



**10-Person**  
**Transformation Squad Tactics,**  
**Techniques and Procedures**  
**(TTP)**

**FOR USE DURING DEFENDER CHALLENGE 2003 ONLY**

## Chapter 1

### OVERVIEW

**TACTICS, TECHNIQUES, AND PROCEDURES (TTP).** TTP provide a "how-to" that everyone understands. TTP are disseminated in doctrine and standing operating procedures (SOPs).

(1) **Tactics.** Tactics are the employment of units in combat or the ordered arrangement and maneuver of units in relation to each other and or the enemy to use their full potential. For example, a team employing support by fire elements from a secured foothold (intermediate objective) prior to conducting the assault on the objective.

(2) **Techniques.** Techniques are the general and detailed methods used by airmen or leaders to perform assigned missions and functions. Specifically, techniques are the methods of using weapons and personnel. Techniques describe a method, but not the only method. An example is using precision room clearing techniques

(3) **Procedures.** Procedures are standard, detailed courses of action that describe how to accomplish a task. Examples might be using green colored squares to mark cleared rooms during an assault of a building, or marking each defender with clear, identifiable markings that are IR visible as well.

**Security Forces Transformation Squad.** The SF Transformation Squad concept was initiated to evaluate the combination of manpower, systems, technology and TTPs to generate an "Effects Based Capability" for the basic combat element of the USAF Security Forces. Defender Challenge 2003 is a force development exercise in support of the SF Transformational Squad proof of concept being conducted by the Air Force Force Protection Battlelab (AFFPB).

This supplemental pamphlet is designed to provide basic doctrinal guidance for the training and competition of the MAJCOM and Allied teams during the 2003 Defender Challenge Competition.

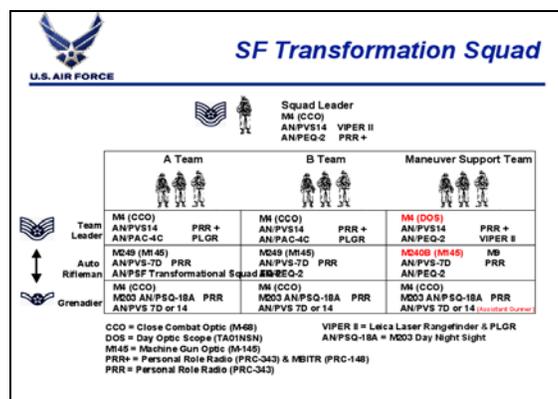


Figure 1.1. Security Forces 10-Person Squad Configuration

## Chapter 2

## SQUAD DISMOUNTED OPERATIONS

**SECURITY.** Squads enhance their security during movement through the use of covered and concealed terrain; the use of the appropriate movement formation and technique; the actions taken to secure danger areas during crossing; the enforcement of noise, light, and radiotelephone discipline; and the use of proper individual camouflage techniques.

***Terrain.*** In planning a movement, leaders consider the terrain from the aspect *Observation, Cover and Concealment, Obstacles, Key Terrain, Avenues of Approach* (OCOKA). Leaders look for terrain that avoids obstacles, provides protection from direct and indirect fires and from ground and aerial observation, avoids key terrain that may be occupied by the enemy, allows freedom to maneuver, and avoids natural lines of drift or obvious terrain features. If key terrain cannot be avoided, leaders plan to reconnoiter it before moving through. When operating as an advance or flank guard for a larger force, the squad may be tasked to occupy key terrain for a short time while the main body bypasses it.

***Formations and movement techniques.*** Formations and movement techniques provide security by positioning each defender so that he can observe and fire into a specific sector that overlaps with other sectors. Placing a fire team forward allows the squad to make contact with only the lead element and give the remainder of the squad freedom to maneuver while providing overwatch for a lead element. In selecting formations and movement techniques leaders must consider other requirements such as speed and control as well as security. The basic set of formations are described below, determining the best formation and technique should also be based on *Mission, Enemy, Troops Available, Time, Terrain, Civilian Consideration* (METT-TC).

***Camouflage, noise, light, and radiotelephone discipline.*** Leaders must ensure that camouflage used by their personnel is appropriate to the terrain, season and operation. Specifically, in peace support operation individual camouflage is unnecessary unless conducting covert tactical maneuvers.

During short halts, personnel spread out and assume prone positions behind cover. They watch the same sectors that were assigned to them for the movement. Leaders establish OPs, and orient machine guns along likely enemy approaches. Personnel remain alert and keep movement to a minimum. During limited visibility, leaders incorporate the use of night vision devices.

During long halts, the squad leader establishes a perimeter. The leader must ensure that the squad halts on defensible terrain. He establishes the defense using the same considerations, METT-TC and OCOKA.

**SECURITY IN THE OFFENSE.** Security in the offense includes actions taken by squads to find the enemy, to avoid detection or prevent the detection of the larger body, and to protect the unit during the assault on the objective.

**Movement to Contact.** Squads execute guard or screening missions as part of a larger force in a movement to contact. (See Section III.)

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**Reconnaissance Patrols.** Reconnaissance patrols are conducted before executing offensive operations to find the enemy and determine his strength and dispositions. Squads use the same security techniques for movement discussed above while moving from assembly areas to the objective. The base-of-fire and maneuver elements of the squad must provide their own security while executing their specific tasks.

- **Base-of-fire element.** The leader controlling the base-of-fire element should designate personnel on the flanks of the position to provide observation and, if necessary, fires to the flanks while the element engages the enemy on the objective. The base-of-fire element also provides security to its rear.
- **Maneuver element.** The maneuver element must secure its own flanks and rear as it assaults across the objective. Leaders should consider designating assaulting buddy teams to observe the flanks and rear. When clearing trenches, the squad leader should be alert against local counterattacks along cleared portions of the trench behind the lead fire team. The base-of-fire element provides security for the maneuver element by engaging any counterattacking or reinforcing forces if it can do so without endangering the maneuver element with its own fires.
- **Consolidation.** Squads move quickly to establish security during the consolidation of an objective. They do this by establishing OPs along likely approaches and by establishing overlapping sectors of fire to create all-round security.

**SECURITY IN THE DEFENSE.** Security in the defense includes active and passive measures taken to avoid detection or deceive the enemy and to deny enemy reconnaissance elements accurate information on friendly positions.

**Terrain.** Leaders consider the terrain in terms of OCOKA as they plan for security in the defense. They look for terrain that will protect them from enemy observation and fires and, at the same time, provide observation and fires into the area where they intend to destroy the enemy or defeat his attack. When necessary, leaders use defensive techniques, such as reverse slope or perimeter defense, to improve the security of the defensive position. Leaders plan protective obstacles to the flanks and rear of their positions and tie them in with supplementary fires. Leaders consider adjacent key terrain that threatens the security of their positions. They secure this terrain by posting OPs and by covering it with direct and indirect fires. Finally, leaders establish OPs along the most likely enemy approaches into the position or sector to provide early warning.

**Observation Posts.** The squad leader should post at least one OP. The squad leader designates the general location for the OP and the routes to and from the OP. The squad leader establishing the OP selects the specific site.

**Patrols.** Squad leaders should actively patrol the area to their front and flanks while in a defensive operation. These patrols should include observation of dead space, gaps between units, open flanks, and gaps or lanes in tactical and protective wire. Patrols may also be used to establish and relieve OPs. The squad leader must ensure that all patrols not initiated by his higher headquarters are coordinated with them.

**Passive Measures.** Squad leaders may be directed to cover specific areas of its sector with night vision devices, thermal sights, or early warning devices. These systems should be incorporated into the squad sector sketch. Passive measures also include camouflage; movement control; and noise, light, and radiotelephone discipline.

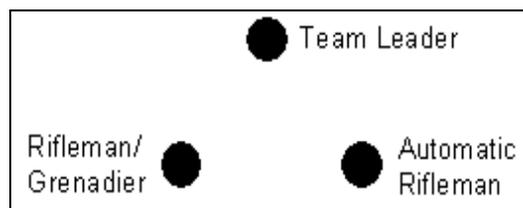
**Deceptive Measures.** Deceptive measures include actions taken by the squad to mislead the enemy and induce him to do something counter to his interests. Squads may employ deceptive measures for local security such as dummy positions or supplemental wire.

**Deception Operations.** Squad leaders may conduct limited deception operations as part of a larger force. These operations may include demonstrations, feints, displays, or ruses. In most instances larger elements execute a feint to present a false picture to the enemy.

**MOVEMENT.** This section discusses formations, movement techniques, and actions during movement for squads.

**Fire Team Formations.** Formations are arrangements of elements and personnel in relation to each other. Squads use formations for control flexibility and security. Leaders choose formations based on their analysis of the factors of METT-TC. Leaders are up front in formations. This allows the fire team leader to lead by example, "Follow me and do as I do." All personnel in the team must be able to see their leader.

**Wedge.** The wedge is the basic formation for the fire team. The interval between personnel in the wedge formation is normally 10 meters. The wedge expands and contracts depending on the terrain. When rough terrain, poor visibility, or other factors make control of the wedge difficult, fire teams modify the wedge. The normal interval is reduced so that all team members can still see their team leader and the team leaders can still their squad leader. The sides of the wedge can contract to the point where the wedge resembles a single file. When moving in less rugged terrain, where control is easier, personnel expand or resume their original positions.



**Figure 2.1. Fire Team Wedge**

**File.** When the terrain precludes use of the wedge, fire teams use the file formation. The comparison of fire team formation table below helps the leader determine the best method for movement depending on METT-TC and OCOKA.

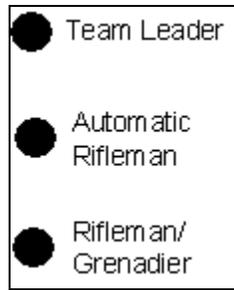


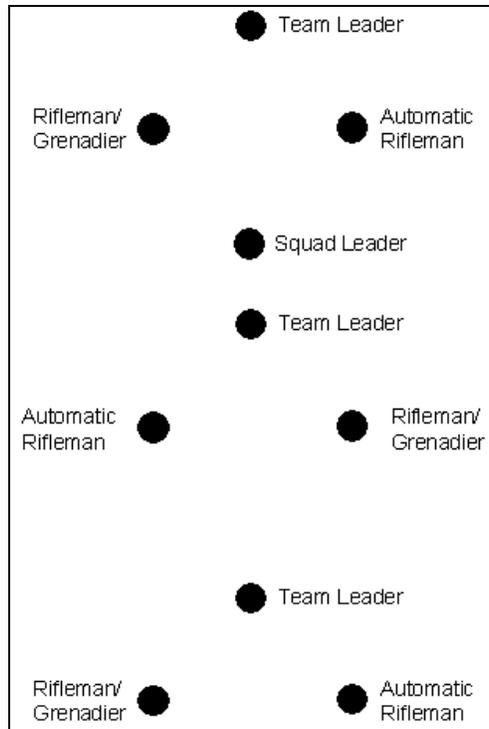
Figure 2.2. Fire Team File.

MOVEMENT FORMATION	WHEN NORMALLY USED	CHARACTERISTICS			
		CONTROL	FLEXIBILITY	FIRE CAPABILITIES/ RESTRICTIONS	SECURITY
FIRE TEAM WEDGE	BASIC FIRE TEAM FORMATION	EASY	GOOD	ALLOWS IMMEDIATE FIRES IN ALL DIRECTIONS.	GOOD
FIRE TEAM FILE	CLOSE TERRAIN DENSE VEGETATION, LIMITED VISIBILITY CONDITIONS.	EASIEST	LESS FLEXIBLE THAN THE WEDGE.	ALLOWS IMMEDIATE FIRES TO THE FLANKS. MASK MOST FIRES TO THE REAR.	LEAST

Figure 2.3. Comparison of Fire Team Formations.

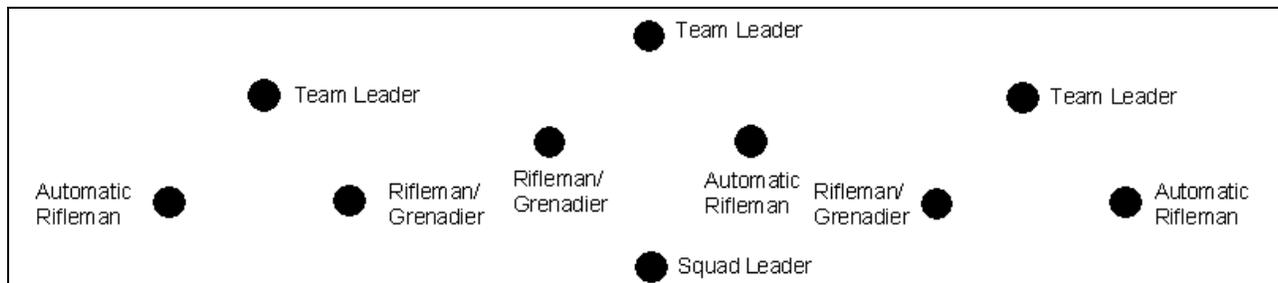
**SQUAD FORMATIONS.** Squad formations describe the relationships between fire teams in the squad. They include the squad column and squad line. A table for comparison is provided below to for leaders to determine the best method for movement depending on METT-TC and OCOKA. Generally, the maneuver support team locates itself in the middle or rear of formations in order to allow maximized flexibility for application of the designated marksman and medium machine gun.

**Squad Column.** The squad column is the squad’s most common formation. It provides good dispersion laterally and in depth without sacrificing control, and facilitates maneuver. The lead fire team is the base fire team. When the squad moves independently the maneuver support team is last with the rifleman/grenadier providing rear security.



**Figure 2.4. Squad Column With Fire Teams In Column.**

**Squad Line.** The squad line provides maximum firepower to the front. The maneuver support team can be positioned on either side or center depending on the METT-TC and OCOKA.



**Figure 2.5. Squad Line**

**Squad File.** When not traveling in a column or line, squads travel in file. The squad file has the same characteristics as the fire team file. If the squad leader desires to increase his control over the formation, exert greater morale presence by leading from the front, and be immediately available to make key decisions, he will move forward to the first or second position. Moving a team leader to the last position can provide additional control over the rear of the formation.

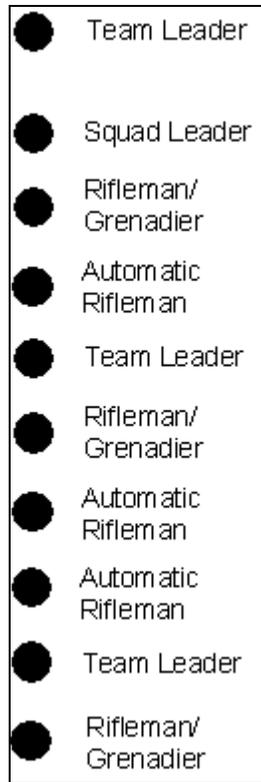


Figure 2.6. Squad file

MOVEMENT FORMATION	WHEN NORMALLY USED	CHARACTERISTICS			
		CONTROL	FLEXIBILITY	FIRE CAPABILITIES/ RESTRICTIONS	SECURITY
SQUAD COLUMN	SQUAD PRIMARY FORMATION.	GOOD	FACILITATES MANEUVER. GOOD DISPERSION Laterally AND IN DEPTH.	ALLOWS LARGE VOLUME OF FIRE TO THE FLANK— LIMITED VOLUME TO THE FRONT.	ALL-ROUND
SQUAD LINE	WHEN MAXIMUM FIRE POWER IS REQUIRED TO THE FRONT.	NOT AS GOOD AS SQUAD COLUMN.	LIMITED MANEUVER CAPABILITY (BOTH FIRE TEAMS COMMITTED).	ALLOWS MAXIMUM IMMEDIATE FIRE TO THE FRONT.	GOOD TO THE FRONT, LITTLE TO THE FLANKS AND REAR.
SQUAD FILE	CLOSE TERRAIN VEGETATION, LIMITED VISIBILITY CONDITIONS.	EASIEST	MOST DIFFICULT FORMATION FROM WHICH TO MANEUVER.	ALLOWS IMMEDIATE FIRE TO THE FLANK MASKS MOST FIRE TO THE FRONT AND REAR.	LEAST

Figure 2.7. Comparison of Squad Formations.

## Chapter 3

### SQUAD MOUNTED OPERATIONS

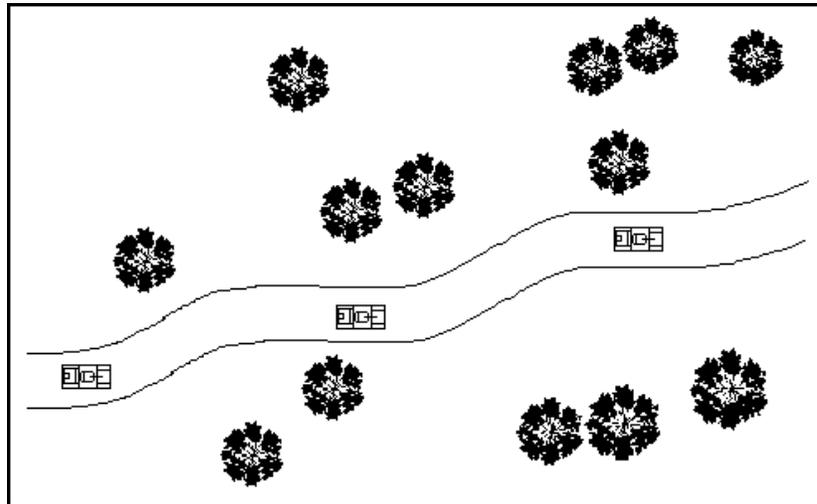
Security Forces may be called upon to conduct mounted patrolling and provide security as a mounted element for vehicle movements, check points and convoys. When mounted and each team of a squad has a vehicle the scout, lead, and trail concept should be applied. For standardization purposes and ease of communication, the scout element should be referred to as the SIERRA element, the lead element will be referred to as the LIMA element and the trail element will be referred to as the TANGO element. The direction of travel will always be the 12 O'clock position. Any enemy contact will be announced by location on the clock and distance.

When a three-person team per one vehicle concept is used the team leader should organize the team as a driver, gunner and team leader. This organization provides the team the ability to shoot, move and communicate as an independent fighting platform. When ever possible automatic or crew served weapons should always be mounted.

**MOUNTED MOVEMENT TECHNIQUES.** Movement techniques are designed to minimize the exposure of the squad to enemy fire and to place the squad in a good position to react to enemy contact. They provide varying degrees of control, security, and flexibility. The selection of their use is based on METT-TC and the likelihood of contact with the enemy. Their effective use should result in the squad making contact with the enemy with only one team element.

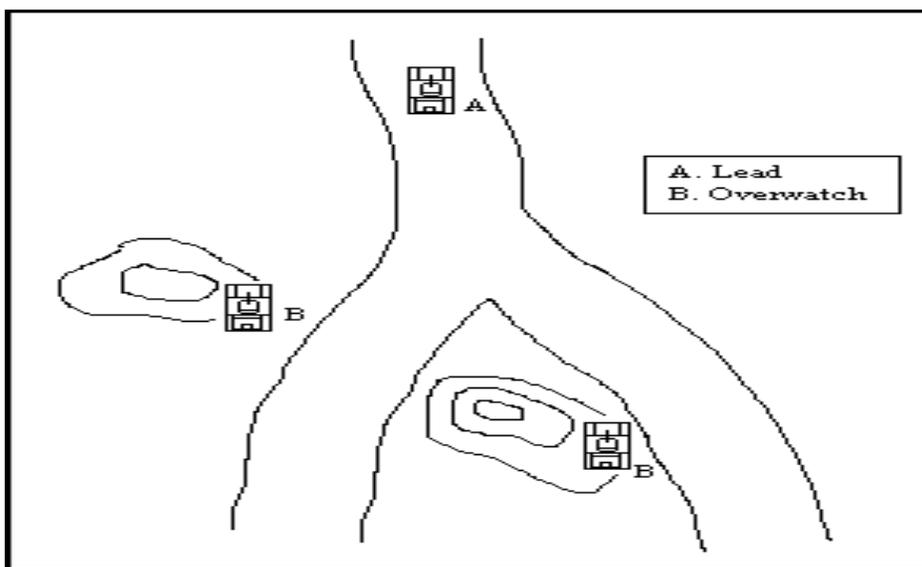
Three mounted movement techniques are; traveling, traveling overwatch, bounding overwatch. While these techniques provide a standard method of movement, the leader must use common sense and sound judgment in employing them as he performs his missions and encounters different situations. The decision of which technique to use is based on terrain considerations and whether enemy contact is not likely, is possible, or is expected. The techniques are used in both the mounted and dismounted modes of movement.

**Traveling.** A leader selects the traveling method of movement when contact with the enemy is not likely and speed is required. In this technique, the lead and trail elements move together as a unit. It is the fastest but least secure movement technique. Movement is continuous and interval and dispersion are maintained between squads as terrain and weather permit. The squad does not intend to engage in combat, but it is dispersed to prevent destruction in case of unexpected air or ground attack. The distance between vehicles is based on factor of METT-TC. This method of movement, with WEAPONS mounted, is depicted in the figure below.



**Figure 3.1. Traveling Formation**

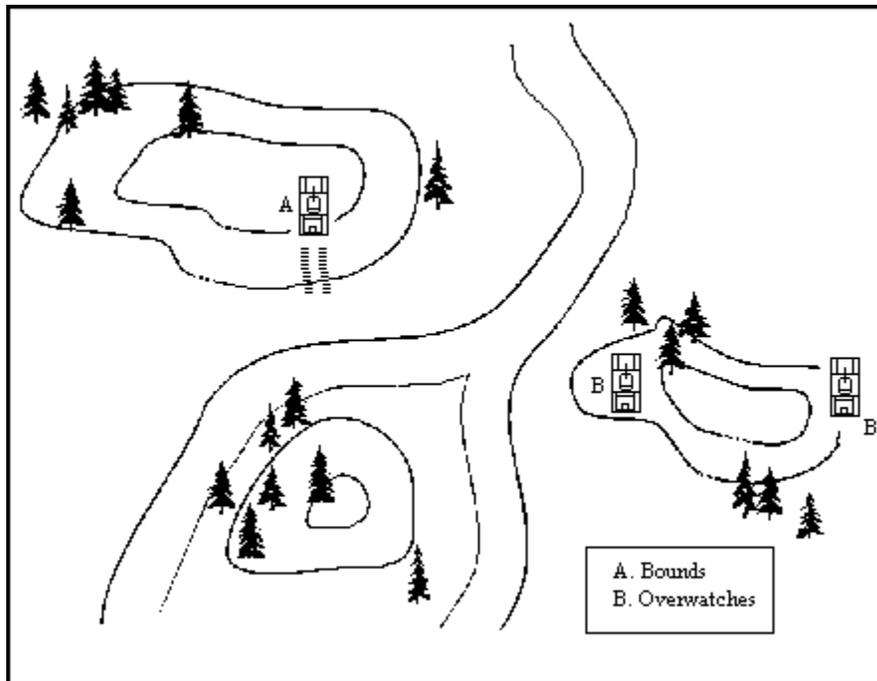
**Traveling Overwatch.** The traveling overwatch method of movement is used when contact with the enemy is possible and speed is desirable. The lead element moves continuously along the best, covered and concealed routes for protection from possible enemy observation and direct fire. The trail element moves at variable speeds, continuously overwatching. It normally maintains contact with the lead element and may stop periodically for better observation. The trail element tries to stay one terrain feature behind the lead element but close enough to provide immediate suppressive fire and to maneuver for support. However, it remains far enough to the rear to avoid contact with the same enemy force that is engaging the lead element. This technique, with WEAPONS mounted, is depicted in the figure below.



**Figure 3.2. Traveling Overwatch Formation**

**Bounding Overwatch.** When contact with the enemy is expected, they select the bounding overwatch method of movement. It is the slowest, but safest method of movement. In bounding overwatch, the trail element occupies a good covered and concealed position to overwatch the lead elements. While one element moves, another is always stopped in position to overwatch the

bounding element. Although bounding overwatch is used when enemy contact is expected, it should always be used when time is available regardless of the likelihood of enemy contact. It provides for immediate, direct suppressive fire on an enemy force that engages the bounding element with direct fire. A three-vehicle squad uses the bounding overwatch by advancing the lead element to a point (A) where they can support the advance of the overwatch elements (B). On signal, the overwatch elements moves forward to a position abreast of the lead element (second move) and halts. During its move, it is overwatched by the lead element. The lead element then move forward, secured by overwatch elements. Maximum use is made of folds of the earth and concealment to mask movement from likely enemy positions.



**Figure 3.3. Bounding Overwatch Formation**

## CHECKPOINTS AND ROADBLOCKS

Checkpoints and roadblocks are set up to control the movement of vehicles, personnel, and material and to prevent illegal actions or actions that aid the enemy. They are used to prevent trafficking in contraband and to stop the movement of known or suspected belligerents. Checkpoint and roadblock operations contribute to the commander's information and intelligence collection process. Additionally, they assist friendly forces in detecting and establishing the behavioral patterns of the local populace.

When conducted improperly checkpoints and roadblocks can foster resentment toward US forces. To minimize the negative impact that checkpoints and roadblocks may have by treating local nationals with dignity and respect. Whenever possible checkpoints and roadblocks should be conducted with interpreters, HN police, or other HN authorities.

Checkpoints and roadblocks may become prime targets for threat forces (both traditional and non-traditional). METT-TC determines the level of self-protection needed at a checkpoint or roadblock. Checkpoints and roadblocks must be designed so that potential threat forces are discouraged from attempting to disrupt its operation or try to inflict casualties. Whenever

possible use vehicles to support the dismounted troops operating the checkpoint or roadblock and the security element assigned to protect the site should have an anti-armor capability.

**Checkpoints.** The ROE and use of deadly force must be clearly understood by all personnel participating in checkpoint operation. Use the minimum intrusion and imposition necessary to accomplish the mission and protect the force. Allow for a vehicle escape route and plan to destroy a hostile who uses it. If the checkpoint is completely sealed off, an enemy will have to penetrate it by attempting to run over the barricades. This puts the search team in a position to have to defend its self and fight back.

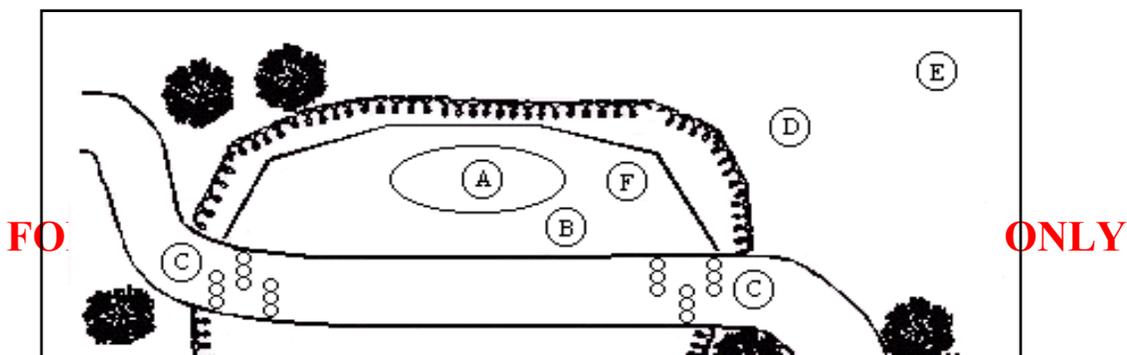
Two types of checkpoints are; deliberate checkpoint and hasty checkpoint.

**Deliberate Checkpoint.** A deliberate checkpoint is a fixed position set up on a main road in a rural or built-up area. It can be classified as either a *heavy* or *light traffic* checkpoint, depending on how much traffic is expected to pass through it. A heavy traffic deliberate checkpoint normally requires more than a squad to operate effectively. A squad can only operate a light traffic checkpoint for a short duration (12 hours or less).

In smaller checkpoint operations, a squad can be organized in a similar fashion. Communications among the different elements should be primarily hand-held portable radios (if available) or wire. However, much of the needed signals at a checkpoint or roadblock can be easily accomplished using arm and hand signals.

A deliberate checkpoint is organized into sections. The physical layout and detail of preparation depend on the amount of traffic that will pass through it and the duration of its operation. Normally, a deliberate checkpoint will require engineer support to construct obstacles, barriers, escape lanes, and possibly fighting positions. All checkpoints consists of:

- Obstacles or barriers.
- Search areas (personnel and vehicle).
- Security overwatch and fighting positions.
- Holding areas.



### Figure 3.4. Deliberate Checkpoint Organization

**Hasty Checkpoint.** Hasty checkpoints are set up to achieve surprise. They are temporary and should be moved often. A squad can use its vehicles as the obstacle to direct traffic. Position the vehicles to partially block the route. Conduct the search in the area between the vehicles. Individual team members are positioned at each end of the checkpoint and are covered by mounted or dismounted automatic weapon positions. Conceal a reaction force (at least one team) nearby to react in case the site is attacked.

To establish hasty checkpoints where they cannot be seen by approaching traffic until it is too late to withdraw. Good locations to set up hasty checkpoints include:

- Bridges
- Defiles
- Highway intersections
- The reverse slope of a hill
- Just beyond a sharp curve

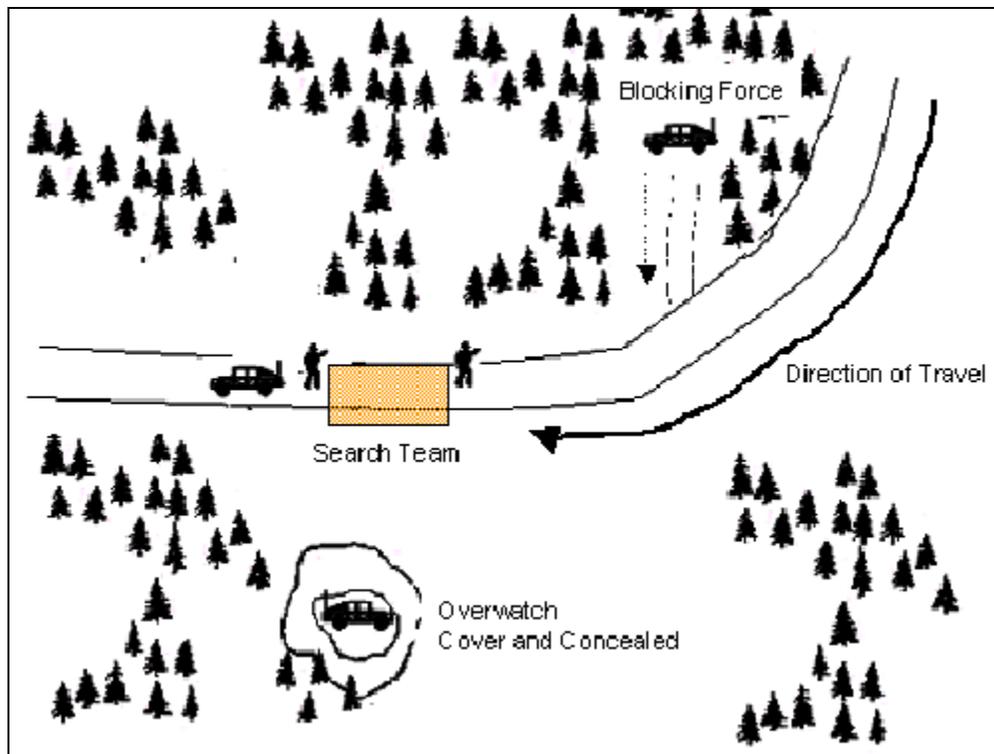


Figure 3.5. Hasty Checkpoint

**Vehicle Searches.** Two members of the search team position themselves at both rear flanks of the vehicle undergoing a search, putting the occupants at a disadvantage. These soldiers maintain eye contact with the occupants once they exit the vehicle and react to any threat attempts by the occupants during the vehicle search.

Normally, two individuals armed with pistols only conduct the actual search. One conducts interior searches and the other performs exterior searches. Occupants are instructed to exit the vehicle during the interior search. The driver is instructed to watch the vehicle search. Once the interior search is complete the driver is escorted to the hood of the vehicle and instructed to open it. Once the engine compartment has been examined the driver is instructed to open other outside compartments (tool boxes, gas caps, trunks, etc). The driver should remove any loose items that are not attached to the vehicle for inspection. Members of the search team rotate positions to allow for mental breaks.

Use MWD teams, mirrors, and metal detectors to thoroughly search each vehicle for weapons, explosives, ammunition, and other contraband. Depending on the threat level, the vehicle search area should provide blast protection for the surrounding area.

**Additional Checkpoint Considerations.** Vital to the success of checkpoint operations is the effective use of all task organization elements. Roles and responsibilities must be well defined and rehearsed. Additional considerations when conducting checkpoint operations include:

- Determine if it is necessary to apprehend or detain those who see the checkpoint ahead and turn around to avoid it. If it is, have HN police be responsible for this mission, if they

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are available. If they are not available, it may be necessary to position a respond force close to the approach route to block or detain vehicles that try to avoid the operation.

- Clear and maintain control of all buildings and terrain that dominate the checkpoint.
- Stay alert for any change of scenery around the checkpoint. A parked car that wasn't there before, crowds gathering for no apparent reason, or the media waiting for an event are all indicators that something may be happening.
- Use artificial illumination for night operations. Make sure it is redundant or the enemy can quickly neutralize it. Arrange the lighting to keep those passing through the checkpoint in the light and our forces in the shadows as much as possible.

If Host Nation personnel are used to assist, make sure they do not represent a national, ethnic, or religious group of faction feared and hated by the majority of the local population.

Avoid setting patterns. Move the checkpoint location and change the method of operation at random.

Security Forces can gain valuable police, criminal, and combat information while operating checkpoints. They use a checklist to standardize the information collection effort. The checklist should include:

- Number and type of vehicles stopped. Report identifying markings, license plate number, and any signs displayed on the vehicle.
- Number of passengers in the vehicle. Report nationality, age, and sex mix of passengers.
- Type and quantity of cargo.
- Point of origination and destination of vehicle.
- Stated reason for travel by passengers.
- Description of arms, ammunition, explosives, and sensitive items found and confiscated from the vehicle.
- Possible or actual sightings of weapons, explosives, or threat forces by the passengers.
- Condition of passengers (general health, dress, attitude).
- Anything unusual reported by the passengers.

**Roadblocks.** Roadblocks are set up to stop, slow, or limit movement of vehicles along a route. They also are used to limit access to certain areas or roads. A roadblock can be established separate from a checkpoint or used to channel vehicles and personnel to a checkpoint.

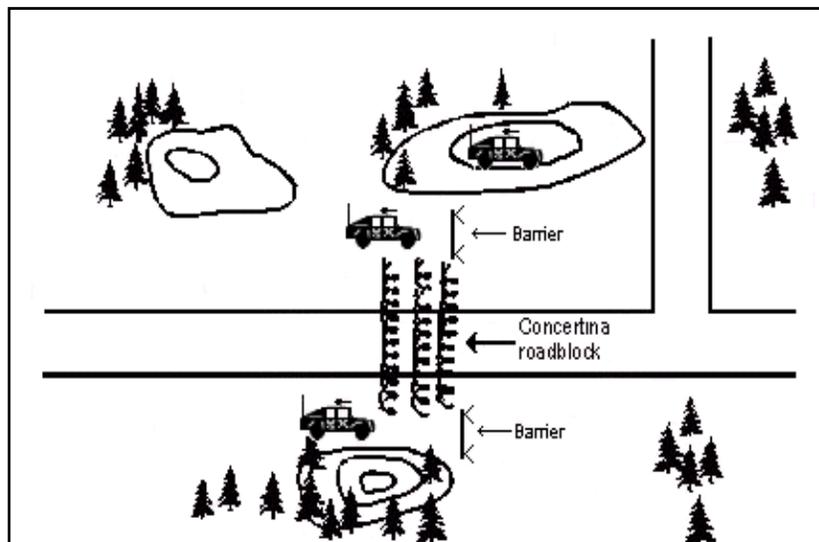
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Security Forces use their vehicles with concertina wire, barbed wire, and warning signs as the roadblock. If available, armored vehicles make excellent roadblocks. Place a roadblock where unauthorized vehicles or enemy personnel cannot bypass it. If possible, position it so obstacles like cliffs, swamps, or rivers restrict movement to its flanks or around it. Build man-made obstacles to tie in with and reinforce natural obstacles.

When using a roadblock to channel traffic to a checkpoint, place it where drivers cannot see the roadblock until after they have passed all possible turnoffs. When using a roadblock to close off a road, place it at an intersection to let drivers change to another route with little delay.

Select a defensible site for the roadblock. Cover the roadblock with automatic weapons. Make sure defensive positions:

- Include a fighting position for the crew-served weapon to provide overwatch for the roadblock.
- Have fields of fire that cover the approaches to the roadblock to keep it from being breached.
- Are not accessible to an attacker and provide cover and concealment.
- Are placed at an intersection to let drivers change to another route with little delay.
- Are placed near an area where drivers can turn their vehicles around easily.



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### Figure 3.6. Roadblocks

**Mounted Patrol/Raids.** Security Forces may be called upon to conduct a mounted raid to destroy the enemy, capture personnel and/or equipment or liberate friendly personnel. Examples of a raid mission are an assault on a small enemy patrol base, LP/OP, or an assault on an enemy weapons, ammunition or equipment cache. To be successful, a raid requires the elements of surprise and violence, and we must be able to mass and concentrate fires at critical points to suppress the enemy. A raid patrol is normally conducted at flight level but can be performed by a squad in limited circumstances. A raid patrol is comprised of three elements: the security element, the support element and the assault element. Because the area that the SF operates in is the so-called “rear area”, the ground we fight on is our terrain (friendly controlled); therefore, a separate security element may be unnecessary or scaled down based on METT-TC.

The security element provides flank security for the assault and support elements by blocking avenues of approach and isolating the objective, preventing enemy escape and reinforcement. Additionally, if any equipment is left at the ORP, the security element must leave a detachment at the ORP to safeguard the equipment during the conduct of the assault. The support element (normally the Maneuver Support Team Leader) provides suppressive fire on the objective while the assault element is enroute to and from the objective. The assault element (Squad Leader) should form the bulk of the assaults element in order to destroy or capture the enemy/equipment on the objective.

Always attempt to keep the support elements mounted (simply for the overwhelming firepower and mobility), however, we must not jeopardize the mission in the process. The squad leader must exercise sound decision-making principals when developing the plan (remember surprise, violence, and concentrated fires).

## Chapter 4

### SQUAD OPERATIONS IN AN URBAN ENVIRONMENT

#### URBAN COMBAT SKILLS

*Successful combat operations in urban areas depend on the proper employment of the rifle squad. Each member must be skilled in moving, entering buildings, clearing rooms, employing hand grenades, selecting and using fighting positions, navigating in urban areas, and camouflage.*

**MOVEMENT.** Movement in urban areas is the first fundamental skill the defender must master. Movement techniques must be practiced until they become habitual. To reduce exposure to enemy fire, the defender avoids open areas, avoids silhouetting himself, and selects his next covered position before movement.

**Crossing Open Areas.** Open areas, such as streets, alleys, and parks, should be avoided. They are natural kill zones for enemy crew-served weapons or snipers. They can be crossed safely if the individual or small-unit leader applies certain fundamentals including using smoke from hand grenades or smoke pots to conceal movement. When employing smoke as an obscurant, keep in mind that thermal sighting systems can see through smoke. Also, when smoke has been thrown in an open area, the enemy may choose to engage with suppressive fires into the smoke cloud.

Before moving to another position, the defender makes a visual reconnaissance, selects the position offering the best cover and concealment, and determines the route he takes to get to that position.

Personnel develop a plan for their own movement. They run the shortest distance between buildings and moves along the far building to the next position, reducing the time he is exposed to enemy fire.

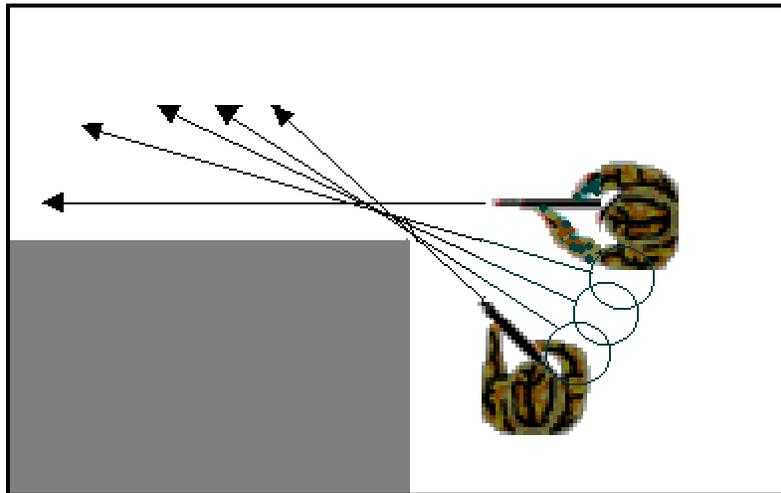
**Movement Parallel To Buildings.** Personnel may not always be able to use the inside of buildings as routes of advance and must move on the outside of the buildings. Smoke, suppressive fires, and cover and concealment should be used to hide movement. The defender moves parallel to the side of the building (maintaining at least 12 inches of separation between himself and the wall to avoid *rabbit rounds*, ricochets and rubbing or bumping the wall), stays in the shadow, presents a low silhouette, and moves rapidly to his next position. If an enemy gunner inside the building fires on a defender, he exposes himself to fire from other squad members providing overwatch. An enemy gunner farther down the street would have difficulty detecting and engaging the defender.

**Movement Past Windows.** Windows present another hazard to the defender. The most common mistakes are exposing the head in a first-floor window and not being aware of basement windows.

When using the correct technique for passing a first-floor window, the defender stays below the window level and near the side of the building. He makes sure he does not silhouette himself in the window. An enemy gunner inside the building would have to expose himself to covering fires if he tried to engage the defender.

The same techniques used in passing first-floor windows are used when passing basement windows. A defender should not walk or run past a basement window, since he presents a good target to an enemy gunner inside the building. The defender should stay close to the wall of the building and step or jump past the window without exposing his legs.

**Movement Around Corners.** The area around a corner must be observed before the defender moves. The most common mistake a defender makes at a corner is allowing his weapon to extend beyond the corner exposing his position (this mistake is known as *flagging* your weapon). He should show his head below the height an enemy defender would expect to see it. The defender lies flat on the ground and does not extend his weapon beyond the corner of the building. He wears his Kevlar helmet and only exposes his head (at ground level) enough to permit observation. Another corner clearing technique that is used when speed is required is the *pie-ing* method. This procedure is done by aiming the weapon beyond the corner into the direction of travel (without flagging) and sidestepping around the corner in a circular fashion with the muzzle as the pivot point.



**Figure 4.1. Pie-ing a corner.**

**Use Of Doorways.** Doorways should not be used as entrances or exits since they are normally covered by enemy fire. If a defender must use a doorway as an exit, he should move quickly to his next position, staying as low as possible to avoid silhouetting himself. Pre-selection of positions, speed, a low silhouette, and the use of covering fires must be emphasized in exiting doorways.

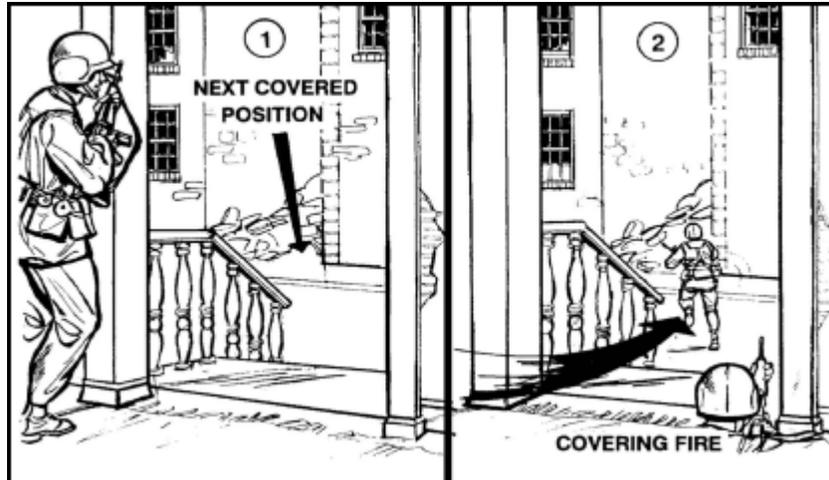


Figure 4.2. Defender exiting a doorway

**FIRE TEAM EMPLOYMENT.** Moving as a fire team from building to building or between buildings presents a large target for enemy fire. When moving from the corner of one building to another, the fire team should move across the open area in a group. Moving from the side of one building to the side of another presents a similar problem and the technique of movement employed is the same. The fire team uses the building as cover. In moving to an adjacent building team members should keep a distance of 3 to 5 meters between themselves and, using a planned signal, make an abrupt flanking movement (on line) across the open area to the next building.



Figure 4.3. Fire Team Movement.

### CLEARING STRUCTURES.

**High Intensity Versus Precision Clearing Techniques.** Precision clearing techniques do not replace other techniques currently being used to clear buildings and rooms during high-intensity combat. Specifically, they do not replace the clearing technique in which a fragmentation or concussion grenade is thrown into a room before the US forces enter. Precision room clearing techniques are used when the tactical situation calls for room-by-room clearing of a relatively

intact building in which enemy combatants and noncombatants may be intermixed. They involve increased risk in order to clear a building methodically, rather than using overwhelming firepower to eliminate or neutralize all its inhabitants.

From a conceptual standpoint, standard high-intensity room clearing drills can be thought of as a deliberate attack. The task is to seize control of the room with the purpose being the neutralization of the enemy in the room. The fragmentation and or concussion grenades can be thought of as the preparatory fires used before the assault. As in a deliberate attack against any objective, the assaulting elements move into position using covered and concealed routes. The preparatory fires (fragmentation and or concussion grenades) are initiated when personnel are as close to the objective as they can get without being injured by the fires. The assault element follows the preparatory fires onto the objective as closely as possible. A rapid, violent assault overwhelms and destroys the enemy force and seizes the objective.

Compared to the deliberate attack represented by high-intensity room clearing techniques, precision room clearing techniques are more conceptually like a reconnaissance in force or perhaps an infiltration attack. During a reconnaissance in force, the friendly unit seeks to determine the enemy's locations, dispositions, strength, and intentions. Once the enemy is located, the friendly force is fully prepared to engage and destroy it, especially if surprise is achieved. The friendly force retains the options of not employing preparatory fires (fragmentation and or concussion grenades) if they are not called for (the enemy is not in the room) or if they are inappropriate (there are noncombatants present also). The attacking unit may choose to create a diversion (use a stun grenade) to momentarily distract the defender while they enter and seize the objective.

The determination of which techniques to employ is up to the leader on the scene and is based on his analysis of the existing METT-TC conditions. The deliberate attack (high-intensity techniques), with its devastating suppressive and preparatory fires, neutralizes everyone in the room and is less dangerous to the assaulting troops. The reconnaissance in force (precision techniques) conserves ammunition, reduces damage, and minimizes the chance of noncombatant casualties. Unfortunately, even when well executed, it is very stressful and hazardous for friendly troops.

Certain precision room clearing techniques, such as methods of squad and fire team movement, the various firing stances, weapon positioning, and reflexive shooting, are useful for all combat in confined areas. Other techniques, such as entering a room without first neutralizing known enemy occupants by fire or explosives, are appropriate in only some tactical situations.

Generally, if an alerted enemy force that is determined to resist occupies a room or building, and if most or all noncombatants are clear, overwhelming firepower should be employed to avoid friendly casualties. In such a situation, supporting fires, demolitions, and fragmentation grenades should be used to neutralize a space before friendly troops enter.

In some combat situations the use of heavy supporting fires and demolitions would cause unacceptable collateral damage or would unnecessarily slow the unit's movement. In other situations, often during stability and support operations, enemy combatants are so intermixed with noncombatants that US forces cannot, in good conscience, use all available supporting fires.

Room-by-room clearing may be necessary. At such times, precision room clearing techniques are most appropriate.

**Principles of Precision Room Clearing.** Battles that occur at close quarters, such as within a room or hallway, must be planned and executed with care. Units must train, practice, and rehearse precision room clearing techniques until each fire team and squad operates smoothly. Each unit member must understand the principles of precision room clearing: surprise, speed, and controlled violence of action.

**Surprise.** Surprise is the key to a successful assault at close quarters. The fire team or squad clearing the room must achieve surprise, if only for seconds, by deceiving, distracting, or startling the enemy. Sometimes stun grenades may be used to achieve surprise. These are more effective against a non alert, poorly trained enemy than against alert, well-trained forces.

**Speed.** Speed provides a measure of security to the clearing unit. It allows personnel to use the first few vital seconds provided by surprise to their maximum advantage. In precision room clearing, speed is not how fast you enter the room, rather it's how fast the threat is eliminated and the room is cleared.

**Controlled Violence of Action.** Controlled violence of action eliminates or neutralizes the enemy while giving him the least chance of inflicting friendly casualties. It is not limited to the application of firepower only, but also involves a defender mind-set of complete domination. Each of the principles of precision room clearing has a synergistic relationship to the others. Controlled violence coupled with speed increases surprise. Hence, successful surprise allows increased speed.

**Fundamentals of Precision Room Clearing.** The eleven fundamentals of precision room clearing address actions personnel take while moving along confined corridors to the room to be cleared, while preparing to enter the room, during room entry and target engagement, and after contact.

- Move tactically and silently while securing the corridors to the room to be cleared.
- Carry only the minimum amount of equipment. (Rucksacks and loose items carried by personnel tire them, slow their pace, and cause noise.)
- Arrive undetected at the entry to the room in the correct order of entrance, prepared to enter on a single command.
- Enter quickly and dominate the room. Move immediately to positions that allow complete control of the room and provide unobstructed fields of fire.
- Eliminate all enemy in the room by fast, accurate, and discriminating fires.
- Gain and maintain immediate control of the situation and all personnel in the room.

- Confirm whether enemy casualties are wounded or dead. Disarm, segregate, and treat the wounded. Search all enemy casualties.
- Perform a cursory search of the room. Determine if a detailed search is required.
- Evacuate all wounded and any friendly dead.
- Mark the room as cleared using a simple, clearly identifiable marking in accordance with the unit SOP.
- Maintain security and be prepared to react to more enemy contact at any moment. Do not neglect rear security.

### **TECHNIQUES FOR ENTERING BUILDINGS AND CLEARING ROOMS.**

The standard technique used by the three-man fire team when they perform the task, Enter Building/Clear Room. However, ROE may not allow for, nor the enemy situation requires, such aggressive action on the part of the assaulting unit. Based on the aforementioned conditions, commanders may determine to use the following techniques when entering and clearing buildings and rooms.

**Situation.** Operating as part of a larger force (during daylight or darkness), the squad is tasked to participate in clearing a building. The squad leader directs the squad to enter the building or to clear a room. An entry point breach has already been identified, or will be created before initiating the entry.

**Special Considerations.** A leader must consider the task and purpose they have been given and the method they are to use to achieve the desired results.

To seize or gain control of a building may not always require committing troops into the structure or closing with the enemy. The following steps describe effective techniques to be used when training personnel to the toughest possible conditions. These techniques and procedures can be trained, rehearsed, and modified to a specific situation and mission. Before initiating this action the employment of all organic, crew-served, and supporting weapon systems should be directed onto the objective area in order to suppress and neutralize the threat, providing the mission and ROE permit. When conducting urban operations, personnel must be equipped at all times with a night vision device or light source to illuminate the immediate area.

**Required Actions.** The squad leader designates the assault team and identifies the location of the entry point for them. The squad leader positions the follow-on assault team to provide overwatch and supporting fires for the initial assault team. Assault team members move as close to the entry point as possible, using available cover and concealment.

- If an explosive breach or a ballistic breach is to be performed by a supporting element, the assault team remains in a covered position until the breach is made.

They may provide overwatch and fire support for the breaching element if necessary.

- All team members must signal one another that they are ready before the team moves to the entry point.
- Team members avoid the use of verbal signals, which may alert the enemy and remove the element of surprise.
- Assault team members must move quickly from the covered position to the entry point, minimizing the time they are exposed to enemy fire.
- The assault team enters through the breach. Unless a grenade is being thrown prior to entry, the team should avoid stopping outside the point of entry.

**NOTE:** Where enemy forces may be concentrated and the presence of noncombatants is highly unlikely, the assault team can precede their entry by throwing a fragmentation or concussion grenade (structure dependent) into the room, followed by bursts of automatic small-arms fire by the number one man as he enters.

**The first person (rifleman/grenadier),** enters the room and eliminates the immediate threat. He has the option of going left or right, normally moving along the path of least resistance to one of two corners. When using a doorway as the point of entry, the path of least resistance is determined initially based on the way the door opens; if the door opens inward he plans to move away from the hinges. If the door opens outward, he plans to move toward the hinged side. Upon entering, the size of the room, enemy situation, and furniture or other obstacles that hinder or channel movement become factors that influence the number 1 man's direction of movement.

The direction each person moves in should not be preplanned unless the exact room layout is known. Each man should go in a direction opposite the man in front of each person. Every team member must know the sectors and duties of each position. As the first man goes through the entry point, he can usually see into the far corner of the room. He eliminates any immediate threat and continues to move along the wall if possible and to the first corner, where he assumes a position of domination facing into the room.

**The second person (team leader),** entering almost simultaneously with the first, moves in the opposite direction, following the wall and staying out of the center. The second man must clear the entry point, clear the immediate threat area, clear his corner, and move to a dominating position on his side of the room.

**The third person (automatic rifleman)** simply goes opposite of the second man inside the room at least one meter from the entry point and moves to a position that dominates his sector.

Points of domination should not be in front of doors or windows so team members are not silhouetted to the outside of the room. No movement should mask the fire of any of the other team members.

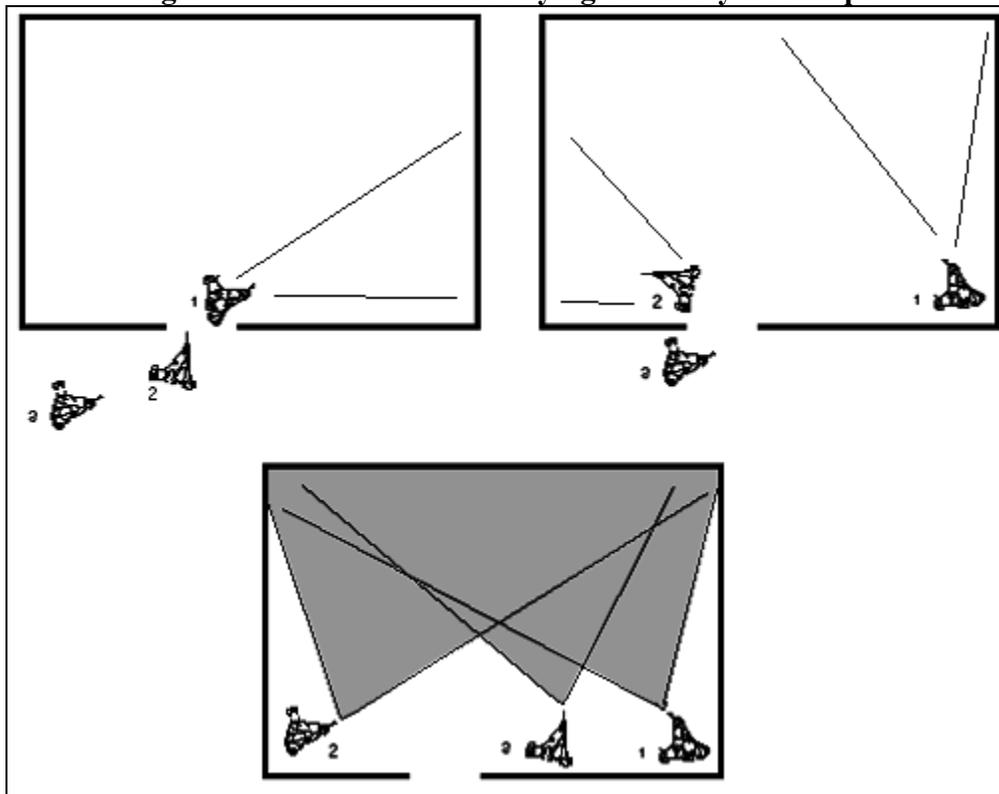
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On order, any member of the assault team may move deeper into the room overwatched by the other team members. Once the room is cleared, the team leader signals to the squad leader that the room has been cleared. The squad reorganizes as necessary.

**Reasons for Modifying the Entry Technique.** Although this technique is an effective procedure for clearing a room, leaders may be required to modify the existing action to meet their current situation. Some example reasons and methods of modifying the technique are shown in the table below.

REASON	METHOD
Objective rooms are consistently small.	Clear with two men.
Shortage of personnel.	Clear in teams of two.
Enemy poses no immediate threat.	One or two men search each room to ensure no enemy or noncombatants are present.
No immediate threat, and speed is of the essence	One man visually searches each room.

**Figure 4.4. Reasons for Modifying the Entry Technique**



**Figure 4.5. Points of domination and sectors of fire (three-person team, center door).**

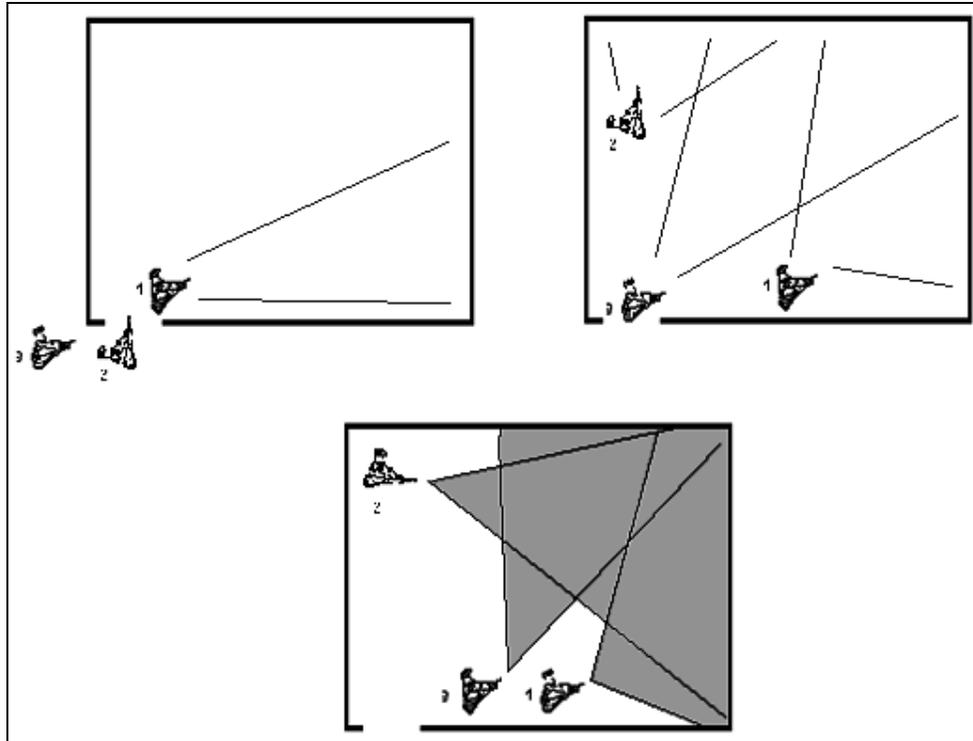


Figure 4.6. Points of domination and sectors of fire (three-person team, corner door).

#### CAUTION

Ricochets are a hazard. All personnel must be aware of the type of wall construction of the room being cleared. The walls of an enclosed room present many right angles. Combined with hard surfaces such as concrete, a bullet may continue to ricochet around a room until its energy is spent. After hitting threat personnel, ball ammunition may pass through the body and ricochet. Body armor and the Kevlar helmet provide some protection from this hazard.

#### MOVEMENT WITHIN A BUILDING.

When operating under precision conditions, movement techniques may be modified based on the room clearing technique being used. The terrain, the enemy situation, visibility, and the likelihood of contact dictate movement techniques.

**Hallway Clearing Techniques.** The clearing team must always be alert. Team members provide security at the breach point and to the rear. Inside buildings they provide security laterally down corridors, and upward if near stairs or landings. The two basic techniques for moving down hallways are shown in Hallway intersections are dangerous areas and should be approached cautiously.

**Serpentine.** The serpentine technique is used in narrow hallways. The number 1 man provides security to the front. His sector of fire includes any enemy personnel who appear at the far end of

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the hall or from any doorways near the end. The number 2 covers the left or right side of the number 1 man. Their sectors of fire include any personnel who appear suddenly from nearby doorways on either side of the hall. The number 3 man, normally carrying the M249, provides rear protection against any enemy personnel suddenly appearing behind the clearing team.

**Rolling T.** The rolling-T technique is used in wide hallways. The number 1 and number 2 men move abreast, covering the opposite side of the hallway from the one they are walking on. The number 3 man provides rear security.

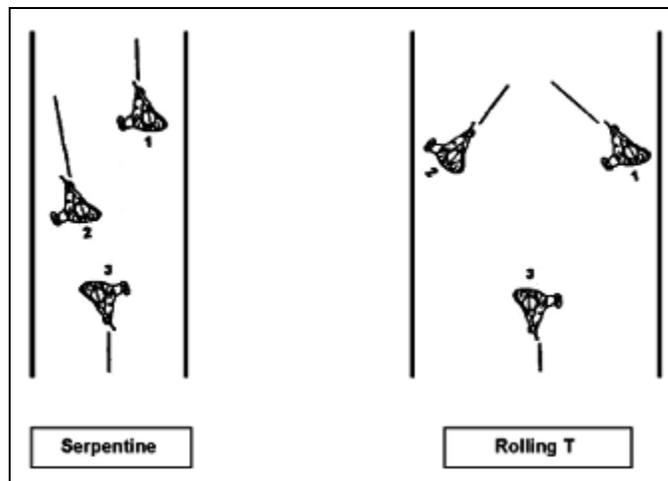


Figure 4.7. Serpentine and Rolling T formations

**Clearing Stairwells and Staircases.** Stairwells and staircases are comparable to doorways in that they create a *fatal funnel*; however, the danger is intensified by the three-dimensional aspect of additional landings. The ability of the squad or team to conduct the movement depends upon which direction they are traveling and the layout of the stairs. Regardless, the clearing technique follows a basic format:

- The leader designates an assault element to clear the stairs.
- The squad or team maintains 360-degree, three-dimensional security in the vicinity of the stairs.
- The squad leader then directs the assault team to locate, mark, bypass and or clear any obstacles or booby traps that may be blocking access to the stairs.
- The assault element moves up (or down) the stairways by using either the two-, three-, or four-man flow technique, providing overwatch up and down the stairs while moving. The three-man variation is preferred.

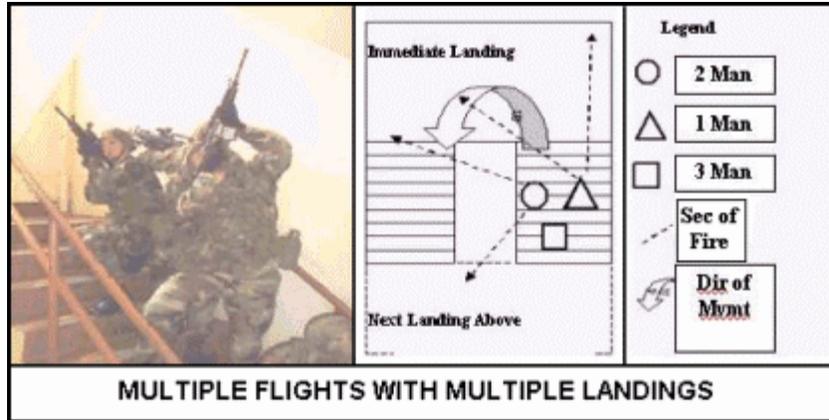


Figure 4.8. Clearing Stairwells and Staircases

## Attachment 1

### GLOSSARY OF REFERENCES AND SUPPORT INFORMATION

#### *References*

FM 3-06.11, COMBINED ARMS OPERATIONS IN URBAN TERRAIN, 28 February 2002

FM 7-8, INFANTRY RIFLE PLATOON AND SQUAD, 22 APR 1992 , CHANGE 1, 1 MARCH 2001

FM 3.19-4, MILITARY POLICE LEADERS' HANDBOOK, 04 MAR 2002 , CHANGE 1, 2 AUGUST 2002

#### *Glossary Of Terms*

**ambush** — A surprise attack by fire from concealed positions on a moving or temporarily halted enemy.

**assault position** — That position between the line of departure and the objective in an attack from which forces assault the objective. Ideally, it is the last covered and concealed position before reaching the objective.

**assembly area (AA)** — 1. An area in which a command is assembled preparatory to further action. 2. In a supply installation, the gross area used for collecting and combining components into complete units, kits, or assemblies.

**attack position** — The last position occupied by the assault echelon before crossing the line of departure.

**avenue of approach (AA)** — An air or ground route of an attacking force of a given size leading to its objective or to key terrain in its path

**axis of advance** — A general route of advance, assigned for purposes of control, which extends toward the enemy. An axis of advance symbol graphically portrays a commander's intention, such as avoidance of built-up areas or envelopment of an enemy force. It follows terrain suitable for the size of the force assigned the axis and is often a road, a group of roads, or a designated series of locations. A commander may maneuver his forces and supporting fires to either side of an axis of advance provided the unit remains oriented on the axis and the objective.

**base** — A grouping of units or activities within a defined, defensible perimeter with specific access control points and traffic control. All units or activities are under operational control of a single commander for security operations..

**base cluster** — A grouping of bases designed to enhance the rear operations commander's span of control. Base clusters do not have a defined single perimeter or established access points for the whole cluster. All bases within the cluster are under operational control of a single commander for security operations.

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**boundary** — 1. A control measure used to define the right, left, rear, and forward limits of an area of operation. 2. A control measure normally drawn along identifiable terrain features and used to delineate areas of tactical responsibility between adjacent units and between higher headquarters to the rear of subordinate units. Within their boundaries, units may maneuver within the overall plan without close coordination with neighboring units unless otherwise restricted. Direct fire may be placed across boundaries on clearly identified enemy targets without prior coordination, provided friendly forces are not endangered. Indirect fire also may be used after prior coordination.

**checkpoint (CP)** — 1. Predetermined point on the ground used to control movement and tactical maneuver. 2. A place where Security Forces are set up to provide information and prevent illegal actions or actions that aid the enemy; this includes inspection of vehicles and cargo

**control measures** — Directives given graphically or orally by a commander to subordinate commands to assign responsibilities, coordinate fires and maneuver, and control combat operations. Each control measure can be portrayed graphically. In general, all control measures should be easily identifiable on the ground. Examples of control measures include boundaries, objectives, coordinating points, contact point, and direction of attack.

**convoy** — A group of vehicles that moves over the same route at the same time and under one commander.

**deception plan** — A military operation conducted to mislead the enemy.

**delaying operation** — Usually conducted when the commander needs time to concentrate, preserve, or withdraw forces; to establish defenses in greater depth; to economize in an area; to cover a defending or withdrawing unit; to protect a friendly unit's flank; or to complete offensive actions elsewhere. In the delay, the destruction of the enemy force is secondary to slowing his advance to gain time.

**direction of attack** — Normally used at battalion and lower levels. Direction of attack is a more restrictive control measure than axis of advance, and units are not free to maneuver off the assigned route. It usually is associated with infantry units conducting night attacks, or units involved in limited visibility operations and in counterattacks.

**escort** — 1. A combatant unit(s) assigned to accompany and protect another force or convoy. 2. Aircraft assigned to protect other aircraft during a mission. 3. An armed guard that accompanies a convoy, a train, prisoners, etc. 4. An armed guard accompanying persons as a mark of honor. (DOD) 5. To convoy. 6. A member of the Armed Forces assigned to accompany, assist, or guide an individual or group, e.g., an escort officer.

**far ambush** — For purposes of this TTP manual only, the definition is: an ambush which is beyond hand grenade range and does not require the convoy/movement element in the kill zone

to halt. (e.g. the road is not blocked or ambush fires are not severe enough to cause elements in the kill zone to stop.)

**fire plan** — A tactical plan for using the weapons of a unit or formation so that their fire will be coordinated.

**fire support plan** — A plan on how indirect fires and target acquisition will be used to support an operation. It should include a portion for each means of fire support involved.

**flank guard** — A security element operating to the flank of a moving or stationary force to protect it from enemy ground observation, direct fire, and surprise attack..

**friendly fire** — In casualty reporting, a casualty circumstance applicable to persons killed in action or wounded in action mistakenly or accidentally by friendly forces actively engaged with the enemy, who are directing fire at a hostile force or what is thought to be a hostile force.

**hasty attack** — Result of a meeting engagement—launched with the forces at hand and with minimum preparation to destroy the enemy before he is able to concentrate or establish a defense.

**Limit of advance (LOA)** — An easily recognized terrain feature beyond which attacking elements will not advance.

**Line of Departure (LD)** — 1. In land warfare, a line designated to coordinate the departure of attack elements. 2. In amphibious warfare, a suitably marked offshore coordinating line to assist assault craft to land on designated beaches at scheduled times.

**METT-TC** *Mission, Enemy, Troops Available, Time, Terrain, Civilian Consideration.*

**OCOKA** *Observation, Cover and Concealment, Obstacles, Key Terrain, Avenues of Approach.*

**objective** — 1. The physical object of the action taken (for example, a definite terrain feature, the seizure or holding of which is essential to the commander's plan, or, the destruction of an enemy force without regard to terrain features). 2. The clearly defined, decisive, and attainable aims which every military operation should be directed towards. 3. The most important decisive points.

**patrol** — A detachment of ground, sea, or air forces sent out for the purpose of gathering information or carrying out a destructive, harassing, mopping-up, or security mission.

**phase line (PL)** — It is usually along a recognizable terrain feature extending across the sector or zone of action. Units normally report crossing PLs, but do not halt unless specifically directed.

**probable line of deployment (PLD)** — A line selected on the ground, usually the last covered and concealed position prior to the objective and forward of the line of departure, where

attacking units deploy prior to beginning an assault; it is generally used under conditions of limited visibility.

**raid** — An operation, usually small scale, involving a swift penetration of hostile territory to secure information, confuse the enemy, or to destroy installations. It ends with a planned withdrawal upon completion of the assigned mission.

**rally point** — An easily identifiable point on the ground at which units can reassemble and reorganize if they become dispersed, or aircrews and passengers can assemble and reorganize following an incident requiring a forced landing.

**Release Point (road) (RP)** — A well-defined point on a route at which the elements composing a column return under the authority of their respective commanders, each one of these elements continuing its movement toward its own appropriate destination.

**Start Point (SP)** — A well-defined point on a route at which a movement of vehicles begins to be under the control of the commander of this movement. It is at this point that the column is formed by the successive passing, at an appointed time, of each of the elements composing the column. In addition to the principal start point of a column there may be secondary start points for its different elements.

**target reference point (TRP)** — An easily recognizable point on the ground (either natural or man-made) used to initiate, distribute, and control fires. TRPs are designated by maneuver leaders from squad through battalion to define battalion, company, flight/squad, section, squad, or individual sectors of fire and observation usually within an engagement area. TRPs can also designate the center of an area where the commander plans to distribute or converge the fires of all his weapons rapidly. TRPs are designated using the standard target symbol and numbers issued by maneuver commanders. Once approved by the fire support coordinator, TRPs can be designated as indirect fire targets using the standard target symbol with letters and numbers issued by the fire support officer.