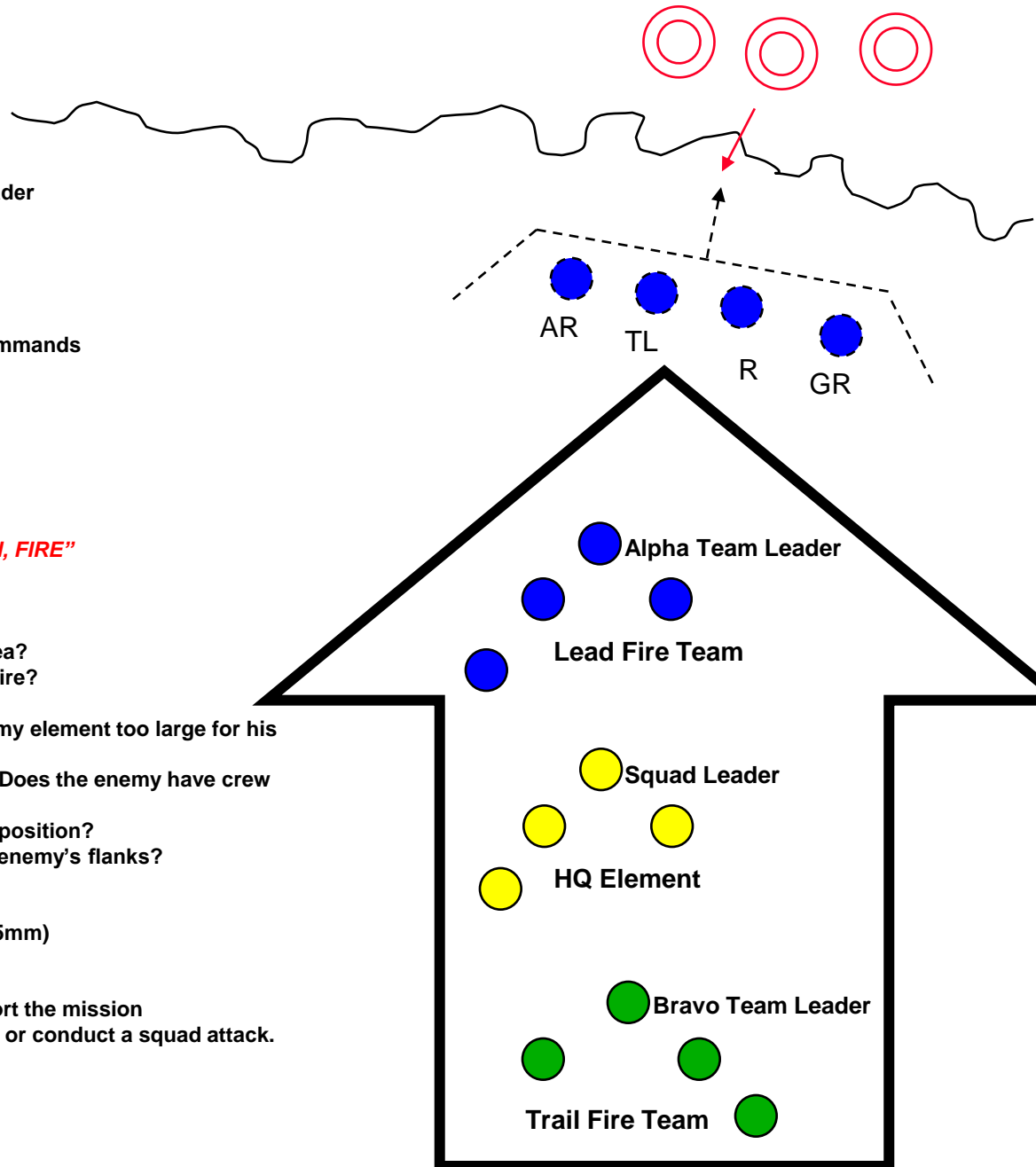


# REACT TO CONTACT

*“A Battle Drill is a collective action rapidly executed without applying a deliberate decision making process.”*



1. Initial Contact with the Enemy
2. Return Fire, Seek Cover, Report 3-D's to Squad Leader

*“3 enemy small arms, 12o'clock, 50 meters.”*

3. Team Leader maintain contact visually and orally
4. Team online and engage
5. Gain and maintain fire superiority by using Fire Commands
  - a. ALERT
  - b. DIRECTION
  - c. DESCRIPTION
  - d. RANGE
  - e. RATE OF FIRE
  - f. COMMAND & CONTROL

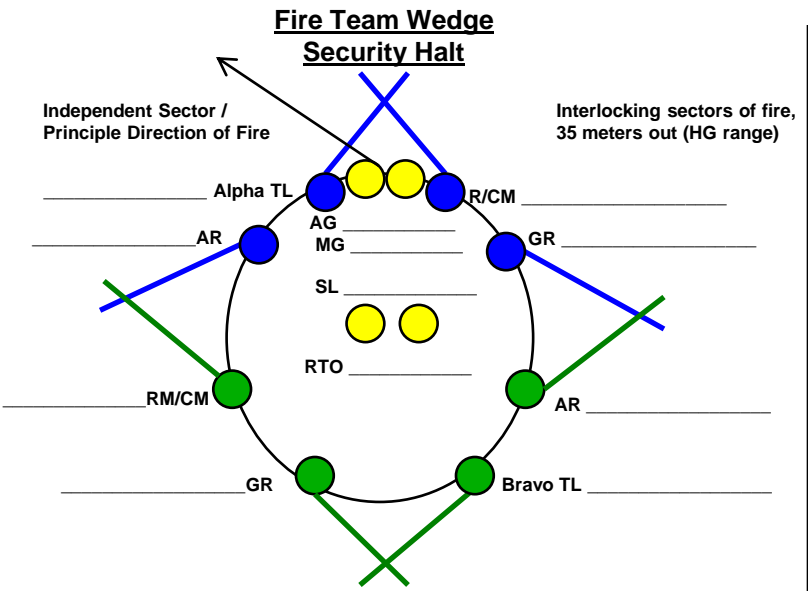
*“Saw Gunner, 12 o'clock, 3 enemy, 50 meters, rapid, FIRE”*

6. Search, Fire, Check
7. Squad Leader assesses situation and considers:
  - Can his Squad move out of the engagement area?
  - Can his Squad gain and maintain suppressive fire?
  - What is the actual location of the enemy?
  - What is the size of the enemy force? Is the enemy element too large for his squad to handle?
  - What types of weapons does the enemy have? Does the enemy have crew served weapons?
  - Are there any vulnerable flanks of the enemy's position?
  - Are there covered and concealed routes to the enemy's flanks?
8. Use of indirect fires
  - Priority / availability
  - Type and amount of support (60mm, 81mm, 105mm)
  - Location of enemy in relation to the squad
  - Squad's location on map
  - Danger close, will indirect fires hinder or support the mission
9. Squad Leader determines whether to break contact or conduct a squad attack.

# Formations and Order of Movement

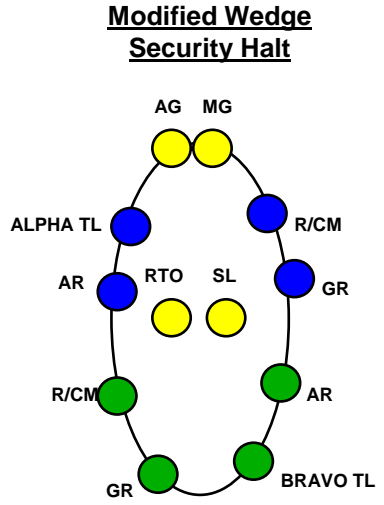
## Fire Team Wedge Movement Formation

1. Fighting Formation
2. Lead Fire Team, HQ Element, Trail Fire Team
3. MG Placement
4. Leader Positions (Fixed/Unfixed)
5. Equal Distribution of MWE
6. 360 Degree Security
7. Traveling
8. Traveling Over Watch
9. Bounding Over Watch
10. Distances between elements (Veg/Terrain)
11. Visibility



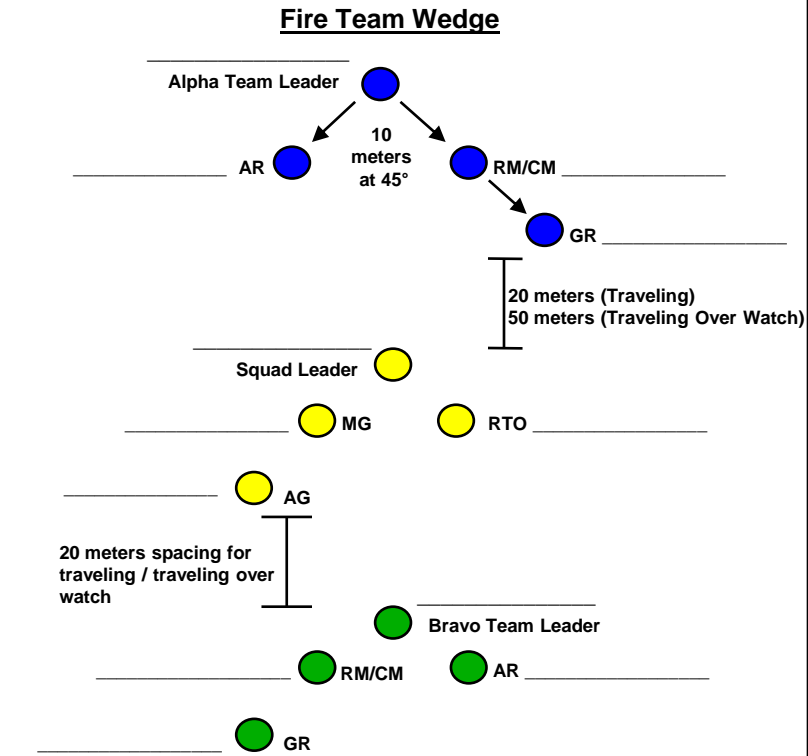
## Modified Wedge Movement Formation

1. Lead Fire Team, HQ Element, Trail Fire Team
2. MG Placement
3. Leader Positions (Fixed/Unfixed)



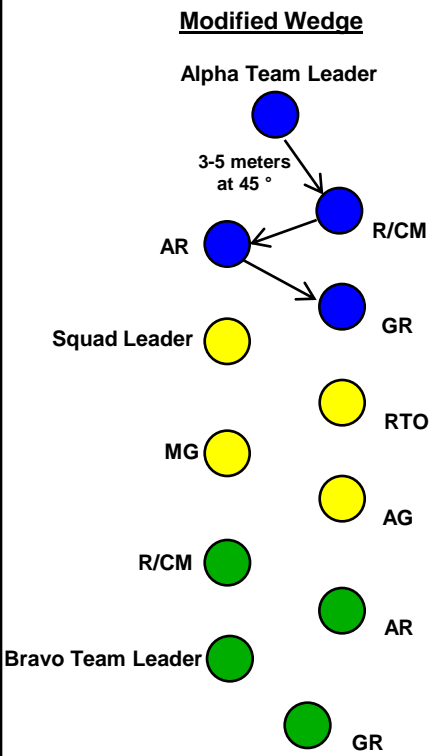
## Actions at the Halt During Good Visibility

1. Lead Fire Team Leader Calls Halt
2. Hand and Arm signal
3. Short Halt Posture
4. Elements Close Gaps
5. MG Placement
6. Squad Leader Call Halt
7. Stop, Look, Listen, Smell
8. Pinpoint/Decision Point
9. Strong Point / Long Halt
10. Disseminate
11. MG Placement
12. Spot-check
13. Prepare to Move



## Actions at the Halt During Limited Visibility

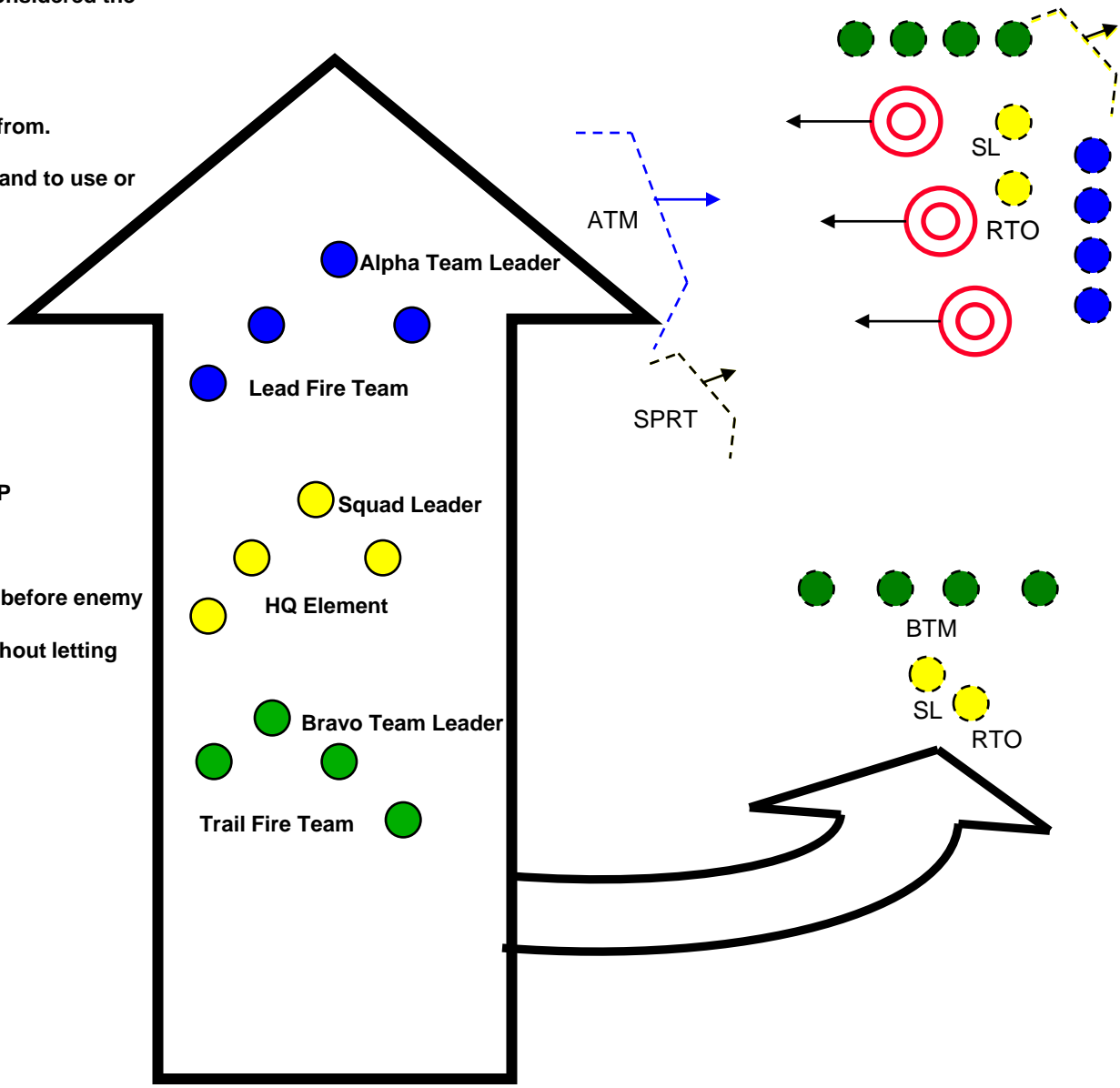
1. Lead Fire Team Leader Calls Halt
2. Squad Leader Call Halt
3. Stop, Look, Listen, Smell
4. Pinpoint/Decision Point
5. Strong Point / Long Halt
6. Disseminate
7. MG Placement
8. Spot-check
9. Prepare to Move
10. Head Count



# SQUAD ATTACK

*"A Battle Drill is a collective action rapidly executed without applying a deliberate decision making process."*

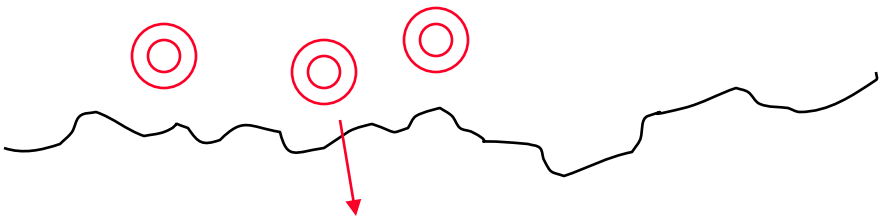
1. Squad reacted to contact, assessed the situation and considered the options outlined in RTC drill.
2. SL assess the enemy's most probable course of action
3. SL tell TL in contact
  - That his fire team is the base of fire
  - What side the assault element is going to flank from.
  - Confirm the signals for lift/shift fire.
  - That the MG is coming up, is under his control, and to use or not.
4. Using the MG
5. SITREP
6. RTO considerations
7. Team online, L/R Limits, lane with identifiable feature, avoid funneling
8. SL Position
9. Battlefield handover
10. Shift/lift fire signals
11. Establish Limit of Advance (LOA)
12. Consolidate and Reorganize
  - 360° Security, ACE, CoC, Key WPNS, Ammo, SITREP
13. Special Team considerations
  - The size of the enemy element he encountered.
  - The overall size of the Objective area.
  - How much time he can remain on the Objective before enemy reinforcements arrive.
  - How many men he can pull off his perimeter without letting security fall.
14. Initial EPW search, Aid & Litter, EPW search, Demo
15. Withdrawal from OBJ
16. Other techniques (Frontal Attack)



# BREAK CONTACT

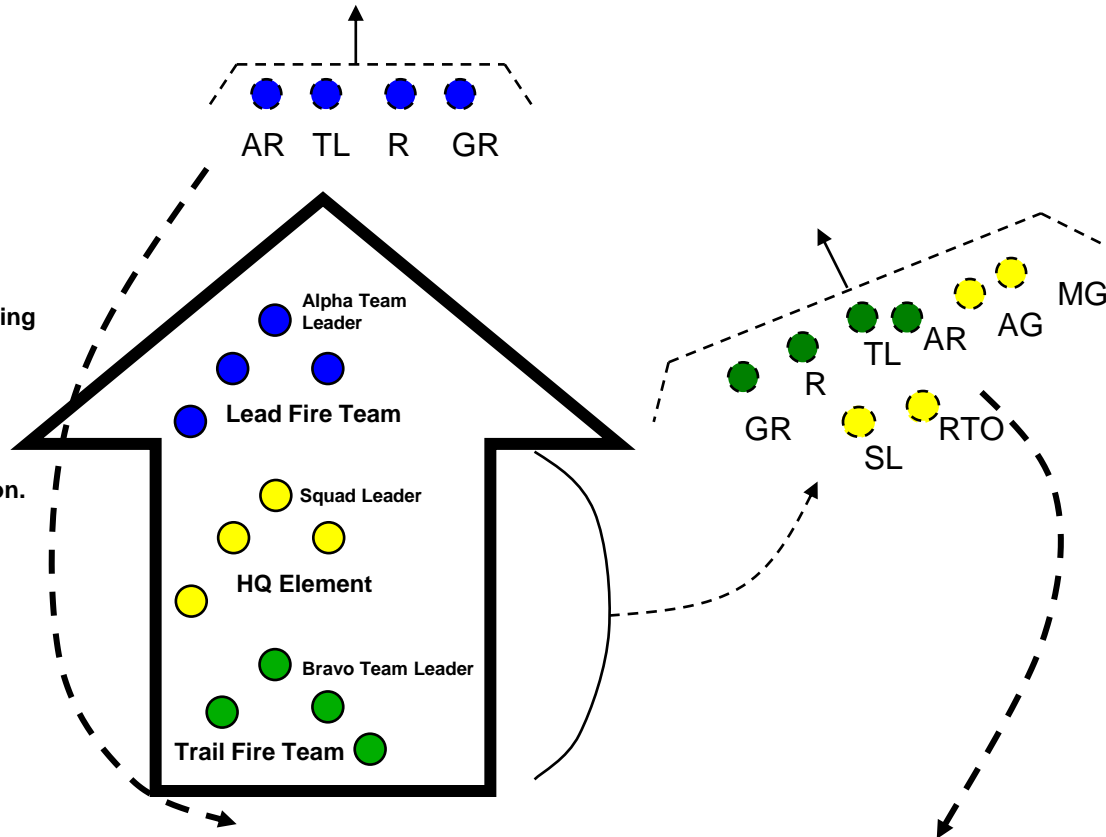
*"A Battle Drill is a collective action rapidly executed without applying a deliberate decision making process."*

- 1 Squad reacted to contact, assessed the situation and considered the options outlined in RTC drill.
2. Reasons why a squad may need to break contact include:
  - The squad is up against a sniper in an unknown location.
  - The squad's mission calls for avoiding contact.
  - The squad is out numbered or in a vulnerable position.
  - The enemy has overwhelming fire power, like a crew served weapon.
4. Based on SL's assessment, he orders the squad to break contact.
5. SL tells lead fire team (team in contact)
  - That his fire team is the initial base of fire
  - To Increase rate of fire
  - SL considers placement of the MG team
6. SL moves to trail fire team (team not in contact); he tells the TL
  - That his fire team is the initial maneuver element
  - Direction, Distance and Identifiable Feature to move to



*"4 o' clock, 100 meters, that big white oak tree/ large rock"*

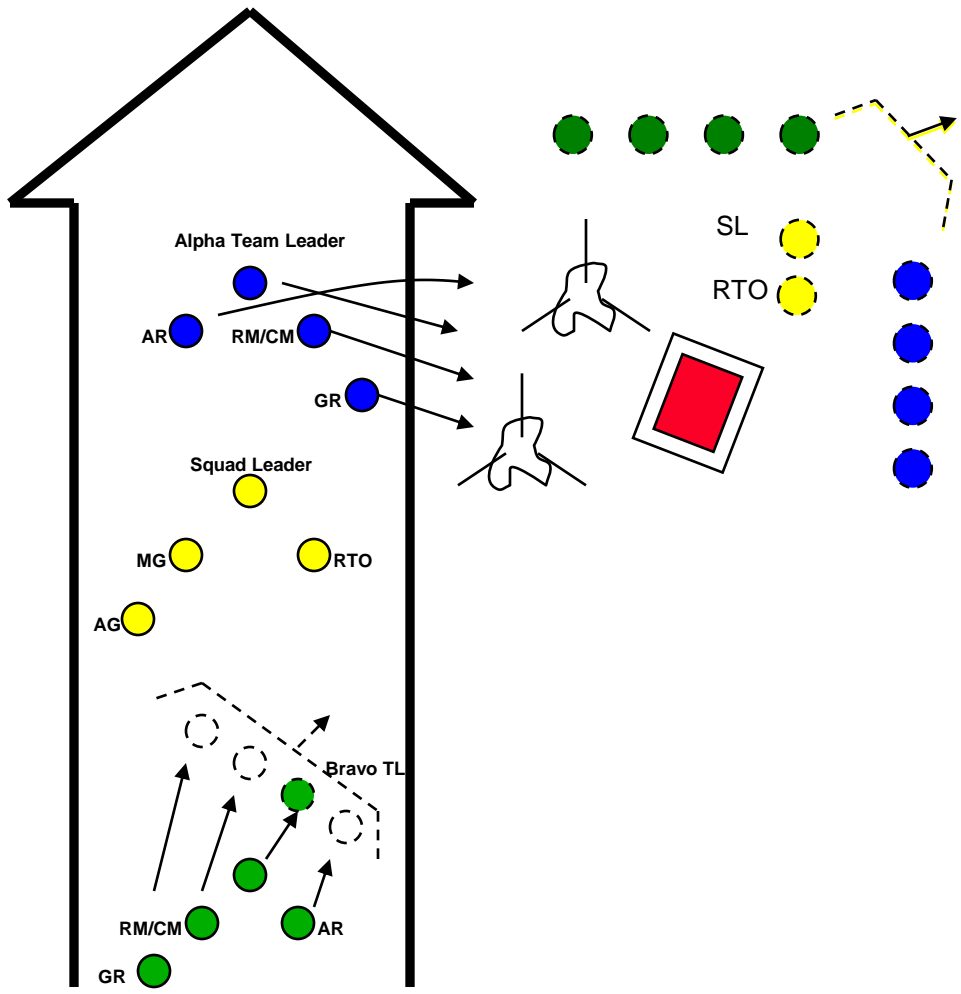
7. SBF Location is positioned for effective use against enemy
8. Use of smoke/hand grenade considerations
9. Team online, L/R Limits, lane with identifiable feature, avoid funneling
10. MG considerations
11. RTO considerations
12. Continue to maneuver until
  - No longer receiving effective fire from the enemy
  - Passes through a higher level of support-by-fire position
  - The squad reaches its assigned location for its next mission.
13. Squad moves 300 meters or a major terrain feature away
14. Consolidate and Reorganize
  - 360° Security, ACE, CoC, Key WPNS, Ammo, SITREP
15. Continue mission



# REACT TO A NEAR/FAR AMBUSH

*“An Ambush is defined as a surprise attack by fire from a concealed position on a moving or temporarily halted target.”*

1. Plan to avoid possible ambush lines
2. Initial Contact with the Enemy, within hand grenade range (≤35 meters)
3. Return Fire, Seek Cover
4. Throw hand grenades, simultaneously to prevent fratricide
5. Continue to suppress/commence assault
6. Shift/lift fire signals
7. Establish Limit of Advance (LOA)
8. Consolidate and Reorganize  
360° Security, ACE, CoC, Key WPNS, Ammo, SITREP
9. Special Team considerations
  - The size of the enemy element he encountered.
  - The overall size of the Objective area.
  - How much time he can remain on the Objective before enemy reinforcements arrive.
  - How many men he can pull off his perimeter without letting security fall.
10. Initial EPW search, Aid & Litter, EPW search, Demo
11. Withdrawal from OBJ
12. Far ambush is contact from more than 35 meters
13. Continue mission

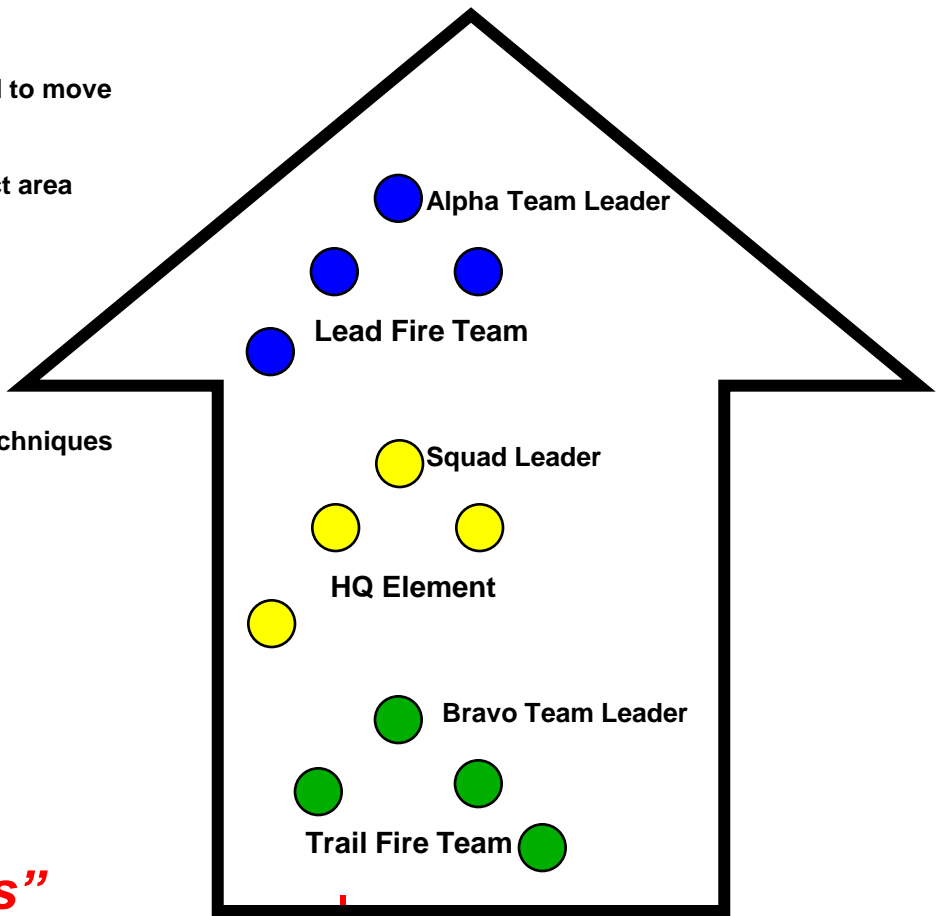


**EXECUTE SQUAD ATTACK OR BREAK CONTACT**

# REACT TO INDIRECT FIRE

*“A Battle Drill is a collective action rapidly executed without applying a deliberate decision making process.”*

1. Squad yells “INCOMING” when initial indirect fire is received.
2. Immediately, get down and seek cover.
3. After rounds impact, SL determines direction and distance for squad to move
4. SL commands **“12 o’clock, 300 meters”**;
5. Squad echoes command and double times in that direction/distance
6. Get into buddy teams and assist all injured Rangers out of the impact area
7. Team Leader maintain contact visually and orally
8. SL determines direction and distance based on
  - The direction of travel.
  - The direction of incoming fire (if known).
  - Possible obstacles and terrain.
  - The enemies most probable course of action (MPCOA).
9. Change direction due to possible FO.
10. SL and TLs maintain control and ensure use of proper movement techniques
11. Move a minimum of 300 meters.
12. Establish security halt
13. Consolidate and reorganize.
  - 360° Security, ACE, CoC, Key WPNS, Ammo, SITREP
14. Continue mission.



**“Incoming!”**

**“12 o’clock, 300 meters”**

# LINK- UP ANNEX

“A link-up is the meeting of friendly ground forces.”



LEDO ACCESS ROAD

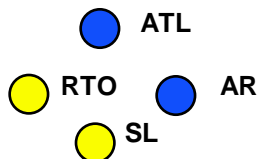
GL \_\_\_\_\_

TF \_\_\_\_\_

## KEY TERMS

- Moving Element
- Stationary Element
- Link-Up (LP)
- Link-Up Rally Point (LURP)
- Link-Up Site (LUS)  
Recon, Identify, Overwatch

Recon/Contact Team  
FOOM

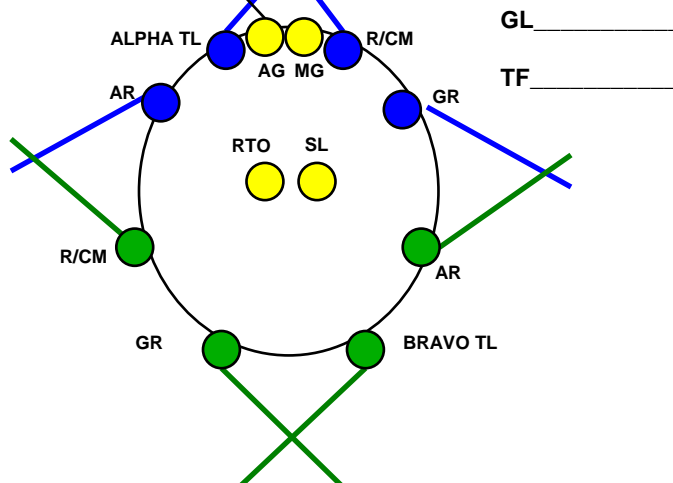


GV 200-400  
LV 100-200

## Fire Team Wedge Security Halt

Independent Sector /  
Principle Direction of Fire

Interlocking sectors of fire,  
35 meters out (HG range)



## Conducting the Link-Up

1. Start/Stop, OPSKED
2. Security Halt
3. SLLS / Pinpoint
4. Strong Point 10, 2, 4, 8, emplace M240B MG
5. Long Halt / Disseminate
6. Recon Team MWE
7. Establish Commo
  - Request Permission
  - Confirm LP location
  - Confirm Markings
8. 5 Point / BTL and ATL (GOTWA)
9. Conduct Recon of LP
10. Brief Route, Markings and Signals
11. SLLS
12. ID Link-Up Point (visual contact)
13. Establish Link-Up
14. Squad Leader and Link-Up Element exchange the following:
  - SL identifies himself
  - SL confirms stationary element identity
  - How long the stationary element will stay
  - Number of personnel SL will return with
  - Time it will take to return with squad
  - Direction you will return from
15. Moving Squad to Link-Up Point
16. OPSKED
17. Actions on Contact/Compromise Plan
  - While SQD is together.
  - If elements are separated from squad
  - While SQD is moving to LP
  - While SQD is with LP element.

Leader	Type of Radio
SL	PRC-148
ATL	PRC-148
BTL	PRC-148
RTO	PRC-119

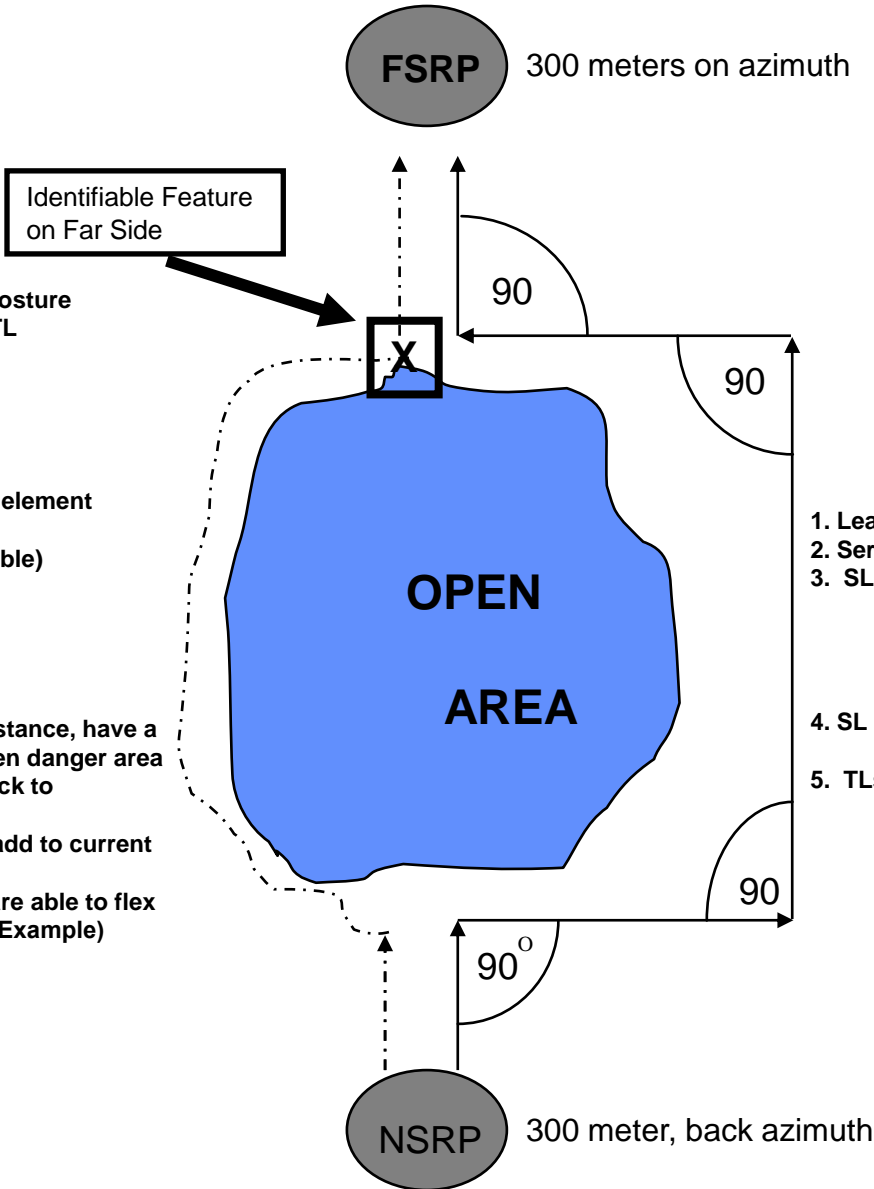
# CROSSING A SMALL OPEN AREA

*"Never plan your route to go through an open danger area."*

1. Route planning considerations
2. Floating rally points
3. Near side rally point (NSRP); 300 back azimuth
4. Far side rally point (NSRP); 300 on azimuth
5. Avoid danger areas
6. Conduct a detailed map study
7. Time factors
  - Have time?
  - Do not have time?
8. Actions at the potential danger area
9. Lead TL gives hand and arm signal to halt
10. Squad assumes 360° security and short halt posture
11. SL spot checks perimeter and moves to lead TL
12. SLLS
13. Pinpoint
14. Recon the potential open danger area
15. SL assesses the situation and considers
  - Is this an open danger area?
  - Does he have enough time to move his element around it?
16. Small open danger areas (two methods available)

Contour

1. Most preferred
2. Must have an identifiable feature, estimate distance, have a covered and conceal route around the open danger area
3. SL and lead TL confirm information, move back to perimeter and disseminate
4. TLs confirm pace count, pace man does not add to current pace.
5. Move out, 25 meters away; team/individuals are able to flex
6. Far side reached; add SL's estimate to pace (Example)
7. Continue mission



Detour Bypass Method

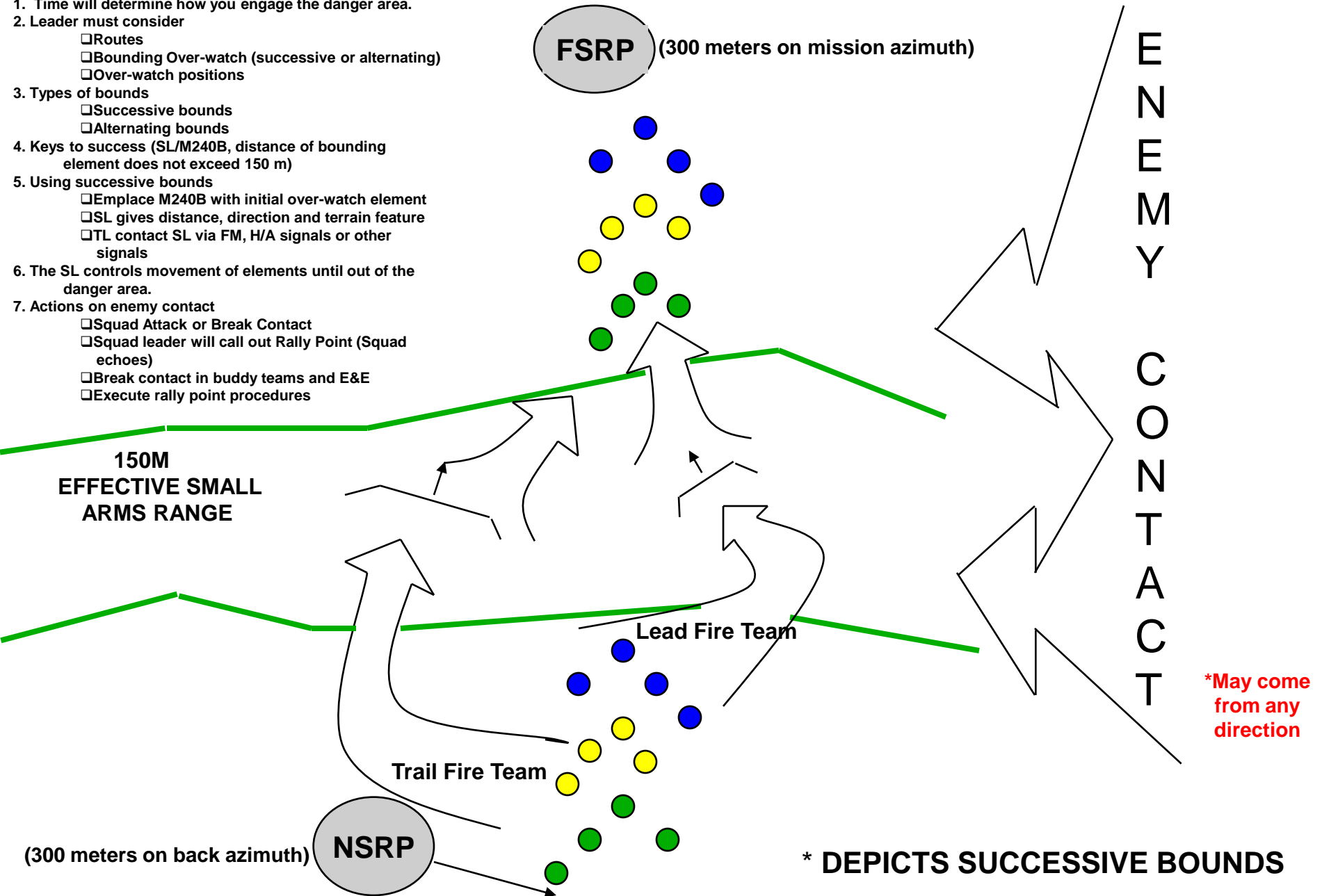
1. Least preferred
2. Series of 90° turns
3. SL and lead TL determine that
  - There is no identifiable feature
  - They cannot see the far side
  - Are under periods of limited visibility
4. SL and lead TL confirm information, move back to perimeter and disseminate
5. TLs confirm pace count, pace man does not add to current pace.



# LARGE OPEN DANGER AREA

*“Never plan your route to go through an open danger area.”*

1. Time will determine how you engage the danger area.
2. Leader must consider
  - Routes
  - Bounding Over-watch (successive or alternating)
  - Over-watch positions
3. Types of bounds
  - Successive bounds
  - Alternating bounds
4. Keys to success (SL/M240B, distance of bounding element does not exceed 150 m)
5. Using successive bounds
  - Emplace M240B with initial over-watch element
  - SL gives distance, direction and terrain feature
  - TL contact SL via FM, H/A signals or other signals
6. The SL controls movement of elements until out of the danger area.
7. Actions on enemy contact
  - Squad Attack or Break Contact
  - Squad leader will call out Rally Point (Squad echoes)
  - Break contact in buddy teams and E&E
  - Execute rally point procedures



\*May come from any direction

\* DEPICTS SUCCESSIVE BOUNDS

# LINEAR DANGER AREA

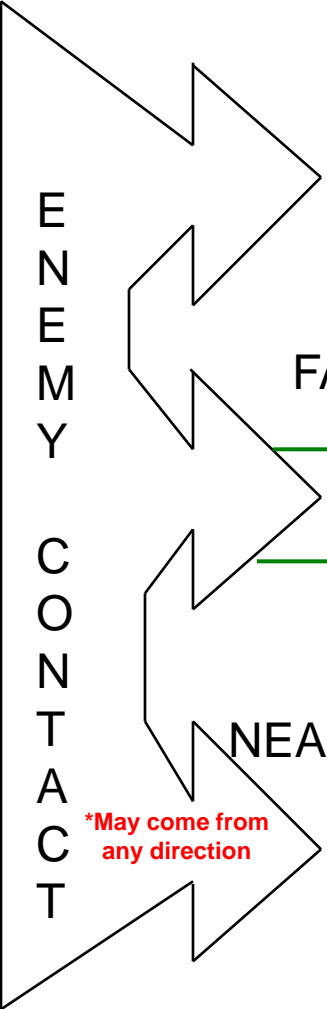
*"A Linear danger area can be defined as a danger area that has a long axis where the enemy can concentrate their fires on your unit as you cross it."*

Farside rally point info for a know LDA

GL \_\_\_\_\_  
TF \_\_\_\_\_  
DIR \_\_\_\_\_  
DIS \_\_\_\_\_

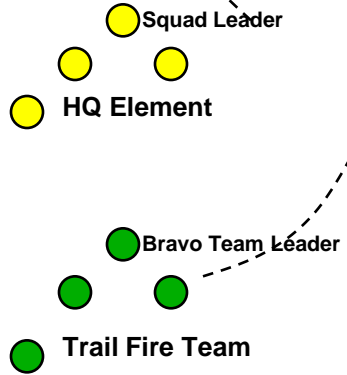
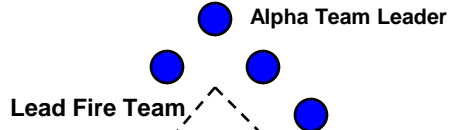


(300 m on mission azimuth)



FARSIDE

NEAR SIDE



GL \_\_\_\_\_  
TF \_\_\_\_\_

ORION ROAD

1. Route planning considerations
2. Known versus Unknown
3. Rally point characteristics (EAAPP)
4. Crossing points (Good / Bad)
5. Man-made LDA
  - Roads
  - Vehicle/Foot trails
  - Railroad tracks
  - Clear cut areas
6. Natural
  - Streams/creeks/riders
  - Erosion ditches
  - Large Game trails
7. Active/Inactive

8. Actions at an LDA
9. Halt
10. 360 degree security
11. SLLS / Pinpoint
12. Recon LDA
13. During recon, SL determines whether LDA is:
  - Man-made or natural
  - Known or unknown
  - Active or inactive
14. SL will also identify a crossing point and suitable location for the left and right flank security elements.
15. Recon element returns and disseminates
16. Emplace flank security
17. Point out crossing points and ensure flank security sees crossing point
18. Trail team with 4 personnel; or with 5 personnel
19. Most casualty producing weapons point out.
20. Emplace security in Short Halt Posture, use tap code
21. Squad crosses LDA
22. Lead fire team clear 50 by 50 meter area
23. Headquarters follows, trail team crosses and breaks down flank security
24. Actions on enemy contact

Nearside rally point info for a know LDA

GL \_\_\_\_\_  
TF \_\_\_\_\_  
DIR \_\_\_\_\_  
DIS \_\_\_\_\_

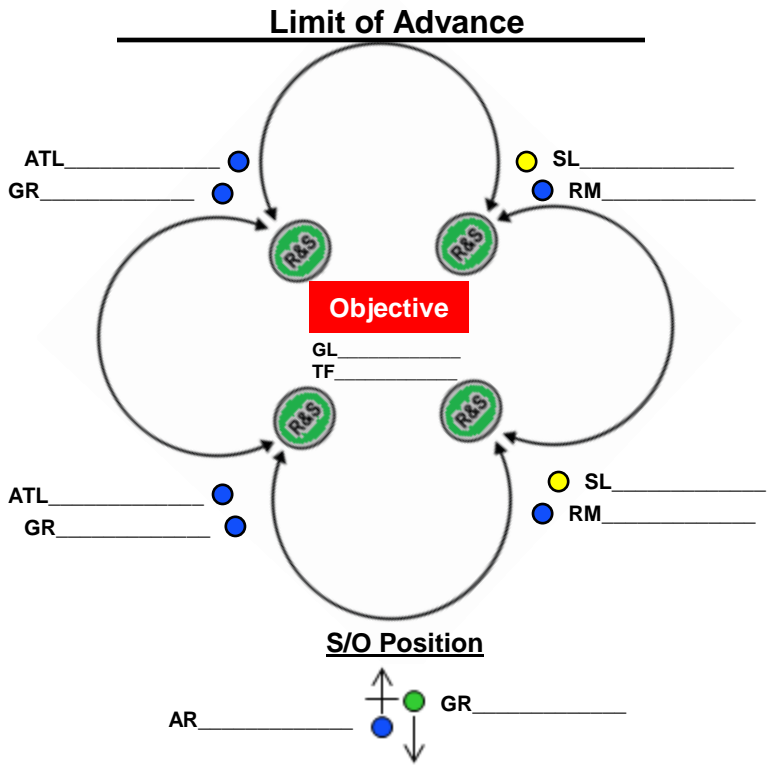


(300 meters on back azimuth)

# AREA RECONNAISSANCE

“Units on reconnaissance operations collect specific information (PIR or IR) based on the instructions from their higher commander.”

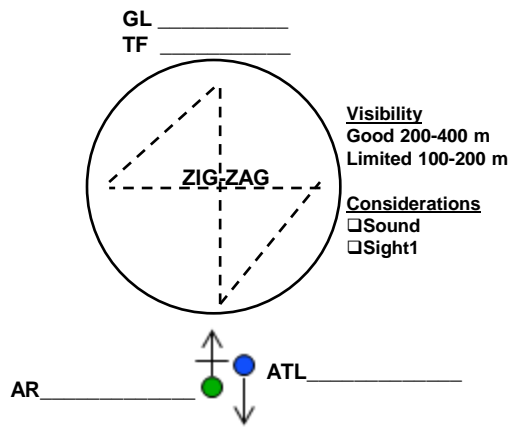
## AREA RECONNAISSANCE CLOVERLEAF METHOD



### Leader's Recon of Objective

- ATL \_\_\_\_\_
- GR \_\_\_\_\_
- SL \_\_\_\_\_
- AR \_\_\_\_\_
- GR \_\_\_\_\_
- RM \_\_\_\_\_

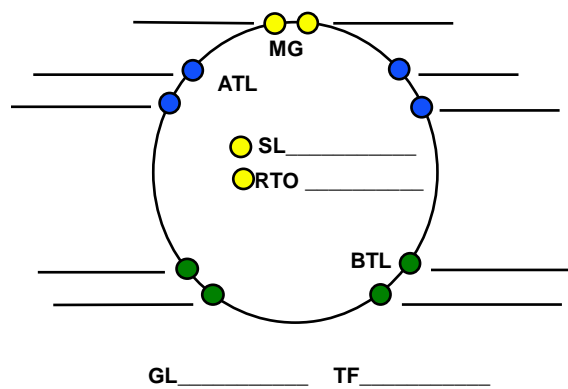
### Clearing the ORP



### Leader's Recon of Objective Rally Point

- ATL \_\_\_\_\_
- RM/CM \_\_\_\_\_
- SL \_\_\_\_\_

### Security Halt



### Conducting the mission

1. Start / Stop
2. Security Halt
3. SLLS / Pinpoint
4. Long Halt / Spot Check
5. 5-Point to BTL and ATL
6. Conduct Recon of ORP
7. Characteristics of an ORP
  - Easily defensible
  - Away from natural lines of drift
  - Away from high speed avenues of approach
  - Provides no value to the enemy
  - Provides the best cover and concealment from ground and air.
8. SLLS
9. Clear, Secure, 5-Point
10. Occupy / Strong Point
11. SLLS / Pinpoint
12. Long Halt / Machine Gun
13. Spot check / OPSKED
14. Prepare MWE / Recon
15. Confirm Route
16. Inspect Recon Team
17. Depart 5-Point to BTL, ATL and S/O
18. Identify Release Point / SLLS
19. Pinpoint Objective
20. Confirm, Change or Abort
21. Emplace S/O, issue 5-Point / Tap Code
22. Actions On the Objective / Conduct Recon
23. Confirm PIR at Release Point
24. Withdrawal and Extract S/O
25. Report: SALUTE / Disseminate
26. Spot Check / Call OPSKED
27. Compromise Plan

# AREA RECONNAISSANCE

*“Units on reconnaissance operations collect specific information (PIR or IR) based on the instructions from their higher commander.”*

## TACTICAL MISSION TASKS OF A RECONNAISSANCE

1. Report
2. Locate
3. Detect
4. Identify
5. Confirm
6. Deny
7. Pinpoint

## PURPOSE

1. The purpose generally supports the commander's purpose and is the same as other Army operations.

## FUNDAMENTALS

1. Obtain Required Information
2. Avoid Detection by the Enemy
  - Minimize movement in the objective area
  - Move no closer to the enemy than necessary
  - If possible, use long range surveillance or night vision devices
  - Use camouflage, stealth, noise and light discipline
  - Minimize radio traffic
3. Employ Security Measures
4. Task Organize

## TASKS OF A RECONNAISSANCE

1. Area Reconnaissance – Patrol collects all available information on PIR and other intelligence not specified in the order for the area. The patrol completes the recon and reports all information by the time specified in the order. The patrol is not compromised.
2. Zone Reconnaissance – Patrol determines all PIR and other intelligence not specified in the order for its assigned zone. The patrol reconnoiters without detection by the enemy. The patrol completes the recon and reports all information by the time specified in the order.

## TASK ORGANIZATION

- R/S 1 – SL and ATM RM  
PRC-148, note / sketch materials, map
- R/S 2 – ATL and GR  
PRC-148, note / sketch materials, map
- S/O – ATM AR and BTM GR  
PRC-148, note / sketch materials, map

\*PRC-119 with RTO at ORP

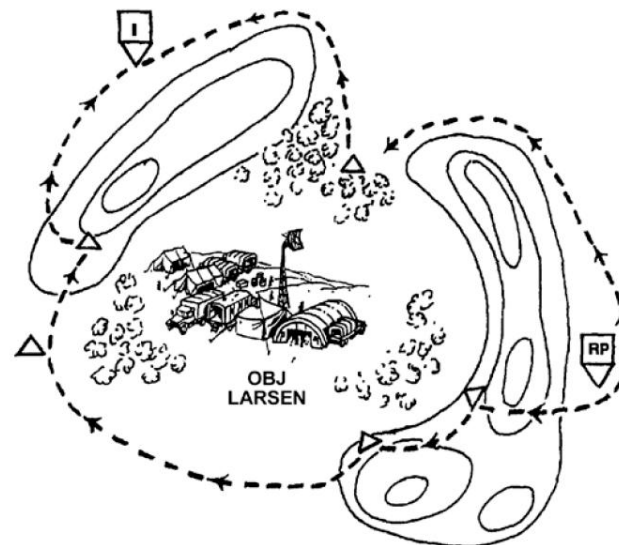
## PLANNING CONSIDERATIONS

- M** What is our mission? Where are we going?
- E** How would the enemy defend? Think like the enemy!
- T** Analyze terrain to the OBJ as well as around OBJ.
- T** Make a timeline. How long to move? How long to recon?
- C** Task Organization
- Civil Considerations. ROE

## REPORTING CRITERIA

- S – Size:** Size of element observed
- A – Activity:** The activities conducted by the observed personnel or vehicle/equipment
- L – Location:** The exact location of the observed personnel/activity (and the direction of travel)
- U – Unit:** Due to the difficulty in ascertaining the unit designation of those observed, the identifying marking on personnel and equipment suffice.
- T – Time and Date:** The time and date of initial observation, and the duration of activity.
- E – Equipment:** Detailed information in reference to uniforms, individual equipment, weapons, vehicles and so on. This information is important in the determination of enemy unit identification, as well as intent.

## AREA RECONNAISSANCE CLOVERLEAF METHOD

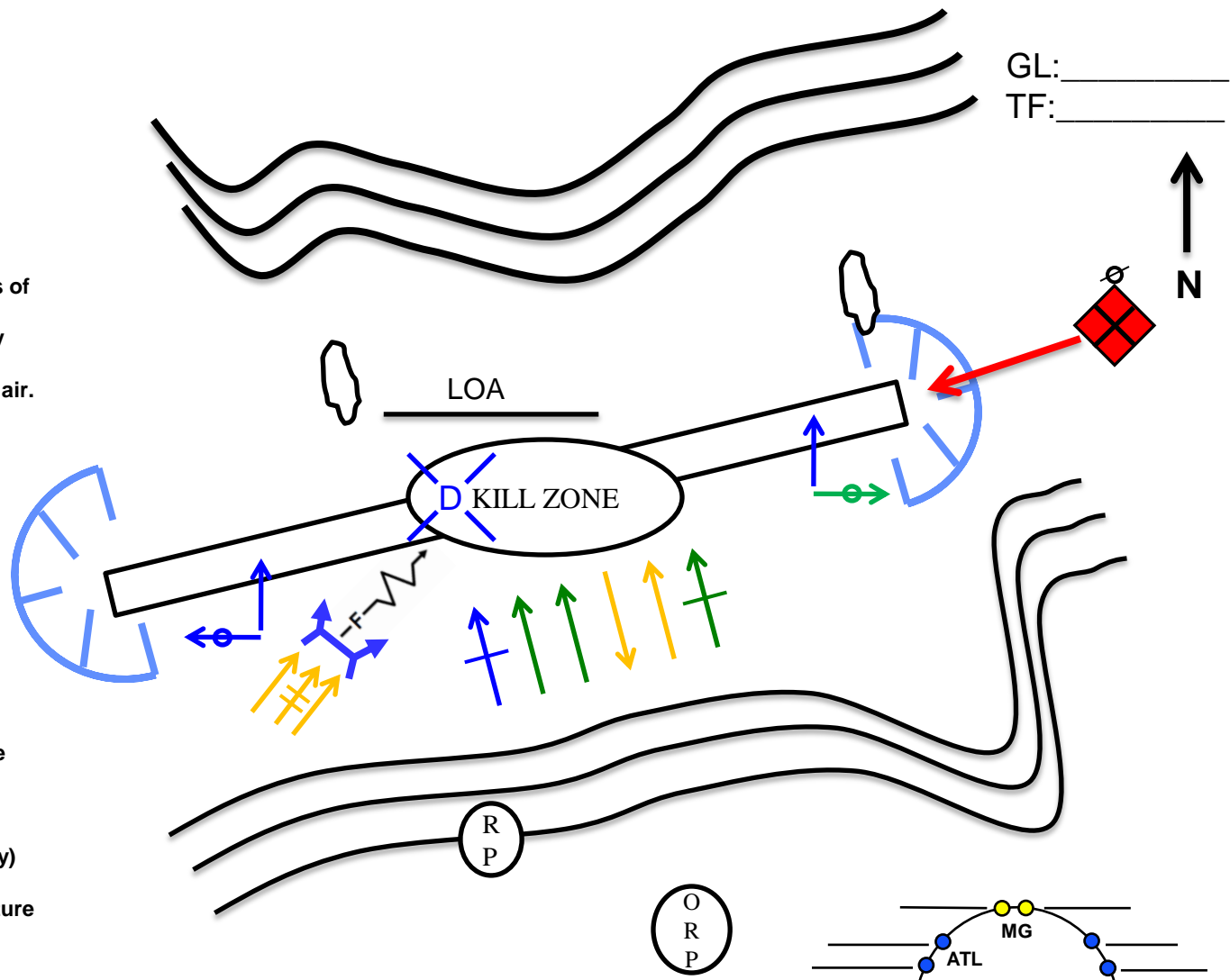


# SQUAD AMBUSH

*“An ambush is a surprise attack from a concealed position on a moving or temporarily halted target.”*

## Conducting the mission

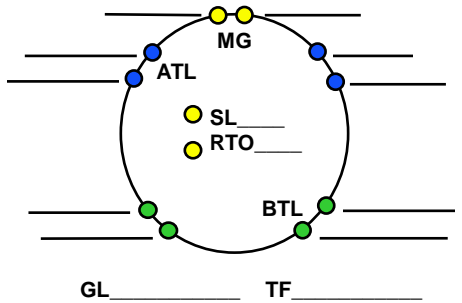
1. Start / Stop
2. Security Halt
3. SLLS / Pinpoint
4. Long Halt / Spot Check
5. 5-Point to BTL and ATL
6. Conduct Recon of ORP
7. Characteristics
  - Easily defendable
  - Away from natural lines of drift
  - Away from high speed avenues of approach
  - Provides no value to the enemy
  - Provides the best cover and concealment from ground and air.
8. SLLS
9. Clear, Secure, 5-Point
10. Occupy / Strong Point
11. SLLS / Pinpoint
12. Long Halt / Machine Gun
13. Spot check / OPSKED
14. Prepare MWE / Recon
15. Confirm Route
16. Inspect Leaders' Recon Team
17. Depart 5-Point to BTL and S/O
18. Identify Release Point / SLLS
19. Pinpoint Objective
20. Confirm, Change or Abort
21. Emplace S/O, issue 5-Point / Tap Code
22. Conduct Recon of ambush line
23. Occupy (Security, Support, Assault)
24. Conduct actions on the objective
25. Withdrawal (Assault, Support, Security)
26. Establish security halt (100% MWE)
27. Move 1,000 meter or major terrain feature
28. Disseminate PIR / Call OPSKED
29. Compromise Plan



**ASSAULT/ BTM- DO**  
**T - Destroy**  
**P - Prevent ALF from maintaining control of OBJ Black**

**SECURITY / ATM SO1**  
**T - Contain**  
**P - Prevent enemy withdrawal and freedom of maneuver on the objective**

**SUPPORT / HQ SO2**  
**T - Fix**  
**P - Prevent the enemy from repositioning on the DO**



# SQUAD AMBUSH

***“An ambush is a surprise attack from a concealed position on a moving or temporarily halted target.”***

## TACTICAL MISSION TASKS OF AN AMBUSH

1. Canalize
2. Contain
3. Defeat
4. Destroy
5. Disrupt
6. Fix
7. Interdict
8. Isolate
9. Neutralize
10. Suppress

## CATEGORIES

1. Deliberate- Has specific target at a predetermined time and location.
2. Hasty- Platoon makes visual contact with the enemy and has time to establish an ambush without being detected.

## AMBUSH TYPES

1. Point – Rangers deploy to attack an enemy in a single kill zone.
2. Area – Rangers deploy in two or more related point ambushes.

## FORMATIONS

1. Linear – The assault and support elements deploy parallel to the enemy’s route. This positions both elements on the long axis of the kill zone and subjects the enemy to flanking fire.
2. L-Shaped – The assault element forms the long leg parallel to the enemy’s direction of movement along the kill zone. The support element forms the short leg at one end of and at right angles to the assault element. This provides both *flanking* (long leg) and *enfilading* fires (short leg) against the enemy.

## CHARACTERISTICS OF AN AMBUSH

1. Surprise – Gain the Initiative
2. Coordinated Fires – Maintain the Initiative
3. Violence of Action – Retain the Initiative

## TASK ORGANIZATION

- ASSAULT (BTM) – D.O.  
MBITR, STANO, signals, special teams kits, map
- SUPPORT (HQ) - S.O.1  
M240B COMPLETE, ASIP, GPS, STANO, signals, map
- SECURITY (ATM) - S.O.2  
2x MBITR, STANO, 2x M18A1, 2x AT4’s, signals, map

## PLANNING CONSIDERATIONS

- M** What is our mission? Where are we going?
- E** How would the enemy defend? Think like the enemy!
- T** Analyze terrain to the OBJ as well as around OBJ.
- T** Make a timeline. How long to move? How long to recon?
- T** Task Organization
- C** Civil Considerations. ROE

## CONTINGENCIES

1. Compromise Plan
2. Objective Rally Point  
Leaders Recon  
Occupation
3. Mass casualties
4. Counter attack
5. Communications

## SOP’S

1. EPW Search Team
2. Aid and Litter Team
3. Casualty Collection Point
4. CASEVAC / MEDEVAC
5. Withdrawal plan

## Communications Plan

SL, ATL, BTL will have PRC-148  
RTO will have PRC-119

## Leaders Recon: Equipment

1. Sketch Pad
2. Pencil
3. STANO
4. M18A1
5. COMMO (Commo Plan)
6. Marking capabilities (SBF)

