

## WEAPONS

### M2HB

- **Description:** The M2 is an air-cooled, recoil-operated, belt fed, automatic crew served weapon that fires from the closed and open bolt position.
- **Weight:** 84 lbs, 128 lbs (w/ tripod)
- **Max Range:** 6764 m
- **Max Effective Ranges:**
  - Area Target: 1830 m
  - Point Target: 1500 m (single shot)
  - Grazing Fire: 700 m
- **Rates of Fire:**
  - Sustained: <40 rpm, 6-9 md burst, 10-15sec int
  - Rapid: >40 rpm, 6-9 md burst, 5-10 sec int
  - Cyclic: 450-550 rpm
- **Muzzle Velocity:** 3050 fps
- **Length:** 65.13 in

### Mk-19 AGL

- **Description:** The Mk-19 is an air-cooled, blow back operated, belt fed, automatic crew served weapon that fires from the open bolt position.
- **Weight:** 78 lbs (w/ feed throat)
- **Max Range:** 2212 m
- **Max Effective Ranges:**
  - Area Target: 2212 m
  - Point Target: 1500 m
- **Rates of Fire:**
  - Sustained: 40 rpm
  - Rapid: 60 rpm
  - Cyclic: 325-375 rpm
- **Muzzle Velocity:** 798 fps
- **Length:** 43.1 in
- **Ammo:**
  - M430 HEDP: 15 m wound, 2 in AP
    - Arms in 18-30 m
  - M383 HE: 15 m wound
    - Arms in 18-36 m
  - M918: Training
  - M922: Dummy

### M240B

- **Description:** The M240B is a 7.62mm, air-cooled, gas-operated, belt fed, medium machine gun that fires from the open bolt position.
- **Weight:** 27.6 lbs
- **Max Range:** 3725 m
- **Max Effective Ranges:**
  - Suppression: 1800 m
  - Area Target: 800 m(bipod)/1100 m(tripod)
  - Point Target: 600 m(bipod)/800 m(tripod)
  - Grazing Fire: 600 m
- **Rates of Fire:**
  - Sustained: 100 rpm/ 6-9 md brst/4-5 sec int/BC-10 min
  - Rapid: 200 rpm/ 10-13 md brst/ 2-3 sec int/ BC-2 min
  - Cyclic: 650-950 rpm/ BC- 1 min
- **Muzzle Velocity:** 2800 fps
- **Tracer Burnout:** 900 m
- **Length:** 49 in
- **Basic Combat Load:** 900-1200 rounds

### M249 SAW

- **Description:** The M249 is a 5.56 mm, air-cooled, gas-operated, belt or magazine fed, automatic weapon that fires from the open bolt position.
- **Weight:** 16.41 lbs
- **Max Range:** 3600 m
- **Max Effective Ranges:**
  - Area Target: 800 m(bipod)/1000 m(tripod)
  - Point Target: 600 m(bipod)/800 m(tripod)
  - Grazing Fire: 600 m
- **Rates of Fire:**
  - Sustained: 50 rpm/ 6-9 md brst/4-5 sec int/BC-10 min
  - Rapid: 100 rpm/ 6-9 md brst/ 2-3 sec int/ BC-2 min
  - Cyclic: 650-850 rpm/ BC- 1 min
- **Basic Combat Load:** 1000 rounds

### M4

- **Description:** The M4 is a 5.56 mm, air-cooled, gas-operated, magazine fed, semiautomatic or three round burst, hand held, shoulder fired weapon that fires from the closed bolt position.
- **Weight:** 6.49 lbs (unloaded) / 7.5 lbs (loaded)
- **Max Range:** 3600 m
- **Max Effective Ranges:**
  - Point Target: 500 m
  - Area Target: 600 m
- **Rates of Fire:**
  - Sustained: 12-15 rpm
  - Rapid: 45 rpm
  - 3 Round Burst: 90 rpm
  - Cyclic: 700-900 rpm
- **Barrel Rifling:** 1 right hand twist every 7 inches
- **Length:** 29.75 in (closed)/ 33 in (fully extended)
- **Basic Combat Load:** 210 rounds (7 magazines)

### M203/M320

- **Weight (M203):** 3 lbs (unloaded)/3.5 (loaded)
- **Weight (M320):** 5 lbs (mounted)/7 lbs (stand alone)
- **Max Range:** 400 m
- **Max Effective Ranges:**
  - Area Target: 350 m
  - Point Target: 150 m
- **Arming Distance:** 14-38 m
- **Rate of Fire:** 5-7 rpm
- **Muzzle Velocity (M203):** 250 fps
- **Muzzle Velocity (M320):** 236.22 fps
- **Basic Combat Load:** 36 rounds
- **Ammo:**
  - M433 HEDP: 5 m kill, 14-27 m to arm, 2 in AP
  - M406 HE: 5 m kill, 14-27 m arm
  - M83A1 (white), M661 (Green), M662 (Red): Star Parachute
  - M585: White Star Cluster
  - M713 (Red Smoke), M715 (Green Smoke), M716 (Yellow Smoke) : Ground Marker
  - M781: Practice
  - M651: Tactical CS
  - Buckshot



## 5 MAJOR TERRAIN FEATURES

- Hill
- Valley
- Saddle
- Ridge
- Depression

## 3 MINOR TERRAIN FEATURES

- Cliff
- Draw
- Spur

## 2 SUPPLEMENTARY FEATURES

- Cut
- Fill

## 3 NORTHES

- Grid North
- True North
- Magnetic North

## COLORS OF A MAP

- Brown - Terrain/contour lines
- Blue - Water
- Black - Man made features
- Red - Major roads, built up areas
- Green - Vegetation
- Red-Brown - Contour lines on red light readable maps

## SPORTS (IMMEDIATE ACTION)

- S - Slap Magazine
- P - Pull Charging Handle
- O - Observe Ejection
- R - Release Charging Handle
- T - Tap Forward Assist
- S - Squeeze Trigger

## POPS (IMMEDIATE ACTION)

- P - Pull Charging Handle
- O - Observe Round/Link
- P - Push Charging Handle Forward
- S - Squeeze Trigger

## EMT

- Low Crawl
- High Crawl
- 3-5 Second Rush

## MOVEMENT TECHNIQUES

1. Traveling: Enemy unlikely
2. Traveling Overwatch: Enemy Possible
3. Bounding Overwatch: Enemy expected
  - a. Alternate Bounds
  - b. Successive Bounds

## PIR

- Priority
- Intelligence
- Requirements

## 2 TYPES OF PATROLS

1. Combat
  - a. Raid
  - b. Ambush
  - c. Security
2. Recon
  - a. Area
  - b. Route
  - c. Zone
  - d. Point
  - e. Tracking
  - f. Contact
  - g. Presence

## 5 PRINCIPLES OF PATROLING

1. Planning
2. Recon
3. Security
4. Control
5. Common Sense

## SLLS

- Stop
- Look
- Listen
- Smell

## 8 BATTLE DRILLS

1. Platoon Attack
  - 1a. Squad Attack
2. Break Contact
3. React to Contact
4. React to Ambush
5. Knock out Bunker
6. Enter Building/Clear Room
7. Enter/Clear Trench
8. Breach a Mine/Wire Obstacle

## 8 TROOP LEADING PROCEDURES

1. Receive the Mission
2. Issue the Warning Order
3. Make a tentative plan
4. Initiate movement
5. Conduct recon
6. Complete the plan
7. Issue the complete order
8. Supervise and refine

## 5 PRINCIPLES OF MOUT

1. Surprise
2. Speed
3. Simplicity
4. Security
5. Violence of Action

## 5 S's OF EPW HANDLING

1. Search
2. Silence
3. Segregate
4. Safeguard
5. Speed

## 5 C's OF ENCOUNTERING IED's

1. Confirm
2. Clear (5-25)/(300m)
3. Call
4. Cordon
5. Control

## OCOKA

- Observation and fields of fire
- Cover and Concealment
- Obstacles
- Key terrain features
- Avenues of approach

## METT-TC

- Mission
- Enemy
- Terrain (OCOKA)
- Troops
- Time
- Civilians

## 5 PARAGRAPHS OF AN OP ORDER

1. Situation
2. Mission
3. Execution
4. Service/Support
5. Command/signal

## SALUTE REPORT

- Size
- Activity
- Location
- Unit/Uniform
- Time
- Equipment

## LACE REPORT

- Liquids
- Ammo
- Casualties
- Equipment

## 5 POINT CONTINGENCY PLAN (GOTWA)

- G: Where leader is Going
- O: Others leader is taking with him
- T: Time leader is expected to return
- W: What to do if leader doesn't return on time
- A: Actions on contact for you and me

## 3 TYPES OF COMBAT ORDERS

1. Warning Order
2. Operation Order
3. Fragmentary Order

## 3 D's

1. Distance
2. Direction
3. Description

## 7 PRINCIPLES OF RECON

1. Ensure continuous reconnaissance.
2. Do not keep reconnaissance assets in reserve.
3. Orient on the reconnaissance objective.
4. Report all information rapidly and accurately.
5. Retain freedom of maneuver
6. Gain and maintain enemy contact with the smallest element possible.
7. Develop the situation.