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ICS1202
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STUDENT OUTLINE

INDIVIDUAL MOVEMENT ON URBAN TERRAIN

TERMINAL LEARNING OBJECTIVE

1. Given an assigned weapon and a route, while wearing a fighting load, perform individual movement in an urban environment in accordance with MCWP 3-35.3. (MCCS.17.07)

ENABLING LEARNING OBJECTIVES

1. Given an assigned weapon and a route, while wearing a fighting load, move parallel to a building in accordance with MCWP 3-35.3. (MCCS.17.07a)

2. Given an assigned weapon and a route, while wearing a fighting load, move past a window in accordance with MCWP 3-35.3. (MCCS.17.07b)

3. Given an assigned weapon and a route, while wearing a fighting load, move past a door in accordance with MCWP 3-35.3. (MCCS.17.07c)

4. Given an assigned weapon and a route, while wearing a fighting load, observe around a corner in accordance with MCWP 3-35.3. (MCCS.17.07d)

5. Given an assigned weapon and a route, while wearing a fighting load, cross a danger area in accordance with MCWP 3-35.3. (MCCS.17.07e)

6. Given an assigned weapon and a route, while wearing a fighting load, cross a wall in accordance with MCWP 3-35.3. (MCCS.17.07f)

1. INDIVIDUAL MOVEMENT

a. Proper movement techniques within built-up areas are the first fundamental skills Marines must master. These movement techniques must be practiced until they become habitual. To reduce exposure to enemy fire, Marines must follow the principles for individual movement in an urban environment so that they:

(1) Avoid silhouetting themselves; keep low at all times (especially when moving past windows, low walls, and doorways).

(2) Avoid open areas such as streets, alleys, parks, etc.

- (3) Select the next covered and concealed position before moving.
- (4) Move as quickly as possible from covered position to covered position.
- (5) Move without masking your cover fire.
- (6) Attempt to conceal your movement by the use of smoke, buildings, rubble, or micro terrain.
- (7) As a general rule, when crossing danger areas, Marines should not move unless they are screened by smoke or low-light conditions and supported by covering fire.
- (8) Remain alert.

2. MOVEMENT PARALLEL TO BUILDINGS. Marines and small units may not always be able to use the inside of buildings as a route of advance. Therefore, they must move on the outside of the building.

a. Cover and Concealment. When moving outside a building, smoke, covering fires, and cover and concealment should be used to hide movement.

b. Movement. When correctly moving along the outside of a building, the Marine hugs the side of the building but does not touch the wall, stays in the shadow, presents a low silhouette, and moves rapidly to his next position. If the enemy inside the building attempts to engage the Marine, he will expose himself to fire from other squad/fire team members who are covering the Marine. Furthermore, any enemy farther down the street may have difficulty detecting and engaging the Marine due to his low silhouette.

3. MOVEMENT PAST WINDOWS. Windows present another hazard to Marines. The most common mistake made when passing a window is exposing the head to enemy observation from inside the room. If a Marine shows his head, the enemy inside the building could engage him through the window without exposing himself to return fires.

a. First Floor Window. The preferred technique is for the Marine to avoid the danger area (window opening) altogether by staying below the window level and "hugging" the side of the building. He makes sure he does not silhouette himself in the window. The enemy inside the building would have to expose himself to covering fires to engage the Marine.



(1) An alternate method is for the point-man to pie off the window (or other opening) as he approaches it. It is conducted by using the ready carry position or short stocking technique. The weapon is aimed at a sector of a window, doorway, corner, or hallway and slowly moved at different angles, sectoring off the window, doorway, corner, or hallway until each sector is cleared of any threat. As soon as a hostile threat is seen, immediate, accurate fire can be placed on the threat. As the point man moves toward the window, the second Marine (behind the point-man) steps out to provide security to the direct front. The point man continues to cover the opening by pieing, all the while using the near edge for cover. The point-man covers and

sectors off that part of the interior that can be viewed from the outside. The second Marine moves with the point-man and maintains security to the front, eventually moving past the point-man as the point man clears the inside corners of the opening. Once the opening is cleared, the second man may assume the duties of point, or when subsequent Marines move up to secure the opening, the original point man may reassume those duties.

b. Basement Windows. The most common mistake Marines make when passing a basement window is not being aware of it. A Marine should not walk or run past a basement window because he presents a good target to an enemy inside the building. When using the correct procedure for negotiating a basement window, the Marine stays close to the wall of the building and steps or jumps past the window without exposing his legs.



4. USE OF DOORWAYS. Doorways should not be used as entrances or exits except as a last resort since enemy fire or booby traps normally cover them. However, sometimes it may be less risky to use a doorway than taking the extra time using a window or an opening. If a Marine must use a doorway, the following action should be taken:

a. Exiting a Doorway. If a Marine must use a doorway as an exit, he should move quickly through it to his next position, always staying as low as possible to avoid silhouetting himself. Preselection of the next covered position, speed, a low silhouette, and the use of covering fires and smoke must be emphasized in exiting doorways to minimize the Marines exposure to enemy fire.

b. Moving past a doorway should also be done quickly if it is closed. Use the pieing technique if it is open.

5. OBSERVATION AROUND A CORNER. Corners are dangerous. The area around a corner must be observed before a Marine moves beyond it. The most common mistake a Marine makes at a corner is allowing his weapon to extend beyond the corner before observing, thereby exposing his position. Using the "Short Stocking" technique reduces exposure.

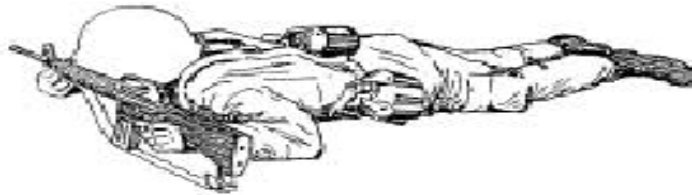
a. Short Stocking. Rifles may be "short stocked" (due to the length of the M16A2) to increase their maneuverability in an enclosed area and to observe around corners to reduce possible "target indicators" for the enemy (i.e. muzzles sticking around corners). The stock is positioned so that the pistol grip is behind the Marine's head. The Marine may use his index finger or thumb to manipulate the trigger. The handguard is placed against the Marine's cheek and a firm stockweld is attained. Short stocking, however, may reduce accuracy of fire.



b. There are several techniques to make an observation around a corner without exposing the body. The preferred technique is to use a mirror on a stick or a hand held mirror (cammie pack) to observe for enemy presence without exposing the body. If this is not possible, then a Marine may have to expose the body to observe. One technique, which reduces exposure time, is "popping the corner".

(1) Prone Popping

(a) The Marine will get into a prone position near the corner of a building or obstacle around which he needs to observe.



(b) The weapon is short stocked, and the muzzle pointed in the direction the Marine is looking. This allows the Marine to engage a target, if necessary, when he observes around a corner.

(c) The Marine will crawl to the corner being careful not to go too far and expose his body.

(d) He will raise his upper body onto his elbows.

(e) The Marine will then push his body forward with his feet and legs without moving his elbows. His upper body, with the weapon ready, will move forward.

(f) The final position will expose the weapon, the Marine's helmet, and a minimal amount of the Marine's face.

(g) The Marine's forearms will come to rest on the deck giving him a low profile, the ability to observe around the corner, and the immediate capability to engage targets with his weapon.

(h) The Marine must be capable of firing his weapon both right- and left-handed (using the "Short Stocking" technique) to be effective around corners. Short stocking the weapon will eliminate the muzzle protruding, and keeps the weapon at the ready to fire the moment visual contact with the enemy is made. Furthermore, it reduces the Marine's exposure time.

(i) The Marine should have another Marine stand directly over him to provide security to the flank. This Marine will not expose his body around the corner. This method is slow and difficult to get into. If speed is of the essence, then kneeling popping should be used.

(2) Kneeling Popping: In this method the Marine moves up to the corner of the wall and assumes a kneeling position with his weapon short stocked. When the Marine is in position he will "pop" around the corner exposing his weapon, a section of his helmet and a minimal portion of his face. The Marine should have another Marine stand behind him to provide flank security. This Marine will not expose his body around the corner.

6. CROSSING DANGER AREAS

a. Open areas, such as streets, alleys and, parks should be avoided. They are natural kill zones for enemy crew-served weapons. However, they can be crossed safely if Marines and small unit leaders apply certain fundamentals.

(1) Develop a Plan. When crossing an open area, the Marine develops a plan for his own movement. Smoke from hand grenades or smoke pots or low light conditions should be used to conceal the movement of all Marines. Supporting fires may be initiated prior to and during movement to suppress enemy fire. The Marine runs the shortest distance between buildings and moves along the far building to the next position. By doing so, he reduces the amount of time during which he is exposed to enemy fire.

(2) Look Ahead. Before moving to another position, the Marine should make a visual reconnaissance and select the position that offers the best cover and concealment. At the same time, he should select the route that he will take to get to that position.

(3) Masking of Covering Fire. When moving from position to position, each Marine must be careful not to mask his supporting fires. When he reaches his next position, he must be prepared to cover the movement of other members of his fire team or squad.

b. Assault Element Movement. The actual size of the element crossing the open area depends on the situation. There are two schools of thought on this type of movement.

(1) The first is when moving a short distance between covered positions, move alone or in pairs. An enemy sniper may miss the first two of a fire team, but will hit the others.

(2) The other theory is that a four man or larger assault element may present too large of a target and may be destroyed by well-aimed crew-served weapons. The general rule of thumb is when moving a short distance, move as a fire team with 3 to 5 meters between each Marine. Smoke should be used to screen the assault elements movement. However, it is the squad leader's decision, based on METT-T, on how he moves the unit. The reason for having

the fire team assault element is that a fire team has enough firepower to make initial entry. Additionally, a fire team presents a smaller target than a squad assault.

(3) When there is a large distance between covered positions, leap frogging the cover and clearing teams may be more viable. The covering team will move first, to establish security on the far side. The fire of the clearing team protects their movement. Once the covering team is in position, they provide cover as the clearing team moves across.

7. CROSSING A WALL. Each Marine must learn the correct method of crossing a wall. To cross a wall so as to reduce yourself to enemy fire, do the following:

a. Check the Wall. The Marine should feel the top of the wall with his hand to ensure that there are no obstructions or booby traps. The Marine will then recon the other side for the presence of the enemy by peeking over the top of the wall, exposing only the Marine's helmet, and a minimal amount of the Marine's face.



b. Movement. After the Marine has checked the wall and reconnoitered the other side, he quickly rolls over the wall keeping a low silhouette. The speed of his movement and a low silhouette deny the enemy a good target.

REFERENCES :

MCWP 3-35.3 Military Operations on Urbanized Terrain, pages A-3 through A-15.