



The Modern Minutemans Basic Tactical Manual

Forward

Congratulations and Welcome to the unit!

Since the unit is most likely made up of local individuals, you may know a few, if not all of the members. If not, do not worry, once you can show that you know how to keep quiet and learn, then you should expect to make friends and learn what the Patriot Movement is all about.

There are several types of units you can join. Below are four types that I have come across. You should investigate the types that are around you and find one that seems that fit your beliefs.

Now, some units run a tight militaristic type of unit, so may run one that is too loose. You will soon find out which kind you have joined. In these types of units, things can go wrong in my opinion. They fall into the following two categories

(Strict) When a unit is too strict on its membership, they can lose members because a. the member does not want to be controlled, if he or she did, they would most likely have joined or stayed in the U.S. Military, there is also always the fears of the “Commander” who may or may not be a “self-appointed General”. These types give the Militia a bad name. They are the ones who usually go running to the press and not speaking professionally or truthfully about the Patriot Movement. You can generally identify them as having a strict uniform policy, meaning everyone wears the same pattern, weapon, etc, or I have found the Commander has some unobtainable rank such as General, Colonel, or Major, but only have two to three members to their team.

(Loose) The unit who is too loose can be identified by never having any meetings or maybe only one or two FTX's (Field Training Exercises) a year. These FTX's however, turn into a big grab-ass party, where some are in uniform while most are not, drinking beer or other alcohol during the FTX, including while firing at the rifle-range, or by conducting a so called FTX, but don't train on anything or even try to round up enough members to pull a foot patrol during the FTX for the membership to get "some practice time in." These units are commonly referred to as a "good ol' buys" club and not as professional.

When the time comes for these "Patriots" to perform their trade, then they will end up getting someone killed, and it may be YOU.

(Racist/ Anarchist/Conspiracy Theorist)

These types are the most troubling to the Militia and Patriot community as a whole. While the previously noted categories give us a bad name, those that fall into this spectrum tend to work against both societal goals, and those who believe in the United States Constitution and the Founding Fathers original intent to the U.S.C , the Declaration of Independence, and the Bill of Rights.

These groups, more specifically, the Racist, uniform themselves in camouflage and call themselves patriots and their groups "Militia", masking their true intentions to the public. We see this happened in the 1990's with the murder of innocents in the bombing of the Alfred P. Murrah Federal Building in Oklahoma City, Oklahoma on 19 April 1995 by Timothy McVeigh

and Terry Nichols, both of whom had visited several meetings of the Michigan Militia and Arizona militia who promptly kicked out after letting their views be known according the ADL web site (2001).

The Anarchist is exactly what their name states. They want nothing more than to overthrow the government. They are known to make or obtain illegal firearms and explosive weapons. In the past these groups have gone into robbing banks to support their cause (see Montana Freeman-1996 and to an extent, the Republic of Texas)

If you come across these types of units, it is highly advisable to get as far away from them and possibly even report them to the proper authorities. It is in the author's opinion that they are nothing but trouble and could land you in jail.

(Constitutionalist)

I have found this to be the type that last the longest. While there may or may not be African, Hispanic, or Asian American in your unit, this groups is where you will find the most concentration of these groups. Due to popular belief, most of the American Society believes that there are only white males in the militia, however, this group has worked hard to change the media's stereotype, and show that we don't care about race. They follow the Constitution of the United States of America. As you will read in later chapters, all citizens regardless of sex, race, creed or religion may join the militia. They care only that you believe in the rights given to us by God, or whatever creator you believe in through our founding fathers in the U.S.C. and the Bill of Rights.

While they are generally not strict, should not be considered loose either. They can be relaxed but also strict when it comes to training and use of firearms, but only for safety reasons.

Now with that out of the way, I would like to say welcome to the Patriot Community.

This manual is an attempt to provide the new patriot and militia man or women with a guide to help lead them into a new world that can be rewarding and exhilarating. This manual is a compilation of material collected through hours of research of Military Manuals. The tactics presented are the same as those taught to the Basic Infantryman, and Calvary Scout in order to operate as a Fire Team, Squad or Platoon member.

In this manual, the reader will find many references from the National Militia Confederation's National Militia Standards. The Author subscribes to these standards and has decided to use them as a "Uniform" practice which he believes all units should subscribe to.

It should be known that while the author of this manual had in no way helped to produce these standards, he has been given permission from those who founded the NMC which is of public record located at www.modernminuteman.net and www.awrm.org.

Thank you for your time in using this manual and I hope it helps your transition into the militia and properness communities!

CBTDOC2002

16 May 2009

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Chapter 1

The Purpose and Mission of the Modern Minuteman

¹According to the National Militia Confederation's National Militia Standard, The Purpose and modern day Mission of the Modern Minuteman is the following:

"The members of the [state] unorganized militia shall ever stand, as have our Forefathers before us, first to God, from Whom we acknowledge the Authority of all Rights, and all the blessings of governments and to our native soil, [state]. We therefore pledge:

To promote and defend the unalienable God-given rights of all citizens, regardless of race, sex or national origin, as is expressed in the [state] [Constitution] and the Bill of Rights of the [U.S. Constitution].

To promote and defend the principles of just government bequeathed to us by our forefathers to wit, That the principle of the Tenth Amendment shall stand inviolate, as history has shown that the greatest system of checks and balances exists with the people and their States to check the powers accrued by the federal government. That the integrity of the courts, be they local, State or federal, shall remain uncontestable providing that they shall respect and uphold the rights of the Citizens of [state], including but not limited to, upholding the due process of law, and To preserve the right of trial by jury and to obtain immediate judicial review of cases Wherein abuse of basic [Constitutional] rights are questioned.

That all power is inherent in the people, and all free governments are founded on Their authority, and instituted for their Life, Liberty, and Property; for the Advancement of those ends they have at all times an unalienable and inalienable Right to alter, reform, or abolish the government in such manner as they may think proper.

¹ National Militia Standards, USMA 2004

That government being instituted for the common benefit, the doctrine of nonresistance against arbitrary power is absurd, slavish, and destructive of the good and happiness of mankind.

That all just government is servant of the people who have instituted it, that the people of [state] should never by force nor coercion be obliged to anything styled as "law" which has not been promulgated by their duly elected representatives, nor any as may be promulgated by them to bear conflict to the rights of the people, so that no government shall be made master of the people of [state].

To promote and propagate the militia of [state] as a well regulated, (trained and prepared) organization knowledgeable in historical precedent and current affairs, that is composed of common citizens.

To develop a cohesive and competent command structure.

To train our members in the many disciplines necessary to the function of the militia as a whole and to the members individually.

To educate our members in areas of history, law and principle as compiled in the experience and records of our forefathers.

To keep informed our members, and all citizens of events Local, State, National and global that threatens to imperil our traditional Constitutional rights, or such as may imperil the sovereignty of our Nation by the undue influence of those who have forsaken their loyalty to our Nation, and to the principles upon which it was founded.

To repel foreign aggression and invasions, by preparing and training for defense and by our encouraging and showing reason why all citizens should stand stoutly against Socialism, fascism, communism, humanism, and all forms of tyranny.

To suppress domestic insurrections and violence, by supporting and assisting the Appropriate Officers of the Law in upholding and maintaining law and order in Accordance with such Local, State, and Federal statutes and laws that do not present jeopardy to our God given rights as acknowledged in the [state] and [U.S.Constitution].{SIC}”

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Chapter 2

The Duty, Code of Conduct and General Guidelines of the Modern Minuteman

I. DUTY AND CODE OF CONDUCT (United States Militia Association, 2004 (cbtdoc2002))

²Code of Conduct:

- 1. I am a citizen of the State of [State], serving in the unorganized militia. I am prepared to give my life to guard and protect my homeland, our common law rights and liberties and our way of life. This service is a duty of my citizenship.**
- 2. I will keep and maintain the uniform, equipment, and weaponry necessary to perform the duties prescribed for the militia of [State] and will be prepared to mobilize quickly.**
- 3. I will never forget that I am a citizen of the State of [State], and through her, of these United States. I am responsible for my actions and dedicated to the principles that made this country free. I will strive to lead an exemplary life and never, by action or statement, bring discredit to the militia, my country, or my fellow countrymen.**
- 4. In all cases, I shall endeavor to inform and urge all citizens to return to the Constitutional Republic our forefathers envisioned.**
- 5. I will stand by or come to the aid of my brothers of the militia with whatever means necessary and without question or concern for my own well-being to ensure due process of law as stated in the Constitution.**
- 6. I will never misuse my position in the militia for financial or personal gain, nor will I engage in any activity subversive to the militia.**
- 7. I will never surrender of my own free will. If, in command, I will never surrender**

^{2 2} National Militia Standards, USMA 2004

the members of my command while they have the means to resist.

8. If am captured, I will continue to resist by all means possible. I will make every effort to escape. I will accept neither parole nor special favors from the enemy.

9. Should I become a prisoner of war, I am bound to give only my name, rank, and date of birth. I will make no oral or written statements disloyal to the United States and its citizens or harmful to their continued struggle for liberty and freedom.

10. Should I become a prisoner of war, I will keep my faith with my fellow prisoners, and accept no favors from the enemy. I will give no information nor take part in any action that might be harmful to my comrades. If I am a senior, I will take command. If not, I will obey the lawful orders of those appointed over me and will support them in every way.

II. GENERAL GUIDELINES

General Membership:

General membership in the militia of [State] is open to all lawful citizens of the State of [State] at the age of 18-70. There shall be no discrimination due to, race, sex, national origin or physical characteristics. Membership is voluntary.

All prospective members shall be required to give their name, date of birth, address, contact information, next of kin, and general information detailing prior military experience and/or other such skills as may be utilized by the militia.

All such information shall be kept private under all circumstances, and destroyed in the event of crisis; And shall be used for no other purpose than the internal business of the unit.

All members will be required to pass a ninety day probationary period after which the are required to subscribe to the Code of Conduct and swear or affirm the membership oath.

Personal Equipment:

Each member will be issued an itemized list of certain personal and Unit equipment which he must procure and maintain. This equipment is necessary to the performance of his duties, personal sustenance and hygiene; and shall be maintained packed and ready for deployment at all times. A 20 minute or shorter departure capability is strongly recommended.

Each member shall bring with them enough food rations and water to sustain them

during meetings, training and camp musters.

Weapons and Ammunition:

Each member is required to provide and maintain his own weapons, stocks of ammunition and deployment gear. Members are required to remain proficient in the maintenance and safe operation of their weapon; and to have on hand at all times 300 rounds for the rifle and 100 rounds per sidearm. Lacking the depth, resources and re-supply capabilities of a conventional military unit; militia members are urged to acquire at least 2000 rounds of ammunition and 6 magazines per rifle as well as a cleaning kit and spare parts. Standardization in caliber and weapons type within each unit is strongly encouraged. Only in self-defense or during properly supervised training sessions will a member discharge his weapons. All members are expected to abide by all Constitutional State firearms regulations.

Training:

All active duty members will be expected to pass Level One line qualifications. Support personnel will train in their assigned area of duty.

Assembly and Muster:

Periodic assemblies, musters and meetings are necessary and shall be called to achieve the overall goals of each unit. Regular monthly meetings shall be conducted on the third Saturday or Sunday. Members must discipline themselves to schedule and set aside time each month for musters and assembly for such purposes as field training exercises. Therefore, members who miss 3 consecutive meetings without a reasonable excuse will be dropped from the role. Members will be notified of such dates, times, and places of all meetings.

While it is intended that the militia intrude as little as possible in the lives of its members, it is clear that individual members are volunteers who must be ready to meet periodically and to deploy as need arises. It will be the objective of the Command Staff to infringe as little as possible on the time of its members, recognizing the responsibilities of family and job.

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Chapter 3

Unit Structure per the NMS

I. ³STRUCTURE

A Unit cannot and will not become a viable military organization, or have any potential for effective civil defense and response, until the talk stops and purposeful organization begins. Officers must effectively organize group efforts and provide for training, unit organization, response strategies, intelligence, security and communications. Logistics Officers must ensure the acquisition of resources consistent with the tactical role assumed by the unit. Every member must acquire and develop proficiency in the use of firearms, field and specialized equipment. Each member must be committed to the purpose and goals of the unit.

In any organization, there needs to be a clear chain of command to insure effective coordination of the smaller units. At the same time, units must be capable of responding to the immediate circumstances without having to request permission to act.

The fundamental rule guiding the organization is centralized principles and planning with decentralized tactics and action.

To meet these goals and objectives; the organization is divided into several teams under the direction of a command Staff.

^{3 3} National Militia Standards, USMA 2004

II. BASIC TEAM ORGANIZATION and Leadership

Responsibilities

A Squad consists of three 4-6 man teams led by a Squad Leader (M5).

A Team consists of 4 men led by a Team Leader (M4).

1. *Squad/Team Leader:* The squad leader carries out the orders issued to him by the commander.

He is responsible for the discipline, appearance, training, control, conduct and welfare of his squad at all times, as well as the condition, care, and economical use of its equipment. He is also responsible for the tactical employment, fire discipline, fire control and maneuver of his squad.

He takes position where he can best carry out orders of the CO; and observe and control the squad.

Team Leader: There is one team leader per 4 men. His duties are the same as those of the squad leader and he is also an Assistant Squad Leader.

2. *Radio Operator:* The team radio operator will carry and maintain the team's radio equipment. He will be trained in basic radio operating procedures including COMSEC and SIGINT. He will aid the Squad leader in keeping in contact with other units. Each team leader will carry and be trained in the use of 2m 6m HD or GMRS or CB depending on the unit for inter-unit communications.

3. *Medic:* This is the team member with the highest level of medical training. If possible he

should be trained as a First Responder or an EMT. The Medic is responsible for overall field health and sanitation of the team. He must make sure the teams first aid gear is in order at all times and is responsible for the team's water supplies. He will carry medical gear over and above that required for individuals.

4. *Heavy Gunner*: This is the team member who will lay down suppressive fire and cover likely avenues of approach. He will be equipped with a large number of high capacity magazines and must have the ability to carry extra weight

5. *Sharpshooter*: This is the team member who is the most accurate shot of the group. He will train other members in rifle marksmanship. The sharpshooter will pull point and set the pace when on the march. He will provide team surveillance and recon. He will be equipped with a MBR rifle and scope.

III. Training:

All team members must pass Level 1 line qualifications. They must also train and cross-train in five basic skills. The primary skills being: Operations/ Intelligence, Engineering/Demolitions, Marksmanship, Medical and Communications. The Team Leader must be knowledgeable in the first skill and Commo. At full strength a team should have two persons in each assignment. Each team member will train in two assignments; a primary skill, and a secondary skill in case the primary man is unavailable.

IV. TEAM DIVERSIFICATION

Since the team is the basic building block of the organization. They must also diversify by emphasizing and perfecting certain skills that are unique to their primary team function.

There are three types of teams: 1-Command, 2-Security, 3-Support:

***1 COMMAND TEAM:** is the leadership of the unit and provides planning, training and issues orders to be carried out by the individual teams. The CT meets on the first Saturday of the month. They have a P.O. Box, landline #, email and fax.

Initial Organizational Objectives:

1. Establish a working relationship between other teams.
2. Establish local and regional Rapid Alert System (security, intelligence, and communications).
3. Organize logistical and administrative services.
4. Institute training program.
5. Recruitment

The Command Team's responsibilities include:

- > Dissemination of constitutional principles and ideology to the rank and file.
- > Development and dissemination of training material and methods to be used within the individual teams.
- > Development and security of tactical and strategic contingency plans for implementation by the tactical teams.
- > Coordination of the various teams.
- > Development and operations of public relations within the community.

Command Team Organization and Duties:

S-1 Executive Officer: Kenneth “Poke”

...2nd in Cmd

...Disseminates written communication (orders) to subordinate units.

...Handles administrative duties

...Serves as Public Relations Officer

S-2 Intelligence / Communications Officer: Scott “Scooter

...Maintains and administers the Rapid Alert System

...Supervises the counterintelligence program and operational security systems

...Maintains the security of encoding/decoding systems

...Supervises intelligence gathering activities

...Analyses and reports intelligence information

S-3 Operations / Training Officer: Jack “Tex”

...Establishes and enforces training standards

...Tailors training to specific missions

...Coordinates with the Intelligence Officer and develops the Threat Assessment Folder

...Planning of operations under C/O's directions

S-4 Supply / Logistics Officer: Jen “GenX”

...Responsible for the acquisition and accountability of all supplies and material.

...Supervises all logistical support activities including: transport, evacuation, and medical, supply service and management.

***2 SECURITY TEAM:** These are your Primary Forces. They provide security for all facilities, conduct patrols, and provide defense. Each team consists of 4 men and a team leader, communications, rendezvous points, staging areas, and standing orders. They execute the orders of the CT and train within their own unit.

***3 SUPPORT TEAMS (Supply and Logistics):** The support teams consist of those who are unable, unwilling, or ill equipped for active duty. Their task is to provide the other units need.

* The Supply Team supports the company by procuring and delivering needed equipment and provisions. They may also be use as messengers between the CO and the tactical units.

Supply Requirements:

Re-supply is a particularly important consideration for all mobile units and for protracted emergencies. Each unit must plan and provide for storage and independent caches of the following:

food, fuel, clothing, shoes, shelter, medical equipment, combat equipment, arms, ammunition, and communications equip.

Purchase supplies in quantity and if possible coordinate purchases with other individuals or groups for economy and standardization. Special attention is recommended for establishing safe houses and unit caches at strategic locations within the units AO. Particular emphasis should be

placed on the individual acquisition of a minimum of a one-year supply of food and water for each family member, and the secure storage of it.

*The Medical Team supports operations by setting up and maintaining an aid station to receive and care for sick and wounded. There should be one member of each tactical team trained as a Field Medic. Field medics must see to it that a preventative medicine program is instituted and adhered to. Field sanitation and personal hygiene must be of paramount importance.

Chapter 4

Rank Structure and Unit Profiles

I. **⁴ RANK STRUCTURE**

M-1 Recruit

In basic Level One training, undergoing screening and evaluation during mandatory 90 day probationary period. This is also the entry rank for those who respond to a real call up.

M-2 Private

Basic Unit man-has attained Level One training and equipment standards. Can operate unsupported in the field for a 24-hour period.

M-3 Private First Class

Primary Forces Unit man - Assistant Team Leader. Must assist in the training of M-1's through the buddy system or one on one interactive training. Has met all Level Two training and equipment standards. Can operate unsupported in the field for a 72-

^{4 4} National Militia Standards, USMA 2004

hour period.

M-4 Corporal (Team Leader)

Has served as an M-3 for a period of 6 months. He has mastered all Level 1 and 2 skills and is capable of teaching them to others. The M-4 has a good working knowledge of small unit tactics, troop-leading procedures and has proven his leadership qualities in the field.

NCO Grades:

NCOs are responsible for the discipline, appearance, training, conduct and welfare of their men at all times; as well as the condition, care and economical use of all equipment. The NCO must command and control the tactical employment, fire control and discipline and movement of those placed under him. In the field, he positions himself where he can best carry out the orders of his C/O while observing and controlling his teams.

M-5 Sergeant (Squad Leader, SOG)

Has served as an M-4 for a period of 1 year. He is a master of all Level 1 and 2 skills and is the lead instructor of his squad. He has proven leadership ability. He is knowledgeable in advanced squad level tactics, resistance warfare, troop leading procedures, mission planning and execution.

M-6 Master Sergeant (Platoon Leader)

Is the senior NCO at the platoon level and is in command of 3 squads. This rank is also utilized for command of a SOG squad or as a senior training NCO.

M-7 First Sergeant (Company Level NCOIC)

Will have a staff consisting of a radio operator and a M3 runner/security.

M-8 Sergeant Major (Battalion Level NCOIC) Command Staff will consist of a squad of M3 and M4s for security and message dispatch couriers in addition to the radio operator.

II. *NOTE: Grade Modifiers*

Modifiers are necessary to allow command to assign NCO leadership to lead new recruits as they become available. Training of active members as NCOs capable of leading at the squad level is the greatest force multiplier. Knowledge, ability and dedication are the only valid criteria to assign rank within the Unit. Rank modifiers are the only way to determine if a Unit man is able to carry out a specific mission.

The rank and the modifiers are included in the individual training card and is the only information to be transferred to a roster.

0XX Unfit for front line combat - due to age (45+) or physical disability. But, has met all other Level 1 and 2 requirements. This person is capable of operating in a support role such as training, communications, medical, supply and logistics. In the case of

military veterans, their primary mission will be the training of others.

1XX Minimum physical fitness level - 2 mile Field march w/Level 1 gear in 30 minutes.

2XX Moderate physical fitness level - 3 mile field march w/Level 2 in 40 minutes.

3XX Excellent physical fitness level - 5-mile field march w Level 2 (72 hour) gear in 2 hours.

X1X Basic Marksman - "Recruit" score on Marksmanship Qualification Test

X2X Advanced Marksman - "Sharpshooter" score on Marksmanship Qualification Test

X3X Expert Marksman - "Expert" score on Marksmanship Qualification Test

X4X Designated Marksman (Sniper) - "Expert" score and meets DMR scoring on the MQT

XXA Qualified with 5.56

XXB " " 7.62x.39

XXC " " 7.62x.51 (308)

XXD " " 7.62x.59 (30.06)

XXE " " .50 cal

XXE " " Other

III. UNIT PROFILES

Primary Forces:

"Minutemen" represent the backbone of the Unit. These are the basic 'light infantry' combat troops. They must be able to shoot, move and communicate. They are trained to Level 2 standards, basic team tactics, conducting raids and patrols. As well as providing secondary combat support for the special operations teams. They are organized into 4 person teams that are combined to form 12 man squads.

Some of the Primary Force missions include:

- *Guard duty

- *Patrolling

- *Security and Warning - keeping enemy forces under surveillance.

- *Intelligence - collecting information, watching civilians, monitoring refugees, reporting attempts by enemy agents to infiltrate the area, and identifying informers.

- *Logistics - providing transportation, medical care/supplies, establishing and guarding caches, collecting food, clothing ammunition etc.

- *Requiting - identifying, screening, and recruiting personnel for active resistance units.

- *Psychological OPS - spreading rumors, leaflets, posters and graffiti, keeping the belief in final victory alive in the minds of the populace, intimidating or elimination of known collaborators.

- *Evasion and Escape - establishing safe houses and evacuation plans, furnishing

guides.

Special Operations Groups

Mission:

Special Operations Groups are organized, trained and equipped to conduct unconventional warfare in hostile, denied, or politically sensitive areas. They operate independently or in coordination with the operations of other Primary forces teams. S.O.G's use clandestine, covert, or low visibility techniques with oversight from the Area Commander. Special operations differ from the conventional operations in the degree of physical risk, operational techniques, modes of employment, independence from friendly support, and dependence on detailed intelligence and indigenous assets. S.O.G. must be able to operate underground for periods up to 8 days with no outside assistance.

Organization:

S.O.G. forces are organized into 12 man squads led by a combat veteran or a Sergeant who has attained M-5 / 33C standards. Each squad is broken down into 2 four-man Recondo teams and 2 two-man Scout/Sniper teams. Recondo is the "special mission" team. Scout/Sniper is the "rogue element" sent out after the enemy as needed.

Training:

All S.O.G members must meet all Level 3 minimum standards and train and cross

train in 6 primary skills: Unconventional warfare, Reconnaissance, Long Range Surveillance, Scouting/Marksmanship, Medical and Communications. Each member will be qualified in 2 areas.

S.O.G. Missions will include:

Training

Zero Contact Reconnaissance

Surveillance

Denial Ops

Raids

Ambush

Long Range Patrols

Scout/Sniper Ops

Chapter 5

Basic Minuteman Training

I. ⁵**BASIC TRAINING PLAN**

The Basic Training plan as stated below is based on the “Core Training Card” used by the U.S. Military.

In Chapter 5, we will go through the required knowledge and skills which is required for advancement from M1 through M2 which will prepare you, the new member, to survive alone for 24 hours or more in the field and will qualify you to be a full team member without restrictions.

1. The Training Plan is based on the "core training card" concept in support of the brigades Mission Essential Training List (METL) requirements. The focus is to prepare all personnel for mobilization. The intent is to provide meaningful training that can be put into immediate use and to motivate personnel to actively accept greater responsibilities. During training cards will be held by the most senior NCO of the active unit.

2. The Training Plan will break down the " Core Training Card" into 4 quarterly

⁵ National Militia Standards, USMA 2004

schedules. Three topics will be routinely taught on a repetitive cycle until the unit reaches 100% training attainment.

3. Each unit will conduct a yearly Alert Mobilization Drill.

All members must commit themselves, individually, and in concert with their unit, to learn and master as many basic skills as possible, including proficiency with firearms (including field stripping and cleaning), hand signals, fields of fire, entrenchment, camouflage, cover and concealment, individual and squad movement. Each unit member is required to complete the mandatory training course to meet Minimum Mission Essential Training (METL) requirements.

CORE TRAINING CARD

SKILL LEVEL ZERO: (M1) (New Recruit)

A full knowledge of Basic Firearm Safety:

1. Be able to recite and explain the four firearm safety rules:

.....a. Rule **ONE – ALL GUNS ARE ALWAYS LOADED**

.....b. Rule **TWO – NEVER LET THE MUZZLE COVER ANYTHING
YOU ARE NOT WILLING TO DESTROY**

.....c. Rule **THREE – KEEP YOUR FINGER OUT OF THE TRIGGER**

GUARD UNTIL YOUR SIGHTS ARE ON TARGET

SKILL LEVEL ONE: (M2)

This is basic training which all new recruits (M-1) are required to complete within the 90 probationary period. Upon completion of Level 1 training the recruit will advance to the rank of Private (M-2) and will be considered an active line member of the unit.

1. Command and Organization

Your command and organization will vary with other units because no two units are alike. You may be a part of a unit the size of a **cell**, which may be made up 2-3 members or a full company which may have a 60 members with a Captain, XO, First Sergeant, and several platoons.

2. Mobilization and Alert Readiness

Your Unit Alert and Mobilization system will be set up and is generally located in the Units Standard Operating Procedures manual or By-Laws.

a. Rapid Alert System / Alert levels

The Rapid Alert System is usually made up of a phone tree which everyone in the unit has. The Unit Commander is the first to make the call. He will either call the units XO or First Sergeant. From there, your platoon leadership will notify you.

b. .Evacuation: Routes, Rally Points

Evacuation and Rally points should be standard information located in the units SOP manual. If it isn't, ask your team leader or squad leader.

3. Physical Fitness 1XX

...a. Field march for 2 miles in 30 minutes with all Level 1 gear. 3 to 5 second rushes for 100 yards, 10 PU 10 SU

4. Basic Marksmanship X1X

...a. Must score Recruit or better on the Marksmanship Qualification Test.

...b. Must be able to load, clear malfunctions and field strip weapon for repair or cleaning.

5. Individual Movement Techniques

IMT's are discussed in Chapter 8 (Tactics)

1. low/high crawl
2. team file and wedge formation is discussed in Chapter

3. Individual Camouflage

The *U.S. Army FM 20-3* describes the purpose of camouflage as materials and techniques to hide, blend, disguise, decoy and disrupt the appearance of military targets and/or their background (U.S. Army, pg. 1, 1999).

Camouflage is used in order to break up the outline of the body, equipment, or vehicles in the site of the enemy. Camouflage can be paint, cloth, or local vegetation or a combination of all three.

When the patriot camouflages his face with paint, he concentrates on the shiny areas on his body. On his face he should apply dark camouflage on the forehead, cheek bones, chin, and ears.

He will then apply a green (In woodland AO's) to the parts without greasepaint. FM 20-3 offers the following advice:

- Paint high, shiny areas (forehead, cheekbones, nose, ears, chin) with a dark color.
- Paint low, shadow areas with a light color.
- Paint exposed skin (back of neck, arms, hands) with an irregular pattern.

In recent years, because of film and media, the “Tiger stripe pattern” has become popular. Inexperienced people use this pattern because they had seen “Joe Green Beret” use it in a movie. However, this pattern has been proven to be one of the worst patterns to use for camouflage. Especially when only using black grease paint without any other color. Yes, it creates a shadow effect upon the face, but, it doesn't hide the light reflecting off of the skin where no covered. This pattern was used in the Jungles of Vietnam. It could be used there because of the foliage. In North America however, you will not find the foliage to make this pattern appropriate.

When using foliage to cover one's body as camouflage it is best to use local vegetation. The use of local vegetation attached to clothing and equipment breaks up the natural outline of the human body in the human eye at long ranges.

When applying vegetation to the uniform, the patriot is advised to attach it in the button holes or with elastic bands to the uniform shirt, hat/helmet, and pants.

When applying vegetation to equipment, the patriot should remove all shiny items from the outside of the equipment such as buckles, mess kits, etc. In the case of buckles, it may be easier to either paint them subdued colors before the mission with paint or permanent marker. Attach the plants and sticks to the numerous straps on the rucksack, backpack or LBE.

The patriot should remember to replace the vegetation when it falls out or gets bent or broken. He should also get the foliage from separate plants and places as to not disrupt the natural look of nature. This alone could cause the enemy to find the unit and wipe them out.

4. ⁶Basic Field Communications:

...a. Hand and Arm Signals

Hand signals are used by elite units as a way to talk to one another without making noise that can alert enemy soldiers. While some units may have different hand signals, the following are generally used. (Unknown, 2009)



Figure 1

⁶ <http://www.geocities.com/twelvemonkeypaintedball/basicandsignals.html>

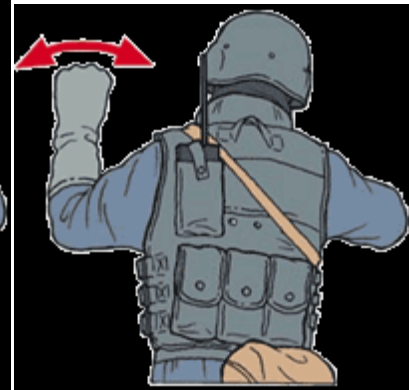
Come



Hurry



Halt



Column formation



File Formation



Vehicle



I Copy

Negative

Crouch

Figure 2 and 3

...

b. Basic Radio Operating Procedures

Basic Radio Procedures are set to Unit SOP

...c. ⁷SALUTE is a report standard for unit members to use for giving an intelligence report.

SALUTE phonetically stands for the following

Size, size of enemy unit

Activity, What are the enemy unit's activities

Location, Where the unit is now

Uniforms, What is the enemy wearing

Time, Time enemy seen

Equipment, What equipment is the enemy using?

...d. Perform surveillance without the aid of electronic devices.

5. Basic First Aid:

...a. Evaluate a casualty

When evaluating a casualty, remember the ABC's (Airway, Breathing, Circulation) Look to see if the chest is rising and falling. If it is, the Airway and Breathing is may be clear. Check for a pulse. If you can feel the pulse, whether the location, circulation is open.

...b. Prevent / treat shock

...c. Clear an object from the throat

...d. Treat / prevent heat stroke and frostbite

⁷ TRADOC Pamphlet 600-4 (2003)

- ...e. Treat burns
- ...f. Put on a field or pressure dressing
- ...g. Apply a dressing to an open chest, abdominal, and head wound.
- ...h. Splint a fracture
-I. Perform CPR
- ...j. Transport a casualty
- ...k. Basic sanitation, preventative medicine and health maintenance

⁸SMEAC: The Five Paragraph Warning Order

General

The Warning Order is to inform the patrol members of an impending mission and to organize their preparation for it. The format outlined below covers the information necessary for a warning order. The detail covered in each section is determined by the Team Leader to insure proper coverage.

S-Situation-Friendly and enemy- what are they doing?

M-Mission-What is it? Describe its goals and purpose. Include who, what, when and where.

E-Execution-Who does what and when? Location of Rally Points?

A-Admin. And Logistics- Needed equipment for conduct of mission, and dispersal among team.

⁸ National Militia Standards, USMA 2004

C-Command and signal-Chain of command? Radio freqs and call signs for your team and nearby friendlies? Sign/Countersign?

Additional Notes:

1. Reconnoiter, pinpoint objective/enemy position/obstacles.
2. Determine weak points: designate support positions.
3. Assign objectives-identify the decisive point.
4. Determine main attack, supporting attack and reserve.
5. Assign breach, support and assault missions.
6. Designate fire control measures.
7. Coordinate direct/indirect fire to time of attack.
8. Control measures during attack.
9. Secure ground and air
10. Coordinate and reorganize.

OPERATIONS ORDER

1. Situation

a. Enemy Forces

_ (1) Weather

_ (2) Terrain

_ (3) Identification

_ (4) Location

_ (5) Activity

_ (6) Strength

_ (7) Probable course of action

b. Friendly Forces

_ (1) Mission of next higher unit

_ (2) Location and planned action of units on left, right, front and rear

_ (3) Mission and routes of adjacent patrols

_ (4) Units providing fire support

2. MISSION: Who, What, When, Where, Why?

3. Execution

a. Concept of Operation

_ (1) Scheme of maneuver

_ (2) Fire Support (Type and Priority)

b. Mission of Subordinate Elements. (Who, What, When, Where, Why)

_ (1) Squads/Teams

_ (2) Special Teams and key individuals

c. Coordinating Instructions

_ (1) Action at the objective (Include sketch)

_ (2) Time of departure and return

_ (3) Movement techniques

_ (4) Route

_ (5) Alternate Route

_ (6) Departure/re-entry of friendly positions

(a) Departure

(b) Re-entry

_(7) Rally points and actions at RP's

_(8) Actions on enemy contact

_(9) Actions at danger areas

_(10) Actions at halts

_(11) Fire support

_(12) Rehearsals

_(13) Inspection

_(14) Debriefing

4. Service Support

a. Rations

b. Arms and ammo

c. Uniform and equipment each will carry

d. Method of handling dead and wounded

e. Prisoners and captured equipment

5. Command and Signal

a. Signal

_(1) Frequencies and call signs

(a) Within the patrol

(b) With HQ and other units

_(2) Pyrotechnics and hand signals

_ (3) Challenge and password

(a) Regular

(b) Forward

(c) Running

(d) Code words and reports

(b) Command

_ (1) Chain of Command

_ (2) Location of Squad leader during movement and at objective

Target Acquisition and Analysis:

When assigned a mission; you must evaluate several factors known as METT-T.

...Mission--the mission must be clearly understood.

...Enemy--

...Terrain

...Troops

...Time

Targets are selected according to six factors known as CARVER.

C-Criticality-How important is the target to the enemy?

A-Accessibility-How easy is it to get to?

R-Reconcilability-How easy is the target to recognize?

V-Vulnerability-How vulnerable is the target

E-Effects-What effect will the attack have on enemy operations?

R-Recoverability-How easy is it for the enemy to repair/replace the target?

Principles of Security:

1. **Dispersion**--Avoid large concentrations of forces.

2. **Mobility**--Be prepared to move at all times. Equipment should be prepared in one-man loads. Equipment, which can't be carried, must be cached. The area around the patrol base must be policed often.

3. **Use Cover and Deception to confuse the enemy about:**

- * Your location
- * Your troop strength, status, and equipment.
- * Your intentions
- * The time and place of planned operations.
- * What you know about him
- * How successful his operations have been.
- * How good his intelligence is.

4. **Deny the enemy discernable patterns and signatures that tell him what you will do.**

5. Safeguard all plans and records. Keep records to an absolute minimum, release information on a need to know basis, restrict the amount of information given to individuals who are exposed to capture, destroy outdated records, encode and encrypt all messages.

6. Other security measures:

- * Make sure all personnel and equipment are well camouflaged.
- * Keep units isolated from each other.
- * Keep campsites clean
- * Know where your people are going and how they will get there.
- * Train in resistance to interrogation.

MARCH SECURITY:

1. Know enemy's location and strength.
2. Select and brief units on primary, alternate and emergency routes.
3. Use local population to obtain the latest information o the enemy.
4. Place security elements in front, rear, and both flanks.
5. Screen bivouac site thoroughly.

SKILL LEVEL 4: (M5)

To progress to Skill Level 4 (S.O.G.), the Unit soldier must have mastered all Level 3 qualifications. In addition he must master the following skills to the point that he can teach these skills to others:

Sniper Operations:

Conduct a terrain survey

Conduct long range surveillance of target for intelligence personnel

Plan and implement a enemy harassment plan

Plan and conduct interdiction operations on key target personnel

Estimate range to target

Construct and use a ghillie suit

Construct and use a Sniper/Forward Observation Post hide

Note Each S.O.G. must maintain at least 4 men (2 Scout / Sniper teams) qualified as

Designated Marksmen - X4X: Must score Expert on the Marksmanship Qualification Test and meet the MQT DMR requirements.

CQB:

Conduct room clearing with a team

Conduct building clearing with a squad

Level 4 (S.O.G.) Specialties:

At full strength each 12 man S.O.G. must also maintain 2 men qualified in each of the following specialties:

Medical:

Trained as First Responder. EMT certified or Combat Life Saving class preferred.

Operations / Intelligence:

Plan and conduct a surveillance/recon patrol

Plan and implement psychological ops.

Prepare accurate Sitreps and assist Command Staff in the planning of operations.

Identify and track counter-resistance operations.

Maintain the units Threat Assessment and Target Acquisition Folders

Co-ordinate with signal personnel to implement the intelligence network

Relay and disseminate intelligence to neighboring units through the Signal Corps radio network

Communications:

Must complete the Mil. Sig. Corps training program and have a thorough understanding of Basic Operating Procedures, Tactical Comm., CommSec, the Rapid Alert System, Sitrep / SALUTE, the Digital Encryption System and his unit C.E.O.I.

Must be able to operate all unit comm. equipment.

Build a field expedient, clandestine antenna

Transmit and receive Morse code

Must be able to develop, implement, maintain and operate the Rapid Alert System for his local unit as well as a Battalion level entity.

Coordinate and integrate signal operations between all units at the battalion level (region or the counties surrounding his A/O)

Engineering:

Design an erect anti-personnel barricades

Design and erect defensive positions including perimeter warning devices.

Design, prepare and oversee the construction of a guerilla operations base camp.

Conduct vehicle recovery.

Maintain and repair common vehicles in use by the unit.

Build and use an incendiary device made from common readily available material.

Build and use a termite device made from common readily available material.

Create a smoke screen

Chapter 6

Equipment

While most of the worlds traditional militaries wear some sort of uniform that is regulated, the modern minuteman and his or her unit cannot afford an extensive uniform supply. Therefore throughout the United States, the Militia generally requires the patriot to wear some sort of camouflage. Generally the only requirement is that it is of a pattern used be one of the worlds militaries.

Most patriots use surplus store bought or homemade battle dress. These patterns can include Swiss Alpenflage, Surplus U.S. military patterns such as the Woodland BDU pattern, Desert three or six color patterns, or the newer Marine Corps MARPAT uniform. If the patriot cannot afford surplus items, generally, he or she's use of the Wal-Mart brand hunters "Tree Cammo" pattern.

The new patriot is generally given a list of what the unit requires. The unit will require the new member to buy at a minimum of one field uniform to start out with. According to the U.S. Militia Association and those units apart of this association require the following to be a part of the Basic Line Gear purchase:

These socks can be regular Athletic socks, however, on road marches it is advisable to wear Military Issue Green or Black Boot socks.

⁹I. EQUIPMENT REQUIREMENTS: M1 - M3

FIELD UNIFORM:

A minimum of three sets BDU's. Woodland Cammo, or 3 Color Deserts. The exact type of uniform will depend on AO and unit standards. You also need an EWCS jacket with a liner, extra heavy wool socks, a pair of gloves, the best boots you can afford and a boonie hat.

II. MINIMUM/RECOMENDED FIELD EQUIPMENT

M1

1. Rifle and 100 rounds ammunition in mags or stripper clips

...Standard Caliber: (a). 223, (b) 762x39, (c). 308, (d) 30.06, (e). 50, (f) Other

2. Load Bearing Equipment consisting of:

...*Pistol belt

...*H-back Suspenders

...*Ammo pouches (2)

...*Canteen w/cover, cup and stove

...*Butt-pack

3. Field Equipment:

...*Cleaning kit for rifle

...*First aid kit

...*Poncho w/liner

⁹ National Militia Standards, USMA 2004

4. Basic Survival Kit

- ... *Toilet paper
- ... *Water purifications tabs
- ... *Waterproof matches
- ... *Sheath Knife

M2

1. M1 gear

2. Field Equipment

- ... *Smoke canisters
- ... *2 Flares
- ... *Leather man tool
- ... *Mini-mag late w/red filter and spare batteries
- ... *Compass (carry in BDU's)
- ... *Signal mirror
- ... *Whistle
- ... *Topo map of Operational Area (carry in BDU's)
- ... *Note pad w/2 pencils
- ... *FRS/GMRS or 2m, 6m or CB radio depending on unit w/headset
- ... *Mini binoculars 10 X 25
- ... *Camo face paint and/or face veil
- ... *6 Trioxane fuel bars (carry in BDU's)
- ... *Magnesium fire starter (carry in BDU's)

...*Toilet paper in zip lock bag (carry in left BDU pants pocket)

.....*First Aid Kit (carry in right front pants pocket)

....*Gas Mask and 3 filters, with hood and carry bag

3. Pack equipment

...*Waterproof bags

...*3 pair socks, 1 extra t-shirt

...*Jacket

...*1 OD mil. Ground cloth

...*Poncho w/ liner

...*Sleeping pad

...*50 feet of # 550 cord

...*Candle

...*Hygiene kit: soap, toothbrush, toothpaste, razor etc.

...*Three to seven days field rations

Field Rations: MRE's or self packed rations.

Repack these items in zip-lock bags. Instant oatmeal, pop-tarts, breakfast bars, dried fruit, raisins, beef jerky, nutri-grain bars, Ramen noodles, cup-o- soup, bullion cubes, rice, Instant coffee, cocoa, or drink mix. You need a minimum of 2000 calories to remain active on your rations. Don't cut yourself short.

M3

1. M1 and M2 gear
2. Rifle and 300 rounds of ammo in mags or stripper clips
3. AO specific Field Equipment:
 - ...*AO specific sleeping bag (20 degrees or lower rating)
 - ...*H2O bladder
 - ...*Water filter device w/2 filters (PUR hiker)
 - ...* AO specific cold or Hot weather gear

III. OPTIONAL EQUIPMENT:

Each team should have the following:

- 1 field deployable HF transceiver with NVIS field antenna (Yaesu FT-817 or better)
- 1 4 man Camo tent
- Portable battery packs with a solar panel
- 1 Laptop w/packet software and cables
- 1 Bionic Ear
- 1 Infrared heat detector
- 1 Night vision headset
- 1 ATV

IV. Packing of Equipment

When packing equipment, the NMC standards implement the “Line Gear” category of packing. The Line Gear categories and definitions fall into the following:

1st Line Gear (What The Patriot would keep on him or in his or her pockets)

The Gear that the modern minuteman would need to survive.

- Compass (Silva Ranger Type or Lensatic)
- Map of AO (factory folds, laminated, no additional marking - so if you lose it, it does not TOTALLY compromise the mission)
- Small Red LED flashlight (the Micro lights work for this - this is to read the map with at night)
- Riggers Belt Watch (waterproof)
- Swiss Army Knife/Multitool BFK on Drop Sheath
- Strong Side Drop Holster
- Side Arm
- 1 Spare Mag for Side Arm
- Water holder (small canteen)
- Small First Aid Kit
 - Band Aids
 - Small Tube of Neosporin
 - Couple Aspirins/Motrin
 - Compress/Tampons
- Small Survival Kit
 - Fish Hooks
 - Fishing line
 - Sinkers
 - Fire starter (flint/steel/etc.)
 - Packets of Top Ramen Mix WITHOUT NOODLES
 - Snare Making Material (64 gauge brass wire)"
 - Empty film canister full of dryer lint
 - Water Purification Tabs
 - 550 cord on Boonie Hat (25')

- Blast Match
- Flight Gloves
- 'Do Rag' (USGI Triangular OD Bandage worn 'bandit style' around neck)

2nd Line Gear (Your Fighting Load)

LBV

- ❖ LBV, LCE, MOLLE Suspension System
- ❖ 2 – USGI Canteens
- ❖ 1 – Canteen Cup
- ❖ 2 – USGI Canteen Covers
- ❖ 1 – First aid/Compass
- ❖ 2 - M-16 Mag Pouches
- ❖ 1 – Butt pack

Fighting Rifle

- Bushmaster M4gery
- Bushmaster Dissipater
- AKM (AK Series of Rifle)
- FN-FAL
- Springfield Armory M-1 Garand, Mini-14, Springfield 1903

Magazines

- AR – (12) 30 round mags
- FN – (8) 20 round mags
- AK – (8) 30 rounds mags
- (1) 20 round Mag of tracer (5.56mm/.223 when carrying AR-15)

Other Items

- ❖ GPS Emergency Flares
- ❖ Smoke Generator - White

- ❖ Bug Repellent Carabineer
- ❖ 20' of 1" OD nylon tubing (for expedient rappel harness)
- ❖ Camo Pack (for face, neck and hands/arms)
- ❖ FRS communication device
- ❖ AA Batteries –
 - On a 'per day basis'
 - 2 for the GPS
 - 6 for the FRS
 - 2 for PVS-14 CR-1/3N Battery
 - On a 'per week basis'
 - 1 for Aim point

Weapon Cleaning Gear

- Rod/Pull Through
- Bore Brush
- Chamber Brush
- Patches
- CLP

- ❖ Day/Night Flare
- ❖ Water Bladder (Platypus Hoser 3 Liter)
- ❖ Water Purification Tabs
- ❖ 550 Cord - 20 feet

Optional Gear

Binos

Hearing Protection

Red Lense Flashlight Mini-Mag

To be Placed in the Butt-Pack:

- ❖ Poncho Liner - Woodland Camo USGI
- ❖ Poncho - Woodland Camo USGI
- ❖ Field Stripped MRE's (approx 3)
- ❖ First Aid Kit
 - Gauze Bandages
 - Mil-Compress
 - 2 Suture Kits
 - Motrin
 - Lomotil
 - Burn Cream
 - Q-tips

- ❖ 2 packets of USGI 'Sodium Chloride - Sodium Bicarbonate'
- ❖ Snake Bite Kit
 - Canteen Cup Stove USGI
 - Canteen Carrier w/ Water Tabs USGI
 - 4 Trioxane Tabs

With the above mentioned load - one is able to live and fight for a 1-2 day period without resupply.

Third Line Gear

- ❖ *Heavy/Bug-out Kit*
 - (4) 10' lengths of OD bungee cord
 - 20' of 550 cord
 - 2 Liter Water carrier (civy wide mouth canteen)
 - Water Bladder Camelback Storm in Ruck
 - Water Purifier
 - Sleeping Bag
 - Sleeping Pad
 - Thermarest
 - Bivy Shelter
 - 4 pair of socks USGI OD
 - 2 set of cammies (top and bottom)
 - 2 OD Tee Shirts
 - 8 MRE's - Stripped
 - 6 packets of Top Ramen with Noodles
 - Gore Tex Rain Suit Top and Bottom
 - 1 Packet of 'Bum Wipes' (Baby Wipes) UNSCENTED!
 - Small tooth brush NO TOOTH PASTE!
 - AA Batteries
 - 24 pack Extra Ammo in bandoleers
 - 2 Pair Thermal Underwear (Thermax/Polypro,etc.)
 - Winter Gloves
 - Sleep Hat
 - USGI OD
 - 4 pair Thermo Socks Snow Camo

Figure 3

APPROACH/MARCH LOAD

RUCKSACK (WORN OR CARRIED)

- RUCKSACK
- WATERPROOF BAG
- 1 SET OF BDU'S
- 2qt CANTEEN W/COVER
- E-TOOL W/COVER
- SHAVING/TOILET KIT (1 WEEK)
- 1 EA. WASH CLOTH
- FIELD JACKET LINER
- BIVY COVER W/ PATROL BAG (SLEEPING BAG)
- PONCHO
- WW GEAR
- SLEEPING PAD
- 550 CORD/BUNGI CORDS (FOR HOOCH)
- 3 EA T-SHIRT,DRAWERS, SOCKS
- COLD WEATHER GLOVES

Figure 3

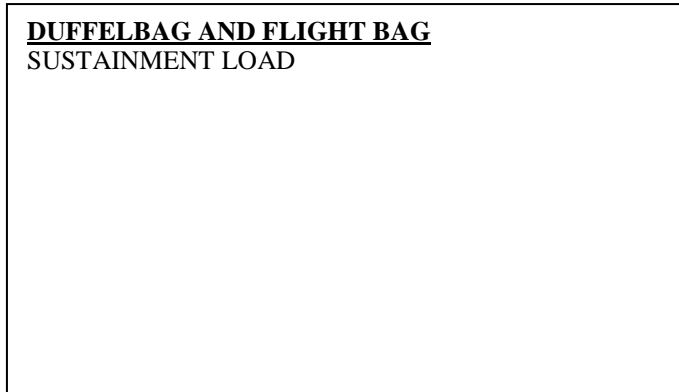


Figure 4

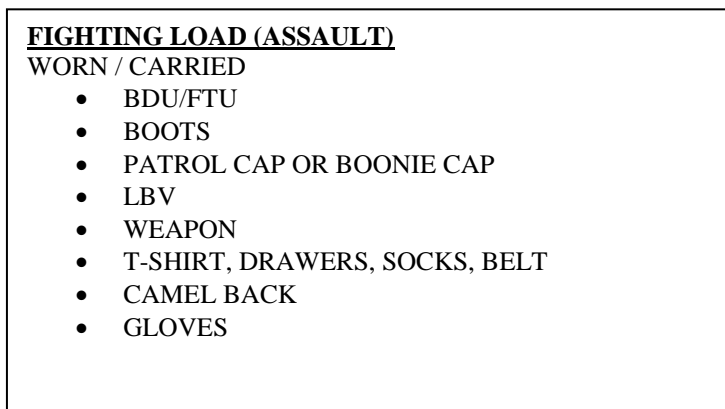


Figure 5

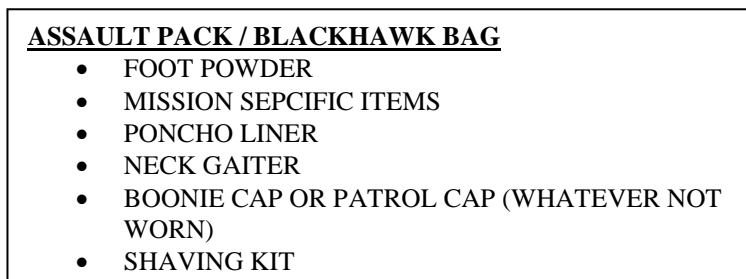


Figure 6

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Chapter 7

Your place as a member of the Militia Fire Team, Squad and Platoon

In chapter 3, section 2 of this manual, it is stated that the basic element of a unit whether Militia, National Guard/Reserve, or Active Duty is the Battle Buddy Team. This comprises of two members.

The Fire Team is made of two Battle Buddy teams and is led by an experienced or qualified member with the rank of M-4.

Now, when you add two to three of these Fire Teams, you now have a Squad which is commanded by an experienced or qualified member who holds the rank of M-4 or M-5, depending upon unit man-power.

And as with both the Buddy Teams and Fire Teams, three to four squads make a Platoon

¹⁰**I. Your Role**

First and foremost, like the Soldiers and Marines of the Federal Military, a minuteman is a rifleman before he or she is a medic, a sniper/squad designated marksman, Commander, or Engineer.

¹⁰ ILSTM 0601 (2006)

There are many other roles in which your team may need you to cover as a secondary skill. These can be skills which you have brought from the military, or civilian work either before joining the unit or even after joining.

A Militia Squad consists of a Medic, RTO (Radio Transmission Officer), and “Riflemen” specialist. We will discuss each position below.

(1) Medic

- I. The medic is charged with the health and welfare of his or her team no matter its size. Because of this, he or she needs **As a medic, it is preferable to have at least a State Emergency Medical Technician License.**

(2) RTO

- I. The RTO also known as the Radio Transmission Officer is the designated communication specialist. He or she is responsible for make sure all radios for the team are in working order. He or she is required to know and use NMS standard radio procedures.

(3) Squad Designated Marksman

- I. The Squad Designated Marksman is the squad member who has continually shot an “Expert” rating during rifle qualification. (S)he must also achieve all five DMR Headshots within the time limit allocated

(4) Rifleman

- I. The Rifleman is what both the federal armed forces, state National Guard, Reserve forces and Militia forces are comprised of. The rifleman is tasked with achieving victory over whatever challenge or assignment is ordered to them. He or She must be physically fit, well trained and knowledgeable of the military arts of Tactics.

Chapter 8

Tactics

¹¹Tactics are how a Militia Element, whether Fire-team, Platoon, or Company; moves, fights, and overcomes its objective. The Following can be found in Chapter 3, pages 3-2 thru 3-10 of the U.S. Army's FM 21-75 Combat Skills of the Soldier and (Department of Defense)

i. Individual Movement Techniques

High Crawl

The **high crawl** lets you move faster than the low crawl and still gives you a low silhouette. Use this crawl when there is good concealment but enemy fire prevents you from getting up. Keep your body off the ground and resting on your forearms and lower legs. Cradle your weapon in your arms and keep its muzzle off the ground. Keep your knees well behind your buttocks so your body will stay low.

To move, alternately advance your right elbow and left knee, then your left elbow and right knee.

Low Crawl

The **low crawl** gives you the lowest silhouette. Use it to cross places where the concealment is very low and enemy fire or observation prevents you from getting up. Keep your body flat against the ground. With your firing hand, grasp your weapon sling at the upper sling--swivel. Let the front hand guard rest on your forearm (keeping the muzzle off the ground), and let the weapon butt drag on the ground.

To move, push your arms forward and pull your firing side leg forward. Then pull with your arms and push with your leg. Continue this throughout the move.

¹¹ U.S. Army FM 7-8 (2001)

3-5 second Rush

The **rush** is the fastest way to move from one position to another. Each rush should last from 3 to 5 seconds. The rushes are kept short to keep enemy machine gunners or riflemen from tracking you. However, do not stop and hit the ground in the open just because 5 seconds have passed. Always try to hit the ground behind some cover. Before moving, pick out your next covered and concealed position and the best route to it.

Make your move from the **prone position** as follows:

- **Slowly raise your head and pick your next position and the route to it.**
- **Slowly lower your head.**
- **Draw your arms into your body (keeping your elbows in).**
- **Pull your right leg forward.**
- **Raise your body by straightening your arms.**
- **Get up quickly.**
- **Run to the next position.**

Chapter 9

Team through Platoon Organization and how they move

¹²**Team through Platoon Organization and how they move**

i. Team Organization

As stated in previous chapters, the Team is made of two 2-3 man groups

ii. Squad Organization

The Rifle Squad is made up of two 3 man teams. It is led by either an M-5

Sergeant or can be led by an M4 Corporal depending upon manpower

¹² ILSTM 0601 (2006)

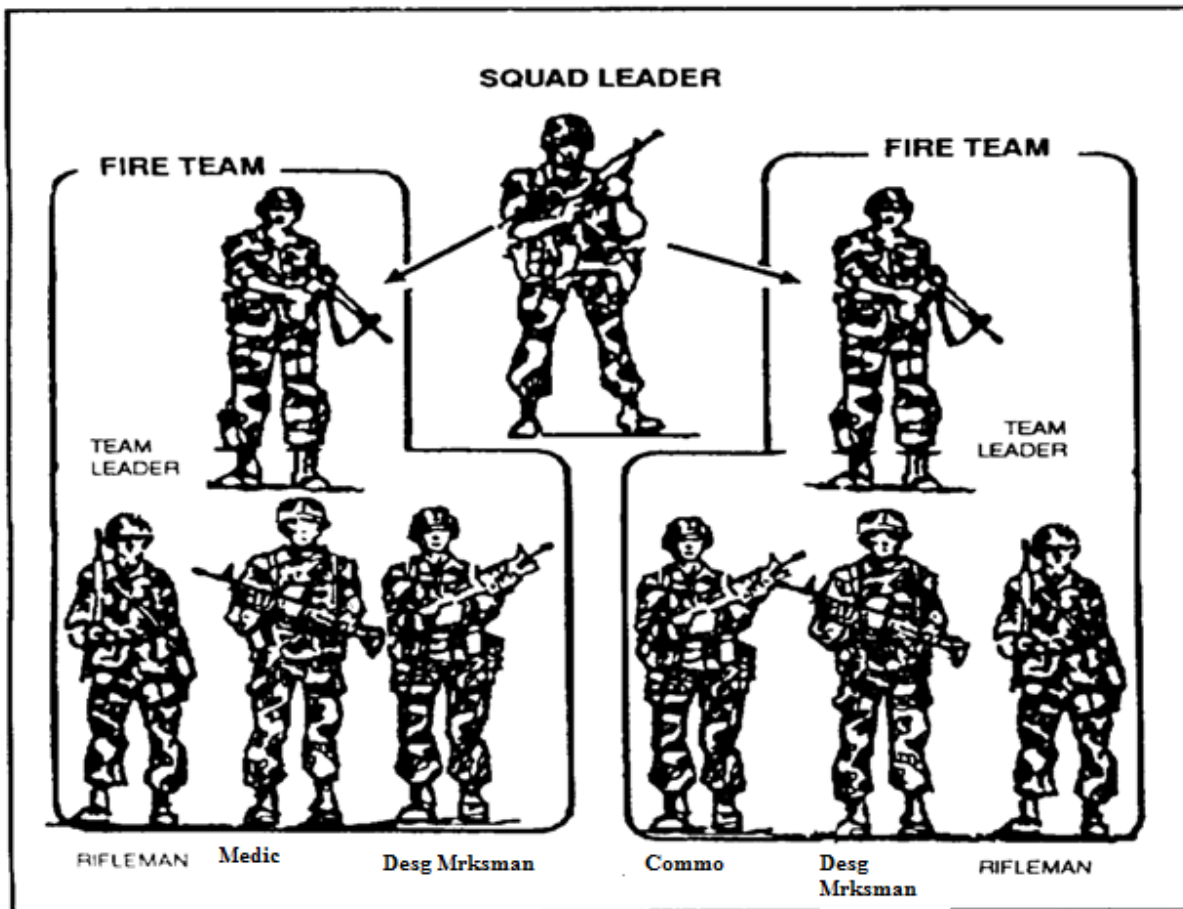


Figure 7

iii. Platoon Organization

- i. The Rifle Platoon consists of three to four rifle squads and is led by either an M6 or M7 dependent upon manpower. At the Platoon level, you will usually find the platoon is led by a Platoon Leader who holds the rank of officer (2nd of 1st Lieutenant) [P.L.], and a Platoon Sergeant.[P.S.]

The **Platoon Leader** is charged with all that the platoon is does or does not do. He is responsible for any personnel issues, administrative duties and employment of tactics should the need arise.

The **Platoon Sergeant** helps and advises the PL, and leads the platoon in the platoon leader's absence. (S)He can supervise the platoon's administration, logistics, and maintenance. He may prepare and issue paragraph 4 of the platoon OPORD. The rifle platoon sergeant is responsible for individual training. He must ensure that soldiers can perform their individual MOS tasks.

(S)He advises the platoon leader on appointments, promotions and reductions, assignments, and discipline of NCOs and enlisted soldiers in the platoon.

iv. How the Team through Platoon moves

Keep in mind there should be at a minimum of 10 meters between troops.

Wedge

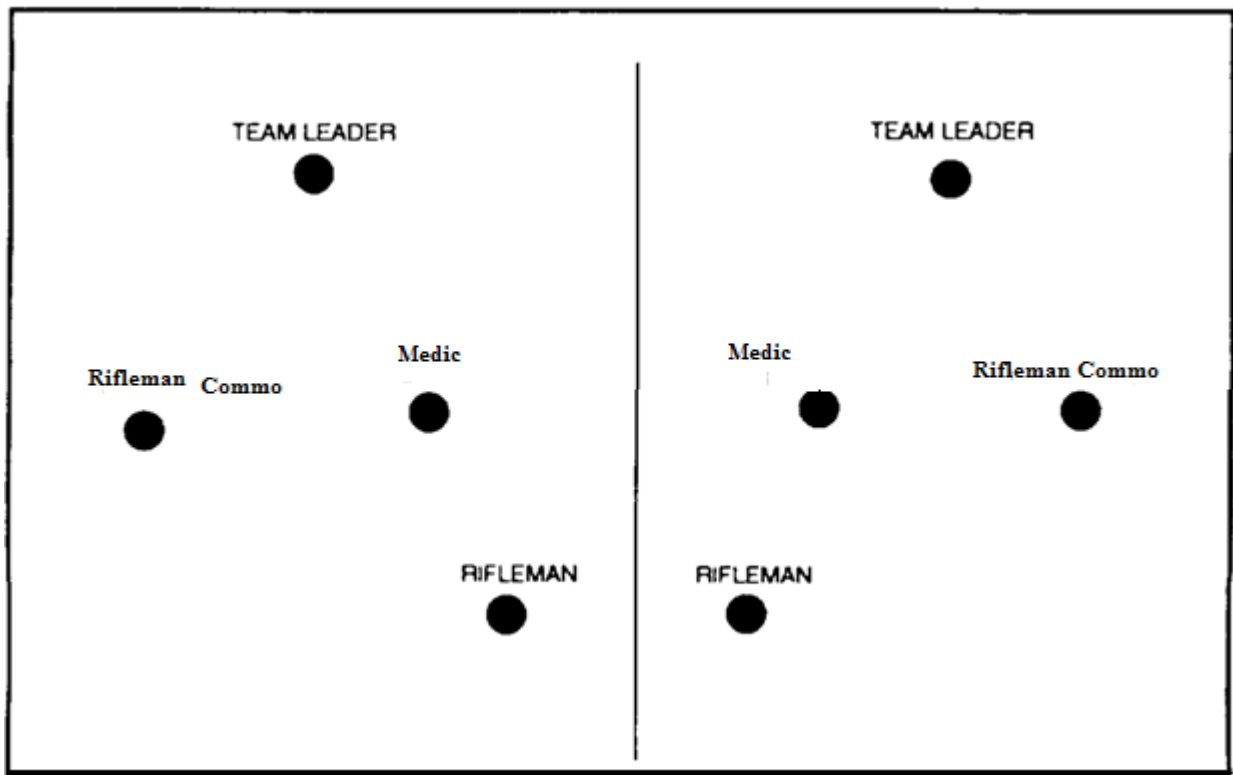


Figure 8

File

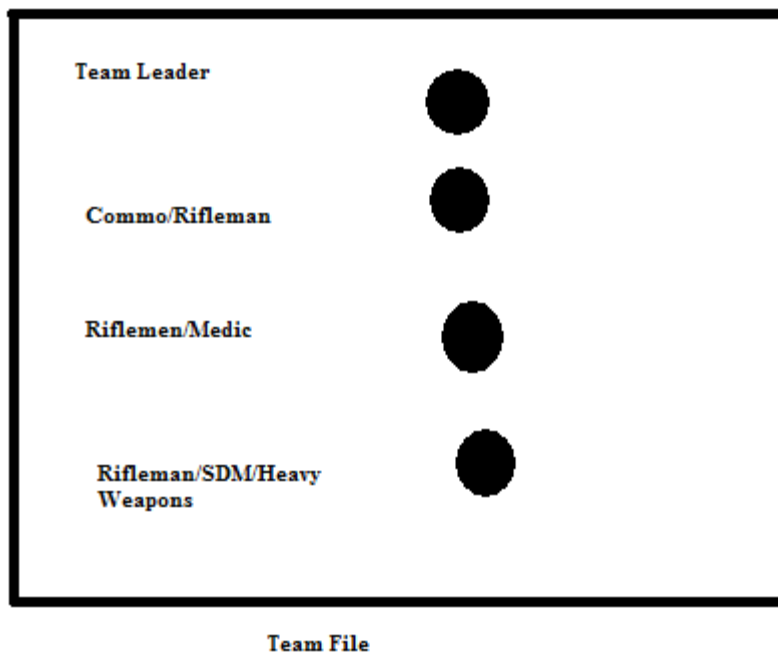
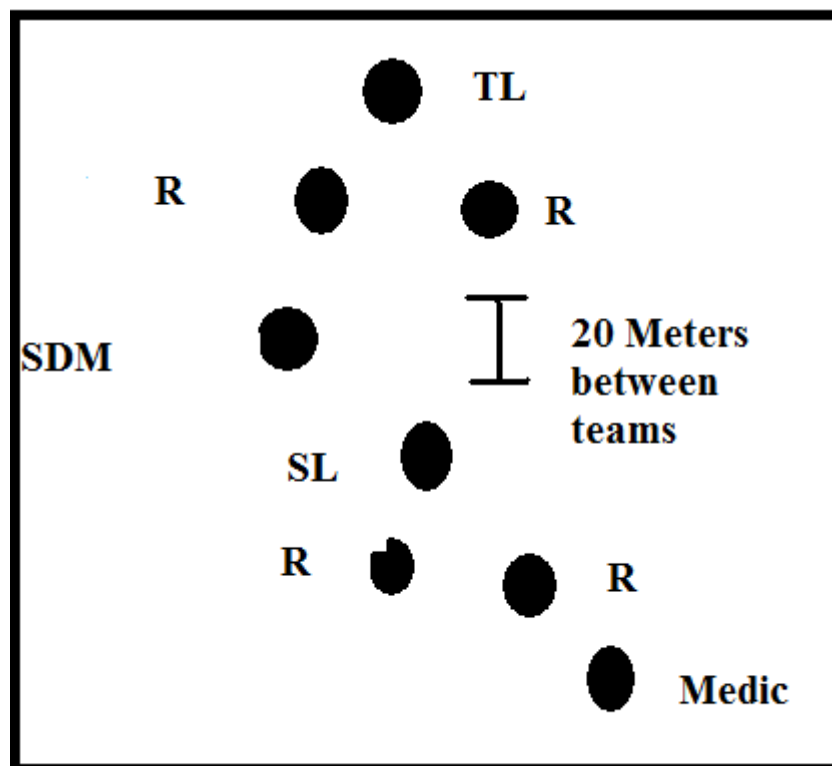


Figure 9

a. ¹³When to use

MOVEMENT FORMATION	WHEN NORMALLY USED	CHARACTERISTICS			
		CONTROL	FLEXIBILITY	FIRE CAPABILITIES/ RESTRUCTIONS	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 10



Squad Column in Traveling Formation

¹³ U.S. Army FM 7-8 (2001)

Figure 11

Squad Column in a File



Figure 12

Squad Column in File with Sectors of Fire



The Shading shows each team members sector of fire

Figure 13

Squad On Line formation

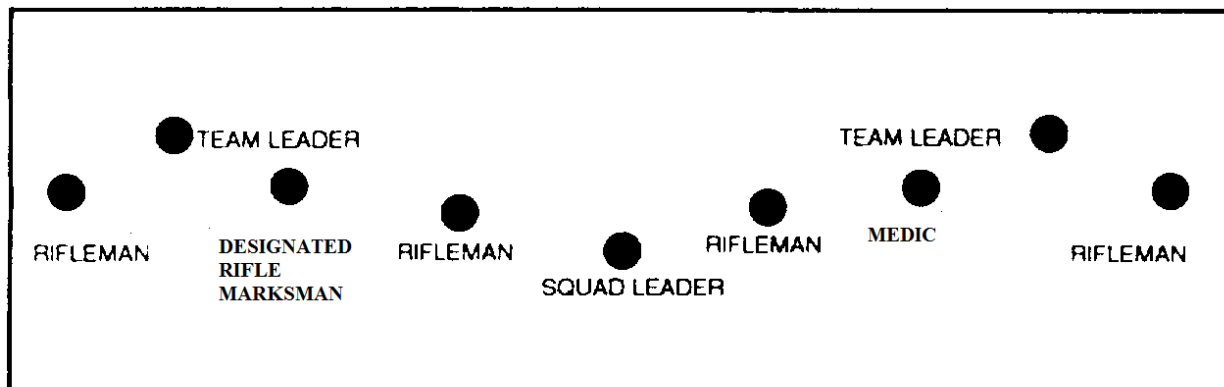


Figure 14

v. How a Platoon Moves

Platoon in Column

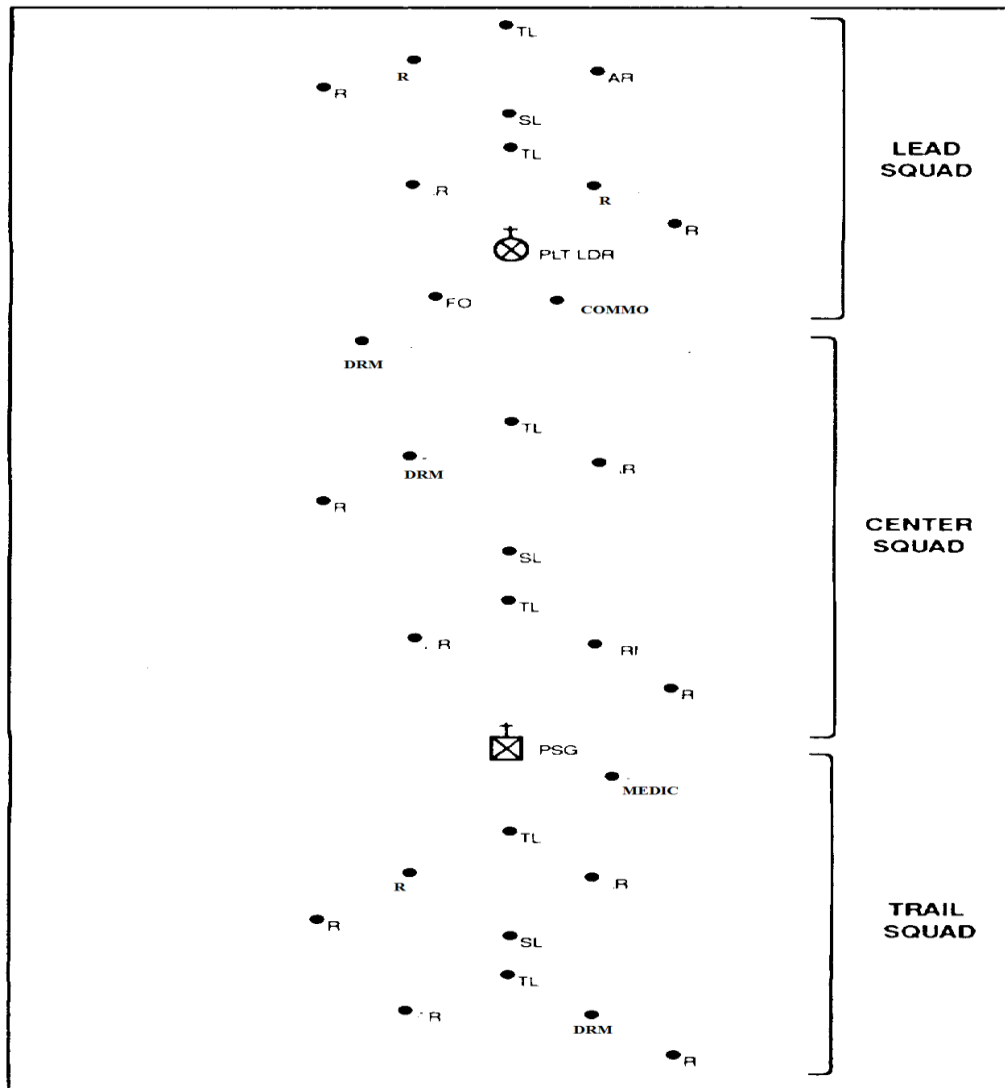
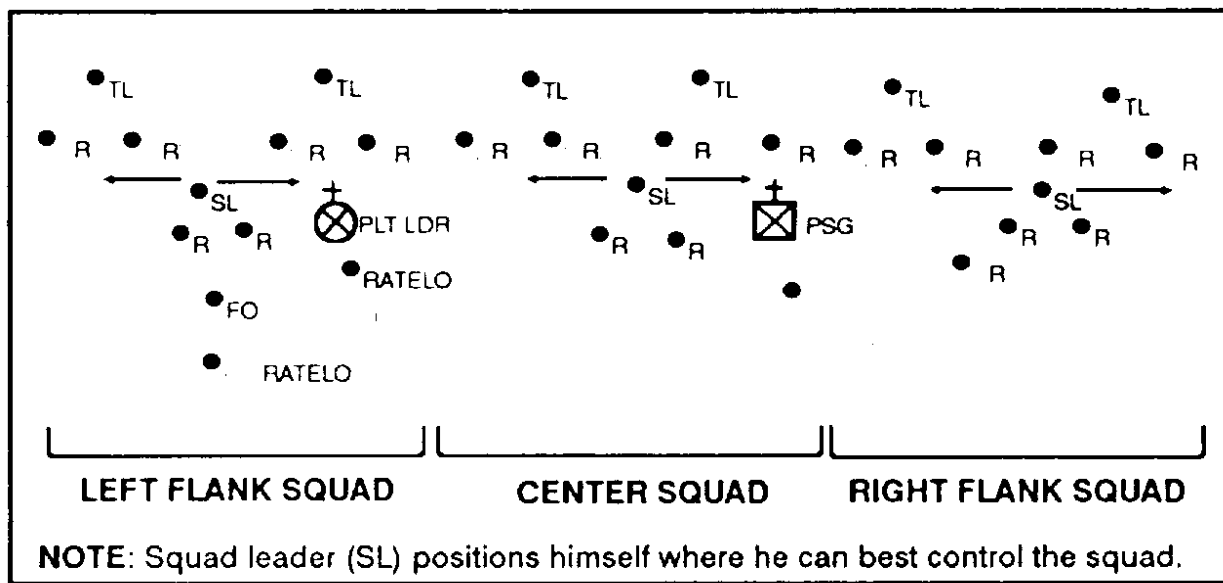
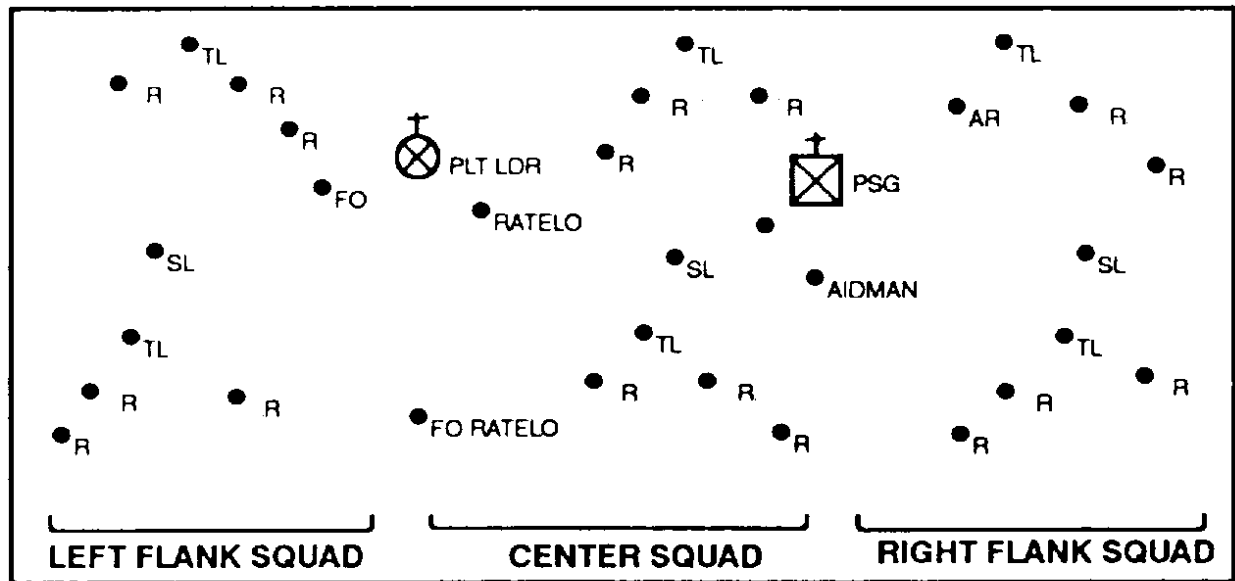


Figure 15

Platoon Line using Squads on Line



Platoon Line using Squads in Column



Figures 16 and 17

Platoon Vee

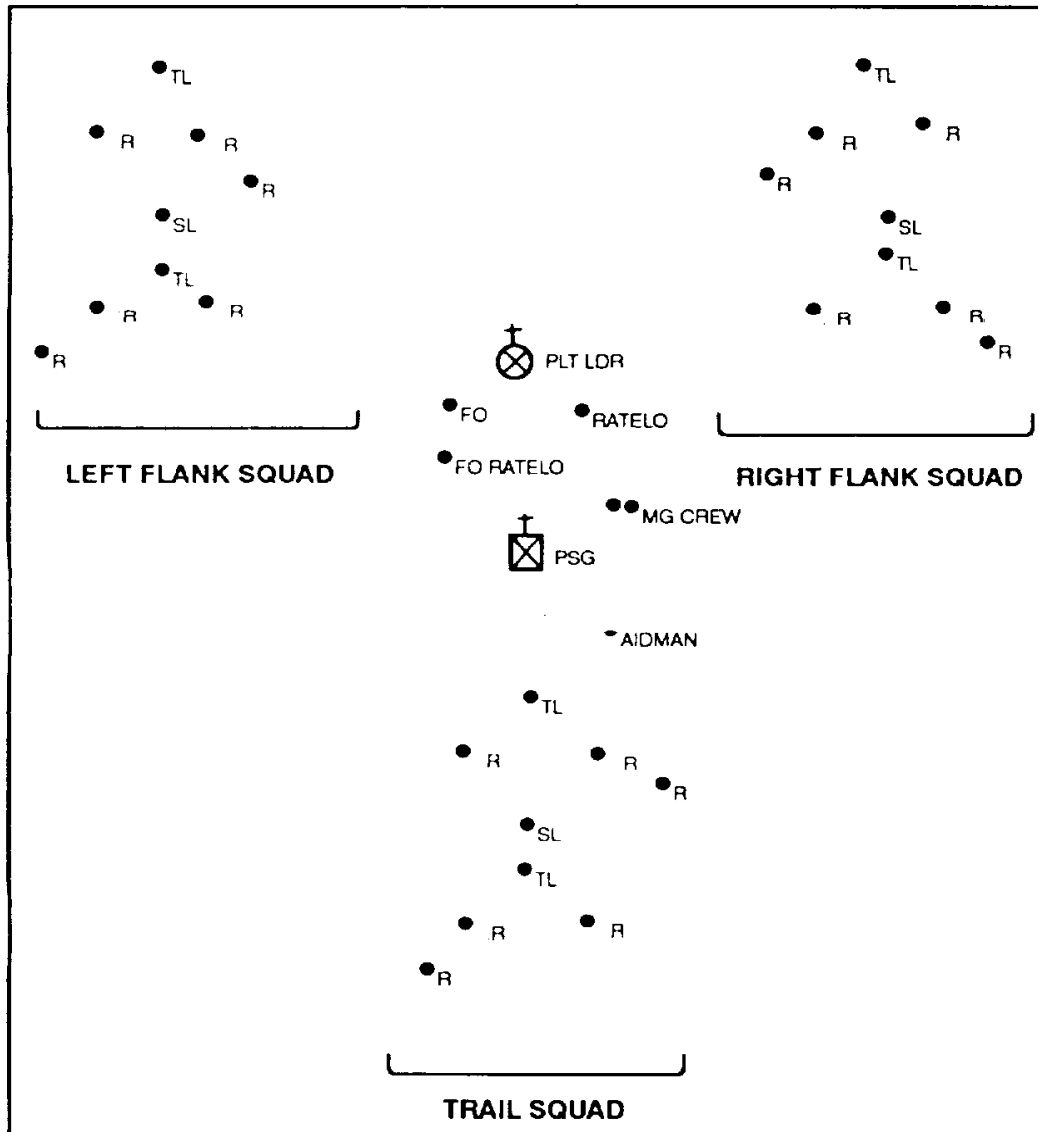


Figure 18

Platoon Wedge

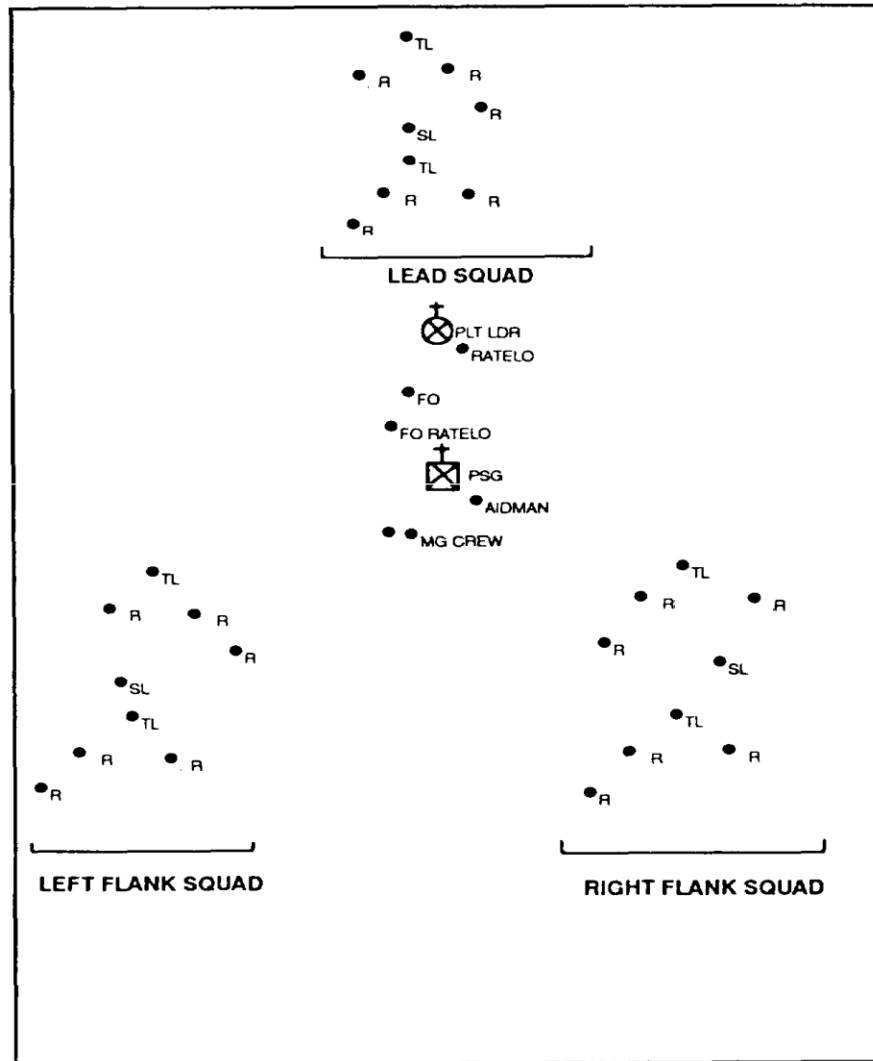


Figure 19

Platoon Vee

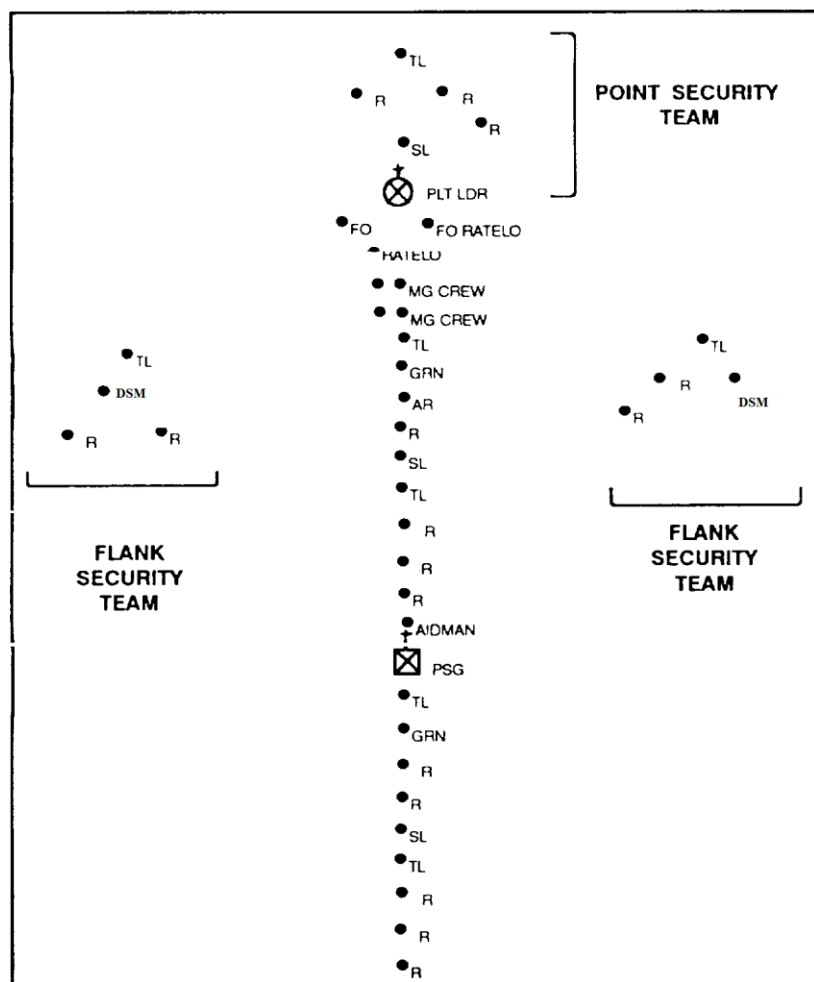


Figure 20

Comparison of Formations

MOVEMENT FORMATION	WHEN NORMALLY USED	CONTROL	FLEXABILITY	FIRE CAPABILITY RESTRICTIONS	MOVEMENT
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PLATOON COLUMN	PLATOON PRIMARY MOVEMENT FORMATION	GOOD FOR MANEUVER (FIRE AND MOVEMENT)	PROVIDES GOOD DISPERSION LATERALLY AND IN DEPTH	ALLOWS LIMITED FIREPOWER TO THE FRONT AND REAR	GOOD
PLATOON LINE AND SQUADS ON LINE	WHEN THE LEADER WANTS ALL MEMBERS FORWARD FOR MAXIMUM FIREPOWER TO THE FRONT	DIFFICULT	MINIMAL	ALLOWS MAXIMUM FIREPOWER TO THE FRONT AND LITTLE TO THE REAR	SLOW
PLATOON LINE, WITH SQUADS IN COLUMN	FOR USE WHEN LEADER DOES NOT WANT FULL UNIT ON LINE, BUT WANTS UNIT PREPARED FOR CONTACT. USED WHEN CROSSING LD OR WHEN LD IS NEAR OBJECTIVE USED WHEN ENEMY	EASIER THAN PLATOON LINE. SQUADS ON LINE, IS MORE DIFFICULT THAN PLATOON COLUMN.	GREATER THAN PLATOON COLUMN; SQUADS ON LINE BUT PLATOON LINE WITH SQUADS ON LINE	GOOD TO FRONT AND REAR, BUT, NOT AS GOOD AS PLATOON COLUMN, BUT IS BETTER THAN PLATOON ON LINE	SLOWER THAN PLATOON COLUMN, BUT FASTER THAN PLATOON LINE WITH SQUADS ON LINE SLOW

PLATOON VEE	<p>SITUATION IS VAGUE BUT CONTACT TO FRONT IS EXPECTED</p> <p>ENEMY SITUATION IS VAGUE, CONTACT NOT EXPECTED</p>	DIFFICULT	<p>PROVIDES TWO SQUADS UP FRONT FOR IMMEDIATE ACTION AND ONE SQUAD TO REAR FROM FIRE AND MOVEMENT AND FLANKING</p>	<p>IMMEDIATE MASSIVE FIREPOWER TO FRONT AND FLNKS</p>	<p>SLOW BUT IS FASTER THAN PLATOON VEE</p>
PLATOON WEDGE	<p>WHEN VISIBILITY IS LOW DUE TO TERRAIN OR IS LIGHT</p>	<p>DIFFICULT IS BETTER THAN PLATOON VEE AND PLATOON LINE WITH SQUADS ON LINE</p>	<p>ENABLES LEADER TO MAKE CONTACT WITH SMALL ELEMENT BUT STILL HAVE TWO ELEMENTS FOR MANUEVER</p>	<p>IMMEDIATE MASSIVE FIREPOWER TO FRONT AND FLNKS</p>	<p>FASTEST</p>
PLATOON FILE		EASIEST	<p>MOST DIFFICULT TO MANUEVER</p>		

				ALLOWS IMMEDIATE FIRE TO FLANKS	
--	--	--	--	--	--

Figure 21

Chapter 10

Team through Platoon Movement Technique

I. Techniques of Squad Movement

i. Traveling is used when there is no enemy contact expected

ii. Traveling Overwatch

This is where the team splits into two smaller teams, with one 3 man team leading, and one 3 man team trailing.

The reason the team splits into two small ‘sub-teams’ is in case contact is made with the enemy. Being split into two smaller teams give one team the chance to NOT be in contact – so they can then aid/provide cover fire so the team that is engaged can then break contact – or if the situation warrants – the second team can begin to maneuver against the enemy while the first team provides cover fire.

Traveling Overwatch



Figure 22

Traveling Overwatch with Sectors of Fires



Figure 23

iii. Bounding Overwatch is used when contact is expected, when the squad leader feels the enemy is near (movement, noise, reflection, trash, fresh tracks, or even a hunch), or when a large open danger area must be crossed.

(a) The lead fire team overwatches first. Soldiers scan for enemy positions. The squad leader usually stays with the overwatch team.

(b) The trail fire team bounds and signals the squad leader when his team completes its bound and is prepared to overwatch the movement of the other team.

(c) Both team leaders must know if successive or alternate bounds will be used and which team the squad leader will be with. The overwatching team leader must know the route and destination of the bounding team. The bounding team leader must know his team's destination and route, possible enemy locations, and actions to take when he arrives there. He must also know where the overwatching team will be, and how he will receive his instructions. The cover and concealment on the bounding team's route dictates how its soldiers move.

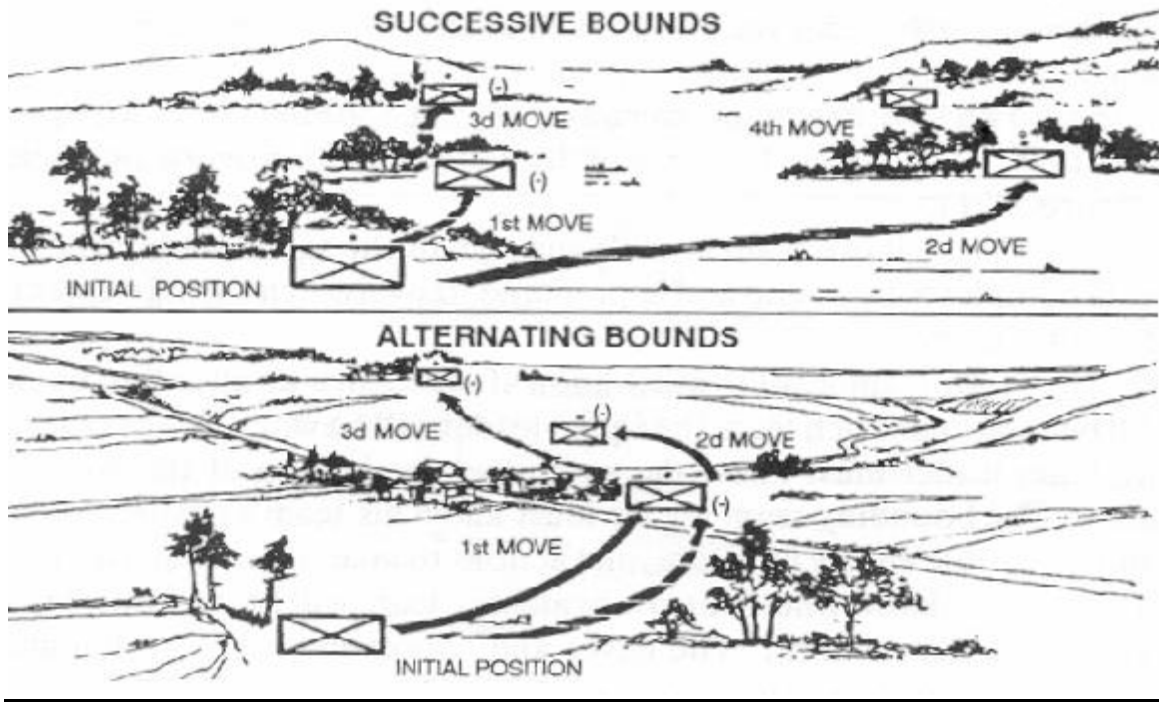


Figure taken from the U.S. Army SH 21-78, pg 4-4

Figure 24

II. Techniques of Platoon Movement

a. Traveling

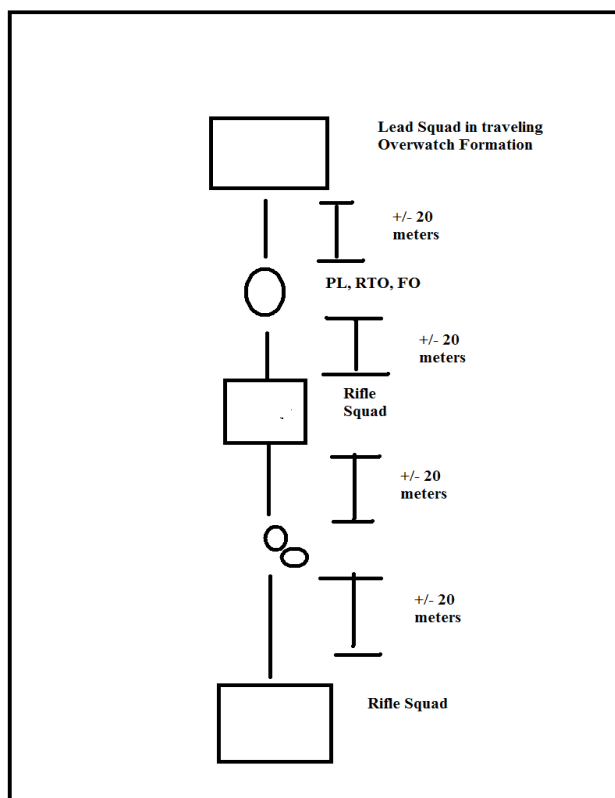


Figure 25

b. Traveling Overwatch

c. Bounding Overwatch

III. Tactical Movement

- i. According to the 1971 U.S. Army Manual *FM 21-18 Foot Marches*, there are categories of Foot Marches. These are the:

Tactical — movements are conducted in the combat zone to emphasize tactical considerations such as security and the use of combat-ready formations. They reemphasize efficiency and ease of movement, and they anticipate ground contact with the enemy en route or after arriving at the destination. Movements may be conducted over unsecure routes if there are no friendly forces between the foremost elements of the moving force and the enemy (FM 21-18, pg 1-3, 1971).

Administrative — movements are conducted in the COMMZ and zone of the interior.

They emphasize the best method of movement and reemphasize tactical considerations.

Administrative movements are based on likely ground contact with the enemy being

remote, both en route and soon after arrival at the destination. They are normally

conducted over secure routes if friendly forces are between the foremost elements of the moving force and the enemy. When conducting administrative movements, units should maintain integrity and practice security techniques that pertain to tactical

road marches (FM 21-18, pg 1-5 and 1-6, 1971).

These two marches can further be broken down into:

a. **Day Marches.** In the absence of enemy threats, day marches are preferred. They permit faster movement and are less tiring for troops. They are characterized by dispersed formations, ease of control and reconnaissance, and increased vulnerability to enemy observation and air attack.

b. **Limited Visibility Marches.** Limited visibility marches are characterized by closed formations, difficult command and control and reconnaissance, slow rate of march, and good concealment from hostile observation and air attack. Night marches also exploit darkness to gain surprise and help units avoid extreme heat common to day marches. Control of the march requires detailed planning, stringent control measures, thorough training, and march, light, and communication disciplines.

c. If concealment is required, movement before dark is restricted to small detachments. Also, the march should be completed by daybreak with troops in concealed positions.

When movement is near the enemy, noise suppression must be considered. To conceal operations from the enemy and to prevent him from gaining information about the march, measures to maintain security must be enforced. The use of navigational aids, such as ground surveillance radar, thermal sights, and night vision devices, can prevent many command and control problems encountered during night movements.

(2) Limited visibility marches must be carefully planned. This includes reconnoitering of routes and assembly areas. Special precautions ensure direction and contact within the column. Therefore, guides and file formations are needed.

*d. **Forced Marches.** Forced marches require speed, exertion, and more hours marched. They are normally accomplished by increasing the marching hours for each day rather than the rate of march. Forced marches are employed only when needed since they decrease the effect of units. Troops should be told the reason for a forced march to ensure maximum effort.*

*e. **Shuttle Marches.** Shuttle marches alternate riding and marching in a troop movement. This is normally due to lack of enough vehicles to carry the entire unit. Shuttling requires transporting troops, equipment, and supplies by a series of round-trips with the same vehicles. It can be performed by hauling a load an entire distance and then returning for another. It may also be performed by carrying successive parts of a load for short distances while the remaining parts continue on foot.*

As found in (FM 21-18, pgs 1-5 and 1-6, 1971).

While performing a day light Tactical Road March by foot, on pavement, the Platoon will break into two files along both sides of the road. It is also a general rule that during daylight hours, troopers will be spread 2 -5 meters apart (approximately at the Military's

“Double-Armed-Interval”). This is done so that hypothetically if an enemy was to throw a grenade at the unit, there will be less chance to cause massive amounts of casualties.

At nighttime under these same conditions, troopers will be 1-3 meters (at the Military’s “Cover” position). Apart in order to assist in contact with fellow platoon mates.

Other information pertaining to Foot Marches such as Noise Discipline and Troop Load are considered Leadership Knowledge. Therefore, the new member who reads this manual should not be concerned with any information not covered by the author.

ii. Foot March Movement Techniques

- a. Movement in limited visibility
- b. Movement through danger areas

While on a patrol, the unit may need to travel through conditions and areas which could be considered less than desirable. These conditions include, limited visibility and traveling through Danger Areas. (per SH 21-76, U.S. Army Ranger Handbook, 2000)

Limited Visibility

“At night or when visibility is poor, a platoon must be able to function the same as during the day. It must be able to control, navigate maintain security, move and stalk at night or during limited visibility (SH 21-78, pg. 4-8, 2000).”

According to the SH 21-78 (2000) in Chapter 4 section 3, pg 4-8, the following points should be remembered when traveling during limited visibility:

- c. **Control.** When visibility is poor, the following methods aid in control.

(1) Use of night vision devices

(2) Leaders move closer to the front

- (3) Platoon reduces speed**
- (4) Use of luminescent tape on equipment**
- (5) Reduce intervals between men and elements**
- (6) Headcounts conducted regularly**

d. **Navigation.** To assist in navigation during limited visibility, leaders may use the following techniques:

- (1) Terrain association**
- (2) Dead reckoning**
- (3) Resection**
- (4) Paralleling specific terrain features (handrail)**
- (5) Guides or marked routes**
- (6) GSR to guide units to link-ups**
- (7) Navigation computers**

e. **Security.** For stealth and security in night movements squads and platoons—

- (1) Enforce strict noise and light discipline**
- (2) Use radio-listening silence**
- (3) Use of camouflage**
- (4) Use of terrain to avoid detection by enemy surveillance or night vision devices**
- (5) Make frequent listening halts (SLLS)**
- (6) Mask the sounds of movement with artillery fires**

f. **Rally Points.** Actions to be taken at rally points must be planned in detail. The plan must provide for continuation as long as there is a good chance to accomplish the mission. Some form of communications must be left in the rally point to inform stragglers of how many men linked up and the direction they took. There are two techniques for actions at rally points:

g. **Men available:** The assembled members will wait until a set number of men arrive and then go on with the mission under the senior man present. This plan is good for a reconnaissance patrol when two or three men may be able to accomplish the mission.

(2) Time Available: The assembled members wait for a set period of time, after which the senior man present will decide whether to continue the mission, based on troops and equipment present. This may be the plan when a minimum

number of men, or certain items of equipment, or both, are needed to accomplish the mission.

e. Actions at halts. During halts, security must be posted and all approaches into the sector will be covered with key weapons.

Movement through danger areas

“A danger area is any place on a unit’s route where the leader’s estimate process tells him his unit may be exposed to enemy observation or fire. Some examples of danger areas are open areas, roads and trails, native villages, enemy positions, and obstacles such as minefields, streams, and wire obstacles. Avoid danger areas whenever possible. If they must be passed or crossed, use great caution. (SH 21-78, pg. 4-9, 2000).”

According to the SH 21-78 (2000) in Chapter 4 section 4, pg 4-9, the following points should be remembered when traveling through Danger Area’s:

a. Standards:

- (1) The unit prevents the enemy from surprising the main body.
- (2) The unit moves all personnel and equipment across the danger area.
- (3) The unit prevents decisive engagement by the enemy

b. Fundamentals:

- (1) Designate near and far side rally points
- (2) Secure near side, left and right flank, and rear security
- (3) Recon and secure the far side
- (4) Cross the danger area
- (5) Plan for fires (when possible)

h. Technique for crossing danger areas:

(1) Linear Danger Area (LDA) for a squad:

STEP 1: The alpha team leader (ATL) observes the linear danger area and sends the hand and arm signal to the SL who determines to bound across.

STEP 2: SL directs the ATL to move his team across the LDA far enough to fit the remainder of the squad on the far side of the LDA. Bravo team moves to the LDA to the right or left to provide an overwatch position prior to A team crossing.

STEP 3: SL receives the hand and arm signal that it is safe to move the rest of the squad across (B team is still providing overwatch).

STEP 4: SL moves himself, RTO and B team across the LDA. (A team provides

overwatch for squad missions.)

STEP 5: A team on azimuth at SLs command or hand and arm signal.

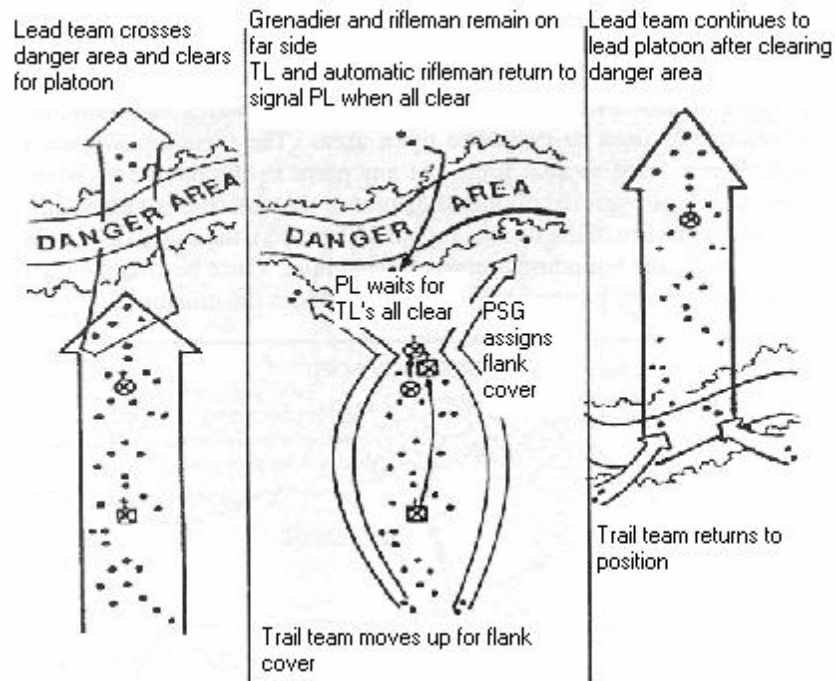


Figure taken from the U.S. Army SH 21-78, pg. 4-10

Figure 26

(2) LDA crossing for a platoon:

- (a) The lead squad halts the platoon, and signals danger area.
- (b) The platoon leader moves forward to the lead squad to confirm the danger area and decides if current location is a suitable crossing site.
- (c) The platoon leader confirms danger area/crossing site and establishes near and far side rally points.
- (d) On the platoon leader's signal, the A team of the lead squad establishes an overwatch position to the left of the crossing site. Prior to crossing, the compassman with the lead two squads confirm azimuth and pace data.
- (e) B team of the lead squad establishes an overwatch position to the right of the crossing site.

(f) Once overwatch positions are established, the platoon leader gives the second squad in movement the signal to bound across by fire team.

(g) Once across, the squad is now lead in movement and continues on azimuth.

(h) One stop, look, listen and smell (SLLS) is conducted, squad leader signals platoon leader all clear.

- (1) Day time—hand and arm signal (e.g. thumbs up)
- (2) Night time—Clandestine signal (e.g. IR, red lens)

(i) Platoon leader receives all clear and crosses with RTO, FO, WSL, and 2 gun teams.

(j) Once across, PL signals the 3rd squad in movement to cross at their location.

(k) PSG with medic and one gun team crosses after 2nd squad is across (sterilizing central crossing site).

(l) PSG signals security squad to cross at their location.

Note 1: Platoon leader will plan for fires at all known LDA crossing sites.

Note 2: Squads in overwatch 2nd and 3rd will sterilize where they cross.

Sequence—

- A and B teams of lead squad occupy overwatch positions
- Second squad crosses, and continues on azimuth
- PL crosses with RTO, FO, WSL, and 2 gun teams
- Third squad crosses in movement, link-up with 1st squad
- PSG crosses with medic and gun team
- Security squad crosses, link-up with 2nd squad
- With the new order of movement (formerly 2nd squad in movement now leading and the former 1st squad in movement in trail) the platoon continues movement on azimuth.

(3) Danger Area (Small/Open)

(a) The lead squad halts the platoon and signals danger area.

(b) The PL moves forward to the lead squad to confirm the danger area.

(c) The platoon leader confirms danger area and establishes near and far side rally points.

(d) The PL designates lead squad to bypass danger area using the detour-bypass method.

(e) Upon signal to move, lead squad offsets compass 90 degrees left or

(f) right as designated and moves in that direction. Paceman stops pace count and starts new pace count.

(g) After moving set distance (as instructed by PL). Lead squad assumes

original azimuth, pace man original pace.

(h) After passing by the open area, the lead squad once again stops and again offset compass 90 degrees left or right and paceman starts pace once again.

(4) Danger Areas (series):

A series of danger areas is two or more danger areas within an area that can be either observed or covered by fire.

- Double linear danger area (use) linear danger area technique and cross as one LDA)
- Linear/small open danger area (use by-pass/contour technique. Figure 4-4)
- Linear/large open danger area (use platoon wedge in crossing)

Note: A series of danger areas is crossed using the technique which provides the most security.

Small Open Area

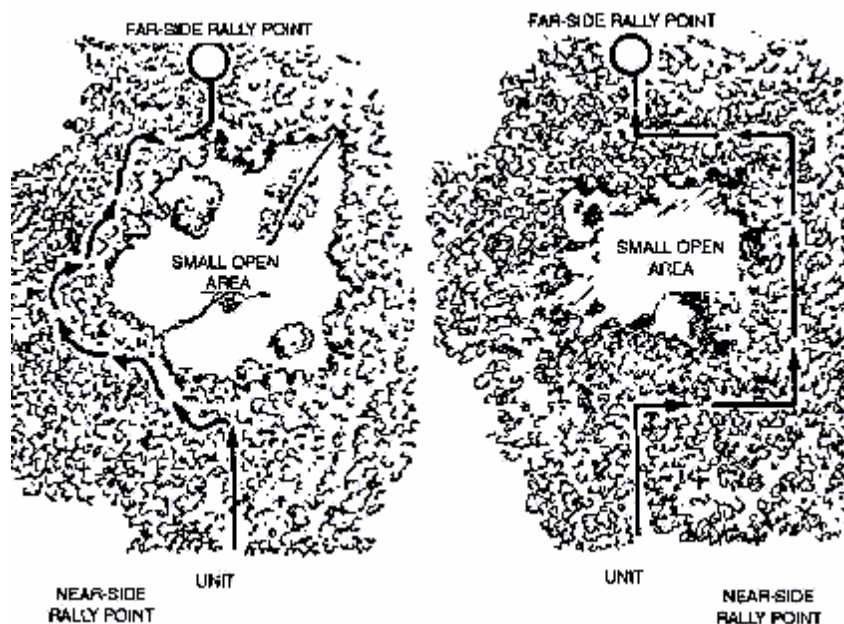


Figure 27

Contour around open area

Detour Bypass method

Figure taken from the U.S. Army SH 21-78, pg. 4-12

Figure 24

(5) Danger Area (Large).

- (a) Lead squad halts the platoon, and signals danger area.
- (b) The platoon leader moves forward with RTO and FO and to confirm danger area.
- (c) The platoon leader confirms danger area and establishes near and far side

rally points.

(d) PL designates direction of movement.

(e) PL may designate change of formation as necessary.

Note 1. Prior to the point man stepping into the danger area. The PL and FO will plan for fires.

Note 2. If far side of danger area is less than 250 meters- PL establishes overwatch, and designates lead squad to clear woodline on far side.

Section III "Tactical Movement" is directly quoted from SH 21-76, U.S. Army Ranger Handbook, pgs 4-8 thru 4-12

IV. Vehicle Road March per U.S. Army FM 17-15 Tank Platoon

i. Vehicle March Columns

The Following was found in Chapter 5, Section 1, of the

U.S. Army's FM 17-15 Tank Platoon

While it is highly unlikely you would see a militia unit with armor support, vehicle-borne patrolling, or road marching still uses the same tactics as those of the Federal Service's Armored Corps. (See FM 17-15, FM 34-82 & FM 17-98).

There are three primary road march techniques. The commander bases his decision on the formation to be used during the march on which technique is employed. The road march is usually executed in column or staggered column formation. These techniques are:

Open Column

The open column technique is normally used for daylight marches. It can be used at night with blackout lights or thermal vision equipment. The distance between vehicles varies, normally from 50 meters to 200 meters depending on light and weather conditions.

Close Column

The close column technique is normally used for marches conducted during periods of limited visibility. The distance between vehicles is based on the ability to see the vehicle ahead; it is normally less than 50 meters.

Infiltration

The infiltration technique involves the movement of small groups of personnel or vehicles at irregular intervals. It is used when sufficient time and suitable routes are available and when maximum security, deception, and dispersion are desired. It provides the best possible passive defense against enemy observation and detection. (**NOTE:** Infiltration is most commonly used by dismounted elements.)

Chapter 11

Patrolling

V. The Rifle Squad and Platoon patrolling

i. Organization

For any type of patrol to work and complete its objectives, it must be organized. In the following, we will study the separate elements of a patrol and what their job is.

ii. Patrol Elements

Headquarters Element consists of the PL, the RTO, FO (If unit has one).

Aid Team consists of the platoon medic, and any available trooper who is Combat Life Saver qualified (CLS). The CLS team can make up the “litter team”

Enemy Prisoner of War Team (EPWT)

Consist of a senior nco and is responsible for any treatment, questioning and care of enemy prisoners. It should be advised that the Standards of the Geneva Convention be followed towards Uniformed enemy soldiers. The standards ARE different for those of no national army or uniform such as terrorist.

Surveillance Teams consist of at least on senior platoon nco such as a squad leader and riflemen. It is best if the individual members have been qualified for intelligence gathering as a secondary specialty. The ST is tasked with watching an objective, and updating any further pertinent information from the time the warning order has been given for the patrol until the patrol is on objective. The ST the joins with the patrol and completes the mission.

En Route Recorder the ERR is basically the “compass man or women”. He or she is responsible for getting the patrol to and from its objectives. Since the mission will fail if the patrol cannot get to its objectives, rally points etc., it is advisable that the ERR be fully qualified for orienteering (that is reading a map). (s)he should make sure the compass is in working condition and preset with its initial azimuth before starting out on the patrol.

Pace Counter maintains an accurate and acceptable pace during the mission. (S)he reports to the patrol leader at times set by SOP, to gain an approximated guess of distance and time traveled. The Patrol Leader should also designate an alternate PC during the warning order briefing.

VI. Completion of Leadership Plan

As the platoon leader completes his or her plan, he should consider the following:

Essential and Supporting Task

The leader, whether Platoon Leader, Squad Leader, or just patrol leader, he or she needs to make sure all essential jobs are covered such as “who is going to cover security when the patrol is about to cross the trail at point Lima?”, “who is going to become point-man if *Rick* gets injured?” “So, is 3rd Platoon going to extract the patrol at PZ Mike upon completion of the raid?” “If so, what vehicles are on line for this support?”

Key travel and Execution Times

Since the leader will generally know how their team moves, and knows their strength and weaknesses well enough to guesstimate the time a particular squad will take on a route of his choosing. So he or she will need create the mission plan which covers execution times, routes to travel, and even how the patrol will get to and from the objective such as by vehicle or by foot.

Primary and Alternate Route

The leader is responsible for choosing the best route to the patrols objectives. He or she considers the least traveled, less noisy route to be taken. He or she should also consider an alternate route to take to and from the objective in case something happens to the first route, or if the mission is somehow compromised.

Signals

The leader will also consider the types of communicative signals to be used during the patrol. These signals are generally known within the unit and may even be a part of the units SOP. It is however best to use signals which are not widely known because the unit does not want to give the enemy any information.

Challenge and Password

The Challenge and password can be of the sign/countersign nature such as the famous “Flash/thunder phrase used by our Federal Forces of the 101st Airborne Division on D-Day. These should be given and used in camp or in friendly lines. The Leader is responsible for the challenge and passwords for the day and possibly day after (in the case of an overnight mission) to re-enter friendly lines. While on a patrol, a PB, CP or LP may be needed. If this is the case, the leader should create a challenge/password for entry into friendly lines during day and night. The leader should also create a “running password” to be given in the event of an emergency.

Location of leaders It is imperative to know the location of all leaders in case a particular leader has been killed or injured. Therefore the platoon leader should know the location of all leadership during all phases of the mission.

The leader is also responsible for the following when planning the patrol:

Departure from friendly

Rally Points

Objective Rally Point (ORP) is a rally point out of sight and sound of the enemy.

The point is also out of range of any kind of small-arms fire which they enemy can use against the patrol, but is in the vicinity of the objective. Could be considered the PB

Occupying ORP

- Position security 365 degrees around ORP
- Move forward with a compass man and one member of each fire team to confirm the location of the ORP and determine its suitability
- Position the Team A soldier at 12 o'clock, and the Team B soldier at 6 o'clock in the ORP. Issue them a contingency plan and return with the compass man.
- Lead the squad into the ORP, position Team A from 9 to 3 o'clock and Team B from 3 to 9 o'clock
-

Actions at the ORP

- Recon the Objective
- Issue FRAGO (Orders that are updated regarding mission)
- Collection and Disseminating information from reconnaissance
- Making final preparations
 - Re-camouflaging
 - preparing demolitions
 - inspecting weapons
 - preparing EPW restraints
- Chow
- Security
- Resting for final phase of mission

VII. Types of Patrols

➤ Reconnaissance Patrol

“The three types of reconnaissance patrols are area, zone, and route. Reconnaissance patrols provide timely and accurate information on the enemy and terrain. They confirm the leader’s plan before it is executed. The commander must inform the leader of the specific information requirements for each mission. (U.S. Army FM 7-8 Chapter 3, Section II, pg 311,2003).”

Per FM 7-8, Reconnaissance Patrols are made of the common squad elements but also include two separate elements. These element are the:

a. **Reconnaissance Team.** Reconnaissance teams reconnoiter the objective area once the security teams are in position. Normally these are two-man teams (buddy teams) to reduce the possibility of detection.

b. **Reconnaissance and Security Team.** R&S teams are normally used in a zone reconnaissance, but may be useful in any situation when it is impractical to separate the responsibilities for reconnaissance and security.

VIII. Two types of Reconnaissance Patrols.

- i. **Area Reconnaissance** is conducted to obtain information about a specified location and the area around it. In an area reconnaissance, the platoon or squad uses surveillance or vantage-points around the objective from which to observe it and the surrounding area.
- ii. **Zone Reconnaissance** is conducted to obtain information on enemy, terrain, and routes within a specified zone. Zone reconnaissance techniques include the use of moving elements, stationary teams, or a series of area reconnaissance actions.

iii. **Route Reconnaissance**

A route reconnaissance is conducted to obtain detailed information about one route and all the adjacent terrain or to locate sites for emplacing obstacles.

➤ **Combat Patrol**

○ **Organization**

Assault Element seizes and secures the objective, and protects selected *special teams* as they complete assigned task

Security Element provides security at danger areas, secures the ORP, isolates the objective, and supports withdrawal from objective to PZ

Support Element provides direct and indirect fire for platoon

Breach Element provides the breaching of any obstacle in the assault units path to the objective

Demolition Team is responsible for preparing and exploding the charges to destroy equipment, vehicles, or facilities on the objective.

Search Team These teams may search the objective or kill zone for casualties, documents, or equipment.

Ambush

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

I. Classification of Ambushes

According to the U.S. Army (2003) Infantry Manual,

Hasty Ambush is placed when a unit is on patrol, sees an enemy and has time to set an ambush without being detected(3-22).

The hasty ambush can have a demoralizing effect on the enemy when placed within their own lines.

For the hasty ambush to be effective, your unit members need to be schooled in what their job is before, during and after the ambush has been struck.

The team members also need to know what actions to take immediately in case of detection.

When the patrol leader plans for and is rehearsing for the need of a Hasty Ambush, (s)he needs to keep the following in mind:

- a. Using visual signals, any soldier alerts the platoon that an enemy force is in sight. The soldier continues to monitor the location and activities of the enemy force until he is relieved by his team or squad leader.
- b. The platoon or squad halts and remains motionless.
- c. The leader determines the best nearby location for a hasty ambush. He uses arm-and-hand signals to direct soldiers to covered and concealed positions. The leader designates the location and extent of the kill zone.
- d. Security elements move out to cover each flank and the rear. The leader directs the security elements to move a given distance, set up, and rejoin the platoon on order or, after the ambush (the sound of firing ceases). At squad level, the two outside buddy teams normally provide flank security as well as fires into the kill zone. At platoon level, fire teams make up the security elements.
- e. Soldiers move quickly to covered and concealed positions, normally 5 to 10 meters apart. Soldiers ensure that they have good observation

and fields of fire into the kill zone.

f. The leader initiates the ambush when the majority of the enemy force enters the kill zone.

g. If the patrol or a member is prematurely detected, the member should initiate the ambush while warning the rest of the patrol.

Deliberate ambushes are initiated against a predetermined target, at a predetermined time.

Since the Deliberate Ambush is against predetermined targets, the patrol leader or higher chain of command needs to remember the following aspects of the mission when planning:

- Size and composition of the targeted enemy unit.
- Weapons and equipment available to the enemy.
- The enemy's route and direction of movement.
- Times that the targeted unit will reach or pass specified points along the route.

Point ambush (3-25), is an ambush against a lone kill zone. The following should be remembered when planning and rehearsing for the mission:

First and foremost, security and surveillance teams should be positioned before the assault team is placed into their position

The patrol leader is a part of the Assault Team. (S)He is responsible for checking their team mates once into position. He is the one who signals the Security/Surveillance teams to rejoin the Assault Team.

Pre-Ambush Responsibilities (Assault Team)

- Identify Individual Sectors of Fire (SOF) and Position Aiming Stakes
- Emplace explosive devices (If have)
- Emplace Explosives in dead area of kill zone.
- Camouflage Positions
- ” Take weapons off SAFE. Moving the selection lever on the weapon causes a metallic click that could compromise the ambush if soldiers wait until the enemy is in the kill zone. This must be the last action performed by all soldiers before waiting to initiate the ambush (2004, pp. 3-85).”

Pre-Ambush Responsibilities (Support Element Team)

- Identify all sectors of fire for all elements of SET.
- Place SOF stakes in order to prevent friendly-fire
- Place Explosive and other protective device

Other actions to remember

- Leaders need to make sure members know how to implement the SALUTE format into all SITREPS, and Intel reports
- The Patrol Leader must determine how large any potential enemy elements the patrol may come across and whether or not the patrol would be able to successfully attack and destroy the enemy.
- The Patrol Leader is the one who initiates the ambush, and has a backup method should the primary plan fail.
- Troopers should be able to engage enemy in kill zone no matter what visibility conditions are present.
- The PL must have a plan to signal the advancement of enemy elements.
- The Assault team must be ready to engage enemy and move across kill zone using Individual Movement Techniques (IMT) “if there is any return fire once they begin search (p3-26).

Post- Ambush Tasks

- Collect and Secure EPW's and move out of kill zone before searching dead bodies.
- Search from one side of the line of bodies to the other, mark bodies to insure complete search of bodies and area for valuable materials.
- Use 2-man search techniques
 - One man searches, while the other guards ready to shoot.
 - The Searcher kicks enemy firearm out of reach
 - The searcher rolls the body over (if on the stomach) by laying on top and when given the go ahead by the guard (who is positioned at the enemy's head), the searcher rolls the body over on him (p3-26),(This is in case the enemy soldier has booby trapped himself with a grenade.
 - The search the searches the body from head to toe, checking all pockets for papers, rank, shoulder boards, different unit patch, pistol, weapon, or NVD
 - Identify, collect and secure all equipment for transport back to base camp.

Area Formation

Linear is an ambush which the patrols elements are placed parallel along the targeted route giving the kill zone coverage and places fire on the enemy's flanks. It is best used in close terrain such as a narrow valley or a cut which can impede enemy movements, and keeps them in a good kill zone.

L-Shaped As can be imagined, the assault element forms along parallel from the targeted trail. The support element is then placed at the end of the kill zone (last man in the kill zone) ,vertically at a 90 degree angle (Making an L-Shape). It can be used in almost any situation except when the support element would have to cross the trail.

Raid planning and Consideration

Chapter 12

Battle Drills

- i. Battle Drills are skills ingrained in the individual and unit members. These skills become automatic after practicing to keep the soldier alive. These can be found in the U.S. Army STP 21-1-SMCT (Soldiers Manual of Common Task, pgs. 345-365, 1990).

- ii. Immediate Action Drills

1. Move Under Direct Fire (stp 21-1-SMCT)

Determine what movement is necessary to survive direct fire.

These consist of the

- a) High Crawl
 - a. Keeps body off ground
 - b. Cradles Rifle in arms, muzzle out of dirt
 - c. Puts weight in forearms and legs
- b) Low Crawl
 - a. Body Flat on Ground
 - b. Hold rifle by upper swing swivel with but dragging ground
 - c. Pulls with arms, pushes with legs
- c) Rush
 - a. Looks for fire
 - b. Gets up

- c. Runs for 3-5 seconds
- d. Drops to knees then to hands
- e. Low crawls
- f. Communicates with battle buddy and fires rifle while buddy moves

2. React to Indirect Fire (stp 21-1-SMCT)

- a) Yells Incoming
- b) Watch and listen to squad or team leader for orders
- c) Take advantage of cover (when staying in one place)
- d) When Moving, Yell Incoming!
- e) Follow Team Leaders actions
- f) Run out of impact area
- g) Keep body low

3. React to Contact (Per FM 7-8, pgs 4-12-4-13)

1. Soldiers immediately take up the nearest covered positions and return fire in the direction of contact.
2. Team/squad leaders locate and engage known or suspected enemy positions with well-aimed fire, and pass information to the squad/platoon leader.
3. Fire team leaders control fire using standard fire commands (initial

and supplemental) containing the following elements:

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

4. Soldiers maintain contact with the soldiers on their left and right.

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

6. Leaders check the status of their personnel.

7. The team/squad leaders maintain contact with the squad/platoon leader.

8. The squad/platoon leader—

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

b. Determines whether or not his squad/platoon must move out of an engagement area.

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

- d. Makes an assessment of the situation. He identifies—
- The location of the enemy position and obstacles.
 - The size of the enemy force. (The number of enemy automatic weapons, the presence of any vehicles, and the employment of indirect fires are indicators of the enemy strength.)
 - Vulnerable flanks.
 - Covered and concealed flanking routes to the enemy position.
- e. Determines the next course of action (for example, fire and movement, assault, breach, knock out bunker, enter and clear a building or trench).
- f. Reports the situation to the platoon leader/company commander and begins to maneuver.

3. Break Contact (pg 4-14) (stp 21-1-SMCT)

1. The squad/platoon leader directs one fire team/squad in contact to support the disengagement of the remainder of the unit.
2. The squad/platoon leader orders a distance and direction, or a terrain feature, or last objective rally point for the movement of the first fire team/squad.
3. The base of fire (fire team/squad) continues to suppress the enemy.
4. The moving element uses fragmentation, concussion, and smoke grenades to mask its movement.
5. The moving element takes up the designated position and engages the enemy position.
6. The platoon leader directs the base-of-fire element to move to its

next location. (Based on the terrain and the volume and accuracy of the enemy's fire, the moving fire team/squad may need to use fire and movement techniques.

7. The squad/platoon continues to bound away from the enemy until (the squad/platoon must continue to suppress the enemy as it breaks contact)-

- It breaks contact.
- It passes through a higher level support-by-fire position.
- Its fire teams/squads are in the assigned position to conduct the next mission.

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

9. If the squad or platoon becomes disrupted, soldiers stay together and move to the last designated rally point.

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

4. React to Ambush (stp 21-1-SMCT)

a. Near

b. Far

5. React to Flares

a. Ground

i. Not under fire

ii. Under fire

b. Air

ii. Not under fire

- a) If flare is on the ground, you first need to move out of the illuminated area.
- b) Reorient self and Charlie mikes (Alone)
- c) Regroups with unit and continues mission.

iii. Under Fire

- a) Use fire and movement to get out of illuminated zone
- b) Reorients self and continues mission
- c) Regroups with unit per SOP

iv. Overhead flare with warning

- i. Assumes prone position and use available cover
- ii. Uses fire and movement to get out of illuminated zone
- iii. Reorients self and continues mission or
- iv. Regroups with unit per SOP

v. Overhead flare without warning

- i. Closes One Eye to preserve night vision
- ii. Gets into prone position
- iii. Uses nearby cover and concealment
- iv. Once in un-illuminated area, use closed eye for vision until full night vision returns.

Chapter 13

Fighting Positions

Hasty

A hasty Fighting Position is prepared when there is literally little or no time in order to dig out a larger, more protected fighting position.

To Construct, the trooper digs out at a minimum of 18 inches of soil, and is able to lie prone in it. He must have protection to his front. This can be a pile of dirt or even his rucksack. He must be able to fire freely from his front and oblique's. There is no overhead cover and it does not offer the security of a two-man fighting position.



Figure 28

One-Man

“This type of position allows choices in the use of cover; the hole only needs to be large enough for one soldier and his gear. It does not have the security of a two-soldier position. The one-soldier fighting position must allow a soldier to fire to the front or to the oblique from behind frontal cover (FM 7-8, pg 2-90, 2003)”



Figure 29

Two-Man

A two-soldier fighting position can be prepared in close terrain. It can be used where grazing fire and mutual support extend no farther than to an adjacent position. It can be used to cover dead space just in front of the position. One or both ends of the hole are extended around the sides of the frontal cover. Changing a hole this way lets both soldiers see better and have greater sectors of fire to the

front. Also, during rest or eating periods, one soldier can watch the entire sector while the other sleeps or eats. If they receive fire from their front, they can move back to gain the protection of the frontal cover. By moving about 1 meter, the soldiers can continue to find and hit targets to the front during lulls in enemy fire. This type of position requires more digging and is harder to camouflage. It is also a better target for enemy hand grenades (FM 7-8, ps 2-91, 2003)".



Figure 30

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