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- i. Operating in a built-up area presents new considerations. Marines should select numerous alternate positions, particularly when the structure does not provide cover from small-arms fire. They should position their weapons in the shadows and within the building.
- j. Recoilless weapons and ATGMs firing from the top of a building can use the chimney for cover (Figure A-60). The rear of this position should be reinforced with sandbags.

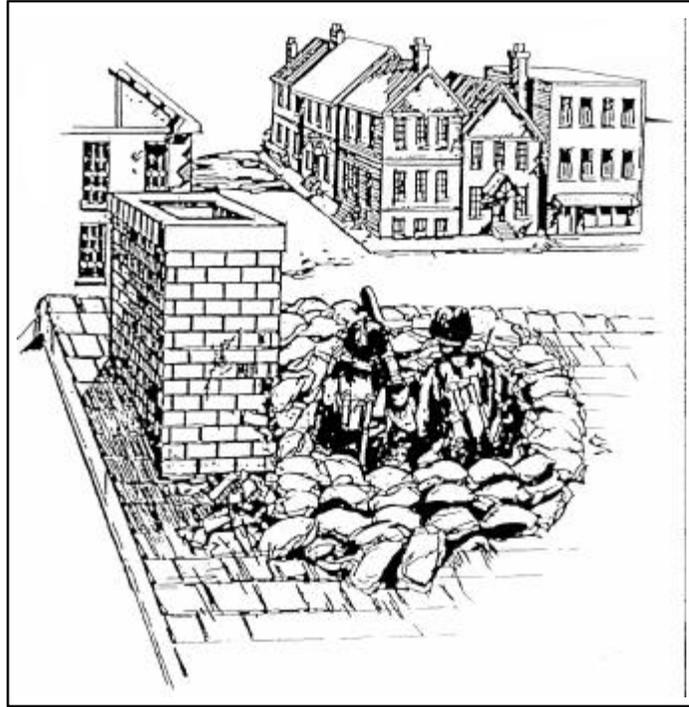


Figure A-60. Antitank Weapon Firing From a Rooftop

k. When selecting firing positions for recoilless weapons and ATGMs, Marines should make maximum use of rubble, corners of buildings, and destroyed vehicles to provide cover for the crew. Recoilless weapons and ATGMs can also be moved along rooftops to obtain a better firing angle from which to engage enemy armor. When buildings are elevated off the ground, positions can be prepared using a building for overhead cover (Figure A-61). The backblast under the building must not damage or collapse the building or injure the crew.

Note: When firing from a slope, ensure that the angle of the launcher relative to the ground or firing platform is not greater than 20 degrees. When firing within a building, ensure that the enclosure is at least 10 feet by 15 feet, is clear of debris and loose objects, and has windows, doors, or holes in the walls to allow the backblast to escape.

l. The machine gun can be emplaced almost anywhere. In the attack, windows and doors offer ready-made firing ports (Figure A-62). For this reason, the enemy normally has windows and doors under observation and fire; they should therefore be avoided. Any openings in walls that were created during the fighting may be used. When other holes are not present, small

explosive charges can create loopholes (Figure A-63). Regardless of what openings are used, machine guns should be sited within the building and in the shadows.



Figure A-61. Prepared Positions Using a Building for Overhead Cover

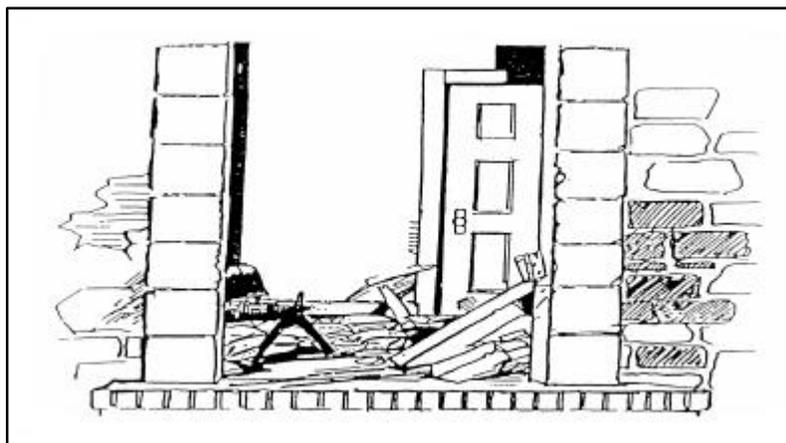


Figure A-62. Emplacement of a Machine Gun in a Doorway

m. Upon occupying a building, Marines board up all windows and doors. By leaving small gaps between the slots, Marines can use windows and doors as good alternate firing positions.

n. Loopholes should be used extensively in the defense. They should not be constructed in any logical pattern, nor should they all be at floor or tabletop level. Varying their height and location makes them hard to pinpoint and identify. Dummy loopholes, knocked-off shingles, or holes that are cut but not intended to be used as firing positions aid in deception. Loopholes located behind shrubbery, under doorjamb, and under the eaves of a building are hard to detect.



Figure A-63. Use of a Loophole With a Machine Gun

o. Increased fields of fire can be obtained by locating the machine gun in the corner of the building or sandbagging it under a building (Figure A-64). Available materials, such as desks, overstuffed chairs, couches, and other items of furniture, should be integrated into the construction of bunkers to add both cover and concealment (Figure A-65).

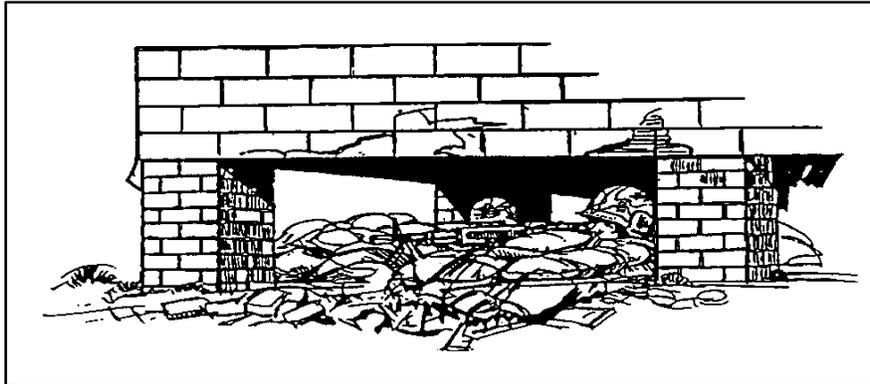


Figure A-64. Sandbagged Machine Gun Emplacement Under a Building

p. Although grazing fire is desirable when employing the machine gun, it may not always be practical or possible. Where destroyed vehicles, rubble, and other obstructions restrict the fields of grazing fire, the gun can be elevated to a position from which it can deliver plunging fire over obstacles. Firing from loopholes on the second or third story may be necessary. A firing platform can be built under the roof (Figure A-66) and a loophole constructed. Again, the exact location of the position should be concealed by knocking off shingles in isolated patches over the entire roof.

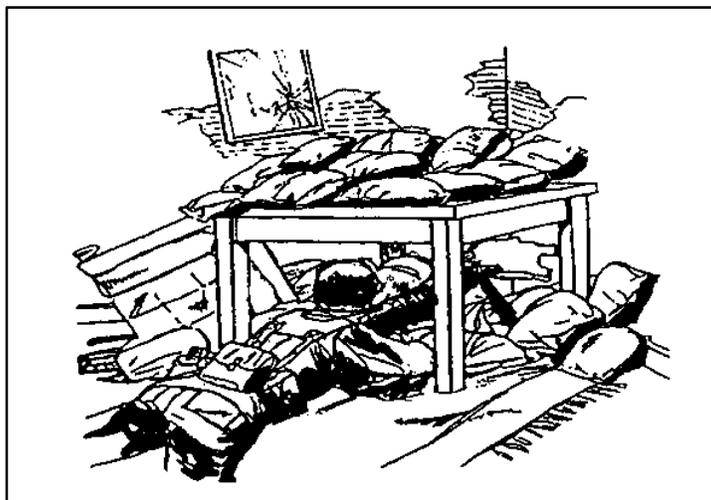


Figure A-65. Corner Machine Gun Bunker



Figure A-66. Firing Platform Built Under a Roof

28. Target Acquisition. Built-up areas provide unique challenges to acquiring targets. Buildings mask movement and the effects of direct and indirect fires. Also, the rubble from destroyed buildings provides concealment and protection for attackers and defenders alike, making target acquisition difficult.

- a. The techniques of patrolling and using OPs apply in the city as well as in wooded terrain. These techniques enable units to locate the enemy, to develop targets for direct and indirect fires in the defense, and to find uncovered avenues of approach in the offense.

b. Most weapons and vehicles produce recognizable signatures. These come from design features or from the environment in which the equipment is used. For example, firing a tank main gun in dry, dusty, and debris-covered streets raises a dust cloud; a tank being driven in built-up areas produces more noise than one moving through an open field; people moving through rubble on a street or in the halls of a damaged building create more noise than in a wooded area. Marines should learn to recognize signatures so they can locate and identify targets. Seeing and hearing assist in detecting and identifying signatures that lead to target location, identification, and rapid engagement. Marines should look for targets in areas where they are most likely to be employed.

c. Target acquisition should be continuous, whether halted or moving. Built-up areas provide both the attacker and defender with good cover and concealment but usually favor the defender. This makes rapid and accurate target acquisition extremely important.

d. When a unit is moving and enemy contact is likely, the unit should employ an overwatching element. This principle applies in built-up areas as it does in other kinds of terrain except that in built-up areas the overwatching element should observe both the upper floors of buildings and the street level.

e. Stealth should be used when moving in built-up areas because little distance separates attackers from defenders. Only hand and arm signals should be used until contact is made. The unit should stop periodically to listen and observe to ensure that it is not being followed or that the enemy is not moving parallel to the unit's flank for an ambush. Routes should be carefully chosen so that buildings and piles of rubble can be used to mask the unit's movement.

f. Observation duties should be clearly issued to squad members to ensure all-around security as they move. This security continues at the halt. All of the senses should be used to acquire targets, especially hearing and smelling. Marines soon recognize the sounds of vehicles and people moving through streets that are littered with rubble. The smell of fuel, cologne, or food cooking can disclose enemy positions.

g. OPs are "positions from which military observations are made, or fire directed and adjusted, and which possess appropriate communications" (Joint Pub 1-02). They are positions from which Marines can watch and listen to enemy activity in a specific sector. They warn the unit of enemy approach and should be positioned in the upper floors of buildings to give Marines a better vantage point than they would have at street level.

h. In the defense, a platoon leader positions OPs for local security as ordered by the company commander. The platoon leader selects the general location, but the squad leader establishes the OP (Figure A-67). Normally, there is at least one OP per platoon. An OP consists of two to four men and is within small-arms supporting range of the platoon. Leaders look for positions that allow good observation of the target sector. Ideally, an OP has a field of observation that overlaps those of adjacent OPs. The position selected for the OP should provide cover and concealment for units moving to and from the OP. The upper floors of

houses or other buildings should be used. The squad leader should not routinely select obvious positions such as water towers or church steeples because those positions naturally attract the enemy's attention.

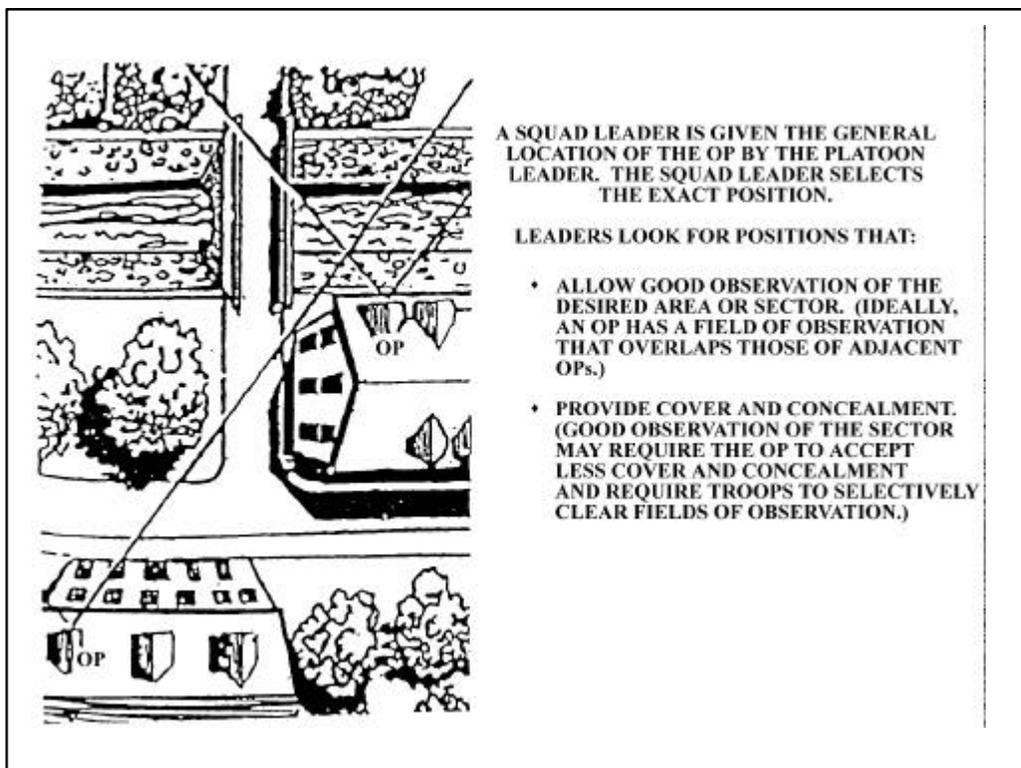


Figure A-67. Selection of an OP Location

i. The Marine should be taught how to scan a target area from OPs or from fighting positions. Use of proper scanning techniques enables observers to quickly locate and identify targets. The Marine searches quickly without optics for obvious targets, using all of his senses to detect target signatures. If no targets are found and time permits, he makes a more detailed search (using binoculars, if available) of the terrain in the assigned sector using the 50-meter method. First, he searches a strip 50 meters deep from right to left. He then searches a strip from left to right that is farther out, overlapping the first strip. This process is continued until the entire sector has been searched. In the city core or core periphery where the observer is faced with multistory buildings, the overlapping sectors may extend up rather than out.

j. Marines who man OPs and other positions should employ target acquisition devices. These devices include binoculars, image intensification devices, and thermal sights. All of these devices can enhance the unit's ability to detect and engage targets, especially at night or during periods of reduced visibility.

k. Target acquisition techniques used at night are similar to those used during the day. At night, whether using daylight optics or the unaided eye, the observer should not look directly

at an object but a few degrees off to the side. The side of the eye is more sensitive to dim light. When scanning with off-center vision, the Marine moves his eyes in short, abrupt, irregular movements. At each likely target area, he pauses for a few seconds to detect any motion.

l. At night, sounds and smells can aid in acquiring targets. They transmit better in the cooler, damper night air. Running engines, vehicles, and people moving through rubble-covered streets can be heard for great distances. Odors from diesel fuel, gasoline, cooking food, burning tobacco and aftershave lotion can reveal enemy and friendly locations.

29. Firefighting Planning and Operations. Incendiary ammunition, special weapons, and the ease with which incendiary devices can be constructed from gasoline and other flammables make fire a true threat in operations in built-up areas. During defensive operations, firefighting should be a primary concern. Proper steps should be taken to reduce the risk of a fire that could make a chosen position indefensible.

a. Marines choose or create positions that do not have large openings. These positions provide as much built-in cover as possible to prevent penetration by incendiary ammunition. All unnecessary flammable materials are removed, including ammunition boxes, furniture, rugs, newspapers, curtains, and so on. The electricity and gas coming into the building should be shut off.

b. A building of concrete block construction with concrete floors and a tin roof is an ideal place for a fighting position. However, most buildings have wooden floors or subfloors, wooden rafters, and wooden inner walls that may require improvement. Inner walls are removed and replaced with blankets to resemble walls from the outside. Sand is spread 2 inches deep on floors and in attics to retard fire.

c. All available firefighting gear is prepositioned so that it can be used during combat. For the individual Marine, such gear includes entrenching tools, helmets, sand, and blankets. These items are supplemented with fire extinguishers.

d. Fire is so destructive that it can easily overwhelm personnel regardless of extraordinary precautions. Marines should plan routes of withdrawal so that evacuation can be accomplished from their fighting positions. This allows Marines to exit through areas that are free of combustible material but that still provide cover from enemy direct fire.

e. The confined space and large amounts of combustible material found in built-up areas may influence the enemy to use incendiary devices. First-aid problems that are expected include burns and smoke/flame inhalation. These can easily occur in buildings, thereby rendering the victims combat ineffective. Although there is little defense against flame inhalation and lack of oxygen, smoke inhalation may be greatly reduced by wearing the individual protective mask. Regardless of the fire hazard, defensive planning for combat in built-up areas should include location of corpsmen. Corpsmen must reach victims and their equipment and should stock extra supplies for the treatment of burns and inhalation injuries.

f. Offensive operations also require plans for firefighting because the success of the mission can easily be threatened by fire. Poorly planned use of incendiary munitions can make fires so extensive that they become obstacles to offensive operations. The enemy may use fire to cover his withdrawal and to create obstacles and barriers to the attacker.

g. Every Marine participating in an attack should be ready to deal with the problems of fire. The normal firefighting equipment available includes the entrenching tool, helmet (for carrying sand or water), and blankets (for snuffing out small fires). Fire extinguishers are normally available on vehicles.

30. Employment of Snipers. The value of the sniper to a unit operating in a built-up area depends on several factors. These factors include the type of operation, the level of conflict, and the ROE. Where ROE allow destruction, snipers may not be needed because other weapons systems available to the infantry commander have a greater destructive effect. However, snipers can contribute to the fight. Where the ROE prohibit collateral damage, snipers may be the most valuable tool the commander has. (See MCWP 3-15.3 (under development).)

a. Sniper effectiveness depends in part on the terrain. Control is decentralized by the characteristics of an urban area. To provide timely and effective support, the sniper should have a clear picture of the commander's mission and intent.

b. Where possible, snipers should be positioned in masonry buildings. These buildings should also offer long-range fields of fire and all-around observation. The sniper has an advantage because he does not have to move with or be positioned with lead elements. He may occupy a higher position to the rear or flanks of, and some distance away from, the element that he is supporting. By operating far from the other elements, a sniper avoids decisive engagement but remains close enough to kill distant targets that threaten the unit. Snipers should not be placed in obvious positions such as church steeples and rooftops because the enemy often watches these and targets them for destruction. Also, snipers should not be positioned where there is heavy traffic; these areas also invite enemy observation.

c. Snipers should operate throughout the AO, moving with and supporting the companies as necessary. Some teams may be designated to operate independently of other forces. They may be tasked to search for targets of opportunity, especially for enemy snipers. The sniper team may occupy multiple positions. A single position may not afford adequate observation for the entire team without increasing the risk of detection by the enemy. Separate positions should maintain mutual support. Alternate and supplementary positions should also be established in urban areas.

d. Snipers may be assigned the following tasks:

- Killing enemy snipers (countersniper fire)

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- Killing targets of opportunity (These targets should be prioritized by the commander. Types of targets might include enemy snipers, leaders, vehicle commanders, radio men, sappers, and machine gun crews.)
- Denying enemy access to certain areas or avenues of approach (controlling key terrain)
- Providing fire support for covering barricades and other obstacles
- Maintaining surveillance of flank and rear avenues of approach (screening)
- Supporting local counterattacks with precision fire.