

MHI
Copy 2

HEADQUARTERS
DEPARTMENT OF THE ARMY

ARTEP 7-8-DRILL

**BATTLE DRILLS FOR THE INFANTRY RIFLE
PLATOON AND SQUAD**

DISTRIBUTION RESTRICTION: Approved for public release;
distribution is unlimited.

ARMY TRAINING AND
EVALUATION PROGRAM
NO. 7-8-DRILL

HEADQUARTERS
DEPARTMENT OF THE ARMY
Washington, DC, 3 November 1993

BATTLE DRILL FOR THE INFANTRY RIFLE PLATOON AND SQUAD

WARNING
Safety Notice

1. Safety is an integral part of performing any task to standard.
2. Safety items are limited in this manual. Users must consult STPs, FMs, and TMs for specific safety items for the tasks in this manual.
3. A safety briefing is mandatory before beginning any drill, STX, or FTX.

DISTRIBUTION RESTRICTION: Approved for public release;
distribution is unlimited.

*This publication supersedes ARTEP 7-8-DRILL, 22 January 1990.

CONTENTS

	Page
Preface	iv
Chapter 1. Battle Drill Training	1-1
1-1. General	1-1
1-2. Training.....	1-2
1-3. Sustainment.....	1-4
1-4. Safety	1-5
Chapter 2. Battle Drills	2-1
2-1. General	2-1
2-2. Organization	2-2
Section I. Dismounted Battle Drills	2-3
Battle Drill 1. Conduct Platoon Attack.....	2-4
Battle Drill 1A. Conduct Squad Attack.....	2-16
Battle Drill 2. React to Contact (Platoon/Squad)	2-26
Battle Drill 3. Break Contact (Platoon/Squad).....	2-31
Battle Drill 4. React to Ambush (Platoon/Squad)	2-35
Battle Drill 5. Knock Out Bunkers (Platoon)	2-40
Battle Drill 5A. Knock Out a Bunker (Squad).....	2-47
Battle Drill 6. Enter and Clear a Building (Platoon)	2-53
Battle Drill 6A. Enter a Building and Clear a Room (Squad).....	2-59
Battle Drill 7. Enter/Clear a Trench (Platoon).....	2-67
Battle Drill 7A. Enter/Clear a Trench (Squad).....	2-74
Battle Drill 8. Conduct Initial Breach of a Mined Wire Obstacle (Platoon)	2-80

ARTEP 7-8-DRILL

	Page
Section II. Mounted Battle Drills	2-89
Battle Drill 9. Conduct Platoon Attack (Mounted) (M113).....	2-90
Battle Drill 10. React to Contact (Platoon/Squad) (Mounted).....	2-101
Battle Drill 11. Break Contact (Platoon) (Mounted)	2-104
Battle Drill 12. React to Ambush (Platoon/Squad) (Mounted).....	2-106
Section III. Mounted Crew Drills	2-109
Crew Drill 1. Dismount the Vehicle (Platoon/Squad)	2-110
Crew Drill 2. Mount the Vehicle (Platoon/Squad).....	2-113
Crew Drill 3. Change Formation (Platoon) (Mounted)	2-116
Crew Drill 4. Secure at the Halt (Platoon) (Mounted).....	2-134
Crew Drill 5. Execute Action Right or Left (Platoon).....	2-140
GLOSSARY	Glossary-1
REFERENCES	References-1

PREFACE

This manual provides a set of core battle drills for infantry rifle platoon and squad. It describes a training method for small units to train to proficiency. This method requires training individual tasks, leader tasks, and collective tasks before the conduct of critical wartime missions. The goal of training is to produce a combat-ready unit that responds rapidly to known or suspected enemy activity and defeats the enemy. Battle drill training is a key factor in achieving that goal.

The standards for the drills are written within the context of general tactical principles that allow changes based on conditions during execution. Leaders should tailor training to achieve realistic, challenging, and attainable goals, and should increase the difficulty of conditions as the unit becomes proficient.

The reduced time-distance aspects of battle drills make them excellent opportunities for training during the short periods that develop throughout the day. They also apply to Reserve and National Guard units for weekend periods, building up to mission training conducted during annual training periods.

The proponent of this publication is the United States Army Infantry School. Send comments and recommendations on DA Form 2028 directly to: Commandant, United States Army Infantry School, ATTN: ATSH-OTT-T, Fort Benning, Georgia 31905-5593.

Unless this publication states otherwise, nouns and pronouns do not refer exclusively to men.

CHAPTER 1

BATTLE DRILL TRAINING

1-1. General.

Success in battle depends on the ability of soldiers and units to perform those tasks required to defeat the enemy. All training must maintain proficiency in individual and collective tasks within a band of excellence. This training must be realistic to ensure that the tasks mastered in training are performed well in battle.

a. A *battle drill* is a collective action executed by a platoon or smaller element without applying a *deliberate* decision-making process. The speed of action is vital to success in combat or critical to preserving life. The drill is initiated on a cue, such as an enemy action or simple leader's order, and is a trained response to the given stimulus. It requires minimal leader orders to accomplish and is standard throughout like units.

b. Battle drills have many advantages:

(1) They conform to unit missions and the specific tasks, standards, and subtasks required to support mission proficiency.

(2) They build from simple to complex and focus on the basics.

(3) They link how-to-train and how-to-fight at small-unit levels.

(4) They provide an agenda for continuous coaching and critiquing.

(5) They develop leaders and build teamwork and cohesion under stress.

(6) They enhance the chance for individual and unit survival on the battlefield.

(7) They reduce reaction time, increase speed of execution, and standardize combat actions in crucial situations.

(8) They help the soldier master his individual skills so that he knows what to do instinctively.

(9) They instill unit discipline and operational standards for key battlefield situations.

1-2. Training.

NOTE: Before reading and understanding this manual, leaders must read and understand FM 25-101, which describes planning, preparation, and execution of training. FM 7-7 and FM 7-8 must also be read and understood. These manuals describe the doctrinal procedures that training is based on.

Drills link individual, leader, and collective tasks. They provide the doctrinal procedures crucial to applying tactics that ensure survival and defeat the enemy. The leader has the flexibility to decide which drills to use and when to use them.

a. **Priorities.** Trainers must decide training priorities for the drills and individual and leader tasks that support them. To do this, the leader must—

(1) Identify the unit's critical tactical missions. (See company METL tasks and commander's training guidance.)

(2) Select the drills that support specific METL-related tasks and the commander's training guidance.

(3) Rank the drills in the order of—

(a) Their importance to mission accomplishment.

(b) The unit's current level of proficiency (strengths and weaknesses).

(c) Their degree of difficulty.

(4) Identify the individual and leader tasks that support the drills selected for training. (The individual and leader tasks are listed at the end of each drill.)

(5) Conduct individual training. This training is the first step in the building-block approach and establishes the basics for unit or collective training. Mastery of individual skills is an essential precondition for effective drill training.

(6) Set up conditions for training. At first, the conditions are basic until proficiency is attained. Leaders must incorporate difficulty and realism as training progresses (limited visibility, NBC factors, and live fires).

b. **Execution.** All soldiers must master the individual tasks identified. Leaders must know their subordinates' individual tasks. Cross training is essential so that the unit can perform its drills despite personnel losses. After the prerequisite individual and leader training, soldiers undergo drill training. For initial training or if the unit's proficiency is low, the lesson plan should follow a *crawl-walk-run* phase.

(1) **Crawl phase—explain and demonstrate.** The leader talks the soldiers through the drill step by step, describing what each individual or team must do. The leader performs the following tasks for each drill:

ARTEP 7-8-DRILL

NOTE: Training safely should be the paramount consideration during planning and conducting any training. Soldiers must know the abilities and limitations of the equipment and vehicles they use, understand potential hazards, and use equipment safely. This skill is especially valuable in wartime since it preserves fighting strength by preventing personnel losses through accidents.

- (a) Describes the drill in general, its purpose, and its importance.
 - (b) Describes the initiating cue, command, and or combat context in which the training occurs.
 - (c) Describes the standards of performance.
 - (d) Describes the performance measures of each step of the drill in detail.
 - (e) Conducts a step-by-step demonstration of the drill subtasks.
 - (f) Discusses the role of supporting individual tasks within the drill.
 - (g) Answers questions.
- (2) *Walk phase—practice.* The unit executes the drill at a slow, step-by-step pace. The leader performs the following tasks for each drill:
- (a) Produces the cue that initiates the drill.
 - (b) Has each soldier perform actions required by each step at a slow pace.
 - (c) Coaches and critiques performance during each practice run.
 - (d) Stops training, as required, provides correction, and continues to train.
 - (e) Practices drills until the unit can perform them to standard without coaching.
- (3) *Run phase—perform.* The leader requires his soldiers to perform the drill at full speed as if in combat. The leader conducts this phase of instruction as follows:
- (a) Produces the cue that initiates the drill.
 - (b) Allows the drill to be performed to completion without interruption.
 - (c) Has soldiers repeat the drill until they can perform it well at full speed.
 - (d) Reverts to walk phase if soldiers cannot perform their tasks correctly.
 - (e) Varies the conditions under which the drill is performed, such as different MOPP levels, limited visibility, different terrain, switching personnel between duty positions.
 - (f) Incorporates OPFOR and MILES to assist in performance feedback. (See rules of engagement in ARTEP 71-2-MTP or ARTEP 7-20-MTP and FM 25-4.)
 - (g) Conducts an AAR to summarize the results of training: identify training strengths and weaknesses, obtain feedback, and emphasize key training points. (See after-action review in FM 25-101, Appendix G.)

1-3. Sustainment.

Leaders conduct sustainment training to maintain unit proficiency of drills that have been mastered. Sustainment training can overcome loss of task proficiency and personnel changes. Trainers often find that they must reteach tasks, following the complete *crawl-walk-run* sequence. They can also maintain sustainment through multiechelon training. These drills are conducted the same way in higher echelon STXs and FTXs just as they would be in war.

a. **Train to Retain.** Retention of individual and collective task skills is a recurring training problem for the commander. Skill retention is a decreasing function of time. (Figure 1-1 illustrates the retention of trained skills.) Some factors that affect retention are length of time between practice, the type and difficulty of the task, and the availability of practice time. To enhance retention, the commander must schedule training to acquire new skills and to maintain learned skill levels. A skill maintenance program must consider—

- Integration of learned skills into new collective task training.
- The use of training-aid reminders to enhance old skills (checklists, color coding, and other aids).
- The use of positive feedback such as on-the-spot corrections and scheduling of frequent AARs.

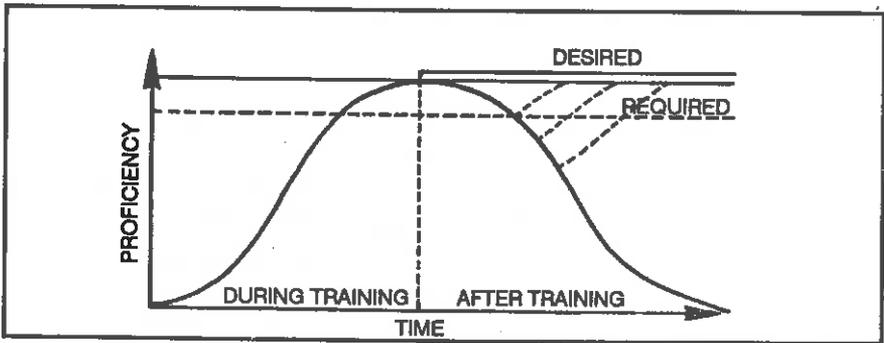


Figure 1-1. Skill retention curve.

b. **Train to Sustain Proficiency.** The cornerstone of the Army Training and Evaluation Program is the concept of sustaining proficiency. The unit must be prepared to go to war on short notice. To sustain proficiency, the unit must *train—evaluate—train*. Unit commanders must develop training strategies to attain desired levels of training proficiency in mission-essential tasks. The commanders' strategies are based on assessments of unit and higher headquarters' command training guidance. Commanders must determine

ARTEP 7-8-DRILL

frequencies for a given task. Sustainment requires practice and repetition. Figure 1-2 shows the band of excellence needed to sustain unit proficiency. Evaluation of these practices uncovers training weaknesses. Training must emphasize sustaining skills and correcting weaknesses at the same time. The mission outlines and sequentially smaller training components found in the MTPs allow the leader to select tasks and groups of tasks to aid this process and to reduce planning time.

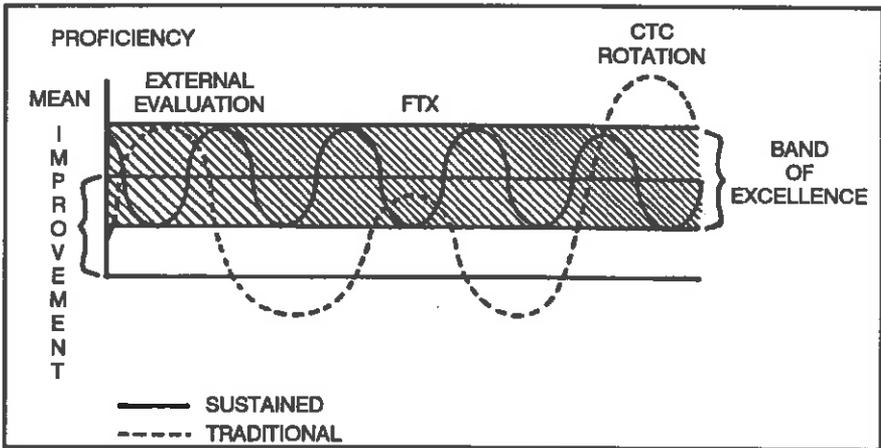


Figure 1-2. Training band of excellence.

1-4. Safety.

Protection is one of the elements of combat power. Protecting the force is the conservation of the fighting potential of a force.

a. Leaders must verify the structural soundness of all training and evaluation plans from a safety viewpoint. Leaders must conduct training at a level consistent with the abilities of those being trained. They must instill an awareness of individual safety in all subordinate leaders and soldiers. Soldiers must be constantly alert for and avoid situations that may result in injury or death—for example, lock cargo hatches; do not grab the hot barrel of a machine gun.

b. At the training site, leaders must establish a training safety overwatch. Safety emphasis must be on adherence to standards, environmental factors (wet bulb), factors contributing to accidents, risk assessment, and prevention measures. Responsible individuals must know how to balance risk against training requirements, how to monitor conditions for safety and health hazards, and how to eliminate or control them.

ARTEP 7-8-DRILL

LEADERS MUST ENSURE THE WELFARE OF THEIR TROOPS IN ALL SITUATIONS.

c. Leaders must establish a buddy system for safety—every soldier maintains a safety watch on another. Individual training safety and first-aid responsibilities are stressed. Unsafe conditions and acts must be recognized. Soldiers must be alert to human error—for example, use ground guides for vehicle movement, when needed; always be aware of your buddies' location during live-fire exercises; enter and exit helicopters properly; recheck all mortar firing data. Soldiers must know the capabilities and limitations of the equipment and vehicles they use to understand the potential hazards involved and to use their equipment safely. This is a wartime skill since it preserves the fighting strength by preventing personnel loss through accidents.

CHAPTER 2

BATTLE DRILLS

2-1. General.

Within the infantry, battle drills facilitate aggressive action on the battlefield. The steps of the battle drill provide patterns of preparation, decision, and execution that platoons and squads can use to train their unit's collective actions to achieve victory. The key is that the leader understands the critical decision points on which his unit's actions depend, then practices them. The drill does not replace the estimate process nor restrict the leader's freedom of action. It does reduce the estimate and decision-making process to the essential elements. These battle drills represent steps followed by the small units for offensive and defensive operations in both training and in combat.

a. The battle drill is used for practicing rapid analysis of the situation, essential decisions, clear and concise orders, and bold and aggressive action. The battle drills should be used in training before collective training in STXs and FTXs. Through this practice, the leader's estimates, decisions, and orders can be executed at a pace that drives the unit to seize and maintain the initiative over the enemy.

b. During collective training, the small-unit leader develops STXs, using combinations of collective tasks (from the appropriate MTP) and battle drills (from this drill book), as the framework of the exercise. For example, the battle drill, Attack, consists of five fundamental steps that occur during a small-unit attack. As each step is performed, several different collective tasks and or battle drills can be executed based on METT-T. Battle drill training permits the small-unit leader to generate aggressive performance in his unit that is required for battlefield success.

ARTEP 7-8-DRILL

NOTE: See ARTEP 7-8-MTP for information on how battle drills, MTP tasks, leader tasks, and individual tasks can be combined to plan, prepare, and execute unit training.

2-2. Organization.

The drills in this chapter are in three sections—a section for dismounted battle drills, a section for mounted battle drills for the M113V, and a section for crew drills for the M113. (For the Bradley fighting vehicle, refer to ARTEP 7-7J-Drill.) Each of the drills are organized as follows:

a. **Task:** The task provides the title of the drill; it is also the collective task to be performed. The task also identifies the unit(s) to perform the drill. Some drills apply to both platoons and squads. When conducting squad training, change the references to the platoon leader to squad leader, squad leader to team leader, and platoon personnel to squad personnel.

b. **Conditions (Cue):** The conditions are statements of the situation or environment in which the unit is to do the drill. The conditions statement includes the cue for the execution of the drill.

c. **Standards:** The standards provide the overall standards for successfully executing the drill in terms of required outcome.

d. **Performance Measures:** The performance measures are a sequential listing of the critical individual and or collective subtasks that must be performed to execute the drill to standard. These subtasks are observable and measurable.

e. **OPFOR Standards:** The OPFOR standards provide overall OPFOR performance for each drill. They specify what must be accomplished—not how it must be accomplished. The OPFOR must always try to attain its task standards using the doctrine and tactics consistent with the type of enemy they are portraying.

f. **Supporting Individual and Leader Tasks:** The supporting individual and leader tasks for a particular drill appear at the end of that drill.

Section I
DISMOUNTED BATTLE DRILLS

ARTEP 7-8-DRILL

BATTLE DRILL 1

TASK: Conduct Platoon Attack (7-3-D101)

CONDITIONS (CUE): An enemy squad has occupied defensive positions or is moving to the platoon front. The enemy has indirect fire and CAS capabilities. The platoon is attacking separately or as part of a larger unit. Plans, preparation, and movement to the objective have been accomplished. The platoon is directed to attack the enemy.

STANDARDS:

1. The platoon main body is not surprised or fixed by the enemy.
2. The platoon accomplishes its assigned task within the commander's intent. The platoon kills, captures, or forces the withdrawal of the enemy.
3. The platoon maintains a sufficient fighting force that can defeat the enemy's counterattack and continue operations.

PERFORMANCE MEASURES

1. Action on Enemy Contact.

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

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

(1) The squad in contact reacts to contact (Battle Drill 2, React to Contact [Platoon/Squad], 7-3/4-D103.) It attempts to achieve suppressive fires with one fire team and maneuvers the other team to attack the enemy in the flank. (See Figure 2-1.) The squad leader notifies the platoon leader of his action.

(2) The platoon leader, his RATELO, the platoon FO, the squad leader of the next squad, and one machine gun team move forward to link up with the squad leader of the squad in contact.

(3) The squad leader of the trail squad moves to the front of his lead fire team.

(4) The platoon sergeant moves forward with the second machine gun team and links up with the platoon leader. If directed, he assumes control of the base-of-fire element and positions the machine guns to add suppressive fire against the enemy.

(5) The platoon leader assesses the situation. He follows the success of the squad's flank attack by leading the trail squads along the covered and concealed route taken by the assaulting fire team of the squad in contact.

ARTEP 7-8-DRILL

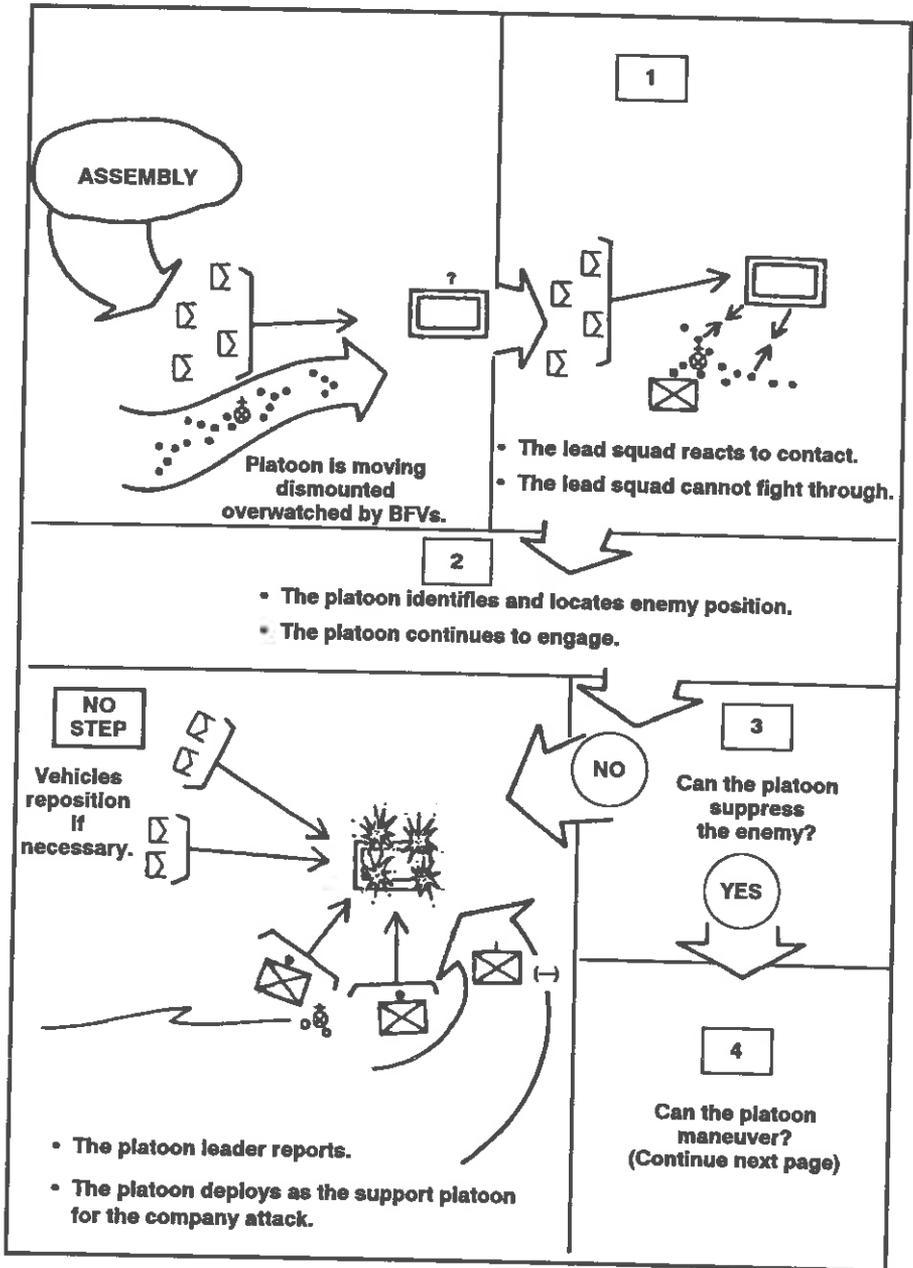


Figure 2-1. Platoon attack (dismounted).

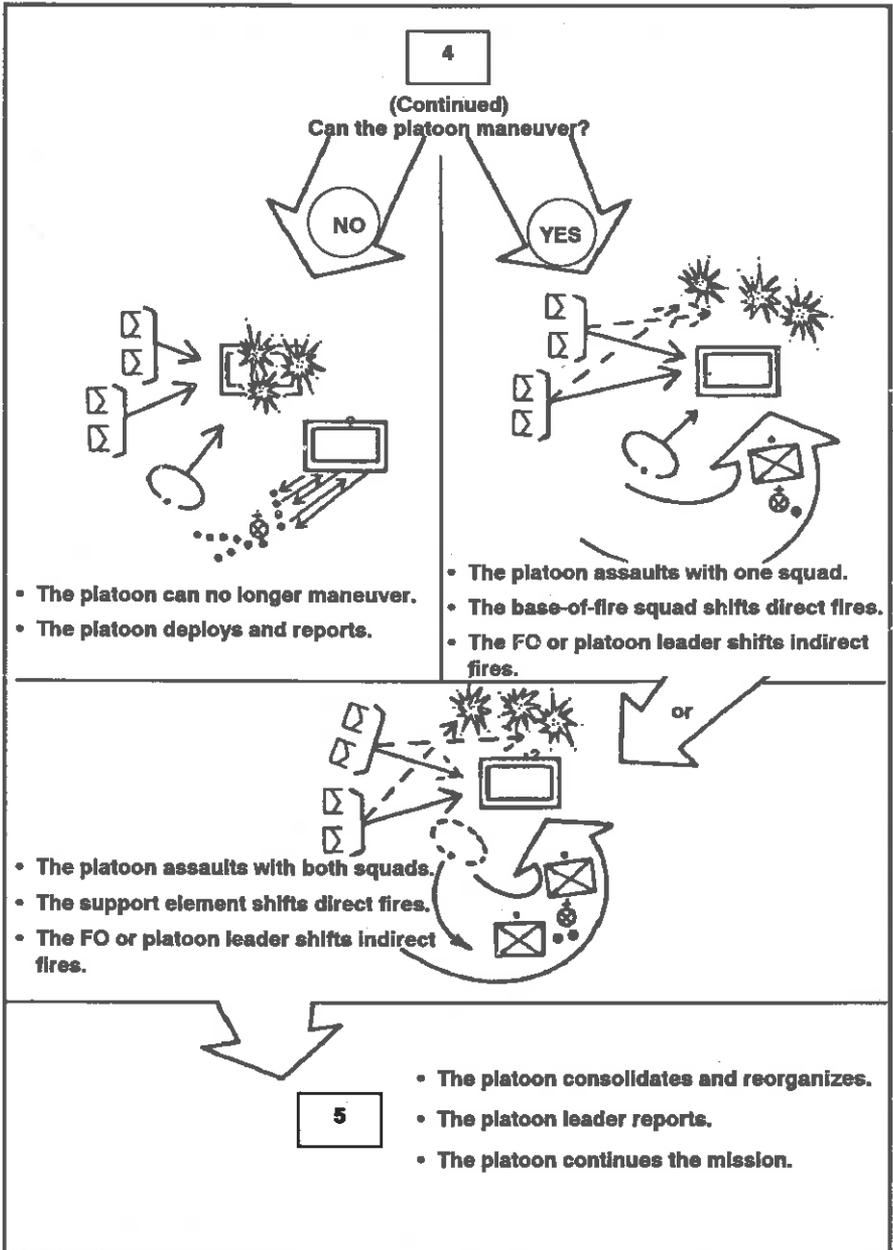


Figure 2-1. Platoon attack (dismounted) (continued).

ARTEP 7-8-DRILL

c. If the squad in contact cannot achieve suppressive fire, the squad leader reports to the platoon leader.

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

(a) The squad leader deploys his squad to provide effective, sustained fires on the enemy position.

(b) The squad leader reports his final position to the platoon leader.

(2) The remaining squad(s) (not in contact) takes up covered and concealed positions in place and observes to the flanks and rear of the platoon.

(3) The platoon leader moves forward with his RATELO, the platoon FO, the squad leader of the nearest squad, and one machine gun team.

2. Locate the Enemy.

a. The squad leader of the squad in contact reports the enemy size and location, and any other information to the platoon leader. The platoon leader completes the squad leader's assessment of the situation.

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

c. The platoon sergeant moves forward with the second machine gun team and links up with the platoon leader.

3. Suppress the Enemy.

a. The platoon leader determines if the squad in contact can gain suppressive fire against the enemy, based on the *volume* and *accuracy* of the enemy's return fire.

b. If YES, he directs the squad (with one or both machine guns) to continue suppressing the enemy:

(1) The squad in contact destroys or suppresses enemy weapons that are firing most effectively against it—normally crew-served weapons.

(2) In addition, the squad in contact places screening smoke (M203) to prevent the enemy from seeing the maneuver element.

c. If NO, the platoon leader deploys another squad and the second machine gun team to suppress the enemy position. (The platoon leader may direct the platoon sergeant to position this squad and one or both of the machine gun teams in a better support-by-fire position.)

d. The platoon leader again determines if the platoon can gain suppressive fire over the enemy.

e. If YES, he continues to suppress the enemy with the two squads and two machine guns.

(1) The platoon sergeant assumes control of the base-of-fire element (squad in contact, the machine gun teams, and any other squads designated by the platoon leader.

ARTEP 7-8-DRILL

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

f. The platoon FO calls for and adjusts fires, based on the platoon leader's directions. (The platoon leader does not wait for indirect fires before continuing with his actions.)

g. If still NO, the platoon leader deploys the last squad to provide flank and rear security and to guide the rest of the company forward as necessary, and reports the situation to the company commander. Normally, the platoon will become the base-of-fire element for the company and may deploy the last squad to add suppressive fires. The platoon continues to suppress/fix the enemy with direct and indirect fire, and responds to orders from the company commander.

4. Attack.

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

(1) Location of enemy positions and obstacles.

(2) Size of enemy force. (The number of enemy automatic weapons, presence of any vehicles, and employment of indirect fire are indicators of enemy strength.)

(3) Vulnerable flank.

(4) Covered and concealed flanking route to the enemy position.

b. If YES, the platoon leader maneuvers the squad(s) into the assault:

(1) Once the platoon leader has ensured that the base-of-fire squad is in position and providing suppressive fires, he leads the assaulting squad(s) to the assault position.

(2) Once in position, the platoon leader gives the prearranged signal for the base-of-fire squad to lift or shift direct fires to the opposite flank of the enemy position. (The assault squad[s] MUST pick up and maintain effective fire throughout the assault. Handover of responsibility for direct fires from the base-of-fire squad to the assault squad is critical to prevent fratricide.)

(3) The platoon FO shifts indirect fires (including smoke) to suppress the enemy position.

(4) The assaulting squad(s) fights through enemy positions using fire and maneuver. (See Figure 2-2.)

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

ARTEP 7-8-DRILL

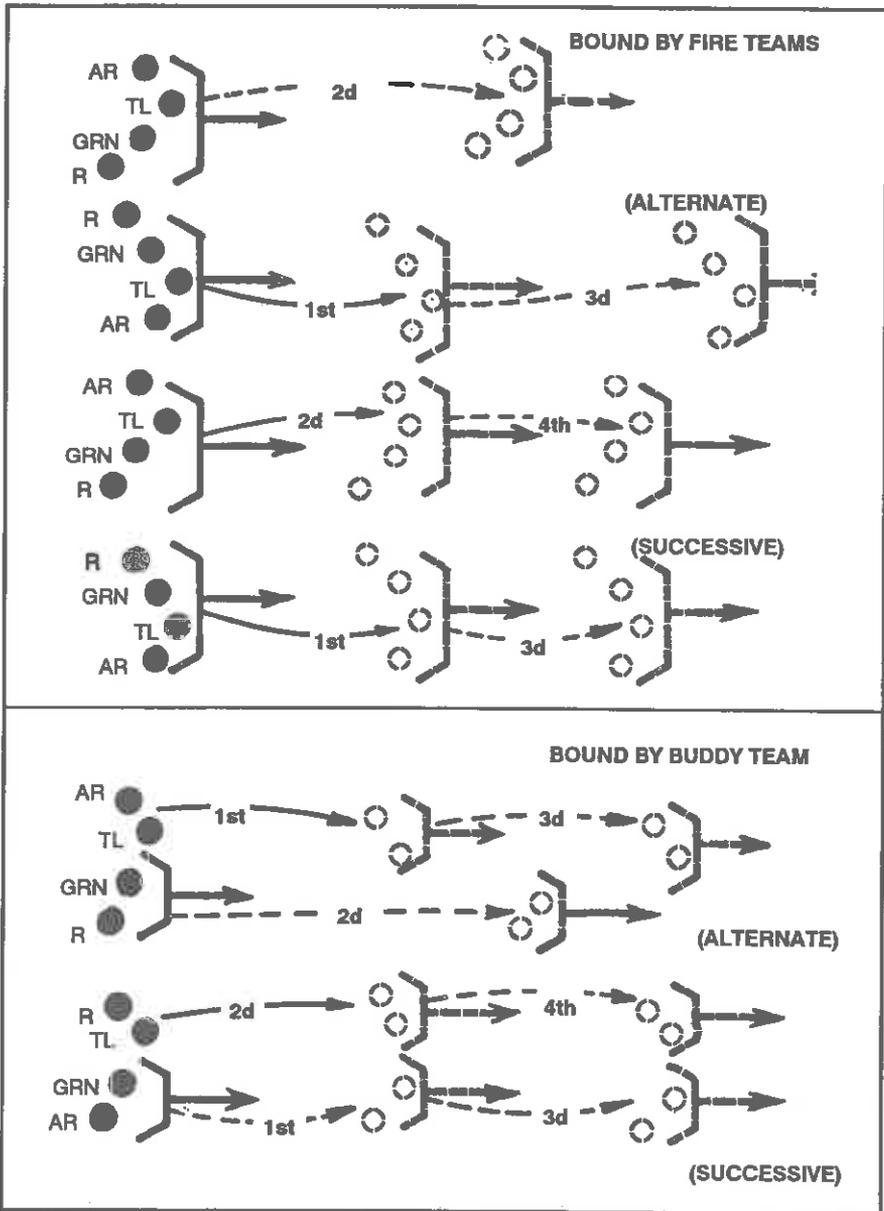


Figure 2-2. Squad and fire team fire and movement in the assault.

ARTEP 7-8-DRILL

(a) The squad leader determines the way in which he will move the elements of his squad based on the volume and accuracy of enemy fire against his squad and the amount of cover afforded by terrain. (See Figure 2-2, page 2-9.) In all cases, each soldier uses individual movement techniques as appropriate.

(b) The squad leader designates one fire team to support the movement of the other fire team.

(c) The squad leader designates a distance or direction for the team to move. He accompanies one of the fire teams. (See Figure 2-2, page 2-9.)

(d) Soldiers must maintain contact with team members and leaders.

(e) Buddy teams time their firing and reloading in order to sustain their rate of fire.

(f) The moving fire team proceeds to the next covered position. Teams use the wedge formation when assaulting.

(g) The squad leader directs the next team to move.

(h) When the squad or team leader determines that moving by teams is no longer feasible, fire teams continue forward by buddy teams (See Figure 2-2, page 2-9):

- Soldiers maintain contact with their buddies and with the team leader.
- Soldiers fire from covered positions. They select the next covered position before moving. They either rush forward (no more than five seconds), or use high-crawl or low-crawl techniques, based on terrain and enemy fires.

(i) Fire team leaders maintain contact with the squad leader and pass signals to team members.

c. If NO, or the assaulting squad(s) cannot continue to move, the platoon leader deploys the squad(s) to suppress the enemy and reports to the company commander. The platoon continues suppressing enemy positions and responds to the orders of the company commander.

5. Consolidate and Reorganize.

a. For consolidating, once the squads have seized the enemy position, the platoon leader establishes local security. (The platoon must prepare to defeat any enemy counterattack. At the conclusion of the assault, the platoon is most vulnerable.)

(1) The platoon leader signals for the base-of-fire squad to move up into designated positions.

(2) The platoon leader assigns sectors of fire for each squad.

(3) The platoon leader positions key weapons to cover the most dangerous avenue of approach.

(4) The platoon sergeant begins coordination for ammunition resupply.

ARTEP 7-8-DRILL

- (5) Soldiers take up hasty-defensive positions.
- (6) The platoon leader and his FO develop a quick fire plan.
- (7) The squads place out OPs to warn of enemy counterattacks.

b. To reorganize, the platoon performs the following tasks (only after it completes consolidation of the objective):

- (1) Reestablish the chain of command.
- (2) Redistribute and resupply ammunition.
- (3) Man crew-served weapons first.
- (4) Redistribute critical equipment (radios, NBC, NVDs).
- (5) Treat casualties and evacuate wounded.
- (6) Fill vacancies in key positions.
- (7) Search, silence, segregate, safeguard, and speed EPWs to collection points.
- (8) Collect and report enemy information and materiel.

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

d. The platoon leader consolidates ACE reports and passes them to the company commander (or executive officer).

e. The platoon continues the mission after receiving guidance from the company commander. The company follows the success of the platoon's flanking attack.

SUPPORTING INDIVIDUAL TASKS

COMMON TASKS

STP 21-II-MQS, Military Qualification Standards II Manual of Common Tasks for Lieutenants and Captains (31 January 1991)

03-3711.13-0001	Process Captured Materiel
04-8955.00-0001	Recognize Friendly and Threat Armored Vehicles and Aircraft
04-3303.02-0037	Navigate While Mounted
03-3711.12-0001	Implement Operations Security
03-8952.00-9050	Employ Directed Energy and Laser Protective Measures
03-3751.01-0101	Supervise Processing of Captives at Unit Level

ARTEP 7-8-DRILL

STP 21-1-SMCT, Soldier's Manual of Common Tasks, Skill Level 1
(1 October 1990)

SKILL LEVEL 1

- 071-331-0803 Report Enemy Information
- 878-920-1002 Recognize Friendly and Threat Armored Vehicles and Aircraft
- 444-091-1101 Perform Search and Scan Procedures
- 071-311-2027 Load an M16A1 or M16A2 Rifle
- 071-311-2028 Unload an M16A1 or M16A2 Rifle
- 071-311-2029 Correct Malfunctions of an M16A1 or M16A2 Rifle
- 071-311-2007 Engage Targets With an M16A1 or M16A2 Rifle
- 071-311-2127 Load an M203 Grenade Launcher
- 071-311-2128 Unload an M203 Grenade Launcher
- 071-311-2129 Correct Malfunctions of an M203 Grenade Launcher
- 071-311-2130 Engage Targets With an M203 Grenade Launcher
- 071-312-3027 Load an M60 Machine Gun
- 071-312-3028 Unload an M60 Machine Gun
- 071-312-3029 Correct Malfunctions of an M60 Machine Gun
- 071-312-3031 Engage Targets With an M60 Machine Gun
- 071-325-4407 Employ Hand Grenades
- 071-326-0502 Move Under Direct Fire
- 071-326-0503 Move Over, Through, or Around Obstacles (Except Minefields)
- 071-326-0510 React to Indirect Fire While Dismounted
- 071-326-0513 Select Temporary Fighting Positions
- 051-191-1361 Camouflage Yourself and Your Individual Equipment
- 051-191-1362 Camouflage Equipment
- 081-831-1000 Evacuate a Casualty
- 081-831-1003 Clear an Object From the Throat of a Conscious Casualty
- 081-831-1042 Perform Mouth-to-Mouth Resuscitation
- 081-831-1016 Put on a Field or Pressure Dressing
- 081-831-1017 Put on a Tourniquet

ARTEP 7-8-DRILL

- 081-831-1025 Apply a Dressing to an Open Abdominal Wound
- 081-831-1026 Apply a Dressing to an Open Chest Wound
- 081-831-1033 Apply a Dressing to an Open Head Wound
- 081-831-1005 Prevent Shock
- 081-831-1034 Splint a Suspected Fracture
- 081-831-1007 Give First Aid for Burns
- 081-831-1040 Transport a Casualty Using a One-Man Carry
- 081-831-1041 Transport a Casualty Using a Two-Man Carry or an Improvised Litter

STP 21-24-SMCT, Soldier's Manual of Common Tasks, Skill Levels 2-4 (10 January 1989)

SKILL LEVEL 2

- 071-326-0515 Select a Movement Route Using a Map
- 071-329-1006 Navigate from one Point on the Ground to Another Point While Dismounted
- 061-283-1002 Locate a Target by Grid Coordinates
- 061-283-6003 Call for and Adjust Indirect Fire
- 071-326-0600 Use Visual Signaling Techniques While Dismounted
- 071-331-0802 Process Enemy Personnel and Equipment

SKILL LEVEL 3

- 071-331-0820 Analyze Terrain

STP 7-11II-MQS, Military Qualification Standards II Infantry Branch (11) Company Grade Officer's Manual (16 July 1991)

- 04-3312.02-0001 Conduct Assault by a Platoon, Mounted and Dismounted
- 04-3312.02-0002 Conduct Platoon Overwatch and Support by Fire
- 04-3312.02-0007 Conduct Occupation of an Assembly Area, Objective Rally Point, Patrol Base, or Observation Post
- 04-3313.02-0001 Conduct Fire Support Employment
- 04-3317.02-0001 Conduct Preparation for Combat
- 04-3317.02-0002 Conduct Consolidation and Reorganization of a Platoon

ARTEP 7-8-DRILL

STP 7-11BCHM14-SM-TG, Soldier's Manual and Trainer's Guide, MOS 11B, 11C, 11H, and 11M, Infantry, Skill Levels 1/2/3/4, 30 September 1988

SKILL LEVEL 1

- 071-010-0006 Engage Targets With an M249 Machine Gun
- 071-315-2308 Engage Targets With an M16A1 or M16A2 Rifle Using a Night Vision Sight AN/PVS-4
- 071-315-2352 Engage Targets With an M203 Grenade Launcher Using a Night Vision Sight AN/PVS-4
- 071-052-0005 Operate a Night Vision Sight AN/TAS-5
- 071-052-0006 Engage Targets With an M47 Medium Antitank Weapon
- 071-317-3306 Perform Misfire Procedures on an M47 Medium Antitank Weapon
- 071-315-0008 Engage Targets With an M60 Machine Gun Using a Night Vision Sight AN/PVS-4
- 071-054-0001 Prepare an M136 Launcher for Firing
- 071-054-0003 Perform Misfire Procedures on an M136 Launcher
- 071-054-0004 Engage Targets With an M136 Launcher
- 071-315-0003 Operate a Night Vision Sight AN/PVS-4
- 071-315-0030 Operate Night Vision Goggles AN/PVS-5
- 071-315-0091 Operate a Thermal Viewer AN/PAS-7
- 071-331-0808 Identify Threat Weapons
- 071-326-0501 Move as a Member of a Fire Team
- 071-326-0608 Use Visual Signaling Techniques While Mounted

SKILL LEVEL 2

- 071-329-1030 Navigate From One Point on the Ground to Another Point While Mounted
- 071-710-0004 Control Use of Night Vision Devices
- 061-283-1004 Locate a Target by Shift From a Known Point
- 071-326-3001 Direct a Driver Over a Terrain Route
- 071-326-5606 Select an Overwatch Position
- 071-410-0019 Control Organic Fires
- 071-326-5502 Issue a Fragmentary Order
- 071-326-5503 Issue a Warning Order
- 071-326-5605 Control Movement of a Fire Team

ARTEP 7-8-DRILL

SKILL LEVEL 3

- 071-326-5611 Conduct the Maneuver of a Squad
- 071-410-0010 Conduct a Leader's Reconnaissance

SKILL LEVEL 4

- 071-326-5630 Conduct Movement Techniques by a Platoon
- 071-420-0005 Conduct the Maneuver of a Platoon

OPFOR

TASK: Defend.

CONDITIONS: The OPFOR squad has prepared and occupied fighting positions using threat doctrine. The OPFOR has indirect fire and CAS capabilities.

STANDARDS:

1. The OPFOR is prepared to defend NLT the time specified in the order.
2. The OPFOR main body is not surprised by the unit.
3. The OPFOR decisively engages and fixes the unit.
4. The OPFOR accomplishes its assigned task.
 - a. Retains the specified terrain.

OR

- b. Prevents or ejects any penetration of the specified boundary or terrain.

OR

- c. Forces the unit to withdraw.

BATTLE DRILL 1A

TASK: Conduct Squad Attack (7-4-D102)

CONDITIONS (CUE): The squad is moving as a part of a platoon conducting a movement to contact or hasty or deliberate attack. The enemy has indirect fire and CAS capabilities.

STANDARDS:

1. The squad is not surprised or fixed by the enemy.
2. Squad members locate and engage known or suspected enemy positions with well-aimed fire.
3. The squad kills, captures, or forces the withdrawal of the enemy and is capable of continuing operations.

PERFORMANCE MEASURES

1. Actions on Enemy Contact.

a. Soldiers receiving fire take up nearest positions that afford protection from enemy fire (cover) and observation (concealment). (See Figure 2-3.)

b. The fire team in contact immediately returns heavy volume of suppressive fire in the direction of the enemy.

(1) Soldiers in the fire team in contact move to positions (bound or crawl) from which they can fire their weapons, and position themselves to ensure they have observation, fields of fire, cover, and concealment. They continue to fire and report known or suspected enemy positions to the fire team leader.

(2) The team leader directs fires using tracers or standard fire commands.

(3) The fire team not in contact takes covered and concealed positions in place and observes to the flanks and rear of the squad.

(4) The squad leader reports contact to the platoon leader and moves toward the fire team in contact.

ARTEP 7-8-DRILL

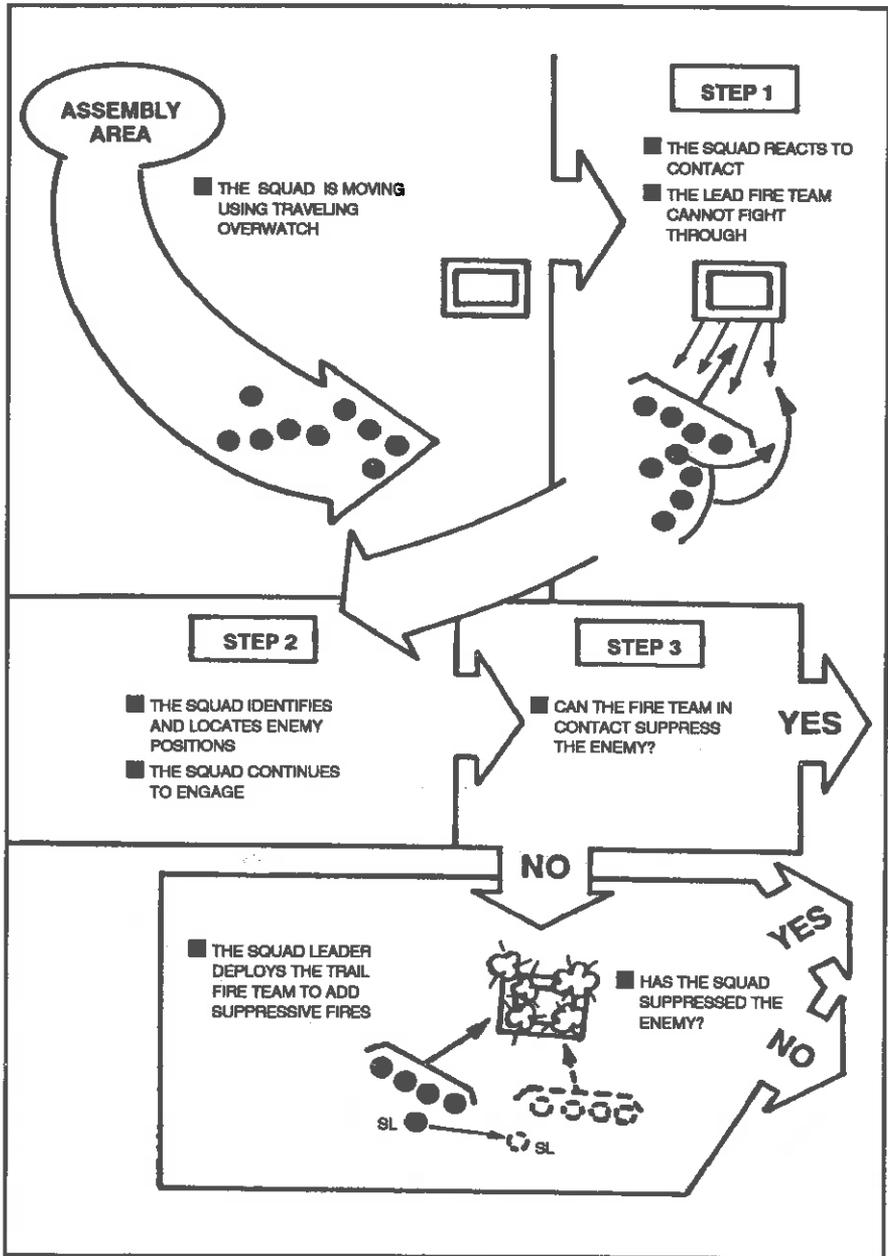


Figure 2-3. Squad attack.

ARTEP 7-8-DRILL

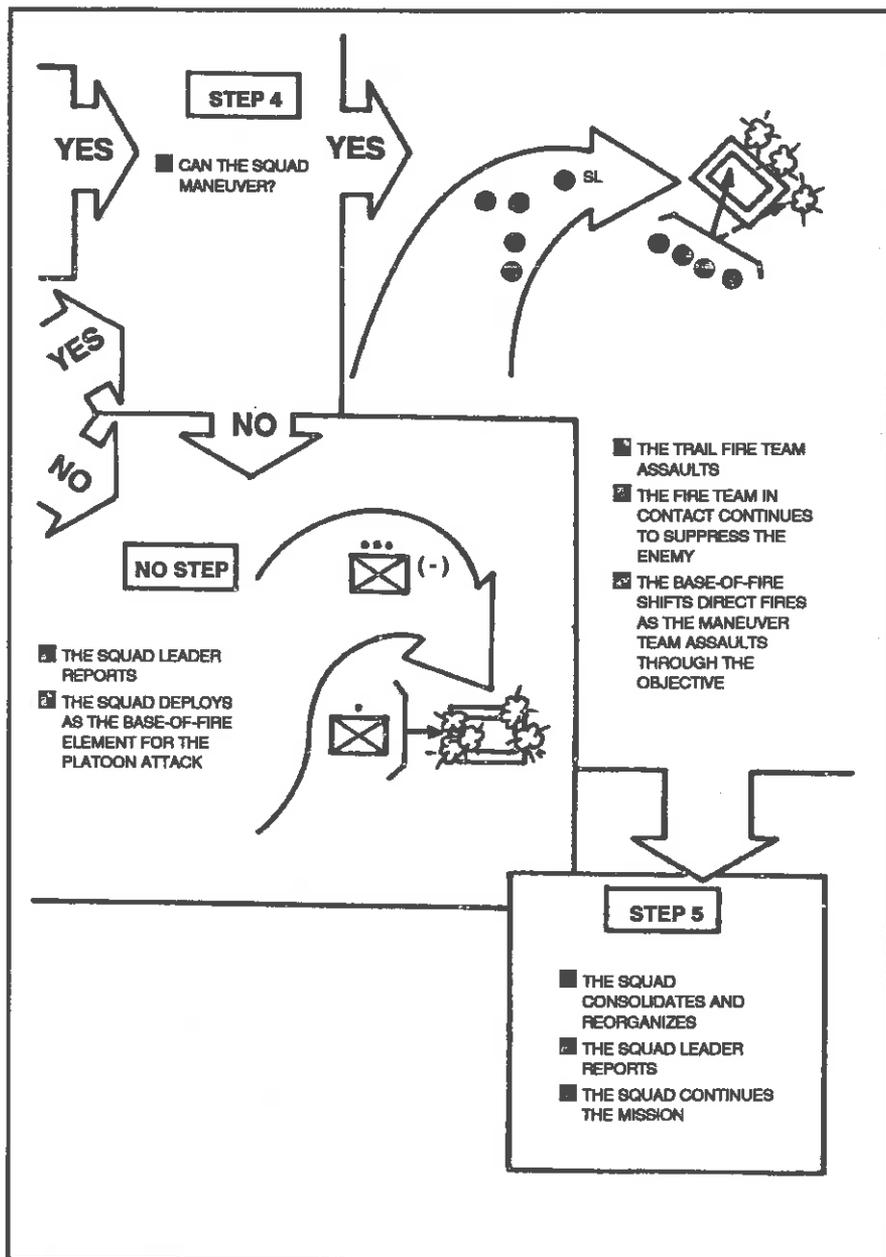


Figure 2-3. Squad attack (continued).

ARTEP 7-8-DRILL

2. Locate the Enemy.

a. Using sight and sound, the fire team in contact acquires known or suspected enemy positions.

b. The fire team in contact begins to place well-aimed fire on suspected enemy positions.

c. The squad leader moves to a position where he can observe the enemy and assess the situation.

d. The squad leader requests, through the platoon leader, immediate suppression indirect fires (normally 60-mm mortars).

e. The squad leader reports the enemy size and location, and any other information to the platoon leader. (As the platoon leader comes forward, he completes the squad leader's assessment of the situation.)

3. Suppress the Enemy.

The squad leader determines if the fire team in contact can gain suppressive fire based on the volume and accuracy of the enemy fire.

a. If the answer is YES, the fire team leader continues to suppress the enemy:

(1) The fire team destroys or suppresses enemy crew-served weapons first.

(2) The fire team leader continues to control fires using tracers or standard fire commands. Fires must be well-aimed and continue at a sustained rate with no lulls.

(3) Buddy teams fire their weapons so that both are not reloading their weapons at the same time.

b. If the answer is NO, the squad leader then deploys the fire team not in contact to establish a support-by-fire position. He reports the situation to the platoon leader. Normally, the squad will become the base-of-fire element for the platoon. The squad continues to suppress the enemy and responds to orders from the platoon leader. (The platoon leader, his RATELO, the platoon FO, one machine gun team, and the squad leader of the next squad, as well as the platoon sergeant and the other machine gun team, are already moving IAW Battle Drill 1, Conduct Platoon Attack, 7-3-D101.)

4. Attack.

If the fire team in contact can suppress the enemy, the squad leader determines if the fire team not in contact can maneuver. He makes the following assessment:

- Location of enemy position(s) and obstacles.
- Size of enemy force engaging the squad. (The number of enemy automatic weapons, the presence of any vehicles, and the employment of indirect fires are indicators of enemy strength.)

- Vulnerable flank.
 - Covered and concealed flanking route to the enemy position.
- a. If the answer is YES, the squad leader maneuvers the fire team in the assault:

(1) The squad leader directs the fire team in contact to support the movement of the other fire team. He then leads or directs the assaulting fire team leader to maneuver his fire team along a route that places the fire team in a position to assault the enemy. (The assaulting fire team *must* pick up and maintain fire superiority throughout the assault. Handover of responsibility for direct fires from the supporting fire team to the assaulting fire team is critical.)

(2) Once in position, the squad leader gives the prearranged signal for the supporting fire team to lift or shift fires to the opposite flank of the enemy position.

(3) The assaulting fire team fights through enemy positions using fire and movement. (The supporting fire team must be able to identify the near flank of the assaulting fire team.)

(a) The team leader selects the route that allows him to reach his objective, while providing the best available cover and concealment for his team. The team leader then leads his team in a shallow wedge throughout the attack.

(b) Fire team members conduct individual movement techniques as individuals or buddy teams, while maintaining their relative position in the assault formation. At the end of each move, soldiers take up covered and concealed positions and resume firing.

b. If the answer is NO or the assaulting fire team cannot continue to move, the squad leader deploys the assaulting fire team to add its fires against the enemy, reports to the platoon leader, and requests instructions. The squad continues suppressing enemy positions and responds to the orders of the platoon leader.

5. Consolidate and Reorganize.

a. Once the assaulting fire team has seized the enemy position, the squad leader establishes local security. (The squad must quickly prepare to defeat any enemy counterattack. At the conclusion of the assault, the squad is most vulnerable.)

(1) The squad leader signals for the supporting fire team to move up into a designated position.

(2) The squad leader assigns sectors of fire for both fire teams.

(3) The squad leader positions key weapons.

(4) All soldiers take up hasty defensive positions.

ARTEP 7-8-DRILL

(5) The squad leader develops an initial fire support plan against an enemy counterattack. (As the platoon moves up, he hands the plan to the platoon leader for further development.)

(6) The squad leader posts an OP to warn of enemy activity.

b. The squad performs the following tasks:

(1) Reestablish the chain of command.

(2) Redistribute and resupply ammunition.

(3) Man crew-served weapons first.

(4) Redistribute critical equipment (for example, radios, NBC, NVDs).

(5) Treat casualties and evacuate wounded.

(6) Fill vacancies in key positions.

(7) Search, silence, segregate, safeguard, and speed EPWs to collection points.

(8) Collect and report enemy information and material.

c. Team leaders provide ammunition, casualty, and equipment reports to the squad leader.

d. The squad leader consolidates the ACE report and passes it to the platoon leader (or platoon sergeant).

e. After receiving instructions from the platoon leader, the squad continues the mission. (The platoon leader follows the success of the squads flanking with the remaining squads as part of the platoon attack.)

f. The squad leader reports the situation to the platoon leader.

SUPPORTING INDIVIDUAL TASKS

STP 21-1-SMCT, Soldier's Manual of Common Tasks, Skill Level 1
(1 October 1990)

SKILL LEVEL 1

071-331-0803 Report Enemy Information

878-920-1002 Recognize Friendly and Threat Armored
Vehicles and Aircraft

444-091-1101 Perform Search and Scan Procedures

071-311-2027 Load an M16A1 or M16A2 Rifle

071-311-2028 Unload an M16A1 or M16A2 Rifle

071-311-2029 Correct Malfunctions of an M16A1 or M16A2 Rifle

071-311-2007 Engage Targets With an M16A1 or M16A2 Rifle

071-311-2127 Load an M203 Grenade Launcher

071-311-2128 Unload an M203 Grenade Launcher

ARTEP 7-8-DRILL

071-311-2129	Correct Malfunctions of an M203 Grenade Launcher
071-311-2130	Engage Targets With an M203 Grenade Launcher
071-312-3027	Load an M60 Machine Gun
071-312-3028	Unload an M60 Machine Gun
071-312-3029	Correct Malfunctions of an M60 Machine Gun
071-312-3031	Engage Targets With an M60 Machine Gun
071-325-4407	Employ Hand Grenades
071-326-0502	Move Under Direct Fire
071-326-0503	Move Over, Through, or Around Obstacles (Except Minefields)
071-326-0510	React to Indirect Fire While Dismounted
071-326-0513	Select Temporary Fighting Positions
051-191-1361	Camouflage Yourself and Your Individual Equipment
051-191-1362	Camouflage Equipment
081-831-1000	Evacuate a Casualty
081-831-1003	Clear an Object From the Throat of a Conscious Casualty
081-831-1042	Perform Mouth-to-Mouth Resuscitation
081-831-1016	Put on a Field or Pressure Dressing
081-831-1017	Put on a Tourniquet
081-831-1025	Apply a Dressing to an Open Abdominal Wound
081-831-1026	Apply a Dressing to an Open Chest Wound
081-831-1033	Apply a Dressing to an Open Head Wound
081-831-1005	Prevent Shock
081-831-1034	Splint a Suspected Fracture
081-831-1007	Give First Aid for Burns
081-831-1040	Transport a Casualty Using a One-Man Carry
081-831-1041	Transport a Casualty Using a Two-Man Carry or an Improvised Litter

ARTEP 7-8-DRILL

STP 21-24-SMCT, Soldier's Manual of Common Tasks, Skill Levels 2-4 (10 January 1989)

SKILL LEVEL 2

- 071-326-051 Select a Movement Route Using a Map
- 071-329-1006 Navigate from one Point on the Ground to Another Point While Dismounted
- 061-283-1002 Locate a Target by Grid Coordinates
- 061-283-6003 Call for and Adjust Indirect Fire
- 071-326-0600 Use Visual Signaling Techniques While Dismounted
- 071-331-0802 Process Enemy Personnel and Equipment

SKILL LEVEL 3

- 071-331-0820 Analyze Terrain

STP 7-11BCHM14-SM-TG, Soldier's Manual and Trainer's Guide, MOS 11B, 11C, 11H, and 11M, Infantry, Skill Levels 1/2/3/4, 30 September 1988

SKILL LEVEL 1

- 071-010-0006 Engage Targets With an M249 Machine Gun
- 071-312-4004 Lay an M249 Machine Gun Using Field Expedient Methods
- 071-312-4025 Maintain an M249 Machine Gun
- 071-312-4027 Load an M249 Machine Gun
- 071-312-4030 Zero an M249 Machine Gun
- 071-315-2308 Engage Targets With an M16A1 or M16A2 Rifle Using a Night Vision Sight AN/PVS-4
- 071-315-2352 Engage Targets With an M203 Grenade Launcher Using a Night Vision Sight AN/PVS-4
- 071-052-0005 Operate a Night Vision Sight AN/TAS-5
- 071-052-0006 Engage Targets With an M47 Medium Antitank Weapon
- 071-317-3306 Perform Misfire Procedures on an M47 Medium Antitank Weapon
- 071-315-0008 Engage Targets With an M60 Machine Gun Using a Night Vision Sight AN/PVS-4
- 071-054-0001 Prepare an M136 Launcher for Firing
- 071-054-0003 Perform Misfire Procedures on an M136 Launcher
- 071-054-0004 Engage Targets With an M136 Launcher

ARTEP 7-8-DRILL

- 071-315-0003 Operate a Night Vision Sight AN/PVS-4
- 071-315-0030 Operate Night Vision Goggles AN/PVS-5
- 071-315-0091 Operate a Thermal Viewer AN/PAS-7
- 071-331-0808 Identify Threat Weapons
- 071-326-0501 Move as a Member of a Fire Team
- 071-326-0608 Use Visual Signaling Techniques While Mounted

SKILL LEVEL 2

- 071-329-1030 Navigate From One Point on the Ground to Another Point While Mounted
- 071-710-0004 Control Use of Night Vision Devices
- 061-283-1004 Locate a Target by Shift From a Known Point
- 071-326-3001 Direct a Driver Over a Terrain Route
- 071-326-5606 Select an Overwatch Position
- 071-410-0019 Control Organic Fires
- 071-326-5502 Issue a Fragmentary Order
- 071-326-5503 Issue a Warning Order
- 071-326-5605 Control Movement of a Fire Team

SKILL LEVEL 3

- 071-326-5611 Conduct the Maneuver of a Squad
- 071-410-0010 Conduct a Leader's Reconnaissance

SKILL LEVEL 4

- 071-326-5630 Conduct Movement Techniques by a Platoon
- 071-420-0005 Conduct the Maneuver of a Platoon

ARTEP 7-8-DRILL

OPFOR

TASK: Defend.

CONDITIONS: The OPFOR has prepared and occupied fighting positions using threat doctrine. The OPFOR has indirect fire and CAS capabilities.

STANDARDS:

1. The OPFOR is prepared to defend NLT the time specified in the order.
2. The OPFOR main body is not surprised by the unit.
3. The OPFOR decisively engages and fixes the unit.
4. The OPFOR accomplishes its assigned task.
 - a. Retains the specified terrain.

OR

- b. Prevents or ejects any penetration of the specified boundary or terrain.

OR

- c. Forces the unit to withdraw.

BATTLE DRILL 2

TASK: React to Contact (Platoon/Squad) (7-3/4-D103)

CONDITIONS (CUE): The platoon/squad is halted or moving. The enemy initiates fires on the platoon/squad with an individual or crew-served weapon.

STANDARDS:

1. The unit returns fire immediately.
2. The unit locates and engages the enemy with well-aimed fire and causes at least one enemy casualty.
3. The leader can point out at least one-half of the enemy positions and identify the types of weapons (such as small-arms, light machine gun). (See Figure 2-4.)

PERFORMANCE MEASURES

1. Soldiers immediately assume the nearest covered positions.
2. Soldiers return fire immediately on reaching the covered positions.
3. Squad/team leaders locate and engage known or suspected enemy positions with well-aimed fire, and pass information to the platoon/squad leader.
4. Fire team leaders control the fire of their soldiers by using standard fire commands (initial and supplemental) containing the following elements:
 - Alert.
 - Direction.
 - Description.
 - Range.
 - Method of fire (manipulation and rate of fire).
 - Command to commence firing.
5. Soldiers maintain contact (visual or oral) with the soldiers on their left or right.
6. Soldiers maintain contact with the team leader and indicate the location of the enemy positions.
7. The leaders (visually or orally) check the status of their personnel.
8. The squad/fire team leaders maintain visual contact with the platoon/squad leader.
9. The platoon/squad leader moves up to the squad/fire team in contact and links up with its leader.
 - a. The platoon leader brings his RATELO, platoon FO, the squad leader of the nearest squad, and one machine gun team.
 - b. The squad leader of the trail squad moves to the front of his lead fire team.

ARTEP 7-8-DRILL

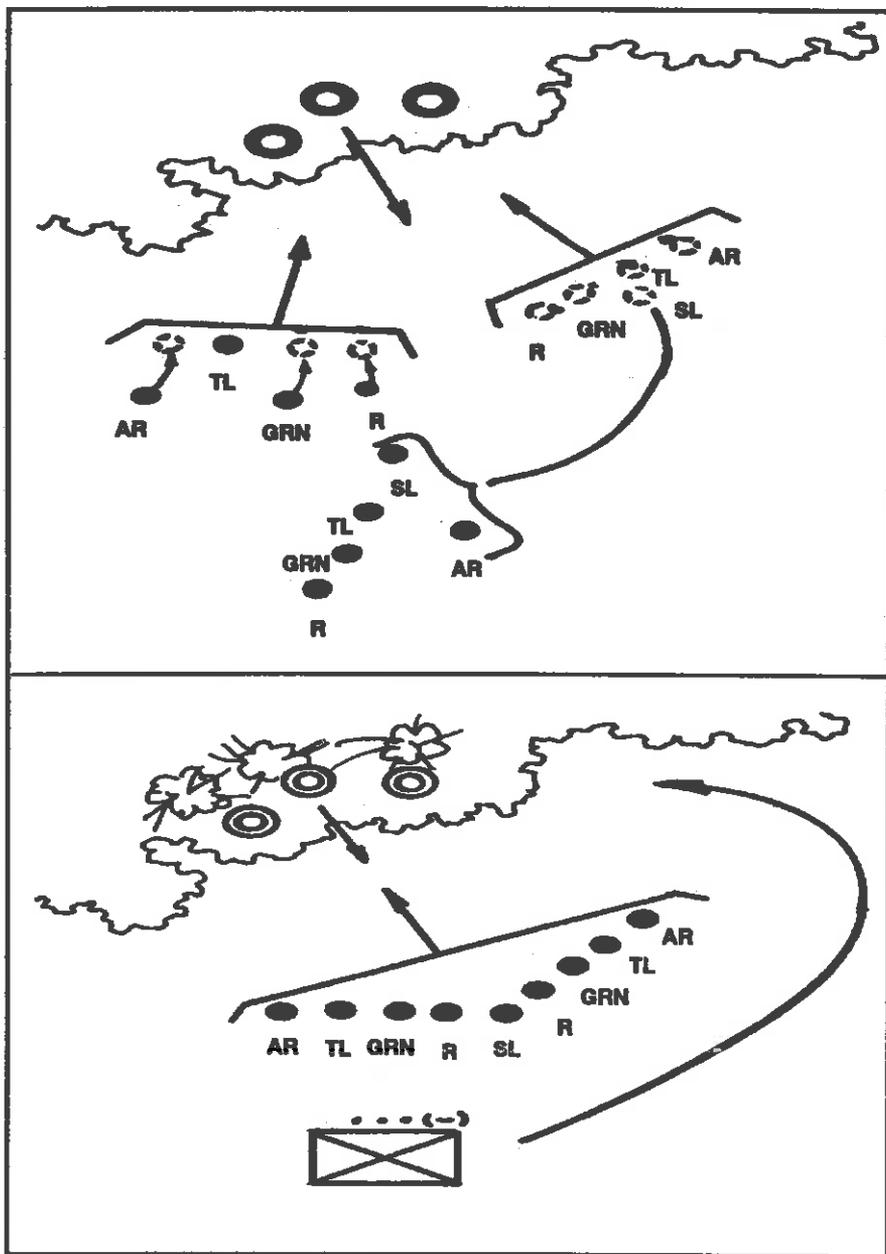


Figure 2-4. React to contact (platoon/squad).

ARTEP 7-8-DRILL

c. The platoon sergeant 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.

10. The platoon/squad leader determines whether or not his unit must move out of the engagement area.

11. The platoon/squad leader determines whether or not his unit can gain and maintain suppressive fires with the element already in contact (based on the volume and accuracy of enemy fires against the element in contact).

12. The platoon/squad leader makes an assessment of the situation. He identifies—

a. The location of the enemy position and obstacles.

b. The size of the enemy force engaging the unit in contact. (The number of enemy automatic weapons, the presence of any vehicles, and the employment of indirect fires are indicators of enemy strength.)

c. Vulnerable flanks.

d. Covered and concealed flanking routes to the enemy positions.

13. The platoon/squad leader determines the next course of action (for example, fire and movement, assault, breach, knock out bunker, enter and clear a building or trench).

14. The platoon/squad leader reports the situation to the company commander/platoon leader and begins to maneuver the unit.

15. The platoon leader calls for and adjusts indirect fire (mortars or artillery). (Squad leaders relay request through the platoon leader.)

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

SUPPORTING INDIVIDUAL TASKS

COMMON TASKS

STP 21-1-SMCT, Soldier's Manual of Common Tasks, Skill Level 1

(1 October 1990)

SKILL LEVEL 1

- | | |
|--------------|---|
| 071-311-2007 | Engage Targets With an M16A1 or M16A2 Rifle |
| 071-311-2027 | Load an M16A1 or M16A2 Rifle |
| 071-311-2029 | Correct Malfunctions of an M16A1 or M16A2 Rifle |
| 071-311-2127 | Load an M203 Grenade Launcher |
| 071-311-2129 | Correct Malfunctions of an M203 Grenad Launcher |
| 071-311-2130 | Engage Targets With an M203 Grenade Launcher |

ARTEP 7-8-DRILL

- 071-312-3029 Correct Malfunctions of an M60 Machin Gun
- 071-312-3031 Engage Targets With an M60 Machine Gun
- 071-318-2202 Engage Targets With an M72A2 Light Antitank Weapon
- 071-318-2203 Perform Misfire Procedures on an M72A2 Light Antitank Weapon
- 071-325-4407 Employ Hand Grenades
- 071-326-0502 Move Under Direct Fire
- 071-326-0503 Move Over, Through, or Around Obstacle (Except Minefields)
- 071-326-0511 React to Flares
- 071-326-0513 Select Temporary Fighting Positions
- 071-331-0803 Report Enemy Information
- 181-906-1505 Conduct Combat Operations According to the Law of War
- 113-571-1016 Send a Radio Message
- 878-920-1002 Recognize Friendly and Threat Armored Vehicles and Aircraft

STP 21-24-SMCT, Soldier's Manual of Common Tasks, Skill Levels 2-4 (10 January 1989)

SKILL LEVEL 2

- 071-326-0600 Use Visual Signaling Techniques While Dismounted

11B TASKS

STP 7-11BCHM14-SM-TG, Soldier's Manual and Trainer's Guide, MOS 11B, 11C, 11H, and 11M Infantry, Skill Levels 1/2/3/4 (30 September 1988)

SKILL LEVEL 1

- 071-052-0006 Engage Targets With an M47 Medium Antitank Weapon
- 071-054-0004 Engage Targets With an M136 Launcher
- 071-312-4027 Load an M249 Machine Gun
- 071-326-0501 Move as a Member of a Fire Team
- 071-331-0808 Identify Threat Weapons

SKILL LEVEL 2

- 071-326-3001 Direct Driver Over a Terrain Route
- 071-327-5605 Control Movement of a Fire Team

ARTEP 7-8-DRILL

SKILL LEVEL 3

071-317-3324 Select a Fighting Position for an M47 Medium Antitank Weapon

071-326-5611 Conduct the Maneuver of a Squad

SKILL LEVEL 4

071-326-5630 Conduct Movement Techniques by a Platoon

071-420-0005 Conduct the Maneuver of a Platoon

OPFOR

TASK: Engage platoon/squad.

CONDITIONS: The OPFOR is operating separately or as part of a larger force. The OPFOR is ordered to initiate fire on the platoon/squad.

STANDARDS:

1. The OPFOR surprises the friendly unit.
2. The OPFOR prevents the friendly unit from locating and suppressing its fires.

BATTLE DRILL 3

TASK: Break Contact (Platoon/Squad) (7-3/4-D104)

CONDITIONS (CUE): The platoon/squad is moving or stationary. The enemy fires on the platoon/squad. The platoon/squad leader orders the platoon/squad to break contact.

STANDARDS:

The unit moves to where the enemy cannot observe or place direct fire on it. (See Figure 2-5.)

PERFORMANCE MEASURES

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

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

3. The base-of-fire squad/team continues to suppress the enemy.

4. The moving squad/team moves to assume the overwatch position. The squad/team should use M203 grenade launchers, throw fragmentation and concussion grenades, and use smoke grenades to mask movement.

5. The moving squad/team takes up the designated position and engages the enemy positions.

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

7. The platoon/squad continues to bound away from the enemy until—

a. It breaks contact (the platoon/squad must continue to suppress the enemy as it breaks contact).

b. It passes through a higher level support-by-fire position.

c. Its squads/fire teams are in the assigned position to conduct the next mission.

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

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

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

ARTEP 7-8-DRILL

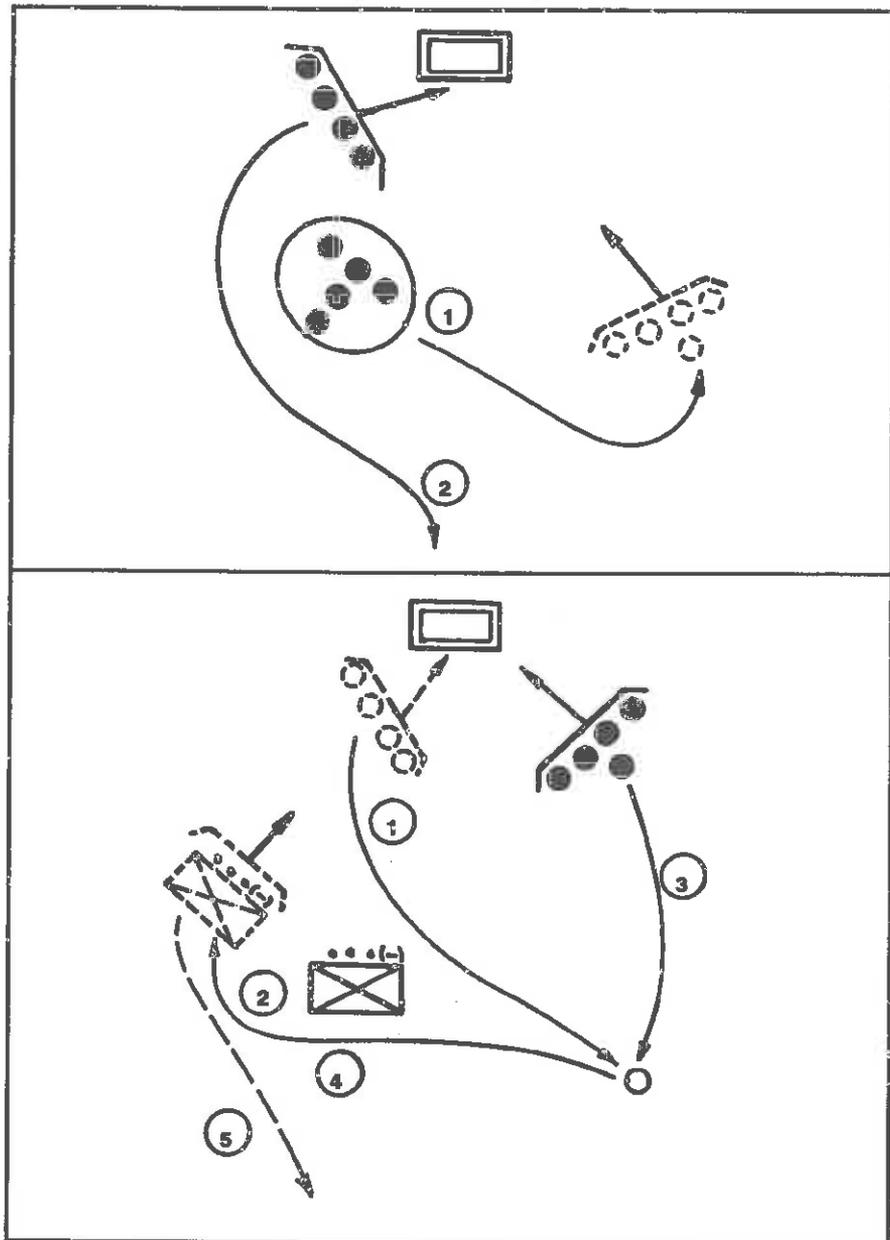


Figure 2-5. Break contact (platoon/squad).

ARTEP 7-8-DRILL

SUPPORTING INDIVIDUAL TASKS

COMMON TASKS

**STP 21-1-SMCT, Soldier's Manual of Common Tasks, Skill Level 1
(1 October 1990)**

SKILL LEVEL 1

- 071-311-2007 Engage Targets With an M16A1 or M16A2 Rifle**
- 071-311-2027 Load an M16A1 or M16A2 Rifle**
- 071-311-2029 Correct Malfunctions of an M16A1 or M16A2 Rifle**
- 071-311-2127 Load an M203 Grenade Launcher**
- 071-311-2129 Correct Malfunctions of an M203 Grenade Launcher**
- 071-311-2130 Engage Targets With an M203 Grenade Launcher**
- 071-312-3029 Correct Malfunctions of an M60 Machine Gun**
- 071-312-3031 Engage Targets With an M60 Machine Gun**
- 071-318-2202 Engage Targets With an M72A2 Light Antitank Weapon**
- 071-318-2203 Perform Misfire Procedures on an M72A2 Light Antitank Weapon**
- 071-325-4407 Employ Hand Grenades**
- 071-326-0502 Move Under Direct Fire**
- 071-326-0503 Move Over, Through, or Around Obstacles (Except Minefields)**
- 071-326-0511 React to Flares**
- 071-326-0513 Select Temporary Fighting Positions**
- 071-331-0803 Report Enemy Information**
- 181-906-1505 Conduct Combat Operations According to the Law of War**
- 113-571-1016 Send a Radio Message**
- 878-920-1002 Recognize Friendly and Threat Armored Vehicles and Aircraft**

ARTEP 7-8-DRILL

STP 21-24-SMCT, Soldier's Manual of Common Tasks, Skill Levels 2-4
(10 January 1989)

SKILL LEVEL 2

071-326-0600 Use Visual Signaling Techniques While
Dismounted

11B TASKS

STP 7-11BCHM14-SM-TG, Soldier's Manual and Trainer's Guide, MOS
11B, 11C, 11H, and 11M Infantry, Skill Levels 1/2/3/4 (30 September 1988)

SKILL LEVEL 1

071-054-0004 Engage Targets With an M136 Launcher
071-326-0501 Move as a Member of a Fire Team
071-331-0808 Identify Threat Weapons

SKILL LEVEL 2

071-410-0019 Control Organic Fires
071-326-5605 Control Movement of a Fire Team
071-326-3001 Direct a Driver Over a Terrain Route
071-329-1030 Navigate From One Point on the Ground to
Another Point While Mounted

SKILL LEVEL 3

071-317-3324 Select Fighting Position for an M47 Medium
AT Weapon
071-326-5611 Conduct Maneuver of a Squad

SKILL LEVEL 4

071-326-5630 Conduct Movement Techniques by a Platoon
071-420-0005 Conduct the Maneuver of a Platoon

OPFOR

TASK: Maintain contact.

CONDITIONS: The OPFOR is operating separately or as part of a larger force. The OPFOR is ordered to open fire on the platoon/squad and to maintain contact with them.

STANDARDS:

1. The OPFOR maintains observation and suppresses friendly fire.
2. The OPFOR prevents friendly unit maneuver.

ARTEP 7-8-DRILL

BATTLE DRILL 4

TASK: React to Ambush (Platoon/Squad) (7-3/4-D105)

CONDITIONS (CUE): The platoon/squad is moving. The platoon/squad is in a prepared kill zone. The enemy initiates the ambush with a casualty-producing device and a high volume of fire.

STANDARDS:

1. Near ambush:

a. Soldiers in the kill zone immediately return fire, take up covered positions, and throw concussion or fragmentation and smoke grenades. Immediately after the grenades detonate, soldiers in the kill zone assault through the ambush using fire and movement.

b. Soldiers not in the kill zone locate and place suppressive fire on the enemy, take up covered positions, and shift fire as the assault begins.

2. Far ambush:

a. Soldiers in the kill zone immediately return fire and take up covered positions. The leader identifies the enemy's location and soldiers place accurate suppressive fire on the enemy's position.

b. Soldiers not in the kill zone begin fire and movement to destroy the enemy. (See Battle Drill 1, Conduct Platoon Attack, 7-3-D101.)

3. The unit moves out of the kill zone, forces the enemy to withdraw, or destroys the ambush.

PERFORMANCE MEASURES

1. Near Ambush (Within Hand-Grenade Range).

a. Depending on the terrain, soldiers in the kill zone carry out one of the following two actions:

(1) Return fire immediately. If cover is not available, immediately, without order or signal, assume the prone position and throw concussion or fragmentation and smoke grenades.

(2) Return fire immediately. If cover is available, without order or signal, seek the nearest covered position, assume the prone position, and throw fragmentation or concussion and smoke grenades.

b. Immediately after the explosion of the concussion or fragmentation grenades, soldiers in the kill zone return fire and assault through the ambush position using fire and movement.

c. Soldiers not in the kill zone identify the enemy location, and then place accurate suppressive fire against the enemy's position. Fire is shifted as the personnel in the kill zone begin to assault. (See Figure 2-6, page 2-36.)

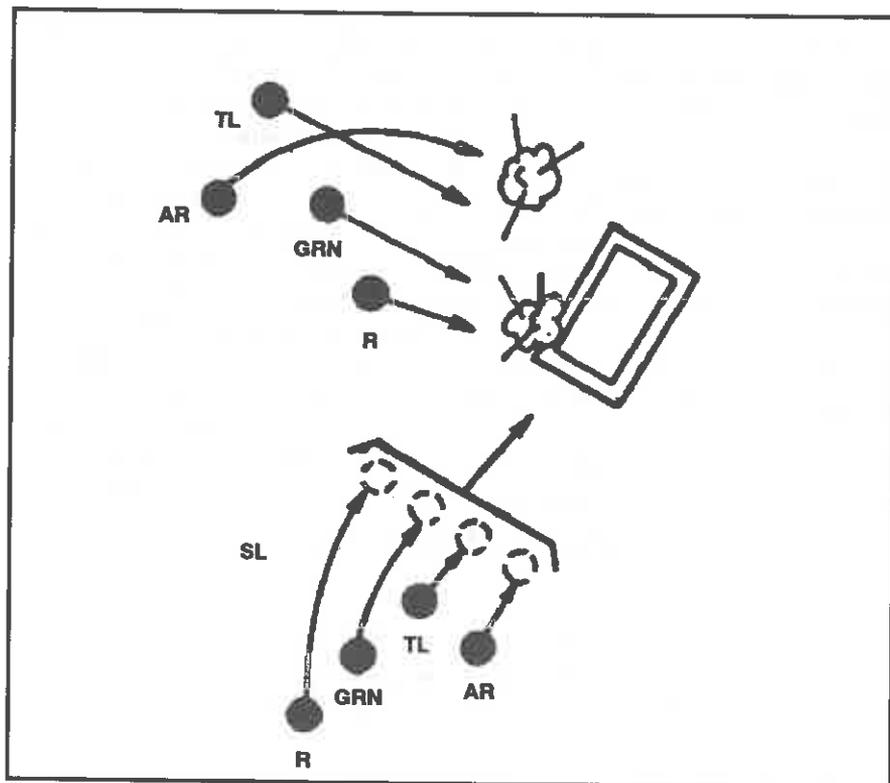


Figure 2-6. React to near ambush (platoon/squad).

d. Soldiers in the kill zone continue the assault to eliminate the ambush or until contact is broken.

e. The platoon conducts consolidation and reorganization. (See ARTEP 7-8-MTP, Consolidate and Reorganize, T&EO 7-3/4-1047.)

2. Far Ambush (Out of Hand-Grenade Range).

a. Soldiers receiving fire immediately return fire, take up covered positions, and suppress the enemy—

- By destroying or suppressing enemy crew-served weapons.
- By sustaining suppressive fires.

b. Soldiers (squads/teams) not receiving fire move by a covered and concealed route to a vulnerable flank of the enemy position and assault using fire and movement.

ARTEP 7-8-DRILL

c. Soldiers in the kill zone continue suppressive fires and shift fires as the assaulting squad/team fights through the enemy position. (See Figure 2-7.)

d. The platoon FO calls for and adjusts indirect fires as directed by the platoon leader. On order, he lifts or shifts fires to isolate the enemy position or to attack them with indirect fires as they retreat.

e. The platoon/squad leader reports, reorganizes as necessary, and continues the mission.

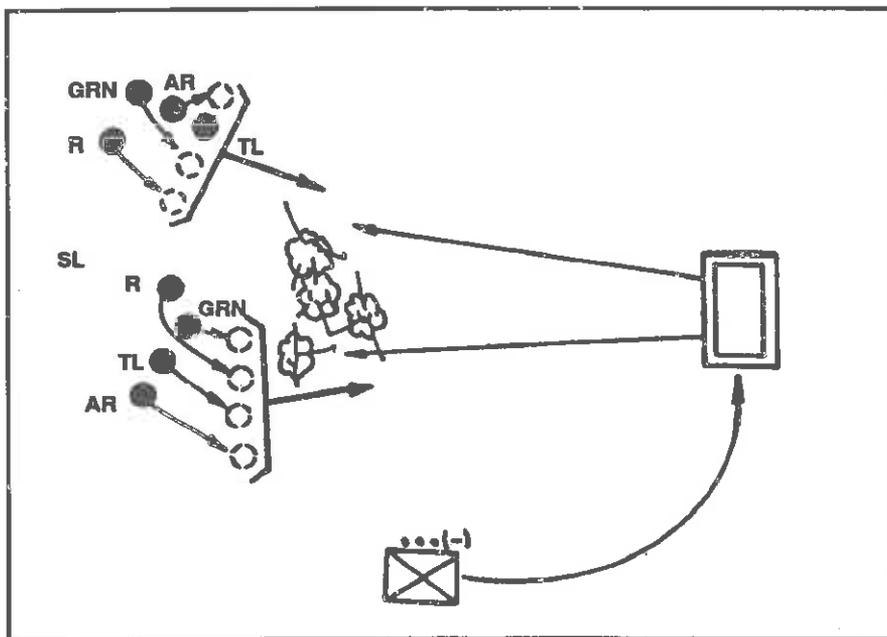


Figure 2-7. React to far ambush (platoon/squad).

SUPPORTING INDIVIDUAL TASKS

COMMON TASKS

STP 21-1-SMCT, Soldier's Manual of Common Tasks, Skill Level 1
(1 October 1990)

SKILL LEVEL 1

- 071-311-2007 Engage Targets With an M16A1 or M16A2 Rifle
- 071-311-2027 Load an M16A1 or M16A2 Rifle
- 071-311-2029 Correct Malfunctions of an M16A1 or M16A2 Rifle

ARTEP 7-8-DRILL

- 071-311-2127 Load an M203 Grenade Launcher
- 071-311-2129 Correct Malfunctions of an M203 Grenade Launcher
- 071-311-2130 Engage Targets With an M203 Grenade Launcher
- 071-312-3029 Correct Malfunctions of an M60 Machine Gun
- 071-312-3031 Engage Targets With an M60 Machine Gun
- 071-318-2202 Engage Targets With an M72A2 Light Antitank Weapon
- 071-318-2203 Perform Misfire Procedures on an M72A2 Light Antitank Weapon
- 071-325-4407 Employ Hand Grenades
- 071-326-0502 Move Under Direct Fire
- 071-326-0503 Move Over, Through, or Around Obstacles (Except Minefields)
- 071-326-0511 React to Flares
- 071-326-0513 Select Temporary Fighting Positions
- 071-331-0803 Report Enemy Information
- 113-571-1016 Send a Radio Message
- 878-920-1002 Recognize Friendly and Threat Armored Vehicles and Aircraft

STP 21-24-SMCT, Soldier's Manual of Common Tasks, Skill Levels 2-4 (10 January 1989)

SKILL LEVEL 2

- 071-326-0600 Use Visual Signaling Techniques While Dismounted

11B TASKS

STP 7-11BCHM14-SM-TG, Soldier's Manual and Trainer's Guide, MOS 11B, 11C, 11H, and 11M Infantry, Skill Levels 1/2/3/4 (30 September 1988)

SKILL LEVEL 1

- 071-054-0004 Engage Targets With an M136 Launcher
- 071-326-0501 Move as a Member of a Fire Team
- 071-331-0808 Identify Threat Weapons

SKILL LEVEL 2

- 071-326-5606 Select an Overwatch Position
- 071-326-5605 Control Movement of a Fire Team

ARTEP 7-8-DRILL

071-326-3001 Direct a Driver Over a Terrain Route

071-410-0019 Control Organic Fires

SKILL LEVEL 3

071-326-5611 Conduct the Maneuver of a Squad

SKILL LEVEL 4

071-326-5630 Conduct Movement Techniques by a Platoon

OPFOR

TASK: Conduct ambush.

CONDITIONS: The OPFOR, given a sector where friendly units are expected, sets up an ambush using threat doctrine and techniques. The OPFOR opens fire with a casualty-producing device and a high volume of fire.

STANDARDS:

- 1. The OPFOR surprises the friendly unit.**
- 2. The OPFOR kills all friendly elements in the kill zone.**
- 3. The OPFOR fixes and suppresses friendly elements not in the kill zone.**

BATTLE DRILL 5

TASK: Knock Out Bunkers (Platoon) (7-3-D106)

CONDITIONS (CUE): The platoon receives fire from the enemy in bunkers, while moving as a part of a larger force.

STANDARDS:

1. The platoon destroys the designated bunker by killing, capturing, or forcing the withdrawal of enemy personnel in the bunker.
2. The platoon maintains a sufficient fighting force that can defeat the enemy's counterattack and continue operations.

PERFORMANCE MEASURES

1. The platoon initiates contact.
2. The squad in contact establishes a base of fire.
3. The platoon leader, his RATELO, platoon FO, and one machine gun team move forward to link up with the squad leader of the squad in contact.
4. The platoon sergeant moves forward with the second machine gun team and assumes control of the base-of-fire squad.
5. The base-of-fire squad—
 - a. Destroys or suppresses enemy crew-served weapons.
 - b. Continues suppressive fires at the lowest possible level.
6. The platoon FO calls for and adjusts indirect fires as directed by the platoon leader.
7. The platoon leader determines that he can maneuver by identifying—
 - a. The enemy bunkers, other supporting positions, and any obstacles.
 - b. The size of the enemy force engaging the platoon. (The number of enemy automatic weapons, the presence of any vehicles, and the employment of indirect fires are indicators of enemy strength.)
 - c. A vulnerable flank to at least one bunker.
 - d. A covered and concealed flanking route to the flank of the bunker.
8. The platoon leader determines which bunker is to be assaulted first and directs one squad (not in contact) to knock it out. (See Figure 2-8.)
9. If necessary, the platoon sergeant repositions a squad, fire team, or a machine gun team to isolate the bunker as well as to continue suppressive fires.
10. The assaulting squad, with the platoon leader and his RATELO, move along the covered and concealed route and take action to knock out the bunker. (See Battle Drill 5A, Knock Out a Bunker [Squad], 7-4-D107.)
 - a. On the platoon leader's signal, the support squad lifts or shifts fires to the opposite side of the bunker from which the squad is assaulting.

ARTEP 7-8-DRILL

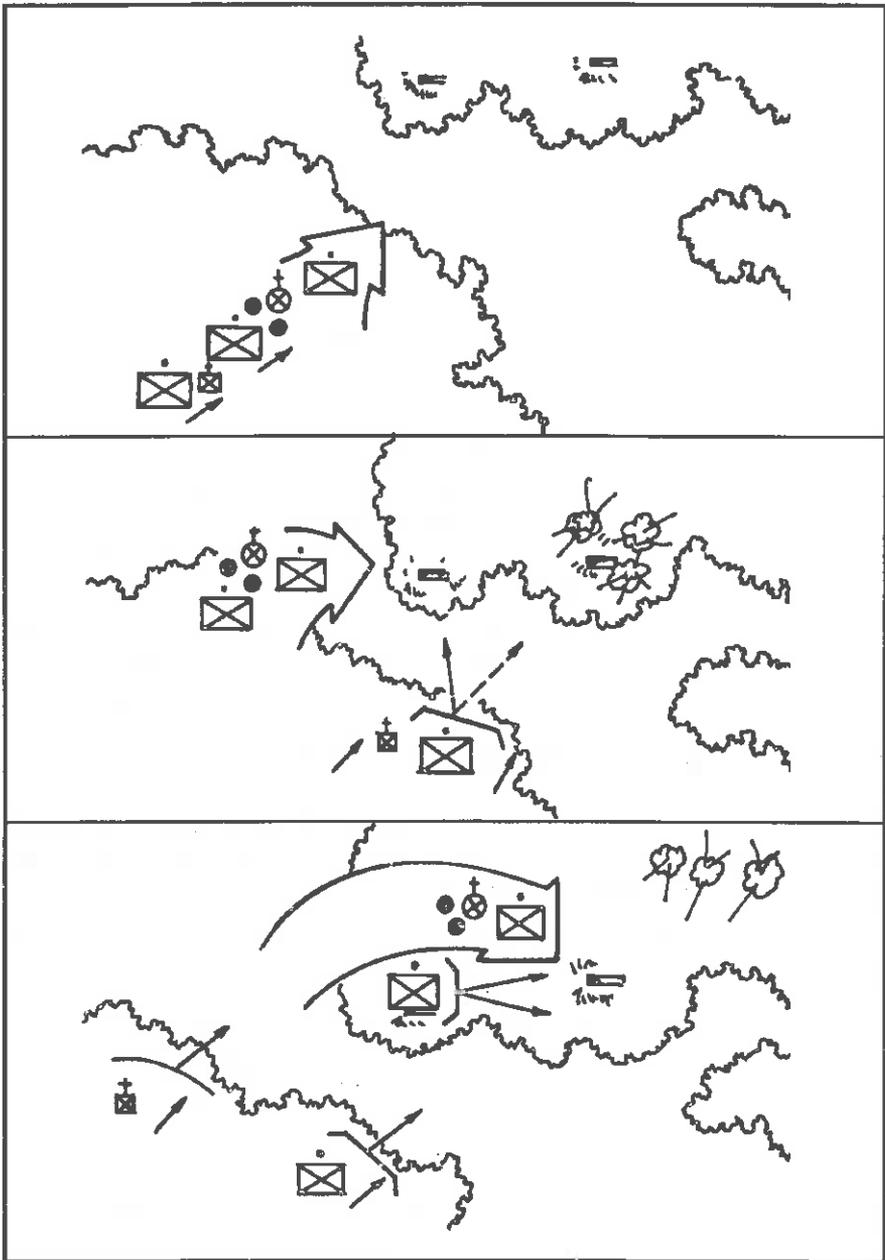


Figure 2-8. Knock out bunkers (platoon).

ARTEP 7-8-DRILL

b. At the same time, the platoon FO shifts indirect fires to isolate enemy positions.

11. The assaulting squad leader reports to the platoon leader and reorganizes his squad.

12. The platoon leader—

a. Directs the supporting squad to move up and knock out the next bunker.

OR

b. Directs the assaulting squad to continue and knock out the next bunker.

NOTE: The platoon leader must consider the condition of his assaulting squad (ammunition and exhaustion) and rotate squads as necessary.

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

SUPPORTING INDIVIDUAL TASKS

COMMON TASKS

STP 21-II-MQS, Military Qualification Standards II Manual of Common Tasks for Lieutenants and Captains (31 January 1991)

- | | |
|-----------------|---|
| 03-3711.13-0001 | Process Captured Materiel |
| 04-8955.00-0001 | Recognize Friendly and Threat Armored Vehicles and Aircraft |
| 04-3303.02-0037 | Navigate While Mounted |
| 03-3711.12-0001 | Implement Operations Security |
| 03-8952.00-9050 | Employ Directed Energy and Laser Protective Measures |
| 03-3751.01-0101 | Supervise Processing of Captives at Unit Level |

STP 21-1-SMCT, Soldier's Manual of Common Tasks, Skill Level 1 (1 October 1990)

SKILL LEVEL 1

- | | |
|--------------|---|
| 071-331-0803 | Report Enemy Information |
| 878-920-1002 | Recognize Friendly and Threat Armored Vehicles and Aircraft |
| 444-091-1101 | Perform Search and Scan Procedures |
| 071-311-2027 | Load an M16A1 or M16A2 Rifle |

ARTEP 7-8-DRILL

- 071-311-2028 Unload an M16A1 or M16A2 Rifle**
- 071-311-2029 Correct Malfunctions of an M16A1 or M16A2 Rifle**
- 071-311-2007 Engage Targets With an M16A1 or M16A2 Rifle**
- 071-311-2127 Load an M203 Grenade Launcher**
- 071-311-2128 Unload an M203 Grenade Launcher**
- 071-311-2129 Correct Malfunctions of an M203 Grenade Launcher**
- 071-311-2130 Engage Targets With an M203 Grenade Launcher**
- 071-312-3027 Load an M60 Machine Gun**
- 071-312-3028 Unload an M60 Machine Gun**
- 071-312-3029 Correct Malfunctions of an M60 Machine Gun**
- 071-312-3031 Engage Targets With an M60 Machine Gun**
- 071-325-4407 Employ Hand Grenades**
- 071-326-0502 Move Under Direct Fire**
- 071-326-0503 Move Over, Through, or Around Obstacles (Except Minefields)**
- 071-326-0510 React to Indirect Fire While Dismounted**
- 071-326-0513 Select Temporary Fighting Positions**
- 051-191-1361 Camouflage Yourself and Your Individual Equipment**
- 051-191-1362 Camouflage Equipment**
- 081-831-1000 Evaluate a Casualty**
- 081-831-1003 Clear an Object From the Throat of a Conscious Casualty**
- 081-831-1042 Perform Mouth-to-Mouth Resuscitation**
- 081-831-1016 Put on a Field or Pressure Dressing**
- 081-831-1017 Put on a Tourniquet**
- 081-831-1025 Apply a Dressing to an Open Abdominal Wound**
- 081-831-1026 Apply a Dressing to an Open Chest Wound**
- 081-831-1033 Apply a Dressing to an Open Head Wound**
- 081-831-1005 Prevent Shock**
- 081-831-1034 Splint a Suspected Fracture**
- 081-831-1007 Give First Aid for Burns**
- 081-831-1040 Transport a Casualty Using a One-Man Carry**
- 081-831-1041 Transport a Casualty Using a Two-Man Carry or an Improvised Litter**

ARTEP 7-8-DRILL

STP 21-24-SMCT, Soldier's Manual of Common Tasks, Skill Levels 2-4
(10 January 1989)

SKILL LEVEL 2

- 071-326-0515 Select a Movement Route Using a Map
- 071-329-1006 Navigate From One Point on the Ground to Another Point While Dismounted
- 061-283-1002 Locate a Target by Grid Coordinates
- 061-283-6003 Call for and Adjust Indirect Fire
- 071-326-0600 Use Visual Signaling Techniques While Dismounted
- 071-331-0802 Process Enemy Personnel and Equipment

SKILL LEVEL 3

- 071-331-0820 Analyze Terrain

STP 7-11II-MQS, Military Qualification Standards II Infantry Branch (11)
Company Grade Officer's Manual (16 July 1991)

- 04-3312.02-0004 Conduct Knocking Out a Bunker
- 04-3313.02-0001 Conduct Fire Support Employment
- 04-3312.02-0001 Conduct Assault by a Platoon, Mounted and Dismounted
- 04-3317.02-0002 Conduct Consolidation and Reorganization of a Platoon
- 04-3312.02-0002 Conduct Platoon Overwatch and Support by Fire
- 04-3312.02-0008 Conduct Tactical Movement

11B TASKS

STP 7-11BCHM14-SM-TG, Soldier's Manual and Trainer's Guide, MOS
11B, 11C, 11H, and 11M, Infantry, Skill Levels 1/2/3/4, 30 September 1988

SKILL LEVEL 1

- 071-010-0006 Engage Targets With an M249 Machine Gun
- 071-315-2308 Engage Targets With an M16A1 or M16A2 Rifle Using a Night Vision Sight AN/PVS-4
- 071-315-2352 Engage Targets With an M203 Grenade Launcher Using a Night Vision Sight AN/PVS-4
- 071-052-0005 Operate a Night Vision Sight AN/TAS-5
- 071-052-0006 Engage Targets With an M47 Medium Antitank Weapon

ARTEP 7-8-DRILL

- 071-317-3306 Perform Misfire Procedures on an M47 Medium Antitank Weapon**
- 071-315-0008 Engage Targets With an M60 Machine Gun Using a Night Vision Sight AN/PVS-4**
- 071-054-0001 Prepare an M136 Launcher for Firing**
- 071-054-0003 Perform Misfire Procedures on an M136 Launcher**
- 071-054-0004 Engage Targets With an M136 Launcher**
- 071-315-0003 Operate a Night Vision Sight AN/PVS-4**
- 071-315-0030 Operate Night Vision Goggles AN/PVS-5**
- 071-315-0091 Operate a Thermal Viewer AN/PAS-7**
- 071-331-0808 Identify Threat Weapons**
- 071-326-0501 Move as a Member of a Fire Team**
- 071-326-0608 Use Visual Signaling Techniques While Mounted**

SKILL LEVEL 2

- 071-329-1030 Navigate From One Point on the Ground to Another Point While Mounted**
- 071-710-0004 Control Use of Night Vision Devices**
- 061-283-1004 Locate a Target by Shift From a Known Point**
- 071-326-3001 Direct a Driver Over a Terrain Route**
- 071-326-5606 Select an Overwatch Position**
- 071-410-0019 Control Organic Fires**
- 071-326-5502 Issue a Fragmentary Order**
- 071-326-5503 Issue a Warning Order**
- 071-326-5605 Control Movement of a Fire Team**

SKILL LEVEL 3

- 071-326-5611 Conduct the Maneuver of a Squad**
- 071-410-0010 Conduct a Leader's Reconnaissance**

SKILL LEVEL 4

- 071-326-5630 Conduct Movement Techniques by a Platoon**
- 071-420-0005 Conduct the Maneuver of a Platoon**

ARTEP 7-8-DRILL

OPFOR

TASK: Defend bunkers.

CONDITIONS: The OPFOR, given a constructed bunker, occupies it and sets up a defense using threat doctrine.

STANDARDS:

1. The OPFOR prevents the unit from detecting the bunker.
2. The OPFOR prevents the unit from destroying the bunker.

ARTEP 7-8-DRILL

BATTLE DRILL 5A

TASK: Knock Out a Bunker (Squad) (7-4-D107)

CONDITIONS (CUE): The squad receives fire from an enemy bunker while moving as a part of a larger force.

STANDARDS:

1. The squad destroys the designated bunker by killing, capturing, or forcing the withdrawal of enemy personnel in the bunker.
2. The squad maintains a sufficient fighting force that can defeat the enemy's counterattack and continue operations.

PERFORMANCE MEASURES

1. The squad reacts to contact. (See Figure 2-9.)
2. The fire team in contact identifies the bunker and gains suppressive fire.

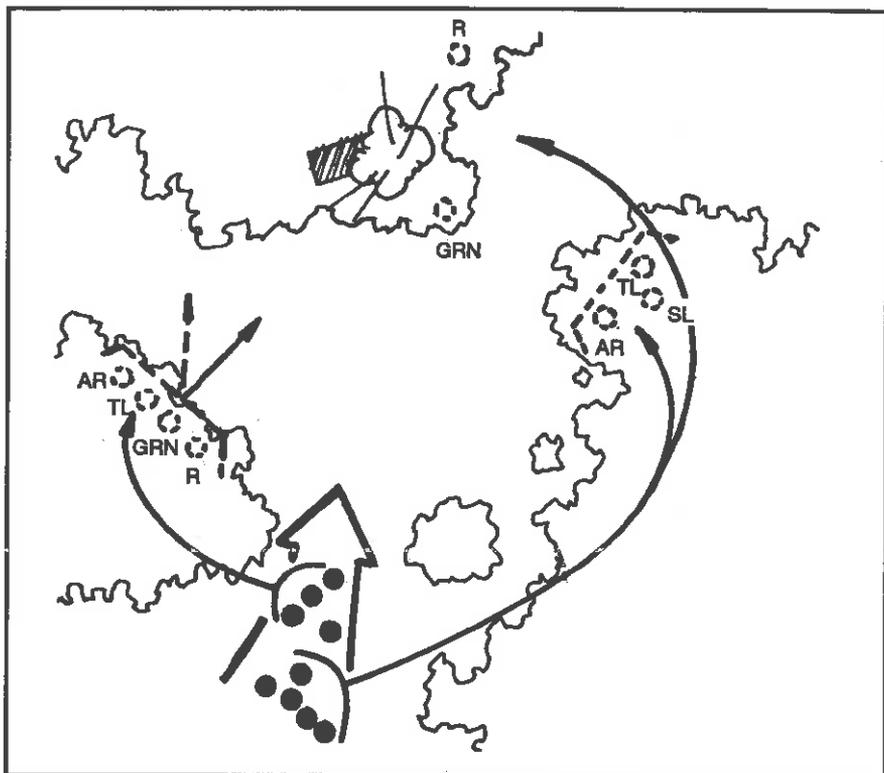


Figure 2-9. Knock out bunker (squad).

ARTEP 7-8-DRILL

3. The squad leader determines that he can maneuver by identifying—
 - a. The bunker and any obstacles.
 - b. The size of the enemy force engaging the squad. (The number of enemy automatic weapons, the presence of any vehicles, and the employment of indirect fires are indicators of enemy strength.)
 - c. A vulnerable flank.
 - d. A covered and concealed flanking route to the bunker.
4. The fire team in contact—
 - a. Suppresses the bunker and any supporting positions. (The squad should employ LAWs/AT4s against the bunker as part of its suppressive fires.)
 - b. Continues suppressive fires.
5. The squad leader directs the fire team in contact to support the movement of the other fire team.
6. The squad leader requests indirect fires through the platoon leader to destroy or isolate the enemy position.
7. The squad leader leads the assaulting fire team along the covered and concealed route to the flank of the bunker:
 - a. The assaulting fire team approaches the bunker from the blind side and does not mask the fires of the base-of-fire team.
 - b. Soldiers constantly watch for other bunkers or enemy positions in support of bunkers.
8. Upon reaching the last covered and concealed position—
 - a. The fire team leader and the automatic rifleman remain in place and add their fires to suppressing the bunker. (This includes the use of LAWs/AT4s.)
 - b. The squad leader positions himself where he can best control his teams. On the squad leader's signal, the base-of-fire team lifts or shifts fires to the opposite side of the bunker from the assaulting fire team's approach.
 - c. The grenadier and automatic rifleman go to the blind side of the bunker. One soldier takes up a covered position near the exit, while one soldier cooks off a grenade (2 seconds maximum), shouts, "Frag out," and throws it through an aperture.
 - d. After the grenade detonates, the soldier covering the exit enters the bunker firing short bursts to destroy the enemy.
9. The squad leader inspects the bunker to ensure that it has been destroyed. He reports, reorganizes as needed, and continues the mission. The platoon follows the success of the attack against the bunker and continues the attack of other bunkers. (See Battle Drill 5, Knock Out Bunkers [Platoon], 7-3-D106.)

ARTEP 7-8-DRILL

SUPPORTING INDIVIDUAL TASKS

COMMON TASKS

STP 21-1-SMCT, Soldier's Manual of Common Tasks, Skill Level 1
(1 October 1990)

SKILL LEVEL 1

- 071-331-0803 Report Enemy Information
- 878-920-1002 Recognize Friendly and Threat Armored Vehicles and Aircraft
- 444-091-1101 Perform Search and Scan Procedures
- 071-311-2027 Load an M16A1 or M16A2 Rifle
- 071-311-2028 Unload an M16A1 or M16A2 Rifle
- 071-311-2029 Correct Malfunctions of an M16A1 or M16A2 Rifle
- 071-311-2007 Engage Targets With an M16A1 or M16A2 Rifle
- 071-311-2127 Load an M203 Grenade Launcher
- 071-311-2128 Unload an M203 Grenade Launcher
- 071-311-2129 Correct Malfunctions of an M203 Grenade Launcher
- 071-311-2130 Engage Targets With an M203 Grenade Launcher
- 071-312-3027 Load an M60 Machine Gun
- 071-312-3028 Unload an M60 Machine Gun
- 071-312-3029 Correct Malfunctions of an M60 Machine Gun
- 071-312-3031 Engage Targets With an M60 Machine Gun
- 071-325-4407 Employ Hand Grenades
- 071-326-0502 Move Under Direct Fire
- 071-326-0503 Move Over, Through, or Around Obstacle (Except Minefields)
- 071-326-0510 React to Indirect Fire While Dismounted
- 071-326-0513 Select Temporary Fighting Positions
- 051-191-1361 Camouflage Yourself and Your Individual Equipment
- 051-191-1362 Camouflage Equipment
- 081-831-1000 Evaluate a Casualty
- 081-831-1003 Clear an Object From the Throat of a Conscious Casualty
- 081-831-1042 Perform Mouth-to-Mouth Resuscitation

ARTEP 7-8-DRILL

- 081-831-1016 Put on a Field or Pressure Dressing
- 081-831-1017 Put on a Tourniquet
- 081-831-1025 Apply a Dressing to an Open Abdominal Wound
- 081-831-1026 Apply a Dressing to an Open Chest Wound
- 081-831-1033 Apply a Dressing to an Open Head Wound
- 081-831-1005 Prevent Shock
- 081-831-1034 Splint a Suspected Fracture
- 081-831-1007 Give First Aid for Burns
- 081-831-1040 Transport a Casualty Using a One-Man Carry
- 081-831-1041 Transport a Casualty Using a Two-Man Carry or an Improvised Litter

STP 21-24-SMCT, Soldier's Manual of Common Tasks, Skill Levels 2-4
(10 January 1989)

SKILL LEVEL 2

- 071-326-0515 Select a Movement Route Using a Map
- 071-329-1006 Navigate From One Point on the Ground to Another Point While Dismounted
- 061-283-1002 Locate a Target by Grid Coordinates
- 061-283-6003 Call for and Adjust Indirect Fire
- 071-326-0600 Use Visual Signaling Techniques While Dismounted
- 071-331-0802 Process Enemy Personnel and Equipment

SKILL LEVEL 3

- 071-331-0820 Analyze Terrain

11B TASKS

STP 7-11BCHM14-SM-TG, Soldier's Manual and Trainer's Guide, MOS
11B, 11C, 11H, and 11M, Infantry, Skill Levels 1/2/3/4, 30 September 1988

SKILL LEVEL 1

- 071-010-0006 Engage Targets With an M249 Machine Gun
- 071-315-2308 Engage Targets With an M16A1 or M16A2 Rifle Using a Night Vision Sight AN/PVS-4
- 071-315-2352 Engage Targets With an M203 Grenade Launcher Using a Night Vision Sight AN/PVS-4
- 071-052-0005 Operate a Night Vision Sight AN/TAS-5

ARTEP 7-8-DRILL

- 071-052-0006 Engage Targets With an M47 Medium Antitank Weapon
- 071-317-3306 Perform Misfire Procedures on an M47 Medium Antitank Weapon
- 071-315-0008 Engage Targets With an M60 Machine Gun Using a Night Vision Sight AN/PVS-4
- 071-054-0001 Prepare an M136 Launcher for Firing
- 071-054-0003 Perform Misfire Procedures on an M136 Launcher
- 071-054-0004 Engage Targets With an M136 Launcher
- 071-315-0003 Operate a Night Vision Sight AN/PVS-4
- 071-315-0030 Operate Night Vision Goggles AN/PVS-5
- 071-315-0091 Operate a Thermal Viewer AN/PAS-7
- 071-331-0808 Identify Threat Weapons
- 071-326-0501 Move as a Member of a Fire Team
- 071-326-0608 Use Visual Signaling Techniques While Mounted

SKILL LEVEL 2

- 071-329-1030 Navigate From One Point on the Ground to Another Point While Mounted
- 071-710-0004 Control Use of Night Vision Devices
- 061-283-1004 Locate a Target by Shift From a Known Point
- 071-326-3001 Direct a Driver Over a Terrain Route
- 071-326-5606 Select an Overwatch Position
- 071-410-0019 Control Organic Fires
- 071-326-5502 Issue a Fragmentary Order
- 071-326-5503 Issue a Warning Order
- 071-326-5605 Control Movement of a Fire Team

SKILL LEVEL 3

- 071-326-5611 Conduct the Maneuver of a Squad
- 071-410-0010 Conduct a Leader's Reconnaissance

SKILL LEVEL 4

- 071-326-5630 Conduct Movement Techniques by a Platoon
- 071-420-0005 Conduct the Maneuver of a Platoon

ARTEP 7-8-DRILL

OPFOR

TASK: Defend bunkers.

CONDITIONS: The OPFOR, given a constructed bunker, occupies it and sets up a defense using threat doctrine.

STANDARDS:

1. The OPFOR prevents the unit from detecting the bunker.
2. The OPFOR prevents the unit from destroying the bunker.

ARTEP 7-8-DRILL

BATTLE DRILL 6

TASK: Enter and Clear a Building (Platoon) (7-3-D108)

CONDITIONS (CUE): While operating as part of a larger force, the platoon is moving when it receives fire from the enemy in a building.

STANDARDS:

1. The platoon kills, captures, or forces the withdrawal of all enemy in the building.
2. The platoon prevents noncombatant casualties and collateral damage (ROE dependent).
3. The platoon maintains a sufficient fighting force that can defeat the enemy's counterattack and continue the mission.

PERFORMANCE MEASURES

1. The squad in contact reacts to contact.
2. The platoon gains suppressive fires.
 - a. The squad in contact establishes a base-of-fire position. The squad establishes local security and adds its suppressive fires against the enemy. The platoon leader, his RATELO, platoon FO, and the squad leader of the next squad move forward to link up with the squad leader of the squad in contact.
 - b. The platoon sergeant repositions the remaining squad, if necessary, to provide additional observation and supporting fires. (See Figure 2-10, page 2-54.)
3. The platoon leader determines that he can maneuver by identifying—
 - a. The building and other obstacles.
 - b. Size of enemy force engaging the platoon. (The number of enemy automatic weapons, the presence of vehicles, and the employment of indirect fires are indicators of enemy strength.)
 - c. An entry point. (Assaulting squads should enter any building at the highest level possible.)
 - d. A covered and concealed route to the entry point.
4. The base-of-fire squad—
 - a. Destroys or suppresses enemy weapons that are firing effectively against the platoon.
 - b. Continues suppressive fires at the lowest possible level.
5. The platoon leader designates the entry point of the building.

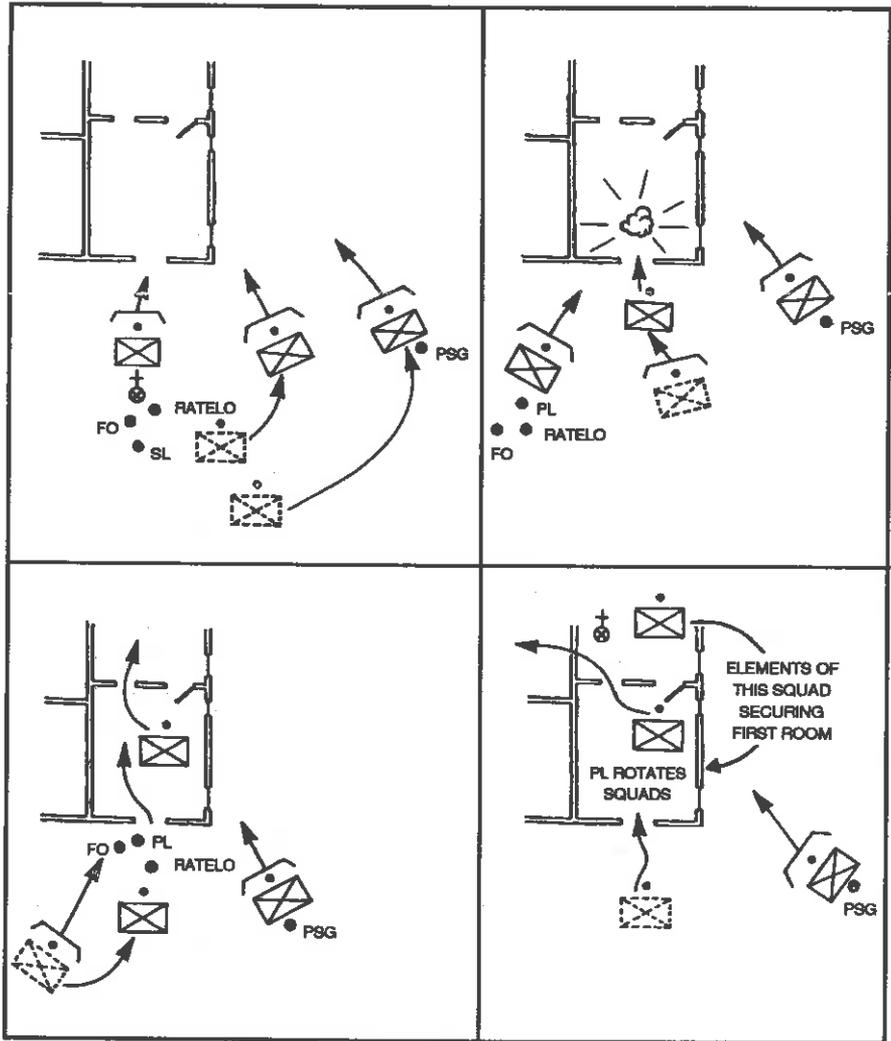


Figure 2-10. Enter and clear a building (platoon).

6. The platoon leader directs one squad to enter the building and secure a foothold. (See Battle Drill 6A, Enter a Building and Clear a Room [Squad], 7-4-D109.)

7. If necessary, the base-of-fire squad repositions to isolate the building as well as continue suppressive fires.

ARTEP 7-8-DRILL

8. The assaulting squad leader signals to the platoon leader that his squad has secured the foothold. He calls forward his trail fire team to move into the building.

9. The platoon leader moves into the building with the trail fire team of the squad that secured the foothold and directs the squad leader to clear the next room with the trail fire team.

10. The platoon leader calls for the next squad to move into the building and begin clearing rooms systematically.

11. The platoon leader directs the actions of the squads clearing the building:

- a. Determines which rooms to clear and in what order.
- b. Redistributes ammunition as necessary.
- c. Ensures that clearing teams properly mark cleared rooms.
- d. Rotates squads as necessary to keep the soldiers fresh and to maintain the momentum of the action.

12. The supporting squad—

a. Repositions, if necessary, to continue to isolate and suppress the building from the outside.

b. Ensures that all friendly forces enter the building ONLY through the designated entry point.

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

14. The platoon leader reports to the company commander that his platoon has cleared the building or that he is no longer able to continue clearing.

SUPPORTING INDIVIDUAL TASKS

COMMON TASKS

STP 21-II-MQS, Military Qualification Standards II Manual of Common Tasks for Lieutenants and Captains (31 January 1991)

- | | |
|-----------------|---|
| 03-3711.13-0001 | Process Captured Materiel |
| 04-8955.00-0001 | Recognize Friendly and Threat Armored Vehicles and Aircraft |
| 03-3711.12-0001 | Implement Operations Security |
| 03-8952.00-9050 | Employ Directed Energy and Laser Protective Measures |
| 03-3751.01-0101 | Supervise Processing of Captives at Unit Level |

ARTEP 7-8-DRILL

STP 21-1-SMCT, Soldier's Manual of Common Tasks, Skill Level 1
(1 October 1990)

SKILL LEVEL 1

- 071-331-0803 Report Enemy Information
- 878-920-1002 Recognize Friendly and Threat Armored Vehicles and Aircraft
- 071-311-2027 Load an M16A1 or M16A2 Rifle
- 071-311-2028 Unload an M16A1 or M16A2 Rifle
- 071-311-2029 Correct Malfunctions of an M16A1 or M16A2 Rifle
- 071-311-2007 Engage Targets With an M16A1 or M16A2 Rifle
- 071-311-2127 Load an M203 Grenade Launcher
- 071-311-2128 Unload an M203 Grenade Launcher
- 071-311-2129 Correct Malfunctions of an M203 Grenade Launcher
- 071-311-2130 Engage Targets With an M203 Grenade Launcher
- 071-312-3027 Load an M60 Machine Gun
- 071-312-3028 Unload an M60 Machine Gun
- 071-312-3029 Correct Malfunctions of an M60 Machine Gun
- 071-312-3031 Engage Targets With an M60 Machine Gun
- 071-325-4407 Employ Hand Grenades
- 071-326-0502 Move Under Direct Fire
- 071-326-0503 Move Over, Through, or Around Obstacles (Except Minefields)
- 071-326-0510 React to Indirect Fire While Dismounted
- 071-326-0513 Select Temporary Fighting Positions
- 051-191-1361 Camouflage Yourself and Your Individual Equipment
- 051-191-1362 Camouflage Equipment

STP 21-24-SMCT, Soldier's Manual of Common Tasks, Skill Levels 2-4
(10 January 1989)

SKILL LEVEL 2

- 061-283-1002 Locate a Target by Grid Coordinates
- 061-283-6003 Call for and Adjust Indirect Fire
- 071-326-0600 Use Visual Signaling Techniques While Dismounted

ARTEP 7-8-DRILL

SKILL LEVEL 3

071-331-0820 Analyze Terrain

**STP 7-11II-MQS, Military Qualification Standards II Infantry Branch (11)
Company Grade Officer's Manual (16 July 1991)**

- 04-3312.02-0002 Conduct Platoon Overwatch and Support by Fire**
- 04-3312.02-0008 Conduct Tactical Movement**
- 04-3312.02-0011 Conduct Clearing a Building**
- 04-3313.02-0001 Conduct Fire Support Employment**
- 04-3317.02-0002 Conduct Consolidation and Reorganization
of a Platoon**

11B TASKS

**STP 7-11BCHM14-SM-TG, Soldier's Manual and Trainer's Guide, MOS
11B, 11C, 11H, and 11M, Infantry, Skill Levels 1/2/3/4, 30 September 1988**

SKILL LEVEL 1

- 071-010-0006 Engage Targets With an M249 Machine Gun**
- 071-315-2308 Engage Targets With an M16A1 or M16A2 Rifle
Using a Night Vision Sight AN/PVS-4**
- 071-315-2352 Engage Targets With an M203 Grenade Launcher
Using a Night Vision Sight AN/PVS-4**
- 071-052-0005 Operate a Night Vision Sight AN/TAS-5**
- 071-052-0006 Engage Targets With an M47 Medium Antitank
Weapon**
- 071-317-3306 Perform Misfire Procedures on an M47 Medium
Antitank Weapon**
- 071-315-0008 Engage Targets With an M60 Machine Gun Using
a Night Vision Sight AN/PVS-4**
- 071-054-0001 Prepare an M136 Launcher for Firing**
- 071-054-0003 Perform Misfire Procedures on an M136 Launcher**
- 071-054-0004 Engage Targets With an M136 Launcher**
- 071-315-0003 Operate a Night Vision Sight AN/PVS-4**
- 071-315-0030 Operate Night Vision Goggles AN/PVS-5**
- 071-315-0091 Operate a Thermal Viewer AN/PAS-7**
- 071-331-0808 Identify Threat Weapons**
- 071-326-0501 Move as a Member of a Fire Team**
- 071-326-0608 Use Visual Signaling Techniques While Mounted**

ARTEP 7-8-DRILL

SKILL LEVEL 2

- 071-329-1030 Navigate From One Point on the Ground to Another Point While Mounted
- 071-710-0004 Control Use of Night Vision Devices
- 061-283-1004 Locate a Target by Shift From a Known Point
- 071-326-3001 Direct a Driver Over a Terrain Route
- 071-326-5606 Select an Overwatch Position
- 071-410-0019 Control Organic Fires
- 071-326-5502 Issue a Fragmentary Order
- 071-326-5503 Issue a Warning Order
- 071-326-5605 Control Movement of a Fire Team

SKILL LEVEL 3

- 071-326-5611 Conduct the Maneuver of a Squad
- 071-410-0010 Conduct a Leader's Reconnaissance

SKILL LEVEL 4

- 071-326-5630 Conduct Movement Techniques by a Platoon
- 071-420-0005 Conduct the Maneuver of a Platoon

OPFOR

TASK: Defend building.

CONDITIONS: The OPFOR, given a building, occupies it and sets up a defense in the building using threat doctrine.

STANDARDS:

1. The OPFOR prevents the unit from clearing the building.
2. The OPFOR retains forces in the building.
3. The OPFOR counterattacks, regains, and maintains a foothold in the building (at least one room).

ARTEP 7-8-DRILL

BATTLE DRILL 6A

TASK: Enter a Building and Clear a Room (Squad) (7-4-D109)

CONDITIONS (CUE): Operating as part of a larger force, the squad is moving and receives fire from the enemy from a building. The platoon leader directs the squad to seize a foothold and clear a room.

STANDARDS:

1. The squad gains a foothold in a building.
2. The squad secures a room by killing, capturing, or forcing the withdrawal of the enemy from the room.
3. The squad minimizes noncombatant casualties and collateral damage (ROE dependent).
4. The squad maintains a sufficient fighting force that can defeat the enemy's counterattack and continue operations.

PERFORMANCE MEASURES

1. The fire team initiating contact establishes a base of fire and suppresses the enemy in and around the building.
2. The squad leader determines if he can maneuver by identifying—
 - a. The building and any obstacles.
 - b. Size of enemy force engaging the squad. (For example, the number of enemy automatic weapons, the presence of vehicles, and the employment of indirect fires are indicators of enemy strength.)
 - c. An entry point. (Assaulting fire teams should enter the building at the highest level possible.)
 - d. A covered and concealed route to the entry point.
3. The fire team in contact—
 - a. Destroys or suppresses enemy weapons that are firing most effectively against the squad.
 - b. Continues suppressive fires.
4. The squad leader directs the fire team in contact to support the entry of the other fire team into the building.
5. If necessary, the supporting fire team repositions to isolate the building as well as continue suppressive fires. (Normally, the platoon has added its supporting fires against the enemy.) (See Figure 2-11, page 2-60.)
6. The squad leader designates the entry point of the building.
7. The platoon and squad shift direct fire and continue to suppress the enemy in adjacent positions and to isolate the building.
8. The platoon FO lifts indirect fires or shifts them beyond the building.

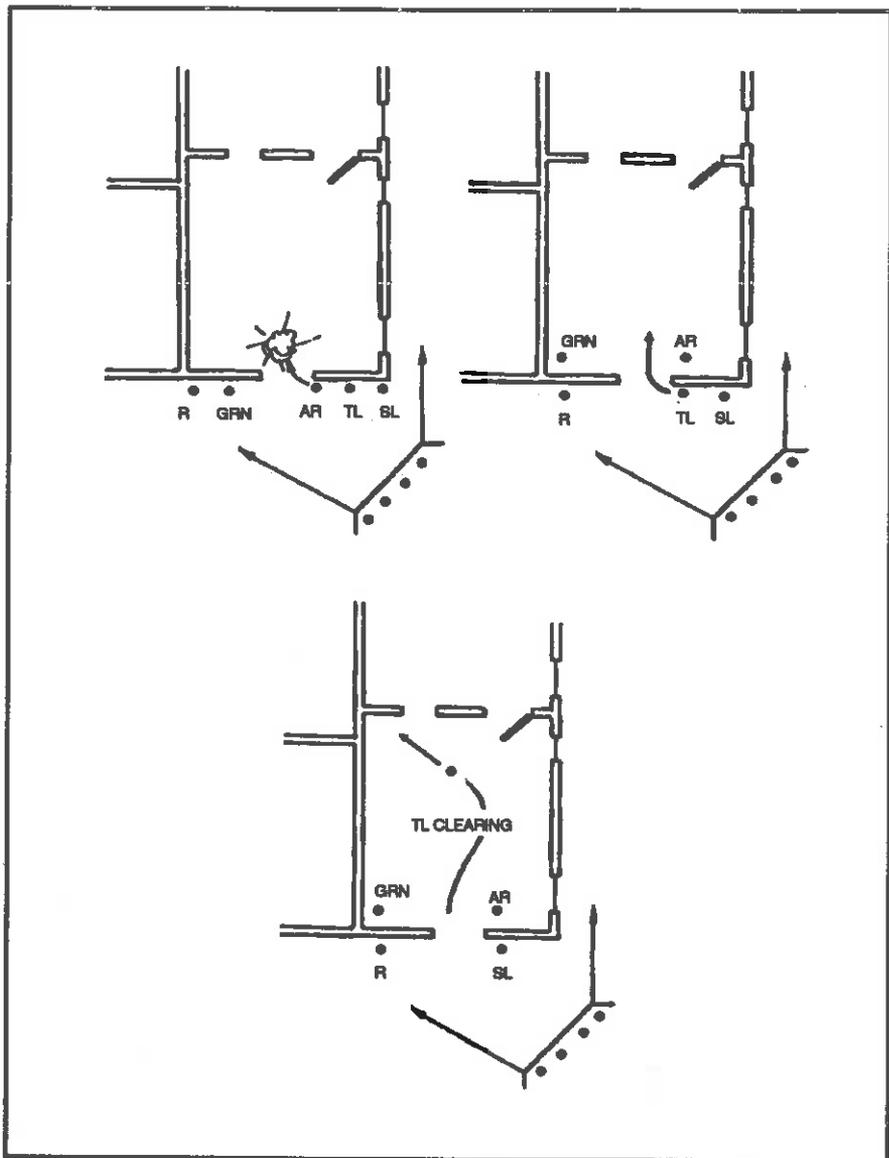


Figure 2-11. Enter a building and clear a room (squad).

ARTEP 7-8-DRILL

9. The squad leader and assaulting fire team approach the building and position themselves at either side of the entrance.

NOTE: Soldiers should avoid entering buildings through doors and windows, because they will normally be covered by weapons in the building, and may be blocked, booby trapped, or both.

DANGER
**COOK-OFF TRAINING WITH LIVE FRAGMENTATION HAND
GRENADES IS PROHIBITED.**

10. The lead soldier of the assaulting fire team cooks off the grenade (2 seconds maximum), shouts, "Frag out," then throws the grenade into the building (ROE dependent).

DANGER
**IF WALLS AND FLOORS ARE THIN, FRAGMENTS AND OR
CONCUSSION FROM HAND GRENADES CAN INJURE
SOLDIERS OUTSIDE THE ROOM.**

11. After the explosion, the next soldier enters the building and positions himself to the right (left) of the entrance, up against the wall; engages all identified or likely enemy positions with rapid, short bursts of automatic fire; and scans the rest of the room from left to right. The rest of the team provides immediate security outside the building.

a. The size and shape of the room may cause the soldier entering the room to move to the left or right. For illustration purposes only, one set of directions is given. The first soldier in the room decides where the next soldier should position himself and gives the command, NEXT MAN IN, RIGHT (or LEFT).

b. Depending on the enemy's situation, the size of the entry, and the training of the squad, two soldiers can enter the room simultaneously after the grenade detonates. The soldier from the right side of the entry enters, fires from left to right, and moves to the right with his back to the wall. At the same time, the soldier on the left enters from the left, fires from right to left, and moves to the left with his back to the wall. One soldier goes high, the other low, to prevent firing at one another. This method puts more fire power into

ARTEP 7-8-DRILL

the room more quickly, but it is more difficult and requires practice. When both soldiers are in position, the senior soldier gives the command, **NEXT MAN IN (RIGHT or LEFT)**.

12. The soldier inside the room shouts, "Next man in, left (right)." The next man shouts, "Coming in, left (right)," enters the building, positions himself to the left of the entrance, up against the wall, and scans the room from left to right. Once in position, he shouts, "Next man in (right or left)."

13. The assaulting fire team leader shouts, "Coming in, (right or left)," enters the building, and positions himself where he can control the actions of his team.

a. He does not block the entrance way.

b. He makes a quick assessment of the size and shape of the room and begins to clear through the room.

c. The assaulting fire team leader determines if the remaining man on his team is required to assist in clearing the room.

d. If the team leader decides to bring the last man in, he shouts, "Next man in, left (or right)." The last man in the fire team shouts, "Coming in left (or right)," enters the building, and begins clearing through the next room.

e. If the team leader decides not to bring the last man in, he shouts, "Next man stand fast." The last man remains outside the building and provides security from there. The team leader then directs the soldier on the right of the entrance to begin clearing. The team leader reports to the squad leader, and then resumes the duties of the soldier on the right of the entrance to provide support.

DANGER

WHILE CLEARING ROOMS, SOLDIERS MUST BE ALERT FOR TRIP WIRES AND BOOBY TRAPS. THEY MUST NOT SKYLINE THEMSELVES THROUGH OPEN WINDOWS OR DOORS.

14. Once the room is cleared, the team leader of the assaulting fire team signals to the squad leader that the building has been entered and the footholds gained.

15. The squad leader enters the building and marks the entry point (IAW unit SOP). The squad leader determines whether or not his squad can continue to clear through the building and maintain fire superiority outside with the base-of-fire team. (Normally, it takes a platoon to clear a building.)

ARTEP 7-8-DRILL

a. The squad leader reports to the platoon leader that the squad has entered the building and seized a foothold.

b. The squad leader determines which room to clear next and selects an entry point, and then designates a lead fire team.

c. The squad leader and lead fire team move to the entrance of the next room to be cleared. They position themselves at either side of the entrance.

d. The squad leader directs the team to continue and clear the next room. The lead fire team performs the same actions previously described in steps 10 and 12 to clear the next room.

16. The squad leader directs the team to continue and clear the next room. The squad leader rotates fire teams as necessary to keep his soldiers fresh and to continue the momentum of the attack.

17. The squad leader follows the fire team that is clearing to ensure that the cleared rooms are properly marked IAW the unit SOP.

18. Once the room is cleared, the team leader of the assaulting fire team signals to the squad leader that the building has been entered and the foothold is gained.

19. The squad leader reports to the platoon leader that the the squad has entered the building and gained a foothold. The platoon follows the success of the seizure of the foothold as part of the platoon drill to enter and clear a building.

20. The squad reorganizes as necessary. Leaders redistribute the ammunition.

NOTE: If available, the platoon/squad will suppress the enemy in buildings with large caliber weapons. Rules of engagement can prohibit the use of certain weapons until a specifically hostile action takes place. All leaders must be aware of the local ROE.

SUPPORTING INDIVIDUAL TASKS

COMMON TASKS

STP 21-II-MQS, Military Qualification Standards II Manual of Common Tasks for Lieutenants and Captains (31 January 1991)

03-3711.13-0001	Process Captured Materiel
04-8955.00-0001	Recognize Friendly and Threat Armored Vehicles and Aircraft
03-3711.12-0001	Implement Operations Security
03-8952.00-9050	Employ Directed Energy and Laser Protective Measures
03-3751.01-0101	Supervise Processing of Captives at Unit Level

ARTEP 7-8-DRILL

STP 21-1-SMCT, Soldier's Manual of Common Tasks, Skill Level 1
(1 October 1990)

SKILL LEVEL 1

- 071-331-0803 Report Enemy Information
- 878-920-1002 Recognize Friendly and Threat Armored Vehicles and Aircraft
- 444-091-1101 Perform Search and Scan Procedures
- 071-311-2027 Load an M16A1 or M16A2 Rifle
- 071-311-2028 Unload an M16A1 or M16A2 Rifle
- 071-311-2029 Correct Malfunctions of an M16A1 or M16A2 Rifle
- 071-311-2007 Engage Targets With an M16A1 or M16A2 Rifle
- 071-311-2127 Load an M203 Grenade Launcher
- 071-311-2128 Unload an M203 Grenade Launcher
- 071-311-2129 Correct Malfunctions of an M203 Grenade Launcher
- 071-311-2130 Engage Targets With an M203 Grenade Launcher
- 071-312-3027 Load an M60 Machine Gun
- 071-312-3028 Unload an M60 Machine Gun
- 071-312-3029 Correct Malfunctions of an M60 Machine Gun
- 071-312-3031 Engage Targets With an M60 Machine Gun
- 071-325-4407 Employ Hand Grenades
- 071-326-0502 Move Under Direct Fire
- 071-326-0503 Move Over, Through, or Around Obstacles (Except Minefields)
- 071-326-0510 React to Indirect Fire While Dismounted
- 071-326-0513 Select Temporary Fighting Positions
- 051-191-1361 Camouflage Yourself and Your Individual Equipment
- 051-191-1362 Camouflage Equipment
- 081-831-1000 Evaluate a Casualty
- 081-831-1003 Clear an Object From the Throat of a Conscious Casualty
- 081-831-1042 Perform Mouth-to-Mouth Resuscitation
- 081-831-1016 Put on a Field or Pressure Dressing
- 081-831-1017 Put on a Tourniquet
- 081-831-1025 Apply a Dressing to an Open Abdominal Wound

ARTEP 7-8-DRILL

- 081-831-1026 Apply a Dressing to an Open Chest Wound
- 081-831-1033 Apply a Dressing to an Open Head Wound
- 081-831-1005 Prevent Shock
- 081-831-1034 Splint a Suspected Fracture
- 081-831-1007 Give First Aid for Burns
- 081-831-1040 Transport a Casualty Using a One-Man Carry
- 081-831-1041 Transport a Casualty Using a Two-Man Carry on an Improvised Litter

STP 21-24-SMCT, Soldier's Manual of Common Tasks, Skill Levels 2-4
(10 January 1989)

SKILL LEVEL 2

- 061-283-1002 Locate a Target by Grid Coordinates
- 061-283-6003 Call for and Adjust Indirect Fire
- 071-326-0600 Use Visual Signaling Techniques While Dismounted
- 071-331-0802 Process Enemy Personnel and Equipment

SKILL LEVEL 3

- 071-331-0820 Analyze Terrain

11B TASKS

STP 7-11BCHM14-SM-TG, Soldier's Manual and Trainer's Guide, MOS
11B, 11C, 11H, and 11M, Infantry, Skill Levels 1/2/3/4, 30 September 1988

SKILL LEVEL 1

- 071-010-0006 Engage Targets With an M249 Machine Gun
- 071-315-2308 Engage Targets With an M16A1 or M16A2 Rifle Using a Night Vision Sight AN/PVS-4
- 071-315-2352 Engage Targets With an M203 Grenade Launcher Using a Night Vision Sight AN/PVS-4
- 071-052-0005 Operate a Night Vision Sight AN/TAS-5
- 071-052-0006 Engage Targets With an M47 Medium Antitank Weapon
- 071-317-3306 Perform Misfire Procedures on an M47 Medium Antitank Weapon
- 071-315-0008 Engage Targets With an M60 Machine Gun Using a Night Vision Sight AN/PVS-4
- 071-054-0001 Prepare an M136 Launcher for Firing
- 071-054-0003 Perform Misfire Procedures on an M136 Launcher

ARTEP 7-8-DRILL

071-054-0004	Engage Targets With an M136 Launcher
071-315-0003	Operate a Night Vision Sight AN/PVS-4
071-315-0030	Operate Night Vision Goggles AN/PVS-5
071-315-0091	Operate a Thermal Viewer AN/PAS-7
071-331-0808	Identify Threat Weapons
071-326-0501	Move as a Member of a Fire Team
071-326-0608	Use Visual Signaling Techniques While Mounted

SKILL LEVEL 2

071-329-1030	Navigate From One Point on the Ground to Another Point While Mounted
071-710-0004	Control Use of Night Vision Devices
061-283-1004	Locate a Target by Shift From a Known Point
071-326-3001	Direct a Driver Over a Terrain Route
071-326-5606	Select an Overwatch Position
071-410-0019	Control Organic Fires
071-326-5502	Issue a Fragmentary Order
071-326-5503	Issue a Warning Order
071-326-5605	Control Movement of a Fire Team

SKILL LEVEL 3

071-326-5611	Conduct the Maneuver of a Squad
071-410-0010	Conduct a Leader's Reconnaissance

SKILL LEVEL 4

071-326-5630	Conduct Movement Techniques by a Platoon
071-420-0005	Conduct the Maneuver of a Platoon

OPFOR

TASK: Defend building.

CONDITIONS: The OPFOR, given a building, occupies the building and sets up a defense using threat doctrine.

STANDARDS:

1. The OPFOR prevents the unit from clearing the building.
2. The OPFOR retains forces in the building.
3. The OPFOR counterattacks, regains, and maintains a foothold in the building (at least one room).

ARTEP 7-8-DRILL

BATTLE DRILL 7

TASK: Enter/Clear a Trench (Platoon) (7-3-D110)

CONDITIONS (CUE): The platoon attacks as part of a larger force and identifies the enemy in a trench. The platoon deploys and establishes a base of fire. The platoon leader determines that he has enough combat power to maneuver and assault the trench.

STANDARDS:

1. The platoon kills, captures, or forces the withdrawal of the enemy in its assigned section of the trench.
2. The platoon's main body is not surprised by an enemy counterattack.
3. The platoon maintains a sufficient fighting force that can defeat the enemy's counterattack and continue operations.

PERFORMANCE MEASURES

1. The platoon leader directs one squad to enter the trench and secure a foothold.
2. The platoon leader designates the entry point of the trench line and the direction of movement once the platoon begins clearing.
3. The platoon sergeant positions soldiers and machine guns to suppress the trench and isolate the entry point.
4. The assaulting squad executes actions to enter the trench and establish a foothold. (See Battle Drill 7A, Enter a Trench Line [Squad], 7-4-D111.) The assaulting squad leader signals to the platoon leader that the foothold is secure, and the follow-on elements can move into the trench.
5. The platoon leader directs one of the base-of-fire squads to move into the trench and begin clearing it in the direction of movement from the foothold. (See Figure 2-12, page 2-68.)
6. The base-of-fire element repositions as necessary to continue suppressive fires.
7. The platoon leader moves into the trench with the assaulting squad.
8. The assaulting squad passes the squad that has secured the foothold and executes actions to take the lead and clear the trench.

NOTE: The fire support element must be able to identify the location of the lead fire team in the trench at all times.

- a. The squad leader designates a lead fire team and a trail fire team.
- b. The lead fire team and the squad leader move to the forward most secure corner or intersection. The squad leader tells the team securing that corner or intersection that his squad is ready to continue clearing the trench.

ARTEP 7-8-DRILL

The trail fire team follows, maintaining visual contact with the last soldier of the lead team.

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

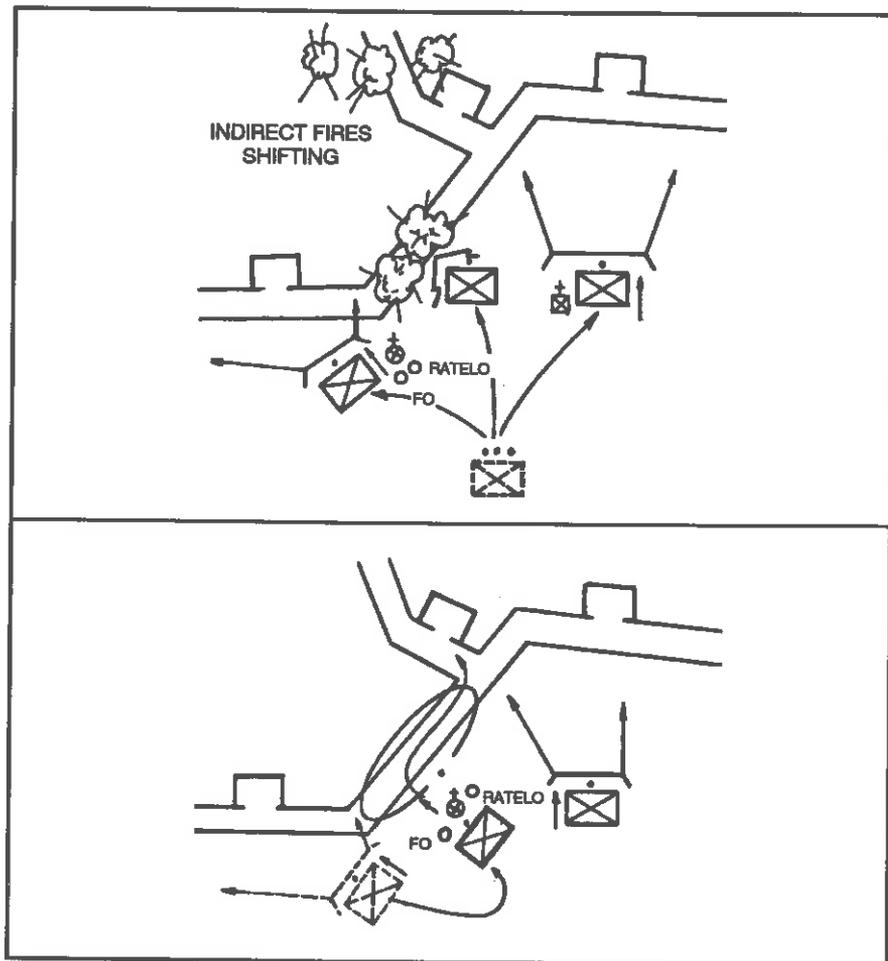


Figure 2-12. Clear a trench line (platoon).

ARTEP 7-8-DRILL

c. The lead fire team passes the element securing the foothold:

(1) The lead soldier of the fire team moves abreast of the soldier securing the corner or intersection, taps him, and announces, "Taking the lead."

(2) The soldier securing the corner or intersection acknowledges that he is handing over the lead by shouting, "Okay!" He allows the fire team to pass him.

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

(1) Allowing for cook-off (2 seconds maximum) and shouting "Frag out," the second soldier prepares and throws a grenade around the corner.

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

e. The squad leader—

(1) Follows behind the lead team.

(2) Ensures that the trailing fire team moves up and is ready to pass the lead at his direction.

(3) Rotates fire teams as necessary to keep his soldiers fresh and to maintain the momentum of the attack.

(4) Requests indirect fires, if required, through the platoon leader. (The squad leader also directs the employment of the M203 to provide immediate suppression against positions along the trench line.)

WARNING

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

f. At each corner or intersection, the lead fire team performs the same actions previously described.

g. If the lead soldier finds that he is nearly out of ammunition before reaching a corner or intersection, he announces, "Ammo."

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

(2) The next soldier ensures that he has a full magazine, moves abreast of the lead soldier, taps him, and announces, "Taking the lead."

ARTEP 7-8-DRILL

(3) The lead soldier acknowledges that he is handing over the lead by shouting, "Okay." Positions rotate and the squad continues forward.

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

i. The squad leader reports the progress of the clearing operation.

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

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

11. The base-of-fire element ensures that all friendly forces move into the trench only through the designated entry point to avoid fratricide.

12. The platoon leader reports to the company commander that the trench line is secured, or he is no longer able to continue clearing.

SUPPORTING INDIVIDUAL TASKS

COMMON TASKS

STP 21-II-MQS, Military Qualification Standards II Manual of Common Tasks for Lieutenants and Captains (31 January 1991)

03-3711.13-0001	Process Captured Materiel
04-8955.00-0001	Recognize Friendly and Threat Armored Vehicles and Aircraft
03-3711.12-0001	Implement Operations Security
03-8952.00-9050	Employ Directed Energy and Laser Protective Measures
04-8310.00-1016	Request Army Aeromedical Evacuation
03-3751.01-0101	Supervise Processing of Captives at Unit Level

STP 21-1-SMCT, Soldier's Manual of Common Tasks, Skill Level 1 (1 October 1990)

SKILL LEVEL 1

071-331-0803	Report Enemy Information
878-920-1002	Recognize Friendly and Threat Armored Vehicles and Aircraft
444-091-1101	Perform Search and Scan Procedures
071-311-2027	Load an M16A1 or M16A2 Rifle
071-311-2028	Unload an M16A1 or M16A2 Rifle

ARTEP 7-8-DRILL

- 071-311-2029 Correct Malfunctions of an M16A1 or M16A2 Rifle
- 071-311-2007 Engage Targets With an M16A1 or M16A2 Rifle
- 071-311-2127 Load an M203 Grenade Launcher
- 071-311-2128 Unload an M203 Grenade Launcher
- 071-311-2129 Correct Malfunctions of an M203 Grenade Launcher
- 071-311-2130 Engage Targets With an M203 Grenade Launcher
- 071-312-3027 Load an M60 Machine Gun
- 071-312-3028 Unload an M60 Machine Gun
- 071-312-3029 Correct Malfunctions of an M60 Machine Gun
- 071-312-3031 Engage Targets With an M60 Machine Gun
- 071-325-4407 Employ Hand Grenades
- 071-326-0502 Move Under Direct Fire
- 071-326-0503 Move Over, Through, or Around Obstacles
(Except Minefields)
- 071-326-0510 React to Indirect Fire While Dismounted
- 071-326-0513 Select Temporary Fighting Positions
- 051-191-1361 Camouflage Yourself and Your Individual
Equipment
- 051-191-1362 Camouflage Equipment

**STP 21-24-SMCT, Soldier's Manual of Common Tasks, Skill Levels 2-4
(10 January 1989)**

SKILL LEVEL 2

- 061-283-1002 Locate a Target by Grid Coordinates
- 061-283-6003 Call for and Adjust Indirect Fire
- 071-326-0600 Use Visual Signaling Techniques While Dismounted
- 071-331-0802 Process Enemy Personnel and Equipment
- 081-831-0101 Request Army Aeromedical Evacuation

SKILL LEVEL 3

- 071-331-0820 Analyze Terrain

**STP 7-11II-MQS, Military Qualification Standards II Infantry Branch (11)
Company Grade Officer's Manual (16 July 1991)**

- 04-3312.02-0005 Conduct Clearing a Trench Line
- 04-3312.02-0001 Conduct Assault by a Platoon, Mounted
and Dismounted

ARTEP 7-8-DRILL

- 04-3313.02-0001 Conduct Fire Support Employment
04-3317.02-0002 Conduct Consolidation and Reorganization
of a Platoon

11B TASKS

STP 7-11BCHM14-SM-TG, Soldier's Manual and Trainer's Guide, MOS
11B, 11C, 11H, and 11M, Infantry, Skill Levels 1/2/3/4, 30 September 1988

SKILL LEVEL 1

- 071-010-0006 Engage Targets With an M249 Machine Gun
071-315-2308 Engage Targets With an M16A1 or M16A2 Rifle
Using a Night Vision Sight AN/PVS-4
071-315-2352 Engage Targets With an M203 Grenade Launcher
Using a Night Vision Sight AN/PVS-4
071-052-0005 Operate a Night Vision Sight AN/TAS-5
071-052-0006 Engage Targets With an M47 Medium Antitank
Weapon
071-317-3306 Perform Misfire Procedures on an M47 Medium
Antitank Weapon
071-315-0008 Engage Targets With an M60 Machine Gun
Using a Night Vision Sight AN/PVS-4
071-054-0001 Prepare an M136 Launcher for Firing
071-054-0003 Perform Misfire Procedures on an M136 Launcher
071-054-0004 Engage Targets With an M136 Launcher
071-315-0003 Operate a Night Vision Sight AN/PVS-4
071-315-0030 Operate Night Vision Goggles AN/PVS-5
071-315-0091 Operate a Thermal Viewer AN/PAS-7
071-331-0808 Identify Threat Weapons
071-326-0501 Move as a Member of a Fire Team
071-326-0608 Use Visual Signaling Techniques While
Mounted

SKILL LEVEL 2

- 071-313-3454 Engage Targets With a Caliber .50 M2 Machine Gun
071-329-1030 Navigate From One Point on the Ground to
Another Point While Mounted
071-710-0004 Control Use of Night Vision Devices
061-283-1004 Locate a Target by Shift From a Known Point

ARTEP 7-8-DRILL

071-326-3001	Direct a Driver Over a Terrain Route
071-326-5606	Select an Overwatch Position
071-410-0019	Control Organic Fires
071-326-5502	Issue a Fragmentary Order
071-326-5503	Issue a Warning Order
071-326-5605	Control Movement of a Fire Team

SKILL LEVEL 3

071-326-5611	Conduct the Maneuver of a Squad
071-410-0010	Conduct a Leader's Reconnaissance

SKILL LEVEL 4

071-326-5630	Conduct Movement Techniques by a Platoon
071-420-0005	Conduct the Maneuver of a Platoon

OPFOR

TASK: Defend a trench.

CONDITIONS: The OPFOR, given a constructed trench, sets up a defense using threat doctrine.

STANDARDS:

1. The OPFOR repels the attack and forces the unit to withdraw.
2. The OPFOR retains control of at least 50 percent of the trench.
3. The OPFOR destroys more than one vehicle (platoon only).
4. The OPFOR counterattacks to regain and maintain control of at least 30 percent of the trench.

BATTLE DRILL 7A

TASK: Enter/Clear a Trench (Squad) (7-4-D111)

CONDITIONS (CUE): Operating as part of a larger force, the squad is moving and receives fire from the enemy in a trench.

STANDARDS:

1. The squad secures a foothold in a trench. (See Figures 2-13 and 2-14.)
2. The squad kills, captures, or forces the withdrawal of the enemy in its assigned section of the trench.
3. The squad maintains a sufficient fighting force that can defeat the enemy's counterattack and continue operations.

PERFORMANCE MEASURES

1. The squad reacts to contact.
2. The fire team in contact locates the enemy trench and gains suppressive fire.
3. The squad leader determines that he can maneuver by identifying—
 - a. The enemy trench and any obstacles.
 - b. Size of enemy force engaging the squad. (The number of enemy automatic weapons, the presence of any vehicles, and the employment of indirect fires are indicators of enemy strength.)
 - c. An entry point.
 - d. A covered and concealed route to the entry point.
4. The fire team in contact—
 - a. Destroys or suppresses enemy weapons that are firing effectively against the squad.
 - b. Continues suppressive fires.
5. The squad leader directs the fire team in contact to support the other fire team's entry into the trench.
6. The squad leader designates the entry point of the trench line.
7. The squad leader and the assaulting fire team move to the last covered and concealed position short of the entry point.
 - a. The squad leader marks the entry point.
 - b. The base-of-fire team shifts suppressive fires from the entry point and continues to suppress adjacent enemy positions or to isolate the trench as required.
 - c. The assault fire team leader and the automatic rifleman remain in a position short of the trench to add suppressive fires for the initial entry.
 - d. The squad leader takes the two remaining soldiers of the assault fire team and continues toward the entry point. They move in rushes or by crawling.

ARTEP 7-8-DRILL

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

8. The first two soldiers of the assault fire team move to the edge of the trench, parallel to the trench and on their backs. On the squad leader's command, COOK OFF GRENADES (2 seconds maximum), they shout, "Frag out," and throw the grenades into the trench.

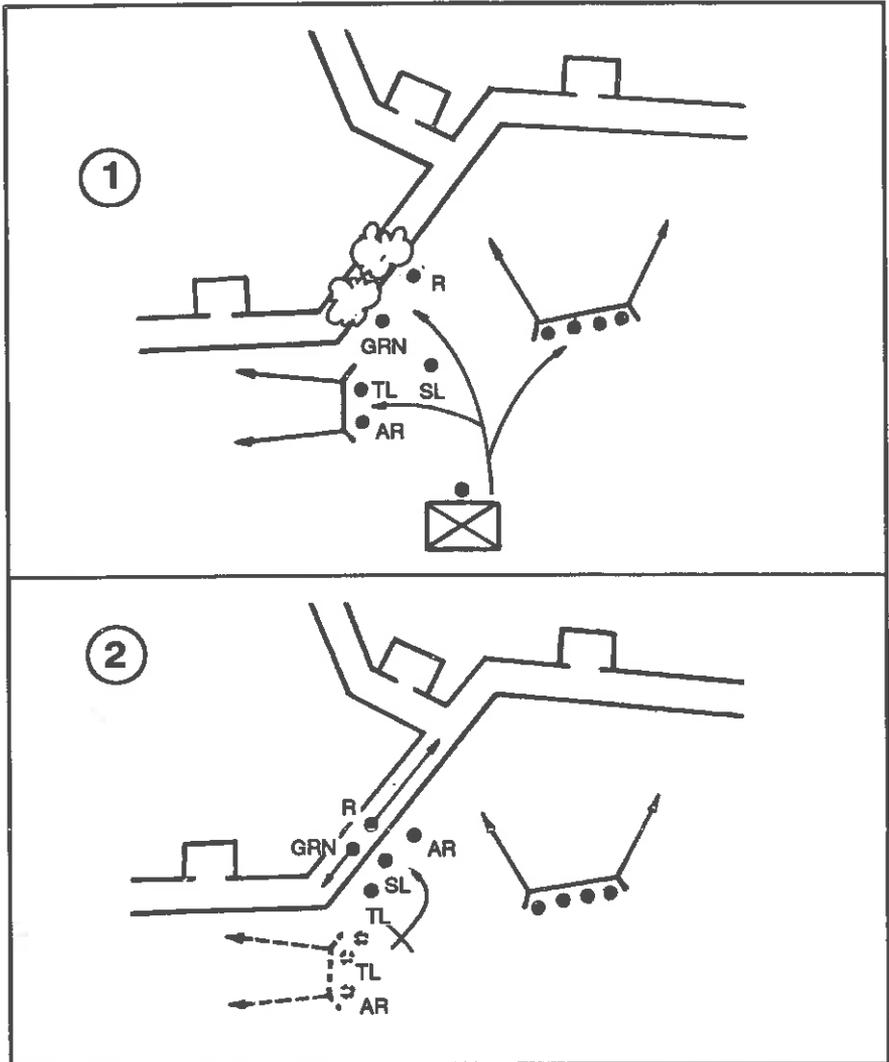


Figure 2-13. Enter a trench line (squad).

ARTEP 7-8-DRILL

a. Upon detonation of *both* grenades, the soldiers roll into the trench, landing on their feet, and back-to-back. They fire their weapons down the trench in both directions.

b. Both soldiers immediately move in opposite directions down the trench, firing three-round bursts. Each soldier continues until he reaches the first corner or intersection. Both soldiers halt and take up positions to block any enemy movement toward the entry point.

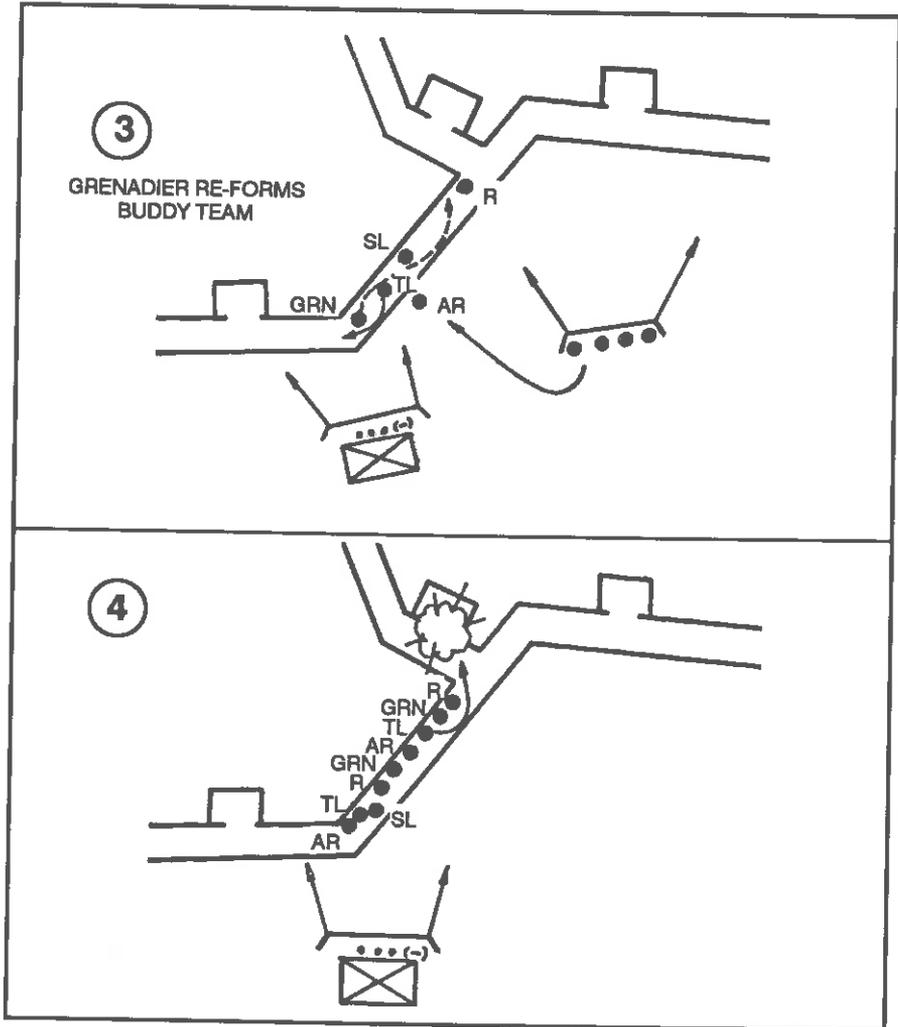


Figure 2-14. Clear a trench line (squad).

ARTEP 7-8-DRILL

c. At the same time, the squad leader rolls into the trench and secures the entry point.

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

9. The squad leader remains at the entry point and marks it. He calls forward the base-of-fire team, once he has ensured that the remainder of the platoon continues to provide supporting fires.

10. The squad leader reports to the platoon leader that he has entered the trench and secured a foothold. The platoon follows the success of the seizure of the foothold with the remainder of the platoon as part of Battle Drill 7, Clear a Trench Line (Platoon), 7-3-D110.

SUPPORTING INDIVIDUAL TASKS

COMMON TASKS

STP 21-1-SMCT, Soldier's Manual of Common Tasks, Skill Level 1
(1 October 1990)

SKILL LEVEL 1

071-331-0803	Report Enemy Information
878-920-1002	Recognize Friendly and Threat Armored Vehicles and Aircraft
071-311-2027	Load an M16A1 or M16A2 Rifle
071-311-2028	Unload an M16A1 or M16A2 Rifle
071-311-2029	Correct Malfunctions of an M16A1 or M16A2 Rifle
071-311-2007	Engage Targets With an M16A1 or M16A2 Rifle
071-311-2127	Load an M203 Grenade Launcher
071-311-2128	Unload an M203 Grenade Launcher
071-311-2129	Correct Malfunctions of an M203 Grenade Launcher
071-311-2130	Engage Targets With an M203 Grenade Launcher
071-312-3027	Load an M60 Machine Gun
071-312-3028	Unload an M60 Machine Gun
071-312-3029	Correct Malfunctions of an M60 Machine Gun
071-312-3031	Engage Targets With an M60 Machine Gun

ARTEP 7-8-DRILL

- 071-325-4407 Employ Hand Grenades
- 071-326-0502 Move Under Direct Fire
- 071-326-0503 Move Over, Through, or Around Obstacles
(Except Minefields)
- 071-326-0510 React to Indirect Fire While Dismounted
- 071-326-0513 Select Temporary Fighting Positions
- 051-191-1361 Camouflage Yourself and Your Individual
Equipment
- 051-191-1362 Camouflage Equipment

STP 21-24-SMCT, Soldier's Manual of Common Tasks, Skill Levels 2-4
(10 January 1989)

SKILL LEVEL 2

- 061-283-1002 Locate a Target by Grid Coordinates
- 061-283-6003 Call for and Adjust Indirect Fire
- 071-326-0600 Use Visual Signaling Techniques While
Dismounted

SKILL LEVEL 3

- 071-331-0820 Analyze Terrain

11B TASKS

STP 7-11BCHM14-SM-TG, Soldier's Manual and Trainer's Guide, MOS
11B, 11C, 11H, and 11M, Infantry, Skill Levels 1/2/3/4, 30 September 1988

SKILL LEVEL 1

- 071-010-000 Engage Targets With an M249 Machine Gun
- 071-315-230 Engage Targets With an M16A1 or M16A2 Rifle
Using a Night Vision Sight AN/PVS-4
- 071-315-2352 Engage Targets With an M203 Grenade Launcher
Using a Night Vision Sight AN/PVS-4
- 071-052-0005 Operate a Night Vision Sight AN/TAS-5
- 071-052-0006 Engage Targets With an M47 Medium Antitank
Weapon
- 071-317-3306 Perform Misfire Procedures on an M47 Medium
Antitank Weapon
- 071-315-0008 Engage Targets With an M60 Machine Gun
Using a Night Vision Sight AN/PVS-4
- 071-054-0001 Prepare an M136 Launcher for Firing

ARTEP 7-8-DRILL

071-054-0003	Perform Misfire Procedures on an M136 Launcher
071-054-0004	Engage Targets With an M136 Launcher
071-315-0003	Operate a Night Vision Sight AN/PVS-4
071-315-0030	Operate Night Vision Goggles AN/PVS-5
071-315-0091	Operate a Thermal Viewer AN/PAS-7
071-331-0808	Identify Threat Weapons
071-326-0501	Move as a Member of a Fire Team
071-326-0608	Use Visual Signaling Techniques While Mounted

SKILL LEVEL 2

071-313-3454	Engage Targets With a Caliber .50 M2 Machine Gun
071-329-1030	Navigate From One Point on the Ground to Another Point While Mounted
071-710-0004	Control Use of Night Vision Devices
061-283-1004	Locate a Target by Shift From a Known Point
071-326-3001	Direct a Driver Over a Terrain Route
071-326-5606	Select an Overwatch Position
071-410-0019	Control Organic Fires
071-326-5502	Issue a Fragmentary Order
071-326-5503	Issue a Warning Order
071-326-560	Control Movement of a Fire Team

SKILL LEVEL 3

071-326-5611	Conduct the Maneuver of a Squad
071-410-0010	Conduct a Leader's Reconnaissance

OPFOR

TASK: Defend a trench.

CONDITIONS: The OPFOR, given a trench, sets up a defense using threat doctrine.

STANDARDS:

1. The OPFOR repels the attack and forces the unit to withdraw.
2. The OPFOR counterattacks to regain trench.

BATTLE DRILL 8

TASK: Conduct Initial Breach of a Mined Wire Obstacle (Platoon) (7-3-D112)

CONDITIONS (CUE): The platoon is operating as part of a larger force. The platoon's forward movement is stopped by a wire obstacle reinforced with mines that cannot be bypassed. The enemy begins to engage the platoon from positions on the far side of the obstacle.

STANDARDS:

1. The platoon makes a breach in the obstacle and moves all effective personnel and equipment through the breach within 45 minutes of encountering the obstacle.
2. The platoon moves the support element and follow-on forces through the breach.
3. The platoon maintains a sufficient fighting force to secure the far side of the breach.

PERFORMANCE MEASURES

1. The squad in contact reacts to contact.
2. The platoon leader, his RATELO, platoon FO, and one machine gun team move forward to link up with the squad leader of the squad in contact.
3. The platoon leader determines that he can maneuver by identifying—
 - a. The obstacle and enemy positions.
 - b. The size of the enemy force engaging the squad. (For example, the number of enemy automatic weapons, the presence of any vehicles, and the employment of indirect fires are indicators of enemy strength.)
 - c. A breach point.
 - d. A covered and concealed route to the breach point.
4. The platoon leader directs one squad to support the movement of another squad to the breach point. He indicates the base-of-fire position, the route to it, the enemy position to be suppressed, the breach point, and the route the rest of the platoon will take to it. He also gives instructions for lifting and shifting fires.
5. The platoon leader designates one squad as the breach squad and the remaining squad as the assault squad once the breach has been made. (The assault squad may add its fires to the base-of fire squad. Normally, it follows the covered and concealed route of the breach squad and assaults through immediately after the breach is made.)
6. The designated squad moves to the breach point and establishes a base of fire.

ARTEP 7-8-DRILL

7. The platoon sergeant moves forward to the base-of-fire squad with the second machine gun and assumes control of the squad.

8. On the platoon leader's signal, the base-of-fire squad—

a. Destroys or suppresses enemy weapons that are firing effectively against the platoon.

b. Obscures the enemy position with smoke (M203).

c. Continues suppressive fires at the lowest possible level.

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

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

11. The breach squad executes actions to breach the obstacle (footpath).

a. The squad leader directs one fire team to support the movement of the other fire team to the breach point.

b. The squad leader designates the breach point.

c. The base-of-fire team continues to provide suppressive fires and to isolate the breach point.

d. The breaching fire team, with the squad leader, moves to the breach point using the covered and concealed route. (See Figure 2-15, page 2-82.)

(1) The squad leader and breaching fire team leader employ smoke grenades to obscure the breach point. The platoon base-of-fire squad shifts direct fires away from the breach point and continues to suppress key enemy positions.

(2) The breaching fire team leader positions himself and the automatic rifleman on one flank of the breach point to provide close-in security.

(3) The grenadier and rifleman of the breaching fire team probe for mines and cut the wire obstacle, marking their path as they proceed. (Bangalore is preferred, if available.)

(4) Once the obstacle has been breached, the breaching fire team leader and the automatic rifleman move to the far side of the obstacle and take up covered and concealed positions with the rifleman and grenadier. They signal to the squad leader when they are in position and ready to support.

e. The squad leader signals the base-of-fire team leader to move his fire team up and through the breach. He then moves through the obstacle and joins the breaching fire team, leaving the grenadier and rifleman of the supporting fire team on the near side of the breach to guide the rest of platoon through.

f. Using the same covered and concealed route as the breaching fire team, the base-of-fire team moves through the breach and takes up covered and concealed positions on the far side.

ARTEP 7-8-DRILL

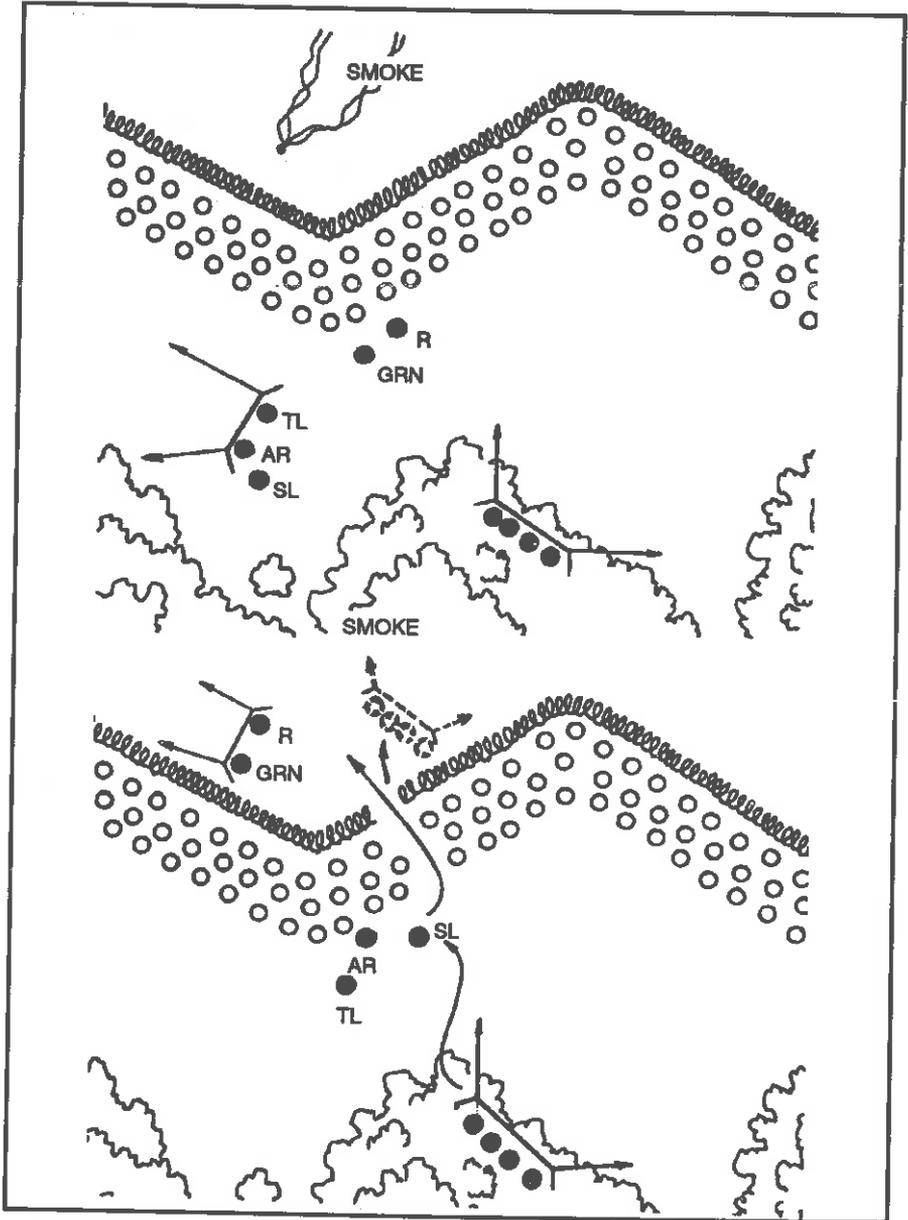


Figure 2-15. Breaching fire team moves to breach point.

ARTEP 7-8-DRILL

12. The breach squad leader reports the situation to the platoon leader and posts guides at the breach point.

13. The platoon leader leads the assault squad through the breach in the obstacle and positions it on the far side to support the movement of the remainder of the platoon or to assault the enemy position covering the obstacle.

14. The platoon leader reports the situation to the company commander and directs his breaching squad to move up and through the obstacle. The platoon leader appoints guides to guide the company through the breach point. (See Figure 2-16, page 2-84.)

15. The company follows up the success of the platoon as it conducts the breach and continues the assault against the enemy positions.

ARTEP 7-8-DRILL

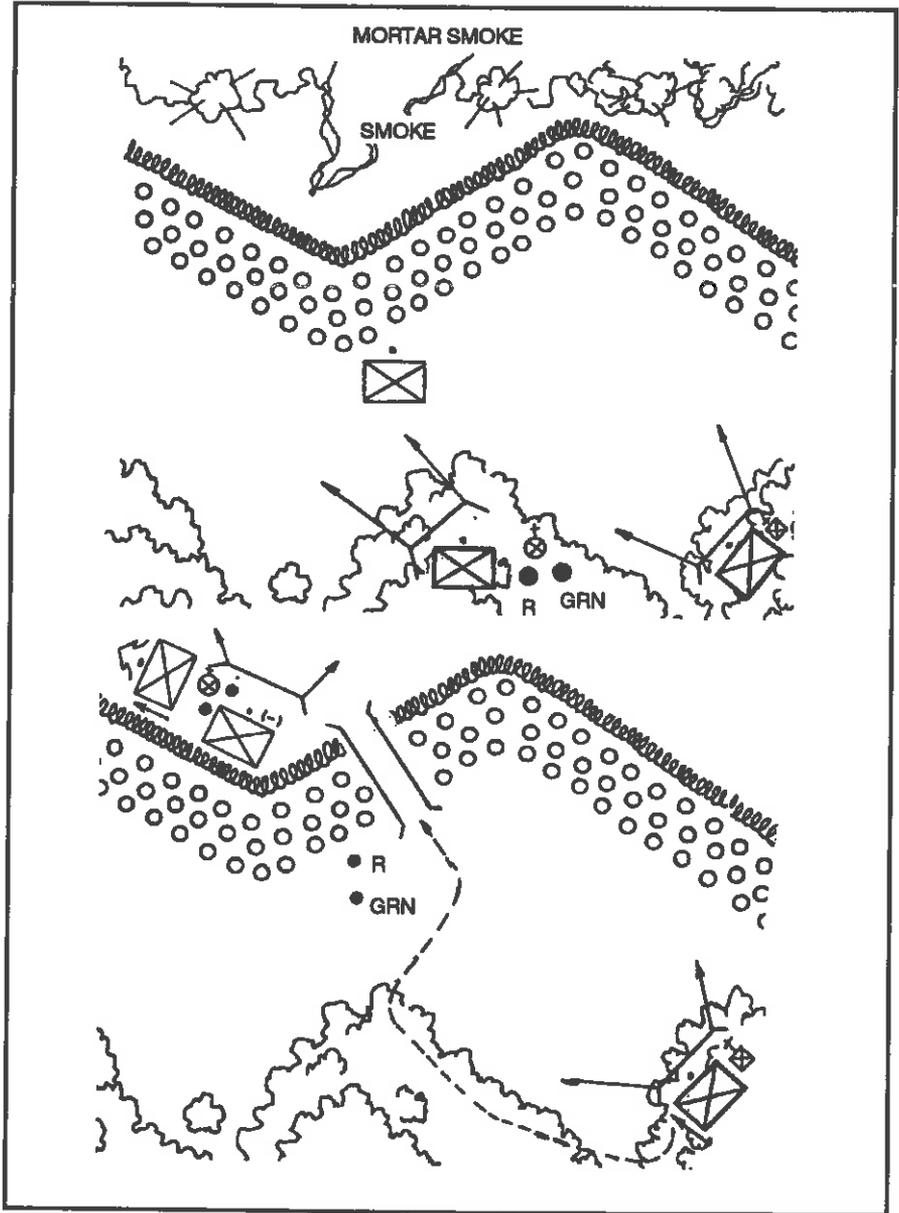


Figure 2-16. Guides guide company through breach point.

ARTEP 7-8-DRILL

SUPPORTING INDIVIDUAL TASKS

COMMON TASKS

STP 21-II-MQS, Military Qualification Standards II Manual of Common Tasks for Lieutenants and Captains (31 January 1991)

- 03-3711.13-0001 Process Captured Materiel
- 04-8955.00-0001 Recognize Friendly and Threat Armored Vehicles and Aircraft
- 04-3303.02-0040 Navigate With a Compass and Map
- 04-3303.02-0037 Navigate While Mounted
- 04-3303.02-0039 Plan and Execute a Route
- 03-3751.01-0101 Supervise Processing of Captives at Unit Level

STP 21-1-SMCT, Soldier's Manual of Common Tasks, Skill Level 1 (1 October 1990)

SKILL LEVEL 1

- 071-331-0803 Report Enemy Information
- 878-920-1002 Recognize Friendly and Threat Armored Vehicles and Aircraft
- 444-091-1101 Perform Search and Scan Procedures
- 071-311-2027 Load an M16A1 or M16A2 Rifle
- 071-311-2028 Unload an M16A1 or M16A2 Rifle
- 071-311-2029 Correct Malfunctions of an M16A1 or M16A2 Rifle
- 071-311-2007 Engage Targets With an M16A1 or M16A2 Rifle
- 071-311-2127 Load an M203 Grenade Launcher
- 071-311-2128 Unload an M203 Grenade Launcher
- 071-311-2129 Correct Malfunctions of an M203 Grenade Launcher
- 071-311-2130 Engage Targets With an M203 Grenade Launcher
- 071-312-3027 Load an M60 Machine Gun
- 071-312-3028 Unload an M60 Machine Gun
- 071-312-3029 Correct Malfunctions of an M60 Machine Gun
- 071-312-3031 Engage Targets With an M60 Machine Gun
- 071-325-4407 Employ Hand Grenades
- 071-326-0502 Move Under Direct Fire

ARTEP 7-8-DRILL

- 071-326-0503 Move Over, Through, or Around Obstacles (Except Minefields)
- 071-326-0510 React to Indirect Fire While Dismounted
- 071-326-0513 Select Temporary Fighting Positions
- 051-191-1361 Camouflage Yourself and Your Individual Equipment
- 051-191-1362 Camouflage Equipment

STP 21-24-SMCT, Soldier's Manual of Common Tasks, Skill Levels 2-4 (10 January 1989)

SKILL LEVEL 2

- 071-326-0515 Select a Movement Route Using a Map
- 071-329-1006 Navigate from one Point on the Ground to Another Point While Dismounted
- 061-283-1002 Locate a Target by Grid Coordinates
- 061-283-6003 Call for and Adjust Indirect Fire
- 071-331-0802 Process Enemy Personnel and Equipment

SKILL LEVEL 3

- 071-331-0820 Analyze Terrain

STP 7-11II-MQS, Military Qualification Standards II Infantry Branch (11) Company Grade Officer's Manual (16 July 1991)

- 04-3315.02-0001 Conduct Obstacle Breaching
- 04-3312.02-0002 Conduct Platoon Overwatch and Support by Fire
- 04-3313.02-0001 Conduct Fire Support Employment

11B TASKS

STP 7-11BCHM14-SM-TG, Soldier's Manual and Trainer's Guide, MOS 11B, 11C, 11H, and 11M, Infantry, Skill Levels 1/2/3/4, 30 September 1988

SKILL LEVEL 1

- 071-010-0006 Engage Targets With an M249 Machine Gun
- 071-315-2308 Engage Targets With an M16A1 or M16A2 Rifle Using a Night Vision Sight AN/PVS-4
- 071-315-2352 Engage Targets With an M203 Grenade Launcher Using a Night Vision Sight AN/PVS-4
- 071-052-0005 Operate a Night Vision Sight AN/TAS-5

ARTEP 7-8-DRILL

- 071-052-0006 Engage Targets With an M47 Medium Antitank Weapon
- 071-317-3306 Perform Misfire Procedures on an M47 Medium Antitank Weapon
- 071-315-0008 Engage Targets With an M60 Machine Gun Using a Night Vision Sight AN/PVS-4
- 071-054-0001 Prepare an M136 Launcher for Firing
- 071-054-0003 Perform Misfire Procedures on an M136 Launcher
- 071-054-0004 Engage Targets With an M136 Launcher
- 071-315-0003 Operate a Night Vision Sight AN/PVS-4
- 071-315-0030 Operate Night Vision Goggles AN/PVS-5
- 071-315-0091 Operate a Thermal Viewer AN/PAS-7
- 071-331-0808 Identify Threat Weapons
- 071-326-0501 Move as a Member of a Fire Team
- 071-326-0608 Use Visual Signaling Techniques While Mounted

SKILL LEVEL 2

- 071-329-1030 Navigate From One Point on the Ground to Another Point While Mounted
- 071-710-0004 Control Use of Night Vision Devices
- 061-283-1004 Locate a Target by Shift From a Known Point
- 071-326-5606 Select an Overwatch Position
- 071-410-0019 Control Organic Fires
- 071-326-5502 Issue a Fragmentary Order
- 071-326-5503 Issue a Warning Order
- 071-326-5605 Control Movement of a Fire Team

SKILL LEVEL 3

- 071-326-5611 Conduct the Maneuver of a Squad
- 071-410-0010 Conduct a Leader's Reconnaissance

SKILL LEVEL 4

- 071-326-5630 Conduct Movement Techniques by a Platoon
- 071-420-0005 Conduct the Maneuver of a Platoon

ARTEP 7-8-DRILL

OPFOR

TASK: Defend obstacle.

CONDITIONS: The OPFOR conducts tactical operations to defend the obstacle. The OPFOR engages the platoon from positions on the far side of the obstacles.

STANDARDS:

1. The OPFOR prevents the unit from detecting the obstacle.
2. The OPFOR disrupts the breaching operation.
 - a. Prevents the unit from breaching the obstacle.

OR

- b. Prevents the unit from moving all personnel through the breach.

OR

- c. Delays the completion of the breach for more than 45 minutes.
 3. The OPFOR counterattacks to destroy the security element and close the breach.

Section II
MOUNTED BATTLE DRILLS

BATTLE DRILL 9

TASK: Conduct Platoon Attack (Mounted) (M113) (7-3-D121)

CONDITIONS (CUE): An enemy squad has occupied defensive positions or is moving to the platoon front. The enemy has indirect fire and CAS capabilities. The platoon is fighting separately or as part of a larger unit. The platoon is directed to attack the enemy. Plans, preparation, and movement to the objective have been accomplished.

STANDARDS:

1. The platoon main body is not surprised or fixed by the enemy.
2. The platoon accomplishes its assigned task within the commander's intent. The platoon kills, captures, or forces the withdrawal of the enemy.
3. The platoon maintains a sufficient fighting force that can defeat the enemy's counterattack and continue operations.

PERFORMANCE MEASURES

1. Actions on Enemy Contact.

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

b. The enemy initiates contact, and the platoon takes the following action:

(1) The squad in contact reacts to contact. (Battle Drill 2, React to Contact [Platoon/Squad], 7-3/4-D103.) The squad in contact returns fire on the move and moves to covered and concealed positions. It dismounts its squad to provide local security and to add its suppressive fires against the enemy.

(2) The squads not in contact take up covered and concealed positions and orient the weapons on the enemy.

c. The platoon leader reports contact and assesses the situation.

2. Locate the Enemy.

a. The squad leader of the squad in contact reports the enemy size and location and any other information to the platoon leader. The platoon leader completes the squad leader's assessment of the situation.

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

ARTEP 7-8-DRILL

3. Suppress the Enemy.

a. The platoon leader determines if the squad in contact can suppress the enemy, based on the *volume* and *accuracy* of the enemy fire.

b. If YES, he directs the squad to continue suppressing the enemy.

(1) The squad destroys or suppresses enemy weapons that are firing effectively against it with priority of fire crew-served weapons.

(2) The platoon leader or FO calls for and adjusts indirect fires (including smoke) to suppress and isolate the enemy position.

c. If NO, he deploys the other squads to engage the enemy position.

(1) The squads not in contact provide supporting fires from overwatch positions or reposition to observe and provide supporting fires against the enemy.

(2) The platoon leader dismounts the squads to provide local security or to add suppressive fires against the enemy.

d. The platoon leader again determines if the platoon can gain suppressive fire over the enemy.

e. If YES, he continues to engage the enemy with suppressive fires.

f. The platoon FO calls for and adjusts fires, based on the platoon leader's directions. (The platoon leader does not wait for indirect fires before continuing with his actions.)

g. If still NO, the platoon leader reports the situation to the company commander. Normally, the platoon will become the support element for the company. The platoon continues to suppress/fix the enemy with direct and indirect fire, and responds to orders from the company commander.

4. Attack.

a. If the squad in contact can suppress the enemy, the platoon leader determines if the squads not in contact can maneuver. He makes the following assessment:

(1) Location of enemy positions and obstacles.

(2) Size of enemy force. (The number of enemy automatic weapons, vehicles, and employment of indirect fire.)

(3) Effectiveness of enemy fire.

(a) Ineffective enemy fire is fire from an enemy squad-sized element or smaller that is not producing friendly casualties. The enemy force is equipped with or without an armored vehicle, is in a hasty fighting position with no obstacles, and is primarily using handheld antiarmor weapons.

(b) Effective enemy fire is fire from an enemy squad- to platoon-sized element that is producing light friendly casualties. The enemy defense

ARTEP 7-8-DRILL

is organized around the best defensible terrain with combined arms assets integrated.

(c) Overwhelming enemy fire is fire from an enemy platoon-sized element or larger that is producing heavy friendly casualties. The enemy is defending a strongpoint with combined arms assets.

(4) Vulnerable flank.

(5) Covered and concealed flanking route to the enemy position.

b. If YES, the platoon leader maneuvers the squads not in contact into the assault:

(1) Once the platoon leader has ensured that the base-of-fire element is in position and providing suppressive fires, he leads or directs the assaulting squads by a flanking route onto the enemy position.

(2) Once in position, the platoon leader gives the prearranged signal for the supporting element to lift or shift direct fires to the opposite flank of the enemy position. (The assaulting squads MUST pick up and maintain suppressive fire throughout the assault. Handover of responsibility for direct fires from the base-of-fire element to the assaulting section is critical to prevent fratricide.)

(3) The platoon leader ensures that indirect fires are shifted to isolate the enemy position.

(4) The assaulting squads fight mounted through enemy positions to the far side. It then dismounts its squad to clear and secure the position using fire and maneuver (see Figure 2-17).

(a) The squad leader determines the way in which he will move the elements of his squad based on the *volume* and *accuracy* of enemy fire against his squad and the amount of cover afforded by terrain.

(b) The squad leader designates one fire team to support the movement of the other fire team.

(c) The squad leader designates a distance or direction for the team to move. He accompanies one of the fire teams.

(d) Soldiers maintain contact with team members and leaders.

(e) Buddy teams time their firing and reloading in order to sustain their rate of fire.

(f) The moving fire team proceeds to the next position.

(g) Soldiers move in rushes or by crawling. Normally, soldiers place weapons on SAFE before moving. However, they may elect to fire as they rush.

(h) The squad leader directs the next team to move.

ARTEP 7-8-DRILL

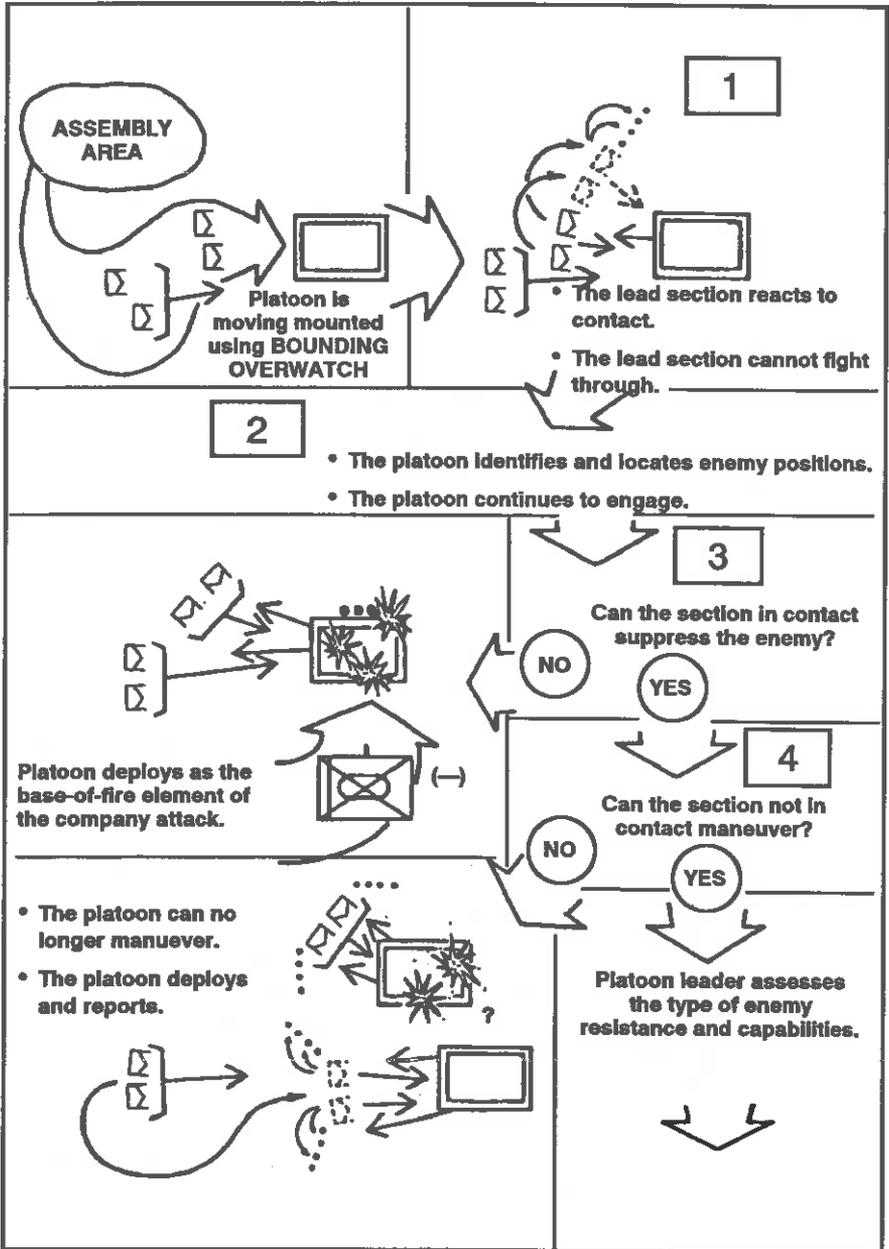


Figure 2-17. Conduct platoon attack (mounted).

ARTEP 7-8-DRILL

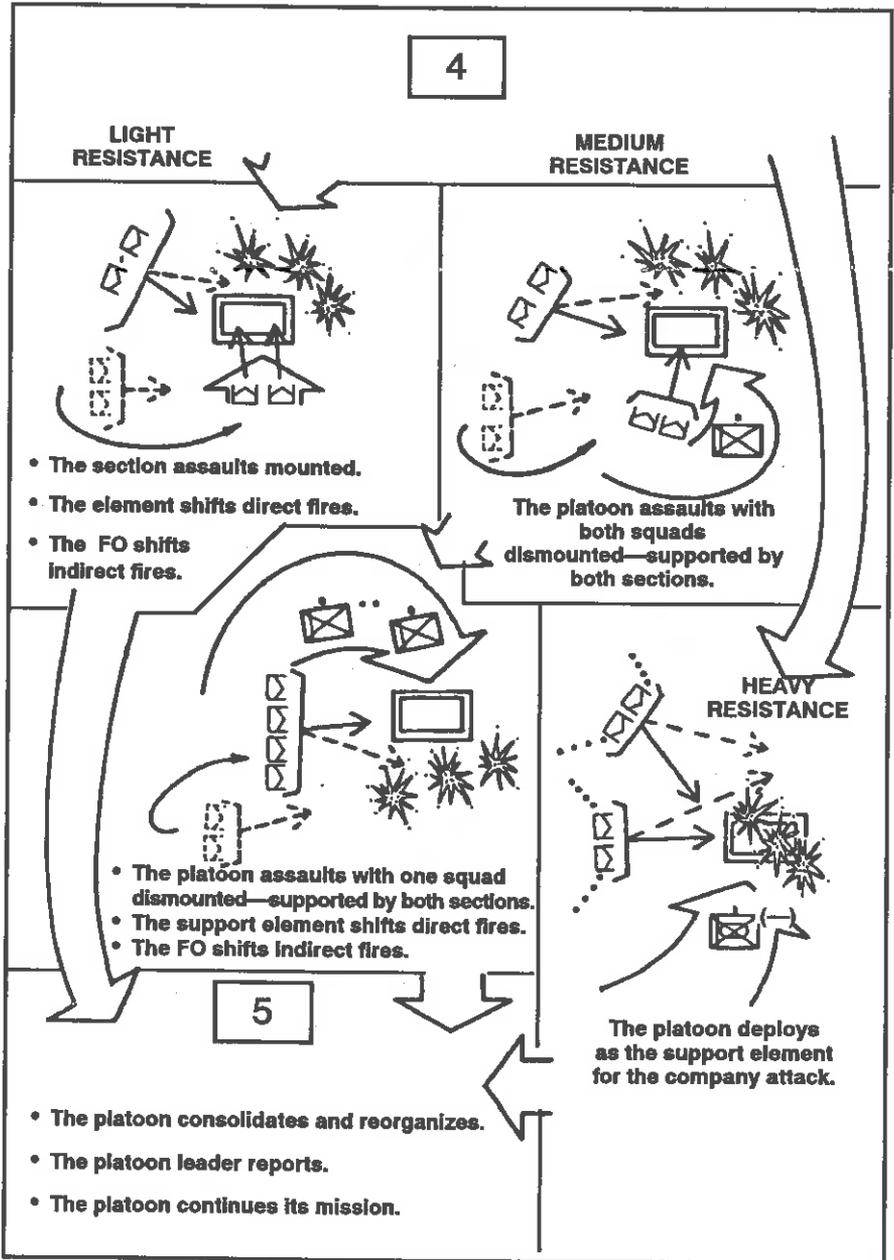


Figure 2-17. Conduct platoon attack (mounted) (continued).

ARTEP 7-8-DRILL

(i) When the squad or team leader determines that moving by teams is no longer feasible, fire teams continue forward by buddy teams:

- Soldiers maintain contact with their buddies and with the team leader.
- Soldiers fire from covered positions. They select the next covered position before moving. They either rush forward, or use high-crawl or low-crawl techniques, based on terrain and enemy fires.
- Soldiers limit rushes to 5 seconds or less to the next covered position.

(j) Fire team leaders maintain contact with the squad leader and pass signals to team members. The supporting section must be able to identify the near flank of the assaulting section and its squad.

(5) The M113s of the assaulting squads continue to engage and destroy enemy vehicles and any soldiers attempting to withdraw or reinforce.

c. If NO, or the assaulting section cannot continue to move, he deploys the section to suppress the enemy and reports to the company commander. The platoon continues suppressing enemy positions and responds to the orders of the company commander.

5. Consolidate and Reorganize.

a. For consolidating, once the platoon has seized the enemy position, the platoon leader establishes local security. (The platoon must prepare to defeat any enemy counterattack. At the conclusion of the assault, the platoon is most vulnerable.)

(1) The platoon leader signals for the base-of-fire element to move up into designated positions.

(2) The platoon leader assigns sectors of fire for each M113 and squad.

(3) The platoon leader positions M113s and key weapons.

(4) Soldiers take up hasty defensive positions.

(5) The platoon leader and his FO develop an initial fire support plan.

(6) The squads place out OPs to warn of enemy counterattacks.

b. To reorganize, the platoon performs the following tasks:

(1) Reestablish the chain of command.

(2) Treat casualties and evacuate wounded.

(3) Man crew-served weapons first.

(4) Redistribute and resupply ammunition.

(5) Redistribute critical equipment (radios, NBC, NVDs).

(6) Begin coordination for resupply (platoon sergeant).

(7) Search, silence, segregate, safeguard, and speed EPWs to collection points.

(8) Collect and report enemy information and materiel.

(9) Fill vacancies in key positions.

ARTEP 7-8-DRILL

c. Squad leaders provide status reports to the platoon sergeant.

d. The platoon sergeant consolidates status reports, reviews his status report with the platoon leader, and passes it to the company commander (or executive officer).

e. The platoon continues the mission after receiving guidance from the company commander. The company follows the success of the platoon's flanking attack.

SUPPORTING INDIVIDUAL TASKS

COMMON TASKS

STP 21-II-MQS, Military Qualification Standards II Manual of Common Tasks for Lieutenants and Captains (31 January 1991)

- | | |
|-----------------|---|
| 03-3711.13-0001 | Process Captured Materiel |
| 04-8955.00-0001 | Recognize Friendly and Threat Armored Vehicles and Aircraft |
| 04-3303.02-0040 | Navigate With a Compass and Map |
| 04-3303.02-0037 | Navigate While Mounted |
| 04-3303.02-0039 | Plan and Execute a Route |
| 03-3711.12-0001 | Implement Operations Security |
| 03-8952.00-9050 | Employ Directed Energy and Laser Protective Measures |
| 04-8310.00-1016 | Request Army Aeromedical Evacuation |
| 03-3751.01-0101 | Supervise Processing of Captives at Unit Level |

STP 21-1-SMCT, Soldier's Manual of Common Tasks, Skill Level 1 (1 October 1990)

SKILL LEVEL 1

- | | |
|--------------|---|
| 071-331-0803 | Report Enemy Information |
| 878-920-1002 | Recognize Friendly and Threat Armored Vehicles and Aircraft |
| 444-091-1101 | Perform Search and Scan Procedures |
| 071-311-2027 | Load an M16A1 or M16A2 Rifle |
| 071-311-2028 | Unload an M16A1 or M16A2 Rifle |
| 071-311-2029 | Correct Malfunctions of an M16A1 or M16A2 Rifle |
| 071-311-2007 | Engage Targets With an M16A1 or M16A2 Rifle |
| 071-311-2127 | Load an M203 Grenade Launcher |

ARTEP 7-8-DRILL

- 071-311-2128 Unload an M203 Grenade Launcher**
- 071-311-2129 Correct Malfunctions of an M203 Grenade Launcher**
- 071-311-2130 Engage Targets With an M203 Grenade Launcher**
- 071-312-3027 Load an M60 Machine Gun**
- 071-312-3028 Unload an M60 Machine Gun**
- 071-312-3029 Correct Malfunctions of an M60 Machine Gun**
- 071-312-3031 Engage Targets With an M60 Machine Gun**
- 071-325-4407 Employ Hand Grenades**
- 071-326-0502 Move Under Direct Fire**
- 071-326-0503 Move Over, Through, or Around Obstacles (Except Minefields)**
- 071-326-0510 React to Indirect Fire While Dismounted**
- 071-326-0513 Select Temporary Fighting Positions**
- 051-191-1361 Camouflage Yourself and Your Individual Equipment**
- 051-191-1362 Camouflage Equipment**
- 081-831-1000 Evacuate a Casualty**
- 081-831-1003 Clear an Object From the Throat of a Conscious Casualty**
- 081-831-1042 Perform Mouth-to-Mouth Resuscitation**
- 081-831-1016 Put on a Field or Pressure Dressing**
- 081-831-1025 Apply a Dressing to an Open Abdominal Wound**
- 081-831-1026 Apply a Dressing to an Open Chest Wound**
- 081-831-1033 Apply a Dressing to an Open Head Wound**
- 081-831-1005 Prevent Shock**
- 081-831-1034 Splint a Suspected Fracture**
- 081-831-1007 Give First Aid for Burns**
- 081-831-1040 Transport a Casualty Using a One-Man Carry**
- 081-831-1041 Transport a Casualty Using a Two-Man Carry or an Improvised Litter**

ARTEP 7-8-DRILL

STP 21-24-SMCT, Soldier's Manual of Common Tasks, Skill Levels 2-4
(10 January 1989)

SKILL LEVEL 2

- 071-326-0515 Select a Movement Route Using a Map
- 071-329-1006 Navigate from one Point on the Ground to Another Point While Dismounted
- 061-283-1002 Locate a Target by Grid Coordinates
- 061-283-6003 Call for and Adjust Indirect Fire
- 071-326-0600 Use Visual Signaling Techniques While Dismounted
- 071-331-0802 Process Enemy Personnel and Equipment
- 081-831-0101 Request Army Aeromedical Evacuation

SKILL LEVEL 3

- 071-331-0820 Analyze Terrain

STP 7-11II-MQS, Military Qualification Standards II Infantry Branch (11)
Company Grade Officer's Manual (16 July 1991)

- 04-3311.02-0001 Conduct Assault by a Platoon, Mounted and Dismounted
- 04-3312.02-0002 Conduct Platoon Overwatch and Support by Fire
- 04-3312.02-0007 Conduct Occupation of an Assembly Area, Objective Rally Point, Patrol Base, or Observation Post
- 04-3313.02-0001 Conduct Fire Support Employment
- 04-3317.02-0001 Conduct Preparation for Combat
- 04-3317.02-0002 Conduct Consolidation and Reorganization of a Platoon

11B TASKS

STP 7-11BCHM14-SM-TG, Soldier's Manual and Trainer's Guide, MOS
11B, 11C, 11H, and 11M, Infantry, Skill Levels 1/2/3/4, 30 September 1988

SKILL LEVEL 1

- 071-010-0006 Engage Targets With an M249 Machine Gun
- 071-315-2308 Engage Targets With an M16A1 or M16A2 Rifle Using a Night Vision Sight AN/PVS-4
- 071-315-2352 Engage Targets With an M203 Grenade Launcher Using a Night Vision Sight AN/PVS-4

ARTEP 7-8-DRILL

- 071-052-0005 Operate a Night Vision Sight AN/TAS-5
- 071-052-0006 Engage Targets With an M47 Medium Antitank Weapon
- 071-317-3306 Perform Misfire Procedures on an M47 Medium Antitank Weapon
- 071-315-0008 Engage Targets With an M60 Machine Gun Using a Night Vision Sight AN/PVS-4
- 071-054-0001 Prepare an M136 Launcher for Firing
- 071-054-0003 Perform Misfire Procedures on an M136 Launcher
- 071-054-0004 Engage Targets With an M136 Launcher
- 071-315-0003 Operate a Night Vision Sight AN/PVS-4
- 071-315-0030 Operate Night Vision Goggles AN/PVS-5
- 071-315-0091 Operate a Thermal Viewer AN/PAS-7
- 071-331-0808 Identify Threat Weapons
- 071-326-0501 Move as a Member of a Fire Team
- 071-326-0608 Use Visual Signaling Techniques While Mounted

SKILL LEVEL 2

- 071-329-1030 Navigate From One Point on the Ground to Another Point While Mounted
- 071-710-0004 Control Use of Night Vision Devices
- 061-283-1004 Locate a Target by Shift From a Known Point
- 071-326-3001 Direct a Driver Over a Terrain Route
- 071-326-5606 Select an Overwatch Position
- 071-410-0019 Control Organic Fires
- 071-326-5502 Issue a Fragmentary Order
- 071-326-5503 Issue a Warning Order
- 071-326-5605 Control Movement of a Fire Team

SKILL LEVEL 3

- 071-326-5611 Conduct the Maneuver of a Squad
- 071-410-0010 Conduct a Leader's Reconnaissance

SKILL LEVEL 4

- 071-326-5630 Conduct Movement Techniques by a Platoon
- 071-420-0005 Conduct the Maneuver of a Platoon

ARTEP 7-8-DRILL

OPFOR

TASK: Defend.

CONDITIONS: The OPFOR squad has prepared and occupied fighting positions using threat doctrine. The OPFOR has indirect fire and CAS capabilities.

STANDARDS:

1. The OPFOR is prepared to defend NLT the time specified in the order.
2. The OPFOR main body is not surprised by the unit.
3. The OPFOR decisively engages and fixes the unit.
4. The OPFOR accomplishes its assigned task.
 - a. Retains the specified terrain.

OR

- b. Prevents or ejects any penetration of the specified boundary or terrain.

OR

- c. Forces the unit to withdraw.

ARTEP 7-8-DRILL

BATTLE DRILL 10

TASK: React to Contact (Platoon/Squad) (Mounted) (7-3/4-D122)

CONDITIONS (CUE): The platoon is halted or moving. The enemy fires on the platoon. The unit is mounted.

STANDARDS:

1. The unit immediately returns fire.
 2. The unit locates and engages the enemy with well-aimed fire.
 3. The leader points out at least one-half of the enemy positions and identifies the types of weapons (such as small-arms, light machine gun).
- (See Figure 2-18.)

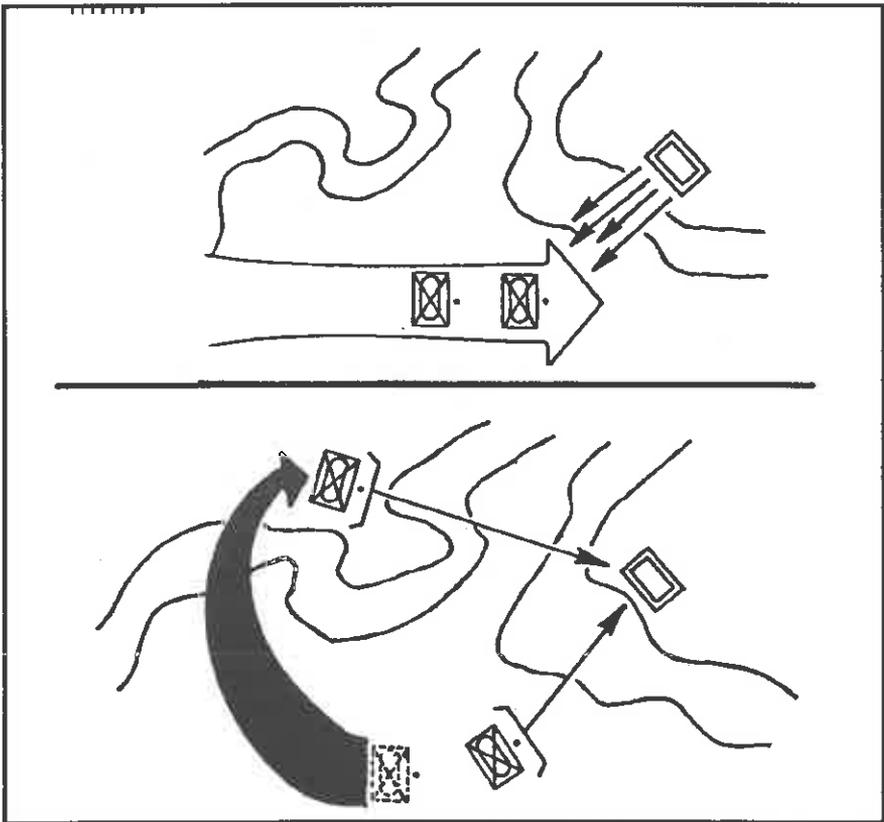


Figure 2-18. React to contact (platoon/squad).

ARTEP 7-8-DRILL

PERFORMANCE MEASURES

1. The drivers move the vehicles to the nearest covered positions.
2. The vehicle commander immediately returns fire on the move.
3. Squads dismount and return fire upon reaching covered and concealed positions (Crew Drill 1, Dismount the Vehicle [Platoon/Squad], 7-3/4-D233).
4. The leaders control the fires of their soldiers and vehicles by using standard fire commands (initial and supplemental) containing the elements of alert, direction, range, method of fire (manipulation and rate of fire), and command to commence fire.
5. Squad members locate and engage known or suspected enemy positions with well-aimed or area fire.
6. Leaders make contact (visual or oral) with the squads on their left or right.
7. Soldiers make visual or radio contact with the team leader and indicate the location of enemy positions.
8. The leaders (visually or orally) check the status of their personnel.
9. The squad/team leaders make visual contact with the platoon/squad leader.
10. The leaders relay all commands and signals from the platoon chain of command.

NOTE: Once the platoon has executed Battle Drill 10, React to Contact (Platoon/Squad) (Mounted), 7-3/4-D122, the platoon leader makes a quick assessment of the situation (for example, enemy size, location). He decides on a course of action (Battle Drill 1, Conduct Platoon Attack [Dismounted], 7-3-D101; Battle Drill 9, Conduct Platoon Attack [Mounted], 7-3-D121; or Battle Drill 11, Break Contact [Platoon], [Mounted], 7-3/4-D123). The platoon leader may elect to bypass, if permitted by the company commander. The platoon leader reports the situation to the company commander.

SUPPORTING INDIVIDUAL TASKS

11B TASKS

STP 7-11BCHM14-SM-TG, Soldier's Manual and Trainer's Guide, MOS 11B, 11C, 11H, and 11M Infantry, Skill Levels 1/2/3/4 (30 September 1988)

SKILL LEVEL 1

071-331-0808 Identify Threat Weapons

SKILL LEVEL 2

071-326-3001 Direct Driver Over a Terrain Route

071-326-5606 Select an Overwatch Position

ARTEP 7-8-DRILL

OPFOR

TASK: Engage platoon.

CONDITIONS: The OPFOR is operating separately or as part of a larger force. The OPFOR is ordered to initiate fire on the platoon/squad.

STANDARDS:

1. The OPFOR surprises the friendly unit.
2. The OPFOR prevents the friendly unit from locating and suppressing its fires.

BATTLE DRILL 11

TASK: Break Contact (Platoon) (Mounted) (7-3/4-D123)

CONDITIONS (CUE): The platoon is moving or stationary. The enemy fires on the platoon. The platoon leader orders the platoon to break contact. The unit is mounted (except for security).

STANDARDS: The platoon moves to where the enemy cannot observe or place direct fire on it. (See Figure 2-19.)

PERFORMANCE MEASURES

1. The leader gives the order to break contact.
2. The leader designates which squad will be the base-of-fire, and which squad will initiate break contact.
3. The platoon leader orders a distance and direction to move (for example, "9 o'clock," "300 meters") or a location to move to (for example, "Rally point," "Hilltop").
4. The base-of-fire squad continues to engage the enemy. It attempts to gain suppressive fire long enough to support the bound of the moving squad. The platoon uses all available direct and indirect fires, including smoke, to assist in disengaging. The squad leader controls fires using standard fire commands.
5. The moving squad moves to assume the overwatch position. The squad uses M203 grenade launchers (smoke) to mask movement.
6. The platoon repeats bounding procedure until all contact is broken or the platoon passes through a higher-level support-by-fire element or until the squads are in the assigned position to conduct the next mission.
7. In the absence of a leader's instructions, the platoon moves to the last designated en route rally point.
8. The platoon leader moves to the rally point, accounts for personnel, reorganizes, and reports to the company commander, as required.

SUPPORTING INDIVIDUAL TASKS

11B TASKS

STP 7-11BCHM14-SM-TG, Soldier's Manual and Trainer's Guide, MOS 11B, 11C, 11H, and 11M Infantry, Skill Levels 1/2/3/4 (30 September 1988)

SKILL LEVEL 1

071-331-0808 Identify Threat Weapons

ARTEP 7-8-DRILL

SKILL LEVEL 2

- 071-326-3001 Direct Driver Over a Terrain Route
- 071-329-1030 Navigate From One Point on the Ground to Another Point While Mounted
- 071-410-0019 Control Organic Fires
- 071-326-5605 Control Movement of a Fire Team

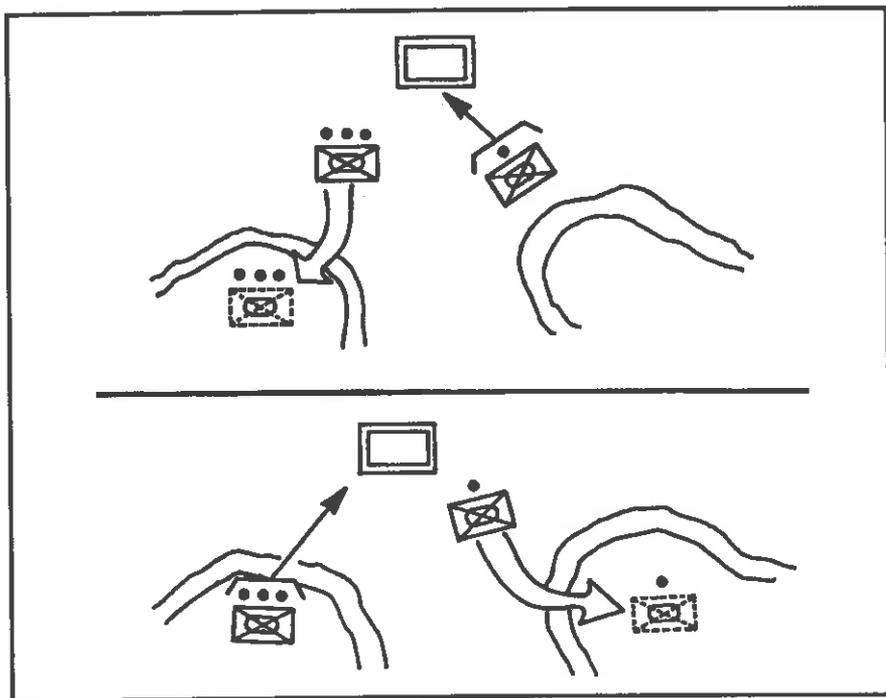


Figure 2-19. Break contact (platoon).

OPFOR

TASK: Maintain contact.

CONDITIONS: The OPFOR is ordered to open fire on the platoon/squad and to maintain contact with them.

STANDARDS:

1. The OPFOR maintains observation and suppresses friendly fire.
2. The OPFOR prevents friendly unit maneuver.

BATTLE DRILL 12

TASK: React to Ambush (Platoon/Squad) (Mounted) (7-3/4-D124)

CONDITIONS (CUE): The platoon is moving or halted. The platoon is mounted. The enemy initiates the ambush.

STANDARDS:

1. Vehicles in the kill zone immediately move out of the kill zone, or move to covered positions within the kill zone.
2. Personnel on disabled vehicles in the kill zone dismount, immediately assume concealed positions, and provide a base of fire.
3. The platoon disengages the element in the kill zone.

OR

The platoon forces the enemy to withdraw.

PERFORMANCE MEASURES

1. Vehicles and personnel in the kill zone immediately return fire while moving out of the kill zone, or move to covered positions within the kill zone and continue to fire on the ambush position with the highest possible volume of fire.
2. Personnel on disabled vehicles in the kill zone dismount, immediately assume covered and concealed positions, and provide a base of fire or maneuver. (See Figure 2-20.)

NOTE: Vehicles and personnel not in the kill zone refer to Battle Drill 1, Conduct Platoon Attack, 7-3-D101 and Battle Drill 9, Conduct Platoon Attack (Mounted), 7-3-D121.

3. Vehicles and personnel in the kill zone place suppressive fire against the ambush position. Fire is shifted when the force not in the kill zone begins to assault.
4. The platoon FO calls for and adjusts indirect fires as directed by the platoon leader. On order, he lifts or shifts fires to isolate the enemy position or to attack them with indirect fires as they retreat.
5. The platoon leader reports, reorganizes (as necessary), and continues the mission. (If the platoon cannot continue the assault, it breaks contact. See Battle Drill 11, Break Contact [Platoon] [Mounted], 7-3/4-D123.)

ARTEP 7-8-DRILL

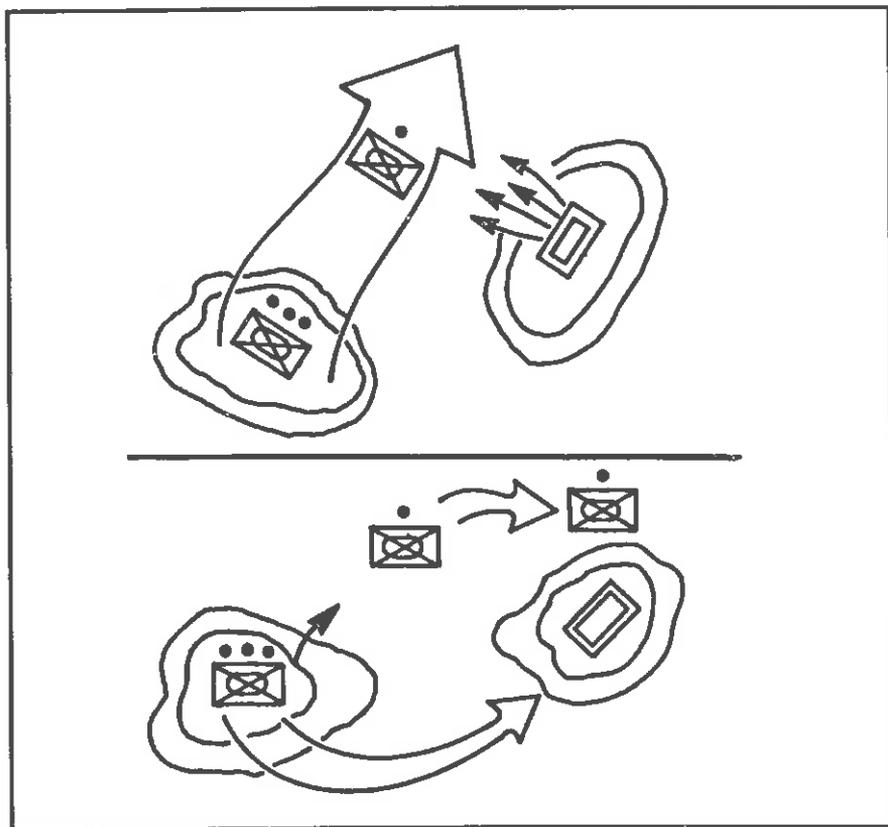


Figure 2-20. React to ambush (mounted) (platoon/squad).

SUPPORTING INDIVIDUAL TASKS

11B TASKS

STP 7-11BCHM14-SM-TG, Soldier's Manual and Trainer's Guide, MOS 11B, 11C, 11H, and 11M Infantry, Skill Levels 1/2/3/4 (30 September 1988)

SKILL LEVEL 1

071-331-0808 Identify Threat Weapons

SKILL LEVEL 2

071-326-3001 Direct Driver Over a Terrain Route

071-326-5605 Control Movement of a Fire Team

ARTEP 7-8-DRILL

OPFOR

TASK: Conduct ambush.

CONDITIONS: The OPFOR, given a sector where friendly units are expected, sets up an ambush using threat doctrine and techniques. The OPFOR opens fire with a casualty-producing device and a high volume of fire.

STANDARDS:

1. The OPFOR surprises the friendly unit.
2. The OPFOR kills all friendly elements in the kill zone and destroys all vehicles in the kill zone.
3. The OPFOR fixes and suppresses friendly elements not in the kill zone.

Section III
MOUNTED CREW DRILLS

CREW DRILL 1

TASK: Dismount the Vehicle (Platoon/Squad) (7-3/4-D233)

CONDITIONS (CUE): The platoon/squad is mounted and must dismount. The platoon leader orders the squads to prepare to dismount.

STANDARDS:

1. The platoon moves to a covered and concealed position to provide protection to the dismounting squads.
2. When the command DISMOUNT is given, each fire team dismounts in the order specified, in 30 seconds if the ramp is used, or 45 seconds if the combat door is used.
3. Platoon/squad leader establishes control of his squads/fire teams.

PERFORMANCE MEASURES

1. The platoon leader selects the dismount point.
2. The platoon leader orders personnel to dismount.
 - a. Gives the warning, "Prepare to dismount."
 - b. Designates dismounted platoon's weapons composition; for example, "No Dragons" or "Heavy on AT4s."
 - c. Gives dismount instructions for each vehicle; for example, "Right" (left), distance "50 meters," and any identifying terrain feature "Backside of hill."
3. Squad/team leader monitors commands and dismount. He then alerts the soldiers in the troop compartment.
4. The drivers move the vehicles to the designated dismount point and orient the front of the vehicle toward the enemy.
5. The platoon leader commands, DISMOUNT.
6. The driver stops the vehicle and lowers the ramp, or the squad leader orders the combat door opened.
7. Squad members dismount in the specified order, and then move to covered and concealed positions (about 5 meters apart). (The order of dismount is shown in Figure 2-21.)
8. The mounted element occupies covered positions and overwatches the dismounted element with the main weapon.
9. Platoon/squad leader reports to higher headquarters.
10. All squad members search for enemy positions and respond to orders.
11. Squad and fire team leaders position or reposition squad members (if needed).
12. Squad leaders reposition the vehicles, as required.

ARTEP 7-8-DRILL

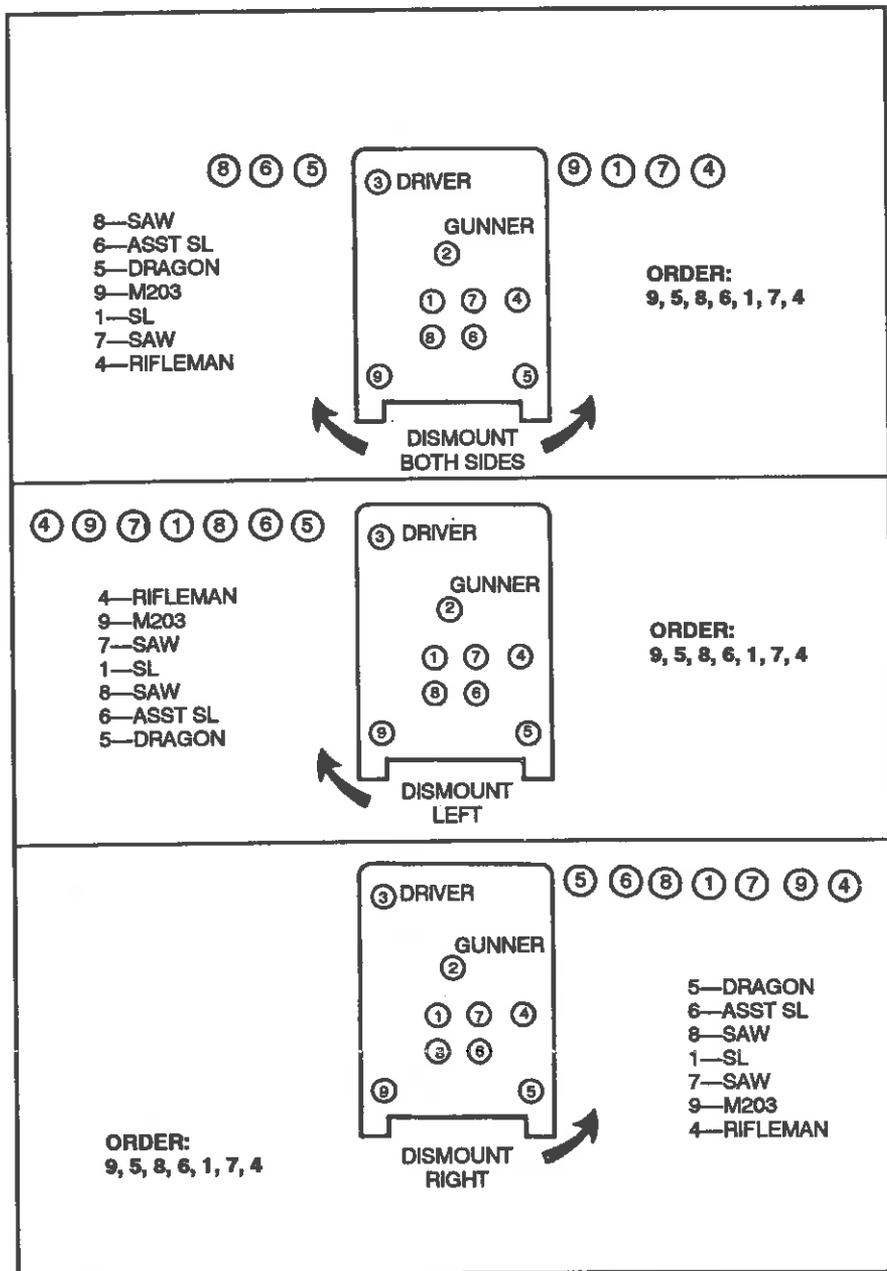


Figure 2-21. Order of dismount (platoon/squad) (mounted).

ARTEP 7-8-DRILL

SUPPORTING INDIVIDUAL TASKS

11B TASKS

STP 7-11BCHM14-SM-TG, Soldier's Manual and Trainer's Guide, MOS
11B, 11C, 11H, and 11M Infantry, Skill Levels 1/2/3/4 (30 September 1988)

SKILL LEVEL 1

071-331-0808 Identify Threat Weapons

SKILL LEVEL 2

071-326-5606 Select an Overwatch Position

OPFOR

NONE

ARTEP 7-8-DRILL

CREW DRILL 2

TASK: Mount the Vehicle (Platoon/Squad) (7-3/4-D234)

CONDITIONS (CUE): The squads are dismounted and must remount the vehicle. The platoon/squad leader orders the squads to mount their vehicles.

STANDARDS:

1. The vehicles move to a covered and concealed position to provide protection to the remounting squads.
2. Squads mount in the order specified.

PERFORMANCE MEASURES

1. The platoon/squad leader gives a warning order to prepare to mount, then gives the order or signal to the squads to mount their vehicles, and designates a mount point.
2. Both elements (mounted and dismounted) move to the mount point using covered and concealed routes.
3. The vehicle crew, using the appropriate weapons, overwatches primary enemy avenues of approach and provides supporting fire and smoke, if necessary.
4. The squads prepare to mount the vehicle.
 - a. Identifies the nearest covered and concealed routes to the vehicle.
 - b. Identifies likely enemy locations or primary avenues of approach.
5. The platoon/squad leader orders, "Mount." (The order to mount may come with clarifying instructions; for example, "1st Squad, provide a base of fire until 2d Squad is mounted.")
6. Each squad mounts in the order specified. The squad leader designates which fire team mounts first—for example, Team A mounts first; Team B provides overwatching fires.
7. Soldiers remount the vehicle in reverse sequence of dismount. (See Figure 2-22, page 2-114.)
8. The platoon/squad leader prepares for mounted operations.
 - a. Accounts for all personnel and equipment in the vehicle, and reports to the squad leader (each team leader).
 - b. Designates a direction of movement, formation, and movement technique from the mount point.
 - c. Establishes visual or radio contact with the other vehicles.
 - d. Ensures the dismounted weapons are on SAFE once the soldiers have mounted (team leader).
 - e. Orders the driver to raise the ramp.
9. The platoon leader reports to the company commander.

ARTEP 7-8-DRILL

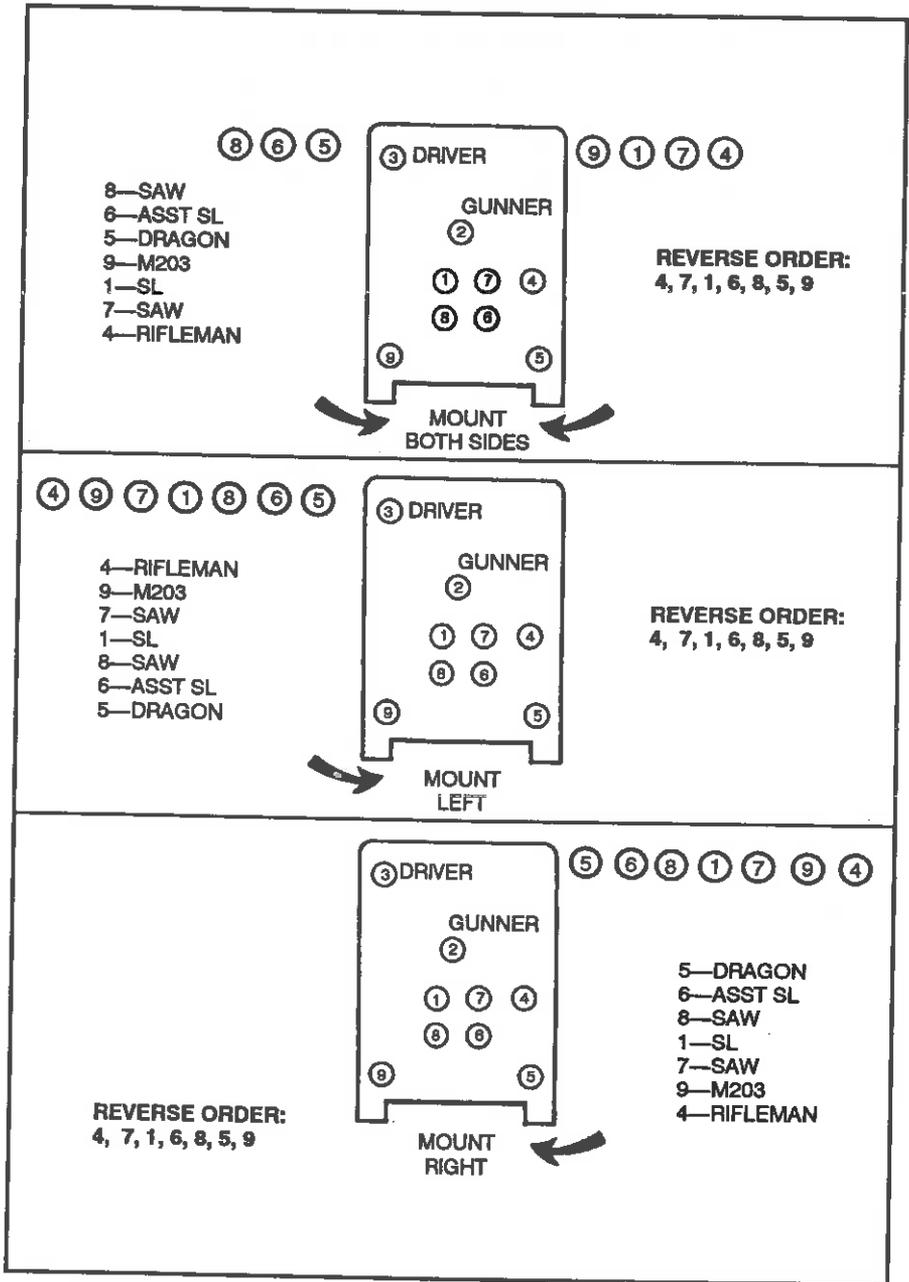


Figure 2-22. Mount (platoon/squad).

ARTEP 7-8-DRILL

SUPPORTING INDIVIDUAL TASKS

NONE

OPFOR

NONE

CREW DRILL 3

TASK: Change Formation (Platoon) (Mounted) (7-3-D235)

CONDITIONS (CUE): The platoon is moving and must change formation. The platoon leader gives arm-and-hand signals, flag signals, or uses the radio to change formation.

STANDARDS: The platoon completes the formation change from any one of the four formations to another. (See Figure 2-23, page 2-117; Figure 2-27, page 2-121; Figure 2-31, page 2-125; and Figure 2-35, page 2-129.)

PERFORMANCE MEASURES

1. The platoon leader directs the formation change by giving the standard arm-and-hand signals, by flag signals, or by using the radio.
2. Vehicle commanders relay arm-and-hand or flag signals.
3. Vehicle commanders direct drivers into position in the new formation. (See Figures 2-23 through 2-38, pages 2-117 through 2-132.) The driver maintains the position in the formation based on the platoon leader's signal.
4. The vehicle commanders traverse the main weapons toward likely enemy positions.

ARTEP 7-8-DRILL

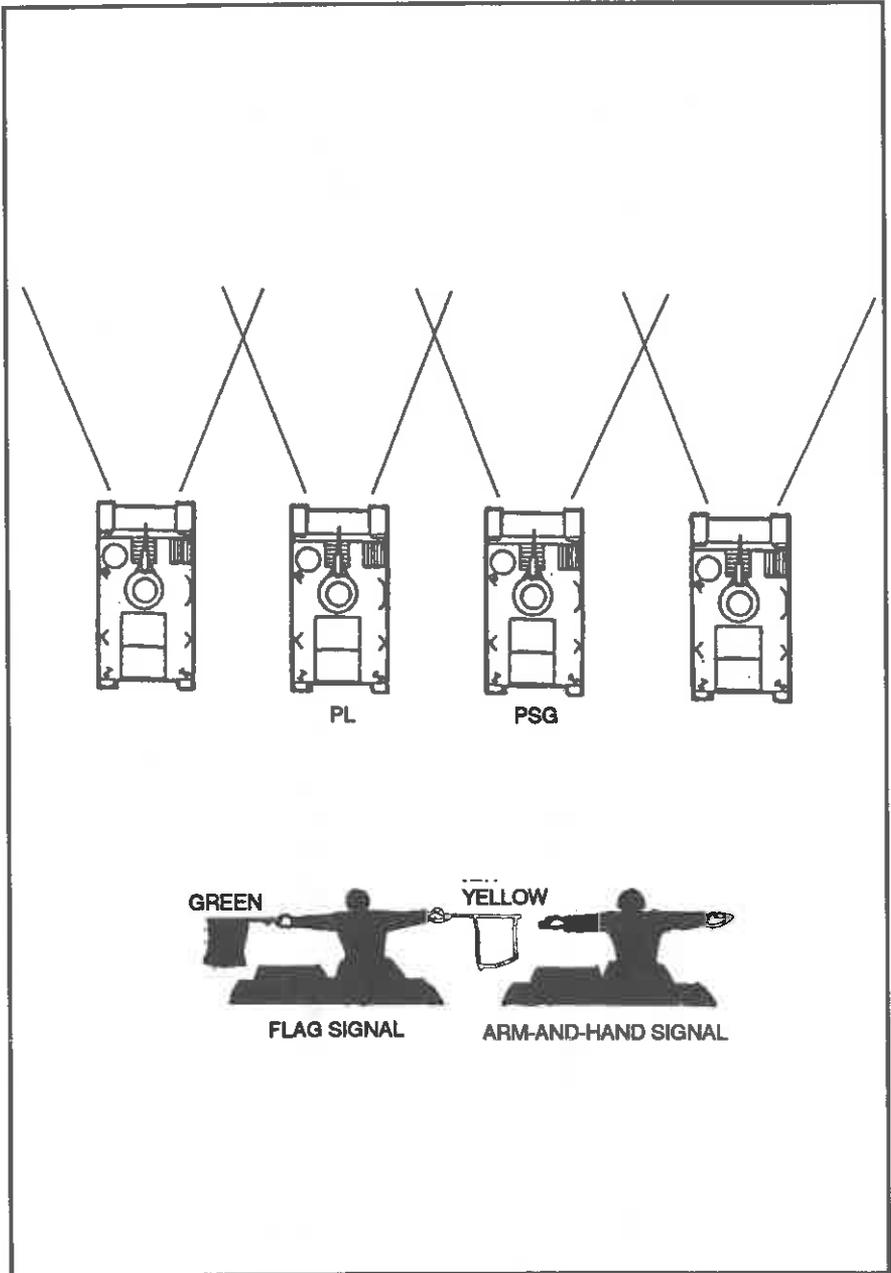
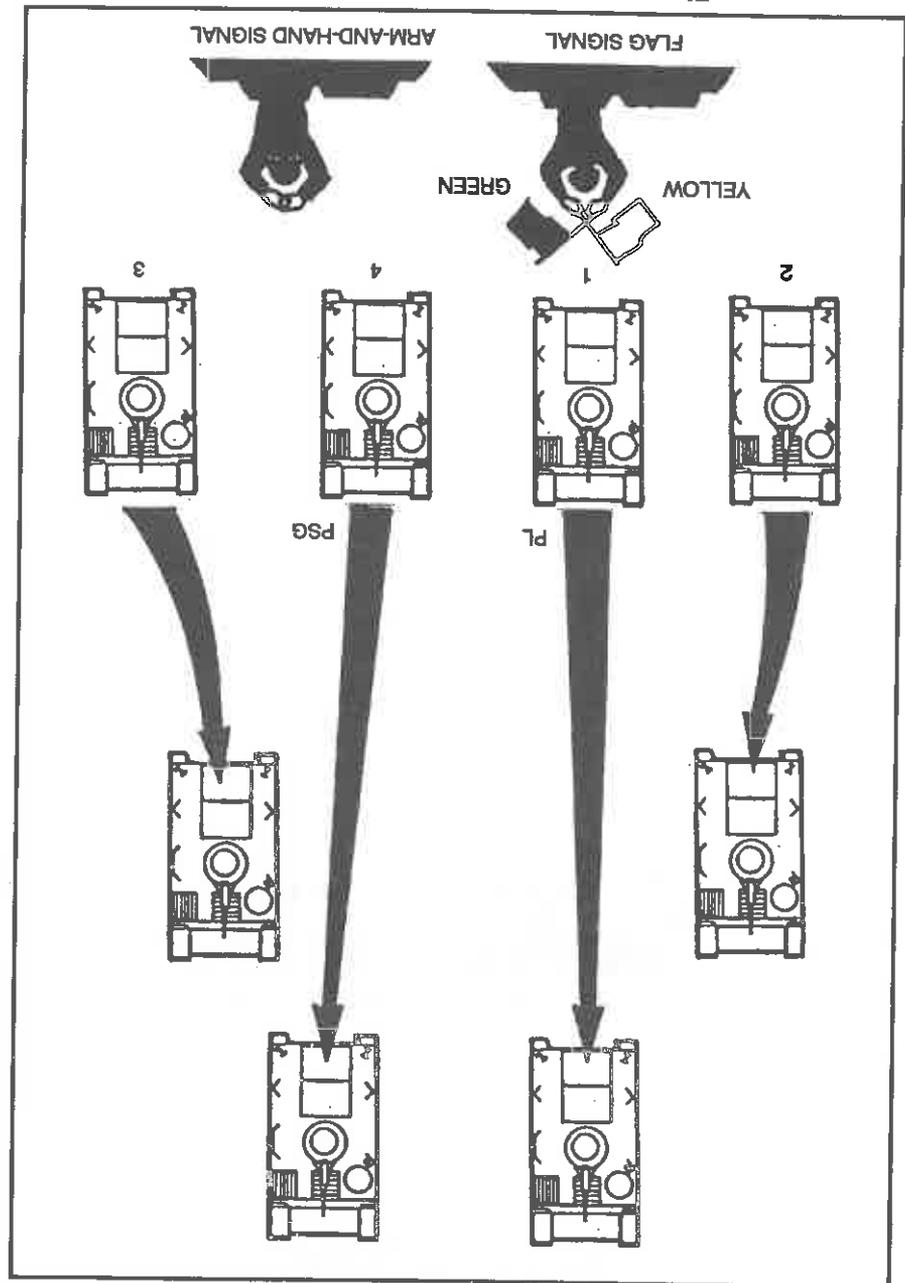


Figure 2-23. Line formation.

Figure 2-24. Line to wedge formation.



ARTEP 7-8-DRILL

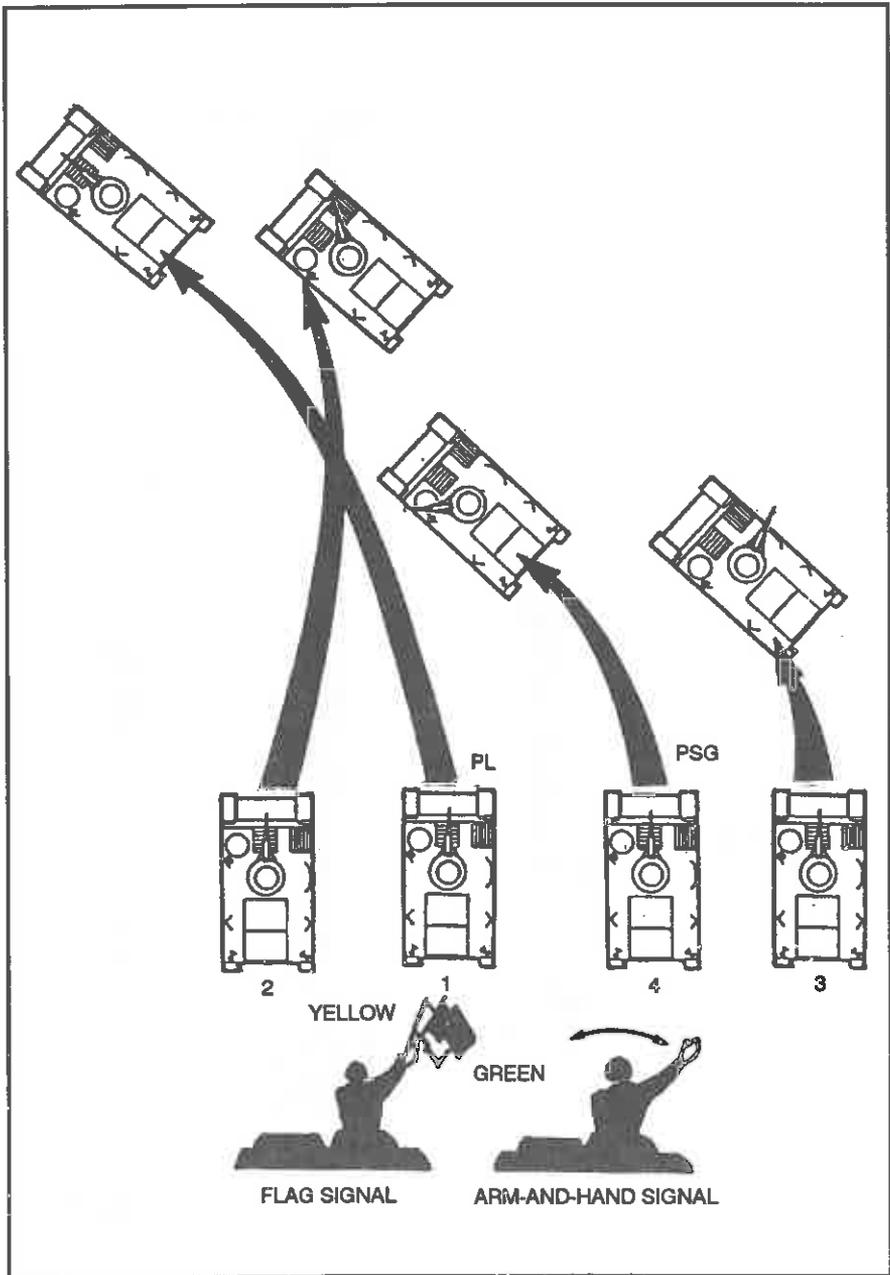


Figure 2-25. Line to column formation.

ARTEP 7-8-DRILL

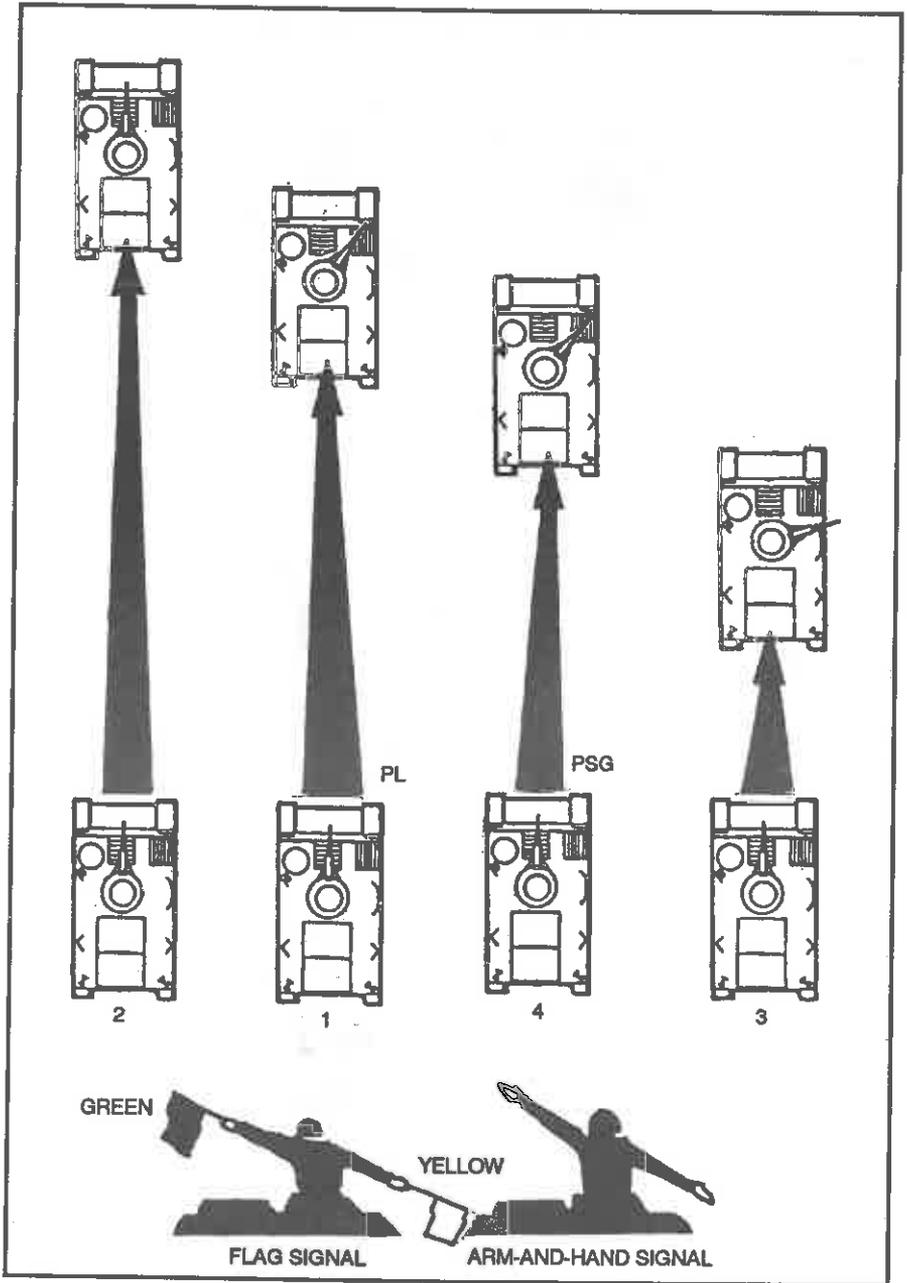


Figure 2-26. Line to echelon formation.

ARTEP 7-8-DRILL

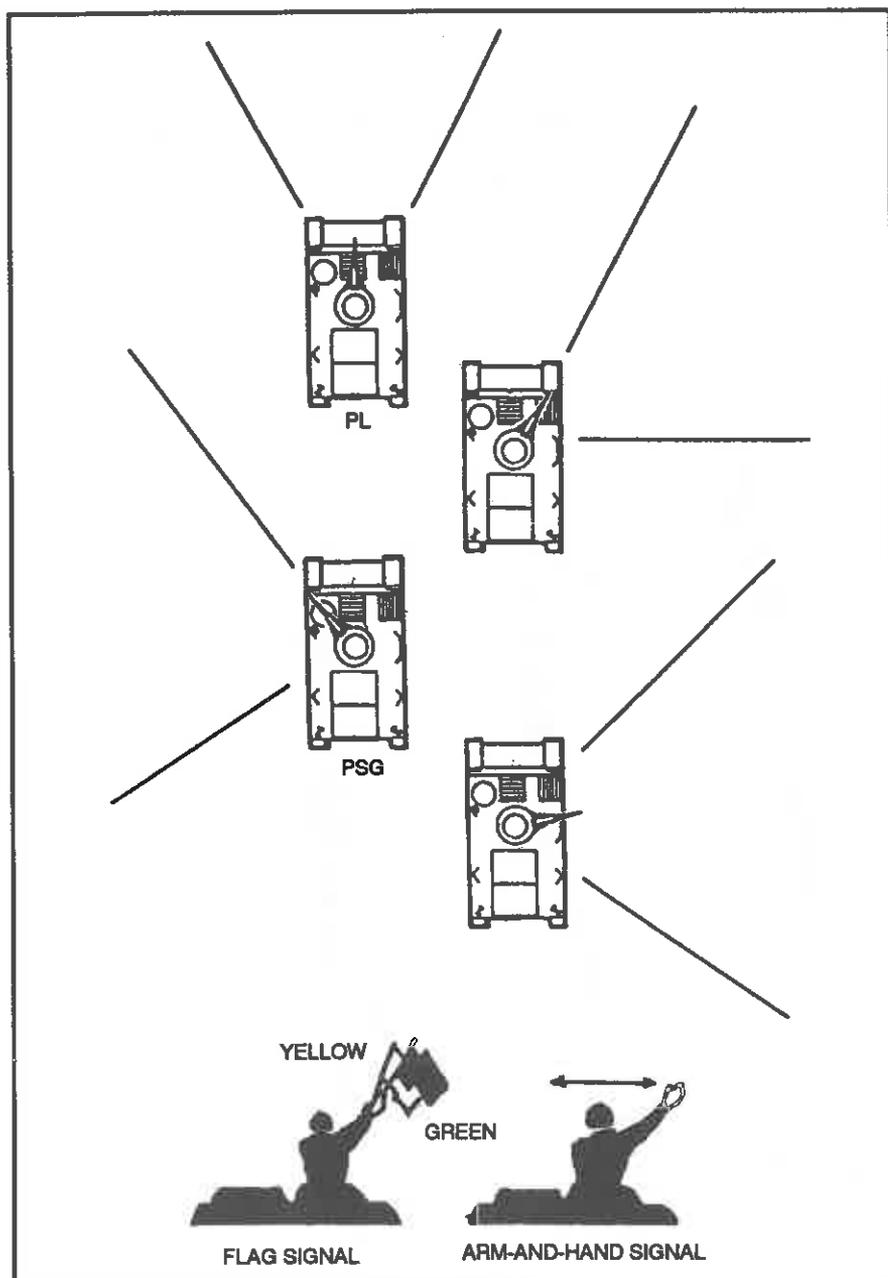


Figure 2-27. Column formation.

ARTEP 7-8-DRILL

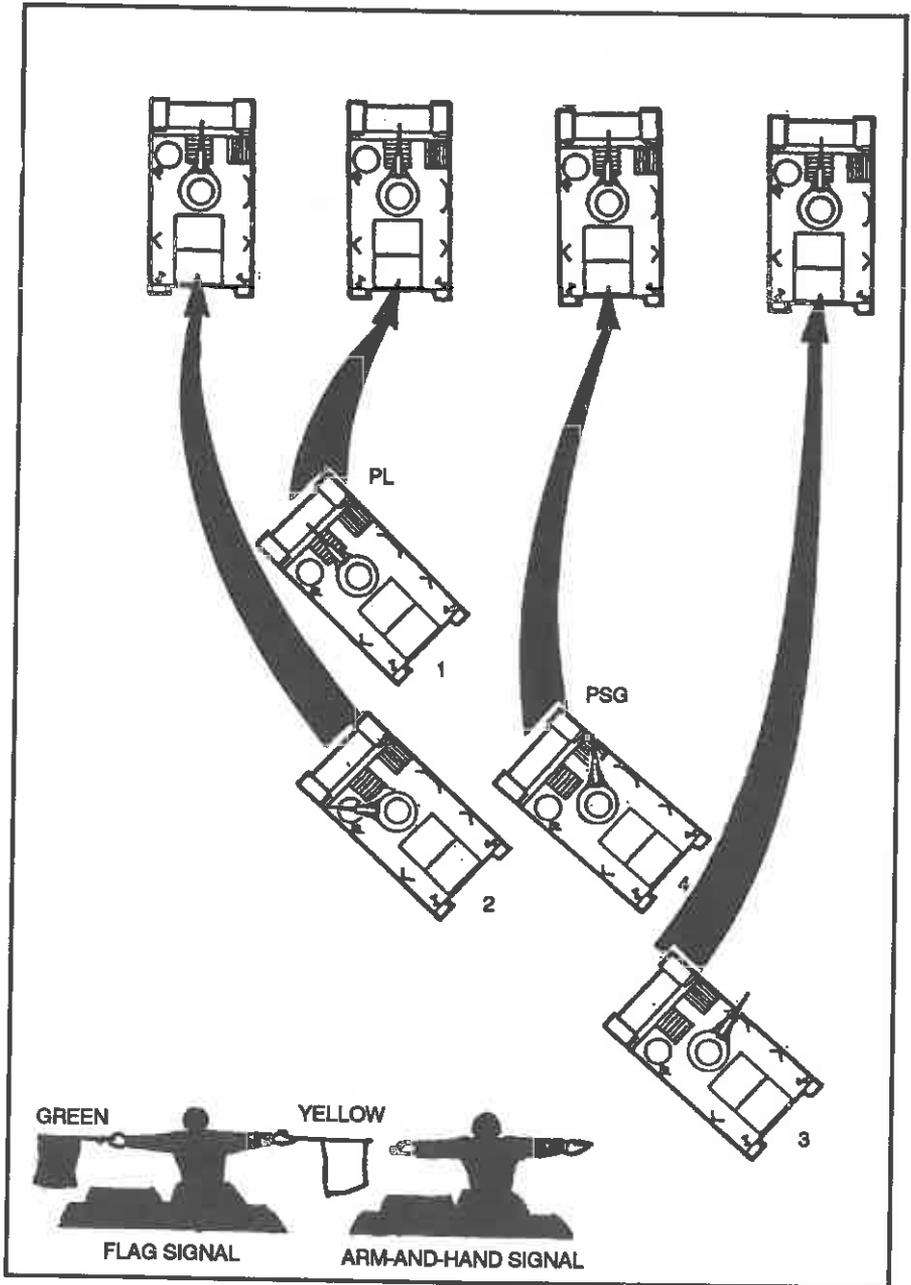


Figure 2-28. Column to line formation.

ARTEP 7-8-DRILL

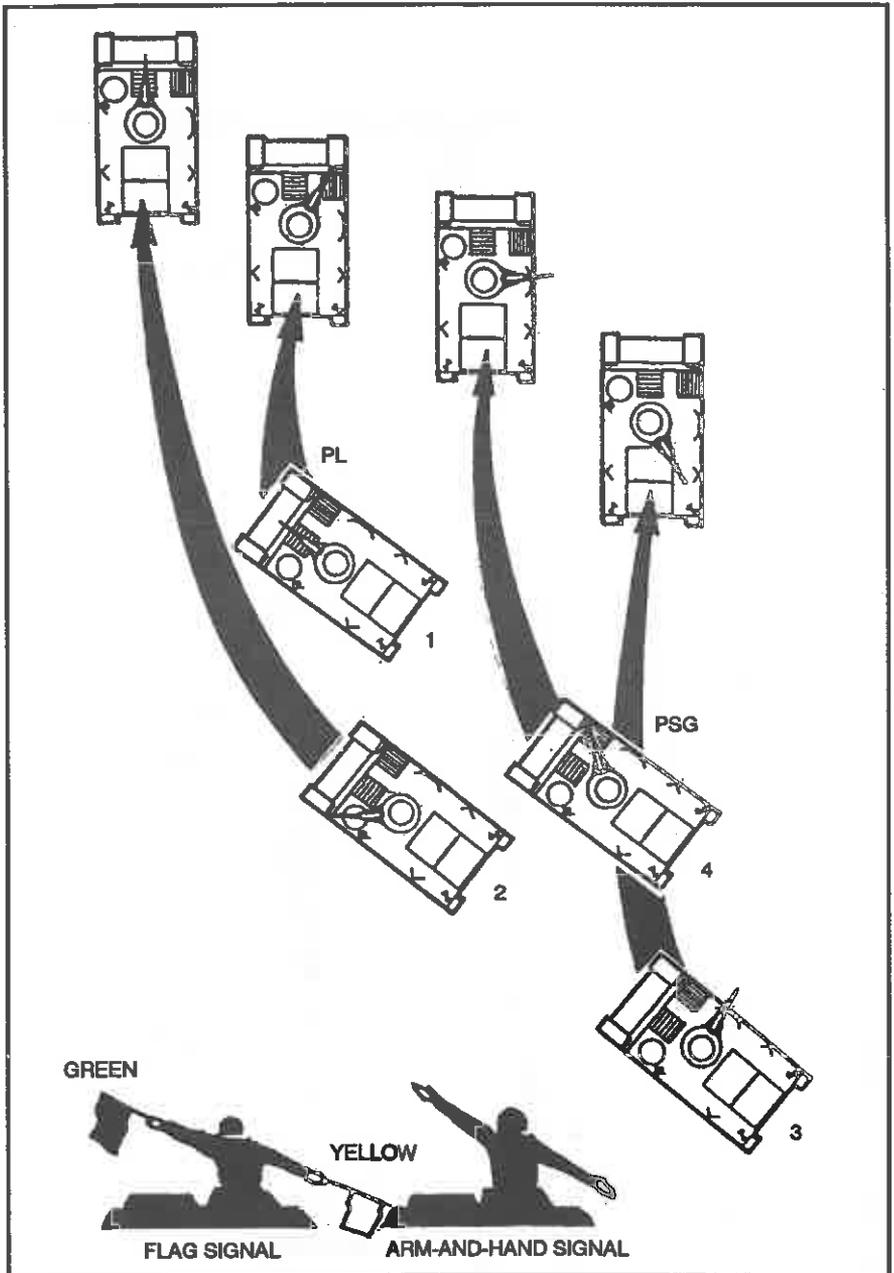


Figure 2-29. Column to echelon formation.

ARTEP 7-8-DRILL

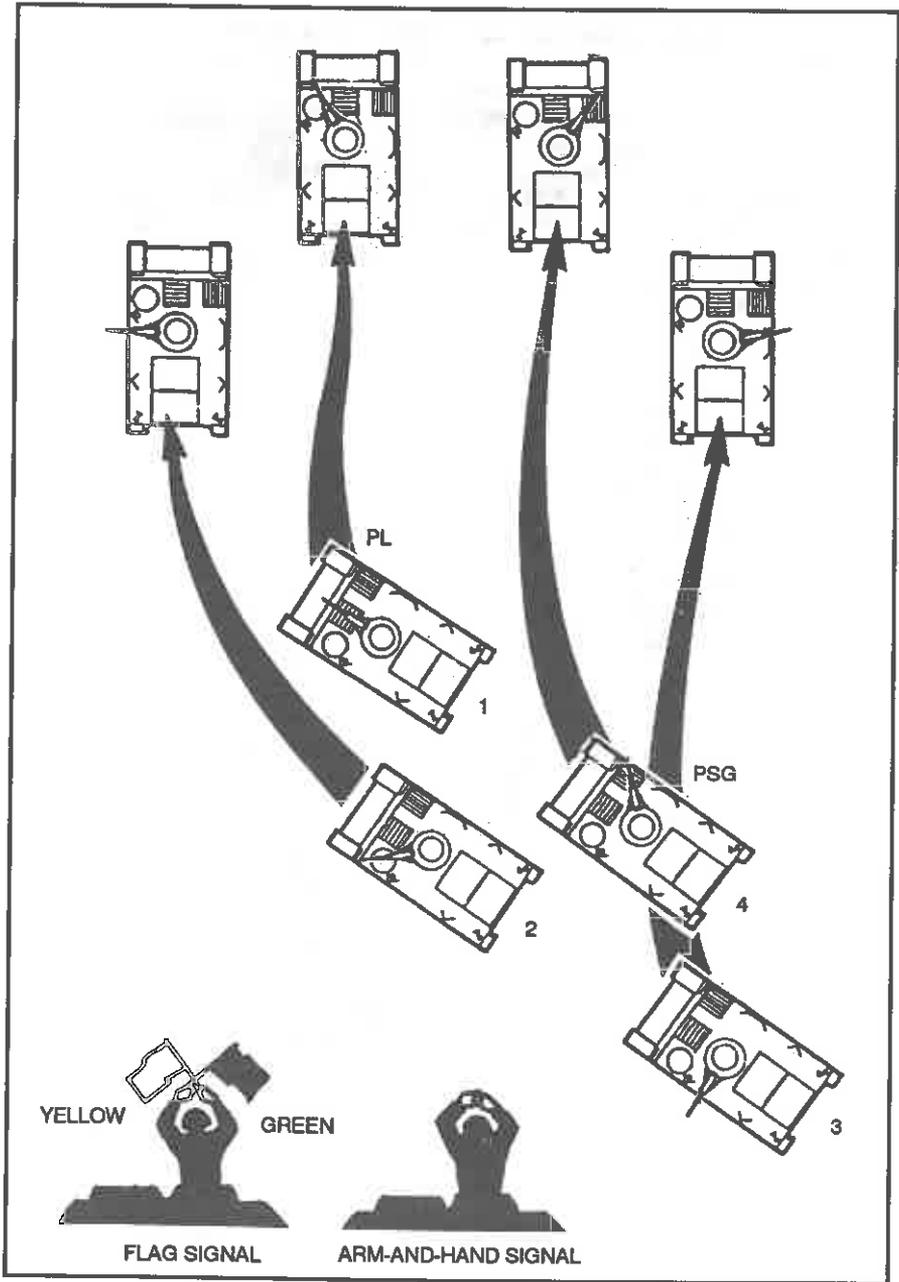


Figure 2-30. Column to wedge formation.

ARTEP 7-8-DRILL

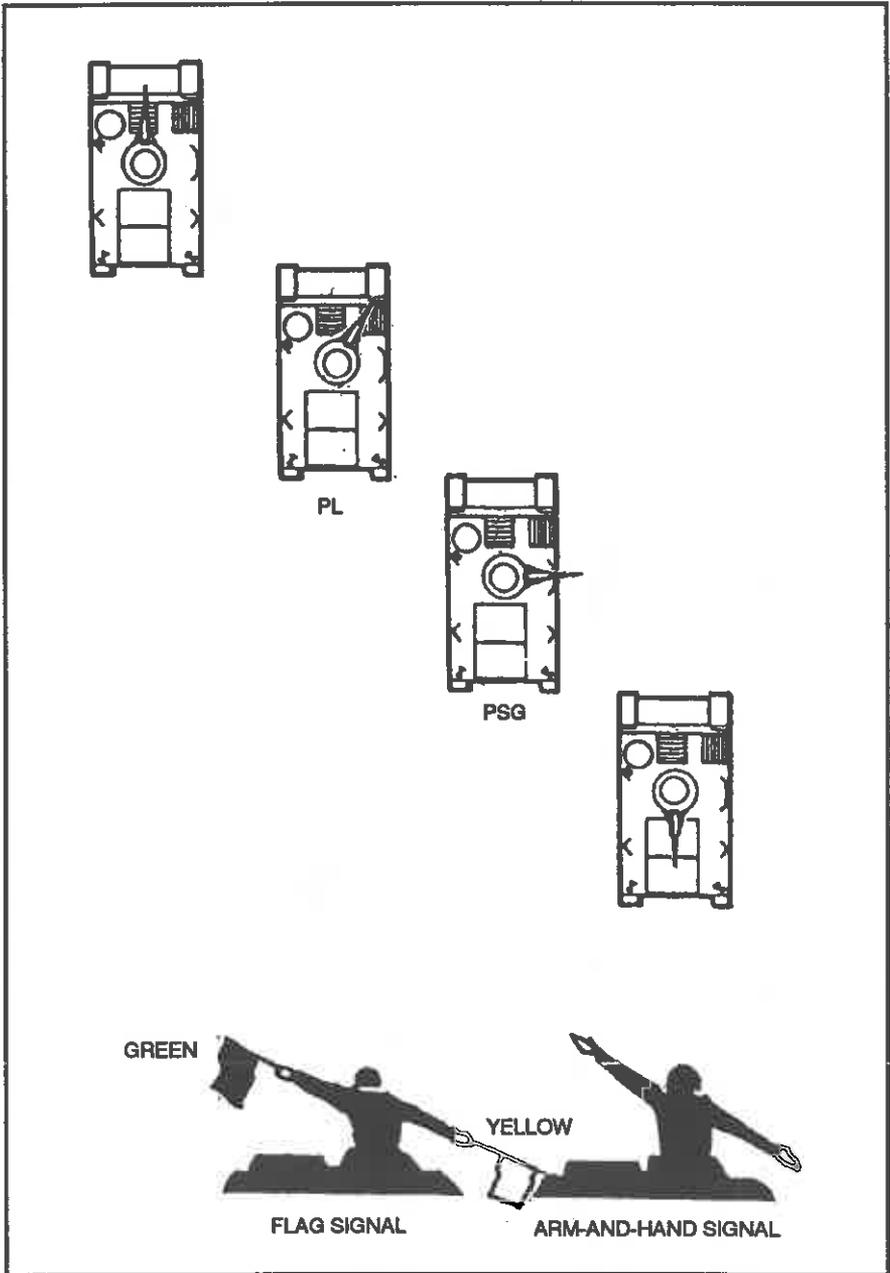


Figure 2-31. Echelon formation (right).

ARTEP 7-8-DRILL

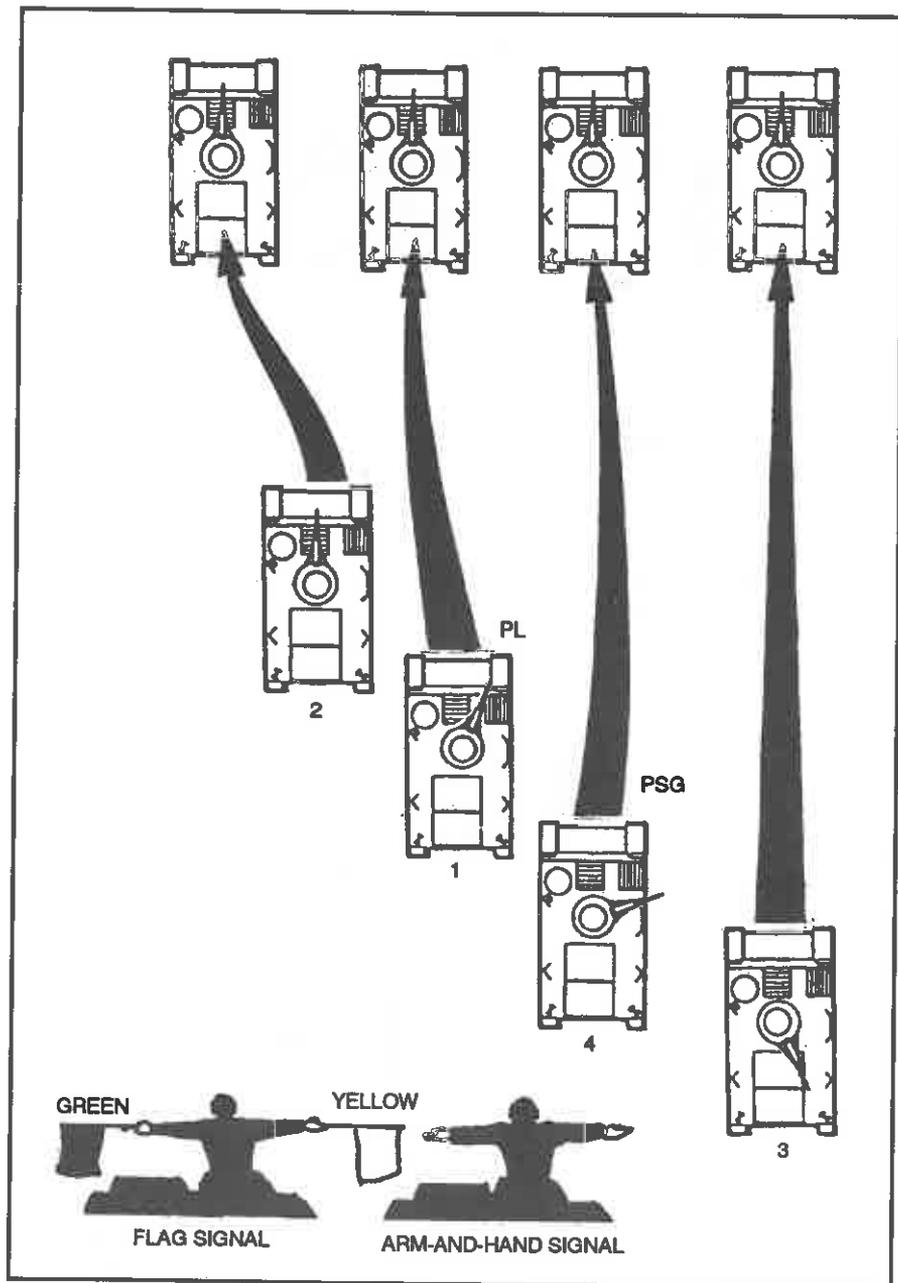


Figure 2-32. Echelon to line formation.

ARTEP 7-8-DRILL

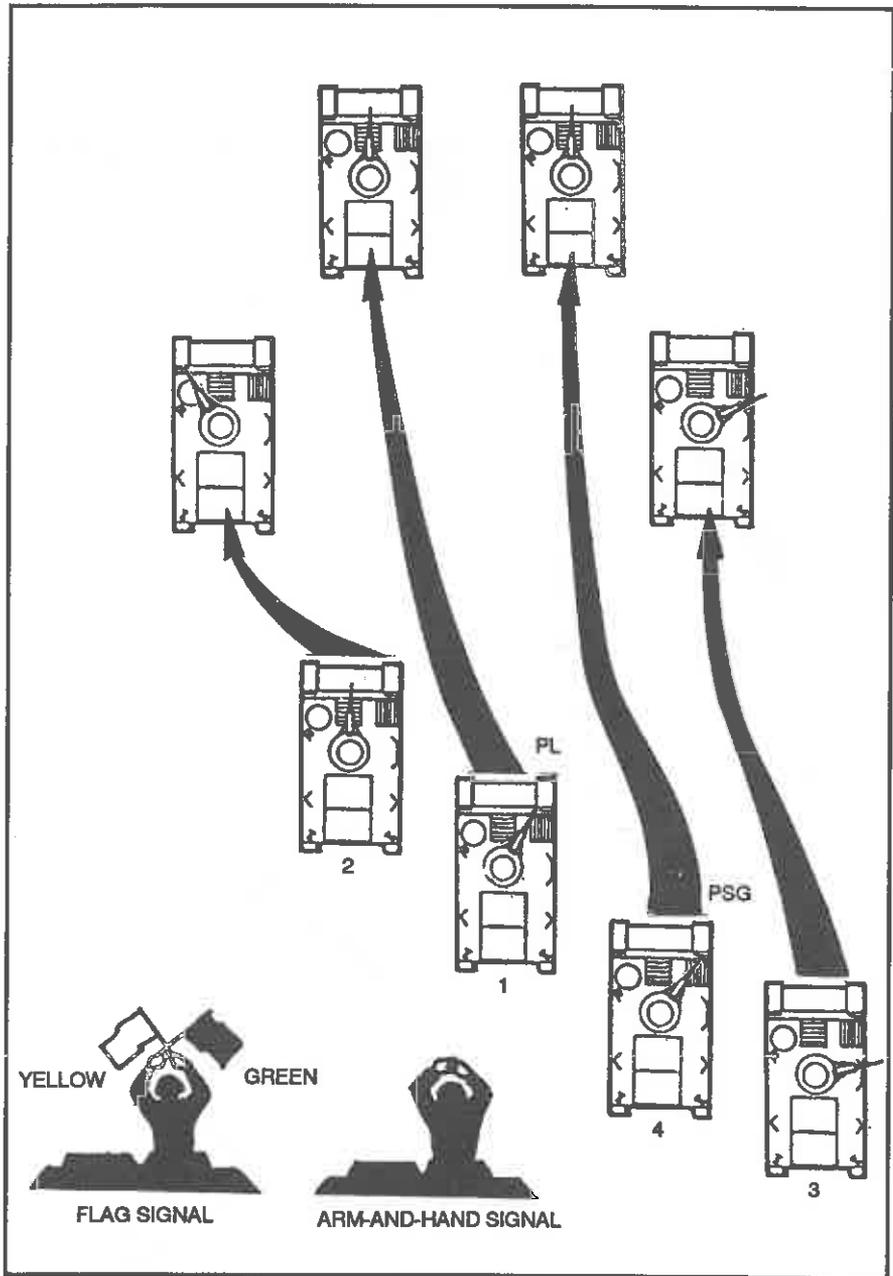


Figure 2-33. Echelon to wedge formation.

ARTEP 7-8-DRILL

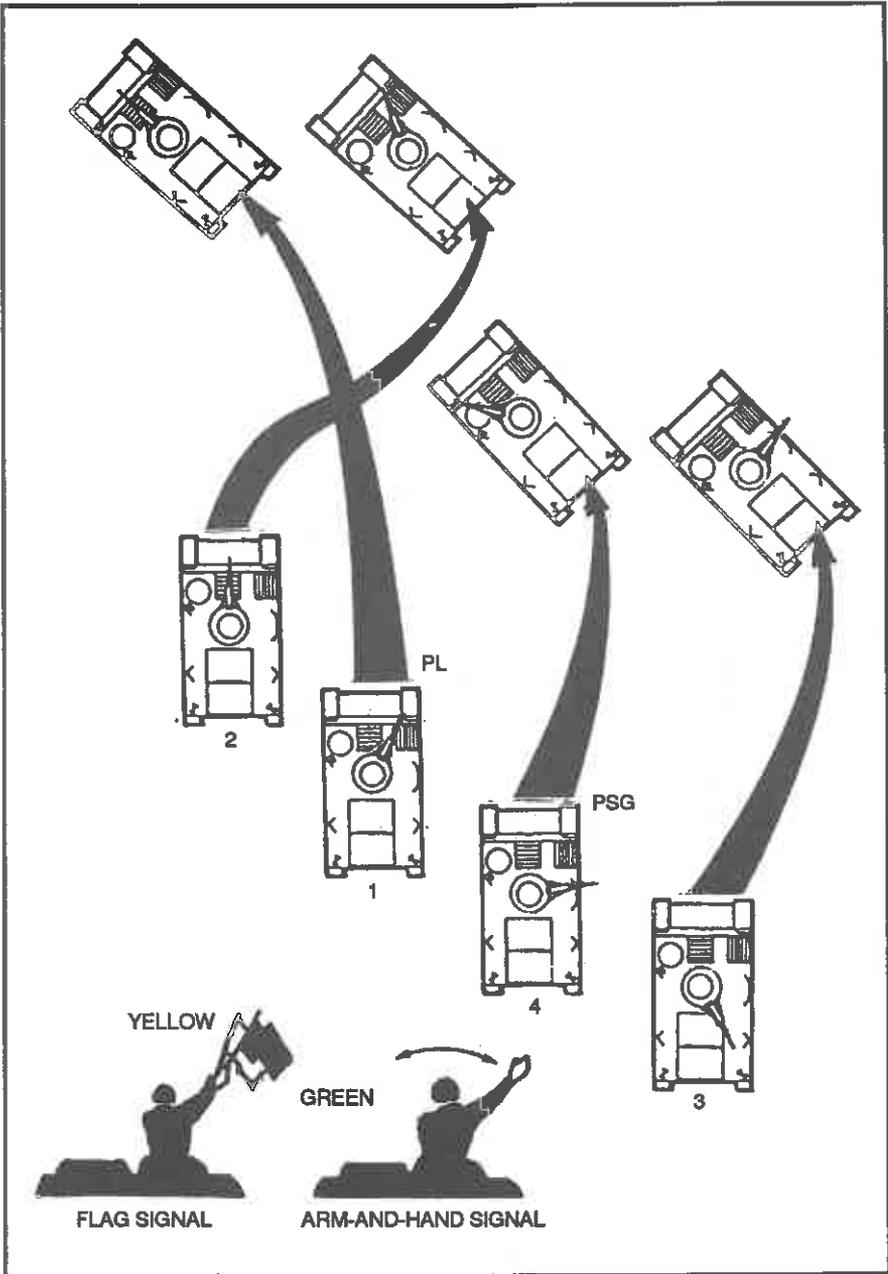


Figure 2-34. Echelon to column formation.

ARTEP 7-8-DRILL

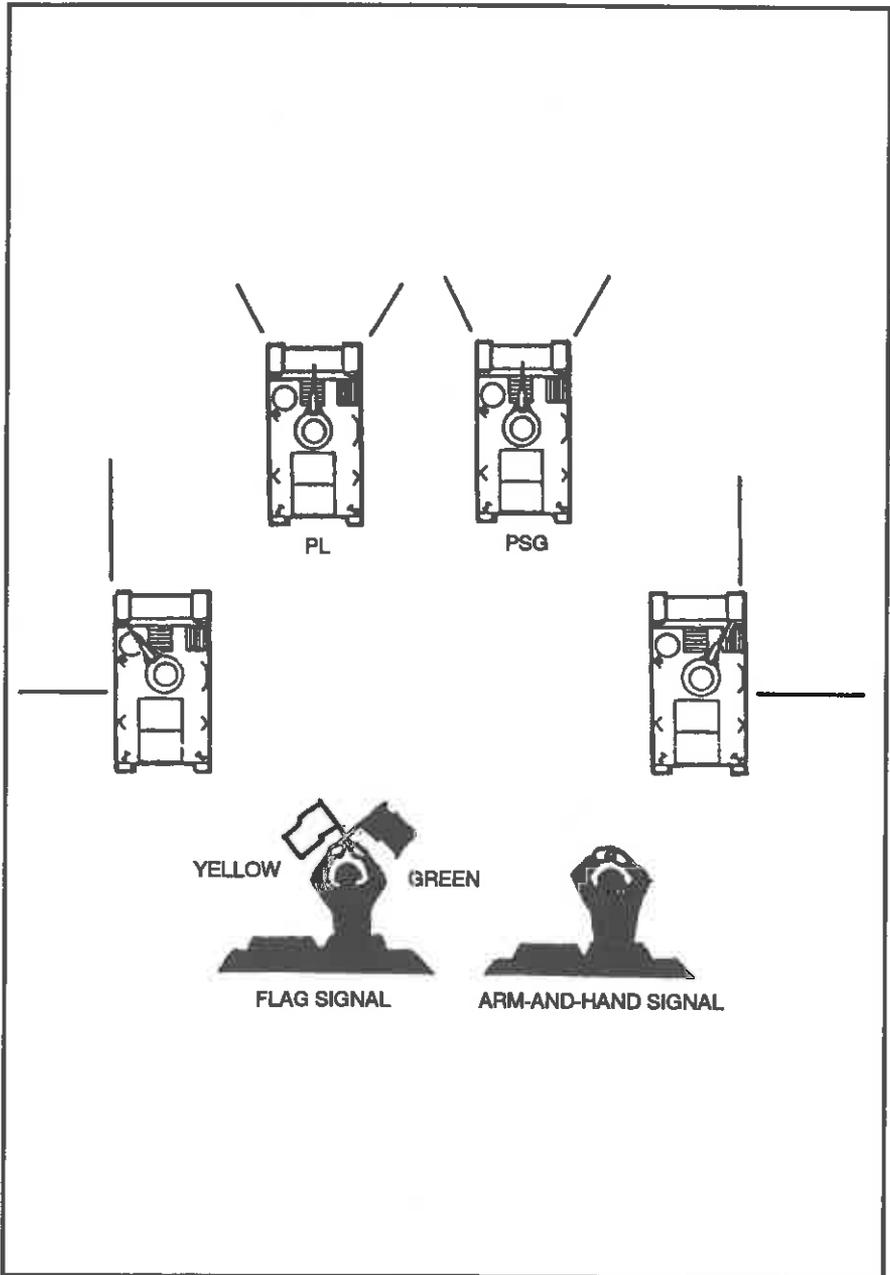


Figure 2-35. Wedge formation.

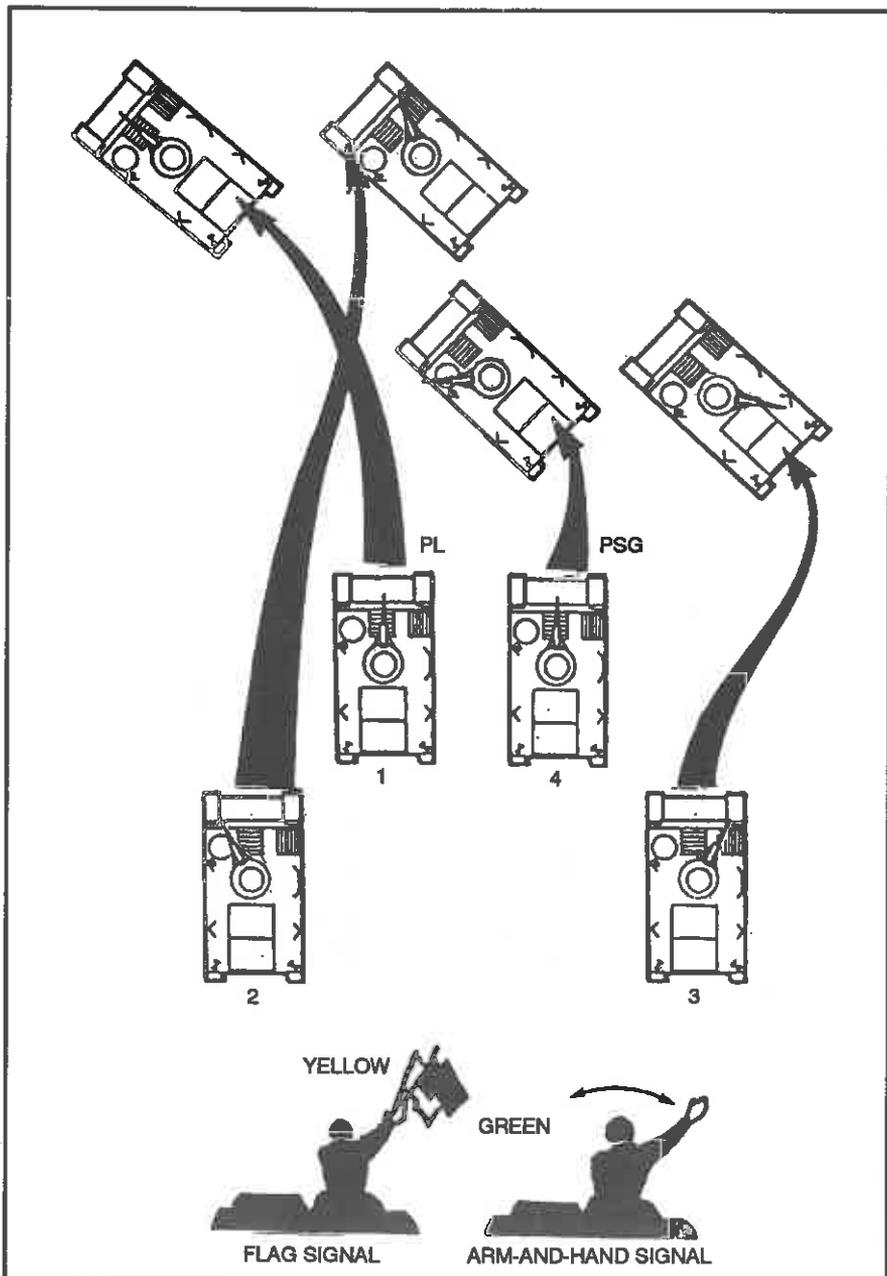


Figure 2-36. Wedge to column formation.

ARTEP 7-8-DRILL

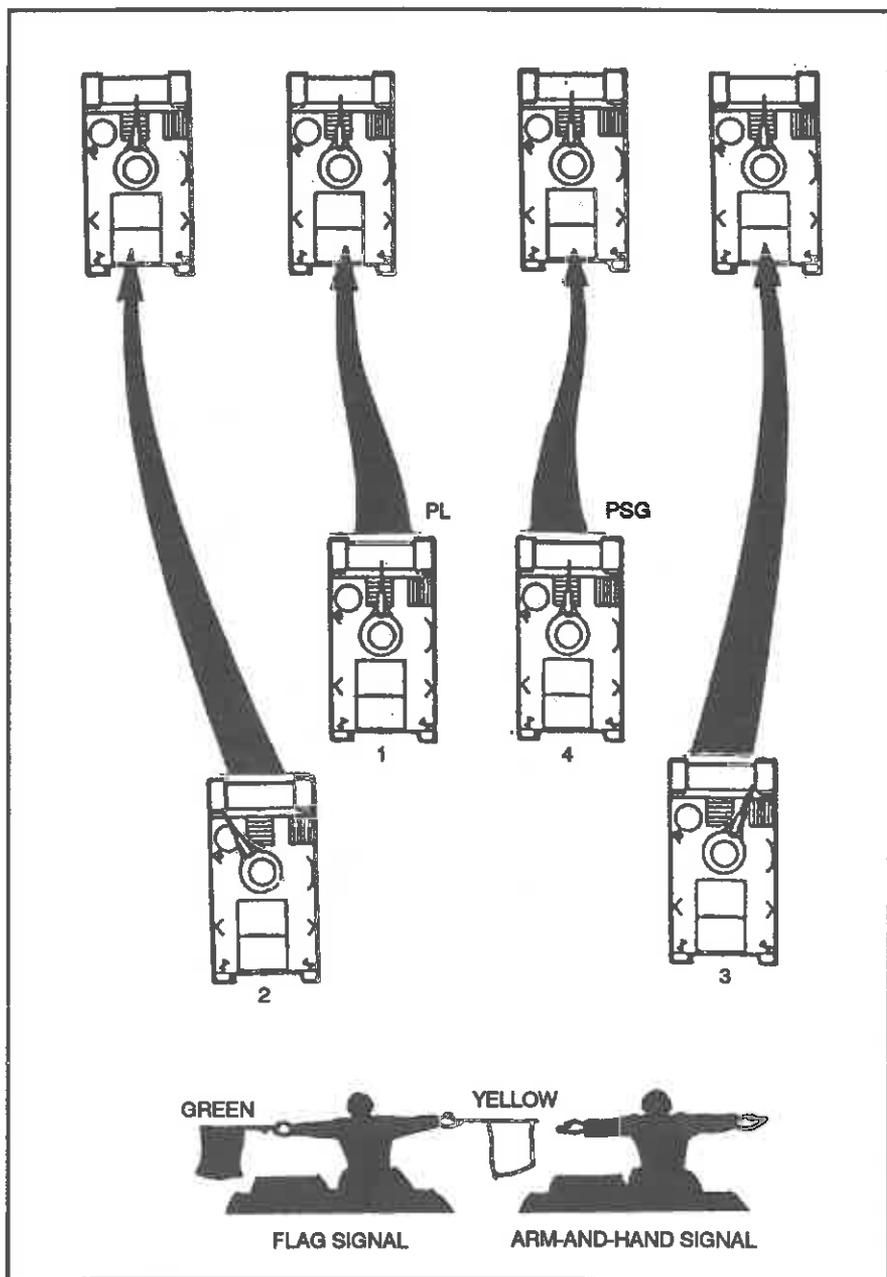


Figure 2-37. Wedge to line formation.

ARTEP 7-8-DRILL

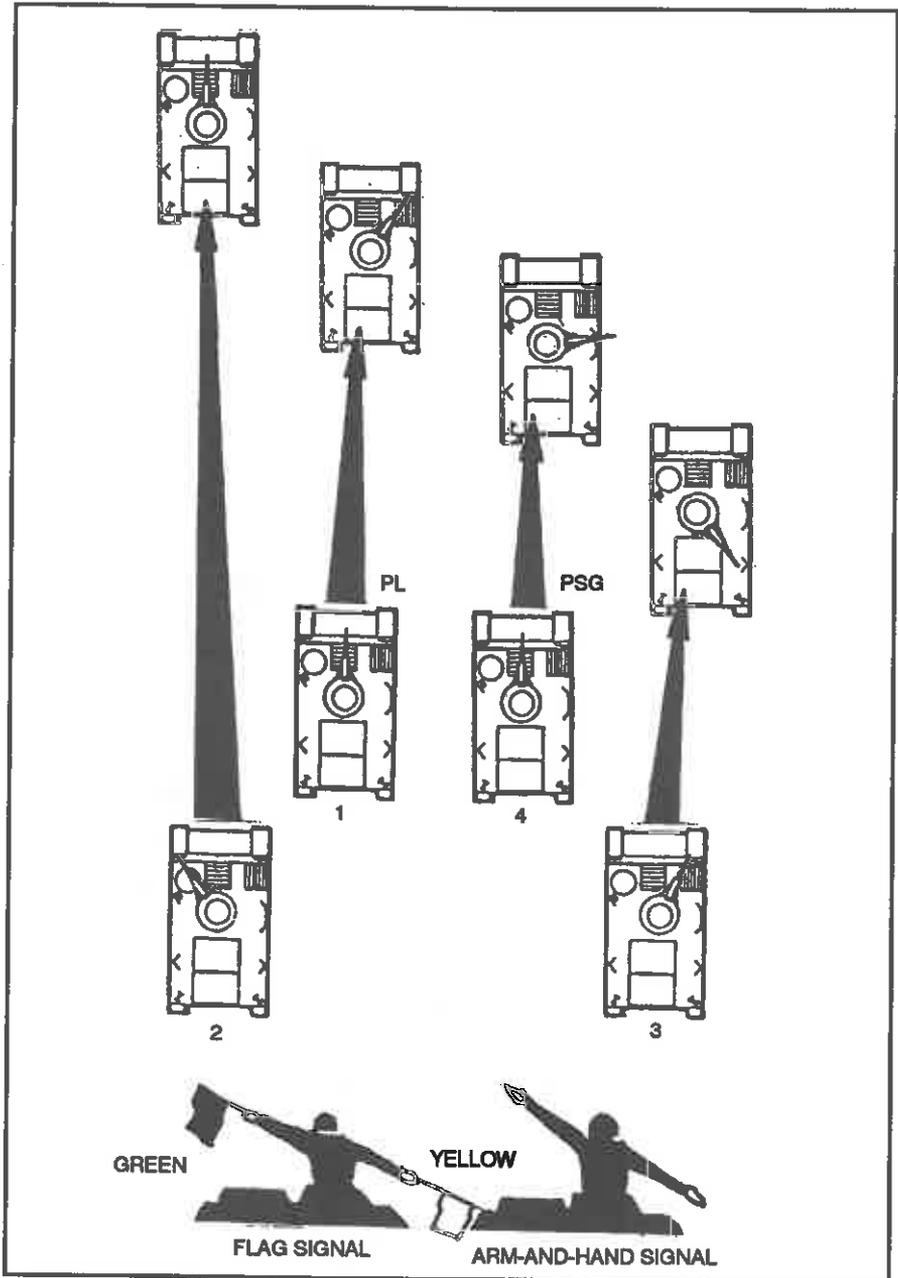


Figure 2-38. Wedge to echelon formation.

ARTEP 7-8-DRILL

SUPPORTING INDIVIDUAL TASKS

STP 7-11BCHM14-SM-TG, Soldier's Manual and Trainer's Guide, MOS
11B, 11C, 11H, and 11M, Infantry, Skill Levels 1/2/3/4, 30 September 1988

SKILL LEVEL 1

071-326-0608 Use Visual Signaling Techniques While Mounted

071-331-0808 Identify Threat Weapons

OPFOR

NONE

CREW DRILL 4

TASK: Secure at the Halt (Platoon) (Mounted) (7-3-D236)

CONDITIONS (CUE): The platoon is moving and must halt.

STANDARDS:

1. Vehicle commanders move their vehicles to their designated positions in the formation, using available cover and concealment.
2. The platoon maintains dispersion and all-round security.
3. The platoon is not surprised by the enemy.

PERFORMANCE MEASURES

1. The platoon leader gives the arm-and-hand signals for herringbone or coil formation. (See Figures 2-39 through 2-42, pages 2-135 through 2-138.)
2. The platoon halts in the herringbone or coil formation.
3. Each vehicle commander ensures his vehicle is correctly positioned, using cover and concealment.
4. The platoon leader orders the squads to dismount and provide local security. (Dismount IAW Crew Drill 1, Dismount the Vehicle [Platoon/Squad], 7-3/4-D233.)
5. The squad occupies a hasty fighting position as designated by the team leader near their respective vehicle. The squad leader contacts the team leader and adjusts security positions as necessary.
6. Soldiers continue to observe designated sectors.

ARTEP 7-8-DRILL

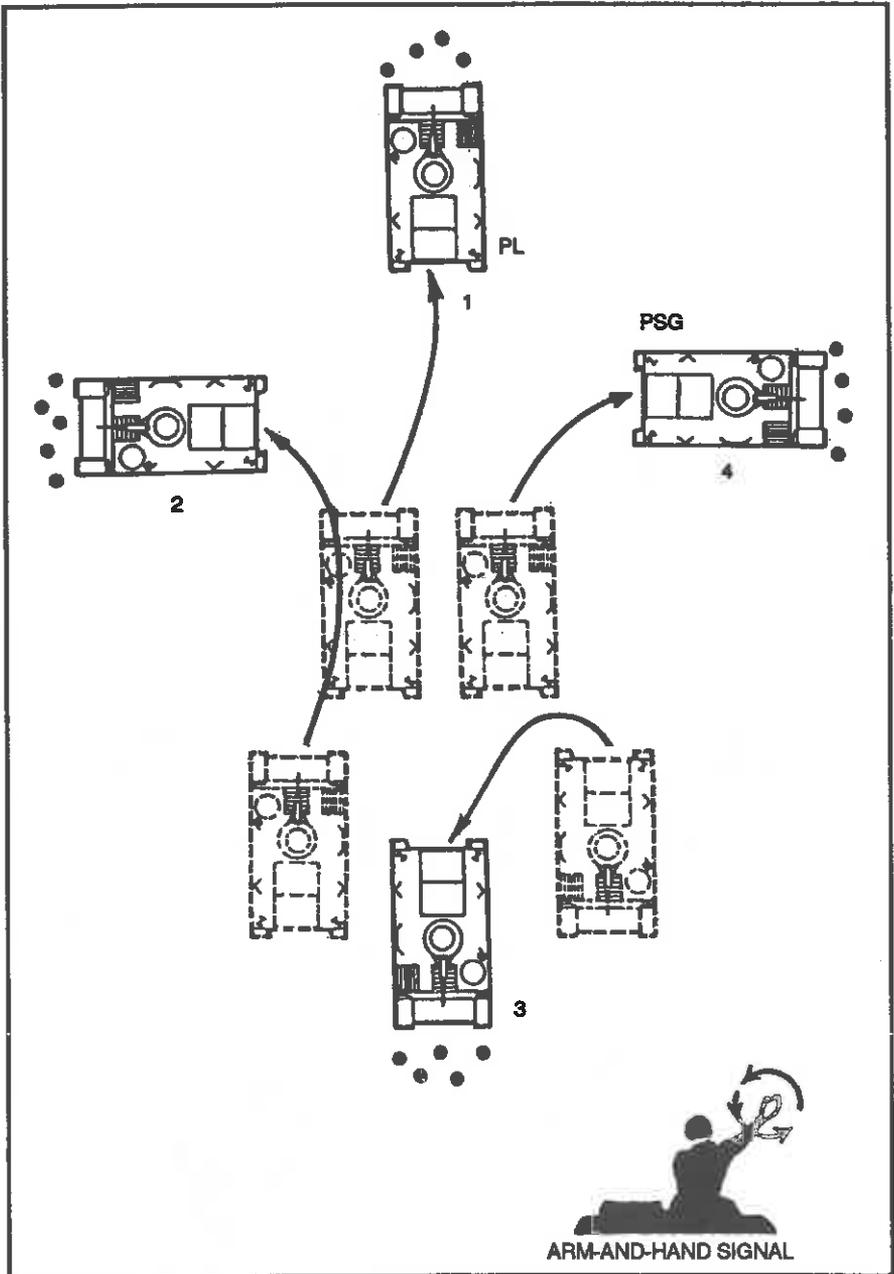


Figure 2-39. Wedge to coll formation.

ARTEP 7-8-DRILL

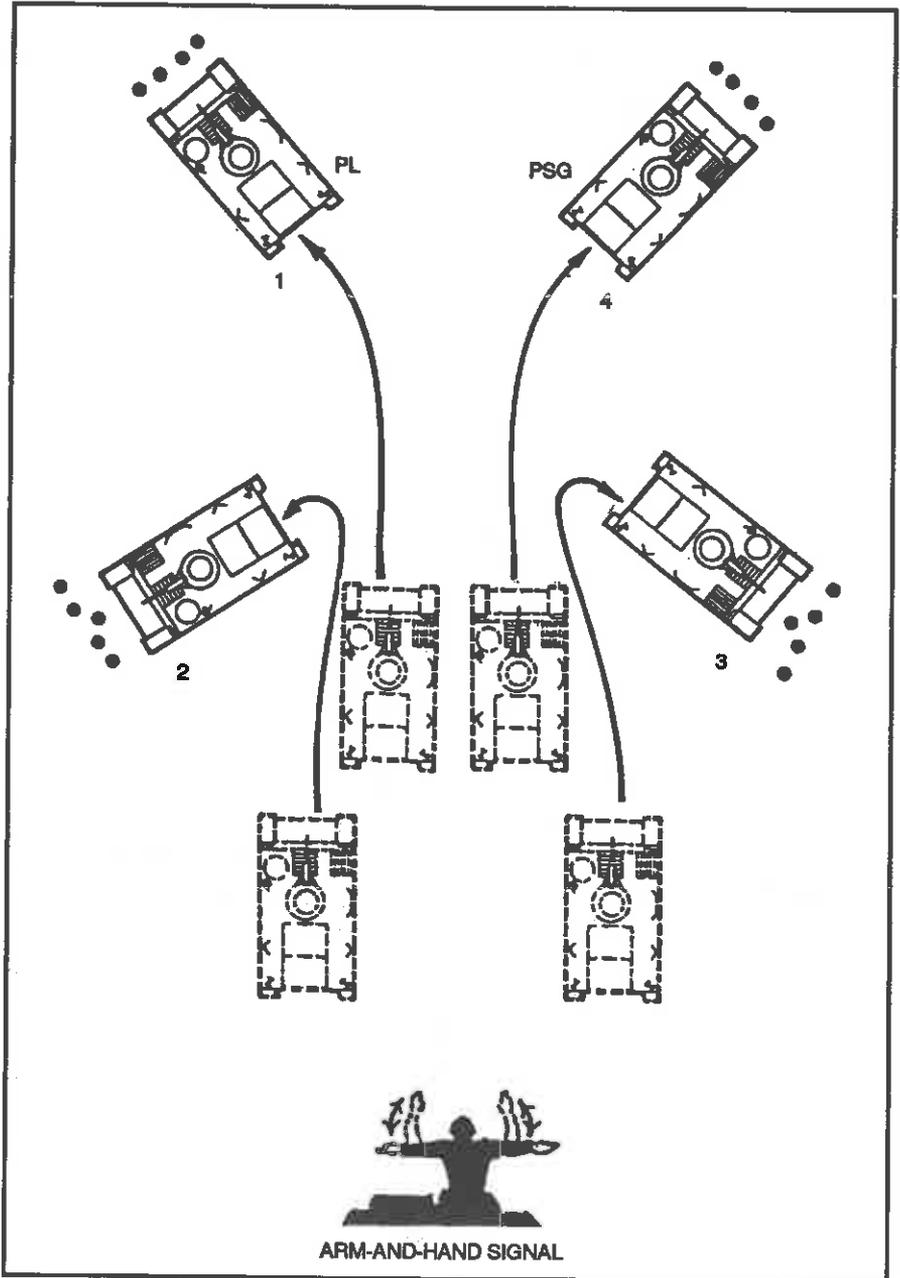


Figure 2-40. Wedge to herringbone formation.

ARTEP 7-8-DRILL

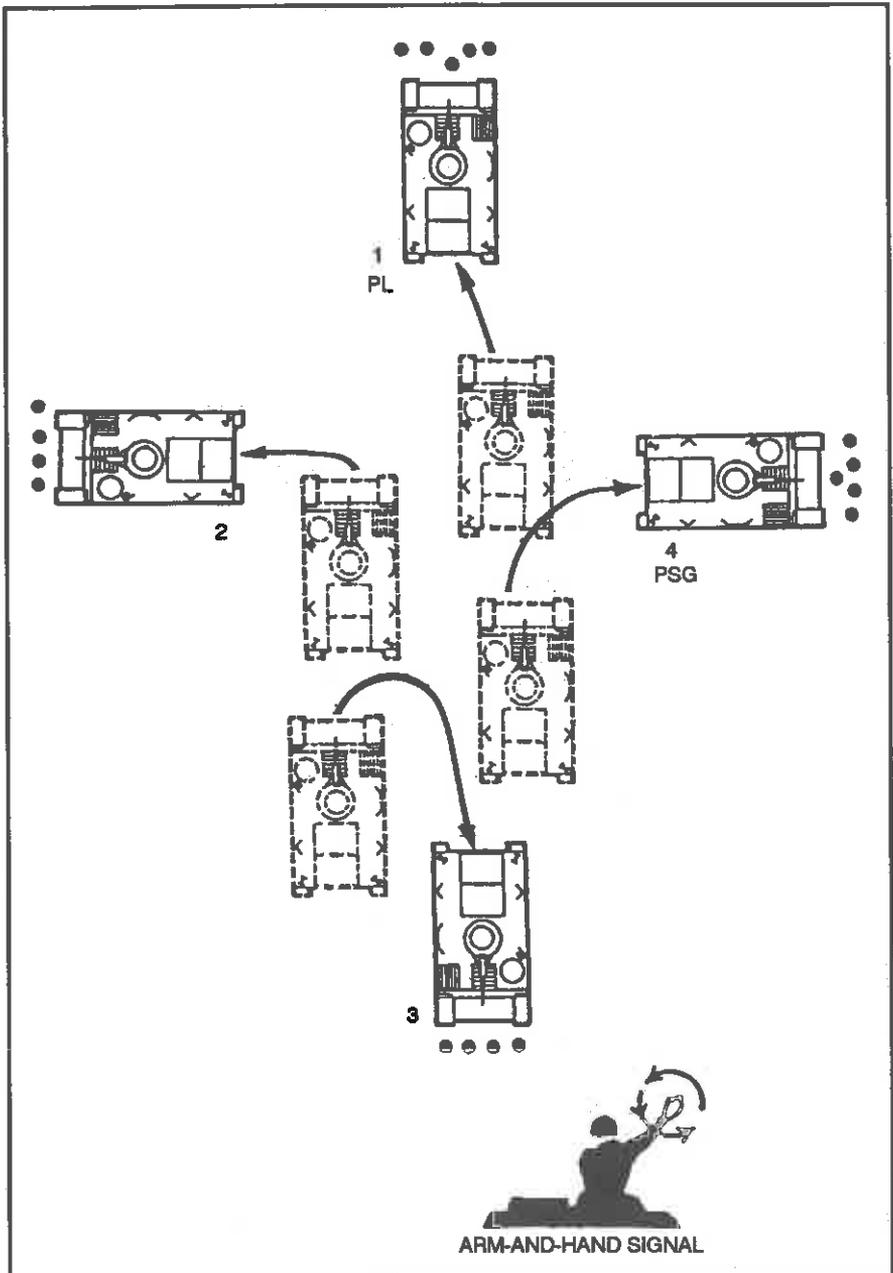


Figure 2-41. Column to coil formation.

ARTEP 7-8-DRILL

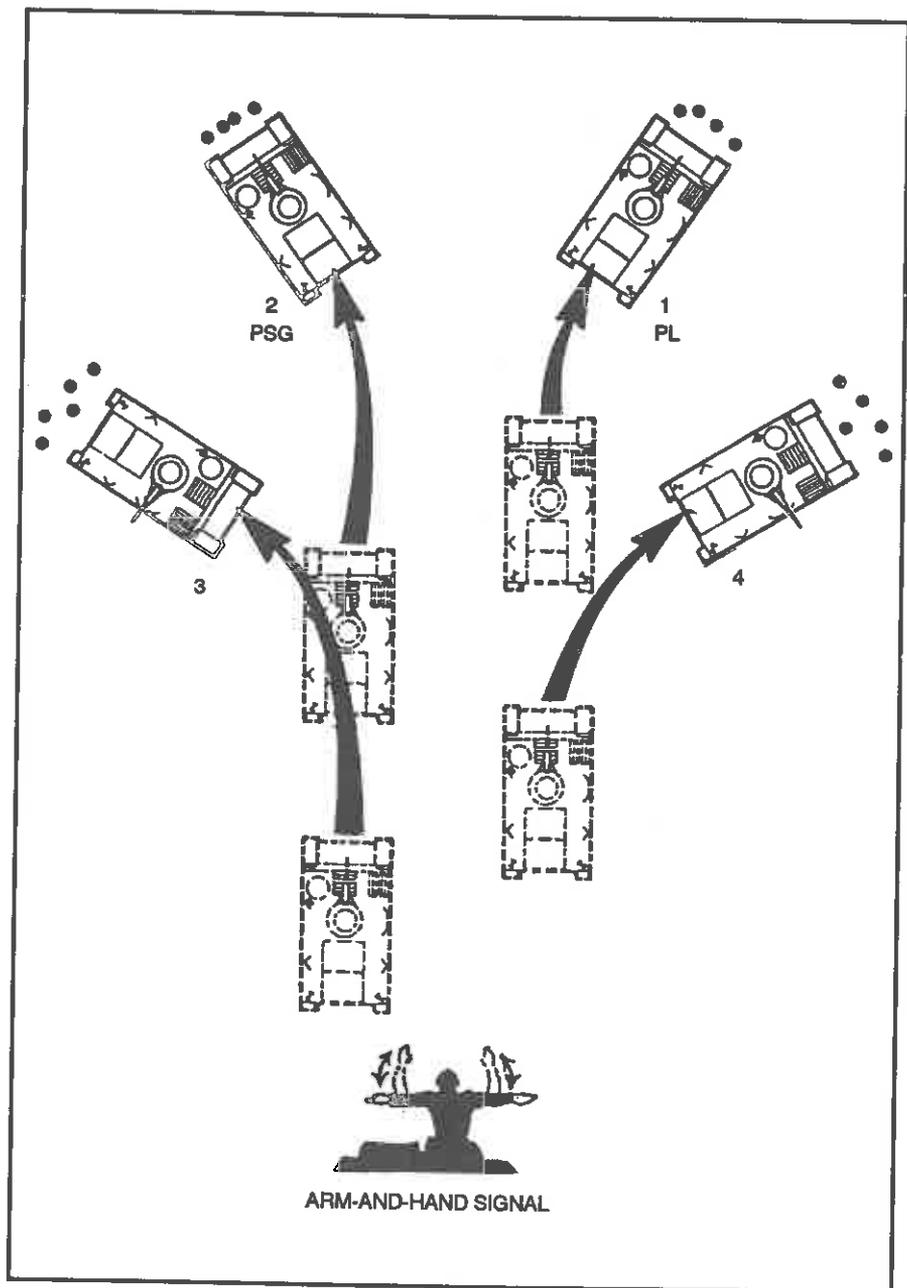


Figure 2-42. Column to herringbone formation.

ARTEP 7-8-DRILL

SUPPORTING INDIVIDUAL TASKS

COMMON TASKS

**STP 21-1-SMCT, Soldier's Manual of Common Tasks, Skill Level 1
(1 October 1990)**

SKILL LEVEL 1

071-331-0803 Report Enemy Information

444-091-1101 Perform Search and Scan Procedures

**STP 21-24-SMCT, Soldier's Manual of Common Tasks, Skill Levels 2-4
(10 January 1989)**

SKILL LEVEL 3

071-331-0820 Analyze Terrain

OPFOR

NONE

CREW DRILL 5

TASK: Execute Action Right or Left (Platoon) (7-3-D237)

CONDITIONS (CUE): The platoon is moving and must execute action right or left.

STANDARDS: The mounted platoon changes direction into a line formation, orienting on the enemy force.

PERFORMANCE MEASURES

1. The platoon leader signals action right or left using arm-and-hand, flags, or radio. (Figures 2-43 and 2-48, pages 2-141 through 2-146.)
2. The drivers immediately execute a turn in the direction indicated while moving into a line formation. The platoon sergeant orients his vehicle on the platoon leader's vehicle.
3. The platoon leader orders the vehicle commanders to seek covered positions for their vehicles or have them continue to move in the direction indicated.
4. Vehicle commanders orient the main weapon toward the enemy and search for targets.
5. The platoon leader determines if it is necessary to dismount the infantry.
6. The platoon leader reports the situation to the company commander, if necessary.

ARTEP 7-8-DRILL

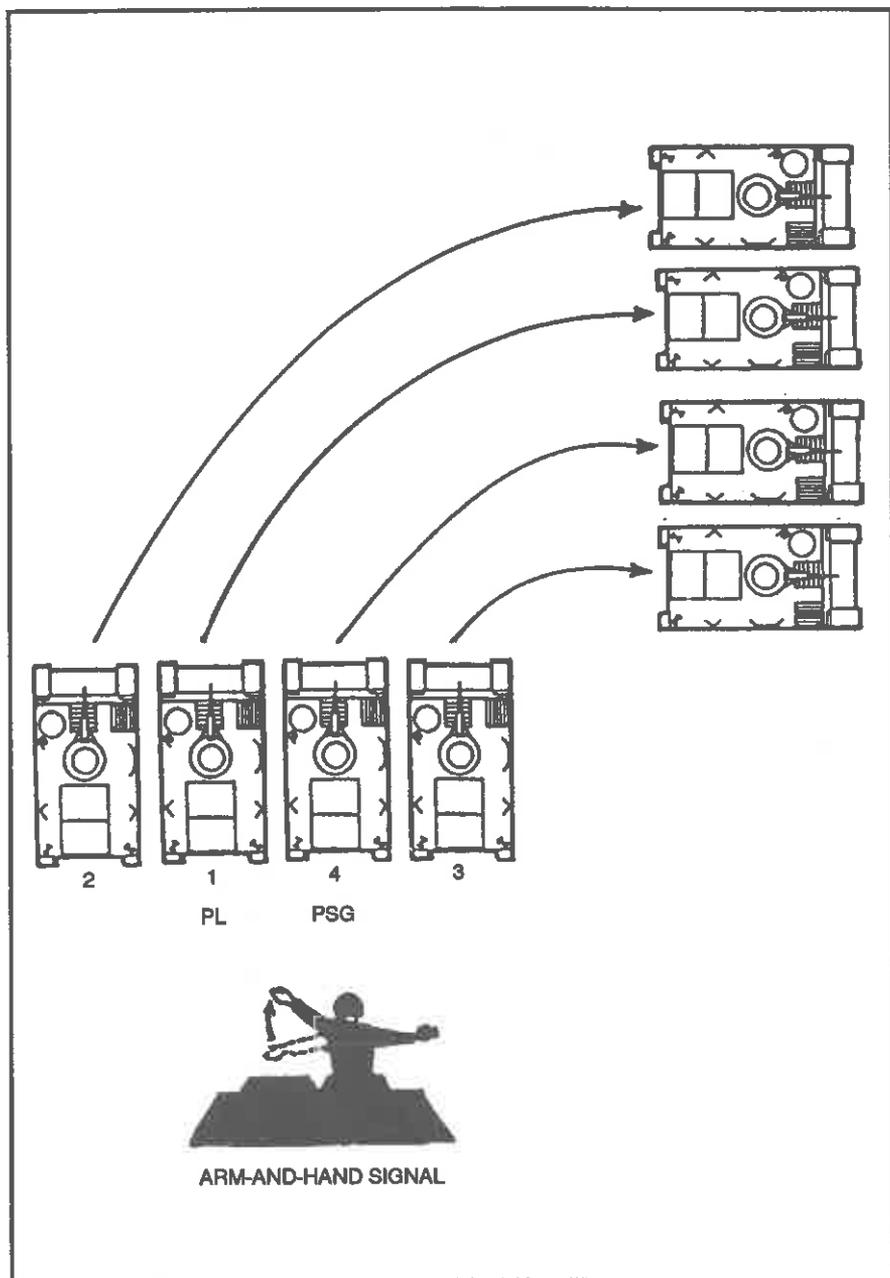


Figure 2-43. Action right from a line.

ARTEP 7-8-DRILL

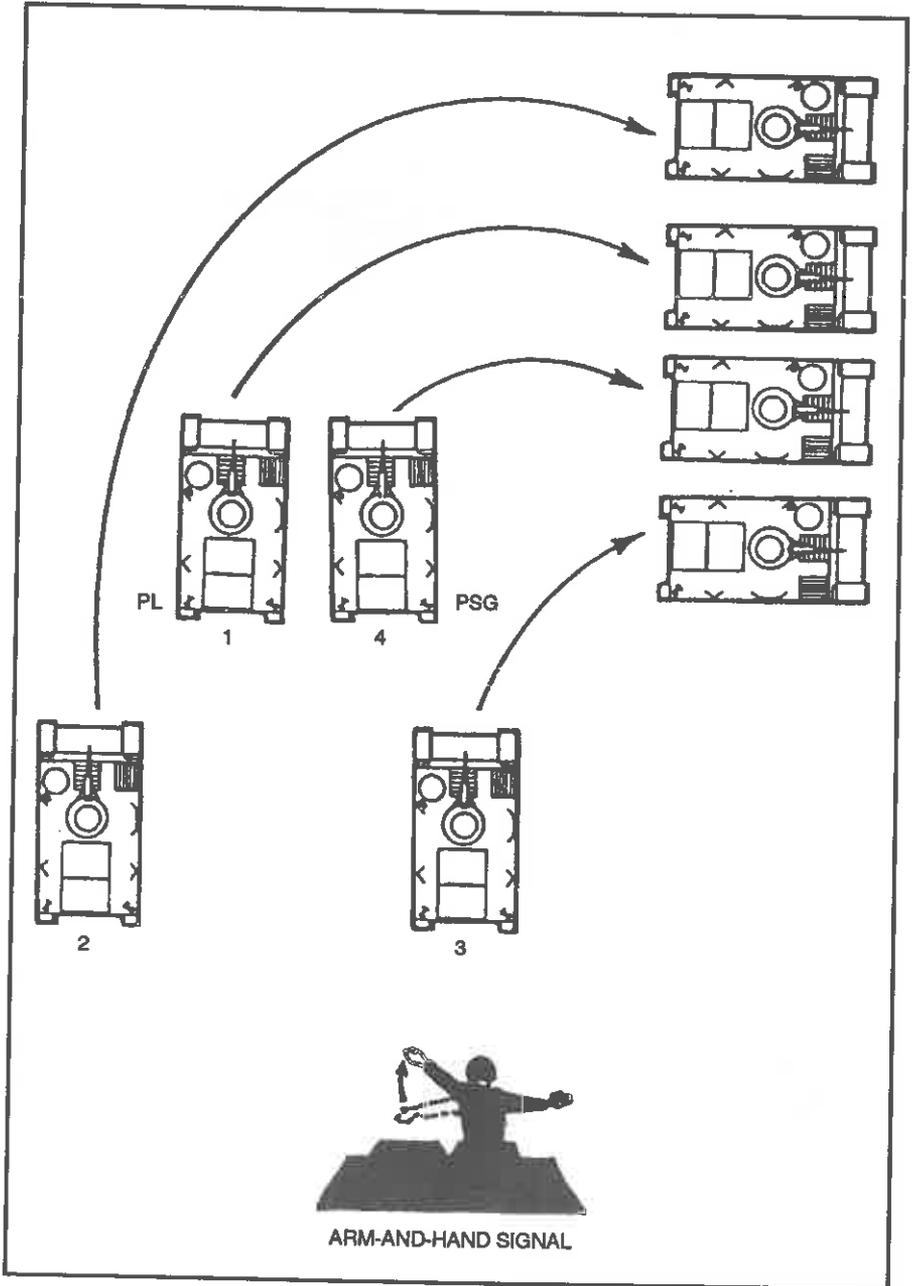


Figure 2-44. Action right from a wedge.

ARTEP 7-8-DRILL

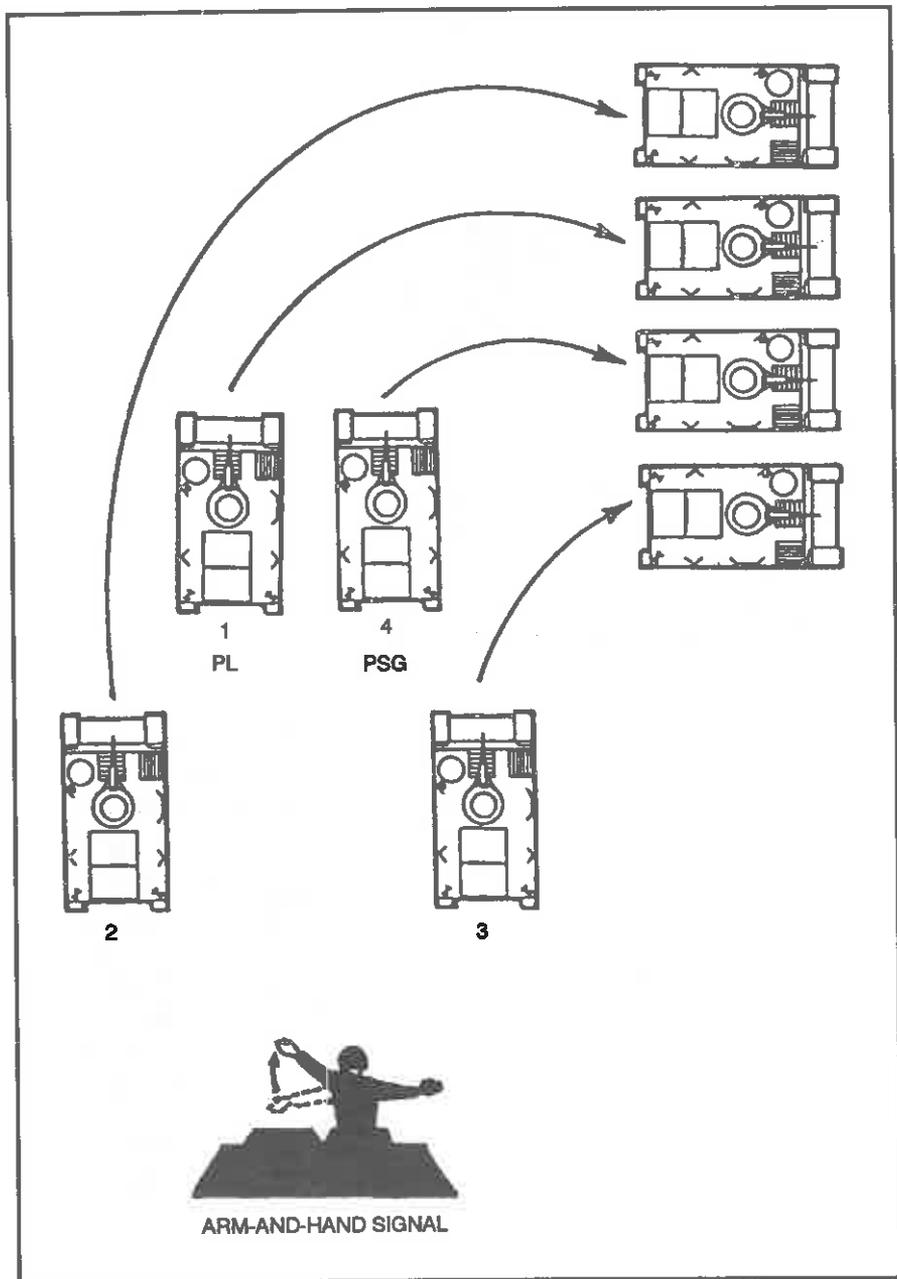
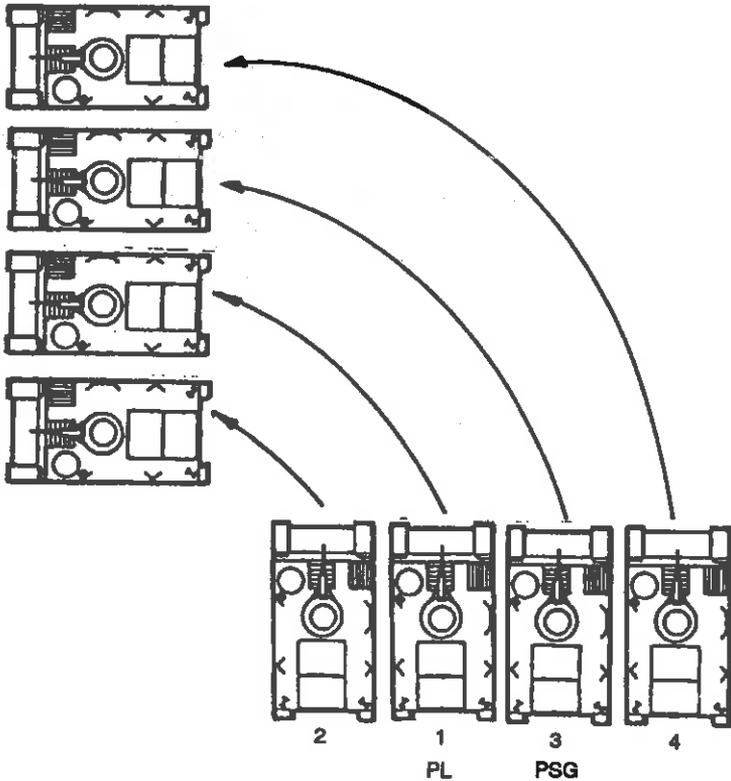


Figure 2-45. Action right from a column.

ARTEP 7-8-DRILL



ARM-AND-HAND SIGNAL

Figure 2-46. Action left from a line.

ARTEP 7-8-DRILL

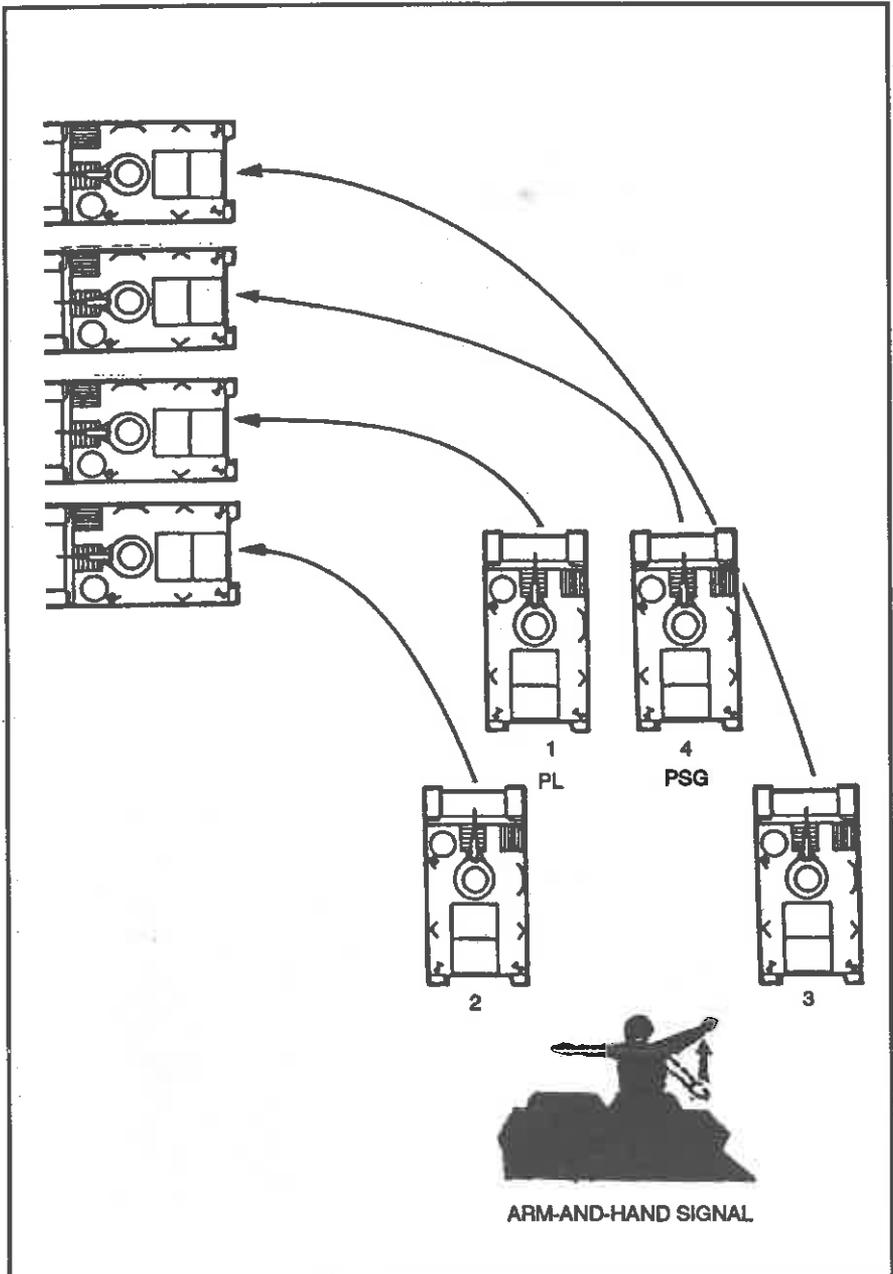


Figure 2-47. Action left from a wedge.

ARTEP 7-8-DRILL

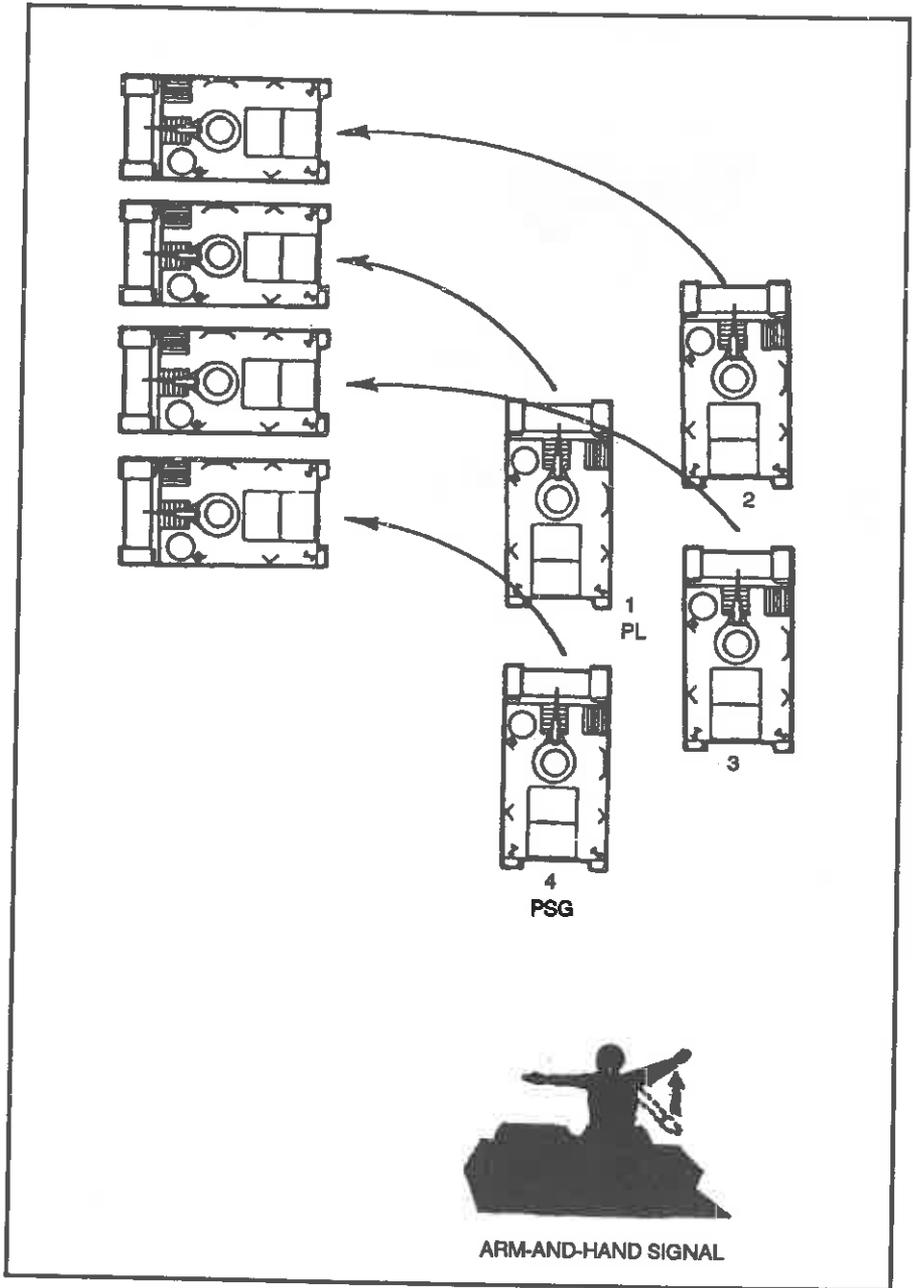


Figure 2-48. Action left from a column.

ARTEP 7-8-DRILL

SUPPORTING INDIVIDUAL TASKS

COMMON TASKS

**STP 21-1-SMCT, Soldier's Manual of Common Tasks, Skill Level 1
(1 October 1990)**

SKILL LEVEL 1

071-331-0803 Report Enemy Information

444-091-1101 Perform Search and Scan Procedures

**STP 21-24-SMCT, Soldier's Manual of Common Tasks, Skill Levels 2-4
(10 January 1989)**

SKILL LEVEL 3

071-331-0820 Analyze Terrain

OPFOR

NONE

GLOSSARY

AAR—after-action review
ACE—ammunition, casualty, and equipment
ammo—ammunition
AR—armored
ARTEP—Army Training and Evaluation Program
asst—assistant
AT—antitank

CAS—close air support
CTC—combat training center

DA—Department of the Army

EPW—enemy prisoner of war

FM—field manual
FO—forward observer
FTX—field training exercise

grn—grenadier

HMMWV—high-mobility, multipurpose wheeled vehicle

IAW—in accordance with

LAW—light antiarmor weapon

METL—mission-essential task list
MILES—multiple-integrated laser engagement system
MOS—military occupation specialty

MQS—military qualification standards
MTP—mission training plan

NBC—nuclear, biological, and chemical
NLT—not later than
NVD—night vision device

OP—observation post
OPFOR—opposing forces

PSG—platoon sergeant

R—rifleman
RATELO—radiotelephone operator
ROE—rules of engagement

SL—squad leader
SM—soldier's manual
SMCT—soldier's manual of common tasks
STP—soldier training publication
STX—situational training exercise

T&EO—training and evaluation outline
TG—trainer's guide
TL—team leader
TM—technical manual

REFERENCES

DOCUMENTS NEEDED

These documents must be available to the intended user of this publication.

ARTEP 7-7-MTP. The Mechanized Infantry Platoon and Squad (APC).
15 March 1985.

*ARTEP 7-8-MTP. Mission Training Plan for the Infantry Rifle Platoon
and Squad. 30 September 1988.

*FM 7-8. Infantry Rifle Platoon and Squad. 22 April 1992.

*STP 7-11BCHM14-SM-TG. Soldier's Manual and Trainer's Guide,
MOS 11B, 11C, 11H, and 11M Infantry, Skill Levels 1/2/3/4.
30 September 1988.

*STP 7-11II-MQS. Military Qualification Standards II Infantry Branch (11)
Company Grade Officer's Manual. 16 July 1991.

*STP 21-II-MQS. Military Qualification Standards II Manual of Common
Tasks for Lieutenants and Captains. 31 January 1991.

*STP 21-1-SMCT. Soldier's Manual of Common Tasks (Skill Level 1).
1 October 1990.

*STP 21-24-SMCT. Soldiers Manual of Common Tasks, Skill Levels 2/3/4.
10 January 1989.

READINGS RECOMMENDED

These sources contain relevant supplemental information.

ARTEP 7-10-MTP. Mission Training Plan for the Infantry Rifle Company.
03 October 1988.

ARTEP 7-20-MTP. Mission Training Plan for the Infantry Battalion.
27 December 1988.

ARTEP 71-1-MTP. Mission Training Plan for Tank and Mechanized
Infantry Company and Company Team. 03 October 1988.

*These sources were also used to develop this publication.

ARTEP 7-8-DRILL

ARTEP 71-2-MTP. Mission Training Plan for the Tank and Mechanized Infantry Battalion Task Force. 03 October 1988.

FM 25-4. How to Conduct Training Exercises. 8 September 1984.

FM 25-101. Battle Focused Training. 30 September 1990.

★U.S GPO: 1999 454-114/10884

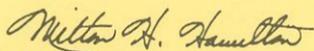


ARTEP 7-8-DRILL
3 NOVEMBER 1993

By Order of the Secretary of the Army:

GORDON R. SULLIVAN
General, United States Army
Chief of Staff

Official:



MILTON H. HAMILTON
Administrative Assistant to the
Secretary of the Army

05251

DISTRIBUTION:

Active Army, USAR, and ARNG: To be distributed in accordance with DA Form 12-12E, requirements for ARTEP 7-8-DRILL, Battle Drill for the Infantry Rifle Platoon and Squad (Qty rqr block no. 0767).