

## IMMEDIATE ACTION DRILLS

### 1. React to a Contact or a SNIPER

- a. Prone
- b. Get Cover
- c. Suppress
- d. Call for ARTY (if available)
- e. 1 Tm Overwatches
- f. 1 Tm Bounds Out of Contact
- g. Consolidate & Reorganize after all Tms out of contact
- h. Report

### 3. React to FAR AMBUSH

- a. In Kill Zone
  - Prone
  - Suppress
  - Throw Grenades
  - Lift and Shift
- b. Out of Kill Zone
  - Prone
  - Attack by Fire
  - Assault Flank After Explosion
- c. Consolidate & Reorganize
- d. Report

### 5. Conduct an AMBUSH

- a. ORP
- b. Ldr Recon (set security & RP)
- c. Position Assault Element (Auto, Semi)
- d. Trigger w/Highest Casualty Producer
- e. Secure Far Side (25m) –EPW, Demo Tms
- f. Consolidate & Reorganize
- g. Report

### 7. React to EPW: (Watch for Ambush)

- a. Extend Formation to Bounding Overwatch
- b. Get Cover and or Concealment
- c. Move EPW Tm to the Enemy
- d. Secure him and move him between the TMs
- e. 5 “Ss”; Maintain Security
- f. Consolidate, Report

### 2. React to NEAR AMBUSH

- a. In Kill Zone
  - Prone
  - Return Fire (Suppress)
  - Throw Grenades
  - Assault thru After Explosion
- b. Out of Kill Zone
  - Suppress
  - Prone
  - Lift and Shift
- c. Consolidate & Reorganize
- d. Report

### 4. KO BUNKER

- a. ORP
- b. Ldr Recon (set security & RP)
- c. Set Support Element
- d. Occupy Assault Position
- e. Suppress with Direct and Indirect
- f. Shift and Lift on signal (e.g. whistle, etc.)
- g. Assault 50m past OBJ (on line)
- h. Consolidate & Reorganize – EPW, Demo Tms
- i. Reports

### 6. React to ARTILLERY:

- a. “Incoming”
- b. Prone
- c. Distance and Direction
- d. Consolidate & Reorganize
- e. Report

### 8. Cross DANGER AREA

- a. Linear
  - SL assess; directs security position
  - Far side is cleared (50-100m semi-circle)
  - RPs on near & far sides
  - Cross by Buddy Team
- b. Open Area
  - Move in Bounding Overwatch

**CONDUCT A RECON:**

- a. ORP
- b. 5 pt. Contingency Plan
- c. Leaders' recon
- d. Emplace Security and RP
- e. Move R&S Tms to vantage points  
Element or do a clover leaf
- f. R&S Tms move back thru RP
- g. Recover Security
- h. Move 1 terrain feature from ORP  
and Disseminate information
- i. Report

**ACTIONS ON THE OBJ (OFFENSE)**

- a. ORP
- b. 5 pt. Contingency Plan
- c. Leaders' recon
- d. Emplace Security and RP
- e. Set Support Element while Assault  
moves to Assault Position
- f. Initiate Support Fires (Use ARTY if  
possible)
- g. Shift and Lift on signal (e.g. whistle, etc.)
- h. Assault on line (trot); clear all bunkers
- i. Establish security 50m over OBJ
- j. ACE reports from both Tms
- k. Call out EPW, Demo Tms
- l. Consolidate in ORP; Report

**CONSOLIDATE AND REORGANIZE**

- a. CONSOIDATE means get ACCOUNTABILITY and establish SECURITY
- b. REORGANIZE means, reestablish a CHAIN OF COMMAND and distribute ammo  
equally

**LACE REPORT:**

- a. L – Liquids \_\_\_\_\_
- b. A – Ammunition \_\_\_\_\_
- c. C – Casualties \_\_\_\_\_
- d. E – Equipment \_\_\_\_\_

**SALUTE REPORT**

- S – Size \_\_\_\_\_
- A – Activity \_\_\_\_\_
- L – Location (grid) \_\_\_\_\_
- U – Unit (patches or markings) \_\_\_\_\_
- T – Time \_\_\_\_\_
- E – Equipment \_\_\_\_\_

**5pt contingency plan:**

- G** – Going      Where the Leader is going
- O** – Others     Who is going with the Leader
- T** – Time        Time Leader will be gone
- W** – What        What to do if Leader doesn't return In time
- A** – Actions    Actions to take if contact is made:
  - a. If Leader makes contact:
    - He (Leader) will \_\_\_\_\_
    - You (unit) will \_\_\_\_\_
  - b. If you (unit) makes contact:
    - He (Leader) will \_\_\_\_\_
    - You (unit) will \_\_\_\_\_

**FIVE "S's":**

- a. Search
- b. Silence
- c. Segregate (EMs,  
NCOs, Officers)
- d. Speed (to the rear)
- e. Safeguard (from locals)

## How to Handle Unconventional Variables

### 1. Media (do not point weapons at media)

- a. Ask to see media credentials
- b. Do not allow to impede mission
- c. Do not divulge mission information
- d. Be firm but not hostile
- e. Report to higher and continue mission
- f. If still impeding or jeopardizing mission, ask higher for guidance before proceeding.
- g. Don't forget to maintain security in the event of a set-up.

### 2. Refugees (do not point weapons at refugees)

- a. Do not allow to impede mission
- b. Do not divulge mission information
- c. Be firm but not hostile
- d. Report to higher and continue mission
- e. If still impeding or jeopardizing mission, ask higher for guidance before proceeding.
- f. Don't forget to maintain security in the event of a set-up;
- g. *Do not follow or chase; could be an ambush.*

### 3. Surrendering EPW's

- a. 5 S's
- b. Contact higher for guidance

### 4. Hostage Negotiation

- a. Establish security and contact higher
- b. Do not go alone to negotiate
- c. Do not give weapons, ammunition, or anything else that could be used to fight with
- d. Do not trade personnel, not even EPW's – they will kill them
- e. If negotiations stall, perhaps bluff that reinforcements are enroute to take by force if necessary.
- f. If all else fails, contact higher for guidance.

### 5. War Crime Intervention

- a. Do not allow EPW's, refugees, or friendlies to kill captured or surrendering personnel.
- b. Intervene short of deadly force to prevent abuse.
- c. Use deadly force only as a last resort – clear and present threat to self, friendly forces or unarmed, non-threatening personnel.
- d. Contact higher.
- e. Follow Rules of Engagement (ROE)