

CHAPTER 11. MOVEMENT TO AND RETURN FROM THE OBJECTIVE AREA

This chapter provides guidance to patrol leaders for movement to and return from the objective area. Action in the objective area depends on whether the patrol is assigned a reconnaissance mission, combat mission or security mission. Chapters 12 and 13 provide detailed guidance on these types of missions.

11001. PASSAGE OF LINES

A passage of lines is an operation in which a force moves forward or rearward through another force's combat positions with the intention of moving into or out of contact with the enemy. (JP 1-02)

During the initial preparation for the patrol, the patrol leader selects a patrol assembly area and reconnoiters the area of passage designated by the commander. In coordination with the unit commander responsible for the area of passage, the patrol leader identifies gaps or lanes in minefields and wire obstacles and locates local security elements through which the patrol will pass. The patrol leader also checks the route from the patrol assembly area to the passage point or contact point where the patrol will depart friendly lines. If possible, both the route to the passage point and the route through the frontlines should be concealed from the enemy's view.

The patrol leader also reconnoiters the area for return passage of lines and coordinates with the unit commander responsible for the area of passage for passage points and lanes as necessary. The patrol leader observes these points from the direction that the patrol will use upon return to friendly lines, if possible, to aid in recognition upon return. The patrol leader provides the forward unit with information about the size of the patrol, general route, and expected time of return. The manner of challenge and recognition of the returning patrol should be coordinated in detail.

Upon return to friendly forward local security squads and/or frontlines, the patrol leader leaves the patrol in a covered position and moves forward with a radio operator and at least one Marine for security to make contact with the friendly unit in the manner agreed. After contact is made and recognized, the patrol leader rejoins the patrol and takes them to the passage point, personally checking in each member.

11002. ORGANIZATION FOR MOVEMENT

The patrol's task organization establishes the elements and teams needed to accomplish the mission in the objective area and to and from the objective. The patrol leader determines the formation(s) in which the patrol moves to the objective area.

Formations

The proper use of patrol formations is critical to the patrol's success. The squad and fire team formations described in FMFM 6-5 (proposed MCWP 3-11.2), *Marine Rifle Squad*, also apply to infantry patrolling formations. Because the movement of the patrol must be concealed from the enemy, the patrol normally moves through terrain that provides concealment. Control of the patrol in this type of terrain is difficult; thus the column formation, which is easily controlled, is normally used. However, as various types of terrain are encountered, the patrol leader uses the same considerations in determining the appropriate formation used in other infantry operations.

The standard squad and fire team formations are adaptable to a patrol. The patrol may change formations en route to match the situation and terrain. The patrol leader may have to sacrifice some control for better dispersion or give up some speed for greater stealth and more security. Other considerations include—

- 1 Visibility, weather, terrain, and vegetation will influence dispersion and control of individuals and units. These factors may also affect the enemy; if visibility is good for the patrol, it is also good for the enemy. Two pieces of luminous tape worn on the back of the collar will aid in control and movement on dark nights. The collar is turned down when near the enemy. The tape can also be worn on the back of the cap, but should be covered or removed when near the enemy.

- 1 Preserving the integrity of fire units (fire teams and, if attached, machine-gun teams) is of primary importance. If team members are detached from a machine-gun team, the unit integrity is lost and effectiveness is reduced. The patrol leader must also position fire units so as not to mask their fires.
- 1 All-around defense of the patrol must not be sacrificed under any circumstances. The conventional squad and platoon formations provide adequate firepower in any direction required. When attachments are made to the patrol, the attachments are positioned within the formation to enhance the firepower of the patrol. If a fire unit, such as a machine-gun team or squad, is attached, it is incorporated into the all-around defense of the patrol by modifying the conventional formation (see fig. 11-1). It is permissible to employ machine-gun teams individually during movement. However, assault rocket squads and teams should be employed primarily as rifle fire units for movement. Firing the SMAW or AT-4 from within a patrol formation can present a serious back-blast danger to patrol members and should only be fired on the patrol leader's direction.
- 1 Time allotted for mission accomplishment is also a major consideration. In selecting the formations, the patrol leader must consider the speed of the movement required to meet the time constraints (if any) imposed on the patrol. If required to meet a time schedule, a formation that permits rapid movement should be used. Speed, however, must never be permitted to force the patrol leader to make rash tactical decisions.

Exercise of Control

The patrol leader is positioned for best control over the patrol. The assistant patrol leader moves at or near the rear of the patrol. Other subordinate leaders move with their elements. All patrol members assist by staying alert and passing on signals and orders. A signal to halt may be given by any patrol member, but the signal to resume movement is given only by the patrol leader.

Arm-and-hand signals are the primary means of communication within a patrol and should be used exclusively when near the enemy. All members must know the standard infantry signals (refer to FMFM 6-5), as well as any special signals required, and be alert to receive and pass them to other members.

The patrol leader should speak just loudly enough to be heard. At night, or when close to the enemy, the

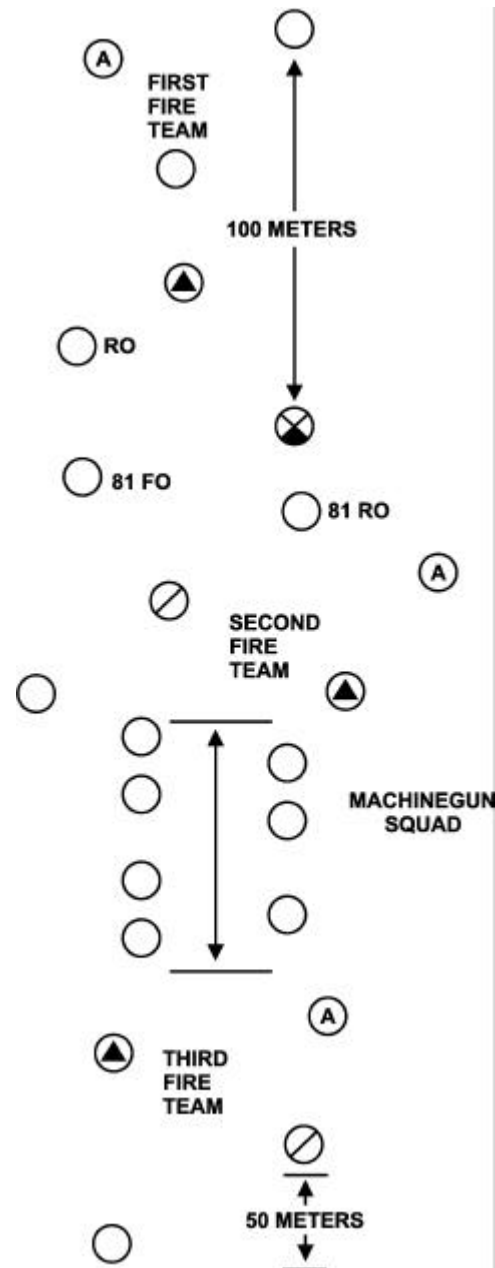


Figure 11-1. Squad Patrol with Attached Mortar Forward Observer Team and Machine Gun Squad.

patrol leader halts the patrol and has subordinate leaders come forward. They speak in a low voice and then pass the information to their subordinates by moving from member to member.

Radios provide a means of positive control within a large patrol; however, radios should be used only when arm-and-hand signals or face-to-face contact between the patrol leader and subordinate leaders is impractical. When close to the enemy, words are

spoken into the microphone with hands cupped over it in a low voice.

Other sound signals may be used if the patrol leader is sure they serve the purpose intended. Planned sound signals are rehearsed before starting on the patrol. Sound signals used must be simple, natural sounds that are few in number and easily understood. Bird and animal calls are seldom satisfactory.

Infrared equipment, such as the sniper scope and infrared filters for the flashlight, may be used as means of sending and receiving signals and maintaining control at night.

Luminous tape may be used to assist in control at night. Small strips on the back of the cap or collar of patrol members aid in keeping visual contact with the front member. However, the luminous tape must be covered when near the enemy.

An important aspect of control is accounting of personnel, especially after crossing danger areas, enemy contacts, halts, and exiting and re-entering friendly lines. The patrol leader may arrange for the last member to send up the count automatically after crossing danger areas, enemy contact, and halts. In large patrols or when moving in a formation other than a column, subordinate leaders check members and report the count to the patrol leader by the quickest method appropriate to the circumstances.

Navigation

One or more members are assigned as navigators for the patrol. Their function is to assist the patrol leader in maintaining direction by the use of the compass.

The patrol leader assigns at least two members as pacers to keep track of the distance from point to point. The average of their count is used to approximate the distance traveled. Pacers are separated so they do not influence each other's count. Pacers must know how to convert their own paces to meters.

The route is divided into increments, with each increment starting at a recognizable point on the ground. The pacers begin their counts from zero at the beginning of each leg. This makes the pace count easier to keep and checks for accuracy.

The pace count is sent forward when the patrol leader turns to the member behind and in a low voice says,

“send up the pace” or uses the arm-and-hand signal of tapping his boot. This signal is passed to both pacers, who in turn send up the pace count in meters; for example, “two-hundred” or “one-seven-five.”

Patrol members must understand that the counts of both pacers are sent forward. The patrol leader must know the counts of both men in order to check them.

Security

The patrol is dispersed consistent with control, visibility, cover, and concealment. Scouts are employed to the front, flanks, and rear of the patrol to provide security. For the patrol members traveling in the main body of the patrol, areas of responsibility are assigned to the front, flanks, and rear. Scouts are the eyes and ears of the patrol leader. They move when and where directed by the patrol leader and maintain contact with the patrol leader at all times, except when momentarily obscured by vegetation or other terrain features.

Front

Small patrols (squad size) may employ from one scout up to a fire team as the point, depending on the enemy situation, terrain, and route being followed by the patrol. Normally, squad-size patrols will use two scouts as the point. The point is responsible for investigating the route of advance immediately to the front of the patrol.

The point moves as far ahead of the patrol as visibility and terrain permit. When visibility is good, the point may precede the main body by as much as 100 meters. The point travels right and left ahead of the patrol, searching the area over which the patrol will pass.

The point maintains direction by knowledge of the general route to be followed and visual contact with the patrol leader. The patrol leader or the navigator ensures that the point is proceeding correctly.

The point, which stays far enough ahead of the patrol to provide security, is not a trail breaker for the patrol. If the point loses contact with the patrol, the point waits for the main body to catch up or moves rearward if contact is not quickly regained.

One of the navigators may be positioned with the point. One or more members works as the point while the other is the navigator.

Flank

Flank security for a patrol of squad size or less may be provided by using one or two members on either flank. If two scouts are assigned to a flank, one is positioned to observe the patrol leader and the other works farther out from the patrol. The scout who must observe the patrol leader remains within a maximum distance of 100 meters. The scout farther out remains in sight of the inside scout but normally does not move more than 20 or 25 meters away and remains prepared to relieve flank security regularly. Moving through dense woods or jungle may render the use of flank security impractical because of reduced visibility. In such cases, it moves with the patrol itself, but maintains observation to its assigned flanks.

Rear

A small patrol normally has only one rifleman assigned as rear security. An interval between the member assigned as rear security and the last Marine of the patrol is maintained at the limit of visibility, up to 50 meters. This member maintains rear security for the patrol by constantly observing to the rear.

Halting

Speed of movement is slower at night than in day patrols and reduces the danger of a Marine becoming separated from the patrol. The patrol occasionally halts to observe and listen for enemy activity; this is called a security halt. Upon signal, when reaching a danger area and periodically throughout movement en route, every member freezes in place, remains quiet, observes, and listens. It may be necessary to call a security halt just after departing friendly areas and just before entering friendly areas.

The patrol may halt briefly to send a message, eat, rest, check direction, or make a reconnaissance. The area selected should provide adequate concealment and cover, as well as favor the defense. All-round security is established and the patrol leader ensures all members move out when the patrol resumes movement. (For extended halts, see paragraph 11005.)

Infiltration

The disposition of enemy forces may sometimes prevent a patrol from entering the enemy occupied area as a unit; however, pairs of scouts or fire teams may slip through without being discovered. (Refer to FMFM 6-5 for infiltration techniques and procedures).

11003. CONTROL MEASURES FOR MOVEMENT

Checkpoints

A checkpoint is a predetermined point on the surface of the Earth used as a means of controlling movement, a registration target for fire adjustment or reference for location (JP 1-02). Checkpoints are a means of control between the parent unit and the patrol. These locations are decided upon and coordinated before the patrol leaves, so that both the patrol members and parent unit will know the patrol's location when it reports in. The parent unit can follow the progress of the patrol without transmitting coordinates over the radio that the enemy could monitor.

Rally Points

A rally point is an easily identifiable point on the ground where units can reassemble and reorganize if they become dispersed (MCRP 5-12C). It should provide cover and concealment, be defensible for at least a short time, and be easily recognized and known to all patrol members. All rally points are considered and identified as tentative rally points until they are occupied, found to be suitable, and designated as rally points by the patrol leader.

Initial Rally Point

The initial rally point is within friendly lines where the patrol can rally if it becomes separated before departing the friendly area or before reaching the first en route rally point. It may be the assembly area where the patrol waits while the patrol leader contacts the last friendly position through which the patrol will pass. The location of the initial rally point must be coordinated with the forward unit commander.

En route Rally Points

En route rally points are between the initial rally point and the objective rally point; and from the objective rally point back to the point where the patrol reenters friendly lines. They are determined as the patrol passes through a likely area that is suitable for a rally point.

Objective Rally Point

The objective rally point is located nearest the objective where the patrol makes final preparations prior to approaching the objective. It also serves as a location where the patrol reassembles after completing actions on the objective. The objective rally point must

be suitable to accommodate those activities accomplished prior to actions on the objective. This position must provide the patrol concealment from enemy observation and, if possible, cover from enemy fires. It may be located short of, to a flank or beyond the objective. It should be out of sight, sound, and small-arms range of the objective area. The patrol leader's reconnaissance of the objective is made from this position; it is the release point from which patrol elements and teams move to the objective to accomplish the mission.

Rally Point Selection

The patrol leader selects likely locations for tentative rally points during reconnaissance or map study. A tentative rally point must be confirmed and announced after examination proves suitability. A tentative initial rally point and a tentative objective rally point are always selected and identified in the patrol order. If necessary, the patrol leader selects additional rally points en route as suitable locations are reached. When the patrol reaches a danger area that cannot be bypassed, such as an open meadow or stream, the patrol leader selects a rally point on both the near and far side. If good locations are not available, the patrol leader designates the rally points in relation to the danger area. The patrol leader will say, for example, "50 meters this side of the trail" or "50 meters beyond the stream."

Rally Point Use

The initial rally point and en route rally points are designated to enable the patrol to reassemble if it is unavoidably separated or dispersed. Identifying features are pointed out. The patrol leader ensures that the information is passed to all patrol members. When crossing a danger area, a near side rally point and a far side rendezvous point are designated. These rally points should only be used when all other methods of retaining control of the patrol have failed. The success of the patrol may be jeopardized if it is dispersed and cannot rally expeditiously.

If the patrol has left the friendly area and becomes dispersed, patrol members return to the last designated rally point (the initial or an en route rally point) unless the patrol leader gives other instructions.

As previously noted, the patrol leader selects two rally points at the near and far sides of danger areas that cannot be bypassed. If the patrol becomes separated or dispersed at a danger area, and there has been no enemy contact, the patrol should reassemble at the

rally point on the far side of it. If, however, the patrol is separated or dispersed at a danger area as a result of enemy contact, members who have already crossed the danger area assemble and reorganize at the rally point on the far side; members who have not crossed assemble and reorganize at the rally point on the near side. In the absence of the patrol leader and unless directed otherwise, the senior member at the rally point on the near side takes charge, attempts to move the rallied patrol members to the rally point on the far side, and rejoins the remainder of the patrol.

Rally Point Actions

The patrol leader plans the actions to be taken at rally points and instructs the patrol accordingly in the patrol order. Planned actions at the initial rally point and en route rally points must provide for the continuation of the patrol as long as there is a reasonable chance to accomplish the mission. Plans for actions at rally points should provide for—

- 1 Recognition signals for assembly at rally points.
- 1 Minimum number of members and maximum amount of waiting time required before the senior member at the rally point moves the rallied patrol members onward toward the objective or returns to friendly lines.
- 1 Instructions for patrol members who find themselves alone at a rally point.

11004. PRECAUTIONS AT DANGER AREAS

A danger area is any place where the patrol is vulnerable to enemy observation or fire (open areas, roads, trails, and obstacles such as barbed wire, minefields, rivers and streams, and lakes). Any known or suspected enemy position the patrol must pass is also a danger area. The patrol leader plans for crossing each danger area and includes these plans in the order.

The patrol reconnoiters the near side of a danger area first, then the patrol leader sends scouts to reconnoiter the far side. Once the scouts report that the far side is clear of the enemy, the remainder of the patrol crosses the danger area. As each individual or group crosses the danger area, they are covered by those remaining and by those who have successfully crossed. Enemy obstacles are avoided since they are usually covered by fire.

In crossing a river, the near bank is reconnoitered first; then the patrol is positioned to cover the far bank. Scouts are sent across to the far bank. After the far bank has been reconnoitered and the scouts report that it is clear of the enemy, the patrol crosses as rapidly as possible. This may be done individually or in pairs. If crossing the river requires swimming, the patrol uses improvised rafts to float equipment, weapons, and ammunition across. (Refer to MCRP 3-02C, *Water Survival Handbook*.)

A road or trail is crossed at or near a bend or where the road is narrow. Observation is restricted and, if the enemy is present, the patrol is exposed as short a time as possible. The near side is reconnoitered first, then scouts are sent across to reconnoiter the far side. This includes reconnoitering the tentative rally point on the far side. Once the scouts report "all clear," the remainder of the patrol crosses rapidly and quietly.

If the patrol must pass close to an enemy position, it takes advantage of battlefield noises to cover the sounds of movement. If supporting fires are available, the patrol leader can call for them to divert the enemy's attention as the patrol passes.

11005. HIDE

When a patrol is required to halt for an extended period in an area not protected by friendly troops, the patrol moves into a location which, by the nature of the surrounding terrain, provides passive security from enemy detection. Such an assembly area is termed a *hide*. To establishment a hide—

- 1 Cease all movement during daylight hours to avoid detection.
- 1 Hide the patrol for an extended period while the patrol leader conducts a detailed reconnaissance of the objective area.
- 1 Rest and reorganize after extended movement.
- 1 Reorganize after a patrol has infiltrated the enemy area in small groups.

The patrol leader's plan must include tentative hide locations when the patrol's mission dictates an extended halt within enemy areas. These tentative locations must be confirmed by actual ground reconnaissance prior to occupation by the patrol. The plan for a hide includes both passive and active security measures.

Passive security measures are—

- 1 Avoid built-up areas.
- 1 Select an area remote from all human habitation.
- 1 Avoid known or suspected enemy positions.
- 1 Avoid ridge lines, topographic crests, valleys, lakes, and streams.
- 1 Avoid roads and trails.
- 1 Avoid open woods and clearings.
- 1 Select areas offering dense vegetation, preferably bushes and trees that spread out close to the ground.

Active security measures—

- 1 Establish security covering all likely avenues of approach into the site.
- 1 Establish communications (wire, radio, signal, runner) with posted security to provide early warning of enemy approach.
- 1 Select an alternate area for occupation if the original hide is compromised or found unsuitable.
- 1 Plan for withdrawal in the event of discovery.
- 1 Establish an alert plan with a certain percent of the personnel awake at all times.
- 1 Organize the elements of the patrol so necessary activities can take place with a minimum amount of movement.

The size of the area physically occupied by a patrol in a hide and the number of security posts required are governed by the terrain, quantity and quality of cover and concealment, and size of the patrol.

If the situation permits, a hide can also be used as the final preparation position and/or objective rally point.

11006. IMMEDIATE ACTIONS UPON ENEMY CONTACT

A patrol may make contact with the enemy at any time. Contact may be through observation, a meeting engagement or ambush. Contact may be visual, in which the patrol sights the enemy but is not itself detected. When this is the case, the patrol leader can decide whether to make or avoid physical contact, basing his decision on the patrol's assigned mission and capability to successfully engage the enemy unit.

When a patrol's assigned mission prohibits physical contact (except that necessary to accomplish the mission), its actions are defensive in nature. Physical contact, if unavoidable, is broken as quickly as possible and the patrol, if still capable, continues its mission.

When a patrol's assigned mission permits or requires it to seek or exploit opportunities for contact (as in the case of a combat patrol), its actions are offensive in nature, immediate, and positive.

In patrolling, contacts (visual or physical) are often unexpected at very close ranges, and short in duration. Effective enemy fire often provides leaders little or no time to fully evaluate situations and issue orders. In these situations, immediate action provides a means for swiftly initiating positive offensive or defensive action, as appropriate.

Two types of physical contact with the enemy are meeting engagement and ambush. Meeting engagement is a combat action that occurs when a moving force, incompletely deployed for battle, engages an enemy at an unexpected time and place. It is an accidental meeting where neither the enemy nor the patrol expect contact and are not specifically prepared to deal with it. An ambush is a surprise attack from a concealed position.

Immediate Actions

Immediate actions are designed to provide swift and positive small unit reaction to visual or physical contact with the enemy. They are simple courses of action in which all Marines are well trained. Minimal signals or commands are required and they are developed as needed for the combat situation. The signals can, in many cases, be initiated by any member of the unit. It is not feasible to attempt to design an immediate action drill to cover every possible situation. It is better to know the immediate action drill for each of a limited number of situations that may occur during a patrol. Arm-and-hand signals associated with immediate actions—such as FREEZE, ENEMY IN SIGHT, and HASTY AMBUSH RIGHT or LEFT—are contained in FMFM 6-5 (proposed MCWP 3-11.2).

Immediate Halt

When the patrol detects the enemy but is not itself detected, the situation requires the immediate, in-place halt of the patrol. The first member visually detecting the enemy gives the silent signal for FREEZE. Every

member halts in place, weapon at the ready, and remains absolutely motionless and quiet until further signals or orders are given.

Air Observation and/or Attack

These actions are designed to reduce the danger of detection from aircraft and casualties from air attack.

When an enemy or unidentified aircraft that may detect the patrol is heard or observed, the appropriate immediate action drill is FREEZE. The first member hearing or sighting an aircraft that may be a threat signals FREEZE. Every member halts in place until the patrol leader identifies the aircraft and gives further signals or orders. Members of the patrol must not look up at the aircraft as sunlight can reflect off their faces even when camouflaged.

When an aircraft detects a patrol and makes a low level attack, the immediate action drill air attack is used. The first member sighting an attacking aircraft shouts, "AIRCRAFT," followed by the direction of the incoming attack: FRONT, LEFT, REAR or RIGHT. The patrol moves quickly into line formation, well spread out, at right angles to the aircraft's direction of travel. As each member comes on line, the member hits the ground, using available cover, then positions the body perpendicular to the aircraft's direction of travel, to present the shallowest target possible (see fig. 11-2 on page 11-8). Between attacks (if the aircraft returns or if more than one aircraft attacks), patrol members seek better cover. Attacking aircraft are fired upon only on command of the patrol leader.

Meeting Engagement

Hasty Ambush. This immediate action is used to avoid contact and to prepare to initiate an unplanned ambush on the enemy. It may often be a subsequent action after the command freeze. When the signal HASTY AMBUSH is given (by the point member, patrol leader or another authorized patrol member), the entire patrol moves quickly to the right or left of the line of movement, as indicated by the signal, and takes up the best available concealed firing positions (see fig. 11-3 on page 11-9). The patrol leader initiates the ambush by opening fire and shouting, "FIRE"; thus ensuring initiation of the ambush if the weapon misfires. If the patrol is detected before this, the first member aware of detection initiates the ambush by firing and shouting. The patrol leader may decide not to initiate the ambush in order to avoid contact unless the patrol is detected. When used as an offensive

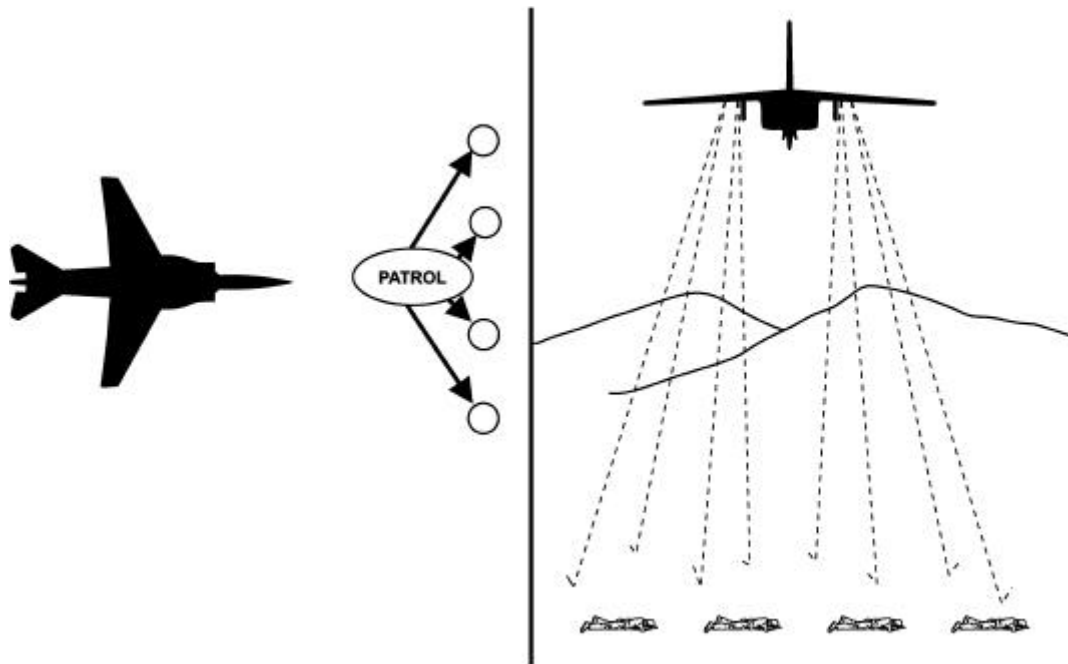


Figure 11-2. Immediate Action, Air Attack.

measure, the enemy is allowed to advance until he is in the most vulnerable position before the ambush is initiated. An alternate means for initiating the ambush is to designate an individual (for example, point or last member) to open fire when a certain portion of the enemy unit reaches or passes that member.

Immediate Assault. This immediate action drill is used defensively to make and quickly break undesired but unavoidable contact (including ambush) and offensively to decisively engage the enemy (including ambush). When used in a meeting engagement, members nearest the enemy open fire and shout, “CONTACT,” followed by the direction of the incoming attack: FRONT, LEFT, REAR or RIGHT. The patrol moves swiftly into line formation and assaults (see fig. 11-4).

Defensive Measures

When used defensively, the assault is stopped if the enemy withdraws and contact is broken quickly. If the enemy stands fast, the assault is carried through the enemy positions and movement is continued until contact is broken.

Offensive Measures

When used offensively, the enemy is decisively engaged. Escapees are pursued and destroyed until orders to break contact are given by the patrol leader. If

the patrol is fired upon from beyond 50 meters, the patrol must break contact as quickly as possible and continue the mission. If it engages the enemy any longer than necessary to break contact, it may put the mission in jeopardy.

Fire and Maneuver

Fire and maneuver is one means to break contact. One portion of the patrol returns the enemy fire while another portion moves by bounds away from the enemy. Each portion of the patrol covers the other by fire until contact is broken by all.

Clock System

The clock system is another means to break contact. Twelve o'clock is the direction of movement of the patrol. The patrol leader shouts a direction and a distance. For example: “TEN O’CLOCK-TWO HUNDRED,” means the patrol should move in the direction of ten o'clock for 200 meters. Patrol members keep their same relative positions as they move so the original formation is not disrupted. Subordinate leaders must be alert to ensure that the members of their elements and teams receive the correct order and move as directed.

Counter Ambush

When a patrol is ambushed, the immediate action drill used depends on whether the ambush is a near ambush

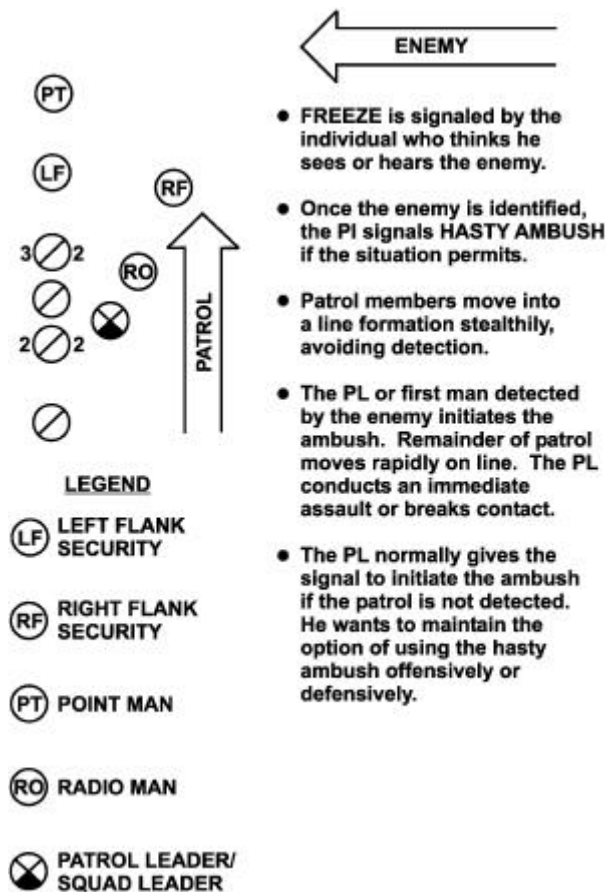


Figure 11-3. Immediate Action, Hasty Ambush.

(the enemy is within 50 meters of the patrol) or a far ambush (the enemy is beyond 50 meters of the patrol). Fifty meters is considered the limit from which the ambushed patrol can effectively launch an assault against the enemy.

Near Ambush. In a near ambush, the killing zone is under very heavy, highly concentrated, close range fires. There is little time or space for members to maneuver or seek cover. The longer they remain in the killing zone, the greater the chance they will become casualties. Therefore, if members in the killing zone are attacked by a near ambush, they immediately assault without order or signal directly into the ambush position, occupy it, and continue the assault or break contact, as directed. This action moves them out of the killing zone, prevents other elements of the ambush from firing on them without firing on their own members, and provides positions from which other actions may be taken (see fig. 11-5 on page 11-10). Members not in the killing zone

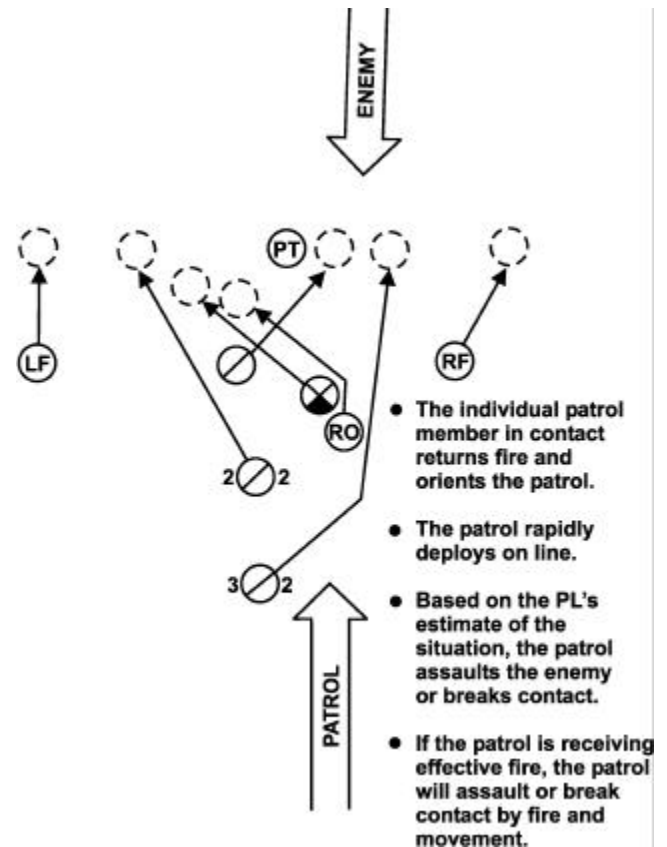


Figure 11-4. Immediate Action, Immediate Assault.

maneuver against the enemy as directed. The assault continues until all patrol members are outside of the killing zone.

Far Ambush. In a far ambush, the killing zone is also under very heavy, highly concentrated fires, but from a greater range. This greater range provides members in the killing zone maneuver space and some opportunity to seek cover at a lesser risk of becoming a casualty. If attacked by a far ambush, members in the killing zone, without order or signal, immediately return fire, take the best available positions, and continue firing until directed otherwise. Members not in the killing zone maneuver against the ambush force, as directed (see fig. 11-6 on page 11-10). The assault is continued against the enemy or until the order to break contact is given.

In each situation, the success of the counter ambush employed depends on the members being well trained in quickly recognizing the distance from which an ambush is initiated and well rehearsed in the proper reaction.

