UNITED STATES MARINE CORPS
OFFICER CANDIDATES SCHOOL
TRAINING COMMAND
2189 ELROD AVENUE
QUANTICO, VIRGINIA 22134-5033

OFFENSIVE COMBAT 2

TERMINAL LEARNING OBJECTIVE(S)

1. Given a command or situation, while wearing a fighting load, communicate using hand and arm signals by performing 32 out of 40 signals correctly. (OCS-COMM-1001)

2. 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. (OCS-PAT-1006)

3. Given a unit, an objective, and an order, lead a unit in offensive operations to accomplish the mission and meet the commander's intent. (OCS-PAT-1007)

ENABLING LEARNING OBJECTIVE(S)

1. Given a command or situation, while wearing a fighting load, identify the hand-and-arm signals for formations without error. (OCS-COMM-1001a)

2. Given a command or situation, while wearing a fighting load, identify the hand-and-arm signals for unit/element without error. (OCS-COMM-1001c)

3. Given a command or situation, while wearing a fighting load, identify the hand-and-arm signals for individual actions without error. (OCS-COMM-1001g)

4. As a member of a patrol, conduct a hasty attack ensuring the enemy is neutralized and the mission can continue. (OCS-PAT-1006b)

5. Given a unit, an objective, and an order, describe offensive operations without error. (OCS-PAT-1007a)

6. Given a unit, an objective, and an order in a training environment, conduct planning for a deliberate attack to accomplish the mission. (OCS-PAT-1007b)

7. Given a unit, an objective, and an order in a training environment, conduct a deliberate attack to neutralize the enemy. (OCS-PAT-1007d)

1. THE MARINE RIFLE SQUAD

a. **Mission**. The mission of the Marine Corps rifle squad is to locate, close with and destroy the enemy by fire and maneuver, or to repel the enemy's assault by fire and close-combat.

b. **Organization**

(1) Subordinate units. Each squad contains three subordinate units called fire teams. Each fire team contains a Team Leader, Automatic Rifleman, Assistant Automatic Rifleman, and a Rifleman

(2) Personnel. The squad consists of thirteen Marines, one squad leader along with three fire teams of four Marines each.

c. **Grade and Duties of the Squad Leader**

(1) A Sergeant squad leader is responsible for the employment of the squad by maintaining communication with fire team leaders.

(2) The squad leader carries the M16A4 service rifle and M7 bayonet.

(3) The fire team leaders carry out the orders as directed by their squad leader. In the event the squad leader becomes a casualty, the senior fire team leader then assumes the duties of the squad leader.

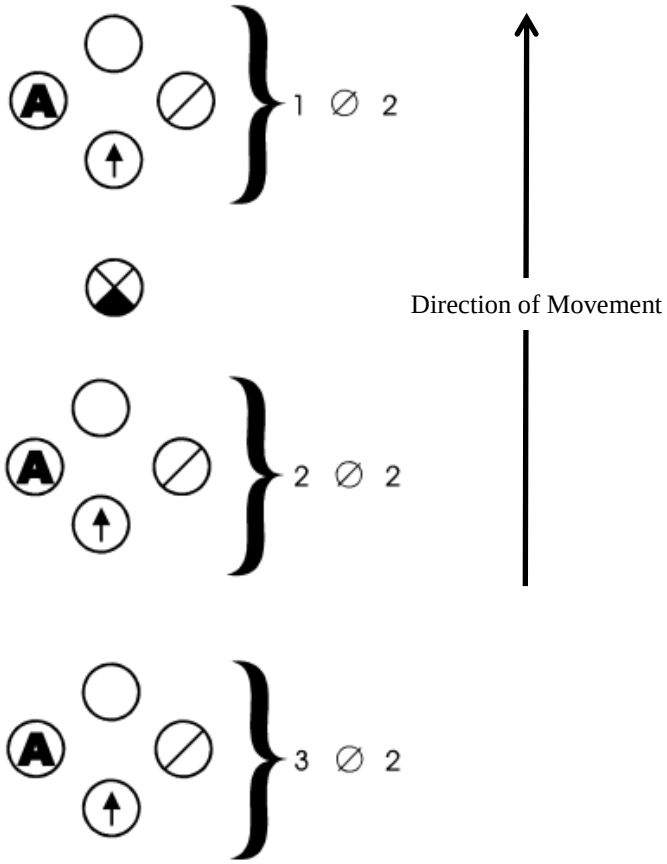
2. **SQUAD FORMATIONS**. As with the fire team formations, the basic reasons for using each squad formation are based off a METT-T. As the METT-T changes at the squad level, the formation may change accordingly. Dispersion between the fire teams should remain constant with the dispersion between the individuals in the fire teams.

a. **Squad Leader Symbol**

Squad Leader

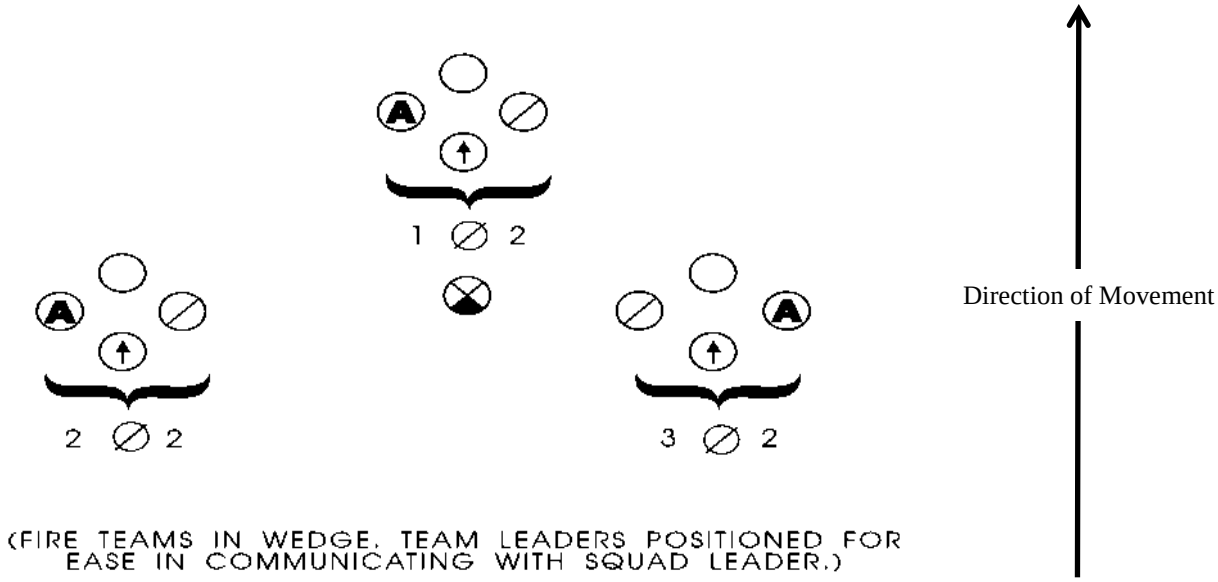
b. **Squad Formation**

(1) Squad Column. A column facilitates control and favors firepower and maneuver to the flanks. Firepower to the front is limited. Use this formation for speed and control.



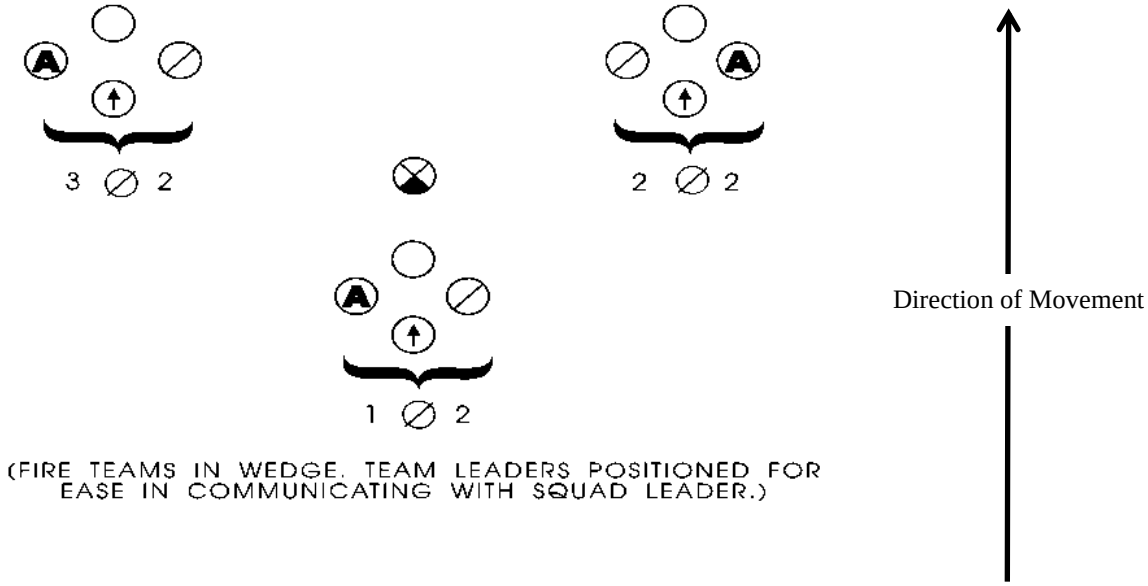
FIRE TEAMS IN WEDGE

(2) Squad Wedge. A wedge provides all around security and is a flexible formations, providing firepower in all directions. Use this formation when the enemy situation is uncertain.



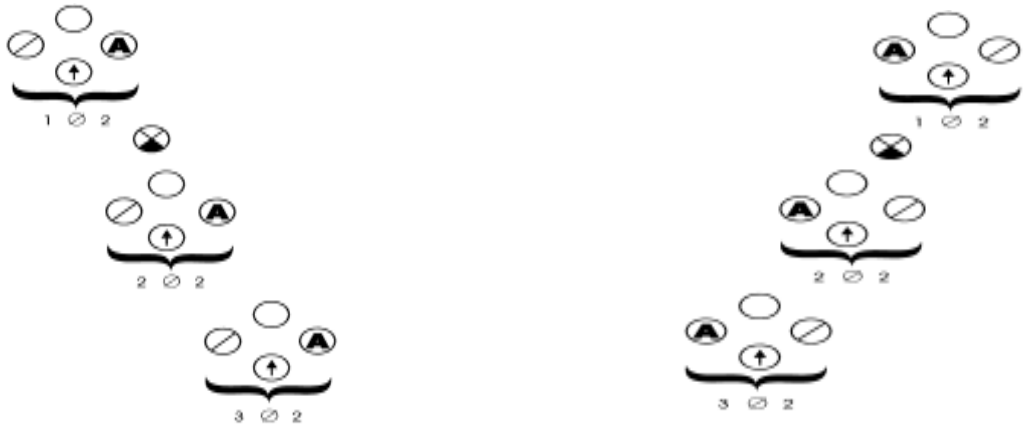
(FIRE TEAMS IN WEDGE. TEAM LEADERS POSITIONED FOR EASE IN COMMUNICATING WITH SQUAD LEADER.)

(3) Squad Vee. A squad vee is a flexible formation providing excellent firepower to the front and flanks and provides all around security. Use this formation when the enemy is to the front and their strength and location are known.



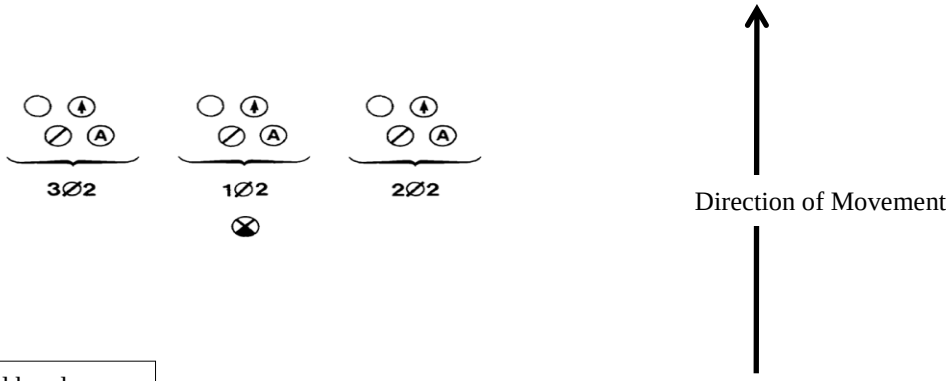
(FIRE TEAMS IN WEDGE. TEAM LEADERS POSITIONED FOR EASE IN COMMUNICATING WITH SQUAD LEADER.)

(4) Squad Echelon. An echelon provides heavy firepower to the front and in the direction of the echelon. This formation is slow and difficult to control. Use this formation to protect an open or exposed flank



(Squad Echelon Right Fire teams in Wedge Squad Echelon Left)

(5) Squad Line. A squad line provides maximum firepower to the front. Use this formation in an assault when the enemy's strengths and location are known.



3. **SQUAD SYMBOLS**

a. **Squad.** Extend the arm and hand toward the squad leader, palm of the hand down, distinctly move the hand up and down several times from the wrist, holding the arm steady.

b. **Leaders join me**. Extend arm to the front, palm up, and make a beckoning motion with the index finger.

c. **Vee.** Extend arms at an angle of 45 degrees above the horizontal forming the letter "V" with the arms and torso.

4. **PRINCIPLES OF OFFENSIVE COMBAT**

a. **Purpose**. The purpose of offensive combat is to either destroy the enemy or his will to fight. Offensive operations are usually undertaken to accomplish this objective through:

(1) Destruction of enemy forces and equipment.

(2) Deceiving and diverting the enemy.

(3) Depriving the enemy of resources

(4) Gaining information**.**

(5) Fixing the enemy in place.

(6) Disrupting enemy actions or preparations.

b. **Types of offensive operations**. There are four general types of offensive operations:

(1) Movement to Contact

(2) Attack

(3) Exploitation

(4) Pursuit

NOTE: At Officer Candidates School we will study the attack. The purpose of an attack is to Defeat, Destroy, or Neutralize the enemy. An attack emphasizes maximum application of combat power; coupled with bold maneuver, shock effect in the assault and prompt exploitation of success.

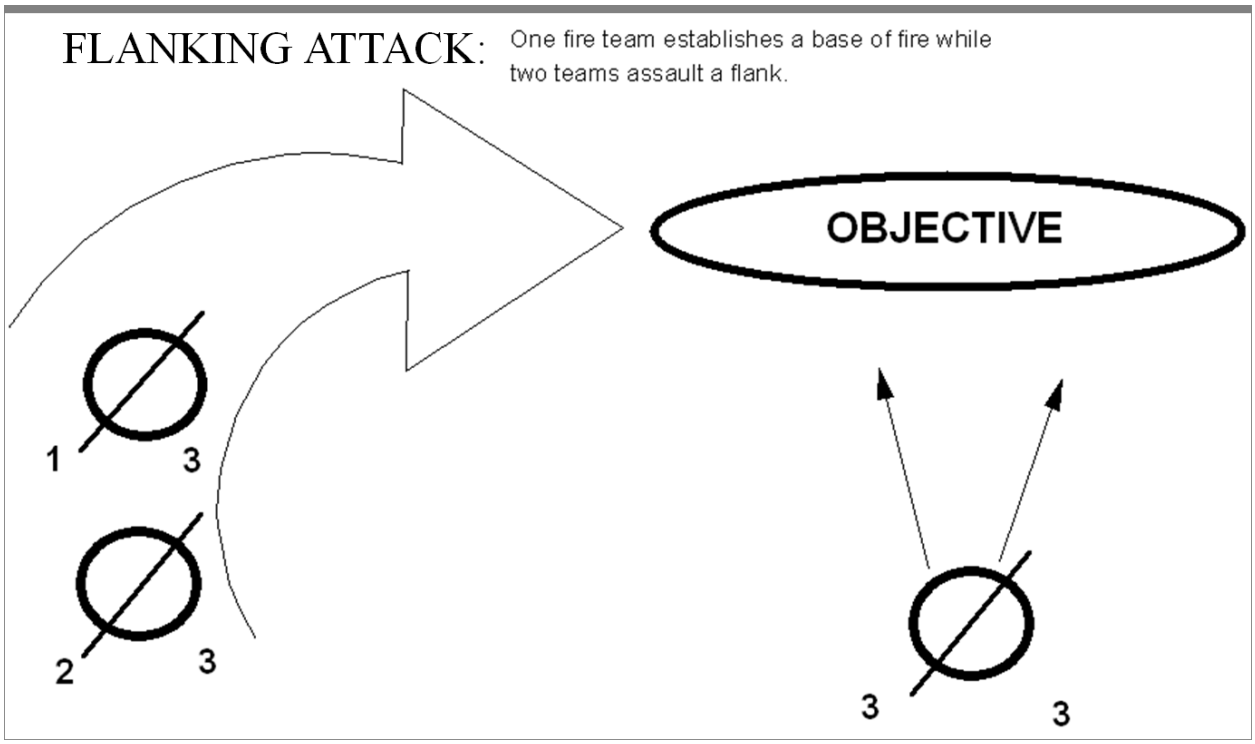
c. **Types of attacks and forms of maneuver**. The two types of attacks are hasty and deliberate. The type of attack is usually coupled with a particular form of maneuver. The form of maneuver will often depend on how much time you are allowed to prepare for an attack. The two forms of maneuver that are available to the squad are the frontal attack and the single envelopment.

(1) Frontal Attack. This form of maneuver is designed to exert pressure all along the enemy's lines, through fire and movement. Its purpose is to push him off an objective by superior combat power, pitting the enemy's strengths against your own.

(2) Fire and Movement. Fire and movement is the process whereby elements of a unit establish a base of fire to engage the enemy, while another element maneuvers to an advantageous position from which to close with and destroy or capture the enemy.

(3) Flanking Attack. A flanking attack is a form of offensive maneuver directed at the flank of an enemy force. A flank is the right or left side of a military formation and is not oriented toward the enemy. It is usually not as strong in terms of forces or fires as is the front of a military formation. The flanking attack is often used for a

hasty attack or meeting engagement where speed and simplicity are paramount to maintaining battle tempo and, ultimately, the initiative.



(4) Fire and Maneuver. This includes one assaulting element maneuvering against an enemy's flank with a base of fire provided by the rest of the unit, leading the assault element across the enemy's position.

5. **TACTICAL CONTROL MEASURES**

a. **General**. To coordinate what occurs from start to finish during an attack we develop control features known as tactical control measures. There are specific tactical control measures for every phase of offensive operation.

b. **Preparatory Phase**. This phase begins in the assembly area usually with a warning order and ends with the crossing of the line of departure, or when the unit is forced to fire upon the enemy.

(1) The assembly area is where the unit assembles prior to any tactical action. It should be located out of range of the enemy's direct fire weapons. Here the unit can draw ammunition, prepare weapons and equipment, issue the order, rest, and eat.

(2) The attack position is the last covered and concealed position before crossing the line of departure. Simply put, it is the last position to make final preparations before committing to the attack. If all preparations have been conducted in the assembly area, the unit executes the initial attack formation and moves through the attack position as quickly as possible. If conducting a single envelopment, the attack position may be used as a release point for the assaulting and supporting element.

c. **Conduct Phase**. The conduct phase begins with the crossing of the line of departure or when a unit is forced to fire upon the enemy. It ends when the unit has assaulted through the objective and has consolidated its position. The following are some standard tactical control measures that are used during this phase of an attack.

(1) The line of departure is a tactical control measure that signifies the unit's commitment to the attack. A prominent terrain measure such as a road, stream, or ridgeline may identify it. More importantly, the line of departure signifies that the unit is leaving an area of supporting friendly small-arms fire.

(2) The assault position is the last covered and concealed before launching the assault on the objective. It is tentatively established during the mission and should provide good cover and concealment. Here, the assaulting force makes last preparations such as inserting a fresh magazine, fixing bayonets, and making hand grenades readily available.

(3) The objective is where the unit conducts the actions taken upon enemy contact. The unit moves across using a series of rushes at the squad, fire team or two-man (buddy team) level. Once through the objective, the unit consolidates and reorganizes.

(4) The limit of advance is a predetermined point which the unit conducting the assault will not cross unless ordered to do so. This pursuit can be either by fire or physical pursuit as previously discussed. The limit of advance (LOA) is located on the far side of the objective.

d. **Exploitation Phase**. This phase begins upon consolidation. During exploitation, the unit will either pursue the enemy by fire or prepare for a counter attack. This will depend on their mission and purpose for the attack, but may also change once they report back to higher after the attack.

(1) Pursuit by Fire. If the purpose of the attack was to destroy enemy personnel and the enemy fled during the attack, higher may determine that immediate pursuit must follow.

(2) Continue the attack. If the purpose of the attack was to secure a particular location, it then becomes necessary to hold that location for follow- on forces before any further pursuit may take place. The commander may deem it necessary to destroy the fleeing enemy by continuing the attack in earnest.

e. **Distance**. The unit will assault 10-20 meters past the objective area. This can also be considered your LOA in the absence of a more identifiable terrain feature.

f. **Hasty 180**. Once 10-20 meters past the objective, the unit uses a 180 to prepare for an immediate counter-attack, protecting directly to the front and to the flanks. We can best observe the hasty 180, using a clock system.

(1) Fire team 180. A fire team 180, using the clock system covers roughly from 10 to 2 o'clock.

(2) Squad 180. Because of size, the squad will cover from 9 to 3 o'clock. Each fire team will be assigned a sector of fire using the clock system as well.

g. **Consolidation and Reorganization**

(1) Fire team. Once there is no sign of enemy counter attack, the fire team leader will get up and move about the team, checking for casualties and ammo counts. The team leader assigns hasty sectors of fire to the entire team. The team leader also ensures that the automatic rifleman is positioned facing 12 o'clock, or along the most likely avenue of approach. Once the team leader has the information, an AMMO/Casualty report must be given back to the squad leader.

(2) Squad. Once the squad leader is certain there is no chance of enemy counter attack, the squad leader sounds off, "CONSOLIDATE 360" All three fire teams then shift into a 360 degree perimeter. The team leaders report information to the squad leader. The squad leader ensures each team has interlocking sectors of fire. The squad leader may then check the placement of each automatic rifleman to ensure the likely avenues of approach are covered. The squad leader then reports the Ammo/Casualty information to the platoon commander. In the squad 360, all three fire teams are given a portion on the clock system to cover.

6. FUNDAMENTAL ACTIONS UPON ENEMY CONTACT

a. **Get down, Take Cover**. Once we have reached the assault position or have sighted the enemy, we quickly transition into our assault formation. Then we approach the enemy's position and assault on the unit leader's command or we are fired upon.

b. **Gain and Maintain Fire Superiority**. Once our unit initiates, or we are engaged, immediately return fire. You will not have to be told to shoot back once an enemy unit engages you. Ensure you are placing effective rounds on target to suppress and kill the enemy so you can advance.

c. **Unit Leader Gives ADDRAC**. ADDRAC is the acronym we use to help us remember the elements of a fire-command. These are specific instructions of how the unit leader wants the enemy to be engaged.

(1) Alert. Alerting all the members of the unit.

(2) Direction. Left, Front, Right, or Rear?

(3) Description. Enemy troops, Armored vehicles, Enemy bunker, etc.?

(4) Range. Given in increments of 100 or 50 (i.e. 100 meter 250 meters, 500 meters, etc.)

(5) Assignment. Used if you want specific weapons to engage specific targets (i.e. 203's on the bunker, other weapon systems onto the troops in the open.)

(6) Control. Fire at will, on my command, individual rushes etc.

d. **Buddy-Team Rushes Using The Fighter/ Leader Concept**

(1) Buddy team rushes. The smallest maneuver unit is the buddy team.

(a) One Marine suppresses the enemy while his buddy moves forward to the next piece of micro-terrain (**COVER**).

(b) Once in place, the Marine begins suppression for his buddy to move forward to the next piece of micro-terrain

(c) This series of successive bounds continue towards the enemy, moving from cover to cover until able to destroy the enemy.

(d) Two buddy-teams exist within a fire team. The fire team leader's buddy (RIFLEMAN) becomes the base unit for the team. Lateral and implicit communication is most likely to occur between the Marines of the buddy team, and then between the buddy teams themselves.

(2) The fighter/Leader Concept. The squad leader locates himself where he can best control and influence the action. In controlling the squad when taken under enemy fire, the squad leader takes into account the fact that the battlefield is a very noisy and confusing place. If enemy fire is light he may be able to control his fire team leaders by voice, whistle, or arm-and-hand signals. As the volume of enemy fire increases, this type of control becomes impossible. In this situation the squad leader must rely on the skill and initiative of the fire team leaders to carry out the instructions he previously gave them. To maintain control of the squad under heavy enemy fire, the squad leader positions himself near the fire team leader of the designated base fire team. By regulating the actions of the base fire team leader, the squad leader retains control of the squad.

(3) The base unit. The base unit is a specific unit or individual used by the unit leader to control direction and speed of an attack. When rushing, there needs to be a base unit established for the entire unit to guide off of.

(4) Ammo/Casualty Report. Here at OCS we expect to hear the ACE report as such: Good Morning/Afternoon Sir/Ma'am Candidate_____ reports objective all secure. There are approximately 5 to 10 rounds per candidate, there are no casualties, and all equipment is accounted for.

NOTES:

REFERENCES:

1. Commander's Tactical Handbook	MCRP 3-11.1A
2. Joint Urban Operations	JP 3-06
3. Marine Rifle Company/Platoon	FMFM 6-4
4. Marine Rifle Squad	MCWP 3-11.2
5. Military Operations on Urbanized Terrain (MOUT)	MCWP 3-35.3
6. Operational Terms and Graphics	MCRP 5-12A
7. Scouting and Patrolling	MCWP 3-11.3
8. Visual Signals FM 21-60	