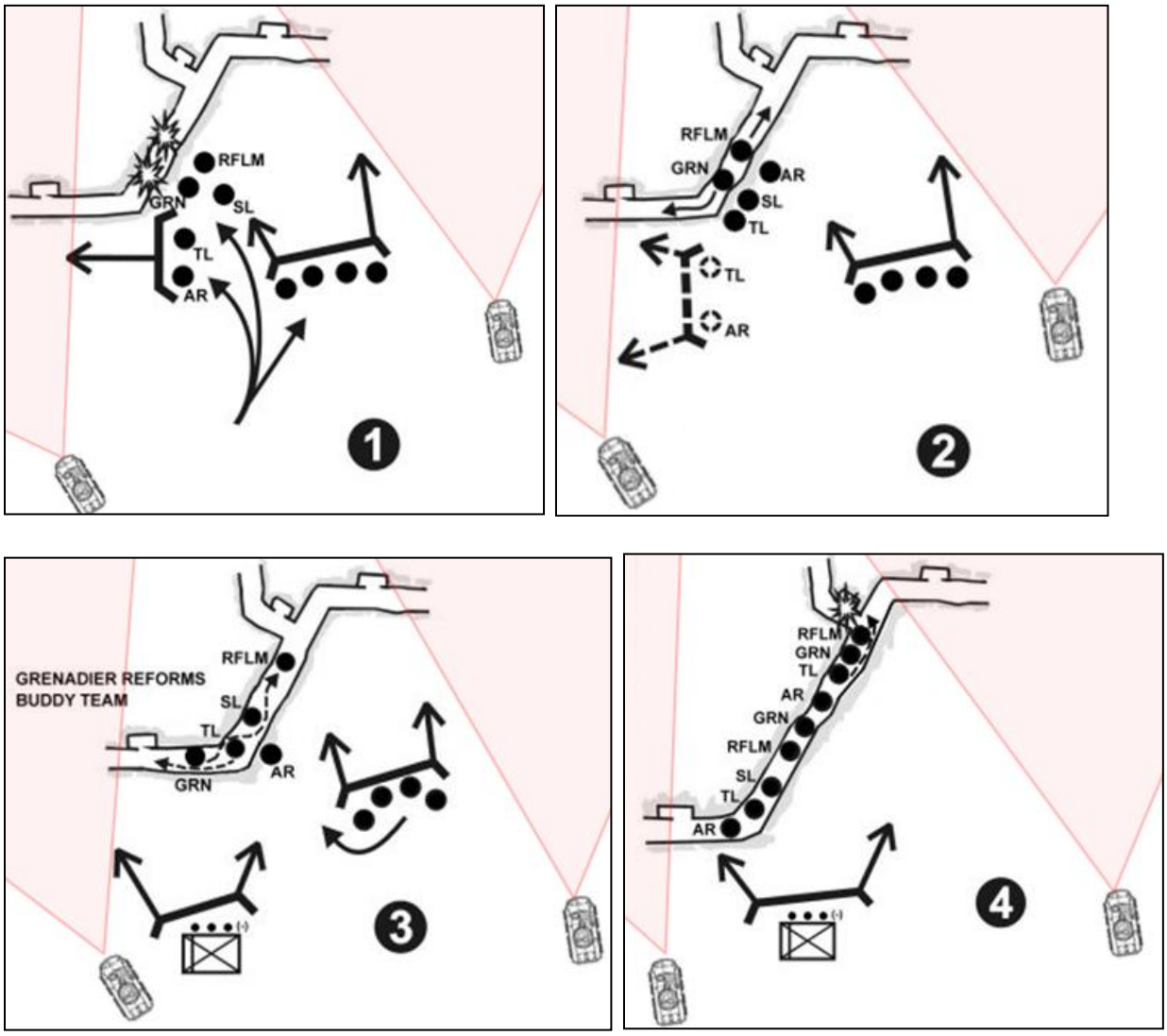
(9) The squad leader reports the progress of the clearing operation. (The base-of-fire element must be able to identify the location of the lead fire team in the trench at all times.)

i. The platoon leader rotates squads to keep soldiers fresh and to maintain the momentum of the assault.

j. The platoon sergeant calls forward ammunition resupply and organizes teams to move it forward into the trench.

k. The base-of-fire element ensures that all friendly forces move into the trench ONLY through the designated entry point. (All movement must be made in the trench to avoid casualties by friendly fires.)

l. The platoon leader reports to the Troop commander that the trench line is secured, or that he is no longer able to continue clearing. He repositions his base-of-fire element and vehicles as necessary to maximize fires on any remaining enemy positions and to maintain flank security



Enter and Clear a Trench

Battle Drill 8. Conduct Initial Breach Of A Mined Wire Obstacle (Platoon)

All breaching operations follow the acronym SOSRA: Suppress, Obscure, Secure, Reduce, Assault. To successfully execute a breach, units must suppress the enemy covering the tentative breach site, obscure the enemy's observation of the breach element, secure the breach element as it reduces the obstacle(s), reduce the obstacle itself, and continue with the assault.

SITUATION: The platoon is operating as the breach platoon in a Troop mission that includes engineer support. The lead squad identifies a wire obstacle, reinforced with mines that cannot be bypassed, and enemy positions on the far side of the obstacle.

REQUIRED ACTIONS:

a. The platoon leader moves forward to confirm the reports of the lead squad/vehicle and determines that he can maneuver by identifying:

- The obstacle and enemy positions covering it by fire.
- The size of the enemy force engaging the squad. (The number of enemy automatic weapons, the presence of any vehicles, and the employment of indirect fires are indicators of enemy strength.)
- A breach point.
- A covered and concealed route to the breach point.
- A support-by-fire position large enough for a squad reinforced with machine guns.

b. The platoon leader designates a mounted element to support the movement of squad(s) to the breach point. He indicates the support-by-fire position, the route to it, the enemy position to be suppressed, the breach point, and the route that the rest of the platoon will take to it. He also gives detailed instructions for lifting and shifting fires.

c. With attached engineer support, the platoon leader designates one line squad and the engineer element as the breach element. He designates another squad as a breach support squad (intermediate support by fire for breach element), and the remaining squad as the assault squad. (The assault squad normally follows the covered and concealed route of the breach squad and assaults through immediately after the breach is made.)

d. The designated vehicle(s) moves to and establishes a base of fire.

e. The platoon sergeant or a vehicle commander assumes control of the mounted base-of-fire element.

f. On the platoon leader's signal, the base-of-fire element--

- Destroys or suppresses enemy crew-served weapons first.

- Obscures the enemy position with smoke (M203 or vehicle).
- Sustains suppressive fires at the lowest possible level.

g. The platoon leader designates the breach point and leads the breach and assault squads along the covered and concealed route to it.

h. The platoon FO calls for and adjusts indirect fires as directed by the platoon leader.

i. The breach element executes actions to breach the obstacle.

(1) The platoon leader emplaces and directs the breach support squad to support the movement of the breach element to the breach point.

(2) The platoon base-of-fire element shifts direct fires away from the breach point and continues to suppress key enemy positions. The platoon FO ceases indirect fires or shifts them beyond the obstacle.

(3) Once the conditions have been set by the breach support squad, the breach line squad leader maneuvers his squad and the attached engineer element along the covered and concealed route to the pre-identified breach point.

(4) The breach support squad continues to provide suppressive fires and isolates the breach point according to the pre-identified fire control measures.

(a) The breach squad leader directs his squad's employment of smoke grenades to obscure the breach point. Leaders must be cognizant of wind speed and wind direction to ensure proper placement of obscuration smoke. This is in addition to any pre-coordinated artillery/mortar smoke.

(b) The breach element leader positions himself and his squad as necessary near the breach point to provide close-in security.

(c) The breach element probes for mines and cuts the wire obstacle, marking their path as they proceed. (Bangalore is preferred, if available.) If breaching for mounted mobility, the breach element uses C4 or mine clearing line charges (MCLC) to clear a vehicle size lane. Stryker engineer platoons also have the ability to proof lanes with vehicle attached rollers, angled mine plows, and surface mine plows.

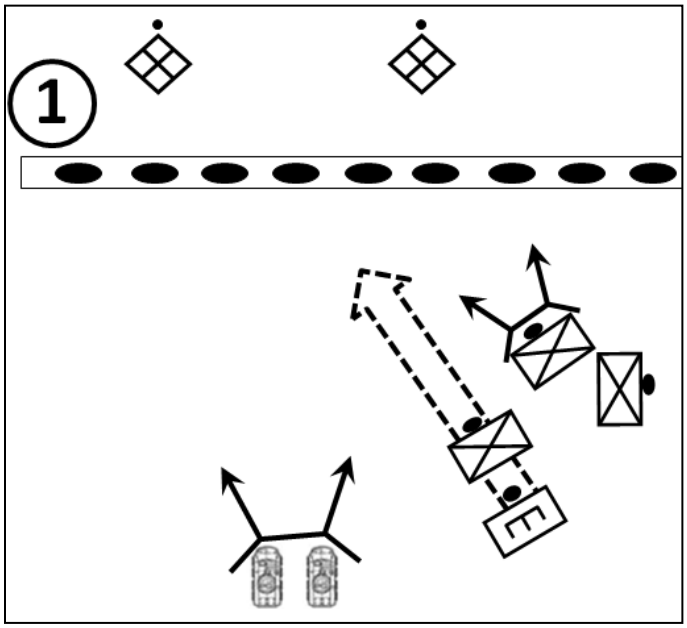
(d) Once the obstacle has been breached, the engineer breach element leader and the remainder of the engineer element proof and mark the lane according to unit SOP, then move to the far side of the obstacle and take a covered and concealed position. The engineer element leader signals to the breach line squad leader once far side security has been established.

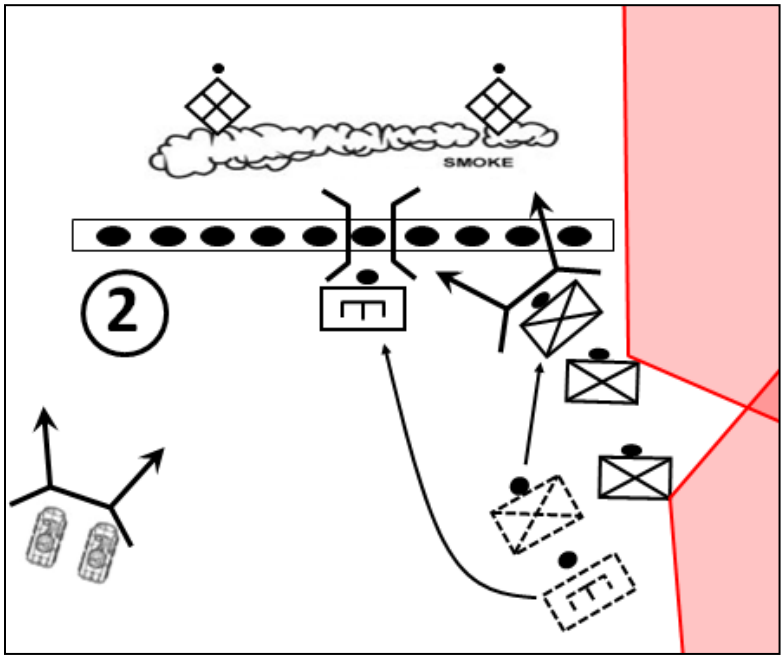
(5) The rifle squad moves through the breach to assume far side security, leaving a near side security element at the breach site to guide in follow on elements.

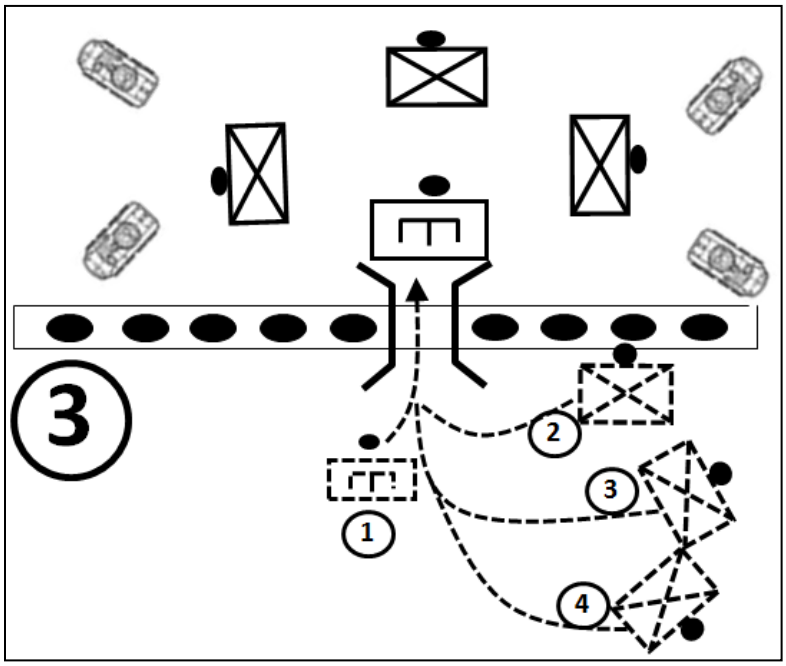
j. The platoon leader leads the pre-designated assault squad and breach support squad, now a follow and support squad, through the breach in the obstacle and positions them beyond the breach to support the movement of the remainder of the platoon or assaults any remaining enemy positions covering the obstacle.

k. The platoon leader reports the situation to the Troop commander and directs the platoon base-of-fire element (vehicles) to move up and through the obstacle, if the breach supports mounted mobility. The platoon leader leaves an element to guide the Troop through the breach point.

l. The Troop follows up the success of the platoon and continues the assault against the enemy positions.







Conduct initial breach of a mined wire obstacle

III. TROOP MANEUVERS

A. Movement Formations

The SBCT infantry Troop uses six basic movement formations: **column, line, vee, wedge, file**, and **echelon right** or **left**. These formations describe the locations of the Troop's platoons and sections in relation to each other. They are guides on how to form the Troop for movement. Each formation aids control, security, and firepower to varying degrees.

a. **Considerations.** These formations can be used mounted or dismounted to control the Troop. Because of the limitations on the ICVs and MGS, the majority of mounted movement takes place on roads or unrestricted terrain.

(1) Whether mounted or dismounted, the best formation to use depends on the—

- Mission.
- Enemy situation.
- Terrain.
- Weather and visibility conditions.
- Speed of movement desired.
- Degree of flexibility desired.

- When moving cross-country, the distance between soldiers, vehicles, and platoons varies according to the terrain and the situation. Soldiers should constantly observe their sectors for likely enemy positions and look for cover that can be reached quickly in case of enemy contact.

- The Troop commander may specify the platoon formations to be used within the Troop formation. If he does not, each platoon leader selects his platoon's formation. For example, the lead platoon leader may select a formation that permits good observation and massing of fire to the front (vee formation). The second platoon leader may select a formation that permits fast movement to overwatch positions and good flank security (wedge formation).

- When moving in a formation, the Troop normally guides on the base platoon to ease control. This should be the lead platoon. In the line or the vee formation, the Troop commander must specify which platoon is the base platoon. The other platoons key their speed and direction on the base platoon. This permits quick changes and lets the commander control the movement of the entire Troop by controlling only the base platoon. Terrain features may be designated for the base platoon to guide on. The Troop commander normally locates himself within the formation where he can best see and direct the movement of the base platoon.

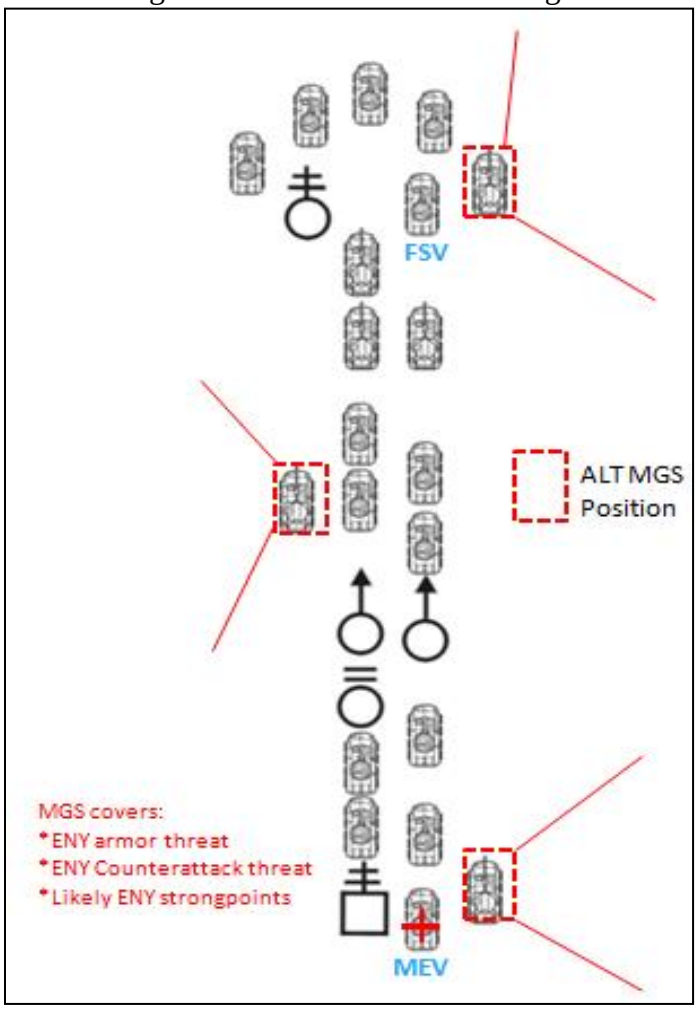
- One technique used to alert units for possible movement or for units to report their readiness to move is an alert status. With this technique, use a readiness condition

(REDCON) system to reflect the amount of time a unit will have before it is required to move:

- **REDCON 1**: Be prepared to move immediately.
- **REDCON 2**: Be prepared to move in 15 minutes.
- **REDCON 3**: Be prepared to move in 30 minutes.
- **REDCON 4**: Be prepared to move in greater than 1 hour.

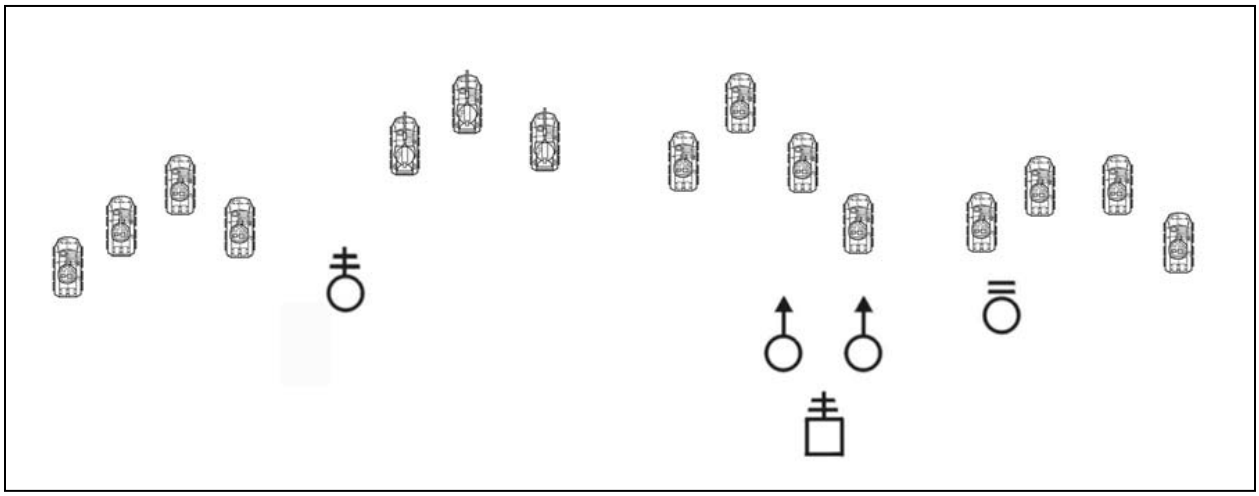
b. **Formations.** The following is a discussion of SBCT infantry Troop movement formations.

- ***Column.*** The column formation allows the Troop to make contact with one platoon and maneuver with the three trail platoons. It is a flexible formation, allowing easy transition to other formations. It provides good all-round security and allows fast movement. It also provides good dispersion and aids maneuver and control, especially during limited visibility. The Troop can deliver a limited volume of fire to the front and to the rear, but a high volume to the flanks. The figure below depicts a way to form a Troop column.



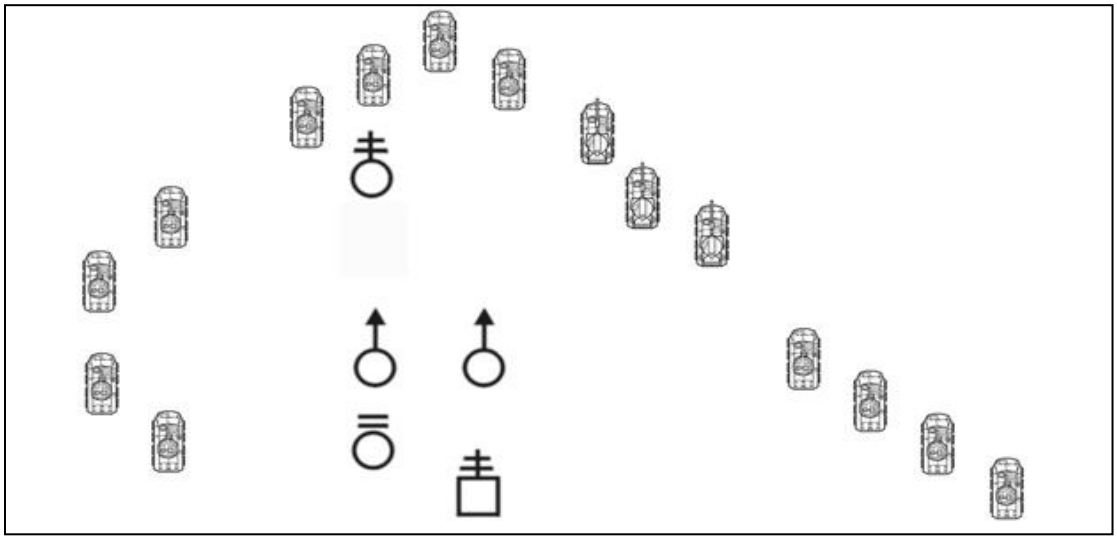
Troop column mounted

- ***Troop Line.*** The Troop line formation puts all platoons forward along the same direction of movement and provides for the delivery of maximum fire to the front, but less to the flanks. It is the most difficult formation to control. The Troop commander should designate a base platoon (normally the center platoon) for the other platoons to guide on. Flank and rear security is generally poor but is improved when the flank platoons use echelon formations. The figure below depicts an example of the Troop line.



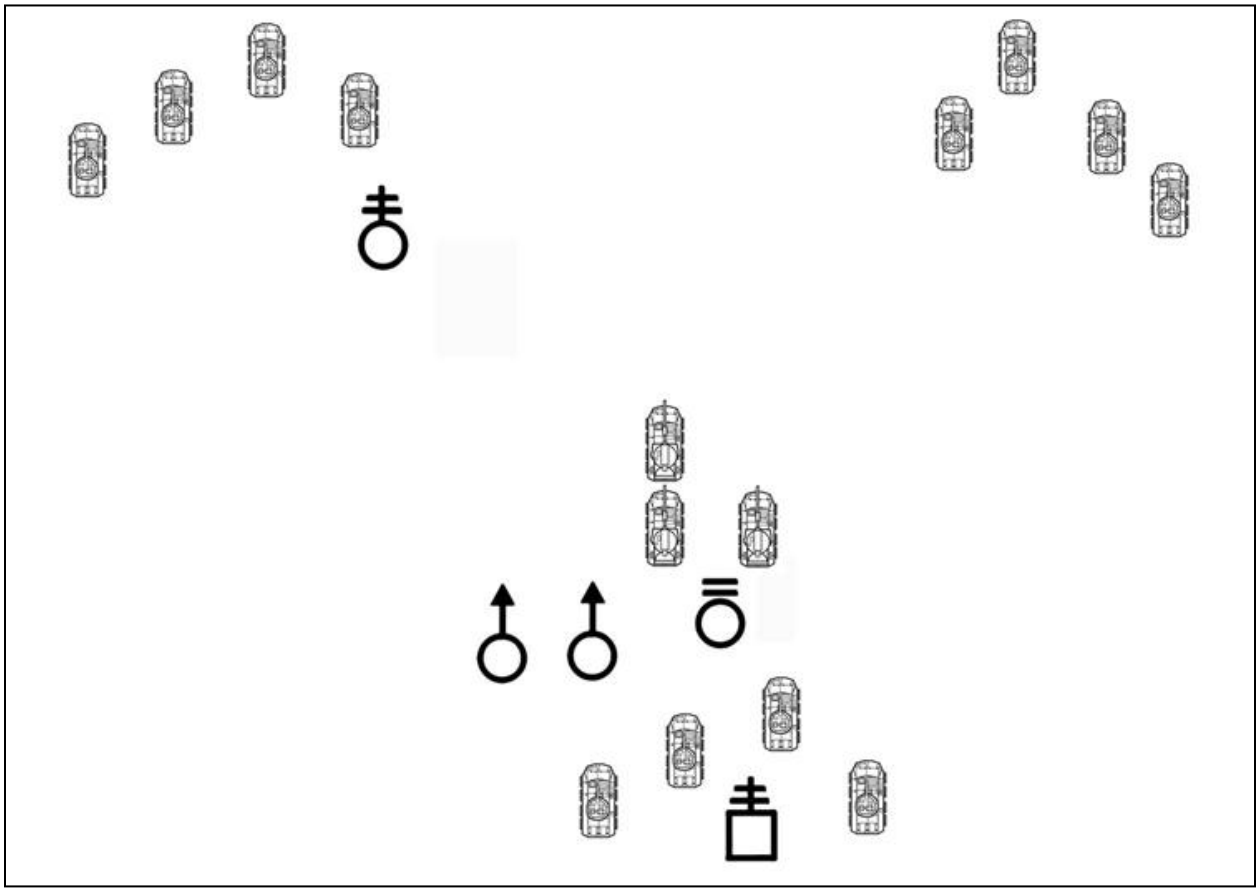
Troop line mounted.

- ***Troop Wedge.*** The Troop wedge formation allows the commander to make contact with a small element and still maneuver the remaining platoons. If the Troop is hit from the flank, one platoon is free to maneuver. This formation is hard to control, but it allows faster movement than the Troop vee formation. The figure below depicts an example of the Troop wedge.



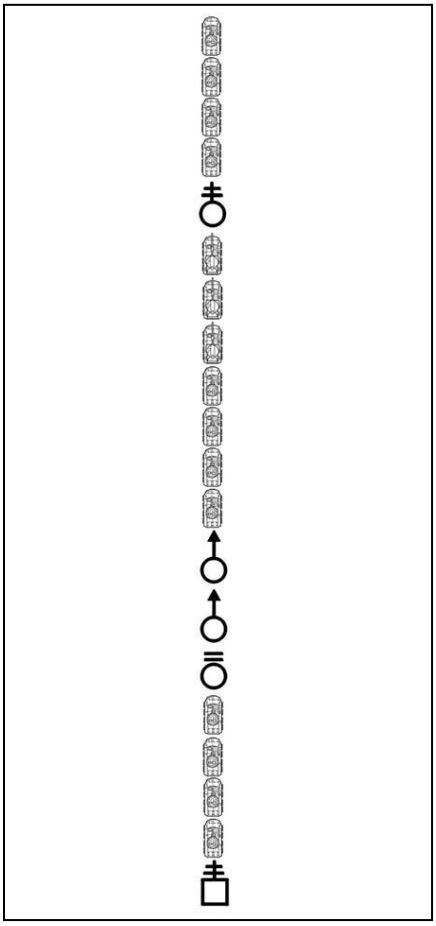
Troop wedge mounted

- ***Troop Vee.*** The Troop vee formation has two platoons forward to provide immediate fire on contact or to flank the enemy. It also has one platoon in the center and one platoon in the rear. These platoons either overwatch or trail the lead platoons. If the Troop is hit from either flank, two platoons can provide fire, and at least one platoon is free to maneuver. This formation is hard to control and slows movement. The Troop commander designates one of the forward platoons as the base platoon. The figure below depicts an example of the Troop vee with all platoons in wedge.



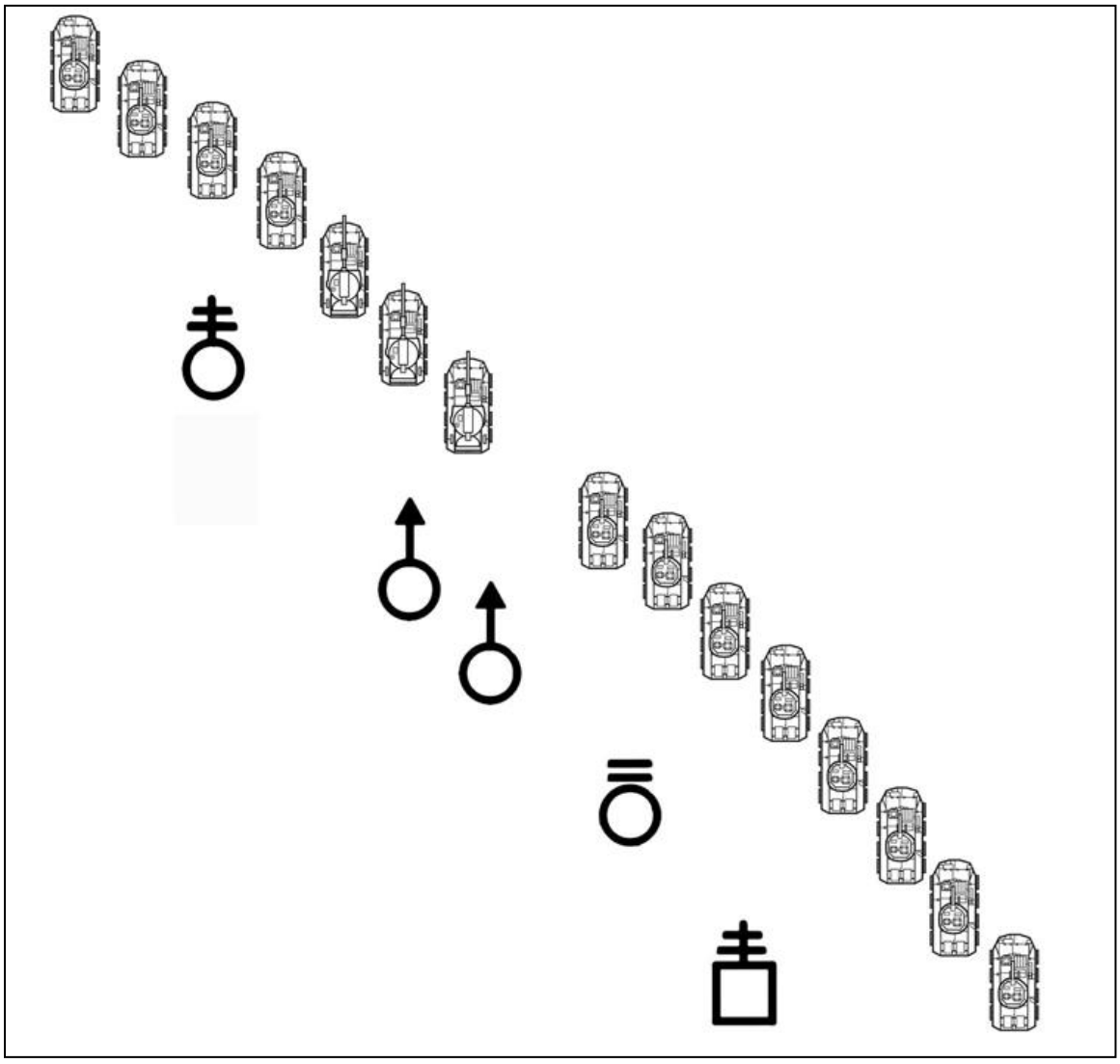
Troop Vee Mounted

- ***Troop File.*** The Troop file formation is the easiest formation to control. It allows rapid movement in restricted terrain and during limited visibility, and it enhances control and concealment. It is, however, the least secure formation and the hardest from which to maneuver. The following figures depict examples of the Troop file with all units in file.
  (a) The Troop commander locates well forward with the lead platoon headquarters or immediately behind the lead security element. This location increases his control by putting him in position to make critical decisions. The Troop command post can locate farther back (behind the lead platoon) to avoid interfering with the platoon's movement and to aid communications with other elements.
  (b) The 1SG (or XO) is last, or nearly last, in the Troop file to provide leadership and to prevent breaks in contact within the file.
  (c) The Troop file is vulnerable to breaks in contact and should be used only when necessary and for short periods of time. Dismounted, a Troop stretches out over 600 meters in a Troop file, with a pass time of more than 20 minutes. Spacing between vehicles in a mounted Troop file is METT-TC dependent, but should not extend beyond the vehicles' ability to mutually support each other (this does not mean that it is okay for the vehicles to "bunch up," during day or night operations). The following figure depicts an example of the Troop mounted line.



Troop File Mounted

- ***Echelon Right or Left.*** The echelon right or echelon left formation is used if the situation is vague and the Troop commander anticipates enemy contact to the front or on one of the flanks. Normally, an obstacle or another friendly unit exists on the flank of the Troop opposite the echeloned flank, preventing enemy contact on that side. This formation provides a good volume of fire and protection to the echeloned flank, but less to the opposite flank. The following figure depicts an example of the echelon right formation.



Echelon Right Mounted

B. Troop Operations

1. Movement to Contact

TIME REQUIREMENTS FOR ACTIONS ON CONTACT. Properly executed actions on contact require time at both the Troop and Platoon level. To fully develop the situation, a Troop or Platoon may have to execute extensive lateral movement, dismount/remount infantry squads, conduct recon by fire, and/or utilize organic and external indirect fire assets. The commander must balance the time required for subordinate elements to conduct actions on contact with the need of the Troop (and any larger force the Troop is maneuvering with) to maintain tempo and momentum. On contact, the commander has five options: attack, defend, bypass, delay, or withdraw. Movements to contact include search and attack and cordon and search operations. (FM 3-0, pg 3-8)

ACTIONS ON CONTACT:

- **DEPLOY AND REPORT.**
- **EVALUATE/DEVELOP SITUATION**
- **CHOOSE A COA**
- **EXECUTE SELECTED COA**

CONDITIONS. The Troop is conducting a movement to contact. Planning assumption is that visual contact has been initiated through reconnaissance assets; the Troop commander must initiate physical contact with the enemy and develop the situation under fire and maneuver. The Troop commander arrays his forces accordingly, altering formations and movement techniques as contact with the enemy changes from not likely to possible to likely.

REQUIRED ACTIONS:

Note – *SQD/PLT fundamentals still apply in Troop's initial contact. They include: 1. Soldiers immediately return fire in the direction of contact and take up the nearest covered positions. 2. Squad/Platoon leaders locate and engage known or suspected enemy positions with well-aimed fire, and pass information to the Troop Commander. 3. Platoon leaders control fire using standard fire commands (initial and supplemental) containing the following elements:*

· Alert.
· Direction.
· Description of target.
· Range.
· Method of fire (manipulation, and rate of fire).
· Command to commence firing.

Step 1. Gain Physical Contact With Enemy (Actions On Contact).

a. Expected (Troop Initiates Contact). The Troop Commander transitions to bounding overwatch based on reconnaissance -provided information. Contact is likely made by an overwatching or bounding Platoon, which initiates the Troop's Actions on Contact. In the event a Platoon is engaged by a previously undetected, yet expected, enemy, the Platoon in contact would conduct Platoon Battle Drill 2 (React to Contact) for survivability, then initiate Actions on Contact.

b. Unexpected (Enemy Initiates Contact). Unexpected contact will likely happen while using traveling or traveling overwatch. Based on the perceived size of the threat, the Platoon in contact, or the entire Troop, may have to deploy to survive initial contact. The Platoon in contact initiates Platoon Battle Drill 2 (React to Contact), attempting to achieve fire superiority through suppressive fires. Simultaneously, the Platoon in contact sends a contact report to Commander immediately, allowing the latter to array remaining forces into a bounding element (to destroy the suppressed enemy) and a security element (to protect flanks and rear).

c. Endstate. Whether contact is expected or unexpected, the first step of actions on contact concludes with the Troop deployed (into base of fire and bounding elements), the enemy suppressed or destroyed, and a contact report sent to Squadron.

Step 2. Determine Enemy Composition/Disposition. Platoons provide reports to the Troop Commander in order for the latter to determine actual enemy size, location, and capabilities (with particular attention to standoff weapons, such as ATGMs and MANPADS). The Troop Commander uses all means at his disposal to make his assessment, whether through organic and inorganic reconnaissance assets, vehicle optics, dismount infantry squads, indirect fire, and recon by fire. Once the Troop commander has determined size of enemy force, he relays to Squadron. Platoons maintain contact with the enemy throughout**.**

Step 3. Deny Enemy Freedom Of Maneuver (Suppress).

Note *– Leaders must constantly be thinking how to best utilize and integrate assets to destroy or suppress the enemy: indirect fire, vehicle mounted weapons, dismounted anti armor/bunker weapons (Javelins and AT4s), dismounted crew served weapons, and individual weapon systems. There are many METT-TC considerations when establishing a base of fire, too many to be listed here individually, but as a general principle, follow the considerations for employing and controlling fire from FM 3-21.8, Chapter 2, Section 1.*

d. The Troop Commander determines, based on his assessment of the enemy, whether he can effectively suppress the enemy with the Platoon in contact based on the enemy's firepower capabilities, effectiveness, and rate of fire (in other words, volume and accuracy).

i. Platoon in contact CAN suppress. Platoon continues to suppress the enemy, concentrating firepower on standoff weapons first (ATGMs/MANPADS), then crew-

served weapons (machine guns). Platoon in contact also begins use of screening smoke (whether from grenade launchers or indirect fire) to prevent enemy from observing maneuver/assault element.

ii. **Platoon in contact CANNOT suppress.** The Troop Commander must make a decision, based on reporting, whether further organic assets can be utilized to suppress the enemy. For mounted threats, likely course of action is to utilize MGS and Mortar platforms to increase effects on enemy. For dismounted threats, likely course of action is to commit another Platoon (whether dismounts only or Strykers dependent on threat at hand) to suppress enemy position. In addition, the Troop Commander may need to request outside assets to assist (e.g. CAS/CCA, Artillery, another Troop).

e. The Troop Commander must continue to assess whether the enemy is being effectively suppressed, whether by internal or internal/external assets.

i. **Platoon(s) in contact CAN suppress.** Platoons continue suppressive fires. Troop XO is placed in charge of COMMAND AND CONTROL of the SBF position, determining engagement priorities and Platoon sectors of fire. FSO coordinates IDF assets to assist.

ii. **Platoon(s) in contact CANNOT suppress.** With two or more Platoons committed to suppression, the Troop CDR must make the determination whether to commit the non-committed force or request support from adjacent and/or higher elements. Regardless of determined COA, Troop CDR must request approval from Squadron Commander (SCO).

1. **Non-committed force is deployed.** The CDR exercises his option to commit his non-committed Platoon based on his estimate that the enemy **can** be defeated or destroyed with this asset. The CDR must keep in mind that he will have degraded flank and rear security and must plan accordingly, whether by use of dismounts or retaining a Stryker Section. If the non-committed force becomes decisively engaged, the Troop in contact becomes the Support By Fire element for a Squadron-level attack.
2. **Non-committed force is not deployed.** The CDR chooses not to utilize the non-committed force based on his reading of the enemy. Non-committed Platoon maintains flank and rear security while other Platoons continue suppressive fires. The CDR requests from Squadron that another Troop be utilized as an assault force.

Once Troop Commander maintains situational awareness on the battlefield, he can determine which COA he wants to utilize to achieve his desired effects.

Step 4a. Attack.

Troop attack with vehicles integrated

If the platoon(s)/vehicle(s) in contact together with the MGS Platoon can suppress the enemy, the Troop Commander determines if the remaining vehicles not in contact can maneuver. He makes the following assessment:

- Location of enemy positions and obstacles.
- Size of enemy force. (The number of enemy automatic weapons, the presence of any vehicles, and the employment of indirect fires are indicators of enemy strength.)
- Vulnerable flank.
- Covered and concealed flanking routes to the enemy position, both mounted and dismounted.

a. If the answer is **YES**, the Troop Commander maneuvers the platoon(s)/vehicle(s) into the assault:

(1) Once the Troop Commander has ensured that the base-of-fire element is in position and providing suppressive fires with clearly identified fire control measures, he deploys the assaulting platoon to the assault position and re-positions the non-committed force if necessary.

Note – *Depending on the size of the base-of-fire element, the Troop Commander may be able to utilize vehicles in a number of different capacities to facilitate the assault, especially after responsibility for direct fires on the objective is handed over to the assault element. Vehicles can be used for further isolation/containment on the objective, blocking positions, flank security for assault elements, and they can be moved rapidly to subsequent support-by-fire positions to maintain the tempo of an attack. The Troop Commander and vehicle section leaders communicate throughout the assault to ensure vehicles are utilized at all stages.*
Also, fire control in the attack is paramount for fratricide prevention and effective suppression. The Troop Commander ensures all elements have prescribed rates of fire, engagement priorities, and established direct fire control measures (See FM 3-21.8, Chapter 2, Section 4 "Employing Direct Fire" for further discussion)

(3) Once the Platoon reaches the assault position, at the order of the Troop Commander, they begin their assault. Platoons will use their vehicles and machine guns in a local support by fire and assault through the objective using dismounted Squads.

(4) Once the assault element has begun its assault on the enemy and gained effective fires, the assaulting platoon coordinates with the Troop commander for shift and ceasefire. (NOTE: The assault element **MUST** establish and maintain effective suppressive fires prior to the shifting of fires by the base-of-fire element. Handover of responsibility for direct fires from the base-of-fire element to the assault element is critical to ensure there is no lapse in suppression on the enemy that would allow him to consolidate/reorganize and/or withdrawal from the battlefield.)

(5) The Troop FO utilizes indirect fires to first suppress enemy positions, then to isolate after suppression is gained and able to be maintained by direct fires. The Troop FO ensures that all indirect fires cease prior to the assault element entering their minimal safe distance and informs and advises the Troop Commander of all danger close situations.

(6) The assaulting platoon(s) fight through enemy positions using battle drill one. The Troop Commander controls the movement of his platoons. He assigns specific objectives for each platoon and designates the main effort or base maneuver element. (The base-of-fire element must be able to identify the near flank of the assaulting platoon(s).)

b. If the answer is **NO**, or the assaulting platoon(s) cannot continue to move due to volume and/or accuracy of enemy fire, the Troop Commander commits portions of or his entire non-committed force to accomplish the mission.

Step 4b. Defend. – (by means of an Area Defense):

STEP 1 – PREPARATION: The Troop Commander gains an understanding of the tactical situation and identifies potential friendly and enemy weaknesses. He then war-games friendly and enemy COAs and synchronizes his concept of the operation with all available organic and SQDN assets. With the knowledge of the enemy, the Troop Command can identify possible decisive points in the attack.

STEP 2 – SECURITY: The Troop Commander must employ a portion of his element to offer security by providing early warning, destroying enemy reconnaissance units, and impeding and harassing enemy main body elements.

STEP 3 – DISRUPTION: The Troop Commander must develop multiple defensive COAs, by means of indirect/direct fires, obstacles, HIDE sites, and retention of key/decisive terrain for the enemy; ultimately to disrupt the enemy's movement and organization.

STEP 4 – MASS AND CONCENTRATION: The Troop Commander must remember that this concentration refers to combat power (maneuver, firepower, protection, and leadership) and its effects--not just numbers of soldiers and weapons systems. The defending Troop must economize in some areas, retain a reserve, and maneuver to gain local superiority. Local counterattacks may be needed to maintain the integrity of the defense. Organic/SQDN indirect fire, as well as the MGS PLT, can shift to critical points to concentrate destructive effects rapidly.

STEP 5 – FLEXIBILITY: The defending Troop must be agile enough to counter or avoid the enemy’s attack, in addition to striking back effectively immediately after the enemy’s attack. Flexibility requires the Troop Commander to successfully “see the battlefield"--physically and through the COP as well as timely and accurate analog reports. After a good analysis of the terrain and enemy, reserves can be positioned to allow the Troop commander to react to

unanticipated events.

Step4c. Bypass: As part of his original plan or based on a change in the situation, the Troop Commander may order the Troop to bypass the enemy to maintain the tempo of the attack. This action can be taken against either an inferior or superior enemy force. The Troop Commander may designate the MGS platoon to suppress the enemy, allowing the other platoons to use covered and concealed routes, weapons standoff, and obscuration to bypass known enemy locations. (Units may have to execute contact drills while conducting the bypass.) Once clear of the enemy, the MGS platoon hands the enemy over to another friendly force (if applicable), breaks contact, and rejoins the Troop. If necessary, the MGS platoon leader can employ tactical movement to break contact with the enemy and continue the mission; he can also request supporting direct and indirect fires and smoke to suppress and obscure the enemy as the MGS platoon safely breaks contact.

Step 4d. Delay: A delay is a series of defensive and offensive actions over subsequent positions in depth.
It is an economy of force operation that trades space for time. While the enemy gains access to the area (space) that is vacated, friendly elements gain time to conduct necessary operations and retain freedom of action and maneuver. This allows friendly forces to influence the action; they can prevent decisive engagement or postpone action to
occur at a more critical time or place on the battlefield.

a. **Types of Delays.** There are two types of delay missions:

- Delay in sector.
- Delay forward of a specified line or position for a specified time.

b. **Components of Successful Delay.** For either type of delay mission, the flow of the operation can be summarized as "hit hard, then move." A successful delay has three key components:

- The ability to stop or slow the enemy's momentum while avoiding decisive engagement.
- The ability to degrade the enemy's combat power.
- The ability to maintain a mobility advantage.

c. **Delay within a Sector.** The Troop may be assigned a mission to delay within a sector (area of operations). The SQDN Commander normally provides guidance regarding intent and desired effect on the enemy, but he minimizes restrictions regarding terrain, time, and coordination with adjacent forces. This form of a delay is normally assigned when force preservation is the highest priority and there is considerable depth to the Squadron or SBCT's area of operations.

d. **Delay Forward of a Specified Line for a Specified Time.** The Troop may be assigned a mission to delay forward of a specific control measure for a specific period of time. This mission is assigned when the REGT or SQDN must control the enemy's attack and retain specified terrain to achieve some purpose relative to another element, such as

setting the conditions for a counterattack, for completion of defensive preparations, or for the movement of other forces or civilians. The focus of this delay mission is clearly on time, terrain, and enemy destruction. It carries a much higher risk for the Squadron, with the likelihood of all or part of the unit becoming decisively engaged. The timing of the operation is controlled graphically by a series of phase lines with associated dates and times to define the desired delay-until period.

e. **Culmination of the Delay.** Delay missions usually conclude in one of three ways--a defense, a withdrawal, or a counterattack. Planning options should address all three possibilities.

Step 4e. Withdrawal: Withdrawal is a planned operation in which a force in contact disengages from an enemy force. Withdrawals may or may not be conducted under enemy pressure. The two types
of withdrawals are assisted and unassisted.

a. **Assisted.** The assisting force occupies positions to the rear of the withdrawing unit and prepares to accept control of the situation. It can also assist the withdrawing unit with route reconnaissance, route maintenance, fire support, and CSS. Both forces closely coordinate the withdrawal. After coordination, the withdrawing unit delays to a battle handover line, conducts a passage of lines, and moves to its final destination.

b. **Unassisted.** The withdrawing unit establishes routes and develops plans for the withdrawal and then establishes a security force as the rear guard while the main body withdraws. CSS and CS elements normally withdraw first followed by combat forces. To deceive the enemy as to the friendly movement, the SBCT or Squadron may establish a detachment left in contact (DLIC) if withdrawing under enemy pressure. As the unit withdraws, the DLIC disengages from the enemy and follows the main body to its final destination.

STEP 1 – PREPARATION**:** The Troop Commander dispatches quartering parties, issues warning orders (WARNOs), and initiates planning. Nonessential vehicles are moved to the rear.

STEP 2 – DISENGAGEMENT: Designated elements begin movement to the rear. They break contact and conduct tactical movement to a designated assembly area or position.

STEP 3 – SECURITY: In this phase, a security force protects and assists the other elements as they disengage and or move to their new positions. This is done either by a DLIC, which the unit itself designates in an unassisted withdrawal, or by a security force provided by the higher headquarters/adjacent unit in an assisted withdrawal. As necessary, the security force assumes responsibility for the sector, deceives the enemy, and protects the movement of disengaged elements by providing over-watch and suppressive fires. In an assisted withdrawal, the security phase ends when the security force has assumed responsibility for the fight and the withdrawing element has completed its movement. In an unassisted withdrawal, this phase ends when the DLIC completes its disengagement and movement to the rear.

c. **Troop Unassisted Withdrawal.** The Troop Commander has similar options in an unassisted Troop withdrawal. He may designate one platoon to execute the DLIC mission for the Troop, or he can constitute the DLIC using elements from the three rifle platoons and the MGS platoon, with the XO as the DLIC commander.

Step 5. Consolidate And Reorganize.

a. **Consolidate and Reorganize.** Once the assaulting platoon(s) has seized the enemy position, the Troop Commander establishes local security. (The Troop must prepare to defeat an enemy counterattack. The Troop is most vulnerable at the conclusion of the assault.). The Troop Commander designates platoon battle positions, moves the non-committed force forward, and conducts consolidation on the objective. Immediately following, he establishes a hasty defense, conducts EA development, bounds his mortar section forward, establishes an MFP on or near the objective to support the defense and waits for follow on orders.

2. Troop In-Stride Conduct Initial Breach of a Mined Wire Obstacle

Breaching Organization: All breaching operations, whether deliberate or hasty, require as a part of the task organization designated Support, Breach, and Assault forces.

Support Force

- Establish SBF positions and suppress the ENY with direct and indirect fires to prevent effective fires being placed on friendly forces
- Employ or call for smoke to obscure the ENY and/or screen friendly movement

Breach Force

- Search for bypasses
- Establish near-side breach site security
- Reduce the obstacle
- Proof and mark lanes / bypasses
- Establish far-side breach site security to facilitate passage of the Assault Force

Assault Force

- Assist the Support Force in suppressing ENY positions during initial reduction
- As necessary, conduct and assault breach of protective obstacles
- Secure the far side of the obstacle (the area that can influence the breach site)
- As necessary, destroy ENY on the far side of the obstacle

CONDITIONS: Troop encounters a mined wire obstacle, acting as either a direct or indirect obstacle to an objective that prevents the Troop from moving forward. The Troop cannot bypass the obstacle. No Engineer assets are attached to the TRP, but explosive and manual breach assets are available (Bangalore, APOBS, rollers). The enemy begins engaging the Troop from positions on the far side of the obstacle.

REQUIRED ACTIONS:

a. Platoon in contact (now Support Force) executes Battle Drill 2 to reduce effective ENY fires. PL reports to TRP CDR size, location, and special equipment associated with the ENY element. PLT calls for and adjusts IDF to suppress ENY positions and calls for smoke to obscure remaining ENY.

b. Troop CDR identifies where he can best command and control his element, and designates breach site. TRP CDR designates position for MGS PLT to occupy as part of the Support Force, if necessary. TRP CDR identifies obstacle and determines it's most probable purpose (turn, block, disrupt, fix), depth, and composition. Based upon his ability to breach the obstacle with organic assets (30 meters or less of depth /

APOBS effective range) and his ability to suppress ENY direct fires, TRP CDR notifies SCO of course of action and recommendation.

c. If SCO approves Troop breach, TRP CDR identifies breach point and clearly identifies it to Breach Force leader. Once direct and indirect fires have suppressed ENY direct fire ability, TRP CDR orders the Breach Force forward to the breach point.

    a. Troop commander considers a recommendation to the Squadron commander to conduct a deception prior to breaching the obstacle (feint, demonstration, use of smoke on false breach point, etc). Purpose of deception is to cause the enemy to prematurely react with direct and indirect fires. This enemy premature reaction potentially reveals previously unknown battle positions and FA/MTR firing unit locations which facilitates Troop, Squadron and Regimental fires ability to suppress, neutralize or destroy threats to the breach and assault force.

d. Breach Force (2nd in OOM) maneuvers to establish SBF positions and flank security at the Minimum Safe Line (MSL) and begins direct fire suppression of the ENY. MSL is defined as FA and smoke danger close from the designated breach site. The PL section moves to identify and confirm the point of breach. PSG section moves forward to locate a bypass or confirm breach site and establish near-side security and casualty collection point.

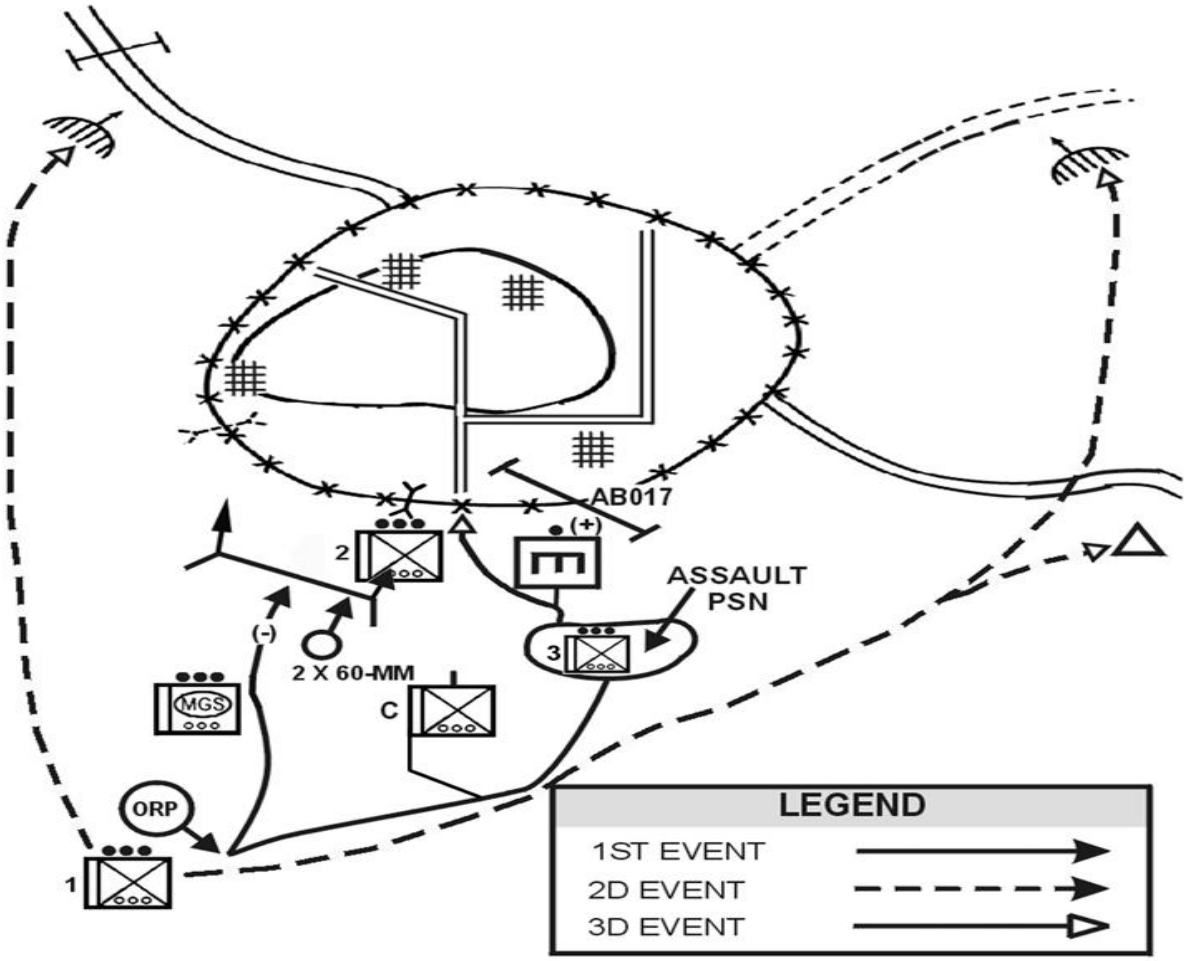
e. Designated breach personnel grapnel forward to lead (near side) edge of obstacle and deploy linear (APOBS or Bangalore) charges (Breach Force buttons up prior to detonation). If no explosive breach is possible, Breach Force begins a manual breach of the obstacle.

f. Breach Force Platoon Leader moves his section (with roller or plow) through the lanes to proof then reports entry and exit points to TRP CDR. Breach Force PSG emplace initial lane marking, PSG marks left hand rail and entrance funnel on near side.

g. Breach Force PSG moves through breach and Breach Force establishes far-side security. Support Force shifts fires onto remaining ENY and possible counter attack for locations. Breach Force establishes SBF while Assault Force (with TRP CDR) moves through the breach and attacks to destroy remaining ENY.

h. TRP XO follows breach force through and reports recognition signals, entry, and exit points of the breach to SQDN in the event follow-on forces are required to move through the breach.

i. Troop consolidates, reorganizes, and prepares to continue movement or pass forward follow-on elements.


AB017
(+)
2
ASSAULT
PSN
3
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LEGEND
1ST EVENT
2D EVENT
3D EVENT

IV. ENGAGEMENT AREA DEVELOPMENT

The engagement area is where the troop commander intends to destroy an enemy force using the massed fires of all available weapons. The success of any engagement depends on how effectively the commander can integrate the obstacle plan, the indirect fire plan, the direct fire plan, and the terrain within the engagement area to achieve the Troop's tactical purpose. Beginning with evaluation of METT-TC factors, the development process covers these steps:

a. Identify all likely enemy avenues of approach.
b. Determine likely enemy schemes of maneuver.
c. Determine where to kill the enemy.
d. Emplace weapons systems.
e. Plan and integrate obstacles.
f. Plan and integrate indirect fires.
g. Rehearse the execution of operations in the engagement area.

The following paragraphs outline planning and preparation procedures the Troop commander may use for each of these steps.

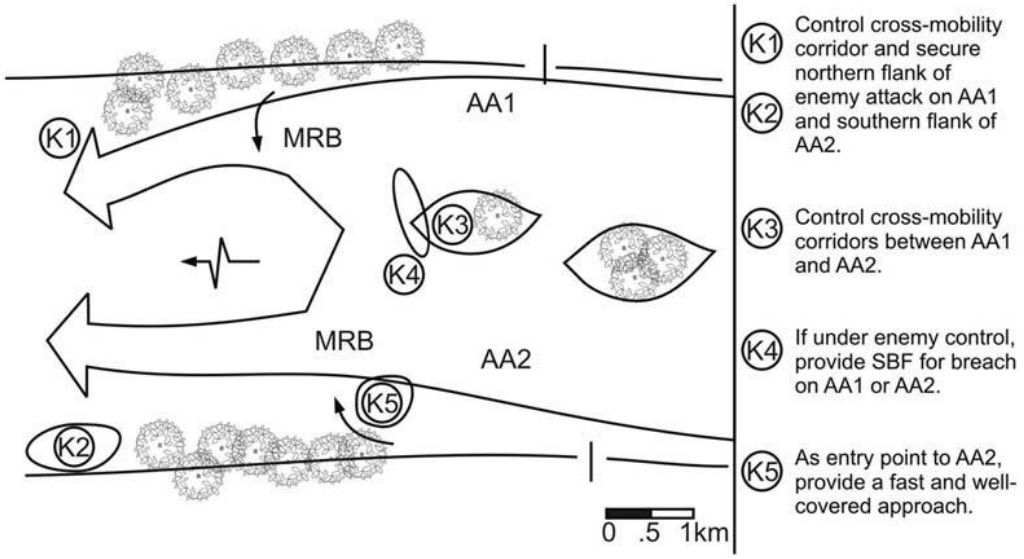
a. Identify Likely Enemy Avenues of Approach. The following procedures and considerations, apply in identifying the enemy's likely avenues of approach:

(1) Conduct initial reconnaissance. If possible, do this from the enemy's perspective along each avenue of approach into the sector or engagement area.

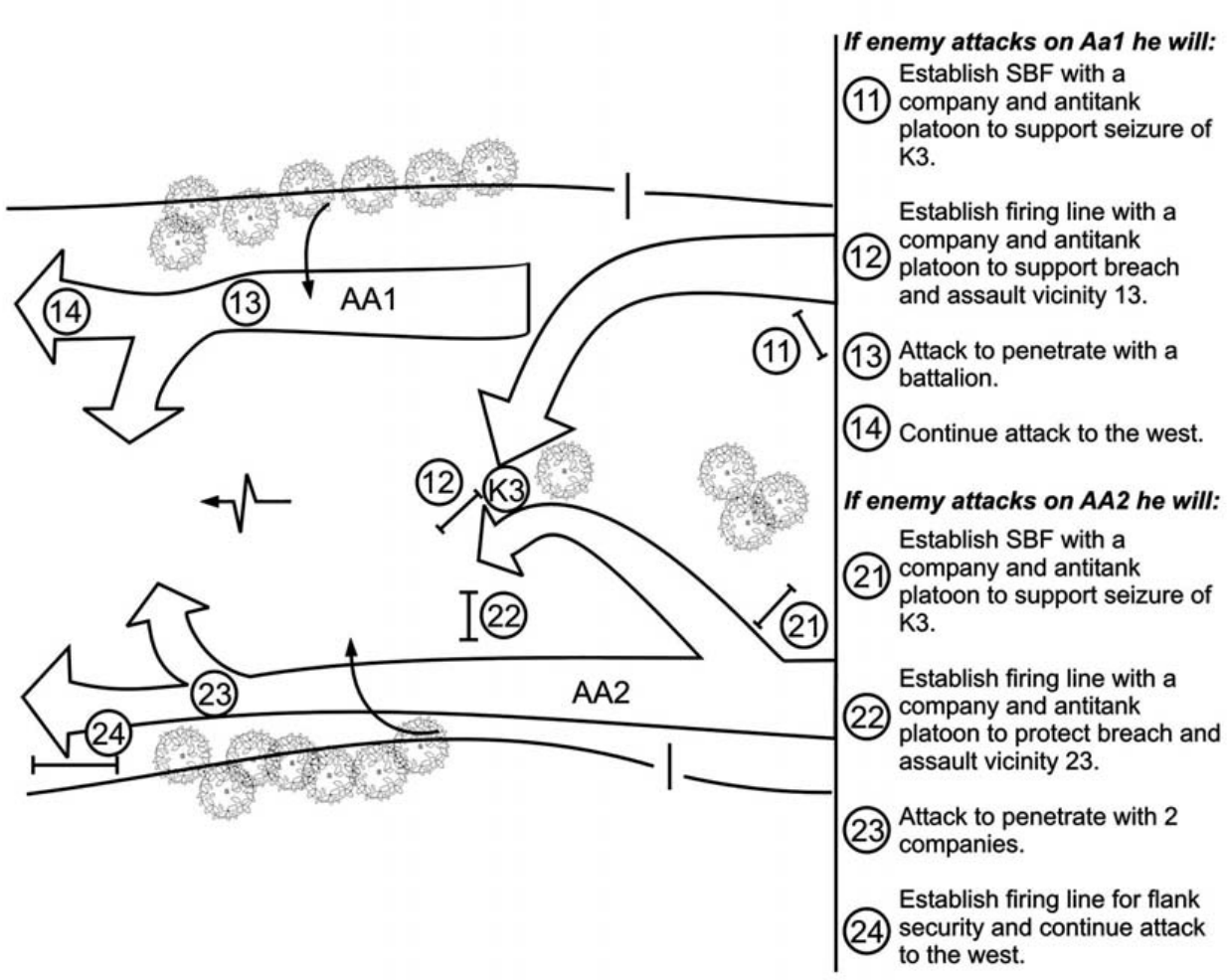
(2) Identify key and decisive terrain. This includes locations that afford positions of advantage over the enemy as well as natural obstacles and choke points that restrict forward movement.

(3) Determine which avenues will provide cover and concealment for the enemy while allowing him to maintain his tempo.

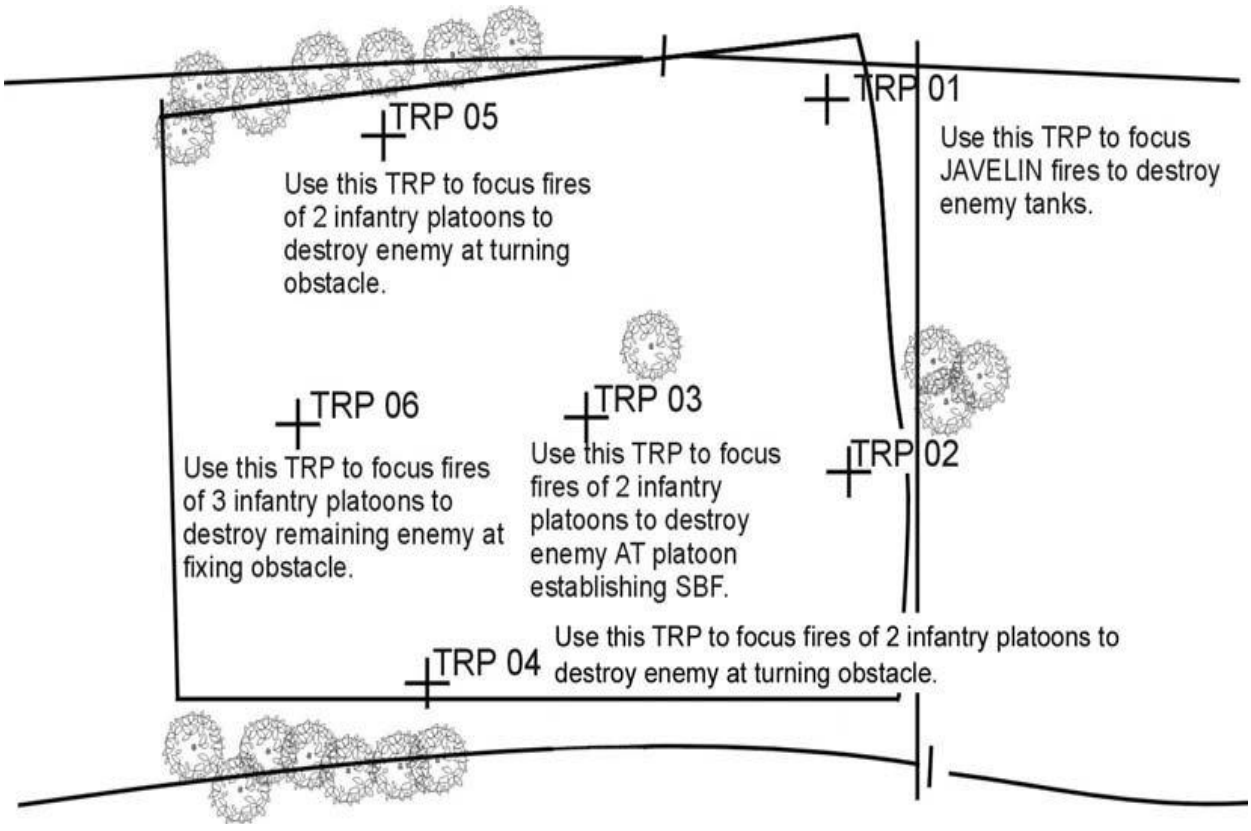
(4) Evaluate lateral routes adjoining each avenue of approach.



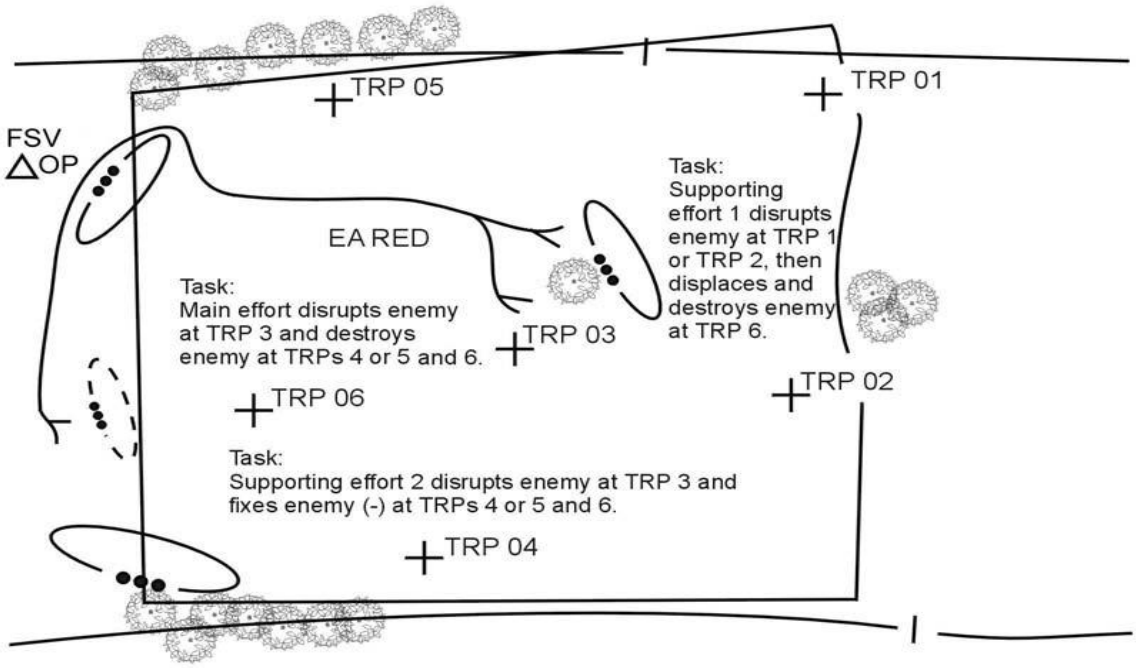
b. **Determine the Enemy Scheme of Maneuver.** The troop commander can use the following procedures and considerations in determining the enemy's scheme of maneuver:
(1) Determine how the enemy will structure the attack. In what formation will he attack? How will he sequence his forces?
(2) Determine how the enemy will use his reconnaissance assets. Will he attempt to infiltrate friendly positions?
(3) Determine where and when the enemy will change formations and establish support-by-fire positions.
(4) Determine where, when, and how the enemy will conduct his assault and breaching operations.
(5) Determine where and when he will commit follow-on forces.
(6) Determine the enemy's expected rates of movement.
(7) Assess the effects of his combat multipliers.
(8) Determine what reactions the enemy is likely to have in response to projected friendly actions.



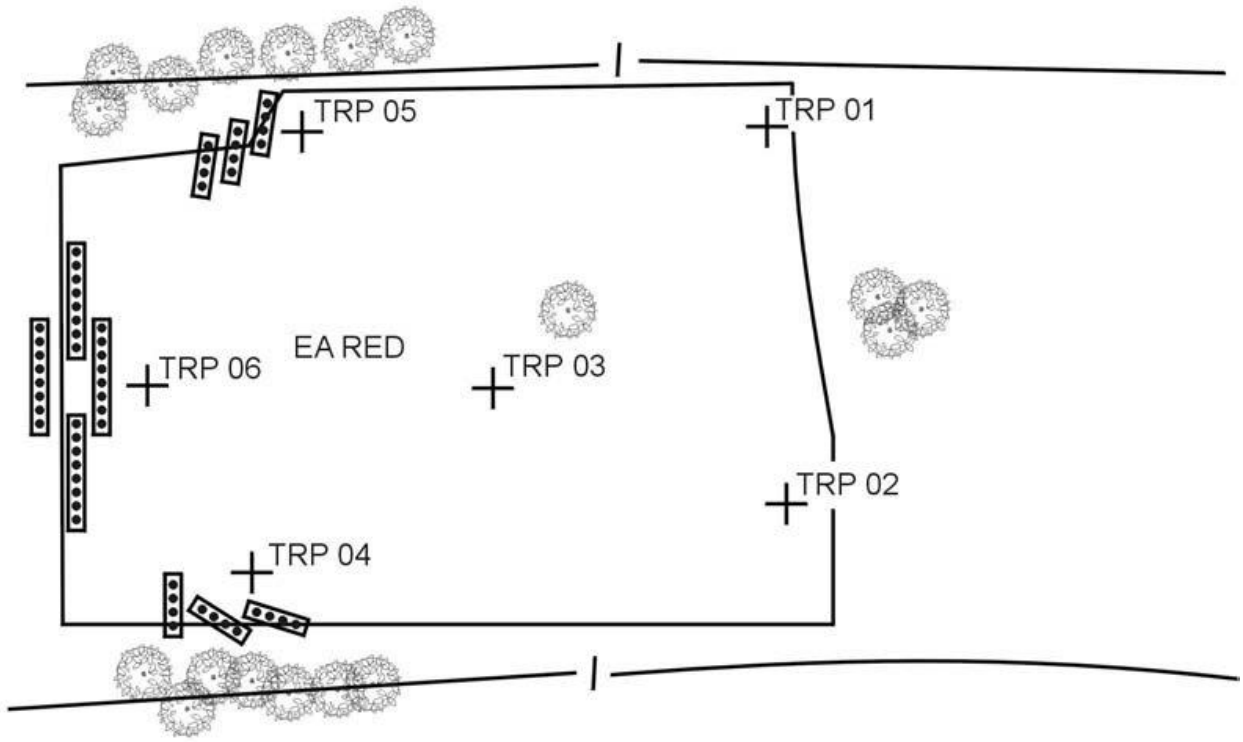
c. **Determine Where to Kill the Enemy.** The following steps apply in identifying and marking where the Cavalry Regiment squadron and troop will engage the enemy:
(1) Identify TRPs that match the enemy's scheme of maneuver, allowing the Troop to identify where it will engage enemy forces through the depth of the sector.
(2) Identify and record the exact location of each TRP.
(3) Determine how many weapons systems must focus fires on each TRP to achieve the desired effects.
(4) Determine which platoons will mass fires on each TRP.
(5) Establish engagement areas around TRPs.
(6) Develop the direct fire planning measures necessary to focus fires at each TRP.



d. **Emplace Weapons System.**. The following steps apply in selecting and improving BPs and emplacing the Troop's vehicles (ICVs and MGSs), crew-served weapons systems, and dismounted infantry positions:
(1) Select tentative platoon BPs. (When possible, select these while moving in the engagement area. Using the enemy's perspective enables the commander to assess the survivability of the positions.)
(2) Conduct a leader's reconnaissance of the tentative BPs.
(3) Drive the engagement area to confirm that selected positions are tactically advantageous.
(4) Confirm and mark the selected BPs.
(5) Ensure that BPs do not conflict with those of adjacent units and that they are effectively tied in with adjacent positions.
(6) Select primary, alternate, and supplementary fighting positions to achieve the desired effect for each TRP.
(7) Ensure that platoon leaders, platoon sergeants, vehicle commanders, and dismounted infantry squad leaders position weapons systems so that the required number of weapons, vehicles, and platoons effectively covers each TRP.
(8) Ensure that positions allow MGS vehicle commanders, gunners, and assistant gunners (as applicable for each vehicle) to observe the engagement area from the turretdown position and engage enemy forces from the hull-down position.
(9) Site and mark vehicle positions in accordance with unit SOP so engineers can dig in the positions while vehicle commanders supervise.
(10) Proof all vehicle positions before engineer assets depart.

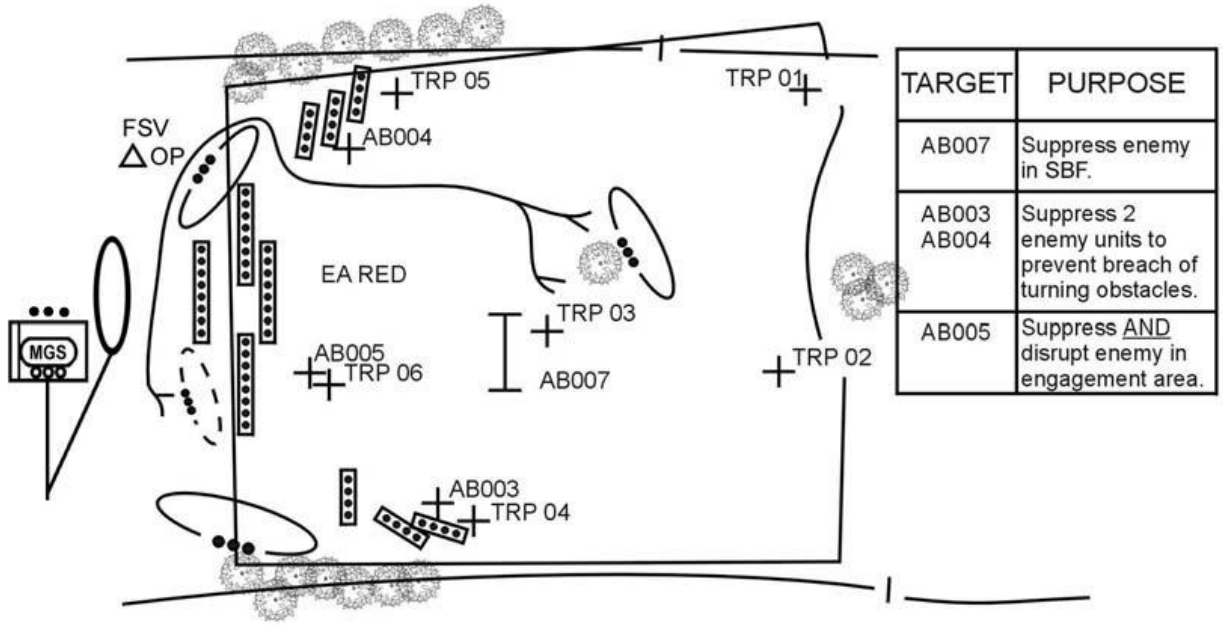


e. **Plan and Integrate Obstacles.** The following steps apply in planning and integrating obstacles in the troop defense:
(1) Understand obstacle group intent.
(2) Coordinate with the engineers.
(3) Site and mark individual obstacle locations.
(4) Refine direct and indirect fire control measures.
(5) Identify lanes and gaps.
(6) Report obstacle locations and gaps to higher headquarters.



f. **Plan and Integrate Indirect Fires.** The following steps apply in planning and integrating indirect fires:
(1) Determine the purpose of fires and the essential fire support task (EFST) that supports it.
(2) Determine where the purpose can best be achieved.
(3) Establish the observation plan, with redundancy for each target. Observers include the FIST, as well as members of maneuver elements with fire support responsibilities (such as platoon sergeants).
(4) Establish triggers.
(5) Obtain accurate target locations using lasing devices.

(6) Refine target locations to ensure coverage of obstacles.
(7) Adjust artillery and mortar targets.
(8) Plan FPFs.
(9) Request critical friendly zones (CFZs) for protection of maneuver elements and no-fire areas (NFAs) for protection of OPs and forward positions.



TARGET	PURPOSE
AB007	Suppress enemy in SBF.
AB003 AB004	Suppress 2 enemy units to prevent breach of turning obstacles.
AB005	Suppress AND disrupt enemy in engagement area.

g. **Conduct an Engagement Area Rehearsal.** The purpose of this rehearsal is to ensure every leader and soldier understands the plan and all elements are prepared to cover their assigned areas with direct and indirect fires. Although the troop commander has several options, the most common and most effective type of rehearsal is to replicate the threat. One technique for the rehearsal in the defense is to have the Troop trains, under the control of the Troop XO, move through the EA to depict the enemy force while the commander and subordinate platoons rehearse the battle from the troop BP. The rehearsal should cover these actions:

- Rearward passage of security forces (as required).

- Closure of lanes (as required).
- Movement from the hide position to the BP.
- Use of fire commands, triggers, and maximum engagement lines (MELs) to initiate direct and indirect fires.
- Shifting of fires to refocus and redistribute fire effects.
- Emplacement of scatterable mine systems.
- Preparation and transmission of critical reports using frequency modulated (FM) and digital systems (as applicable).
- Assessment of the effects of enemy weapons systems.
- Displacement to alternate, supplementary, or subsequent BPs.
- Cross-leveling or resupply of Class V.
- Evacuation of casualties.

V. FIRE SUPPORT

Indirect Fires and effects are the collective and coordinated use of indirect fire weapons and armed aircraft in support of the battle plan. Fires and effects assets include mortars, field artillery cannons and rockets, and CAS. The integration of fire support assets is critical to the success of the Troop. When planning indirect fires you must consider all available assets, who controls the assets, their advantages and disadvantages, and offensive and defensive considerations.

A. Organization: Within the SBCT there is:

1. 1 x Direct Support (DS) FA SQDN for the BDE consisting of 3 batteries of 6x155mm M777s (18 total).
2. 1x Mortar PLT organic to the Infantry SQDN consisting of 4x120mm Mortars and 4x 81mm Mortars.
3. 1x Mortar section organic to each line Troop consisting of 2x120mm Mortars and 2x60mm Mortars.

Other Fire Support assets may be available on a mission by mission basis however you should not rely heavily on them in planning as they may not be available.

B. Key Terms/Fire Support Coordination Measures:

1. ***Fire Support Planning***. Fire support planning is the continual process of analyzing, allocating, and scheduling fire support. The goal of fire support planning is to effectively integrate fire support into battle plans to optimize combat power.
2. ***Fire Support Coordination*****.** Fire support coordination is the continual process of implementing fire support planning and managing the fire support assets that are available to a maneuver force.
3. ***Fire Support Task***. States the "what" that fires must accomplish for a phase of the operation. It identifies the type(s) of fire that the FIRES Warfighting function must provide to the supported force to meet the commander's guidance for fires.
4. ***Fire Support Purpose***. States the "why" of the task. It is determined from the CDR's guidance for fires and is expressed in terms of the "targeting objective" against a specific enemy formation, function, or capability.
5. Targeting Objectives of Indirect Fires.
    a. ***DESTROY***. In the context of defeat mechanisms, to destroy is to apply lethal combat power on an enemy capability so that it can no longer perform any function and cannot be restored to a usable condition without being entirely rebuilt (FM 3-0). Alternatively destroy is a tactical mission task that physically renders an enemy force combat-ineffective until it is reconstituted (FM 3-90). Field artillery has traditionally considered 30 percent casualties or materiel damage inflicted during a short time span as normally rendering a unit permanently ineffective. However, the amount of damage needed to render a unit

combat-ineffective depends on the unit's type, discipline, and morale. Any such percentages must be specified by the supported unit commander.

b. ***NEUTRALIZE***. To neutralize is to render enemy personnel or material incapable of interfering with a particular operation (FM 3-90). Field artillery has traditionally considered casualties of 10 percent or more as neutralizing a unit. The unit is effective again when the casualties are replaced and/or damage is repaired. Any such percentages must be specified by the supported unit commander.

c. ***SUPPRESS***. To suppress is to temporarily degrade the performance of a force or weapons system below the level needed to accomplish the mission (FM 3-90). Deploying/Firing high explosive rounds with variable-time fuses reduces the combat effectiveness of personnel and armored targets by creating apprehension and surprise and by causing tracked vehicles to button up. Obscuration is used to blind or confuse. Fire support used to suppress are useful against likely, suspected, or inaccurately located enemy units where time is essential. They can be provided by small delivery units or means and require little ammunition. Suppression usually lasts only as long as the fire support or their effects continue.

d. ***DISRUPT***. To disrupt is to interrupt or impede enemy or adversary capabilities or systems, upsetting the flow of information, operational tempo, effective interaction, or cohesion of the enemy force or those systems (JP 3-03). Disrupt is a tactical mission task in which a commander integrates direct and indirect fire support, terrain and obstacles to upset an enemy's formation or tempo, interrupt his timetable, or cause his forces to commit prematurely or attack in piecemeal fashion (FM 3-90). In information operations, disrupt is breaking and interrupting the flow of information between selected command and control nodes (FM 3-13). Any of these may in turn cause enemy forces to commit prematurely or attack in a piecemeal fashion.

e. ***OBSCURE.*** Smoke is placed between enemy forces and friendly forces or directly on enemy positions to confuse and disorient the enemy's direct fire gunners and artillery FOs.

6. ***Target Refinement.*** The SBCT infantry Troop commander is responsible for the employment of indirect fires in his zone or sector. The most critical aspect of this responsibility is target refinement, in which he makes necessary changes to the fires and effects plan to ensure that targets accomplish the SBCT infantry Squadron or SBCT commander's intended battlefield purpose. Rather than merely executing targets without regard to the actual enemy situation, the Troop commander and FSO must be ready to adjust existing targets or to nominate new targets that allow engagement of specific enemy forces.

7. ***Clearance of Fire.*** The maneuver commander has the final authority to approve (clear) fires and their effects within his zone or sector. Although he may delegate authority to

coordinate and clear fires to his FSO, the ultimate responsibility belongs to the SBCT infantry Troop commander. Normally, the FSO assists the commander by making recommendations on the clearance of fires.

C. Fire Support Coordination Measures. The two general Fire Support Coordination Measures (FSCM) are permissive and restrictive. Permissive FSCMs specify areas when less coordination is required to clear fires. Restrictive FSCMs specify areas when less coordination is required to clear fires. It is important to note that restrictive FSCMs to not prevent the inherent right for a Soldier to protect himself from a hostile threat.

1. ***Free Fire Area (FFA)***. A specific area into which any weapon system may fire without additional coordination with the establishing headquarters. It is used to expedite joint fires and to facilitate emergency jettison of aircraft munitions.

2. ***Coordinated Fire Line (CFL)***. A line beyond which conventional indirect surface joint fire support means may fire at any time within the boundaries of the establishing headquarters without additional coordination. The purpose of the CFL is to expedite the surface-to-surface engagement of targets beyond the CFL without coordination with the ground commander in whose area the targets are located. Clearance of Fires is not required to engage targets beyond the CFL that do not fall within another FSCM.

3. ***Restrictive Fire Line (RFL)***. A line established between converging friendly forces that prohibits joint fires or their effects across that line without coordination with the affected force. The purpose of the line is to prevent fratricide and duplication of engagements by converging friendly forces.

4. ***No-fire Area (NFA)***. An NFA is an area designated by the appropriate commander into which fires or their effects are prohibited. There are two exceptions:
(1) When the establishing HQ approves joint fires within the NFA on a mission by mission basis.
(2) When an enemy force within the NFA engages a friendly force and the engaged commander determines there is a requirement for immediate protection and responds with the minimal force needed to defend the force.

5. ***Restrictive Fire Area (RFA)***. An area in which specific restrictions are imposed into which fires that exceed those restrictions will not be delivered without coordination with the establishing headquarters. The purpose of the RFA is to regulate joint fires into an area according to the stated restrictions.

D. Indirect Fire Support Capabilities. It is important to note that when planning indirect fires you understand their capabilities. The definition of Destroy and Neutralize are different for maneuver and Fire Support as stated above. Even with only 30% and 10% the indirect fires targeting objectives of Destroy and Neutralize are not practical because of the vast number of artillery or mortar rounds required to achieve those targeting objectives.

When integrating Fire Support into your plan and during execution it is best to use the lowest echelon capable of meeting your Fire Support Task. This allows for increased responsiveness and conserves ammunition at higher levels. Whenever possible it is ideal to have indirect Fire Support assets in a location that allows them to fire perpendicular to the FLOT. There are many variables that impact on the accuracy of the weapon. The FSO has the technical knowledge to assist the Troop commander. Artillery and mortars are area weapons systems, which means that every round fired from the same tube impacts in an area around the target or aiming point. This dispersion is greater in length than in width for low angle fire. The weather conditions (wind, temperature, and humidity), the condition of the weapon, and the proficiency of the crew also affect the accuracy. An accurate target description is important in determining the shell/fuse combination for indirect fire support assets. If given an accurate target description the Fires Cell or FDC can select the best shell/fuse combination to engage the target.

E. Planning considerations for Field Artillery: When incorporating FA into the plan it is important that they directly support the REGT CDR. Therefore, they will be less responsive than SQDN or Troop mortars.

Advantages:

1. Greater range
2. Greater ability to mass than mortars
3. Ammunition carrying capacity
4. Ammunition resupply
5. More shell/fuse combinations

Disadvantages:

1. Low angle fire: Needed for longer ranges and limits ability to engage targets immediately beyond large terrain (hilltops). Hi angle fire reduces achievable ranges.
2. Slower Rate of Fire than Mortars
3. Mobility: restricted to roads and require a larger area to fire from.

F. Planning considerations for Mortars:

Advantages:

1. Highly responsive: Organic at the Squadron and Troop level
2. Higher Rate of Fire than FA
3. High Angle of Fire: Allows you to engage targets immediately beyond large terrain (hilltops).
4. Mobility: Both mounted (120s) and dismounted (81s and 60s)

Disadvantages:

1. Limited range
2. Ammunition carrying capacity
3. Ammunition resupply
4. Lack of use of Meteorological support decreases accuracy
5. Less ability to mass than FA

G. There are several Fire Support considerations for planning in the offense and defense:

Fires in the Offense:

1. Plan Fires to protect/support your route
2. Plan Fires to limit counter Recon
3. Plan fires to suppress enemy direct fire weapon systems
4. Consider planning fires on exposed flanks
5. Consider preparatory fires
6. Consider fires to disrupt enemy counterattack
7. Plan fires for a hasty defense
8. Plan fires beyond the objective

Fires in the Defense: In the Defense plan fires in front of your position, on your position and behind your position.

1. Plan Fires on Key Terrain
2. Plan fires in the engagement area
3. Plan fires on likely enemy avenues of approach
4. Plan fires to support obstacles
5. Plan fires to canalize the enemy
6. Plan to obscure enemy observation of movements
7. Plan fires to the flanks and the limits of visibility
8. Use groups and series to assist in withdrawal
9. Use smoke to facilitate disengagement
10. Plan final protective fires (FPFs)
11. Plan fires to support alternate battle positions
12. Plan fires to support counterattack
13. Plan fires to delay the enemy
14. Plan to obscure enemy observation of movements

H. FIST employment considerations: The SBCT Troop has a Fire support team with a FSO, FSNCO, FSV and crew. There are two FIST employment options at the Troop level.

Option 1. In the first option, the entire FIST HQ operates inside the FSV to provide fire support to the maneuver Troop. From the FIST HQ, the Troop FSO monitors all calls for fire from the platoon FOs. He monitors all Troop activities on the Troop command net and coordinates fire support with the Squadron FSO on a fire support coordination net. This method allows the Troop FSO to be at the focal point of all fire support communications within the Troop zone of action. The disadvantage of this option is that the Troop FSO is completely dependent on frequency modulated (FM) radio communications to coordinate with the maneuver commander.

***Option Two*.** In the second option, the Troop FSO or his representative works out of the commander's vehicle. The FSV is positioned elsewhere in the Troop area to optimize its lasing and communications capability. The person with the commander takes a dismounted radio to the commander's vehicle so he can request fires and maintain contact with the FSV. If the Troop FSO is with the commander, he can receive clear, concise guidance from the commander as to his plans. The disadvantage is that the Troop FSO is removed from the center of fire support activity; his ability to conduct any coordination is severely degraded. Any representative with the commander must still relay the commander's intent to the FIST HQ by radio.
Fire support personnel in the commander's vehicle must be able to see the battlefield.

Forward Observer Considerations: The Forward Observer (FO) plan is an important yet often overlooked component of the indirect fires plan. Too often the FO is just assigned to be with a particular element (PL, PSG, and WPN SQL). The FO should be in the best possible location to observe targets, triggers or TRPs. Communication is a key component when planning where your FO should be on the battlefield. He needs to be in a position to observe targets and send up Calls for Fire to the Troop FSO. If operating on an Observation Post (OP) establish a No Fire Area around the OP to prevent fratricide. Below are a few options of FO locations.

1. Platoon Leader
2. Platoon Sergeant
3. Vehicle
4. Dismounted OP
5. Infiltrate with SQDN Scouts or RSTA

REDCON STATUS

REDCON 1 Capable of moving immediately
REDCON 2 Capable of moving within 15 min
REDCON 3 Capable of moving within 30 min
REDCON 4 Capable of moving within 1 hr or more

MOVECON STATUS

MOVECON A

1) Primary aiming reference established
2) Digital communications established
3) 1 Rd prepared to fire
4) Voice by ASIP
5) Capable of moving within 5 min

MOVECON B

1) Secondary aiming reference established
2) Pioneer tools on ground
3) CBRN detection gear set up
4) Capable of moving within 10 min

MOVECON C

1) Tertiary aiming reference established
2) Ammo ready rack on ground
3) POC tent erected
4) Capable of moving within 20 min

MOVECON D

1) Nets erected
2) Section tents/Stoves up
3) Improve defensive position with CL IV
4) Capable of moving within 45 min

SECURITY STATUS

SESTAT 1

1) 100% Personnel prepared for action
2) All guns prepared to fire
3) Minimum of 1 Crewserved weapon manned per section

SESTAT 2

1) 1 Section out for maintenance
2) 2 Guns prepared to fire (8 soldiers)
3) Sleep plan implemented
4) 2 Crewserved weapons manned
5) OPs in place

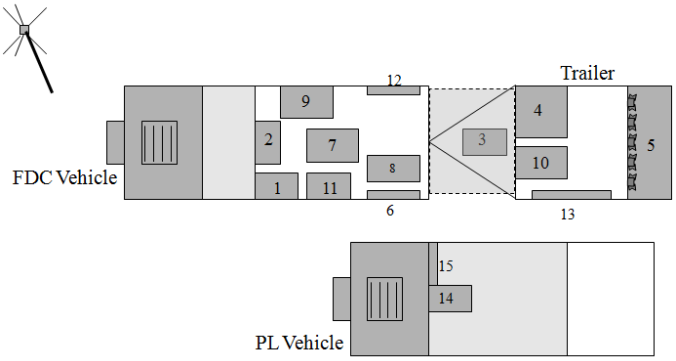
SESTAT 3

1) 1 Gun ready to fire (8 soldiers)
2) All sections monitor battery net
3) Sleep plan implemented
4) OPs in place

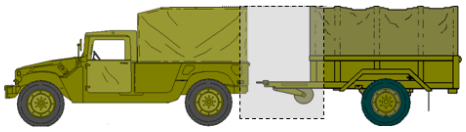
SESTAT 4

1) All sections monitor battery net
2) FDC Monitors BN CMD
3) OPs in place

(FDC LAYOUT) to (FIRE CONTROL)
M1097 HUMVEE



1. Radio Rack
2. AFATDS
3. HTU
4. CHART
5. Personal Bags & LBV Hung
6. Tracking Board
7. Computer
8. Chief
9. FDO
10. Chart Operator
11. RTO
12. Map Board
13. AO/CCIR/Battery Slant
14. Radio Rack
15. FBCB2



Canvas/ Tarp
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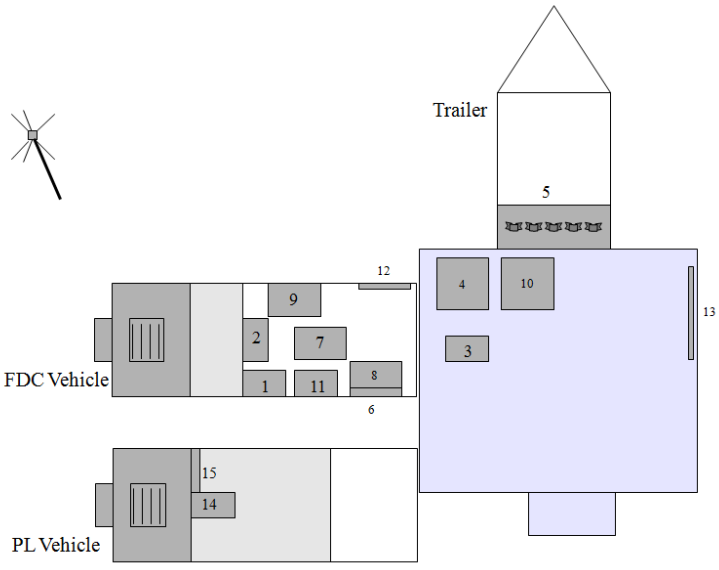
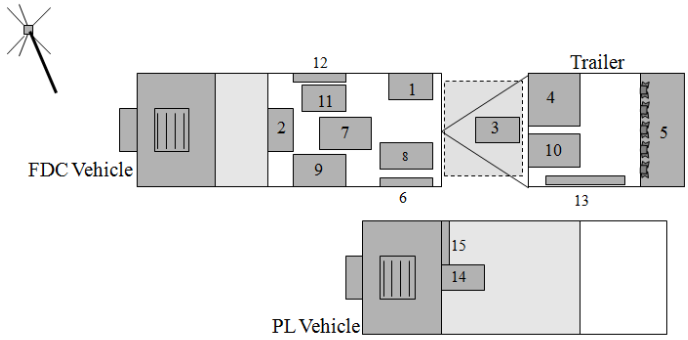
(FDC LAYOUT) to (FIRE CONTROL)
M1097 HUMVEE (MOVECON D)



1. Radio Rack
2. AFATDS
3. HTU
4. CHART
5. Personal Bags & LBV Hung
6. Tracking Board
7. Computer
8. Chief
9. FDO
10. Chart Operator
11. RTO
12. Map Board
13. AO/CCIR/Battery Slant
14. Radio Rack
15. FBCB2

(FDC LAYOUT) to (FIRE CONTROL)
M1113 HUMVEE



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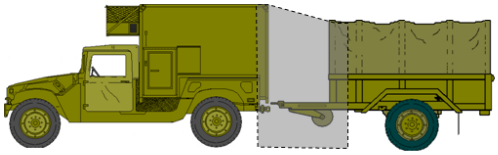
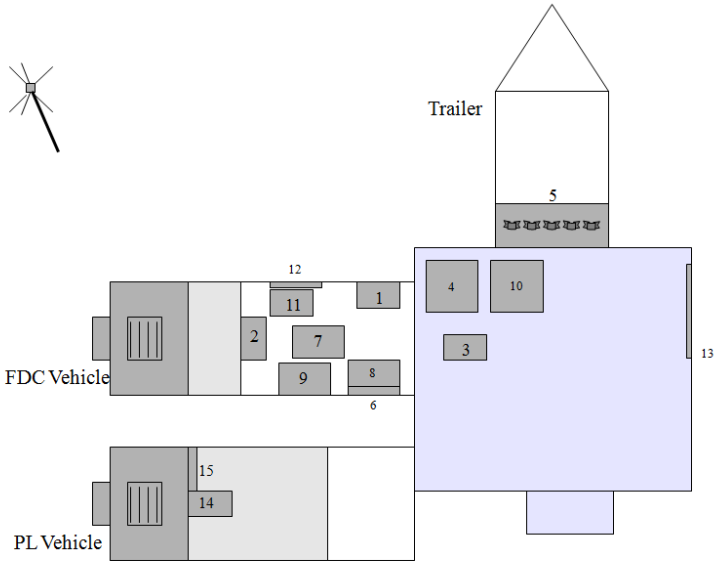
10. Chart Operator
11. RTO
12. Map Board
13. AO/CCIR/Battery Slant
14. Radio Rack
15. FBCB2



Canvas/ Tarp
Sheet of Plywood

(FDC LAYOUT) to (FIRE CONTROL)
M1113 HUMVEE (MOVECON D)



1. Radio Rack
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6. Tracking Board
7. Computer
8. Chief
9. FDO
10. Chart Operator
11. RTO
12. Map Board
13. AO/CCIR/Battery Slant
14. Radio Rack
15. FBCB2

VI. AIR-GROUND INTEGRATION

"Prior to the onset of any mission, leaders must understand there are five general opportunities for air-ground integration during an operation: Planning, Operation Order (OPORD), Rehearsal, Face-to-face and Radio coordination. These opportunities may be completed in sequence or may stand alone as individual events, but only time available will determine the level of detail. These opportunities are also multi-echelon, occurring at all unit levels from the SQDN/Task Force down to the dismounted Infantry squad." (Air-Ground Integration: Proven TTPs, *ARMOR*, 2002)

A. CLOSE AIR SUPPORT.

Close air support (**CAS**) is defined as air action by fixed or rotary winged aircraft against hostile targets that are close to friendly forces, and which requires detailed integration of each air mission with fire and movement of these forces. The word "close" does not imply a specific distance; rather, it is situational. The requirement for detailed integration because of proximity, fires, or movement is the determining factor. (JP 3-09.3 Close Air Support, 08July2009)

B. FIXED WING CLOSE AIR SUPPORT.

All services can provide CAS to the Stryker Squadron and subordinate units. The forward air controller (FAC) is the Squadron commander's expert in planning, requesting, and executing CAS missions. The FAC serves as a link between the maneuver element and the attacking aircraft. The platoon may provide information that the FAC or tactical air control party (TACP) uses to target enemy forces. Soldiers may provide emergency control if an FAC, FSO, or FO is not available (the Squadron commander accepts responsibility for friendly casualties). This is possible only with aircraft equipped with FM radios. Most U.S. Air Force, Navy, and Marine Corps fixed-wing aircraft only have UHF radios (A/OA-10, F16, AV-8B, F-14, F/A-18, and AC-130). (For additional information, see FM 6-30.) The platoon also may provide information on battle damage as observed.

C. ARMY ROTARY WING AVIATION.

The primary mission of Army attack helicopter units is to destroy armor and mechanized forces. Employing attack helicopters in combined arms operations increases the lethality of ground maneuver forces.

Infantry units may receive support by a variety of attack helicopters, including (but not limited to) the AH-64A, AH-64D, and OH-58D. Attack helicopters can provide area fire to suppress targets and precision fire to destroy specific targets or breach structures. Attack helicopters provide real-time reconnaissance information through direct viewing of the area of operations. This facilitates the platoon leader's ability to effectively coordinate and integrate all aspects of the mission. Attack helicopters can also assist with ISR and CAS integration and communications using their advanced suite of sensors and radios.

D. IMMEDIATE CLOSE AIR SUPPORT REQUEST.

To request immediate close air support, the ground unit in contact will request support through their higher headquarters. Once they have been allocated a CAS asset, the ground unit will receive a check in brief from the attack aircraft and will provide it with a situation update (METT-TC permitting).

Close Air Support Check-In (Aircraft Transmits to Controller)

Number and Type of Aircraft
Aircraft Position and Altitude
Aircraft Ordnance
Aircraft Time on Station
Abort Code
Remarks (optional)

Situation Update (Controller to Close Air Support Aircraft)

Threat Activity (surface-to-air threats observed: who, what, when, where)
Target – General Enemy Situation ("SALUTE" format – size, activity, location, uniform, time, equipment)
Friendly Situation (disposition / posture, locations)
Artillery Activity (GTL, Max Ord, etc.)
Clearance Authority (Who has final control?) (This differs based on aircraft type)
Ordnance Requested
Restrictions
Hazards (weather, terrain, obstructions)

The situation update is given to provide the close air support asset with a greater level of situational awareness of the battle field. This will increase the timeliness and effectiveness of attacks against enemy formations. The situational brief does not replace the call for fire for that specific close air support asset. The Joint standard for a close air support request is the 9-Line:

Close Air Support 9-Line Briefing

1. IP/BP: **"**_____**"**
2. Heading: **"**_____**"** (Degrees Magnetic, IP/BP-to-Target)
Offset: **"**_____**"** (Left / Right, when required)
3. Distance: **"**_____**"**
(IP-to-target in nautical miles, BP-to-target in meters)
4. Target Elevation: **"**_____ **"** (In feet MSL)
5. Target Description: **"**_____**"**
6*. Target Location: **"**_____**"**
(Lat/Long or grid to include map datum or offsets or visual)
7. Type Mark: **"**_____**"** Code: **"**_____**"**
(WP, Laser, IR, Beacon) (Actual Laser Code)
8. Location of Friendlies: **"**_____**"**
(From target, cardinal direction and distance in meters)
Position marked by: **"**_____**"**
9. **"Egress:** _____**"**

Remarks (as appropriate)

Not all assets will utilize the CAS 9-Line. Army Rotary Wing aircraft do not have a doctrinal call for fire that is universally used by all Army Aviation units. Though the joint standard of a 5-line request is often accepted, coordination must be conducted with each aviation unit to determine their standard request format. The AC-130 also follows a 5-line request instead of thstandard CAS 9-Line. For planned CAS, work with your FO, FSO, JTAC and FAC for coordination.

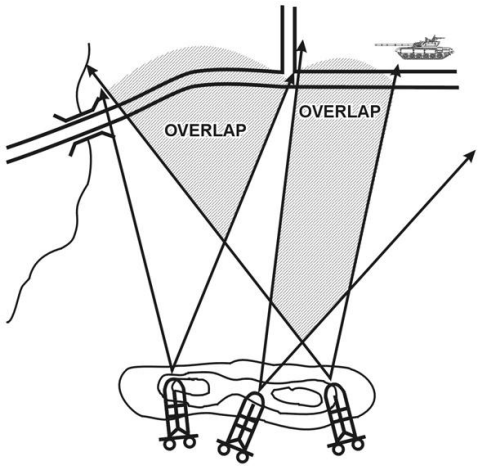
VII. ANTI-ARMOR DOCTRINE

Mass and depth are the keys to employing anti-armor assets. During tactical operations, anti-armor units suppress, fix, or destroy enemy at long ranges, allowing infantry forces to maneuver.

ORGANIZATION AND CHARACTERISTICS
The SBCT anti-armor Troop consists of three platoons with three TOW-equipped Anti Tank Guided Missile vehicles (ATGMs) in each platoon. Each vehicle is capable of carrying 12 TOW missiles.

FUNDAMENTALS OF ANTI-ARMOR UNIT EMPLOYMENT
Following the basic rules of anti-armor employment increases the probability of destroying targets and enhances the survivability of the anti-armor elements.

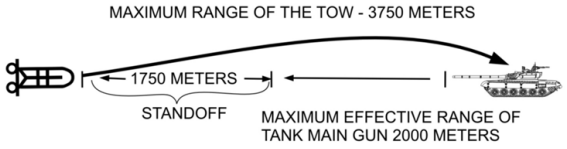
a. Mutual Support. Anti-armor units must support each other due to their assigned tasks, and their inherent capabilities and limitations.



b. Security. Anti-armor units must be positioned near friendly infantry units for protection against possible attack by dismounted enemy infantry. Though the infantry units are not required to collocate with anti-armor squads, they should be able to cover dismounted avenues of approach to the anti-armor positions. However, anti-armor units moving with infantry provide their own local security. During halts, the driver or loader dismounts to secure the flank and rear sectors. Without flank and rear security during movement, a single enemy vehicle could destroy entire anti-armor squads, sections, or platoons.

c. Flank Shot Engagements. Anti-armor squads are positioned to engage tanks or armored vehicles from the flank. Frontal engagements at enemy armor are less desirable for the following reasons:
(1) An armored vehicle's protection is greatest to the front.
(2) An armored vehicle's firepower and crew are normally oriented to the front.
(3) A frontal engagement increases the chance of detection and suppression by enemy armored vehicles.
(4) An armored vehicle provides a smaller target from the front.

d. Standoff. The TOW weapon system's maximum range of 3,750 meters provides it with a standoff advantage over most, western-built tanks (maximum effective ranges of 2,000-2,800 meters). Despite this advantage, engaging enemy armored vehicles within the standoff range (2,000 to 3,750 meters) may not always be tactically feasible. The additional tracking time required to fire a TOW missile beyond 2,000 meters increases the likelihood of gunner error. This possibility gives a frontal target more time to maneuver against the friendly position and provides a flanking target more time to reach cover. Additionally, the terrain may not provide the fields of fire to support standoff distance engagements.



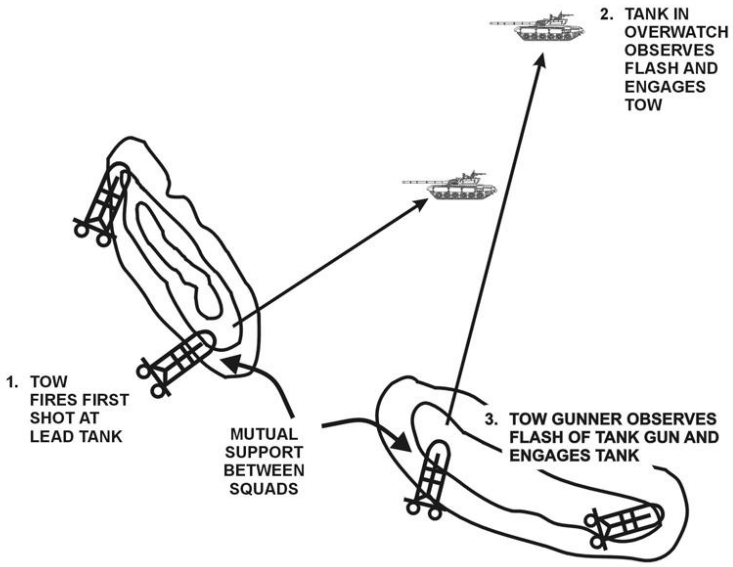
e. Cover and Concealment. Cover and concealment are critical to the survival of anti-armor weapon systems and must be analyzed along with the other factors of METT-TC. An analysis of all of these factors is necessary for the anti-armor unit to be effective, to survive, and to overcome the following inherent weaknesses:

- The TOW has a long flight time and a distinctive firing signature.
- The TOW weapon system has a slow rate of fire and requires time to track.

(1) This can be mitigated by emplacing anti-armor weapons systems at the edge of a tree line, providing natural concealment, and helping to obscure the firing signature. If forced to fight in the open, camouflage nets will also help to disperse the firing signature.

(2) Considerations. When employing anti-armor weapon systems, leaders should avoid conspicuous terrain, disperse weapons laterally and in depth so that no single enemy weapon can suppress two anti-armor squads, and disperse anti-armor squads to reduce casualties and equipment damage that could result from enemy mortar and artillery fires. The considerations for anti-armor weapon system employment also apply during route selection and movement.

(a) Offensive Considerations. Determine the routes where cover and concealment are good, identify areas along the approaches to the objective where cover and concealment are poor, and consider using smoke or conducting missions during limited visibility to provide concealment.



(b) Defensive Considerations. Focus on locations with good fields of fire. Determine how the enemy can use the available cover and concealment and look at it from his point of view, both in daylight and at night.

f. Employment in Depth. Anti-armor squads should be employed in depth. In the offense, routes and firing positions should be selected to support the forward movement of attacking units. In the defense, anti-armor squads can be positioned forward then moved to positions in depth as the enemy closes, or the squads may be positioned in depth initially.

CAPABILITIES AND LIMITATIONS

a. Offensive Capabilities. An anti-armor unit initially provides the base of fire in an attack in order to suppress, fix, or destroy the enemy in position. The anti-armor unit also can be employed in the offense to engage enemy in planned EAs, to isolate objectives by destroying enemy counterattacks, or by destroying withdrawing enemy forces. The anti-armor unit is also well suited to protect flanks, to fix enemy for destruction by infantry companies, or to repel a counterattack.

b. Defensive Capabilities. Anti-armor units can be positioned forward of the defensive sector to participate in security operations or to overwatch reconnaissance units or obstacles.
As the enemy closes, the anti-armor unit displaces to positions that provide the direct fires into an EA. Anti-armor units often are positioned throughout the depth of the decisive operation's area of operation to cover likely armor avenues of approach. During counterattacks, the anti-armor unit provides overwatching fires for the maneuvering element.

d. Limitations. Anti-armor units have limitations that apply to both offensive and defensive situations.

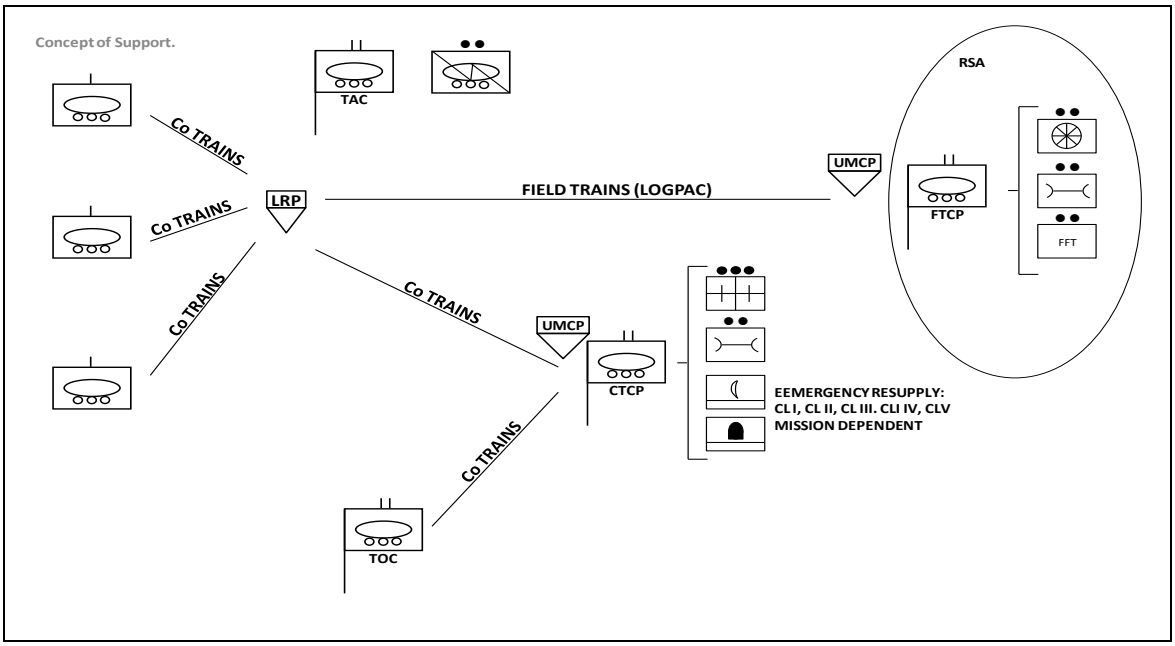
(2) An anti-armor squad (four soldiers) cannot adequately defend itself when confronted with a dismounted threat for an extended period of time.

(3) TOW missiles are accurate, but missile flight time is long (Appendix A, FM 3-21.91). The slow rate of fire and the visible launch signature of the TOW missile increase the anti-armor squad's vulnerability. Anti-armor elements can reduce this vulnerability by displacing often and by integrating their fires with those of other weapon systems (M2 and 240B) within the anti-armor unit, with other anti-armor weapons within the Squadron (Javelin and AT4), with obstacles, and with indirect fires. Integrated direct and indirect fires, with obstacles, complicate the enemy's target-acquisition process.

TOW Limitations. FM 3-23.34 (23-34) discusses the following firing limitations in detail:

- Firing over water.
- Firing over electrical lines.
- Firing in windy conditions.
- Firing through smoke and area fires.
- Firing from bunkers and buildings.

VIII. CONCEPT OF SUPPORT

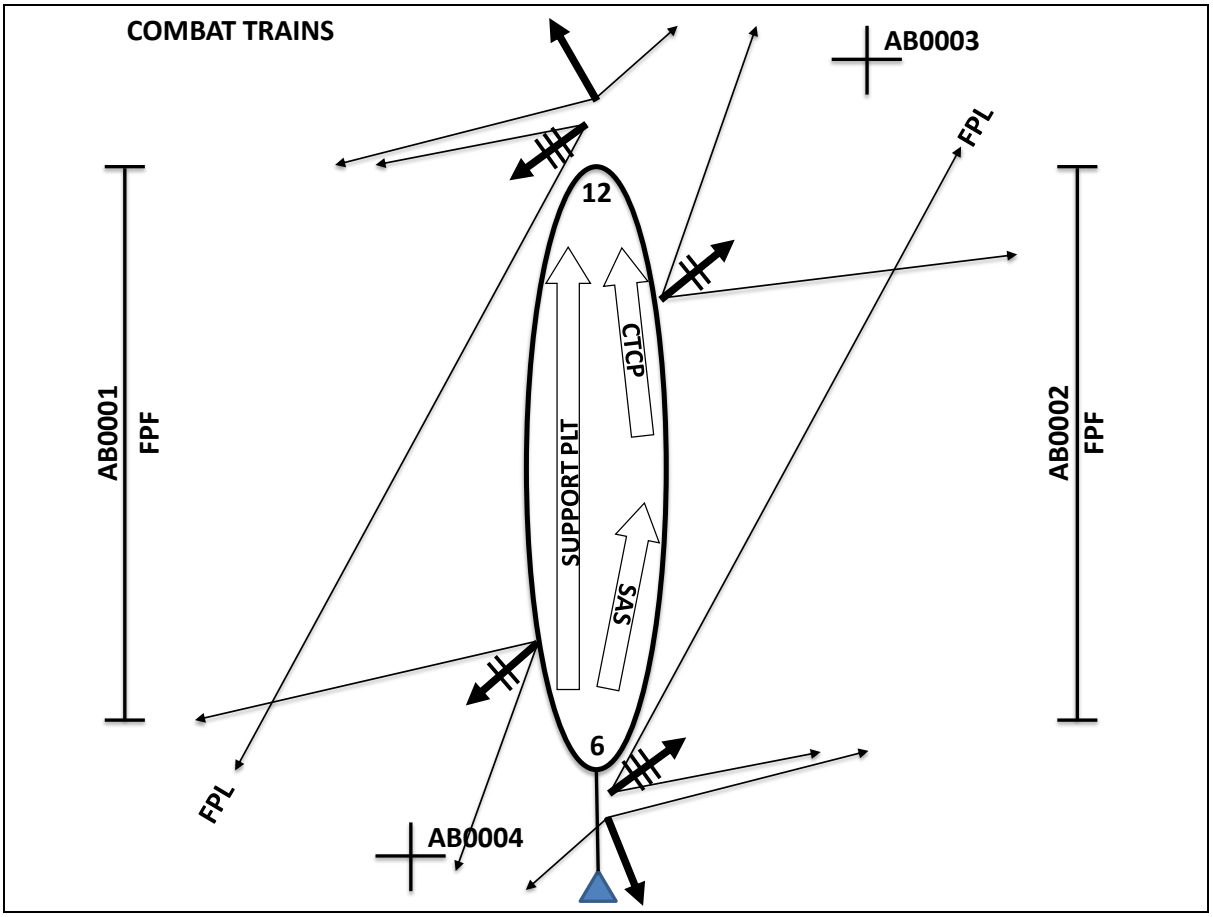


HHT in support of Squadron Operations reorganizes into four command and control elements when forward deployed. These command and control elements are referred to as the Troop/troop Maneuver Support Elements: TAC, TOC, CTCP (COMBAT TRAINS), and FTCP (FIELD TRAINS). Each element consists of a compilation of the Troop/troop MTOE sections.

TAC: Consist of the COMMAND GROUP stryker with personnel, the CURR OPS – OPS/S3 stryker with personnel, the CURR OPS – FIRE SPT/TACP stryker with personnel.
TOC: Consist of the COMMAND GROUP executive officer, the remaining CURR OPS – OPS/S3 section, all of the CURR – OPS/S2 section, all of the CURR – OPS/FIRE SPT, and all of the SUSTAINMENT – C4 OPS/S6.
CTCP: Consist of select elements of the SUSTAINMENT – S1/S4, the MEDICAL TREATMENT PLT HQ, all of the MEDICAL TREATMENT SQUAD, one AMBULANCE SQUAD, contains emergency resupply (CLI, II, III, IV, or V based on mission requirements), and the SUPPORT PLATOON RECOVERY section.
FTCP: Consist of select elements of the SUSTAINMENT – S1/S4, the SUPPORT PLATOON MAINTENANCE, the SUPPORT PLATOON TRANS section, the FIELD FEEDING TEAM, and the Troop/troop supply sergeants.

In the FTCP the Support Platoon creates a LOGPAC based off of Troop/troop LOGSTAT. It pushes resupply LOGPAC to the LRP, where the S4 and Troop/troops 1SGs conduct link up with the Support Platoon. Companies/troops have a set amount of time to resupply their units,

then return to the LRP with LOGSTAT, 5988Es, damaged equipment, and the unloaded resupply vehicles. The Support Platoon receives the vehicles and returns to the FTCP to begin the process again.

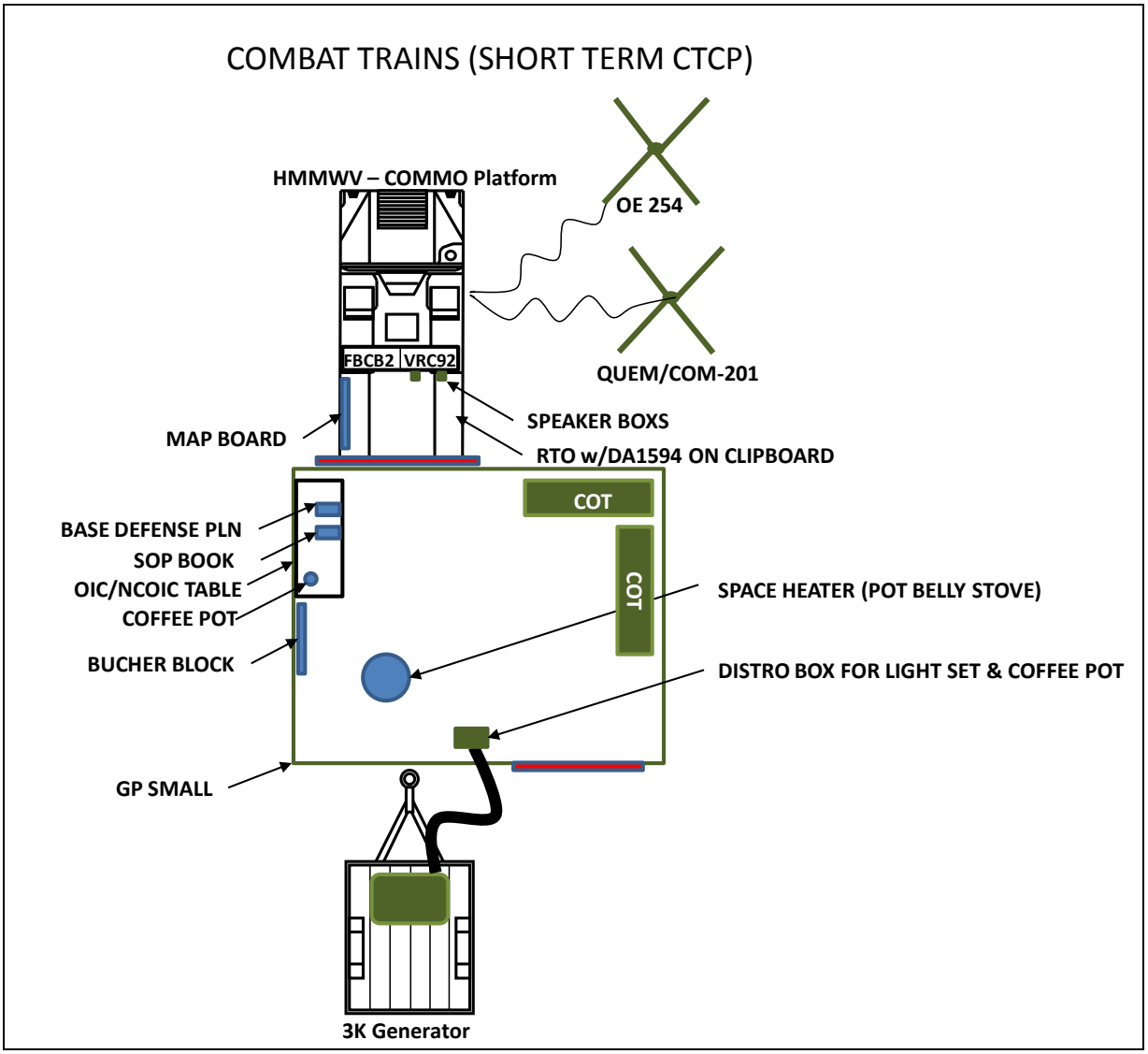


The Squadron Combat Trains' three main components move together and are self securing. When stationary they array themselves in the above formation.

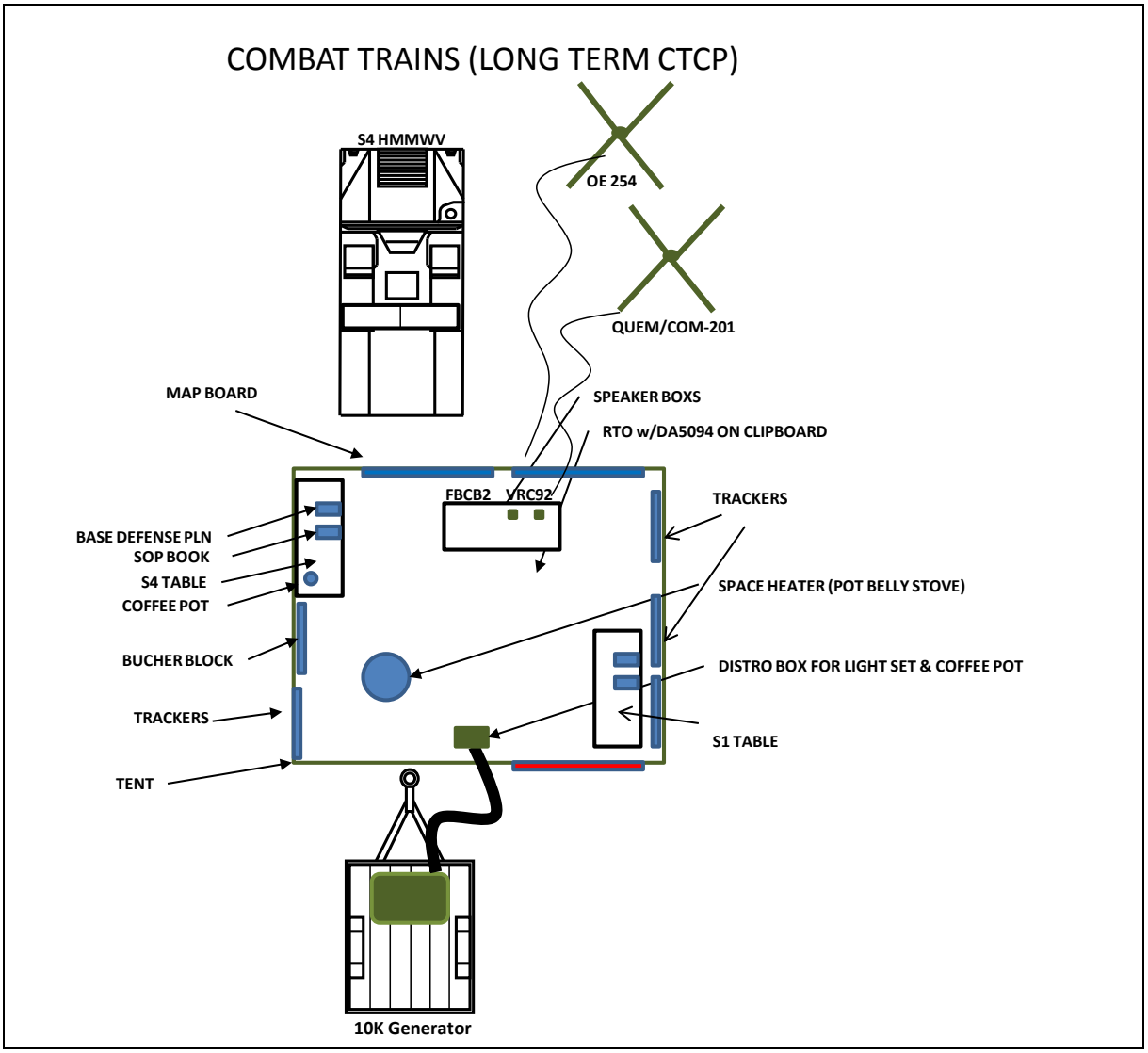
During establishment of the Combat Trains the vehicles enter via the six clock position in the following order: CTCP, Medical Platoon (SAS), and Support Platoon. The CTCP establishes itself between the twelve and three clock positions and SAS between the three and six clock position. The Support Platoon establishes itself between the twelve and six clock positions by way of nine.

Once the vehicles are positioned the Soldiers dismount and establish hasty sectors of fire. The Support Platoon NCOIC and the CTCP OIC adjust the perimeter and assigned permanent sectors of fire. R&S teams are sent out on each side of the formation to identify enemy force in the area, water sources, avenues of approach, possible rally points, dead space, and civilian populate areas. Following the R&S teams return a defense plan and a withdraw plan is completed.

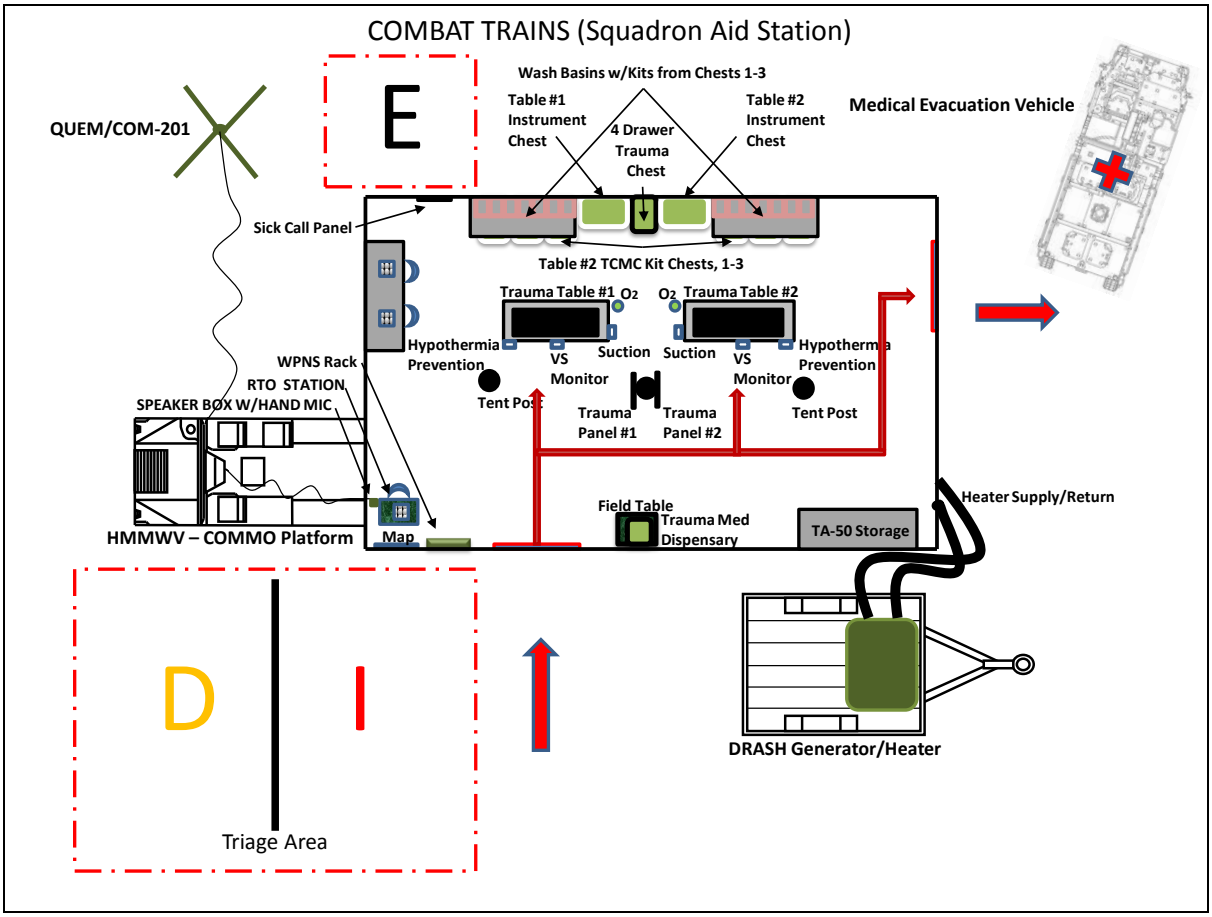
After the establishment of security, priorities of work go to the setup of the CTCP, SAS, and continued improvement of fighting positions. Then followed by weapon and equipment maintenance, chow, personal hygiene and rest.



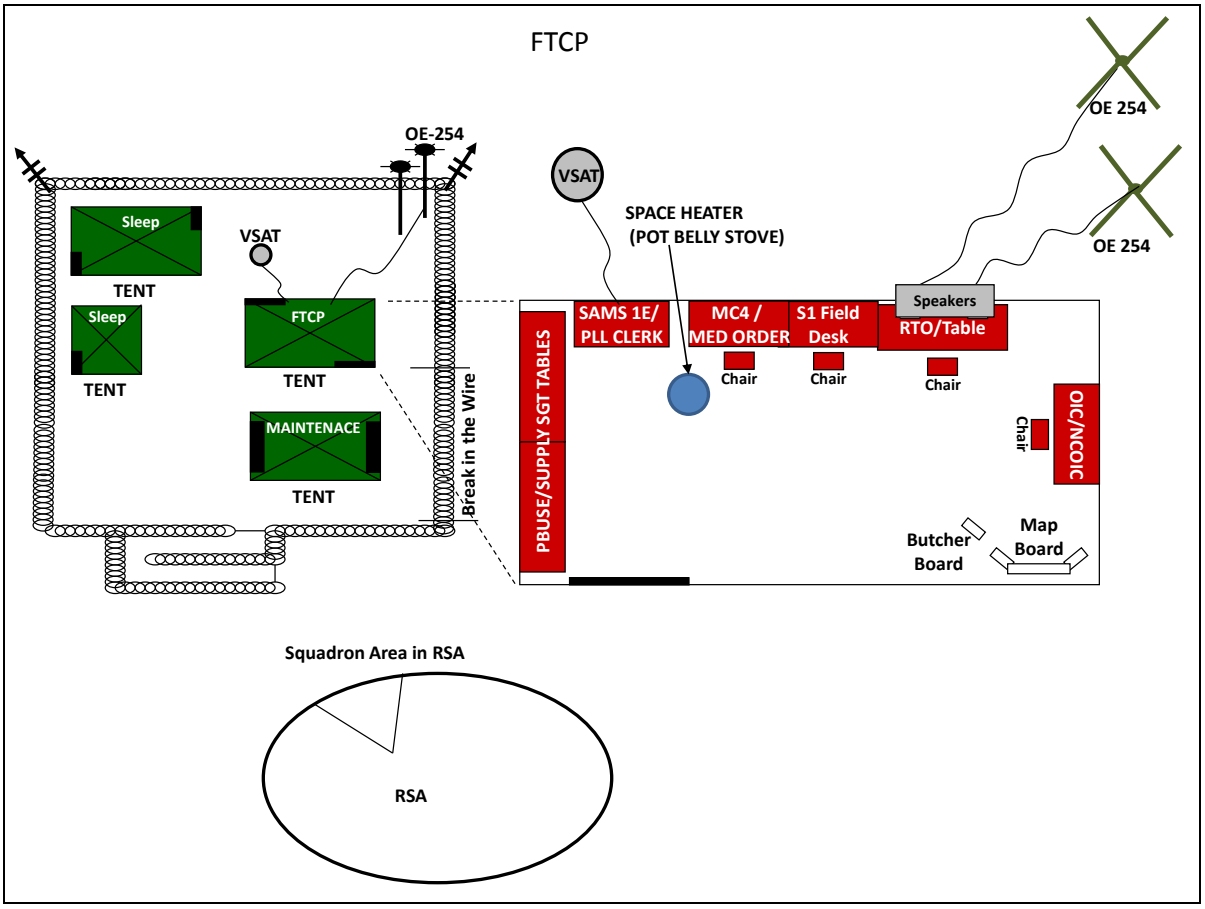
The CTCP for short term usage is established in accordance with the above figure.



The CTCP for long term usage is established in accordance with the above figure.



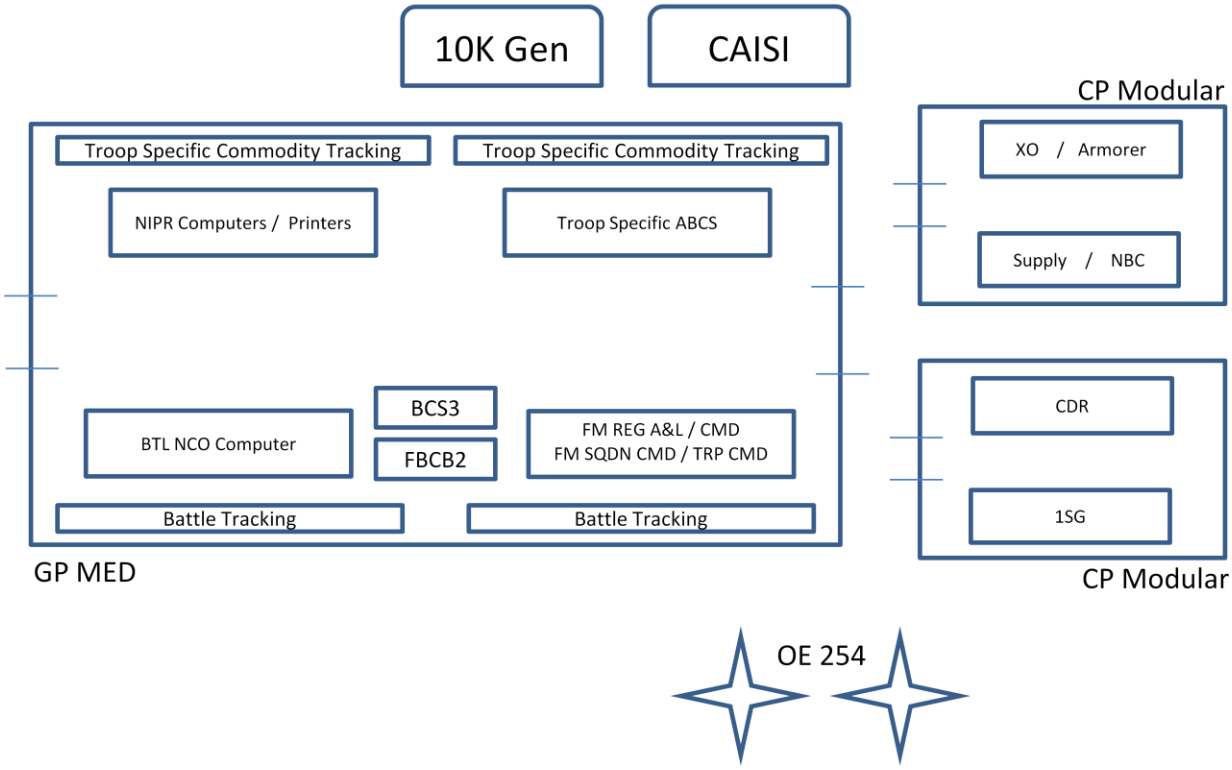
The Squadron Aid Station (SAS) is established in accordance with the above figure.



The FTCP is established in accordance with the above figure in joint with the Regimental Support Area.

2RSS Command Post

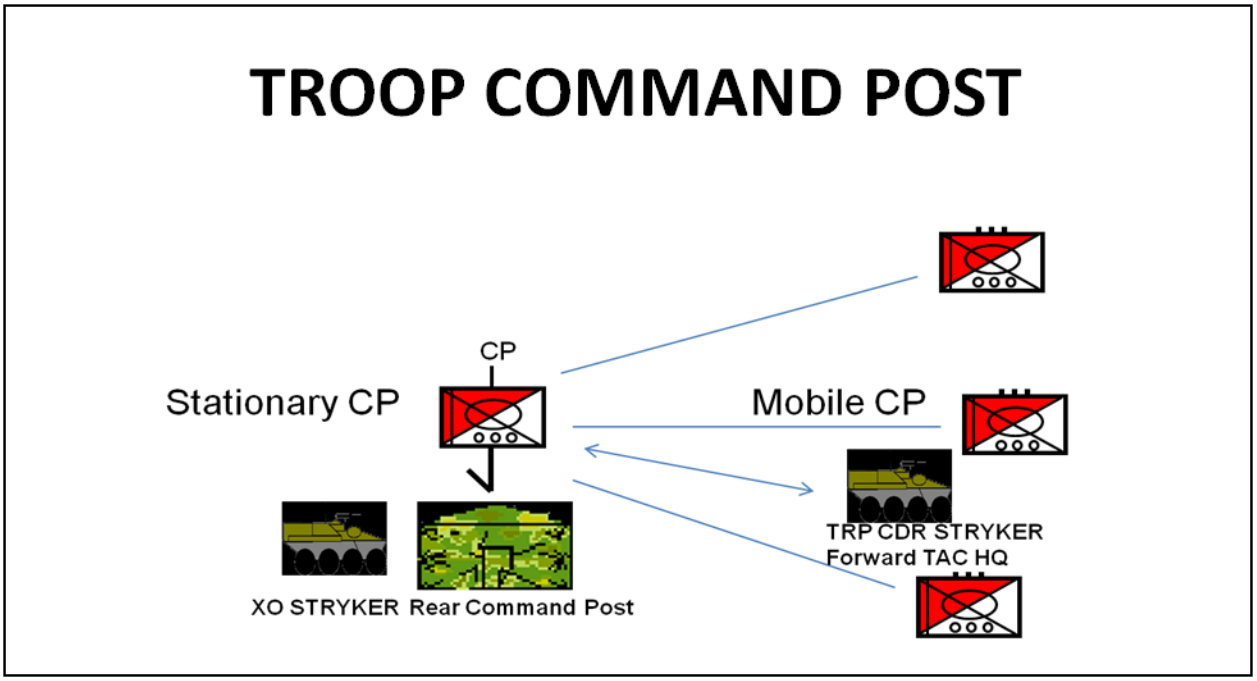
All Five Troop CPs function within RSA . Diagram represents minimal components of all Troop CPs and may expand to meet unique Troop mission requirements

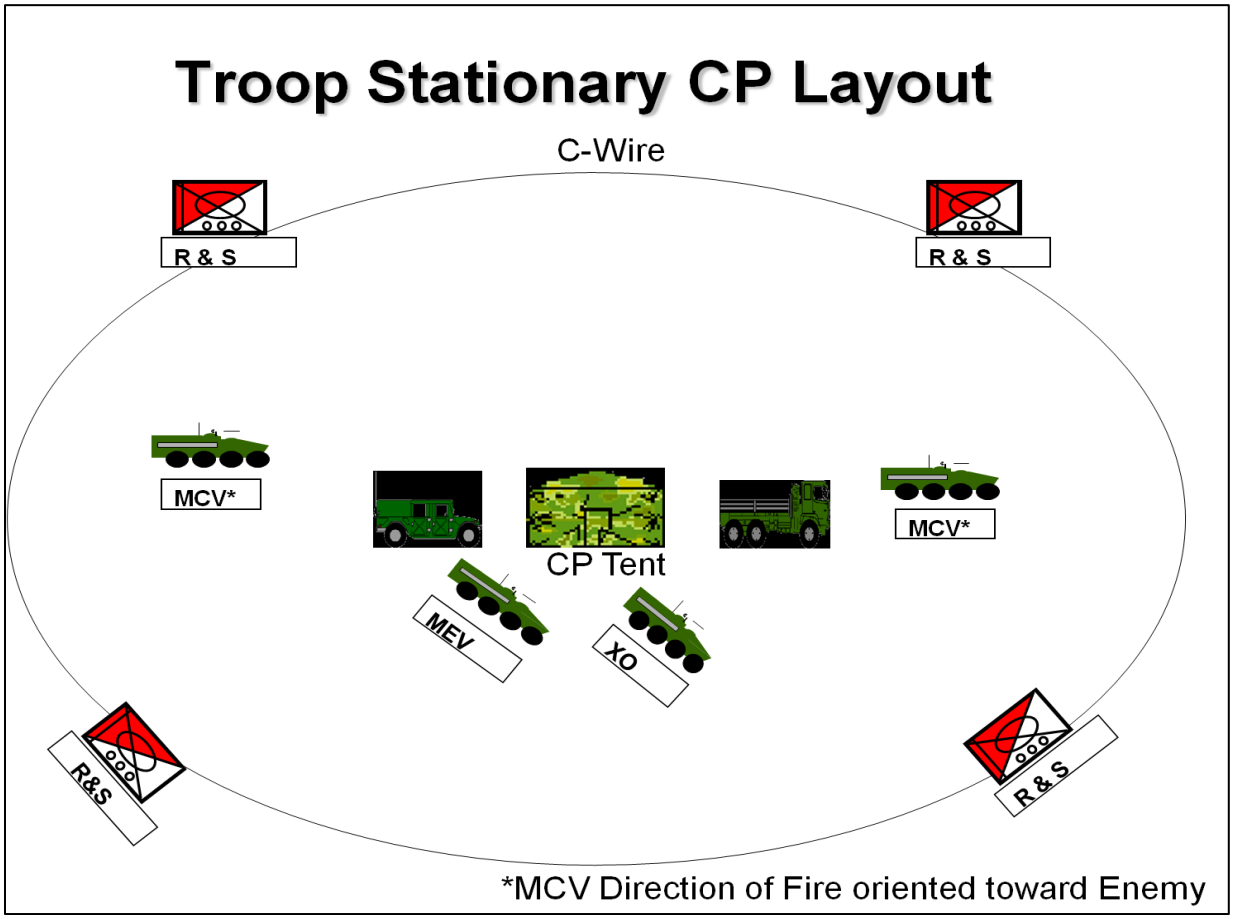


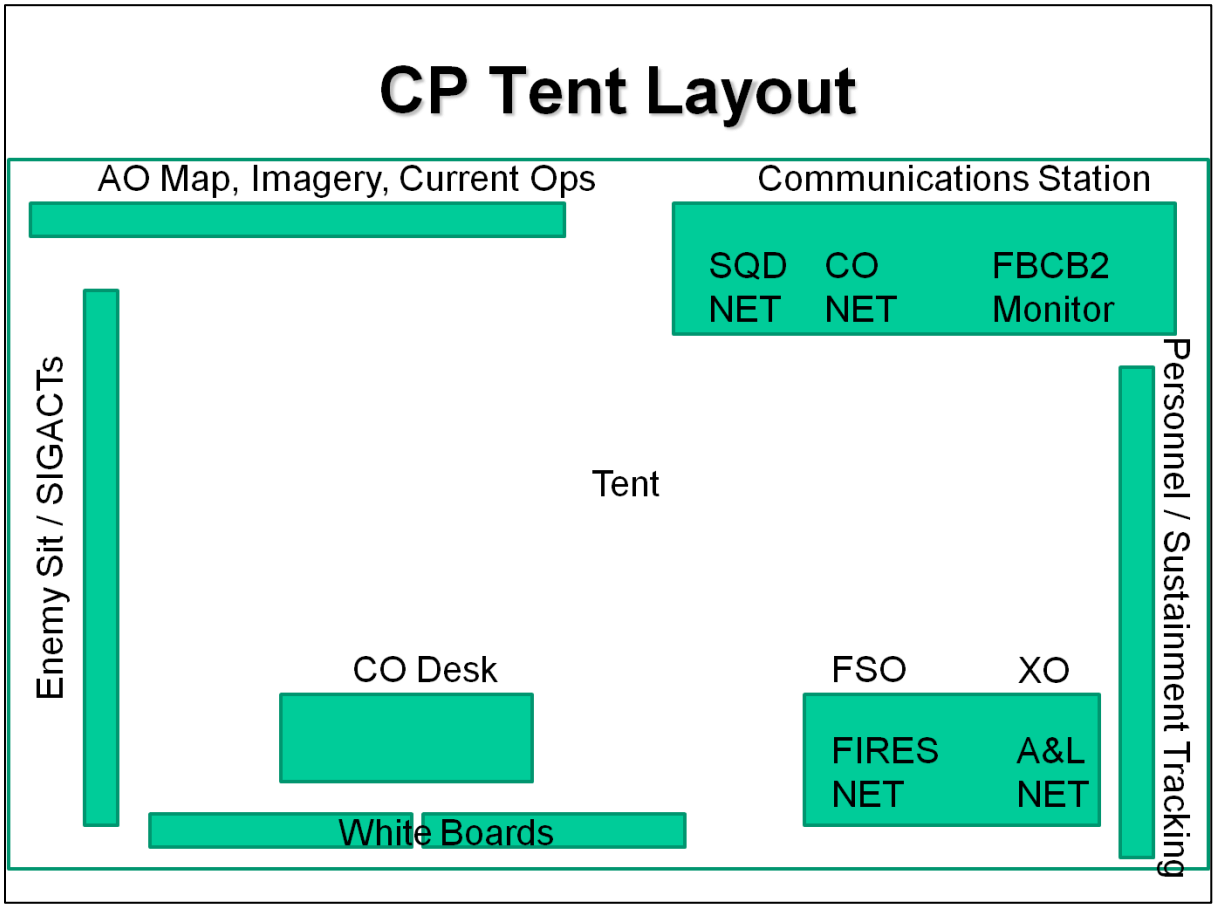
TROOP COMMAND POST SOP

Command Post Essential Tasks

- **Plan Operations**
- **Conduct Troop Leading Procedures**
- **Conduct Adjacent Unit Coordination**
- **Fire Support**
- **Conduct Command and Control**
- **Report / Receive Tactical Information**
- **Conduct Digital Communications**
- **Conduct Risk Management**
- **Coordinate Logistical Operations**
- **Coordinate CASEVAC**




Troop Stationary CP Layout
C-Wire
R & S
R & S
MCV*
MCV*
CP Tent
MEV
XO
R&S
R & S
*MCV Direction of Fire oriented toward Enemy

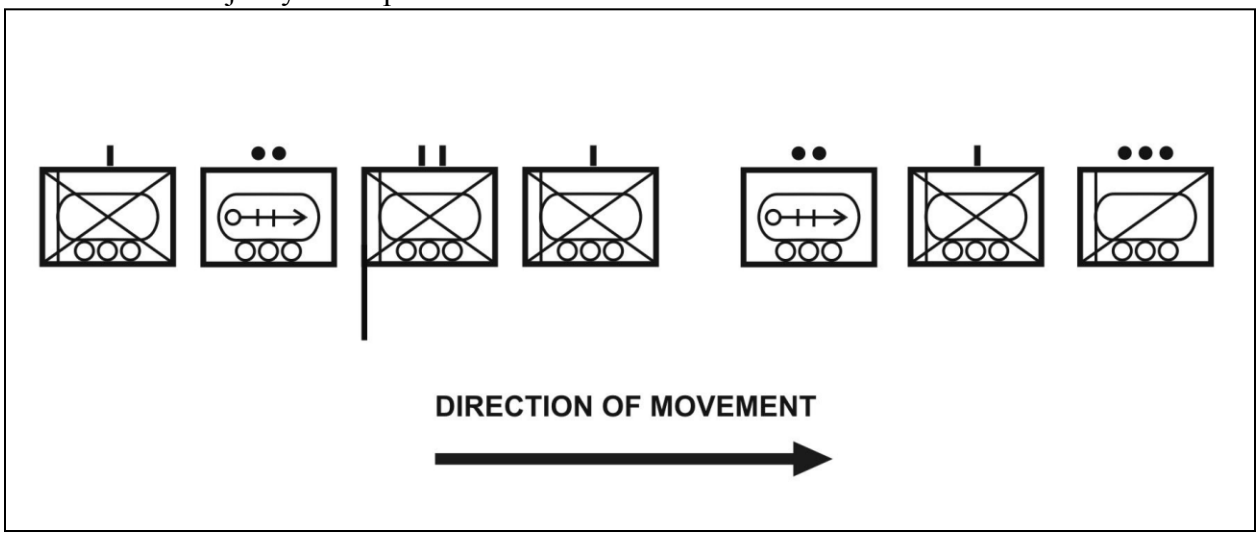


Equipment Requirements
-1x TENT GP-Medium
-AN/PRC-119
-1x AN/VRC-90F
-1x AN/VRC-91F
-1x AN/VRC-92F
-1x EPLRS
-1x FBCB2
-1x DAGR
-4x ASIP
-OE-254 / COM-21
-12x Strands Concertina Wire
-C-Wire Pickets
-3x Tables
-2x White Boards
-3x Light Sets
-Maps / Imagery

IX. SQUADRON FORMATIONS

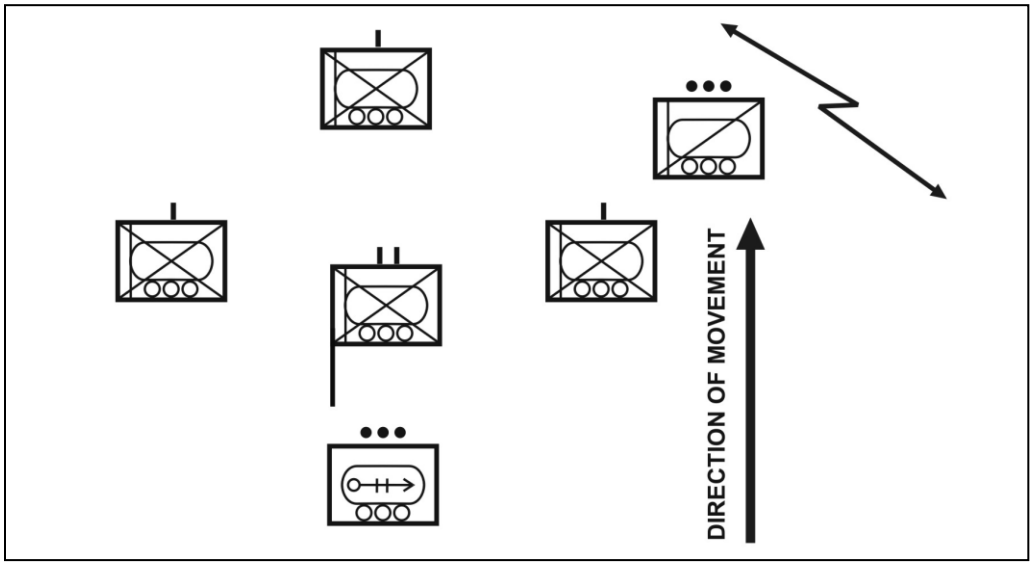
The Squadron may move in any one of these basic formation: column, wedge, vee, echelon, and line. The Squadron may use more than one formation in a given movement, especially if the terrain changes during the movement. For example, the Squadron commander may elect to use the column formation during a passage of lines and then change to another formation, such as a wedge. Other factors, such as the distance of the move or the enemy dispositions, may also prompt the commander to use more than one formation. Distances between units depend on the factors of METT-TC.

(1) ***Column Formation*.** The Squadron moves in column formation when early contact is not expected and the objective is far away. The Squadron's lead element normally uses traveling overwatch while the following units travel. The column formation:
• Facilitates speed of movement, ease of control, and usefulness in close terrain.
• Provides for quick transition to other formations.
• Requires flank security.
• Provides the majority of firepower to flanks.



Squadron in Column Formation

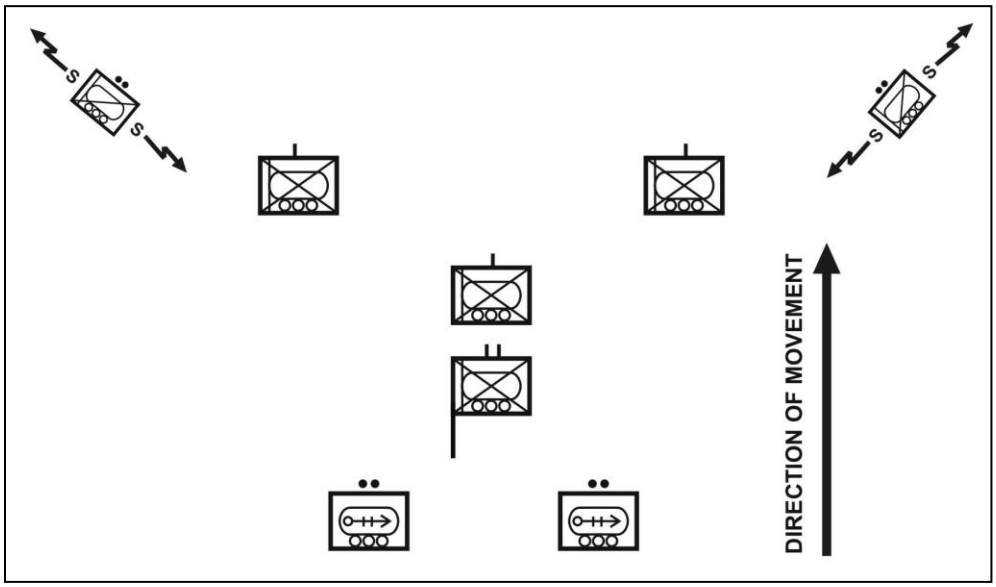
(2) ***Wedge Formation***. The wedge formation (see following figure) postures the Squadron for enemy contact on its front and flanks. The force uses the wedge when enemy contact is possible or expected but the location and disposition of the enemy is vague. When not expecting enemy contact, it may use the wedge to cross open terrain rapidly. The wedge formation:
• Facilitates control and transition to the assault.
• Provides for maximum firepower forward and good firepower to the flanks.
• Requires sufficient space to disperse laterally and in depth.



Squadron in Wedge Formation

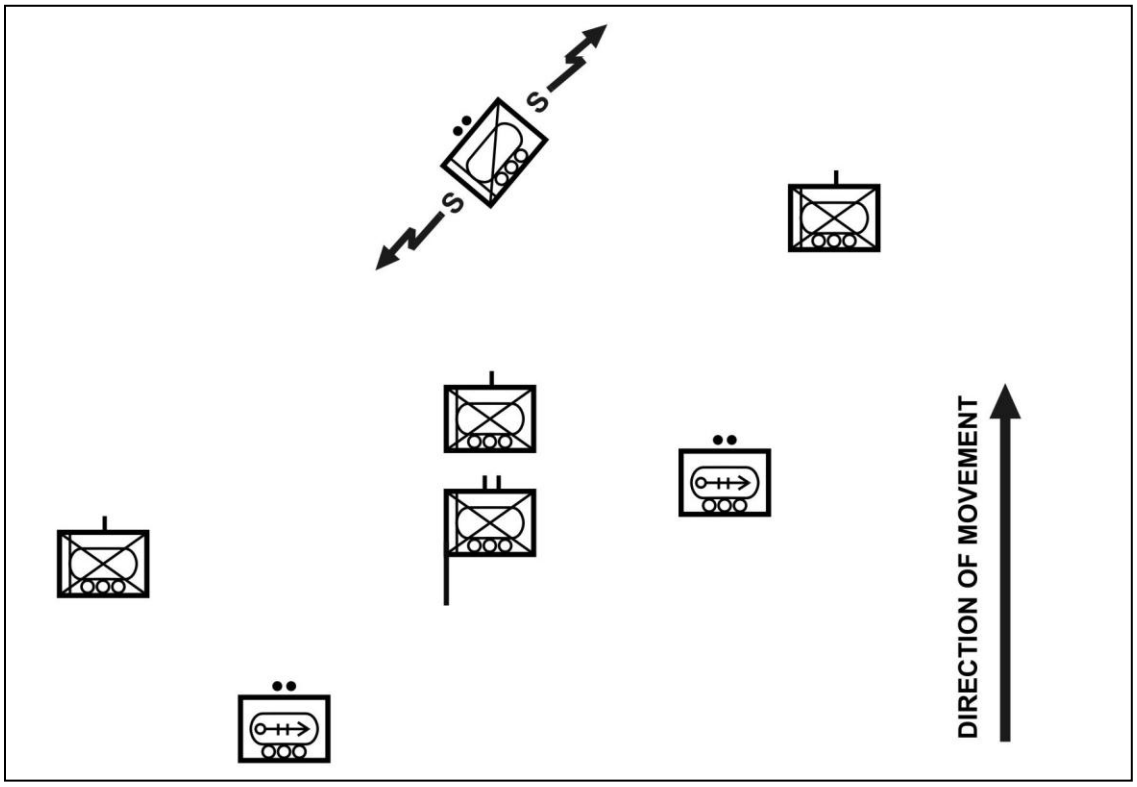
(3) ***Vee Formation.*** The vee formation postures the Squadron with two companies abreast and one trailing. This arrangement is most suitable to advance against an enemy known to be to the front of the Squadron. The Squadron may use the vee when enemy contact is expected and the location and disposition of the enemy is known. The following planning considerations apply:

- Formation is hard to orient and control is more difficult in close or wooded terrain.
- Squadron must rely more on FBCB2 for control.
- Formation provides for good firepower forward and to the flanks.



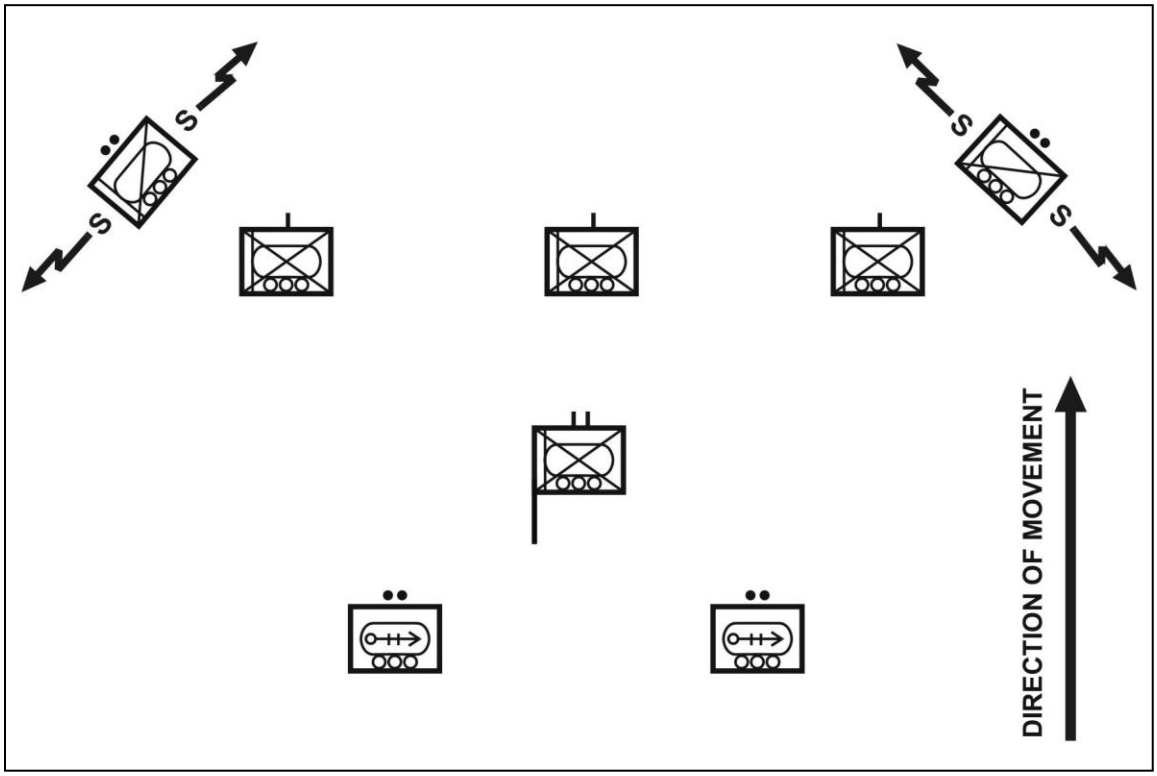
Squadron in Vee Formation

(4) ***Echelon Formation.*** The echelon formation arranges the Squadron with the companies in column formation in the direction of the echelon (right or left). The Squadron commonly uses the echelon when providing security to a larger moving force. The echelon formation--
• Provides for firepower forward and in the direction of echelon.
• Facilitates control in open areas but makes it more difficult in heavily wooded areas. (5)



Squadron in Echelon Formation

(5) ***Line Formation.*** The line formation postures the Squadron with companies on-line and abreast of one another. Since it does not dispose companies in depth, the line formation provides less flexibility of maneuver than other formations. The Squadron uses the line when it requires continuous movement with maximum firepower to the front in an assault.



Squadron in Line Formation

XI. CONCLUSION

"There is only one tactical principle which is not subject to change. It is to use the means at hand to inflict the maximum amount of wound, death, and destruction on the enemy in the minimum amount of time." G.S. Patton, Jr.

The primary responsibility of Stryker Infantry Leaders is to train their formations in the fundamentals of fire and maneuver. Every effort must be made to ingrain the fundamentals of movement and maneuver in leaders from Squad to Regimental level. A thorough understanding of these fundamentals, combined with the instinctive ability to properly execute the basic battle drills outlined in this pamphlet will forge the Dragoon Regiment into a lethal, focused and competent unit ready to win decisively on the battlefield. The core maneuver competencies outlined in this maneuver pamphlet are the baseline – we rely on the imagination, audacity and adaptive nature of our leaders to translate these skills into effective practices.