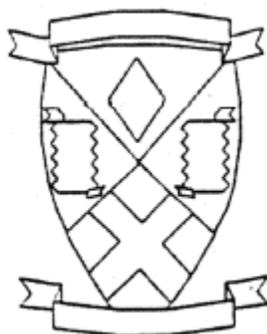


Combat Standing Operating Procedure

**2nd Battalion, 5th Marines
Camp Pendleton, California 92055**

1 January 2000

This publication is part of **Project Leatherneck**, a collection of training aids, references, and research aimed at improving the combat effectiveness of the Infantry Battalion.



If you have any ideas on how to improve this publication, please contact:

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What is an SOP?

1. **An SOP standardizes routine procedures.** This saves time and reduces detailed orders.
2. **An SOP covers only those operations which lend themselves to standardized procedures.**
3. **An SOP establishes common coordination measures between subordinate units.** An SOP addresses only those areas where one subordinate unit interacts with another. SOPs should be carefully written to avoid interfering with the command prerogatives of junior leaders or the internal workings of subordinate units. SOPs should allow subordinate leaders the latitude need to carry out their tasks with initiative.
4. **What an SOP is NOT:**
 - a. An SOP is NOT restrictive. An SOP does not replace tactical judgment, leadership, or common sense. All leaders are expected to make reasonable decisions even if those decisions contradict the SOP. An SOP is never an excuse for failing to act.
 - b. An SOP is NOT all-inclusive. Operations which differ each time they are executed have no SOP.
 - c. An SOP is NOT a regurgitation of published manuals. Standard definitions and standard procedures are NOT repeated.
 - d. An SOP is NOT a checklist. An SOP is NOT doctrine. An SOP does NOT tell subordinate commanders how to act or suggest the “best” techniques as defined by HHQ.
5. **This SOP applies to all operations and to all Battalion units, both organic and attached.**
6. **Company SOPs will conform to this Battalion SOP.**
7. **This SOP is continuously updated.** Submit recommendations and changes to the Battalion Operations Officer.

Chapter 1

Command and Control SOP

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Battalion Task Organization

1. Standard Battalion Annex A:

<u>2d Battalion, 5th Marines</u>	LtCol BACH
COC	Lt AMES
<u>Echo Co</u>	Capt TENNY
<u>Fox Co</u>	Capt MARCAYDA
<u>Golf Co</u>	Capt WOLFE
<u>81mm Mortar Plat</u>	Lt MALONEY
<u>Heavy Machinegun Plat</u>	Lt DAVIS
<u>Anti-Armor Plat</u>	Lt KRUPA
<u>Scout-Sniper Plat</u>	Lt RICHARDS
Log Train	Capt JENSON
BAS	Lt YABLONSKI

2. Notes:

- a. H&S Company is not a tactical unit, and therefore no entry is shown. The four H&S components - BAS, COC, SSP and Log Train are shown as separate independent units.
- b. Weapons Company is not a tactical unit, and therefore no entry is shown. Separate GS elements are shown, as above.
- c. Companies are NOT shown as (REIN) unless *significant* assets are attached. ROs, FOs, and Corpsmen are NOT significant. TACP teams ARE shown if attached.
- d. The BAS usually travels with the Log Train, but it is still a separate unit, with a responsible officer, and a unique mission.

Rifle Company Task Organization

1. Standard Rifle Company Annex A:

<u>Echo Company</u>	Capt TENNY
Co CP	
81mm Mortar FO, Weapons Co	
Artillery FO, Artillery Battery	
Det, Comm Plat, H&S Co	
Det, Med Plat, H&S Co	
<u>1st Plat</u>	Lt BARR
<u>2d Plat</u>	Lt RAPICAULT
<u>3d Plat</u>	Lt PUTTROFF
<u>Aslt Sect</u>	Sgt WILSON
<u>Mort Sect</u>	Sgt RUDER
<u>MG Sect</u>	Sgt COOPER
Log Section	GySgt SPECTOR

2. Notes:

- a. Weapons Platoon is not a tactical unit, and therefore no entry is shown. Weapons sections are separate GS units unless attached to platoons.
- b. Because the Co CP attachments are standard, as shown above, they do NOT need to be shown on each Annex A created for a specific mission. This does NOT include FACs. A TACP attachment is non-standard, and therefore must be shown on each Annex A.

Succession of Command

1. **The Battalion Commander is succeeded by the Bn XO, followed by the next senior USMC unrestricted line officer.**
2. **Procedure for assuming command:** On Bn Tac-I, the new commander makes an ALL STATIONS call. "This is Major Everly. LtCol Wavell has been evacuated. I command the Battalion." After all stations respond, he repeats the call to HHQ.

Headquarters Echelons

1. **The configuration of the Battalion Headquarters changes with the mission.** The configuration of the Headquarters facilities change with the means of transportation. There are three elements of the Headquarters: the COC, the Log Train and the BAS. By definition, the Command Post is wherever the Commander is located.
2. *See Battalion COC SOP.*

Orders Group SOP

1. **The Battalion Orders Group refers to both the people involved and the procedures used for issuing Battalion operations orders.**
2. **The minimum Orders Group consists of the Battalion Commander and his immediate subordinate unit commanders.** The standard Orders Group however, includes all commanders, all primary staff officers and the Sergeant Major. Optional attendees include special and assistant staff officers, SNCOs, and key small unit leaders.
3. **The standard Orders Group meets around a terrain model at the Battalion COC.**

Standard Units of Measure

1. **Standard Time is GPS Local.**
2. **Standard Ground Distance is measured in Meters (m) or Kilometers (k).**
3. **Standard Altitude is measured in Feet MSL (Mean Sea Level).** Note that some fire support procedures require altitude in meters and some maps have contour intervals in meters.
4. **Standard Azimuth is Degrees.** To avoid confusion, “Magnetic” or “Grid” is always stated. Note that some fire support procedures require azimuths in mils.
5. **There is NO standard horizontal datum.** For each operation, a map and a standard horizontal datum are selected: “Standard datum for this mission is WGS-84.” This datum is then used by all supporting agencies. All GPS receivers need to be programmed to the mission-specific horizontal datum.
6. **Standard locations are six-digit Military Grid Reference System (MGRS) grids.** When working with supporting arms, the two-digit prefix is used: MG 665 432

Control Measures SOP

1. Ground Control Measures. *See Figure 1-1.*
 - a. **Phase Lines are Colors: PL GREEN.**
 - b. **An Axis of Advance is a Male First Name. Axis STEVEN.**
 - c. **Routes are States: CALIFORNIA.** Route names are generally assigned so that the northernmost route is the northernmost state.
 - d. **Assembly Areas are single-digit Numbers: AA 2.**
 - e. **Objectives are two-digit Numbers, in multiples of ten: OBJ 20.**
 - (1) Subordinate objectives within a battalion objective are numbered in the same decade: 21, 23, 27. These assignments can be made by Bn or a subordinate unit.
 - (2) Trenchlines and complex defensive positions are numbered as objectives: OBJ 50. Individual positions are then numbered in the same decade: 51, 54, 57.
 - (3) Groups of buildings are numbered as objectives: OBJ 90. Individual buildings are then numbered in the same decade: 91, 97, 99.
 - f. **Checkpoints are three Characters, two digits followed by a letter: CP 33T.** To avoid confusion, the letters D, I, O and Q are generally NOT used.
 - (1) Subordinate units are allocated the letters E, F, G, H, W, and S.
 - (2) When working with 5th Marines, the Battalion will use Regimental checkpoints. 5th Marines Regimental SOP assigns 2/5 checkpoint numbers between 20 - 29.
 - g. **Obstacles are two-characters, one letter and one numeral: Obstacle B1.** The first letter corresponds to the type of obstacle, **B**locking, **D**isrupting, **T**urning, or **F**ixing.
 - h. **Windows and Doors are two-characters, one numeral and one letter: 3C.** The number of the floor followed by the specific window or door, counted alphabetically from the left.
 - (1) The sides of buildings are designated by the direction they face. North or **WHITE**, South or **BLACK**, East or **BLUE**, and West or **RED**.
 - (2) Buildings are designated by two-digits: Building 97. See paragraph e.(3), above.

2. Weapons Control Measures

- a. **Target Reference Points are two-digit Numbers: TRP 41.** All the TRPs in a single sector are numbered in the same decade: TRP 41, TRP 44, TRP 49.
 - (1) TRPs that correspond to an objective are given the same number: OBJ 22 - TRP 22. See paragraph 1.e., above.
 - (2) Company TRPs start with the company letter: TRP E21.
- b. **Engagement Areas are Cats: EA PUMA.**
- c. **Battle Positions are two-digit Numbers: BP 55.** All the BPs supporting a single engagement area are numbered in the same decade: BP 51, BP 53, BP 55. The second digit indicates the unit. A single unit occupies BP 31, BP 41, and BP 51.

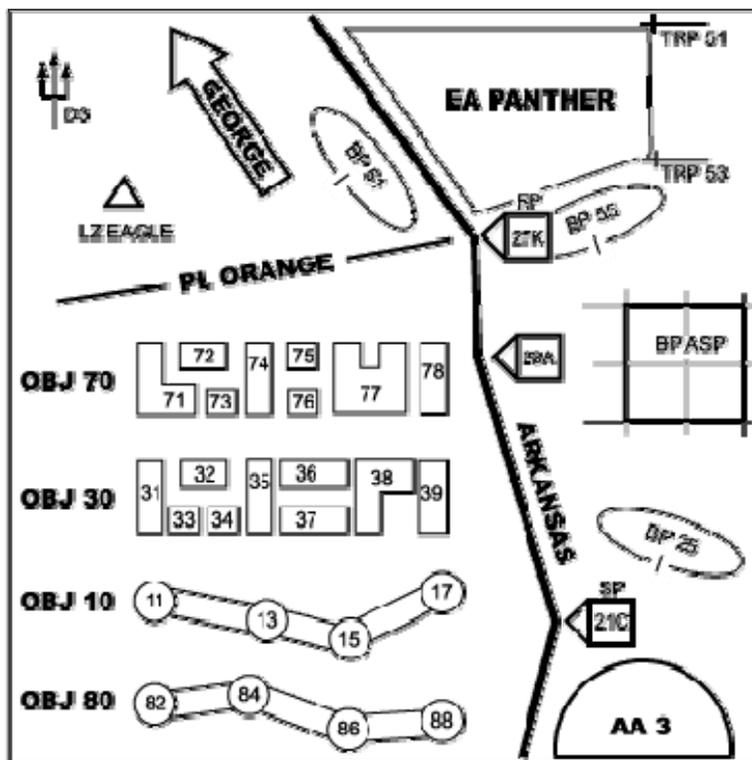


Figure 1-1. Sample Overlay.

3. Air Control Measures

- a. **LZs are Birds: LZ CANARY.**
- b. **Attack Helicopter Battle Positions are Snakes: BP COBRA.**
- c. **Helicopter Routes are States: MICHIGAN.** Route names are generally assigned so that the northernmost route is the northernmost state. Control points within the route are

named for cities within that state.

- d. **Airspace Coordination Areas are Female First Names: ACA EDNA.** 5th Marines Regimental SOP assigns 2/5 ACAs starting with letters E, F, G or H.

4. Intelligence Control Measures

- a. **Named Areas of Interest (NAIs) and Target Areas of Interest (TAIs) are three digit numbers.**

(1) NAIs and corresponding TAIs are assigned the same number: NAI 201 - TAI 201.

(2) NAIs and TAIs that apply to a particular phase are numbered within the same century: TAI 201, TAI 202, TAI 203.

- b. **Decision Points (DPs) are three digit numbers.** The Decision Point symbol is a star.

Unit Identification SOP

1. Unit Color Codes:

ORANGE	Echo Co
BLUE	Fox Co
GREEN	Golf Co
YELLOW	Weapons Co
RED	H&S Co
WHITE	Attachments

- a. Unit color codes are used to identify equipment, units, and positions.
- b. Individual and unit equipment is marked so it can be transported separately. Casualty equipment accountability is maintained. Seabags and boxed equipment is marked with colored tags or tape.
- c. Units are marked. Vehicles are marked so guides can identify them for convoys, obstacle crossings, passage of lines and assembly areas.
- d. Positions are marked. Quartering Party personnel used colored tags, tape, and chemlites to mark guides, release points, contact points, routes, and unit positions. Unit boundaries are marked for Passage of Lines, Relief in Place, and Assembly Area Operations.
- e. Units maintain their own supply of tags, tape and colored chemlites:

BLUE	NSN 6260-01-178-5560
GREEN	NSN 6260-01-074-4229
YELLOW	NSN 6260-01-196-0136
RED	NSN 6260-01-178-5559
WHITE	NSN 6260-01-218-5146
Chemlite Holder	NSN 6260-01-196-0637

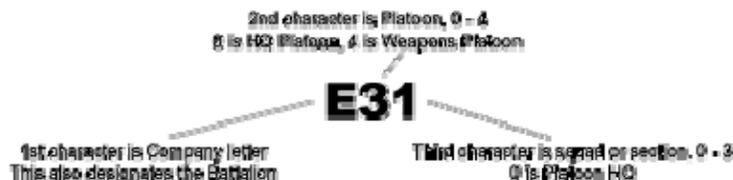
Chemlites are taped so that only a quarter of the diameter is visible, making it directional.

2. Standard Battalion Serials:

2000 - 2099	Battalion
2100 - 2199	H&S Co
2200 - 2299	Echo Co
2300 - 2399	Fox Co
2400 - 2499	Golf Co
2500 - 2599	Wpns Co
2600 - 2699	81mm Mort Plat
2700 - 2799	Attachments
2800 - 2899	Attachments
2900 - 2999	Attachments

- a. Standard unit serials are four-digit numbers between 2000 and 2999. This scheme parallels standard target assignment numbers. Serial numbers are used for all movement: helicopter, convoy, and amphibious operations.
- b. Helicopter and AAV serials are numbered with respect to the embarked Marines. Mixed-unit serials are numbered with respect to the serial commander.

3. **Standard Tactical Numbers.** See Figure 1-2.



- a. Weapons Company 1st character is '7.' H&S Company 1st character is '2.' These commanders assign internal designators to their tactical, vice administrative, units.
- b. Tac numbers are used for Callsigns, Equipment Marking, and Vehicle Marking. See *Regimental SOP: Tactical Markings for MAGTF Units.*

Rifle Company

HQ Plat	Q01	Q02	
1st Plat Q10	Q11	Q12	Q13
2nd Plat Q20	Q21	Q22	Q23
3rd Plat Q30	Q31	Q32	Q33
Wpns Plat Q40	Q41	Q42	Q43

→ → →

Figure 1-2. Standard Rifle Company Tactical Numbers.

Standard Radio Procedures

1. **Actuals talk to actuals.** Battalion radio reports are informal. Transmissions between actuals benefit from voice recognition and situational awareness.
2. **Messages are informal.** No Priority, No DTG, No From-To are used.
3. **Eavesdropping is encouraged.** This practice aids situational awareness.
4. **BDA is given in narrative form.** Number codes are NOT used.
5. **Responsibilities for establishing communications are as follows:** Higher to Lower, Supporting to supported, Left to Right, Rear to Front. Restoration of comm breakdowns is a *mutual* responsibility.
6. **DS elements guard Bn Tac-I.** This avoids the requirement to communicate on HHQ Tac.
7. **The Collective Callsign is ALL STATIONS.** Generally, only the Bn COC initiates.
 - a. The sequence of response is rifle companies, weapons company GS platoons, attachments, if present, and Log Train. Changes to this sequence are briefed. There is a one-to-one relationship between the Annex A and Bn Tac-I stations.
 - b. ALL STATIONS is generally used only to pass information. The response is “Fox, ROGER, OVER.” To request information, each station is contacted directly.
8. **CONTACT! WAIT, OUT** is the standard transmission upon enemy contact.
9. **EMCON conditions are as follows:**

EMCON I	All electromagnetic equipment may operate
EMCON II	No radars. Bn Tac-I only.
EMCON III	No radar or radios may operate

Radio Nets SOP

1. Standard Battalion Nets:

Net	Type	Net ID	Purpose
Bn Tac-I	VHF		Bn Command
Bn Tac-II	VHF		Bn Log Support, Alt Command
81 COF	VHF		81 Conduct of Fire
Arty COF	VHF		Arty Conduct of Fire
TACP Local	VHF		FAC / AirO Coord
TAD	UHF		CAS
TAR	HF		Air Requests
Bn Intel	VHF		SSP / S-2 Intel Reporting

2. **Standard Unit Nets.** All Battalion units are assigned an internal VHF Tac. The S-6 assigns a VHF Tac to BAS and Log Train. Battalion units are assigned a series of channels for internal use.

Callsign SOP

1. **For external comm with HHQ on secure nets, plain language call signs are used:**
 “5th Marines, this is 2/5.”

2. **Battalion Internal Callsigns are plain language:**

Unit	Callsign	Suffix
Bn	2-5	
Fwd COC	2-5	Forward
Main COC	2-5	Main
Log Train	2-5	Log Train
BAS	2-5	BAS
SSP	Shadow	1, 2, 3, 4 (Team Number)
Echo	Echo	(Standard Unit Designators)
Fox	Fox	(Standard Unit Designators)
Golf	Golf	(Standard Unit Designators)

3. **Battalion Individual Callsigns are plain language:** S-1, S-3, X0, S-4C, S-6. The CO is “2-5 Actual.”

Reports SOP

1. Report procedure:

- a. State the report. “2-5, this is F20. SPOTREP, over.”
- b. Transmit the report. The two methods are:
 - (1) Line-by-Line. “Line Alpha, Seventeen. Line Bravo, Moving East...”
 - (2) Narrative Form. “I see seventeen soldiers, moving east...”

Between actuals, the narrative form is preferred. Between operators, the line-by-line form is preferred. If any line of a standard report does not apply, skip that line. Do NOT say “NA” or “BLANK.”

2. Report Requirements

Report	Net:Bn Tac	Due	Receive for Action	Format Note
Operational Reports:				
POSREP	I	As Required	S-3 / FSC	a.
SITREP	I	As Required	S-3	b.
Intelligence Reports:				
SPOTREP (SALUTE)	I	As Required	S-2 / S-3	c.
SHELLREP	I	As Required	S-2 / FSC	d.
Logistical Reports:				
LOGSTAT	II	1600 Daily	S-4	e.
Rapid Request	II	As Required	S-4	f.
Ground MedEvac Req\	II	As Required	S-4	g.
Air MedEvac Req	TAR/HR	As Required	DASC	h.
Personnel Reports:				
PERSTATREP	II	1600 Daily	S-1	i.
CASREP	II	As Required	S-1	j.

3. Report Formats

a. **POSREP.** Position Report. “POSREP. 654 323, over.”

A. 654 432 (Six-digit grid)

- (1) Locations of units can be reported three ways: Grid, Encrypted Grid, or Reference.
- (2) Unencrypted six-digit grids are passed on covered nets.
- (3) Reference method uses a distance east or west and north or south of a known reference.

In *Figure 1-3*, the position of Echo Company is given in reference to Checkpoint 27K: “POSREP. From 27K. 1400 EAST, 500 NORTH, over.”

The unit of measure is meters. If a unit is close to a checkpoint, is simply reports, “POSREP. 27K, over.”

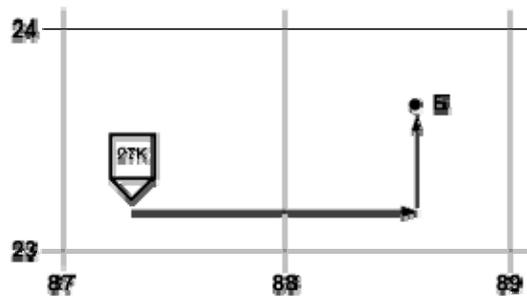


Figure 1-3. POSREP in Reference to a Checkpoint.

- (4) If a unit is moving along a road: “POSREP. From 27K, 600 South along road.” In this example, “South” does not mean due south but south along the road.
- (5) Directions other than cardinal north, south, east and west are NOT used. “POSREP. From 27K, 1100 South by Southwest.” is a meaningless report.
- (6) Units can reference Battle Positions, Targets, Phase Lines and other control measures.
- (7) Unless specified, POSREPs are understood to be the position of the lead element. Alternative POSREPs can specify flanks or command posts.
- (8) On uncovered nets, Enemy locations are NOT given using friendly control measures.

b. **SITREP.** Situation Report.

- A. POSREP
- B. Situation (Narrative)

- (1) The SITREP is the general purpose report. A unit exchanging fire with the enemy sends a SITREP. Initial casualty reports are passed using a SITREP.
- (2) SITREP is formalized at battalion level. *See 5th Marines Regimental SOP.*

c. **SPOTREP**

- A. POSREP
- B. Size
- C. Activity
- D. Location
- E. Unit
- F. Time
- G. Equipment
- H. Action Taken (Narrative)

- (1) SPOTREP is used to report enemy sightings. The SALUTE format is used.
- (2) Report specific numbers of enemy soldiers or vehicles, do not say “squad” or “platoon”.

d. **SHELLREP.** Shell and Bomb Report. Brevity Code SNOWSTORM.

- B. Location
- C. Azimuth to guns (flash or bang)
- D. Time attack started
- E. Time attack ended
- F. Area affected
- G. Number and type of rounds
- H. Nature of fire
- I. Number and type of caliber
- J. Flash to bang time
- K. BDA

- (1) For BDA, number codes are NOT used. Use narrative form.
- (2) SHELLREP is used when a unit receives any indirect fire.

Z. Fixed Wing Air Drop?

(1) Numbers and Types of supply are not coded or encrypted. *See Chapter 5 Combat Service Support SOP.*

(2) Mandatory fields, A, B, C, T, U, W, Y, are **bolded**.

g. **Ground MedEvac Request**

A. Unit Position Report

B. Number of Urgent, Priority, and Routine Casualties

(1) MedEvac Request is sent to Log Train when requesting vehicle evacuation.

(2) Casualty numbers are sent as three numbers: "I have zero, zero, and two casualties."

h. **Air MedEvac Request**

A. POSREP

B. Size of LZ

C. Obstacles

D. Wind

E. Marking of LZ

F. Friendly Positions

G. Enemy Positions

H. Direction and last time of enemy fire

I. Direction helicopters are cleared to fire

J. Number of Urgent, Priority and Routine Casualties

(1) *See Chapter 9 – Air MedEvac SOP.* A mission-specific MedEvac plan, written by HHQ, guides all air evacuation evolutions.

(2) Casualty numbers are sent as three numbers: "I have one, zero, and two casualties."

i. **PERSTATREP.** Personnel Status Report

A. MO / ME / NO / NE

B. Attachments MO / ME / NO / NE

C. Explanation of differences (Narrative)

(1) MO is Marine Officers. ME is Marine Enlisted. NO is Navy Officers. NE is Navy Enlisted.

(2) Companies and separate units will provide PERSTATREPS to the S-1 prior to beginning operations, daily at 1600 during operations, and on conclusion of operations.

j. **CASREP.** Casualty Report.

- A. Full Name
- B. SSN
- C. Location
- D. Type of Injury
- E. Portion of Body
- F. Status of Evacuation
- G. Method of Evacuation
- H. Activity that Marine was engaged in

(1) Casualty Reports are submitted as soon as possible. This report is for accountability.

(2) For medical evacuation: *See Ground MedEvac and Air MedEvac Requests.*

4. **Other Reports**

- a. The following NBC reports are addressed in Chapter 6:

NBC-1 Report

NBC-2 Report

NBC-3 Report

NBC-4 Report

NBC-5 Report

- b. The following Engineer Reports are addressed in Chapter 7:

Intent to Lay Minefield Report

Initiation of Lay Report

Completion of Minefield Report

Signal Communications SOP

1. **Daytime visual signals** are flares, pyrotechnics, panels, flags, and hand-and-arm signals. Commanders should select color signals based on the following general guidance from 5th Marines:

GREEN	Open Fire, Start Event, First Vehicle
WHITE	Shift Fire, Change event
BLUE	Middle Vehicle
RED	Cease Fire, Stop Event, Last Vehicle, Need Aid
YELLOW	Coordination

2. **Night visual signals** are flares, pyrotechnics, lights, and IR signals. *See Chapter 6 of Night Combat in Infantry Units* for standard night marking SOPs.
3. **Sound signals** are whistles, sirens, bells, horns, explosives and noise making devices.

CONTINUOUS Short Blast	Air Attack
CONTINUOUS Long Blast	Ground Attack
METAL on METAL	NBC Alert

4. Any signal requiring a succession of specific pyrotechnics or a combination of colors should be avoided.

Challenge and Password

1. **Standard Challenge and Password is issued on the CEOI.** Subordinate units will not issue local challenge and password.
 - a. Primary Challenge and Password is two words, one is used in the challenge sentence, the second to be used in the password sentence.
 - b. Alternate Challenge and Password is an odd number. One number is used in the challenge sentence, one number is used in the password sentence. The sum of these two numbers is the Alternate Password number.
 - c. Running Password. A single word or phrase.
2. **Challenge and Password changes on a daily basis.**

Chapter 2

Intelligence SOP

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2002. Counterintelligence SOP	2-2
2010. EPW SOP	2-3
2020. Scout-Sniper SOP	2-4

Intelligence Reports SOP

1. **All combat reports are intelligence reports.** Any enemy observation or contact is combat information that is reported to the Battalion: SITREPs, SALUTE reports, Calls for Fire, SNOWSTORM, and End of Mission BDA. The FSC and S-3 pass these reports to the S-2.
2. **Enemy reports must focus on details.** Report numbers observed, not unit size. Report specific equipment. Do not exaggerate. *See Chapter 1 – Reports SOP.*

Dissemination SOP

1. **Immediately prior to H-Hour, an 'Intel dump' window is established.** The S-2 *pushes* the latest intelligence to Battalion units on Bn Tac-I during this comm window.
2. **During operations, the S-2 *pushes* intelligence to Battalion units on Bn Tac-I as needed.** Additional 'Intel dump' windows may also be established.
3. **The S-2 disseminates intelligence by pull in response to requests on Bn Tac-I.** The Bn Intel Net is the backup net for intel requests.
4. **Scout-Sniper Teams pass information directly to companies on Company Tac nets.** *See Scout-Sniper SOP.*

Counterintelligence SOP

1. **The S-2 supervises Battalion counterintelligence efforts.** The S-3 plans deception, counterreconnaissance, and operations security measures.
2. **Counterintelligence Measures are the responsibility of every Marine.**
 - a. Denial. All orders, CEOIs, and maps with overlays are secured at all times. All individuals who are not confirmed friendly are potential intelligence collectors for the enemy.
 - b. Detection. All Marines report indications of enemy intelligence efforts in order to neutralize enemy collection, sabotage, subversion, and terrorism.

EPW SOP

1. **Four element of the Battalion handle EPWs and detainees:**
 - a. The **capturing unit** disarms, searches, and tags EPWs.
 - b. The **S-4** transports EPWs to the Battalion EPW Collection Point.
 - c. The **Headquarters Commandant** establishes and runs the Battalion EPW Collection Point.
 - d. The **S-2** exploits EPWs by interrogation and coordination with HHQ and ITT.
2. **Prisoners and detainees are handled correctly.**
 - a. **Search** for weapons and documents. Do not remove unit patches or insignia.
 - b. **Segregate** by nationality and sex, officers, NCOs, political prisoners, and armed civilians.
 - c. **Silence.** Prevent communication between prisoners.
 - d. **Speed** to the rear. Combat units do NOT keep prisoners for any length of time.
 - e. **Safeguard.** Keep civilians and Marines from harming prisoners.
 - f. **Tag all EPWs using AE Form 1301.** Each unit carries a prisoner handling kit issued by the S-2. If tags are unavailable, record time, date, and circumstances of capture.
 - (1) Label each prisoner and his materials with same serial number. Use unit serials.
 - (2) Tag all weapons, documents, and communications equipment. If equipment cannot be evacuated, record as much detail as possible and forward that to the S-2. If equipment cannot be guarded, destroy it.
3. **Interrogation will be conducted at the lowest level with ITT support.** Companies with attached ITT assets conduct interrogation prior to evacuating EPWs. Information acquired from interrogations is forwarded to the S-2.
4. **Companies may conduct hasty interrogations of EPWs if interrogators are not available.** Confine questions to: unit identification, numbers of personnel, weapons, and vehicles in that unit, individual's mission, and unit's mission. Further exploitation of prisoners will be conducted only by trained intelligence personnel.

Scout-Sniper SOP

1. **Scout-Sniper teams link up with other Battalion units as per Battalion SOP.** *See Chapter 3 – Linkup SOP.*
2. **Scout-Sniper teams plan Exit and Entry of friendly lines directly with the Forward Unit Commander (FUC).** Entry and Exit of Friendly lines is avoided if possible. Each plan includes a no comm reentry. Entry and Exit should be with the same unit if possible.
3. **The SSP Commander plans R&S fire support with the FSC.** Comm with fire support agencies is coordinated. RFAs are established. Scout-Sniper teams will not move out of an RFA without notifying the SARC or supported unit.
4. **Scout-Sniper teams provide route overlays to the SSP Commander or supported unit commander.**
5. **Two man teams can operate without resupply for three days.** Four man teams for five days. Resupply is avoided, if possible. Resupply missions can be Cache or Unit Resupply.
6. **Scout-Sniper teams operate in GS of the Battalion.** When ordered, Scout-Sniper teams are assigned DS to a single company. In either GS or DS, the Scout-Sniper team contacts companies on their Company Tac to pass key information.
7. **Precision fire missions in support of a company operation are controlled by the company commander.** The standard Sniper and Supported Unit Commander dialogue is as follows:

Sniper: “FOX 6, this is SHADOW 1, over.”

FOX 6: “SHADOW 1, this is FOX 6.”

Sniper: “I have a crew-served weapon at 128 457. Request permission to fire, over.”

FOX 6: “Fire when ready, over.”

- a. A negative response would be: “Shadow 1. Negative, negative, over.”
To stop an already approved mission: “Shadow 1, this is FOX 6. Cease fire, over.”
- b. If the sniper mission is not cleared, the sniper should be advised when or if the mission will be cleared. This should be event driven: “Shadow 1, engage radio operator when my assault element reaches Checkpoint 45F, over.”
- c. The command “Fire when ready” is preferred. The sniper will shoot when he has a high probability of a one-shot kill.

Chapter 3

Operations SOP

Operational Movement

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Manifest SOP

1. **Manifest procedures are identical for all movements.** Manifest procedures are identical for all types of movement and all levels of movement: strategic, operational, or tactical.
2. **Stick leaders are responsible for manifesting their sticks.** One manifest is turned over to the MACO prior to loading.
3. **Manifests contain the following minimum information:** *See Figure 3-1.*
 - a. **Serial #** corresponds to the Serial Assignment Table. See *Chapter 1 – Unit Identification SOP* for standard Battalion serials.
 - b. **Number** corresponds to the number of Marines assigned to the serial.
 - c. **+ / -** designates adds (or drops).
 - d. **Total** indicates the total number of Marines at flight time.
 - e. Individual Marine information consists of last name, rank, last four digits of SSN, and blood type.

Serial Number	Planned Stick Size	New Total Stick Size
2202	12 - 6 = 6	
Johson	Cpl	6789 O+
Mulhada	LCpl	2343 O+
Smith	LCpl	3522 A-
Chang	PFC	6512 O-
Goldman	LCpl	9503 O+
Matregrano	Pvt	6683 A-

Index Card —————

————— **Name, Rank, SSN, Blood**

Figure 3-1. Manifest Card.

Route Marking SOP

1. **All route markers are placed on the left side of the road such that drivers always keep markers to their left.** A route is marked at critical points: intersections, ford sites, and turns. A route is marked in one direction only. See Figure 3-2. Figure 3-4 is a sample route.

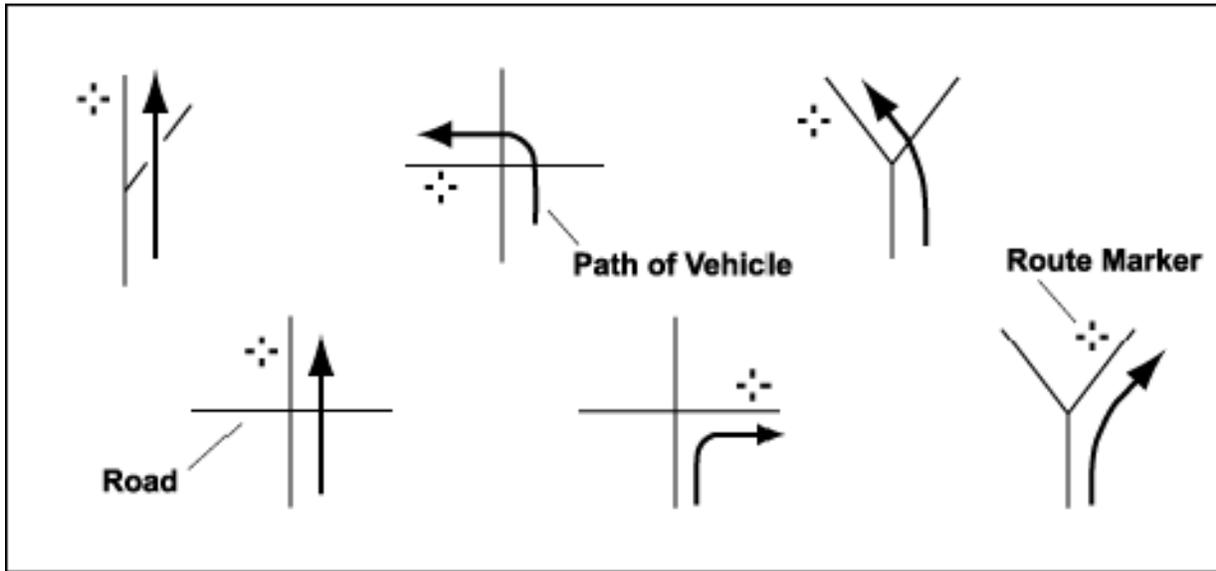


Figure 3-2. Marking Intersections.

2. **The standard marker is an engineer stake.** A white engineer tape streamer is used in daylight. A chemlite secured to the convex side of the stake is used at night. Two streamers or two chemlites indicate a checkpoint. See Figure 3-3.

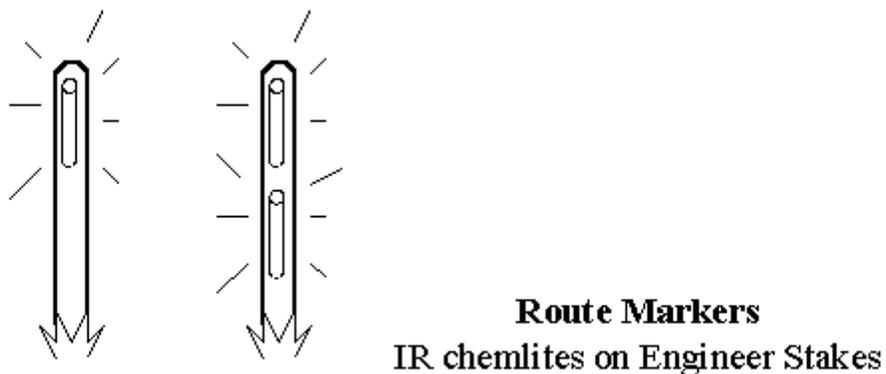


Figure 3-3. Route Markers.

3. **The Headquarters Commandant maintains a route marking kit. Weapons Company maintains (3) route marking kits.** A vehicle at the rear of the convoy is designated to collect all markers.

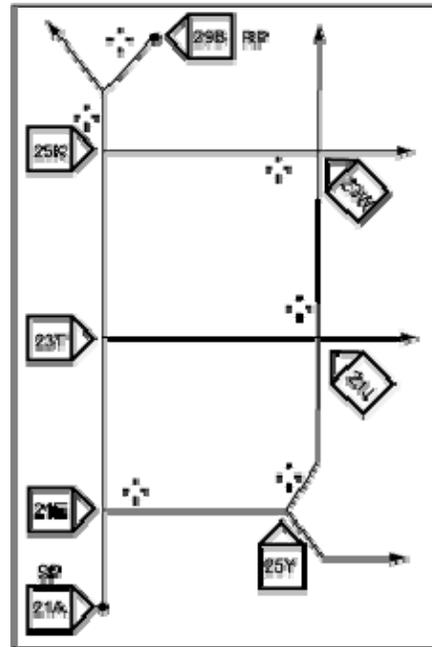


Figure 3-4. Sample Marked Route.

Route Reconnaissance SOP

1. **A Route Reconnaissance Party selects and prepares a route for the Battalion.**
 - a. Marks the Route. *See Route Marking SOP*. Notes trafficability. Select ford sites, halt sites, and refuel sites.
 - b. Emplaces Guides if needed.
 - c. Selects a RP and AA.
 - d. If time and distance permit, the Route Reconnaissance Party returns to the Start Point to lead the movement.
2. **Composition**
 - a. Any Battalion unit can be assigned a route reconnaissance. Only the Headquarters Commandant and Weapons Company platoons, however, have route marking kits.
 - b. The standard Bn Route Reconnaissance Party includes:
 - (1) HQ Element. OIC is H&S Co Commander. UMCC is H&S Co 1stSgt.
 - (2) Route Reconnaissance Party. Led by H&S Co GySgt.
 - (3) Security Element.
 - (4) Quartering Party. Composed of the quartering parties from each subordinate unit. The Quartering Party prepares the Bn AA. *See Quartering Party SOP*.

Convoy SOP

1. **A convoy is a tactical unit.** All elements report to the OIC. Units within the convoy are task-organized. A convoy can be a single serial or multiple serials.
2. **The standard convoy procedure is:**
 - a. Issue a Warning Order. At minimum, include: Task Organization, Mission, & Destination.
 - b. Conduct a Route Reconnaissance. Time permitting, a Route Reconnaissance Party recons the route. *See Route Reconnaissance SOP.* The route may be marked. *See Route Marking SOP.* At minimum, a hasty map reconnaissance is conducted.
 - c. Issue the Convoy Order. The convoy commander prepares the convoy order using the standard five-paragraph format. *See Figure 3-5.* A strip map is issued which includes SP, RP, route, checkpoints, and other control measures. *See Figure 3-6.*
 - d. Execute the Convoy.
3. **Halt Procedures.** During halts, the convoy commander dictates length of halt and security posture. The minimum precaution is to herringbone. Higher risk movements require vehicles to seek cover and concealment, disperse, camouflage, dismount weapons, and post security.
4. **Communications.** Each convoy needs an internal tac. Bn Tac-1 and Bn Tac-2 are NOT used for internal convoy comm. At minimum, first and last vehicle need radios. The convoy commander needs comm with HHQ.
5. **Marking. At night, first and last vehicles of the convoy are marked.** First vehicle displays a GREEN chemlite on the front hood. Last vehicle displays (2) RED chemlites on the rear bumper. Other marking are used for specific missions. *See Convoy Marking SOP for Passage of Lines. See Linkup SOP.*
6. **Standard Contingency Plans.** The Convoy Commander briefs contingencies: Reaction to Ambush, Reaction to Air Attack, Reaction to Artillery or Mortar Attack, Vehicle Breakdown or Accident, Separated Vehicle. *See Figure 3-5.*
7. **UMCC.** When multiple convoys are running, a Bn UMCC will be established. Convoy commanders check in with the UMCC at Start Point and Release Point.

Figure 3-5. Convoy Brief Format.

Orientation and Time Hack

1. **Situation**
 - a. Enemy / Weather / Terrain
 - b. Friendly / Higher / Adjacent / Supporting
2. **Mission and Destination**
3. **Execution**
 - a. Task Organization
 - b. Organization For Movement / Last Vehicle
 - c. Fire Support Plan
 - d. Routes (primary / alternate)
 - e. Control Measures:
 - (1) Start Point (SP) / Release Point (RP)
 - (2) Checkpoints
 - (3) Route Marking
 - (4) Rate of Movement
 - (5) Distance Between Vehicles / March Units
 - (6) Vehicle Light Setting for night movement
 - (7) Time Line
 - f. Tentative Halt Locations
 - g. Halt Procedures
 - h. Anticipated Choke Points
 - i. Passage of Lines Procedures (if applicable)
 - j. Contingency Plans:
 - (1) Enemy Contact:
 - (a) Ambush
 - (b) Meeting Engagement
 - (c) Air Attack
 - (d) Artillery / Mortar Attack
 - (2) Vehicle Breakdowns / Recovery
 - (3) Vehicle Accidents
 - (4) Vehicle / March Unit Lost
 - (5) Vehicle / March Unit Separated
 - (6) Obstacles / Obstructions
4. **Administration and Logistics**
 - a. Accountability Procedures
 - b. Fuel consumption Rates (by vehicle type) / Refueling Procedures
 - c. Maintenance / Servicing / Recovering Vehicles
 - d. Casualty Handling Procedures / EPWs
 - e. Safety
5. **Command and Signal**
 - a. CEOI:
 - (1) Frequencies
 - (2) Call Signs
 - (3) Changeover
 - b. Signals:
 - (1) Visual
 - (2) Code Words
 - c. Challenge / Passwords
 - d. Command and Control:
 - (1) Location of Key Personnel
 - (2) Succession of Command

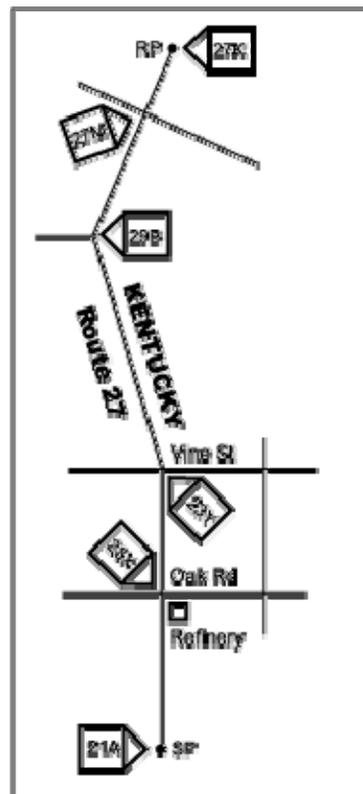


Figure 3-6. Convoy Strip Map.

Non-Tactical Foot March SOP

1. **The Standard Task Organization for a Non-Tactical Foot March:**
Attachments effective at H-1:00.

2nd Battalion, 5th Marines

Fwd Cmd Element	[CO, SgtMaj, S-1, S-2, S-3, S-4, S-6]
Comm Det	[(2) Radio Operators]
Road Guard Det	[(2) Marines]

Weapons Co
H&S Co
Echo Co
Fox Co
Golf Co

Rear Cmd Element	[XO]
Comm Det	[(2) Radio Operators]
Road Guard Det	[(2) Marines]

Log Train

Straggler Platoon	[OIC, (5) SNCOs, one from each company]
Comm Det	[(1) Radio Operator]

Rear Party	[OIC, Marines NOT marching]
------------	-------------------------------

2. **Mission.** The minimum OpOrder includes only the Start Point, Start Time, and Destination.

3. **Execution**

- a. Standard Concept of Operations is a strip map.

- b. Standard Tasks

- (1) Route Reconnaissance Party. Recon the route. *See Route Reconnaissance SOP.*

- (2) Road Guide Detachments. Forward Security. Rear Security. Air Sentries.

- (3) Straggler Platoon. Collect stragglers.

- (4) Log Train. Resupply water at each halt. Feed Bn. Evacuate casualties.

- (5) S-1. Maintain accountability throughout movement.

- c. Standard Coordinating Instructions

- (1) Order of Movement. *See Paragraph 1.*

Operations SOP

- (a) Road Guards - Fwd Cmd Element - Weapons Co - H&S Co - Rifle Co - Rifle Co - Rifle Co - Rear Cmd Element - Log Train - Straggler Platoon. Attached units form in front of Log Train.
- (b) No unit rotation. When units do rotate, Weapons Co remains in front. The rifle companies and H&S company rotate from one hike to the next.
- (c) Formation is a column of twos, *a route column*.
- (d) Companies are separated by (10) meters.

(2) Schedule

H-1:00 Attachments report
H-0:20 Units Formed
Tac-I Radio Checks
H-0:10 Final Counts to S-1
H-0:02 *Fall In. Report. Post.*
H-Hour *Forward, March. Route Step, March.*

- (3) Halts. (10) minute break every (50) minutes.
- (4) Straggler Plan. Companies do NOT recover stragglers. Stragglers march with the Straggler Platoon. No Marine re-joins his company from the Straggler Platoon. Stragglers are collected by their companies at the conclusion of the movement.
- (5) Gear List. Mission Specific.
- (6) Weapons Condition. All weapons are Condition 4.

5. Admin and Logistics

- a. Accountability Plan. Initial personnel counts are due from all units to the S-1 day prior. Hike count is due at H-0:10. All units report changes to S-1 throughout movement. Straggler Platoon maintains accountability for all stragglers.
- b. MedEvac Plan. Log Train evacuates casualties.
- c. Resupply Plan. Water is resupplied by Log Train at every halt. Meals are supplied when needed.

- 6. **Command and Signal.** Tac-I is guarded by all units. Tac-II is guarded by Log Train. Other units roll to Tac-II when needed.

Quartering Party SOP

1. **The Bn Quartering Party prepares an AA.**
 - a. Marks unit positions in the AA. Prepares defensive plan for AA.
 - b. Marks, organizes, and mans the Release Point at the AA.
 - c. Guide units into AA. At night, color-coded chemlites mark guides and unit positions.
2. **The Bn Quartering Party is composed of quartering parties from each subordinate unit.**
 - a. Standard company Quartering Party is four (4) Marines. Minimum for any subordinate unit is (2) Marines.
 - b. All quartering party Marines are attached to the Quartering Party OIC or SNCOIC.
 - c. Equipment for each team includes:
 - (1) Marking and Signaling Equipment: Engineer tape, Chemlites, Flashlights.
 - (2) Defensive Planning Equipment: Map, Compass, Notebook and Pencil.
 - (3) Personal Equipment.
 - (4) Optional Equipment: Radio(s), and Pioneer Equipment.
 - d. Standard tasks: Defensive Plan, Adjacent Unit Coordination, Unit Areas, Head Location, Vehicle Park Location, and HQ Location. Quartering Party Marines must be prepared to brief their commander on the overall Bn AA plan.

Assembly Area SOP

1. **The Route Reconnaissance Party / Quartering Party selects and prepares the Assembly Area.** *See Route Reconnaissance SOP. See Quartering Party SOP.*
 - a. The OIC selects the AA, chooses the Release Point, and plans the defense.
 - b. The Security Element secures the AA
 - c. The Quartering Party prepares unit areas. Unit colors are used to mark the AA.
2. **The layout and defensive plan of the AA varies depending on the threat level, terrain, and mission.** *See Figure 3-7.*
 - a. Base unit is 81s. Co positions are relative, based on defensible terrain, tied in by fire.
 - b. Weapons Co units and attachments may be assigned as security, reserve, reinforcement, or attachments. Task organization of AA should mirror task organization for mission.
 - c. Location of Log Train, COC, BAS, reserve, is dependent on terrain and roads.

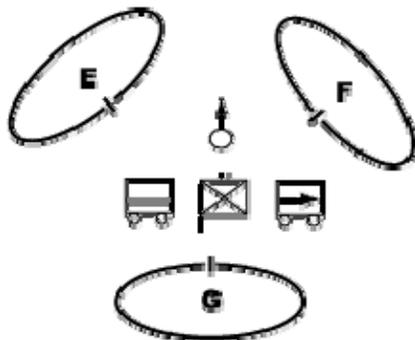


Figure 3-7. Battalion Assembly Area.

3. **The HQ Element establishes the UMCC.** As units arrive at the RP, the Quartering Party guides them to their areas. In the dark, chemlites are used to mark guides and unit positions.
4. **When Marines and vehicles are closely staged in the dark, units establish marked sleeping areas with security.** NO vehicle moves without a ground guide.
5. **If no Quartering Party and no Security Element were provided, the Route Reconnaissance Party selects and marks the AA, and then guides units into place.**
6. **If NO route reconnaissance was done, the initial unit will select the AA, provide security and guide follow-on units to their areas.**

Beach Marking SOP

1. **Beaches are marked for amphibious operations.** All markings need to be coordinated with LCUs and LCACs. Radio is primary signal.
2. **Night Beach Marking**
 - a. Infrared: (3) IR Strobe Lights. Preferably, programmable Phoenix Beacons, which emit a code which can be confirmed by boats.



Figure 3-8. Night IR Beach Markings.

- b. Visible Light: Colored Chemlites.



Figure 3-9. Night Visible Light Beach Markings.

3. **Day Beach Marking.** Flags or panels.

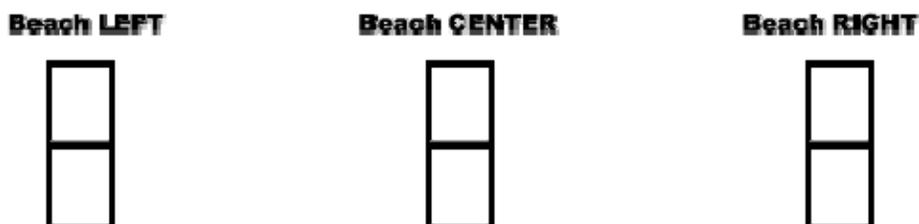


Figure 3-10. Day Panel Beach Markings.

Relief in Place SOP

1. A single Relief in Place plan is developed by both units:

- Situation** Enemy.
Friendly: Outgoing unit defensive scheme, obstacles, targets, TRPs, sectors, BPs, and EAs.
Incoming unit recon plan.
- Mission**
- Execution** Scheme of Maneuver
Sequence of Relief: Movement organization parallels combat organization.
Incoming unit accepts and occupies the defensive plan of the outgoing unit until relief.
Fire Support Plan, FSCMs. All fires are controlled by the outgoing FSC. FSC is relieved last.
- Tasks
Outgoing Unit Guide Det. One guide team per platoon escorts incoming unit in, their unit out.
Incoming Unit Liaison Det. One guide team per incoming platoon. Planning cell. Recon unit.
Incoming Units
Outgoing Units
- Coordinating Instructions
Schedule: Relief matrix showing checkpoints, guides, and all units on each route.
Control Measure Graphic:
AAs, Routes, Start Points, Release Points, BPs.
Traffic control. Vehicle drop-off and turnaround points. Route priorities.
Contingency Plans.
Rehearsal Plan.

Admin and Logistics

Support for incoming unit while OPCON: Medical support. Maintenance support.
Transfer of equipment and supplies to incoming unit.

Command and Signal

- Signal
Relief Tac is outgoing unit Tac. All guides, both COCs, and all units guard outgoing unit Tac.
Complete CEOI: Incoming unit nets. Outgoing unit nets. HHQ nets. COF nets.
Routes are marked. Checkpoints are marked. *See Route Marking SOP.*
Recognition Signals. Challenge and Password.
Linkup procedure. *See Linkup SOP.*
- Command
Incoming units are OPCON to outgoing commander until Battle Handover.
CPs are co-located. FSCCs are co-located.
Battle Handover Criteria. Battle Handover Procedure. *See Battle Handover SOP.*

2. Execution of Relief in Place:

- a. Incoming unit sends Liaison Det to the outgoing unit for planning and reconnaissance.
 - (1) Incoming units receive sketch of their sectors.

- (2) Incoming unit Liaison Det conducts a daylight leader's recon / rehearsal to confirm routes, guides, comm, control measures, and positions.
- b. Incoming unit co-locates CP with outgoing unit CP. FSCCs are co-located. Fire support assets co-locate and communicate on outgoing unit COF nets.
 - c. Outgoing unit Guide Det secures SP / (CP).
 - d. Incoming unit moves from AA, contacts outgoing unit Guide Det on outgoing unit Tac, and executes recognition signals at SP / (CP). An outgoing unit guide team leads each incoming unit along their assigned route.
 - e. Incoming unit arrives at RP, moves into position. Unit leaders, from squad leader and up, conduct face-to-face relief. Incoming unit reports "Position secured."
 - f. Battle Handover is triggered by handover criteria and confirmed by both commanders and HHQ. *See Battle Handover SOP*. At Battle Handover, incoming unit takes OPCON of outgoing units until they move past RPs. Fires are now controlled by the Incoming Unit FSC.
 - g. Outgoing unit guide team leads their parent unit out along assigned outbound route. At RP, outgoing unit is released from OPCON and route restrictions.
 - h. Outgoing unit commander confirms all units have been relieved. Passes message to incoming unit commander.

Passage of Lines SOP

1. A single Passage of Lines plan is developed by both units:

Situation Enemy.
Friendly: Stationary unit defensive scheme, obstacles, targets, TRPs, sectors, BPs, EAs and recon plan.

Mission

Execution Scheme of Maneuver
Order of Movement: Movement organization parallels combat organization.
Fire Support Plan, FSCMs.

Tasks

Guides. Mobility must be equal to the moving unit. Guides need robust comm assets.

Moving Units

Stationary Units

Coordinating Instructions

Schedule: Passage matrix showing checkpoints, obstacles, guides, and all serials for each route.

Control Measure Graphic:

Contact Points, Start Points, Passage Points, Release Points, AAs, Atk Pos, BHL, Routes.

Traffic control. Route priorities.

Contingency Plans.

Rehearsal Plan.

Admin and Logistics

Support for moving unit while OPCON: Refuel points on route. Medical support. Maintenance support.

Command and Signal

Signal

Passage Net: NOT the stationary unit Tac. NOT the moving unit Tac. NOT the HHQ Tac.

All guides, both COCs, and all moving units guard passage freq.

Complete CEOI: Moving unit nets. Stationary unit nets. HHQ nets. COF nets.

Routes are marked. Checkpoints are marked. *See Route Marking SOP.*

Recognition Signals:

Primary recognition is radio on passage freq. Secondary recognition is count of vehicles.

Vehicle serials are marked. *See Convoy Marking SOP for Passage of Lines.*

Linkup procedure. *See Linkup SOP.*

Command

Moving unit serials are OPCON from SP to RP.

CPs are co-located. FSCCs are co-located.

Battle Handover Criteria. Battle Handover Procedure. *See Battle Handover SOP.*

2. Control Measure SOPs. *See Figures 3-11 and 3-12.*

- a. The Passage Lane is a portion of the Route. It is NOT a separate control measure. The Passage Lane is restrictive - no stopping, refueling, or assembling.
- b. Contact Point (CP) is the Start Point (SP). Passage Point (PP) is the Release Point (RP).
- c. All points, CP, SP, PP, and RP, are Checkpoints. BHL is a Phase Line.

3. Execution of Forward Passage of Lines.

See Figure 3-11.

- a. Stationary unit screens BHL and covers by fire. Stationary unit Guide Det secures SP / (CP).
- b. Moving unit moves from AA, contacts stationary unit Guide Det on the passage net, and executes recognition signals at SP / (CP). A stationary unit Guide leads the moving unit along the route.
- c. Moving unit arrives at RP / (PP). The Guide departs. Moving unit is released from OPCON and route restrictions. Moving unit moves into Atk Pos.
- d. Battle Handover is triggered by handover criteria and confirmed by both commanders and HHQ. Moving unit confirms all units have passed.

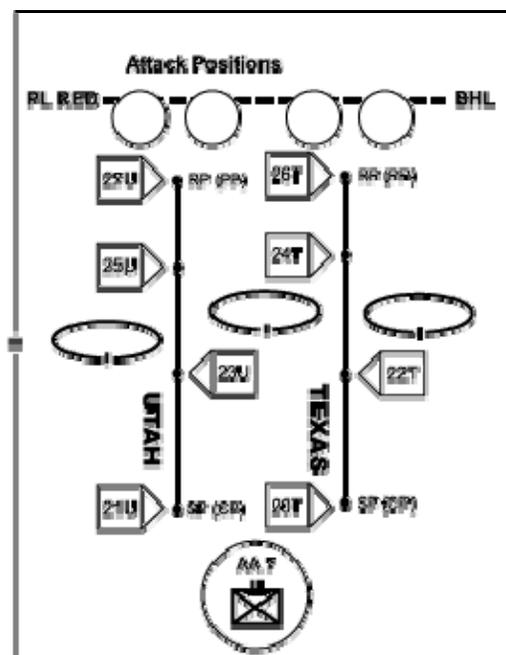


Figure 3-11. Control Measures for Forward Passage of Lines.

4. Execution of Rearward Passage of Lines.

See Figure 3-12.

- a. Stationary unit screens BHL and covers by fire. Stationary unit Guide Det secures SP / (CP).
- b. Moving unit contacts stationary unit Guide Det on the passage net, and executes recognition signals at SP / (CP). A stationary unit Guide leads the moving unit along the route.
- c. Moving unit arrives at RP / (PP). The Guide departs. Moving unit is released from OPCON and route restrictions. Moving unit moves into AA.
- d. Battle Handover is triggered by handover criteria and confirmed by both commanders and HHQ.
- e. Stationary unit closes the route behind the last serial. Moving unit confirms all units have passed.

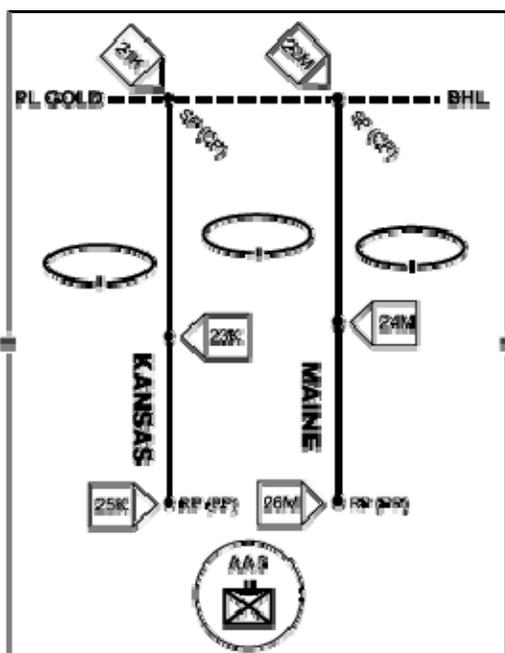


Figure 3-12. Control Measures for Rearward Passage of Lines.

Convoy Marking SOP for Passage of Lines

1. **Vehicle convoys are marked for Passage of Lines.** *See Figure 3-13.*
 - a. The first and last vehicles are marked with engineer tape as shown. The first vehicle is marked with engineer tape in a sideways “V.” The last vehicle is marked with an “X.”
 - b. Hand and Arms signals are only executed within sight of a guide.
 - c. Standard night convoy markings are also used. *See Convoy SOP.* First vehicle displays a GREEN chemlite on the front hood. Last vehicle displays (2) RED chemlites on the rear bumper.

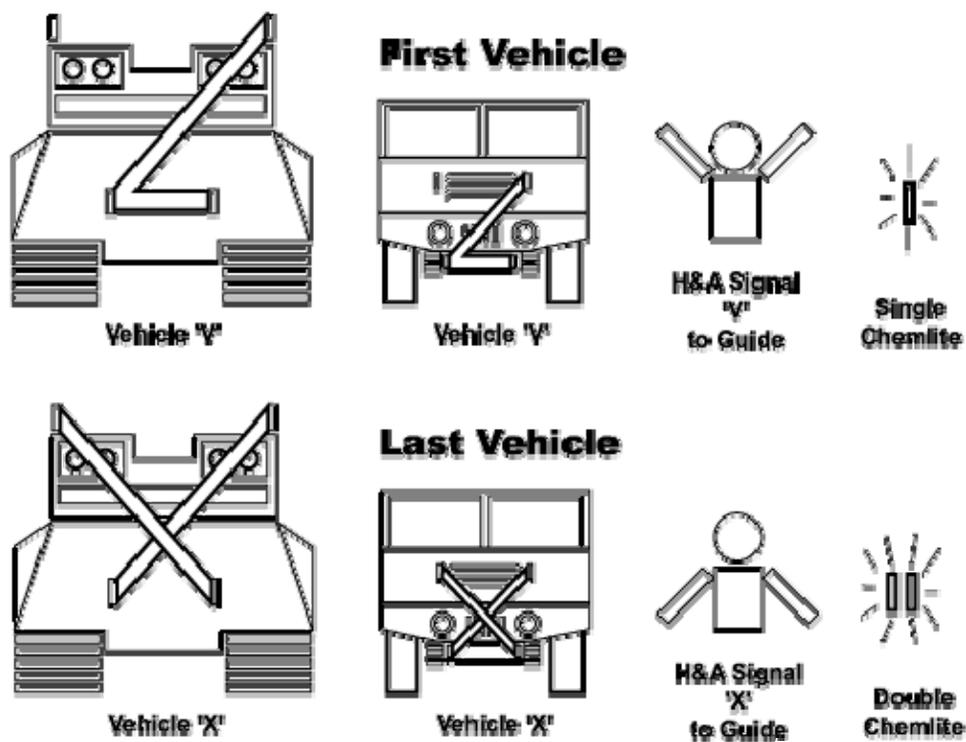


Figure 3-13. Convoy Markings for Passage of Lines.

Battle Handover SOP

1. **Battle Handover criteria are set during planning.** Once these criteria have been met, the commanders of both units confer. Criteria usually include:
 - a. Majority of combat power, as defined by moving unit, has passed.
 - b. COC has situational awareness. Comm is up.
 - c. FS agencies are FIRECAP. FS nets are up.
 - d. Security forces are emplaced in the security area.
2. **Both commanders agree on Battle Handover.** When required, HHQ approves battle handover. Time of Battle Handover is noted.
3. **At Battle Handover, the new controlling unit has OPCON of all forces within his sector.** The controlling unit has priority for all terrain, assets and fires. Stationary Unit or Outgoing Unit assets roll to the moving unit's Tac. All fire support assets fire in support.
4. **Control Measures.** There is no relationship between the Battle Handover Line and the Passage Point. At Battle Handover, the BHL becomes the boundary between the moving unit and the stationary unit. Units crossing the BHL do NOT trigger automatic battle handover.

Linkup SOP

1. **Battalion Linkup Order:** “Fox links up with Echo at CP 33T between 2000 to 2400 IOT reinforce BP 23. Echo is stationary unit. Fox is moving unit.”
 - a. Minimum order includes: Linkup Point, Time Window, Drop-Dead Time, Stationary Unit and Moving Unit assignments.
 - b. Additional information for units to coordinate: Marking of Linkup Point, Markings of Moving Unit, Additional Signals, and Contingencies - Drop Dead Time, Alternate Linkup Point, or Enemy Contact.
2. **Far recognition signals:**
 - a. Radio. All comm is accomplished on Stationary Unit Tac.
 - b. IR Firefly. Linkup Point can be marked with IR firefly, elevated above ground cover. If a programmable Phoenix Beacon is available, brief the moving unit on the code to be used.
3. **Near recognition signals:**
 - a. IR flashes. Three dots, “ * * * ”, initiated by moving unit by PVS-7 or PVS-14. Response is one dot, “ * ”, flashed by stationary unit. Backup to IR is visible light flashlight.
 - b. Right Hand on Head. Moving unit contact team approaches linkup point with right hand on head. Challenge and Password may be exchanged.
 - c. Daytime signal is three deliberate waves of the hand. Response is one wave.
4. **Procedure:**
 - a. Stationary unit establishes contact team overlooking Linkup Point. Marks Linkup Point.
 - b. Moving unit comes up on stationary unit's Tac. Passes POSREP.
Moving unit halts short of the Linkup Point. Sends contact team forward.
Moving unit contact team initiates near recognition signal: “ * * * ”.
 - c. Stationary unit contact team responds: “ * ”.
Moving unit contact team moves forward with right hands on head to complete link up.
5. **Contingencies**
 - a. If Moving Unit arrives at the Linkup Point first, it does NOT become the Stationary Unit.
 - b. Alternate Linkup Point is triggered by time. Enemy contact does NOT trigger alternate plan. One or more units may be unaware of contact.

- c. Linkup failure.

6. Notes

- a. Linkup Point is selected on distinctive, recognizable terrain. GPS should be used by both contact teams to confirm position.
- b. FSC establishes RFL between converging units. Unit boundaries also serve to deconflict fire.
- c. Linkup time window is at least two hours.
- d. Linkup should be able to be executed WITHOUT radio comm.
- e. Vehicle convoys are marked. *See Convoy SOP*. Stationary unit can confirm numbers of vehicles and marking of vehicles on radio.
- f. The stationary unit commander assumes operational control (OPCON) of the moving unit during the period of the linkup. OPCON is dissolved when linkup is completed.
- g. When possible, the larger unit is the stationary unit.

Chapter 4

Fire Support SOP

4000. Fire Support Communications SOP	4-2
4001. Fire Coordination SOP	4-3
4002. Fire Support Planning SOP	4-5
4003. Coordination of Direct Fire Weapons SOP	4-6

Fire Support Communications SOP

1. **Radio Nets.** The following prioritized list of nets are maintained in the FSCC:

NET	TYPE	COVERED	REMARKS
FSC NET (LF FSC or REGT FSC)	VHF	X	DIGITAL and VOICE
ARTY COF	VHF	X	DIGITAL and VOICE
81s COF	VHF	X	
NGF GROUND SPOT	HF	X	
NGF AIR SPOT	UHF		
SFCP Local	VHF	X	
TACTICAL AIR REQUEST (TAR)	HF	X	
TACTICAL AIR DIRECTION (TAD)	UHF		
TACP Local	VHF	X	

2. **Alternate Nets.** Company FSTs should relay urgent traffic on one of the above alternate nets. Use tactical nets only as a last resort.

3. **FSCC attachments provide their own communications equipment.**

4. **Time.** Global Positioning Satellite (GPS) time is standard for all Fire Support evolutions.

Fire Coordination SOP

1. **Clearing Fires.** Silence is consent. Positive clearance by the FSC may sometimes be required.
2. **No-Comm Plan.** If the FSCC cannot communicate with the firing unit:
 - a. The FSCC directs the requesting unit to communicate directly with the firing unit.
 - b. The requesting unit positively identifies targets as enemy, and coordinates fire at his level.
3. **Cross Boundary Fire Coordination**
 - a. Direct fire OR indirect fire within the Battalion. *See Figure 4-1.*
 - (1) Company calls adjacent company on Bn Tac-I or appropriate COF NET and requests permission to engage the given grid across the boundary:

“CROSSBOW 656 512, over.” or

“POPEYE 656 512, over.”
 - (2) The mission is approved or denied by the adjacent company commander.
 - (3) For indirect fire missions, the requesting company commander then informs the FSCC.

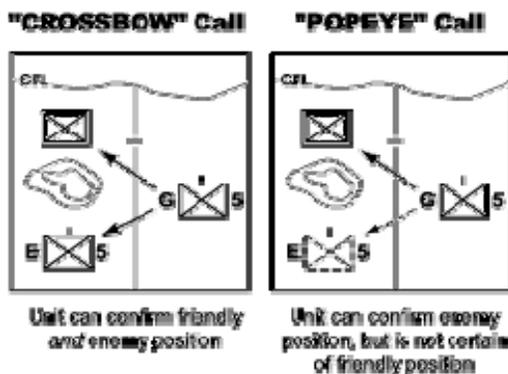


Figure 4-1. “Crossbow” and “Popeye.”

Fire Support SOP

- b. Direct Fire OR Indirect Fire across Battalion boundaries.
 - (1) Company calls adjacent company on that company's Tac net, sends SALUTE report, and requests permission to engage across Battalion boundaries.
 - (2) DO NOT USE “CROSSBOW” or “POPEYE.” If the mission is approved by the adjacent company, report coordination to the FSCC prior to requesting fires.
 - (3) If company-level coordination cannot be effected, request cross-boundary fires through the FSCC.
- 4. **The FSC deconflicts airspace.** Within a company TAOR or boundary, no coordination is needed to fire company 60mm mortars. Company FSTs need to be aware of airspace conflicts.

Fire Support Planning SOP

1. Target Designators

- a. The following blocks are assigned to Bn units:

FSC	AE 2000 - 2099
	AE 2100 - 2199
Co E	AE 2200 - 2299
Co F	AE 2300 - 2399
Co G	AE 2400 - 2499
Weapons Co	AE 2500 - 2599
81mm Mortar Plat	AE 2600 - 2699
Attachments	AE 2700 - 2799
	AE 2800 - 2899
	AE 2900 - 2999

- b. Pre-planned targets are numbered with respect to the requesting unit. When targets of opportunity are shot, and the observer requests "Record as Target," that target is numbered with respect to the firing agency.

2. Naming Conventions. Digital comms require the following conventions. '2A5' means 2/5.

Groups:	GP12A5 - GP92A5
Series:	SE12A5 - SE92A5
RFAs:	RF12A5 - RF92A5
CFLs:	CL12A5 - CL92A5

3. **Target Requests.** Target requests are forwarded to the FSCC by a List of Targets, or as a request to "Record as Target." All requests approved by the FSCC are assigned a target designator and placed on the Bn Target List. If a HHQ maintains the target list, then that headquarters will approve and assign.
4. **Target Bulletins.** Additions and deletions to target lists are passed using TARBULS. TARBULS are numbered consecutively. TARBULS identify the line number, target description, grid location, altitude and attitude of targets to be added to the target list. Targets to be deleted are identified by line number only, and are passed by voice or digital comms.
5. Detailed fire support planning is discussed in the Battalion's *Fire Support Handbook*.

Coordination of Direct Fire Weapons SOP

1. **Leaders coordinate the fires of heavy direct-fire weapons using standard terms and procedures.** Direct fire may be provided by Battalion heavy machineguns, Battalion anti-tank weapons, attached tanks, LAVs or AAVs.
2. **Accurate and unmistakable direct-fire targeting depends on clear communications procedures.** When direct-fire units are NOT co-located, coordination must be precise.
 - a. Location of friendly leader coordinating fires. This requires a **battlefield talk-on** from one reference point to the next, from large detail to small detail, until the shooter confirms the *friendly location*.
 - b. Location of target. This requires a **battlefield talk-on** from one reference point to the next, from large detail to small detail, until the shooter verifies the *target*.
 - c. Fire Commands. The leader then communicates the details of the attack.
3. **Standard Targeting Terms.** The following terms are used by **all** units coordinating **all** types of fire.

Question	YES	NO
Do you see me? Friendly Location	VISUAL	BLIND
Do you see it? Reference Point or Mark	CONTACT	NO JOY
Do you see the target?	TALLY	NO JOY

Example discussion between a platoon commander and a HMG section 400 meters away:

Leader: "I'm on hill 163, above the white farmhouses."

Shooter: "Roger. **CONTACT** the farmhouses. I have a **VISUAL** on you beside the low bushes."

Leader: "Roger. Now look east across to the river. There's a one-lane bridge."

Shooter: "**NO JOY.**"

Leader: "Follow the road in front of your position to the riverline. The bridge is visible in the gap in the treeline."

Fire Support SOP

Shooter: “**CONTACT** the bridge.”

Leader: “From the bridge, go three fingers up. On the north side, the left side of the road, there is a long, low warehouse.”

Shooter: “With no windows. **CONTACT** the warehouse.”

Leader: “At the left end, tucked low against the building, are two enemy armored vehicles.”

Shooter: “I **TALLY** two vehicles! Standing by to fire on your command.”

***TALLY** is only used to identify targets, never contact points, and especially never friendly locations.*

4. **Night Targeting.** At night, the same communications procedures are used. IR pointers mark reference points and targets. *See Chapter 6 of Night Combat in Infantry Units – Night Target Marking SOP.*

Fire Support SOP

Chapter 5

Combat Service Support SOP

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5005. Ground MedEvac SOP	5-8

Log Train SOP

1. The Log Train is organized in three elements:

a. Bn Logistics Operations Center (LOC)

- (1) Commanded by the S-4 Officer or S-4A, the LOC is the command cell for all Bn CSS.
- (2) The LOC controls all organic logistic equipment and personnel. The LOC coordinates with outside agencies to provide external support.
- (3) The LOC monitors Bn Tac-I, Tac-II and Regt Tac-II.
- (4) The LOC consists of (1) Highback HMMWV and (1) Trailer.

b. Bn Field Train

- (1) Commanded by the Logistics Chief or SuppO, the Field Train usually consists of BAS, Field Mess, Motor Pool, and a Motor Transport Maintenance Det. NBC and Supply may also be located in the Field Train.
- (2) The Field Train is most often collocated with the LOC.
- (3) The Field Train must be accessible by roads or helicopters and have established communication with the Bn Main COC.
- (4) The Field Train carries (2) DOS of Class I at all times.

c. Bn Combat Train

- (1) Commanded by the MTO, the Combat Train is a resupply convoy that closely follows maneuver elements of the Bn. *See Resupply SOP.*
- (2) The Combat Train consists of: (1) Command and Control Vehicle, (1) Maintenance Contact team, resupply vehicles, and company logistics vehicles (if required). All Attachment Logistic Vehicles are attached to the Combat Train.

2. The Log Train has the following capabilities:

- a. (2) DOS Class I and II on-hand.
- b. Limited 2nd Echelon maintenance of vehicles, weapons, and comm equipment.
- c. Limited vehicle recovery.

- d. BAS: evacuation, stabilization and casualty triage.
- e. Limited holding and evacuation of EPWs.
- f. Company-sized decon and NBC maintenance.
- g. Alternate Bn Main COC.
- h. Limited Class V resupply capabilities.
- i. Limited Trash collection and disposal. The S-4 establishes procedures for trash disposal.
 - (1) Companies may be responsible for their own trash disposal. *See Figure 5-1.*
 - (2) Trash disposal is not a peacetime routine. Trash disposal is an OPSEC and preventive medicine / hygiene priority!

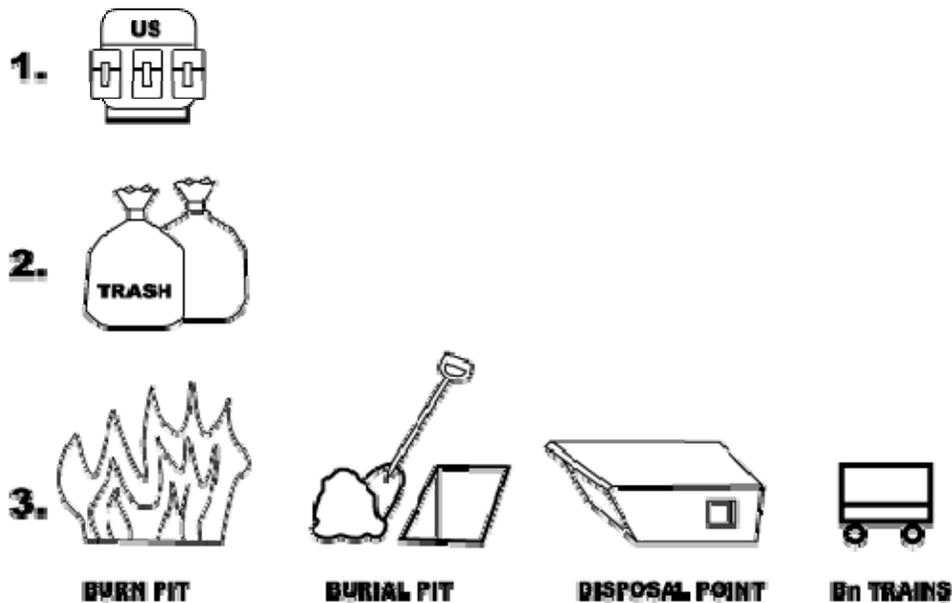


Figure 5-1. Trash Disposal chain from individual to company and battalion.

- 3. **The Bn Log Train does NOT, organically, have the following capabilities:**
 - a. Fuel resupply.
 - b. Water Resupply. When augmented, the Bn Log Train establishes Company Water Points to resupply water to Bn units. *See Figure 5-2.* The Log Train has all water point tested by BAS or engineers before distribution.

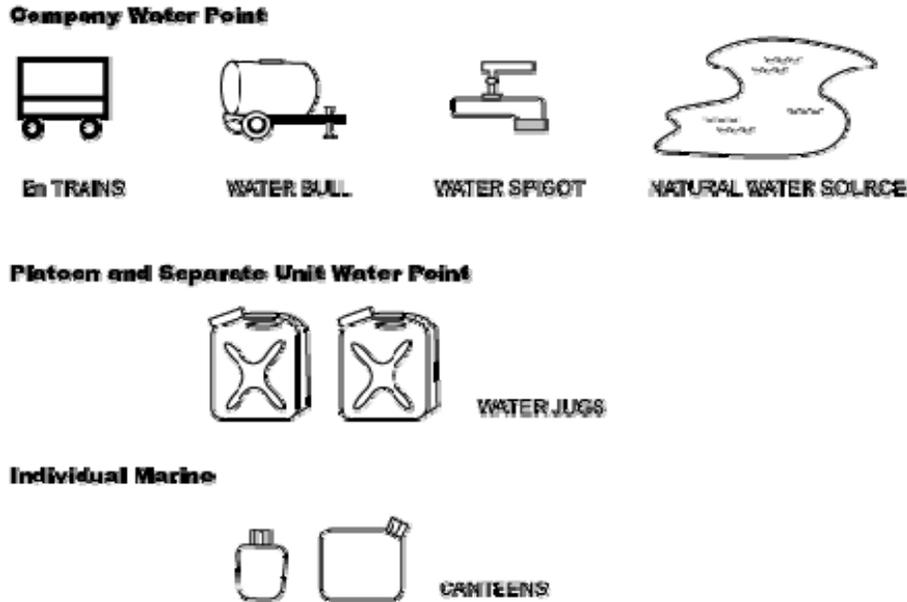


Figure 5-2. Company water distribution.

- c. Company-sized movements of PAX.
- d. Movement of seabags or equipment. *See Figure 5-3.* Seabags and equipment are marked as per SOP so they can be moved by HHQ. *See Chapter 1 – Unit Identification SOP.*

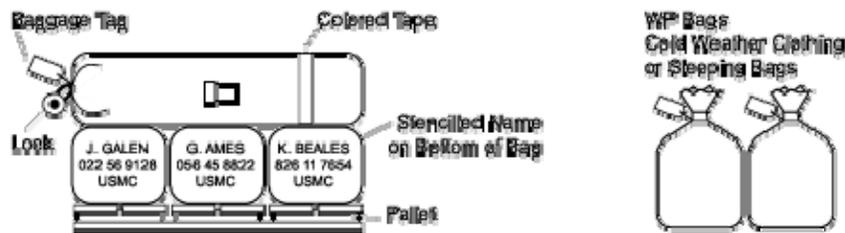


Figure 5-3. Seabags marked with company color codes and Marines' names.

4. **Units are responsible to:**
 - a. Carry the prescribed load set by the S-4 prior to an operation.
 - b. If required, transport supplies via company logistic vehicles.
 - c. Submit all CSS requests via Bn Tac-II using the Rapid Request Format. *See Chapter 1.*
 - d. Submit daily, at 1600, LogStat report to the Log Train. *See Chapter 1 – Reports SOP.*

Resupply SOP

1. **Resupply Requests are submitted to the Log Train on Bn Tac-II.** Use the Rapid Request Format. *See Chapter 1 – Reports SOP.*
2. **There are (2) methods of resupply:**
 - a. Point Resupply: The requesting unit picks up supplies at a pre-established RRP.
 - (1) The Bn Log Train establishes a drive-through RRP. *See Figure 5-4.*
 - (2) RRP's will include:
 - (a) MREs and Water issue station.
 - (b) BAS station.
 - (c) Motor Transport PM / Minor maintenance station.
 - (d) Fuel Resupply, if coordinated with HHQ.
 - (e) Trash Collection.
 - (f) Ammunition

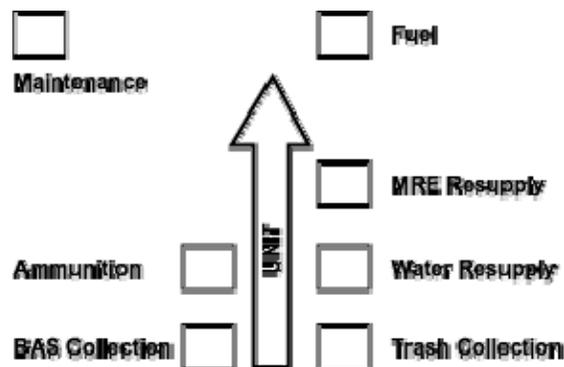


Figure 5-4. Rapid Resupply Point.

- b. Tailgate Resupply: The Log Train delivers supplies to units in position. *See LogPac SOP.*
3. **With external support, the Log Train can also execute Helicopterborne Resupply and Cache Resupply.**

LogPac SOP

1. **LogPacs are standardized resupply loads designed to fill the most likely resupply needs.** Ammunition is always requested explicitly, and is delivered *in addition* to a LogPac.
 - a. LogPac A. Rifle Company Resupply. (1) 5-ton truck with a trailer.
 - (1) 100 gallons water. (20) 5-gallon water cans.
 - (2) 20 gallons diesel fuel. (4) 5-gallon fuel cans.
 - (3) 2-day supply of MRE.
 - b. LogPac B. Rifle Company Resupply. (1) HMMWV.
 - (1) 100 gallons water. (20) 5-gallon water cans.
 - (2) 20 gallons diesel fuel. (4) 5-gallon fuel cans.
 - (3) 1-day supply of MRE.
 - c. Entrenchment LogPac
 - (1) 750 Sandbags
 - (2) 8 Engineer Stakes
 - (3) 8 Sheets of plywood
 - (4) 4 Shovels, 4 Picks

Recovery SOP

1. Vehicle Recovery Procedure.

- a. Units stage damaged vehicles at established RRP. A raised hood identifies a damaged vehicle.
- b. Drivers remain with the vehicles. Guides are provided if necessary.
- c. Units contact the LOC on Bn Tac-II with the following information:
 - (1) Unit / Call Sign
 - (2) RRP Number or grid location of vehicle
 - (3) Type of Vehicle
 - (4) Nature of the damage (if known)
 - (5) Time of breakdown
 - (6) Mission precedence (Urgent, Priority, Routine)
 - (7) Special Contact instructions
- d. A Maintenance Contact teams will link up with the vehicle and attempt to repair it.
 - (1) If the vehicle cannot be repaired, it will be towed back to a higher echelon of repair.
 - (2) The Contact team will notify and update the owning unit on the status of the vehicle. Drivers will remain with the vehicle.
- e. Non-organic vehicles. If attachments cannot repair or recover their damaged vehicle, the LOC will coordinate with higher CSS elements for the evacuation or repair of that vehicle.

2. Equipment Recovery procedures are the same as vehicle procedures.

BAS SOP

1. **The BAS moves with, and sets up in the vicinity of the LOC.** The BAS monitors Bn Tac-II.
2. **The BAS is configured to support the ground scheme of maneuver.**
 - a. The standard BAS requires vehicle support to move and operate.
 - b. The Helicopterborne / Footmobile BAS has a limited capability to support the Bn.
 - c. A Forward BAS can be established at any unit location or a CCP.
3. **Casualty evacuation.** *See Ground MedEvac SOP. See Chapter 9 – Air MedEvac SOP.*

Ground MedEvac SOP

1. **Ground MedEvac is requested on Bn Tac-II to the LOC.** Casualties are collected at a preplanned Casualty Collection Point (CCP) or unit position. Report number of Urgent, Priority and Routine Casualties: “I have 1, 1, and 2 casualties, over.” *See Chapter 1 – Reports SOP.*
 - a. A SITREP is sent on Bn Tac-I to the COC. A CASREP is sent on Bn Tac-II to the S-1. Units are responsible for casualty reporting and accountability, not BAS or Log Train. *See Chapter 1 – Reports SOP.*
 - b. Air MedEvac is requested on TAR/HR (HF). *See Chapter 9 – Air MedEvac SOP.*
2. **Unit Corpsman attaches Field Medical Card to casualty.** Corpsmen do NOT evacuate with wounded.
3. **Weapons and equipment are kept by the unit.**

Chapter 6

NBC SOP

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Battalion NBC Personnel

1. **During operations, the Bn NBCD Officer is located in the COC with the Alpha Cmd Group.** The Bn NBCD NCO is located with the Bravo Cmd Group and the Bn NBCD Specialist is located with the Bn Log Train.
2. **Each company will assign eight Marines to their monitor / survey teams.** These four 2-man monitor / survey teams will consist of one NCO team-leader, and one assistant.
3. **Each company will assign eight Marines to their decontamination team:** (1) NCO, (6) Marines, and (1) Corpsman. H&S Co decon team is designated as the Bn decon team.

NBC Equipment

1. **First-Issue Personal Equipment**
 - a. **All Marines are issued (1) M40/M40A1 Field Protective Mask.**
 - b. **When required, all Marines are issued a complete NBC Ensemble,** consisting of: (1) chemical protective overgarment, (1) pair chemical protective gloves, (1) pair chemical protective footwear covers, (1) C2 combat filter, (1) second skin, (1) M291 personnel decontamination kit, and (1) DT-236 individual dosimeter.
2. **Second-Issue Personal Equipment.** The Bn will maintain a second-issue NBC Ensemble for every Marine. This suite is stored with the Bn Log Train or HHQ Log Train.
3. **Company Equipment.** When required, companies are issued the following equipment:
 - (1) M-11 ABC Decon Apparatus per HMMWV, FAV, or crew-served weapon
 - (1) IM-143/PD Total Dose Pocket Dosimeter per squad-sized unit
 - (1) PP4276C Radiac Detector Charger (Used to charge the IM-143)
 - (1) AN/PDR-75 Radiac Set (Used to measure radiation)
 - (2) Chemical Agent Monitors (CAMS)
 - (1) Roll M9 tape per 10 Marines
 - (1) Hand Siren
4. **Re-supply requests for NBCD equipment are submitted to the Log Train, using the Rapid Request format, on Bn Tac-II.**

NBC Threat Conditions

1. NBC Threat Condition 0. Color Code WHITE. No Threat.

- a. Indicators: Opposing forces have no NBC equipment, are not trained in NBCD or employment, and do not possess the capability to employ chemical agents.
- b. Response: **MOPP Level: Ready**. First-issue equipment available in 2 hours. Second-Issue is available in 6 hours.

2. NBC Threat Condition 1. Color Code YELLOW. Low Threat.

- a. Indicators: Opposing forces have chem or bio capabilities, have trained in NBCD and employment, and have stated intention to use. Chem or bio weapons may be deployed.
- b. Alarm: Voice over Bn Tac-I.
- c. Response: **MOPP Level: 0 or I**. All personnel carry protective equipment. NBC antidotes and medications issued. All vaccinations for bio agents are complete. Battalion prepares to establish decon sites, evacuate NBC casualties, and executes NBCD measures.

3. NBC Threat Condition 2. Color Code Red. Medium Threat.

- a. Indicators: Opposing forces chem or bio munitions deployed to delivery units. Enemy troops wearing NBC protective equipment. Enemy NBC recon elements observed.
- b. Alarm. Voice over Bn Tac-I.
- c. Response: **MOPP Level: II**. Friendly NBC decon elements moved forward. Crew-served weapons, vehicles, and buildings are covered at all times. All M-11 Decon apparatus are mounted on assigned vehicles or areas with designated personnel assigned responsibility.

4. NBC Threat Condition 3. Color Code Black. High Threat.

- a. Indicators: NBC attack in progress. NBC warnings to enemy troops. NBC munitions delivered to firing units. Preparation or launch of surface-to-surface missiles.
- b. Alarm: Steady siren blast, percussion devices, or voice warning over Bn Tac-I.
- c. Response: **MOPP Level: IV**. Alert all personnel. Require masking. Ensure Marines reach a covered position. Individuals remain protected until situation is clarified. Minimize movement. Marines assigned to NBCD teams assume NBC duties as primary assignment.

NBC Reporting System

1. The following reports are used for reporting NBC hazards on Bn Tac-1.

- a. **NBC-1 Report.** Observing unit sends initial data of an enemy attack. Lines B, D and H are mandatory. Either line C or F must also be reported. This report is transmitted from lower to higher and higher to lower.

LINE	NUCLEAR	BIOLOGICAL / CHEMICAL
B	POSITION OF OBSERVER	POSITION OF OBSERVER
C	DIRECTION OF ATTACK	DIRECTION OF ATTACK
D	DATE / TIME OF DETONATION	DATE/ TIME ATTACK STARTED
E	N/A	DATE / TIME ATTACK ENDED
F	LOCATION OF ATTACK	LOCATION OF ATTACK
G	MEANS OF DELIVERY	KIND OF ATTACK
H	TYPE OF BURST	TYPE OF AGENT/HEIGHT OF BURST
J	FLASH TO BANG TIME	N/A
L	CLOUD WIDTH AT H+5	N/A
M	CLOUD TOP / BOTTOM ANGLE	N/A

- b. **NBC-2 Report.** This report is based on two or more NBC-1 reports. It includes an attack location and in the case of a nuclear detonation, an evaluated yield from the blast. This report is transmitted from the NBCO to companies and HHQ.

LINE	NUCLEAR	BIOLOGICAL / CHEMICAL
A	STRIKE SERIAL NUMBER	STRIKE SERIAL NUMBER
D	DATE/TIME OF DETONATION	DATE/TIME ATTACK STARTED
F	LOCATION OF ATTACK	LOCATION OF ATTACK
G	MEANS OF DELIVERY	KIND OF ATTACK
H	TYPE OF BURST	TYPE OF AGENT/HEIGHT OF BURST
N	ESTIMATED YIELD	N/A
Y	N/A	DOWNWIND DIRECTION / WIND SPEED
ZA	N/A	SIGNIFICANT WEATHER DATA
ZB	N/A	REMARKS

- c. **NBC-3 Report.** Used to disseminate immediate warnings of expected contamination from NBCO to companies and HHQ. This report is ideally sent as a map overlay.
- d. **NBC-4 Report.** Used by Monitor / Survey Teams to report to the NBCO in the COC.
- e. **NBC-5 Report.** Used for passing information on areas of actual contamination from the NBCO to the companies and to HHQ. This report is ideally sent as a map overlay.

Unmasking Procedures

1. **Unit Commanders request permission to conduct unmasking.** The Battalion NBCD Officer will answer all requests based on the NBC situation. Once approval by the Battalion Commander has been given, one of the following procedures is used:
 - a. **With M256A1 Kit.** This procedure takes approximately fifteen minutes.
 - (1) Use the detector kit at different points in the perimeter to determine the presence of vapor or liquid chemical agents.
 - (2) If no agent is detected, the senior Marine will designate two Marines and have them sit, unarmed, in a shady area.
 - (3) Have the Marines unmask for 5 minutes then reseal and clear their masks.
 - (4) Observe them for ten minutes. If no symptoms appear, give the all clear signal and have the remainder of the unit unmask. Continue to watch for symptoms.
 - b. **Without M256A1 Kit.** This procedure takes approximately thirty minutes.
 - (1) Use M8 paper to check for possible liquid contamination.
 - (2) The senior Marine will designate two Marines and have them sit, unarmed, in a shady area.
 - (3) The selected Marines take a deep breath, and keeping their eyes open, break the seal of their masks for about fifteen seconds, then reseal and clear their masks.
 - (4) Have THESE Marines WAIT FOR TEN MINUTES AND OBSERVE THEM for symptoms.
 - (5) If no symptoms appear, have the Marines unmask for five minutes and then remask. Wait an additional ten minutes and observe for symptoms.
 - (6) If no symptoms appear after ten minutes, request permission for unit unmasking. Continue to observe the selected Marines for delayed symptoms.

NBC Monitor / Survey Operations

1. **Each of the company's four Monitor / Survey teams have the following capabilities:**
 - a. Radiological monitoring and Radiological survey
 - b. Chemical Detection
 - c. Biological sampling

2. **When required, the following equipment is issued to each monitor / survey team:**
 - a. (1) AN/VDR-2 Radiac Set
 - b. (1) M256A1 Chemical Agent Detection Kit
 - c. (1) Biological Sampling Kit
 - d. (1) NATO Marking Kit

NBC Decontamination Operations

1. **Each company decon team has the following capabilities:**
 - a. Hasty Decon, MOPP gear exchange and vehicle washdown
 - b. Detailed equipment and troop decontamination
 - c. Chemical casualty decontamination

2. **When required, the following equipment is issued to each decon team:**
 - a. (1) M256A1 Chemical Agent Detection Kit
 - b. (8) M2 TAP Aprons
 - c. (1) M17A1 LWDA for vehicle washdown.
 - d. STB (Super Tropical Bleach) Decontamination Agent
 - e. Shovels, Rakes, Brooms, Brushes, Trash cans, Buckets, Trash bags and Cutting tools

3. **The Bn establishes a single company-sized decon site.** The Bn Decon Team will prepare the site. The “dirty” company will send their decon team to this site. Once the site is established, the “dirty” unit proceeds to the site and provides security. A rifle company takes approximately four hours to decontaminate. *See Figure 6-1.*

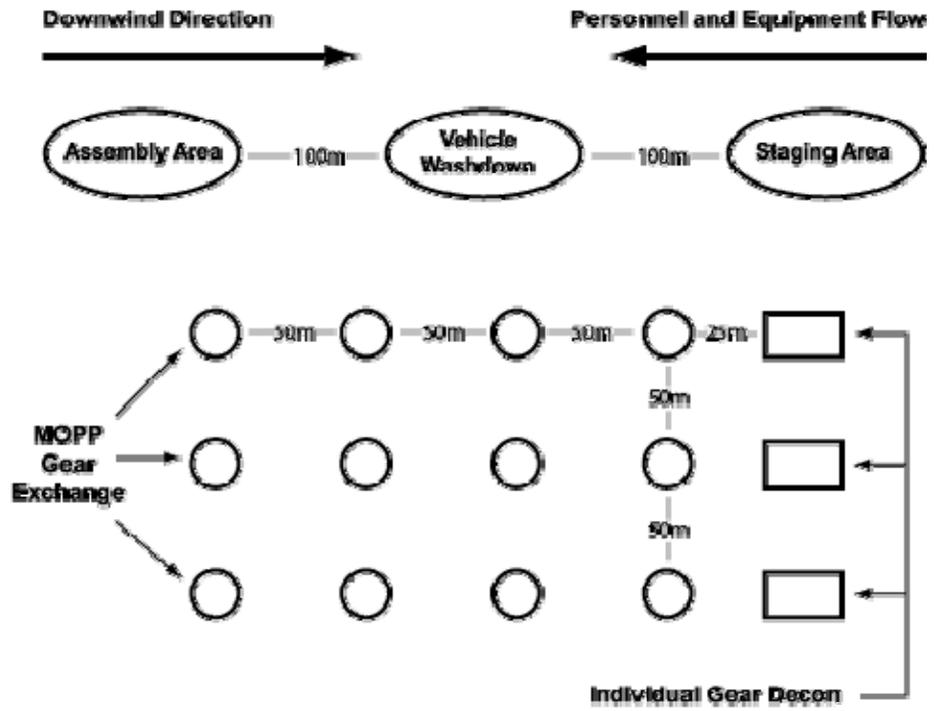


Figure 6-1. Decontamination Site.

Chapter 7

Combat Engineering SOP

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7001. Lane Marking SOP	7-3
7002. Minefield and Obstacle SOP	7-4

In-Stride Breach SOP

1. **If the Battalion is stopped by an obstacle, the lead company executes an In-Stride Breach.** That company becomes the Battalion main effort. An In-Stride Breach is a company battle drill. Company SOP covers the procedure.
2. **General Procedure:**
 - a. Lead Company does recon and reports. If obstacle can be bypassed, Company bypasses. Bypass is marked, especially in darkness, as per SOP. *See Lane Marking SOP.*
 - b. If not, Company executes an In-Stride Breach: Suppress, Obscure, Secure, and Reduce. Three elements, support, breach, and assault, conduct the breach. The breach element is ideally an OCD engineer squad in an AAV with TWMP support.
 - c. Company marks land and moves through to secure breach. *See Lane Marking SOP.*
 - d. Company leaves a guide det at the cleared lane or bypass.
 - e. Standard OCD signals are CEB SOP:
 - (1) Five minute warning: White Star Cluster. Assault Element moves.
 - (2) Open Lane: Green Star Cluster.
 - (3) Fouled Lane: Yellow Smoke.
 - (4) Fouled Lane Cleared: Green Smoke.
3. **If the obstacle is beyond the capability of the Company, the Battalion executes a Deliberate Breach.** The Deliberate Breach routine is the same as the above In-Stride Breach, except that battalion assets act as the support, breach and assault elements.

Lane Marking SOP

1. **Cleared lanes through obstacles are clearly marked.** If available, NATO markers are used to mark a breach lane. Two horizontal lights, either white or green, illuminate the NATO marker at night. *See Figure 7-1.*

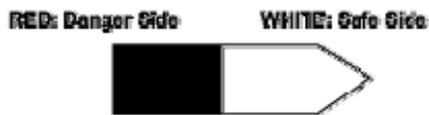


Figure 7-1. NATO Standard Marker.

2. **In the absence of NATO markers, RED marks the LEFT side of a cleared lane.** *See Figure 7-2.* GREEN marks the RIGHT side. RIGHT and LEFT refer to the direction of movement. Priority:
 - a. Entrance funnel. LEFT side is RED panel and RED chemlites, right side is GREEN.
 - b. LEFT edge of cleared lane.
 - c. Exit funnel.

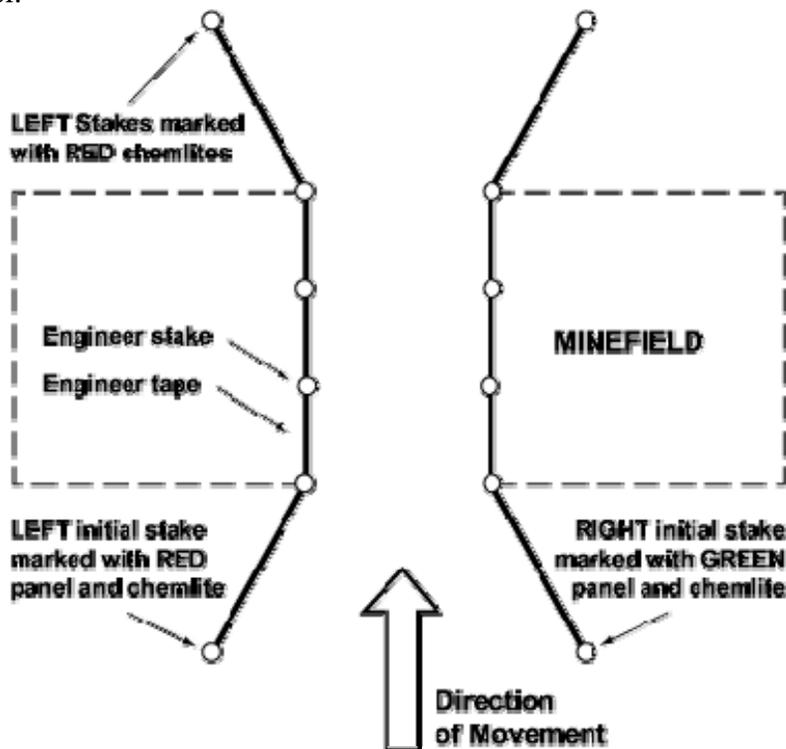


Figure 7-2. Breach Marking.

3. **Additional markings assist units moving toward the breach site:**
 - a. Far Recognition Marker (1000m). Day: Red panel. Night: Red panel with green chemlites at each corner.
 - b. Near Recognition Marker (200m). Day: Orange panel. Night: Orange panel with red chemlites in each corner.
 - c. Standoff Marker (60m). Red panel marker.
4. **White engineer tape, staked at both ends, is used to mark the centerline of foot-mobile breaches.**

Minefield and Obstacle SOP

1. Friendly Minefields and Obstacles must be reported to HHQ. Attached engineers submit the following reports:

Intent to Lay Minefield Report

Initiation of Lay Report

Completion of Minefield Report

2. **Obstacle Control Measures are Zones, Belts, Systems, and Obstacles.** All obstacle control measures are assigned by the division engineer.
 - a. Zones are single letters.
 - b. Systems within Belts are numbered 1-9. A system is a single interlocked series of obstacles.
 - c. Individual Obstacles are assigned four-digit numbers. Number blocks are assigned by the division engineer.
3. **Obstacles are classified by purpose: Turning, Blocking, Fixing, or Disrupting.**

Chapter 8

Motor Vehicle SOP

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8004. Vehicle Marking SOP	8-4

Vehicle Gear List SOP

1. **All Battalion HMMWVs carry the following On-Vehicle Equipment (OVE):**
See Figure 8-1.
 - a. Pioneer Tray with: Shovel, Ax, Pick Handle, Pick
 - b. Tool Bag with a minimum of (4) tools: Pliers, Adjustable Wrench, Flat Tip Screwdriver, Cross Tip Screwdriver
 - c. Fire Extinguisher
 - d. Warning Triangle Kit
 - e. First-Aid Kit
 - f. TM-10 Operator Technical Manual
 - g. Chock
2. **In addition to OVE, all Battalion HMMWVs carry:**
 - a. Cammie Net with Poles and Spreaders.
 - b. A minimum of (1) water can and (1) fuel can.

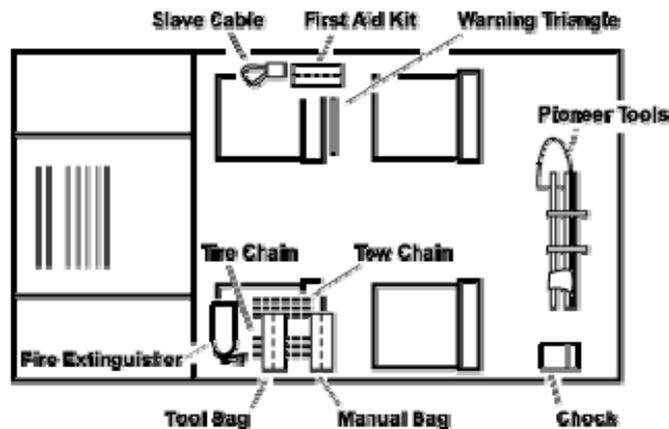


Figure 8-1. On-Vehicle Equipment.

3. **Company SOPs address unit-specific vehicle equipment requirements.**
4. **Motor-T Contact Team HMMWVs carry:** Slave Cable, Tow Chain, Tow Bar, (4) Fuel Cans, (2) Water Cans, (2) Spare Tires, Tool Box.

Vehicle Recovery SOP

1. **Stuck Vehicle.** If a stuck vehicle cannot be freed by the unit using a HMMWV winch, contact the Log Train on Bn Tac-II and request a Contact Team.
2. **Disabled Vehicle.** Contact the Log Train on Bn Tac-II. Maintenance Contact Team attempts to repair the vehicle at an RRP or in the unit area.
3. *See Chapter 5 – Recovery SOP.*

Vehicle Refueling SOP

1. **When a unit needs to refuel (2) or more vehicles,** contact the Log Train on Bn Tac-II and request to have CSSD do a forward resupply of fuel.
2. **When a single vehicle runs out of fuel,** and no fuel cans are available, Contact the Log Train on Bn Tac-II are request a forward resupply of fuel.

Vehicle Operation SOP

1. **Vehicles will not be backed, day or night, without a ground guide.**
2. **Chock Blocks are used at all times when vehicle is parked, regardless of slope angle.**
3. **Troops Straps are hooked and tailgates are up at all times when vehicle is in motion.**
4. **Seat belts are worn at all times, if available.**
5. **By MEF order, Helmets and Flak vest are to worn at all times in vehicles.**
6. **No driver shall operate a vehicle within (8) hours of consuming alcohol.** No driver shall drive more than (12) hours in a twenty-four hour period.

Vehicle Marking SOP

1. **Vehicles are marked with unit numbers.** *See Chapter 1 – Unit Identification SOP.*
 - a. Weapons vehicles are marked with large unit numbers on both sides. This aids coordination of fire.
 - b. FAC vehicles and commander vehicles are marked with a large unit number on the hood and roof, readable while overlooking the vehicle from behind. This aids coordination with helicopters.
 - c. *See Figure 8-2. See Regimental SOP – Tactical Markings for MAGTF Units.*

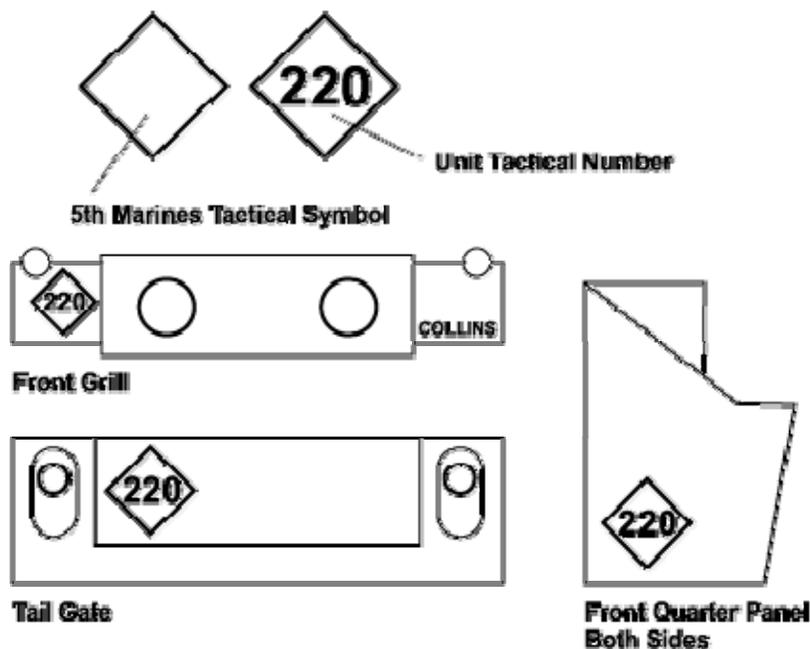


Figure 8-2. HMMWV Vehicle Markings.

2. **Vehicles are marked with RUC numbers as per MCO.**
3. **Mission-specific vehicle marking may include:**
 - a. DARPA Light. An IR IFF device.
 - b. Air Panel secured to hood.
 - c. Glint Tape. A passive IR reflective tape.
 - d. Engineer Tape for Passage of Lines Convoy. *See Chapter 3 – Convoy Marking SOP for Passage of Lines.*

Chapter 9

Aviation Support SOP

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Pickup Zone SOP

1. **The Pickup Zone Plan is the Pickup Zone Diagram.** See Figure 9-1. Pickup Zone Diagram shows zone, aircraft formation, staging arrangements of sticks, ITG, LZ Control Frequencies, and callsigns. If possible, bump plan is also shown.
2. **The HWSAT and bump plan need to be planned ahead with the squadron.** The bump plan prioritizes the minimum sticks for mission GO / NO-GO.
3. **Pickup Zone layout and sequence should mirror Insert Zone.** The easiest ground coordination is fewer birds in multiple waves.
4. **LZ Control Frequency is needed for comm with inbound aircraft.** Separate frequency minimizes traffic on Battalion TAC and squadron common. Primary frequency is UHF. Mandatory secondary frequency is VHF SCPT.

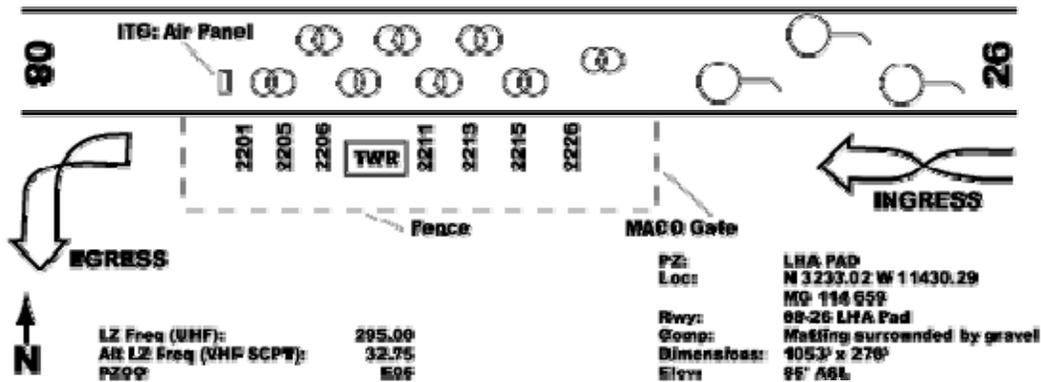


Figure 9-1. Pickup Zone Diagram.

5. **Pickup Zone Control Officer (PZCO) is the Bn XO.** PZCO maintains comm with all units on Bn Tac-I. The Marshaling Area Control Officer (MACO) is the Headquarters Commandant. The AirO is not the PZCO.
6. **Battalion-level Pickup Zone Plan includes the following:**
 - a. Marking each position for stick staging. Separate staging area for external lifts. Water resupply and trash collection in the staging area.
 - b. Moving sticks through MACO gate to stick staging area by waves. Stick manifests go to the MACO at the MACO gate. See Chapter 3 – Manifest SOP.
 - c. Pickup Zone ITG. No ITG is needed on established airfields. Expeditionary airfields or LZs require minimal ITG: Signal panel and smoke.

Insert Zone SOP

1. **Insert Zone is planned on Insert Zone Diagram.** See Figure 9-2. An Insert Zone Diagram is done for alternate LZs as well.
2. **AFL and EFL generate Insert Zone Diagram based on HUC scheme.** Important:
 - a. FSCM, especially TRPs.
 - b. RFLs and RFAs, especially for door gunners. GTLs.
 - c. Transition of control of fires from EFL to disembarking unit.
3. **Company SOPs address Helicopter and Insert Zone specifics.** Stick Leader duties, ICS, Navigation, In-bird signals, Loading weapons, NVG checks, Chemlites / Illumination, Radios, Debarking, Final POSREP from pilot, and Security in the LZ.

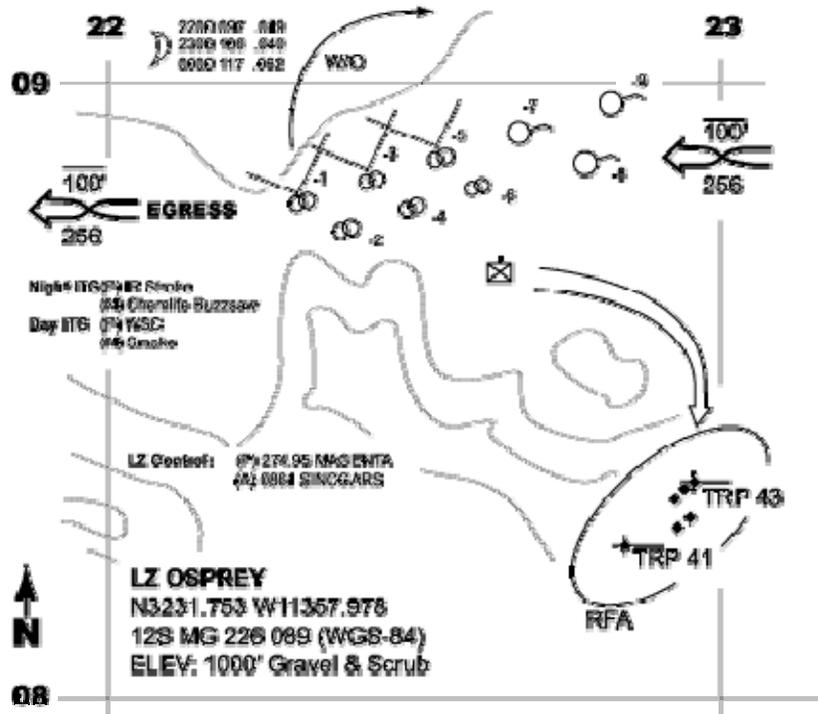


Figure 9-2. Insert Zone Diagram.

Extract Zone SOP

1. **Each company maintains a unit trained in helicopter landing zone procedures.** The Headquarters Commandant is prepared to execute Battalion-level extracts.
2. **Ideally, each helicopter extract is planned in detail, in advance.** Minimum plan includes:
 - a. Grid.
 - b. LZ Control Freq. A separate freq - NOT squadron common. UHF is primary. Mandatory secondary freq is VHF SCPT. Callsigns.
 - c. Number of waves. Number of birds per wave. Formation. At night, extract by division rather than all at once. Less aircraft, more waves, is easier for ground forces to coordinate. Less preferred by the squadron, but in the end, less delays in the zone.
3. **The LZ Control Officer coordinates the extract.** He has the grid, a radio on the LZ Control Freq, the number of birds expected, and the ITG plan. The LZ Control Officer marks the LZ. For a hasty extract, with no prior planning, he passes an LZ brief to the inbound flight.
 - a. The LZ Control Officer is the Bn XO. The MACO is the HQ Commandant. The AirO is coordinating CAS, so the LZ Control Officer CANNOT use the AirO.
 - b. The LZ Control Officer is extracted on the last wave. The allows his team to pull up and retain all ITG markings.
4. **Aircraft Coordination.** For a well-planned extract, the squadron should mark aircraft. *See Figure 9-3.* Crew chiefs should be briefed on the extract plan, so they can coordinate changes with stick leaders in the extract zone.

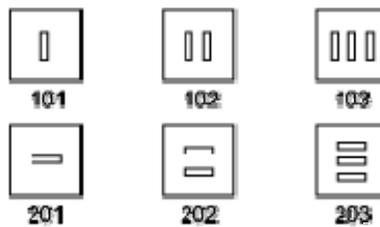


Figure 9-3. Helicopter Window Marking.

Night Extract ITG SOP

1. **Each night extract needs one method of distant ITG and one method of near ITG.**

Although radio is the primary signal, ITG is always emplaced. The no-comm plan is to extract using ITG only.

2. **Night ITG**

a. Distant. *See Figure 9-4.*

- (1) Infrared: IR Strobe. Preferably, a programmable Phoenix beacon which emits a code that the pilot can confirm. Strobes can be made directional by placing in 60mm mortar fiber or M203 barrel.
- (2) Infrared: IR Laser Pointer 'Rope.' An IR laser pointer, held vertically, drawing circles in the sky.
- (3) Infrared: IR Chemlite 'Buzzsaw.' An IR chemlite tied on a string, looped continuously on a 6-foot arc.
- (4) Visible Light: Chemlite 'Buzzsaw.'
- (5) Visible Light: Flashlight. Flashlight can be made directional by placing in an M203 barrel. Visible red light should NOT be used as it interferes with the pilot's NVGs.
- (6) Visible Light: Pyro. Star Clusters, Star Parachutes, Illum.



Figure 9-4. Night Distant ITG Techniques.

b. Near. *See Figure 9-5.*

- (1) Infrared: IR Chemlite Wind 'T.' The 'T' is the landing point of the first helicopter. Helicopter lands nose into the wind, so that the 'T' is readable. Additional landing points can be marked with a cross. Note distance between chemlites.
- (2) Visible Light: Chemlite Wind 'T.'

(3) Visible: Smoke, which is visible to pilots with NVGs, CAN be used on clear nights.

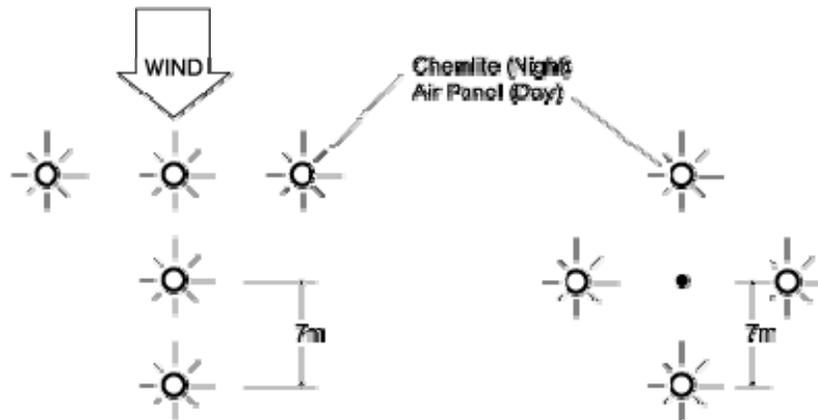


Figure 9-5. Primary Landing Point **Wind 'T'** and Secondary Landing Point **Cross**.

c. Notes on Night ITG

- (1) Do not use unfiltered (white) strobe as it can be confused with muzzle flashes.
- (2) Passive IR is recommended for Marines on the ground. Glint tape on helmets, IR chemlites on stick leaders.
- (3) Obstacles can be marked with chemlites. Brief pilots as to meaning of markings.
- (4) IR chemlites are better than colored chemlites. If no IR chemlites are available, use two colored chemlites taped together at each position. For pilots on NVGs, red chemlites are more visible than blue or green. All chemlites need to be doubly secured to the deck to prevent scattering under rotor wash. *See Figure 9-6.*

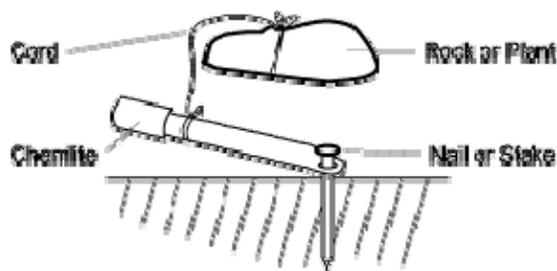


Figure 9-6. Detail of Doubly Secured Chemlite Marking.

Day Extract ITG SOP

1. Each day extract needs one method of distant ITG and one method of near ITG.

Although radio is the primary signal, ITG is always emplaced. The no-comm plan is to extract using ITG only.

2. Day ITG

a. Distant

(1) Pyro: Star Clusters, Star Parachutes, Illum.

(2) Signal Mirror.

b. Near

(1) Air Panel.

(2) Smoke. Do not announce color. Have pilot confirm color.

c. Notes on Day ITG

(1) Attach (6) cords to each air panel for tie-down purposes. Carry nails.

(2) On radio, vector aircraft toward you using the clock method: "I'm at your 9 o'clock right NOW."

Air Defense SOP

1. **Air defense readiness conditions are briefed when needed:**

Condition	COLOR	Codeword	Enemy Capability
I	Red	Apple Jack	Attack Imminent
II	Yellow	Lemon Juice	Attack Probable
III	White	Snowman	Attack not Probable

2. **Air defense weapons firing control status:**

TIGHT	Do not engage unless under attack.
HOLD	Do not engage unless positively identified as enemy.
FREE	Engage if not identified as friendly.

3. **Emergency signaling.** The voice alarm is AIR ATTACK. The sound alarm is three long horn blasts, or a warbling siren alarm. The ALL CLEAR is a one-minute steady horn.
4. **Company SOPs address air sentries, weapons manning at each level of alert, immediate actions on air attack for both vehicles and personnel, and engaging aircraft.**

Air MedEvac SOP

1. **Air MedEvac is requested on TAR/HR (HF) to the DASC.** Secondary means, for units without HF, is to contact the AirO on Bn Tac-I.
2. **Air MedEvac Request is passed to DASC.** *See Chapter 1 – Reports SOP.* DASC returns mission data: freq, callsign, number and type of aircraft.
- Ground MedEvac is requested on Bn Tac-II. *See Chapter 5 – Ground MedEvac SOP.*
 - A CASREP is sent to S-1 on Bn Tac-II after evacuation. *See Chapter 1 – Reports SOP.*
3. **LZ is marked.**
- Contact inbound flight by radio. Update LZ brief.
 - Mark LZ. *See Chapter 9 – Night Extract ITG SOP and Day Extract ITG SOP.*
 - Contact EFL to coordinate suppressive fire for protection of MedEvac aircraft.
4. **Weapons and equipment are kept by the unit.** Corpsmen do NOT evacuate with wounded.