

# UNITED STATES MARINE CORPS

OFFICER CANDIDATES SCHOOL  
TRAINING COMMAND  
2189 ELROD AVENUE  
QUANTICO, VIRGINIA 22134-5033

TACT 3022  
APR 2011

## OFFENSIVE COMBAT I AND COMBAT SIGNS

### TERMINAL LEARNING OBJECTIVE(S)

1. Given a command or situation while wearing a fighting load, communicate using hand and arm signals to maintain command and control through non-verbal communications while passing information between one, or more, locations. (0300-COMM-1001)
2. Given an individual weapon, as a member of a unit, while wearing a fighting load, perform individual movement techniques, by arriving at the objective. (0300-PAT-1005)
3. Given a patrol order, assigned weapon, and an assignment in a patrol, while wearing a fighting load, perform individual actions in a patrol without compromising the integrity of the patrol. (0300-PAT-1008)
4. Given a unit, an objective, a mission, and a commander's intent, lead a unit in offensive operations to accomplish the mission and meet the commander's intent. (0302-OFF-1201)

### ENABLING LEARNING OBJECTIVE(S)

1. Without the aid of references, identify commonly used hand and arm signals without omission. (0300-COMM-1001a)
2. Without the aid of references, perform hand and arm signals, to exercise control and pass information. (0300-COMM-1001b)
3. Without the aid of reference, state the purpose of hand and arm signals without omission. (0300-COMM-1001c)
4. Without the aid of references, identify the structure of a fireteam in accordance with MCWP 3-11.2. (0300-PAT-1005b)
5. Without the aid of references and given operational graphics of fire team combat formations, identify the combat formations of a fireteam in accordance with MCWP 3-11.2. (0300-PAT-1005f)
6. Without the aid of references, identify the strengths of each combat formation in accordance with MCWP 3-11.2. (0300-PAT-1005h)
7. Without the aid of references, identify the actions to take upon enemy contact in accordance with MCWP 3-11.2. (0300-PAT-1005k)

8. Given an individual weapon, as a member of a unit, while wearing a fighting load, perform individual actions during fire and movement, by arriving at the objective. (0300-PAT-1005m)

9. Without the aid of references, identify the Fighter/Leader concept in accordance with MCWP 3-11.2. (0300-PAT-1005p)

10. Given a patrol order, assigned weapon, and an assignment in a patrol, while wearing a fighting load, perform individual actions at halts IOT establish local security. (0300-PAT-1008b)

11. Given a patrol order, assigned weapon, and an assignment in a patrol, while wearing a fighting load, perform immediate action drills to varying threats IOT complete the mission. (0300-PAT-1008c)

12. Given a patrol order, assigned weapon, and an assignment in a patrol, while wearing a fighting load, communicate verbally or with hand and arm signals to disseminate information and complete the mission. (0300-PAT-1008d)

13. Without the aid of reference, using information provided, utilize the principles of BAMCIS to organize prior to an assault, without omission. (0302-OFF-1201a)

14. As leader of a small unit in a tactical situation, without the aid of reference, supervise the establishment of local security without omission. (0302-OFF-1201d)

## 1. **The Marine Rifle Fire Team**

### a. **Organization**

(1) **Subordinate units.** Each fire team contains three contains a Team Leader, Automatic Rifleman, Assistant Automatic Rifleman, and a Rifleman.

(2) **Personnel.** The fire team consists of four Marines, one fire team leader along with three subordinate members.

### b. **Grades and Duties of Individuals**

#### (1) **The Fire Team Leader**

(a) A Corporal team leader controls the movement and fires of the individuals within the fire team.

(b) In addition to his duties as fire team leader, he also serves as the fire team's grenadier. In the offense, he uses the M203 for marking targets and directing the fire of his team.

(c) The senior team leader will often serve as an assistant squad leader and assume the duties of the squad leader should the squad leader become a casualty.

(d) The team leader carries an M16A4 with M203 grenade launcher attached.

#### (2) **The Automatic Rifleman**

(a) A Lance Corporal automatic rifleman, or SAW gunner, carries out the orders of the team leader by focusing his firepower on enemy troop concentrations of four or more.

(b) The SAW gunner will assume the duties of the fire team leader should the team leader become a casualty.

(c) The SAW gunner carries the M249 Squad Automatic Weapon.

(3) **The Assistant Automatic Rifleman**

(a) The assistant automatic rifleman is a Lance Corporal or Private First Class and serves primarily as a rifleman.

(b) He assists the SAW gunner by carrying the spare barrel and extra ammunition for the SAW.

(c) Assistant SAW gunners carry an M16A4 service rifle.

(4) **The Rifleman**

(a) The rifleman is a Private or PFC. Riflemen are trained to engage the enemy with their weapons and serve as squad scouts.

(b) A rifleman carries the M16A4 service rifle.

2. **FIRE TEAM FORMATIONS**

a. **Dispersion.** Dispersion is maintaining distance between fragmentary munitions. Keep the dispersion between yourself and others when in formation between 5-15 meters at all times.

b. **Fire Team Symbols.** The following symbols are used to depict the fire team and its members.

Fire Team Leader



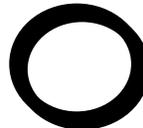
Automatic Rifleman



Assistant Automatic Rifleman

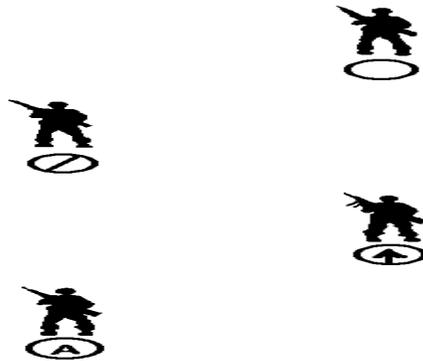


Rifleman



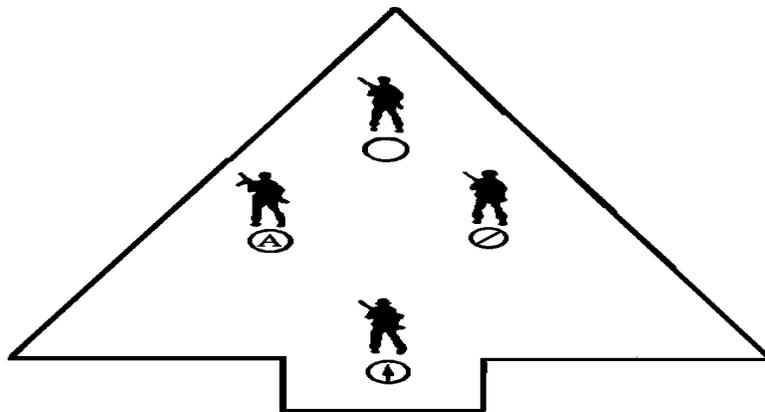
c. **Fire Team Column**

- (1) Facilitates control and rapid movement.
- (2) Favors firepower and maneuver to the flanks.
- (3) Is vulnerable to fire from the front.
- (4) Fire to the front is limited.
- (5) Used when speed and control are governing factors, such as when moving through densely wooded areas, fog, smoke, and along roads and trails.



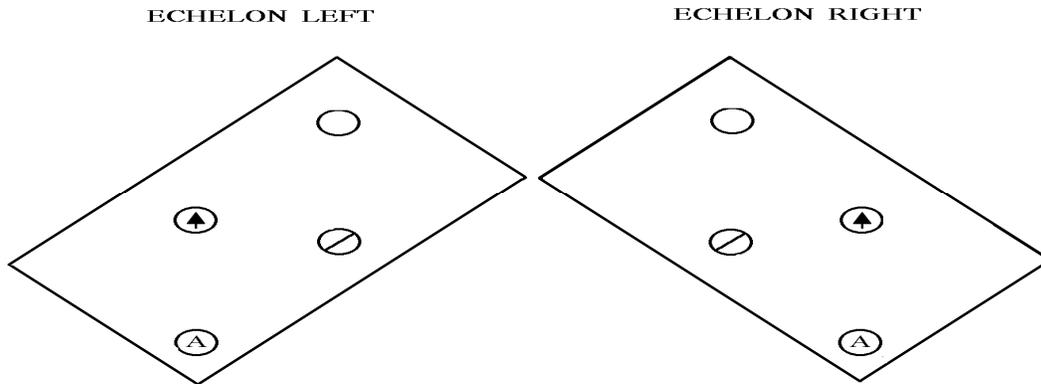
d. **Fire Team Wedge**

- (1) Facilitates control.
- (2) Provides all around security.
- (3) Formation is flexible.
- (4) Fire is adequate in all directions.
- (5) Used when enemy situation is uncertain and terrain and visibility require dispersion.



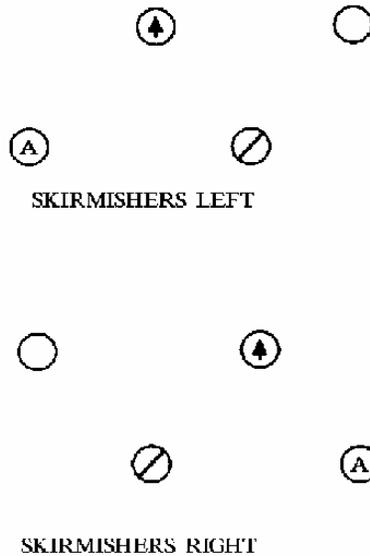
e. **Fire Team Echelon**

- (1) Difficult to control.
- (2) Movement is slow, especially under conditions of reduced visibility.
- (3) Provides heavy firepower to the front and in the direction of the echelon.
- (4) Used to protect an open or exposed flank.



f. **Fire Team Skirmishers**

- (1) Difficult to control.
- (2) Provides maximum firepower to the front.
- (3) Used when the location and strength of the enemy is known, during the assault, and crossing short open areas.



### 3. THE ESTIMATE OF THE SITUATION (METT-T)

a. **M- Mission.** What is my unit tasked with doing or about to do? What is the next class on the training schedule, next PT event, next field evaluation and what is my unit doing to prepare for this event? Where does my fire-team fit into the bigger picture of things?

b. **E- Enemy.** In all environments, how could the enemy take advantage of the situation and kill my fellow Marines? Where would he come from? **What is his most likely avenue of approach?** LEFT, RIGHT, FRONT, REAR, ABOVE or BELOW! Is he observing us now? What is he doing? What is his current location? What is he ultimately trying to accomplish? This is one environment where paranoia is good. Never assume away an enemy capability or plan. Always look at your unit from the enemy's perspective first. What are his patterns?

c. **T- Troops (Friendly Troops).** Who (which Fire-team, squad or platoon) is on my left, right, front, rear, above or below me? How will the impacts of my rounds (should my fire team engage an infiltrator that cleans the port-a-johns) effect 1st Fire-team on my right and 3rd Fire-team on the left (geometry of fires)? Have I talked to my adjacent leaders on my left and right or did I ASSUME they were "good to go"? Most important of these is the fighting spirit and combat mindset. Morale and possession of a good fighting spirit can overcome average tactics. Good tactics in planning cannot overcome poor morale, lax security or improper mindset to deal with the combat environment.

d. **T- Terrain and Weather (Your Ground, Your Surroundings, Your Environment).** How could I best maximize the ground or urban structures to my advantage? How can the enemy maximize the ground and the populace to his advantage? Do I have Marines in elevated, covered and concealed positions that can observe the entire battleground that my unit is responsible for? In my surroundings what is normal? Look for clues that indicate *ABSENCE OF THE NORMAL and PRESENCE OF THE ABNORMAL!*

e. **T- Time.** What are his patterns and when is the enemy most active? How does this match with your timeline? How much prep time do you have between now and your next class? How much time does it takes for a small unit leader to develop a plan to kill the enemy or plan the next mission? Will a good plan well executed now be better than a great plan executed too late? Opportunities to kill the enemy are fleeting, particularly in counter-insurgency operations where the enemy will not want to expose himself too long.

### 4. COMMUNICATION

a. **Special Signals.** Another means of communicating is by special signals, which are all methods and devices used to transmit commands or information that are not standard throughout the Marine Corps. Some examples are the use of smoke or flares. All special signals must be rehearsed and understood by each member of a unit before they can be used.

b. **Standard Hand and Arm Signals.** The purpose of hand and arm signals is to provide a standard way in which to communicate within a unit or when a unit is working with another and there is no chance to rehearse special signals.

(1) **Decrease speed.** Extend the arm horizontally and sideward, palm, facing front, and wave arm downward several times, keeping the arm straight. The arm does not move above a horizontal plane.

(2) **Change Direction.** Extend arm horizontally to the side, palm to the front.

(3) **Enemy in sight.** Hold the rifle horizontally, with the stock on the shoulder, the muzzle pointing in the direction of the enemy.

(4) **Range.** Extend the arm fully towards the leader or men for whom the signal is intended with fist closed. Open the fist exposing one finger for each 100 meters of range.

(5) **Commence fire.** Extend the arm in front of the body, hip high, palm down, and move it through a wide horizontal arc several times.

- (6) **Fire faster.** Rapidly execute the “Commence fire” signal.
- (7) **Fire slower.** Slowly execute the “Commence Fire” signal.
- (8) **Cease fire.** Raise the hand in front of the forehead, palm to front, and swing the arm and forearm up and down several times in the front of the face.
- (9) **Assemble.** Raise the arm vertically to the full extent of the arm, fingers extended and joined, palm to the front, and wave in large horizontal circles with the arm and hand.
- (10) **Form column.** Raise either arm to the vertical position. Drop the arm to the rear, demonstrating complete circles in a vertical plane parallel to the body.
- (11) **Are you ready?** Extend the arm toward the leader for whom the signal is intended, hand raised, fingers extended and joined, raised arm slightly above horizontal, palm facing outward.
- (12) **I am ready.** Execute the signal, “are you ready?”
- (13) **Shift.** Raise the hand that is on the side toward the new direction across the body, palm to the front; then swing the arm in a horizontal arc, extending arm and hand to point in the new direction.
- (14) **Echelon.** Face the unit being signaled, and extend one arm 45 degrees above the horizontal and the other arm 45 degrees below the horizontal, palms to the front. The lower arm indicates the direction of echelon.
- (15) **Skirmisher.** Raise both arms laterally until horizontal, arms and hand extended, palms down. To determine direction, turn head and move hand up and down, in the appropriate direction.
- (16) **Wedge.** Extend both arms downward and to the side at an angle of 45 degrees below the horizontal, palms to the front.
- (17) **Fire-team.** Place the right arm diagonally across the chest.
- (18) **Close up.** Start signal with both arms extended sideward, palm forward, and bring hands together in front of the body momentarily.
- (19) **Open up or extend.** Start signal with arm extended in the front of the body, palms together, and bring arms to the horizontal position at the sides, face palms forward.
- (20) **Disperse.** Extend either arm vertically overhead; wave the hand and arm to the front, left, right, and rear, the palm toward the direction of each movement.
- (21) **I do not understand.** Raise both arms sideward to the horizontal at the hip level, bend both arms at elbows, palms up, and shrug shoulders in the manner of universal “I do not know.”
- (22) **Forward.** Face and move to the desired direction of march, at the same time extend the arm horizontally to the rear, then swing it overhead and forward in the direction of movement until it is horizontal, palm down.
- (23) **Halt.** Carry the hand to the shoulder, palm to the front then thrust the hand upward vertically to the full extent of the arm and hold it in the position until the signal is understood.
- (24) **Freeze.** Make the signal for a halt and make a fist with the hand.
- (25) **Down, take cover.** Extend arm sideward at an angle of 45 degrees above horizontal, palm down, and lower it to the side.

(26) **Double time.** Carry the hand to the shoulder, fist closed rapidly thrust the fist upward vertically to the full extent of the arm and back to the shoulder several times.

(27) **Attention.** Raise hand on top of head, palm out, and lower it horizontally.

(28) **Mount.** Lower arm at a 45 degree angle to the side and raise it 90 degrees over the head.

(29) **Disregard/ As you were.** Raise arms over the head and cross forearms in an "X".

(30) **Pace count.** Raise heel horizontally to the deck and tap lightly with non-firing hand, fingers extended and joined.

(31) **Head count.** Place hand on top of head and tap lightly. Fingers extended and joined.

## 5. **IMMEDIATE ACTIONS UPON ENEMY CONTACT**

a. **The Fighter/Leader concept.** This is used to initiate and continue rushing after contact has been made. The unit leader employs the fighter/leader concept by suppressing the enemy while his buddy rushes and leads when he looks to control his unit.

b. If the enemy's position is sighted before enemy contact, give the hand and arm signal for enemy in sight. Upon receiving this signal, the fire team leader should have the fire team members assume the prone position behind a covered and concealed position.

c. When fired on by the enemy, the fire team leader must react quickly to overcome the enemy's advantage of surprise and initial fire superiority. If not already in the prone, the fire team members should immediately and automatically assume the prone position behind a covered and concealed position. The fire team leader will switch to verbal commands automatically. Based on the AADRAC the squad members will return fire.

d. A fire command contains six basic elements (acronym ADDRAC):

(1) **Alert.** Alert all members of the unit to be ready to receive further instructions.

(2) **Direction.** Orient the unit to the location of the enemy.

(3) **Description.** Give the unit a brief and accurate description of the target.

(4) **Range.** Give the unit information needed to adjust point of aim.

(5) **(target) Assignment.** Tell the unit who is to fire on which target.

(6) **(fire) Control.** Give the unit the command to commence firing. Return fire and gain fire superiority.

(a) Once the fire command is given the unit must gain fire superiority. Once fire superiority is achieved, the fire team must aggressively close the remaining ground to the objective using the fighter leader concept while maintaining fire superiority.

(b) Assault through the objective to push the enemy off the objective.

(c) Once the assault is complete, immediately establish a hasty 180 defense, facing the direction of possible enemy threat.

(d) Control the fire team through the assault and consolidation. The perimeter should be checked by the fire team leader and an adjustment made after determining no enemy counterattack is imminent. Ensure the squad automatic weapon covers the most likely enemy avenue of approach and all fields of fire are interlocking.

(e) Report appropriate ammo/casualty report.

e. **Buddy rushes.** The method of rushing where the team leader and rifleman rush forward while providing suppression for one another, at the same time, the SAW gunner and assistant Automatic Rifleman rush forward while providing suppression for one another.

f. **Hasty 180:** Ten to twenty meters past the objective the fire team must get into a hasty 180 to prepare for the possibility of an enemy counter-attack. The team leader is responsible for assigning appropriate sectors of fire from 9-3 utilizing the clock method.

g. **Consolidated 360:** Once a team leader determines that there is no chance of enemy counter-attack he will move his fire team members into a consolidated 360, again ensuring that his fire team members are assigned appropriate sectors of fire. Once consolidated, the fire team leader will get ACE reports from all of his team members.

h. **ACE Report:** The ACE report is used to gather pertinent information from all members of a fire team.

- **Ammunition:** Available ammunition counts.
- **Casualties:** List of all casualties and level of severity.
- **Equipment:** Gear accountability.

## 6. PRIORITY OF WORK

The priorities of work are the actions you take when setting up security or placing in your defense. Remember 360\* Security

a. **Safe**

(1) **S = SECURITY** - This translates to how your fire team or squad is organized on the ground. Your entire squad may be in a 360 perimeter. The entire company may be in an administrative bivouac formation and the company commander directs that two candidates per platoon are local security during the night. Your posted local security should always be focused externally. An occasional scan back internally is prudent, but maintain the external focus. **It is the plan on the ground and level of alertness for which you employ your unit.**

(2) **A = AUTOMATIC WEAPONS** - In a fire team you will have (1) automatic weapon, the M249 SAW. The unit (Fire team) leader places that SAW on what he thinks is the most likely avenue of approach into his position. **You as a unit leader must have a plan to ensure the heavy weapons in your unit are assigned an avenue of approach or a sector of observation. Use METT-T to guide the placement of weapons systems based on the enemy analysis.**

(3) **F = FIELDS OF FIRE** - This translates into how you place your weapons on the ground in accordance with the terrain and other friendly units. This means that you placed your heaviest weapons first and have given them a sector of fire/observation. The next step is you are doing the same for all of your small arms making sure the fields of fire of all your crew-served and individual weapons makes sense based on the enemy threat, the terrain and where you have friendly forces. This may also be referred to as geometry of fires. **You as a leader must be aware of where all weapons are oriented and that the effects of those weapons will not cause friendly casualties.**

(4) **E = ENTRENCHMENT** - **This is the process by which you begin to improve your positions.** If out in the open, you might dig fighting positions knowing the enemy has a significant rocket and mortar threat. If in an urban environment, it means you are filling sand bags in front of your machine guns, building blast barriers that give you stand off from suicide bombers. It means you are placing ammo near by so if you find yourself in the northwest corner of Fallujah one day and the enemy decides to hit you with a multiple point attack, you have the ammo to kill them and defeat their attack. These were just some examples of how to improve a position.

**Combat Signals.**



Decrease speed



Change direction



Enemy in sight



Range



Commence  
fire



Fire faster



Fire slower



Cease fire





Assemble



Form a column



Are you ready?



I am ready



Shift



Echelon



Skirmisher



Wedge



Fire team



Close up



Open up or extend



Disperse



I do not understand



Forward



Halt



Freeze



Down, take cover



Double Time



Attention



Mount



Disregard/As you were



Pace count



Head count

**NOTES:**

**REFERENCES:**

1. Marine Rifle Squad

MCWP 3-11.2