

3RD RANGER BATTALION

FORCE IMPROVEMENT GROUP



INFANTRY FIELD MANUAL

INFANTRY BATTLE DRILLS

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Forward This manual is for all soldiers of the 3rd Battalion, 75th Ranger Regiment. It is designed to support training of infantry troopers in courses and squad practices.

This manual has been created under the auspices of the S-3 department of the 3rd Battalion, 75th Ranger Regiment. Users of this manual are invited to submit recommendations for improvements to the S-3 department via their chain of command.

This Field Manual provides the basic information on Squad Battle Drills.

Battle drills are simple evolutions of fire and movement designed to be learned and perfected through repetition so that carrying them out in the field becomes automatic.

1.0 Battle Drill: React to contact is the most fundamental drill individual soldiers React to Contact must know. It must be repeated often to ensure that soldiers responses become automatic.

1.1 React to Contact: Soldiers.

1. Situation: A Fire Team or Squad receives fire from enemy individual or crew-served weapons.
2. Battle Drill:
3. The team in contact does the following:
 - a. Drop and roll.

- b. Move into a covered/concealed firing position oriented on the sound of weapons fire.
- c. Return aimed fire as necessary or directed.
- d. Report the location of enemy using the 3D's (*Distance, direction and description*).

1.2 React to contact: FTL's

1. Situation: A Fire Team or Squad receives fire from enemy individual or crew-served weapons.

2. FTL's will do the following:

- a. Drop and roll.
- b. Move into a covered/concealed position oriented on the sound of weapons fire.
- c. Direct suppressing fire onto the suspected or known enemy positions, focusing on crew-served weapons or machine-guns first using good fire commands that include a description and location of target (including an accurate range) and a rate of fire.
- d. Direct grenade launcher smoke rounds onto the enemy position to obscure them.
- e. Check the status of all their personnel. (*ACEREP*)
- f. Communicate with the Squad Leader details on the enemy positions and location and the status of their personnel.

1.3 React to contact: SL's

1. Situation: A Fire Team or Squad receives fire from enemy individual or crew-served weapons.

2. SL's will do the following:

- a. Make a quick contact report to higher.

- b. Move up to the Fire Team in contact.
- c. Determine whether the team in contact can win the firefight based on volume and accuracy of enemy fires and friendly casualties.
- d. Make an assessment of the situation, identifying:
 - I. Location of enemy position and obstacles.
 - II. Size of the enemy force, number of automatic weapons, employment of supporting fires.
 - III. Vulnerable flanks.
 - IV. Covered and concealed routes onto enemy position.
- e. Determine the next course of action, i.e fire and movement, assault, breach, knock out bunker, enter and clear a building or trench OR, break contact.
- f. Send SPOTREP to higher, detailing SALT (*Size, Activity, Location, Time*) information and intentions.

2.0 Difference between a Hasty and Deliberate

A Deliberate Attack is pre-planned, coordinated employment of firepower and maneuver onto an objective. We generally have good intelligence on the OBJ provided through prior attack reconnaissance and the OBJ is usually too large, too well defended or has no readily identifiable exposed flanks or weaknesses for a hasty attack to be used. The Deliberate attack features a combined arms attack, utilizing all weapon platforms available in the AO in order to create weaknesses that can be exploited as a part of the plan.

A hasty attack is a rapid attack using the resources available as they move into the area. It is generally a course of action used after an unexpected contact with the enemy and is chosen due to the consideration such as: maintaining momentum in the advance; the ability to quickly exploit weaknesses in the enemy position; and/or preventing the enemy from having time to reinforce.

3.0 Battle Drill: Squad Attack

1. Conditions: The Squad is moving as a part of a movement to contact, or into a Hasty attack.

2. Standard: The Squad begins drill immediately. One fire team is used as a support by fire element and the other is maneuvered to assault the position via a flanking or frontal assault with indirect fire support as required and available.

3.1 Action on enemy contact.

1. The fire team in contact immediately returns heavy volumes of fire of suppressive fire on the enemy.
2. Soldiers in the fire team in contact move to position (bound or crawl) from which they can fire their weapons, positioning themselves to ensure that they have observation, field of fire, cover and concealment. They continue to fire, reporting known or suspected enemy position to the FTL (using the 3Ds)
3. The FTL directs fire using commands or tracers (or some other method of target designation)
4. The Fire Team not in contact moves to covered and concealed position and provides security to the flank and rear.
5. The SL reports contact and moves up to the team in contact.

3.2 Suppress the enemy.

SBF = Support By Fire otherwise known as Base of Fire. The Squad Leader determines if the fire team in contact can win the firefight.

1. If Yes:
 - a. The fire team destroys or suppresses crew-served weapons first.
 - b. The fire team in contact places smoke M320 on the objective to obscure it and cover the maneuver element.
 - c. Buddy teams fire so they are not reloading their weapons at the same time.

- d. The SL directs the team not in contact to maneuver to a position to initiate assault.

2. If No:

- a. The SL deploys the fire team not in contact to establish a SBF position to provide additional suppression and win the firefight.
- b. The SL then directs the lead fire team to continue suppression or maneuvers the team as necessary into a position they can initiate the assault from,

OR

- c. The Squad Leader orders to break contact.

3.3 Attack The Squad Leader has three choices for an assault. Left, Right and Frontal. Left and Right are chosen primarily based on the availability of a covered and concealed route to the objective. Frontal is a last resort and will only be used with indirect fire support and usually as part of a larger formation.

AP = Attack position.

Left or right flanking:

1. Assaulting team drops their packs and form up to depart to the assault position. (The final covered and concealed position closest to the OBJ)
2. The SL briefs SBF element on a plan to shift or lift fire on the OBJ on command or signal.
3. The SL leads the assault team along covered, concealed route to AP.
 - a. Provide their own suppressing fire on the objective by bounding one team while covering with the other.
 - b. Utilizing bounding across open ground rushing.

- c. Using smoke to cover movement.
- d. Lead the final stage of the assault with frags.

Once the assaulting team has seized the enemy obj, the squad will re-form and carry out the following tasks:

1. The assaulting team quickly re-groups and moves off the objective back to the ORP (*Objective Rally Point*) under the cover of the SBF element.
2. Assault team recovers their packs.
3. Both teams regroup at the ORP and establish a 360 security.
4. CLS attends to any casualties.
5. All soldiers redistribute ammo/frags/smoke/GL rounds from pack to vest.
6. FTL's get ammo count from soldiers and sends an ACEREP to SL.
7. SL will coordinate redistribution of ammo between teams as necessary.
8. FTLs will redistribute ammo between troopers as req.
9. The FTL will fill vacancies in key positions and recover weapon systems, i.e M249 or AT.

4.0 Battle Drill: React to Indirect Fire Indirect fire (IDF) usually comes in the form of mortar and/or medium or heavy caliber howitzer fire. An important characteristics of IDF is that it is usually called in by someone who has observation on the target.

4.1 Minimum safe distance.

Minimum Safe Distance (MSD) is a number that is used in planning fires to ensure no friendly casualties. For the sake of this training, the MSD are listed to give a guide on how far at least you must go to escape injury.

MSD's:

1. 60mm Mortars: 200m
2. 82mm Mortars: 300m
3. 105mm Howitzer: 400m
4. 155mm Howitzers: 500m

So, without being able to identify the caliber of the rounds impacting, a safe plan is to move at least 500m away.

4.2 En-Route-Rally Points are designated en-route while a squad or formation moves. RPs should offer cover, concealment and a good field of fire over the ground along the direction of movement.

RP's should be easy to find and be designated by the Unit Leader as the terrain dictates at least every 400-500 meters or so along the direction of movement.

The main purpose of the RP is to provide a secure location to regroup and reorganize if the unit becomes dispersed. With respect to React to IDF, this means if you become separated from your leader or your unit, you make for the last rally point that is safely outside the impact area of the incoming IDF.

4.3 React to Indirect Fire (IDF)

1. Situation: The unit moving or halted and any soldier gives the alert "INCOMING" or a round impacts nearby.
2. Battle Drill:
 - a. Any soldier yells out "INCOMING!"
 - b. The unit leader gives a direction and distance to move towards the last safe RP. Ex. 'THREE

O'CLOCK, 400 METERS!

- c. All soldiers rush along the direction and distance to the RP specified.
- d. Upon arrival the most Senior Soldier present should organize all-around security ensuring strong defensive measures oriented back towards the direction of the IDF.
- e. Leaders will account for their personnel and equipment and report to the Senior Soldier present.

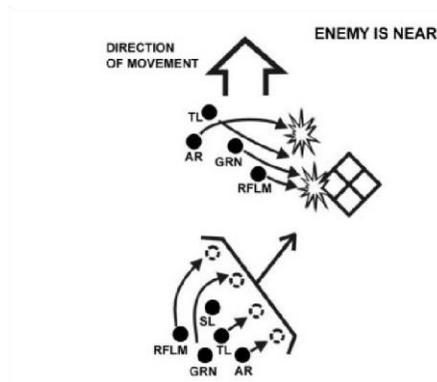
*Note: When you hear the whistle of an incoming round, you hit the dirt. When it has impacted, you get up and continue rushing in the direction or the position ordered.

5.0 Battle Drill: React to Ambush An ambush is a surprise attack from a concealed position on a moving or temporarily halted target featuring a casualty producing device (mines) and a heavy, effective volume of fire.

5.1 Immediate. A near ambush is defined as an ambush where the enemy is NEAR within hand grenade range.

1. Situation: The squad or fire team has entered a kill zone and the enemy has initiated an ambush with a casualty-producing device and a high volume of fire.
2. Soldiers in the Kill Zone Immediately:
 - a. Call out the direction and distance of the ambush. Ex "NEAR AMBUSH LEFT!"
 - b. Return fire, take cover, throw smokes and then frag grenades.
 - c. After the grenades detonate, assault through the ambush using fire and movement.

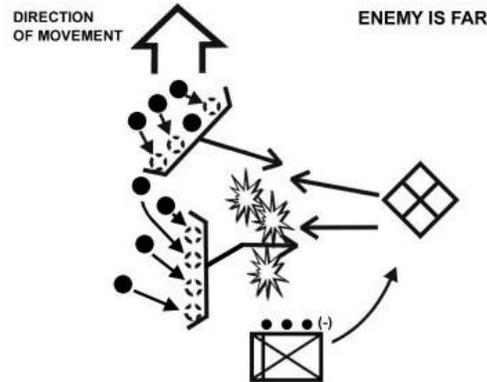
3. Soldiers not in the Kill Zone Immediately:
 - a. Identify Enemy Positions.
 - b. Take up covered positions.
 - c. Initiate immediate suppressive fire against the enemy.
 - d. Shift fires as the soldiers in the kill zone assault through the ambush.



5.2 Immediate Far Ambush. A far ambush is far beyond hand-grenade range.

1. **Situation:** The Squad or a Fire Team has entered a kill zone and the enemy has initiated an ambush with a casualty producing device and high volume of fire.
2. Soldiers in the Kill Zone immediately:
 - a. Call out the direction and distance of the ambush. Ex “FAR AMBUSH LEFT!”.
 - b. Return fire, take cover and suppress the enemy, targeting crew served weapons first.
 - c. Obscure the enemy using smoke M320.

- d. Keep up sustained suppressive fire.
 - e. Shift/lift fires when the element not in the kill zone moves to attack the enemy.
3. Soldiers not in the Kill Zone Immediately:
- a. Identify enemy positions.
 - b. Move by a covered and concealed position.
 - c. If available, supporting fires are called in to isolate or attack the enemy.
 - d. Assault the enemy, driving them out of the area or killing them.



5.3 Consolidate and Reorganize

Once the assaulting team has killed the enemy, the squad will re-form and carry out the following tasks:

1. The assaulting team quickly re-groups and moves off the objective back to the last rally point under cover of the SBF element.
2. Both teams regroup at the RP and establish a 360.
3. CLS attends to any casualties.
4. All Soldiers redistribute ammo/frags/smoke GL rounds from pack to vest.
5. FTL's get ammo counts from soldiers and send ACEREP to SL.

6. SL will coordinate redistribution of ammo between teams as necessary.
7. FTL will redistribute ammo between soldiers necessary.
8. The FTL will vacancies in key positions and recover weapon systems, i.e M249 or AT.

6.0 Battle Drill: Break Contact used to disengage an element in contact from Break Contact the enemy for any reason.

6.1 Why Break Contact?

There are many reasons to break contact but one of the more common reasons is when the lead fire team in contact and they cannot win the firefight and are taking casualties.

We might have the lead fire team break contact in order to maneuver them into a better position to be the assault element or a better position to provide support by fire.

6.2 Immediate Actions

1. The Squad Leader will designate a team as the SBF element who will cover the disengagement of the rest of the unit by suppressing the enemy using smoke and/or frags and/or smoke M320 to obscure them – focusing on crew served weapons first.

frags and/or smoke M320 to obscure them – focusing on crew-served weapons first.

2. The Squad Leader orders a distance and direction or a terrain feature or the last rally point as the direction of travel and next SBF position.
3. The moving element uses smoke and/or frags to mask its movement and bounds to a position as ordered to take up positions to provide supporting fire to cover the next team to move, carrying out any wounded.
4. The new SBF element uses smoke M320 to obscure the enemy and suppresses the enemy focusing on crew-served weapons first.
5. The original SBF element throws smoke and/or frags and bounds back to its next location. They may need to use fire and movement and individual movement techniques if under effective, direct fire.
6. The squad continues to bound away in this manner until such time as it breaks contact, passes through friendly unit lines or reaches a safe Rally Point.
7. If you become separated from your team or command is disrupted, move to the last Rally Point.

6.3 Consolidate Once the squad has broken contact, the squad will re-form and **and Reorganize** carry out the following tasks:

10. Both teams re-group at the RP and establish 360 degree security focusing heavy defensive platforms back along the direction traveled.
11. CLS attends to any casualties.
12. All troopers redistribute ammo/frags/smoke/GL rounds from pack to vest.
13. FTL's get ammo counts from troopers and send ACE reports to SL.
14. SL will coordinate redistribution of ammo between teams as necessary.
15. FTLs will redistribute ammo between troopers as necessary.
16. The FTLs will fill vacancies in key positions and recover weapon systems, i.e. M249 or AT.

