

f. Ammunition. The amount of ammunition the patrol leader decides to take depends upon the mission, the expected enemy action, and the length of time the patrol will be out. Tracer ammunition is seldom used by a night patrol as it discloses the firer's position. When the patrol expects to return before daylight, no tracer ammunition is carried unless the higher commander has designated that it be used for signals, such as pointing out the location of the patrol to the friendly lines, or indicating targets for supporting weapons.

91. SELECTION OF PERSONNEL. **a. Patrol members.** A unit or the personnel to compose the patrol may be selected by the company or higher headquarters. The patrol leader may, however, be allowed to select the members of his patrol. He usually picks men from his own organization, for he knows their capabilities and they are more likely to have confidence in him. He should choose all patrol members with the patrol mission and the expected difficulties in mind. Patience, resourcefulness, and physical endurance are requisites. The men should be intelligent, physically able, and have good eyesight and hearing. Individually and collectively, they must possess the will to close with the enemy. They should be trained and rehearsed to work together as a team.

b. Specialists. Specialists, such as men proficient in the use of demolitions, are included in the patrol when the mission requires. In addition to their specialty, these men should have the same basic qualifications as other patrol members.

c. Inhabitants. Inhabitants, proven to be friendly, may be used as guides. They may be able to furnish valuable and timely information about the enemy. Such a guide should be kept under continuous observation from the time he joins a patrol.

92. WARNING ORDER. The patrol leader notifies the men or unit(s) of their selection, assembles them, and issues the warning order. It may include all of the following:

a. Brief statement of the situation, including the composition of the patrol and the designation of a second-in-command.

b. Statement of the mission, if it can be divulged at this time.

c. Time of patrol's departure.

d. Designation of certain patrol members to obtain—

(1) Rations.

(2) Ammunition.

(3) Special equipment, such as message books, a watch, compasses, wire cutters, rope, field glasses.

e. Directions to all patrol members to—

(1) Obtain water.

(2) Dress in the prescribed uniform and check clothing and necessary equipment for serviceability.

(3) Remove all letters and documents, identifying marks, shiny equipment, and objects that rattle.

(4) Insure that weapons are in good condition.

f. Set the time for reassembly to receive further instructions of the patrol leader.

93. PRIOR TO PATROL ORDER. a. Duties. During the interval between issuing the warning order and the patrol order, the leader must plan his operation in detail. He does some or all of the following during this period:

(1) Makes a personal reconnaissance and estimates the situation, deciding how best to carry out his mission.

(2) Distributes special weapons, equipment, and clothing. If tracer ammunition must be carried, he distributes it to selected men with special instruction for its use.

(3) Prepares the area for rehearsals and conducts them with assistance provided by the commanding officer.

(4) Insures through his unit commander that all friendly troops through which the patrol must pass are informed of the patrol's activities.

(5) Coordinates his proposed actions with other patrol leaders who will be operating in the same area.

(6) Inspects the patrol just before rehearsals, if any, and before departure for—

(a) Physical fitness.

(b) Completeness and suitability of arms and equipment, checking personal equipment to make sure that no one is carrying excessive weight or articles that are shiny or noisy.

(c) Removal of items of identification or other articles that would convey information to the enemy.

(7) Reports to the higher commander when he is ready to leave, if his departure was not set for a definite time.

(8) Issues his final order and instructions.

b. Factors to be considered. Before issuing the final order, the patrol leader must consider in detail each point to be covered in it. The following considerations are common to all patrols:

(1) *Information of enemy.* The patrol leader must consider the racial and fighting characteristics of the enemy, together with his methods of operating and fighting, in order to plot a course of action that will take advantage of enemy weaknesses. He must know how to counter the enemy's tricks and how to divert his attention. For example, if the enemy challenges or gives false orders in English, the patrol leader may detect him because he knows that the letter *L* is difficult for the Japanese to pronounce, and the letters *W*, *R*, *P*, *T*, and *TH* are difficult for Teutonic races. Other enemy tricks may include:

(a) Wearing our uniform or that of an ally.

(b) Displaying deceptive strength at one or more points in order to conceal his real purpose.

(c) Using firecrackers and beating on bamboo to simulate the fire of automatic weapons.

(d) Exposing a few men to draw fire while hiding the main enemy group in an attempt to make the patrol reveal its exact position.

(e) Ambushing.

(f) Installing booby traps.

(g) Using dummies.

(h) Faking surrender or death. (See figure 44.)

(2) *Information of our troops.* The patrol leader must know the plans of the main force and of other friendly patrols so far as they may affect the accomplishment of his

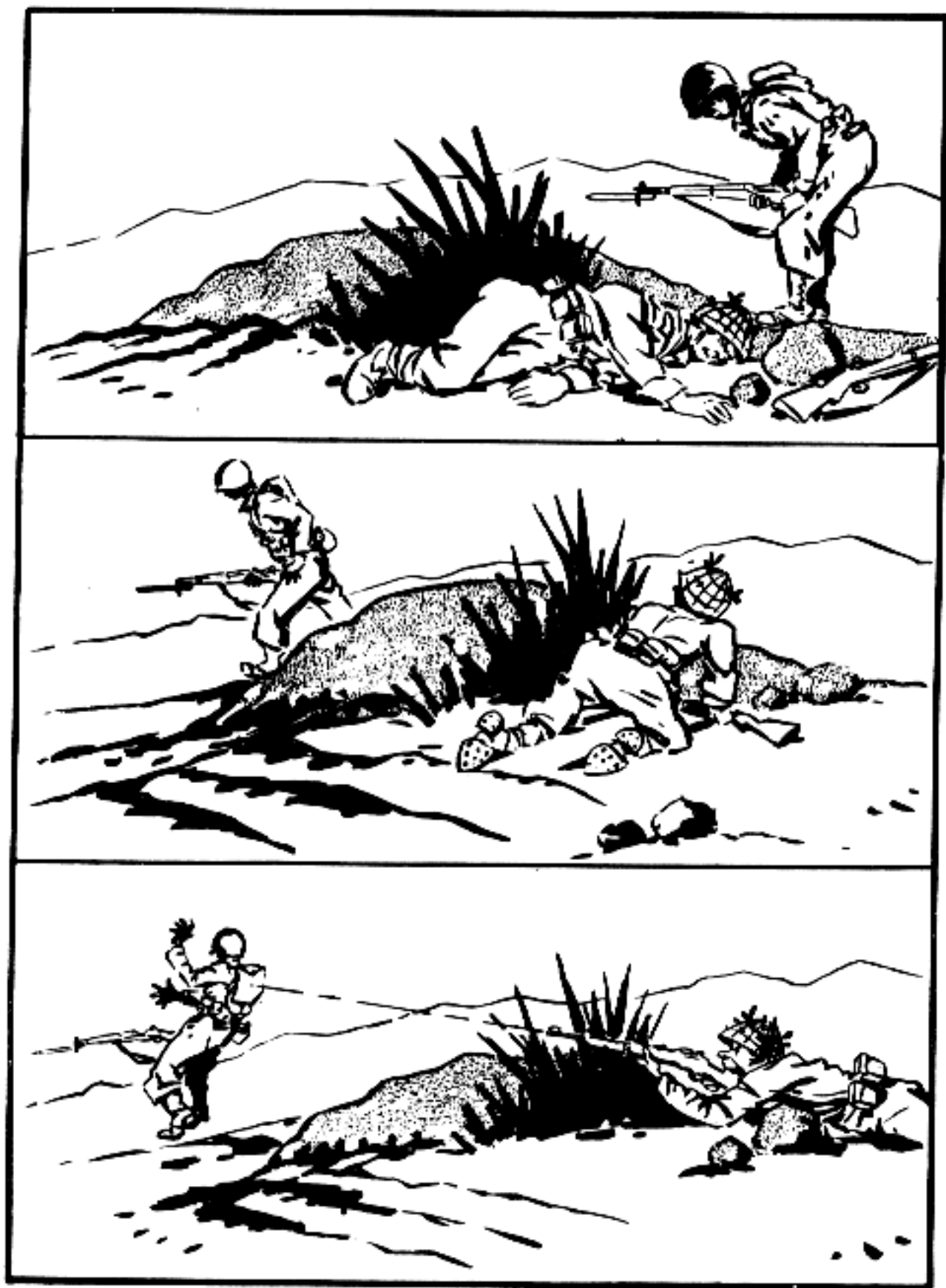


Figure 44. Enemy who appear dead may not be.

mission. He secures this information from the higher commander or the S-3. Before the patrol leaves the friendly front lines, the leader informs the nearest unit commander of his proposed route and obtains from him the latest information concerning friendly and enemy troops in the vicinity.

(3) *Mission.* The patrol leader must be sure that he understands the mission of the patrol in detail and is able to explain it to the patrol members.

(4) *Selection of routes.* (a) *Information of terrain.*

1. Maps and aerial photographs provide a means of quickly securing information about the terrain. They are especially valuable in selecting routes, observation points, and determining possible plans of action. Maps, however, must be checked against the ground. If the S-2 or higher commander has not taken the patrol leader to an observation post by daylight to study the terrain, plan the route, and compute distances, the patrol leader should go himself, possibly with his second-in-command. They should examine the terrain first and then the map, if one is available, studying the defensive potentialities of the enemy position and attempting to analyze where his defenses would be. This is important, as terrain and visibility influence the size of the patrol and the choice of its members. They affect the duties to be assigned to each patrol member, the distance flankers cover to the flanks, the distance the point precedes the patrol, the position of the leader, and every detail of the operation.

2. If there is time, the patrol leader supplements his map study with a terrain reconnaissance. He notes probable danger areas, such as cross-roads, villages, high points where enemy observers may be stationed, and open terrain. Woods with little underbrush offer few obstacles to movement, while thick underbrush may be impenetrable. The edge of a stream

bed or a fence line usually offers a concealed route. Many small features of the terrain, not shown on the map nor recognizable on an aerial photograph, offer concealment to a patrol; for example, growing crops and small folds in the ground. The recent weather must also be considered when determining the route of a patrol. Low ground, creek bottoms, swamps, and streams, may or may not be passable, depending upon the amount of rain that has fallen. (See pars. 11 and 12.)

3. The best route is one that affords concealment from the enemy, where little or no enemy opposition is expected, and where there are a minimum of obstacles to the patrol. The route selected for travel by day will frequently lead through woods, swamps, water courses, and over difficult slopes rather than across more open and dangerous terrain.

To lessen the possibility of enemy ambush, the return route is usually different from the one used on the outward trip. Both routes must allow for detours if enemy obstacles make them unusable.

4. If the patrol is to operate at night, the leader plans his route to take advantage of the darkness and to avoid the pitfalls it presents. He will plan his route to avoid high ground and the skyline. Enclosures containing animals, farmyards, stables, barns and pastures should also be avoided. If this is not possible he will pass them on the down-wind side. Terrain features such as patches of brush, fences, hedges, or woods, which make silent movement difficult, must be avoided. Though the enemy observation is limited, his sense of hearing is increased. Soft ground, dust or sand must be avoided, if his mission requires that the enemy remain in ignorance of the patrol's

presence. The compass bearings and location of prominent terrain features near the patrol's route should be noted down before the patrol proceeds on its mission. A daylight reconnaissance is invaluable. (See pars. 22 and 24, and fig. 45.)

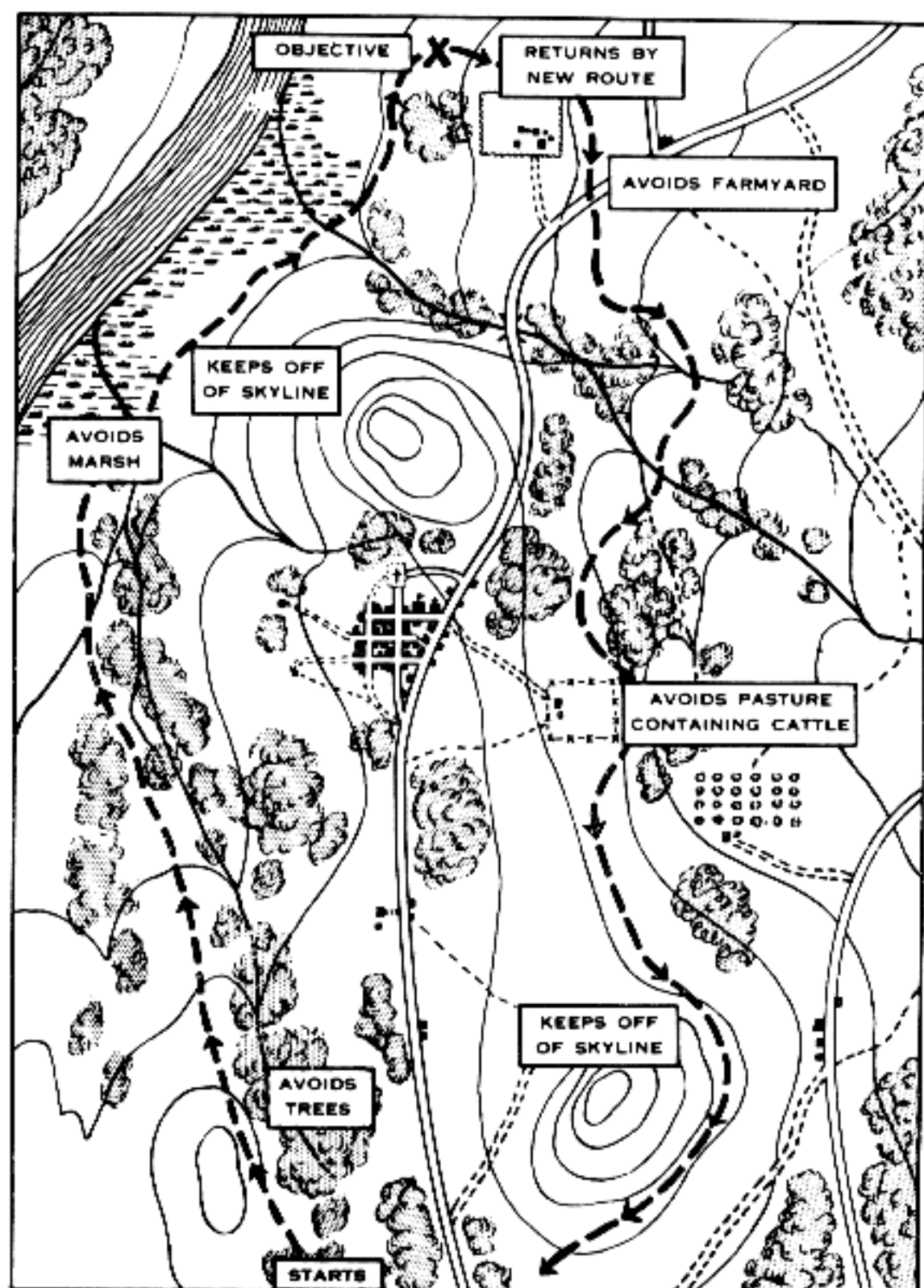


Figure 45. Route of a night patrol.

(b) *Visibility.* Visibility depends upon the terrain, vegetation, time of day or night, fog, rain, dust, and smoke. Good visibility is an aid to reconnaissance patrols but a disadvantage to patrols seeking to close with the enemy. When visibility is good, broken country affords greater opportunity for movement by covered and concealed routes; flat, open country generally restricts a patrol's movements.

(c) *Avoidance of ambush.* The possibility of ambush is a prime consideration when selecting the routes available to a patrol. The enemy may lie in ambush to destroy the patrol while it is canalized between two obstacles. The route selected must avoid such obstacles and situations where the patrol's avenues of escape would be limited. Routes that have recently been used by other patrols should be avoided. (See par. 125.)

(5) *Initial assembly point.* An assembly point is a designated location at which the patrol members assemble upon order, or in case they are dispersed. Before the patrol starts on its mission, the leader should select an initial assembly point in the vicinity of the starting point or friendly outpost. (See par. 112.)

(6) *Formations.* The leader must consider all possible formations that the patrol may have to use while on its mission. During rehearsals, he trains the men until they are thoroughly familiar with these formations and can change from one to any other, operating smoothly as a team. He practices controlling the patrol's direction, rate of movement, and halting. (See ch. 10.)

94. PATROL ORDER. a. **When not preceded by warning order.** When there is not time for a warning order, for example when the patrol must leave immediately, the entire patrol order is issued at one time. The patrol leader must supplement this order as necessary while the patrol proceeds on its mission.

b. **Issuing patrol order.** Prior to issuing the patrol order, the leader inspects his patrol for fitness and compliance with the warning order. He then assembles the patrol around a map, chart, or sketch on the ground which illus-

trates the area over which the patrol is to operate, and gives the order, pointing out on the ground as well as on the visual aid the first objective and the initial assembly point. The order should be informal and in the patrol leader's own words. He does not announce paragraph numbers. He repeats as necessary. Before starting on the mission, the patrol leader questions individual patrol members to make sure that each knows what his particular job is, what is expected of him, where the patrol is going, what it is to do when it gets there, and when and where it will rejoin its organization.

c. Form. An order to a patrol should follow the prescribed form for field orders, although a patrol order may be given fragmentarily. By using the five-paragraph field order form, the patrol leader is less likely to make omissions or unnecessary remarks. In general practice, the subject matter covered in paragraphs 1, 2, and 4 of a field order is given in the warning order, while details of employment covered in paragraphs 3 and 5 are given in the final order, preceded by brief reviews of the material in paragraphs 1 and 2. Briefly, the form for an order is as follows:

(1) (a) Information of the enemy. (What are we up against?)

(b) Information of our troops. (Who is going to help us and where are they?)

(2) Mission of the patrol. (What do we have to do?) This should include routes going and returning. (How do we get there and back?)

(3) Designation of specific duties to individual patrol members by name. (Who is going to do what?) Specific orders for flank protection must be included regardless of the formation to be used. The patrol leader also gives instructions that apply equally to all members, such as the first objective and initial assembly point, where messages are to be sent (in case the leader becomes a casualty), and special signals to be used.

(4) Items of equipment, ammunition, and supply. (What do we have to carry?)

(5) Where the patrol leader will be. (See par. 102b (1).)

d. Fragmentary orders. Fragmentary orders may be more applicable for a particular patrol and mission than a complete order. For example, if time is pressing the patrol leader may first give instructions pertaining to weapons, rations, equipment, and the time of departure and not complete his order until after he inspects the patrol.

95. CHALLENGE, PASSWORD AND REPLY. a. The challenge, password and reply must be known by a patrol prior to its departure. It must also know of any additional checks to guarantee identification that will be in use when the patrol returns. (See par. 113b.)

b. A distinctive recognition sign and a reply must be devised for use among patrol members. Natural sounds, such as bird calls, may be used when necessary for night patrolling. If words must be used, they should include syllables difficult for the enemy to pronounce. (See par. 93b. (1).)

Section III. PREPARATION BY PATROL MEMBERS

96. SECOND-IN-COMMAND. As the patrol leader's first assistant, the second-in-command helps plan as well as carry out the mission. Prior to the patrol's departure, he relieves the patrol leader of some of his duties, such as making overlays or sketches if there are not sufficient maps available for the patrol. By helping the leader plan the operation, the second-in-command becomes familiar with all of its aspects so that he is fully able to take over command of the patrol if the leader becomes a casualty.

97. MAP MAN. In a large patrol, a qualified member may be designated as a map man. His duties are to assist the leader in maintaining proper direction of movement and to keep a constant check on the location of the patrol at all times. This does not, however, relieve the patrol leader from responsibility.

98. PATROL MEMBERS. **a.** Unless detailed by the patrol leader to a special duty, such as obtaining rations, ammunition, or special equipment, patrol members are responsible only for their own individual preparations before starting on the mission. They must comply with all instructions given them in the warning order, dressing in the prescribed uniform; checking on the serviceability of clothing, weapons, and equipment; and reassembling *on time* to receive the patrol order. If a patrol member is not in good physical condition, he should report this to the leader. A man with a cold, who is liable to sneeze, for example, is a liability on a patrol. Although the leader checks over the men before they start out, as well trained scouts, they know how to look after themselves. No man will wear shoes that squeak or take along any objects that might identify him to the enemy, in case of capture. (See par. 43.)

b. Prior to starting out on the mission, practice with the patrol leader in maintaining contact, controlling the direction and rate of movement, and in starting or halting all or parts of the patrol is essential. However good the patrol leader, he cannot succeed alone; all patrol members must be trained to work as part of a team commanded by him. Rehearsals should be held if possible. Individual members who do not understand special signals, duties, formation, and similar matters should ask the patrol leader to clarify these points before the patrol starts out.

FORMATIONS

99. GENERAL. a. Patrol formations are not hard and fast arrangements of personnel, they are fluid and flexible. Individual members take their relative positions in the formation on signal from the patrol leader, depending upon their ability to see each other and, at the same time, make full use of cover and concealment.

b. Within a designated formation, points and flank groups move in and out as required in order to observe any cover for an enemy up to 100 yards, provided the inside man of the group can maintain visual contact with the patrol leader.

c. Individual patrol members automatically move closer together in thick cover, fog, and at night; and farther apart in open terrain, clear weather, and in daylight. In general, however, the lateral movement of flank groups is limited to 100 yards from the axis of advance.

100. SELECTION. a. **Influencing factors.** The mission, terrain, visibility, security, enemy action or fire, control, size of the patrol, and the required speed of the action influence the formation of the patrol. A patrol may have to employ a number of formations during its course of action. When visibility is poor, as in foggy weather, darkness, thick woods or jungle, a single column formation may be used. When visibility is good, contact between patrol members is facilitated and a diamond formation, or a variation of it, might be used.

b. **Requirements.** The formation taken by the patrol at any time should insure that the minimum number of men will be pinned down by fire if attacked. Each formation must permit movement in any direction and a quick change to another formation by signal.

101. FORMATIONS. The formations described here are suggested for normal terrain; usually, there will have to be modifications for other terrain. In the diagrams of patrol formations in this manual, the intervals and distances between the patrol members are to be regarded as average. In actual use, they must be adjusted to meet the changing requirements of the terrain, enemy or enemy fire, and visibility.

a. Diamond formation. The basic formation is the diamond formation as prescribed for the squad in FM 22-5. It is particularly effective in providing all-around security. Control by the leader is facilitated by its use.

(1) *Eight-man patrols.* The eight men are generally arranged in pairs at the four points of the diamond. (See figure 46.) In operation, one man of the leading team observes for ground targets, while the other man (the leader) looks for tree snipers. The flank men operate similarly, with the outside man (the ground observer) in advance of the inside man, so that the protecting fire of the inner man will be directed away from the patrol when his partner encounters resistance from tree snipers. The rear pair divides responsibility by having one man observe to the rear and one flank, while the other watches the patrol leader and the other flank. To facilitate control, all inside men must maintain visual contact with the leader. The direction of movement is easily changed in a diamond formation upon signal toward either flank or to the rear, and the same formation and individual functions continue.

(2) *Nine-man patrols.* A patrol of nine men functions in exactly the same manner as an eight-man patrol, except that the leader, instead of being an integral part of a two-man scout team, is free to move from place to place as the patrol changes direction. There is considerable advantage in having the leader more mobile. In a nine-man patrol, he usually travels with the point.

(3) *Twelve-man patrols (and larger).* Patrols of twelve men or more assume the diamond formation by having four groups, of two or three men each, arranged so that the entire patrol is in a diamond shape. Individuals within each

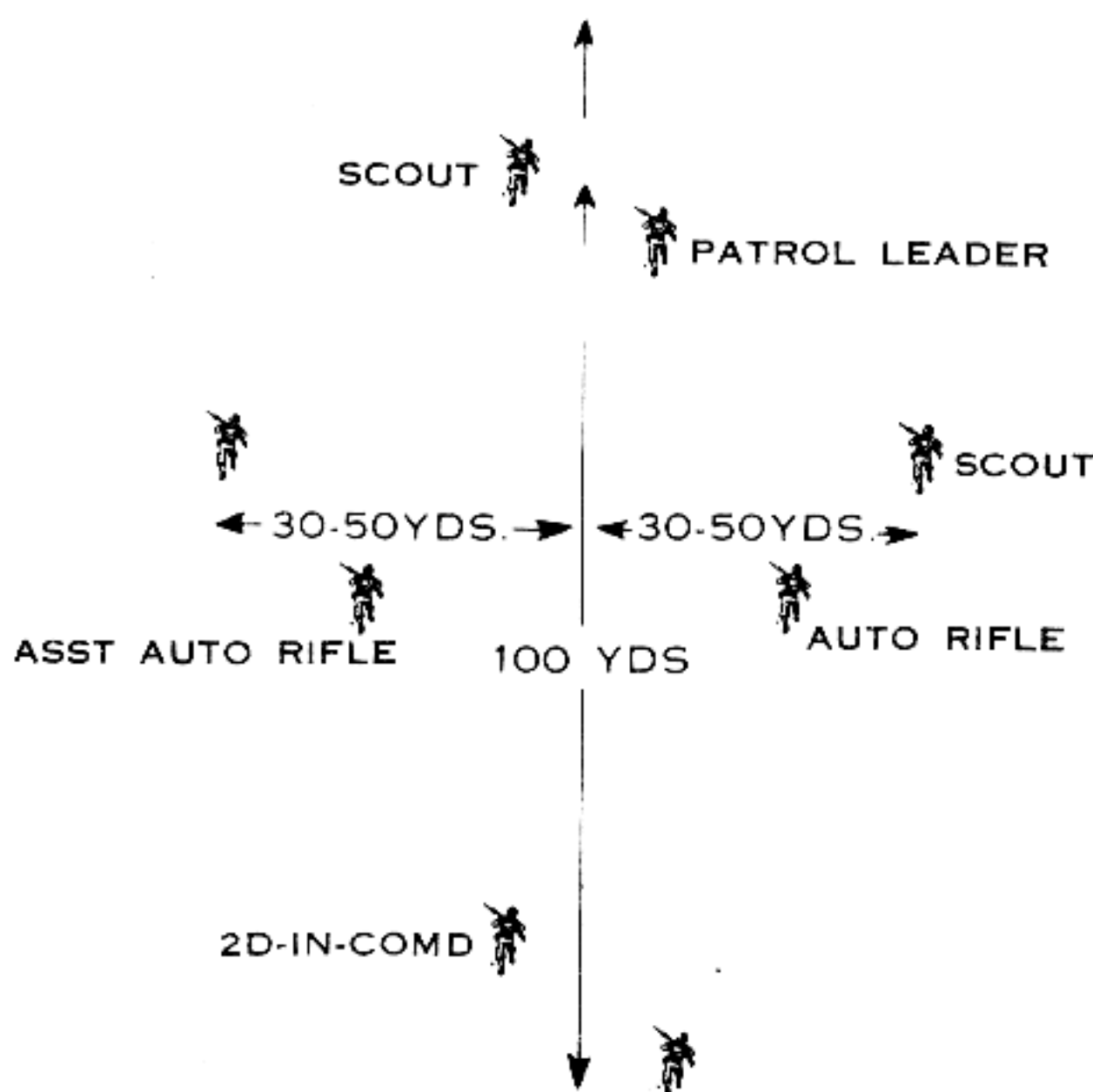


Figure 46. Diamond formation, eight-man patrol.

group are separated from each other by 5 to 20 yards. The point and rear point groups are essentially three-man scout teams. (See figs. 47, 48, and 49.) The flank groups (two men each) move so that the outer scout is slightly ahead of the inner. The leader normally travels with the leading group. Intervals and distances between the four groups of the diamond vary according to terrain conditions, cover, visibility, and proximity to the enemy; but the front to rear axis of the diamond seldom exceeds 150 yards. The frontage covered is limited by the visibility. (See fig. 47.)

b. Variations from diamond formation. (1) In terrain where movement is restricted to roads or trails, as in

jungle, along mountain trails, or through deep snow, the usual diamond formation must be modified into what is practically a column formation, with men taking advantage of available cover along the edges of the trail. Under such conditions patrols are often reduced in size. Examples of such formations are shown in figures 50, 51, 52, and 53.

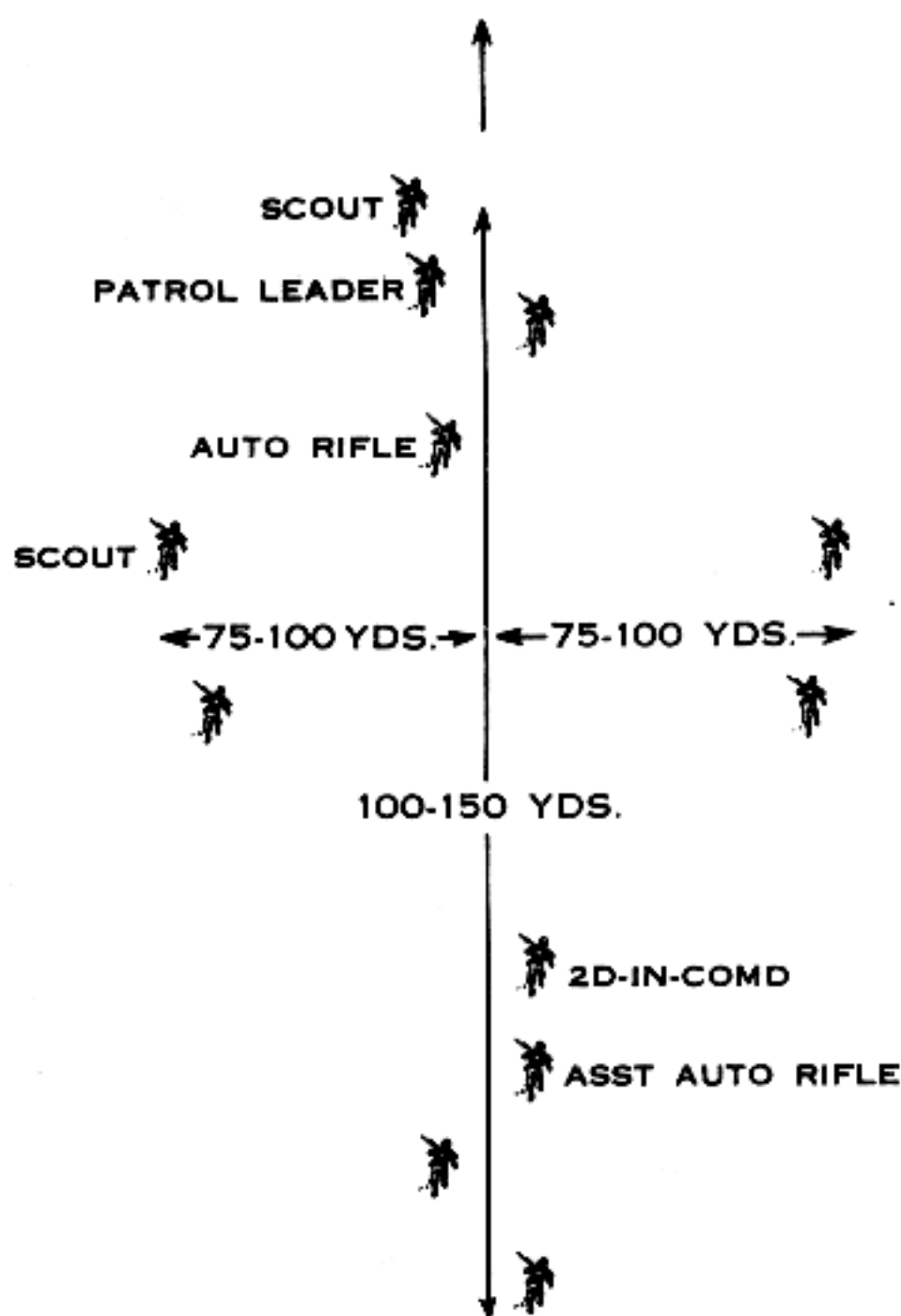


Figure 47. Diamond formation, twelve-man patrol.




POINT

PATROL
LEADER



LEADER
1ST. SQUAD



LEFT
FLANKERS



RIGHT



FLANKERS



LEADER
2D. SQUAD



REAR
POINT



Figure 48. Diamond formation, two-squad patrol.

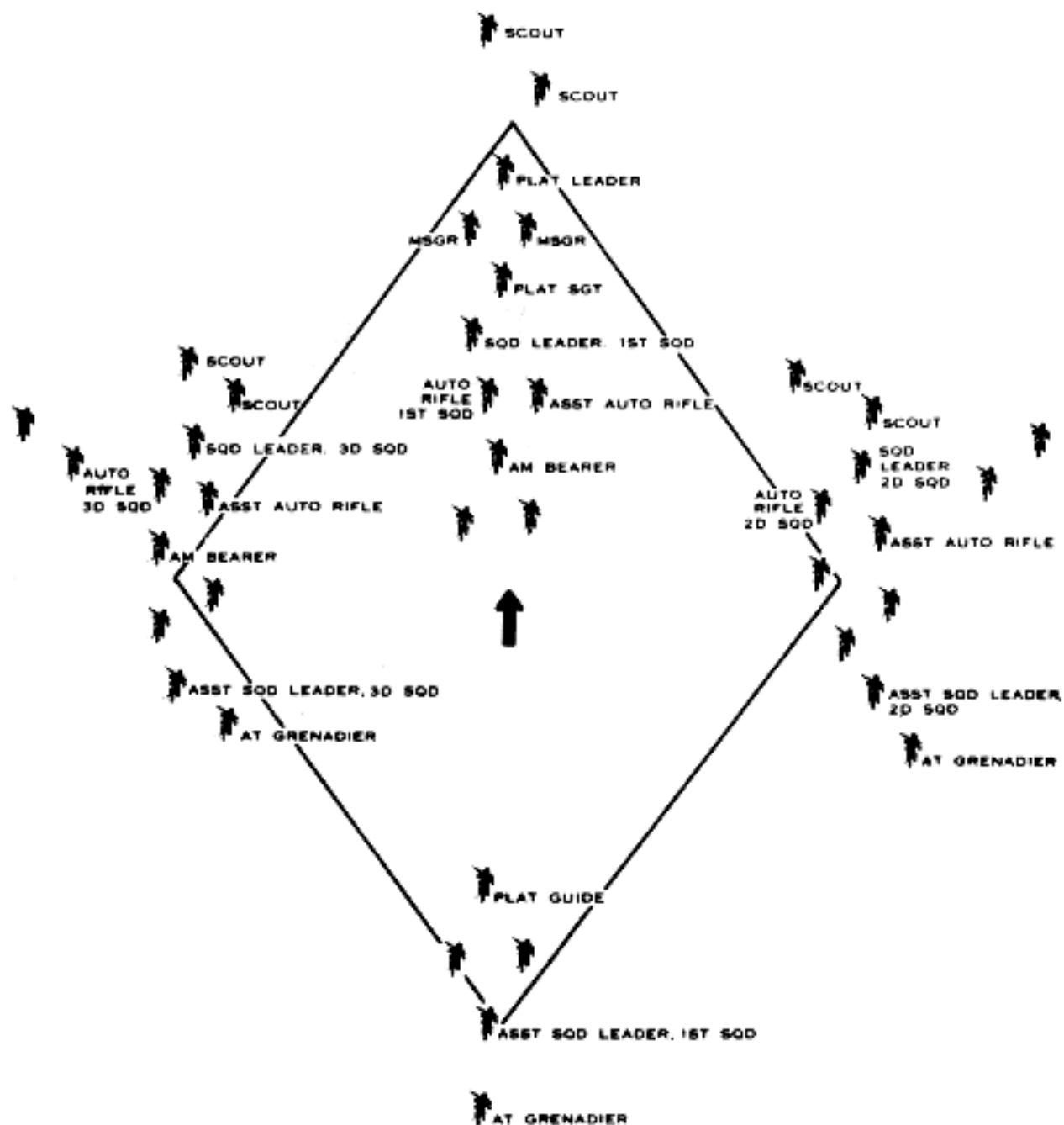


Figure 49. Diamond formation; an entire platoon acting as a patrol.

(2) In open terrain such as deserts, it may be necessary to increase distances and intervals.

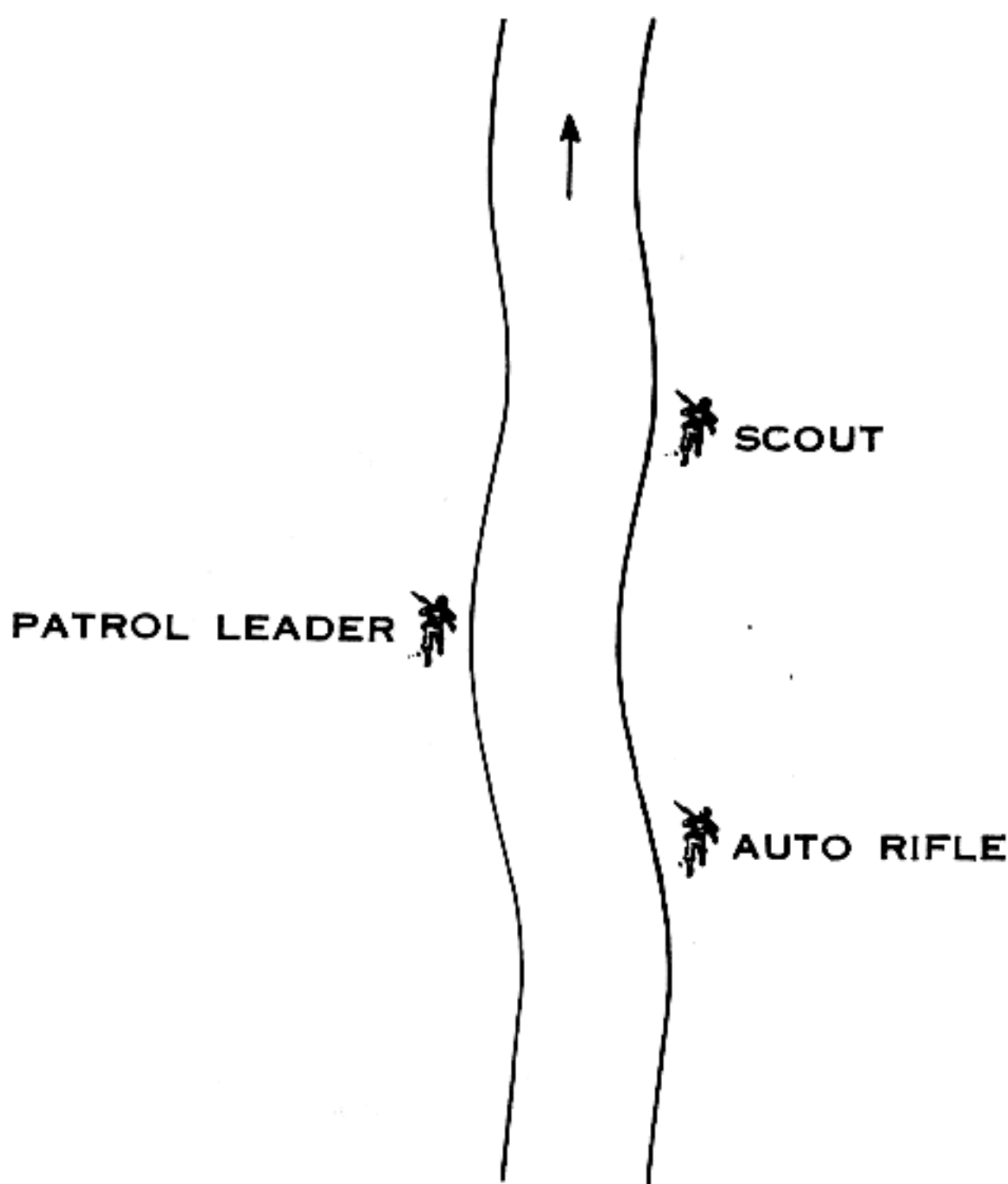


Figure 50. Three-man patrol formation (trail).

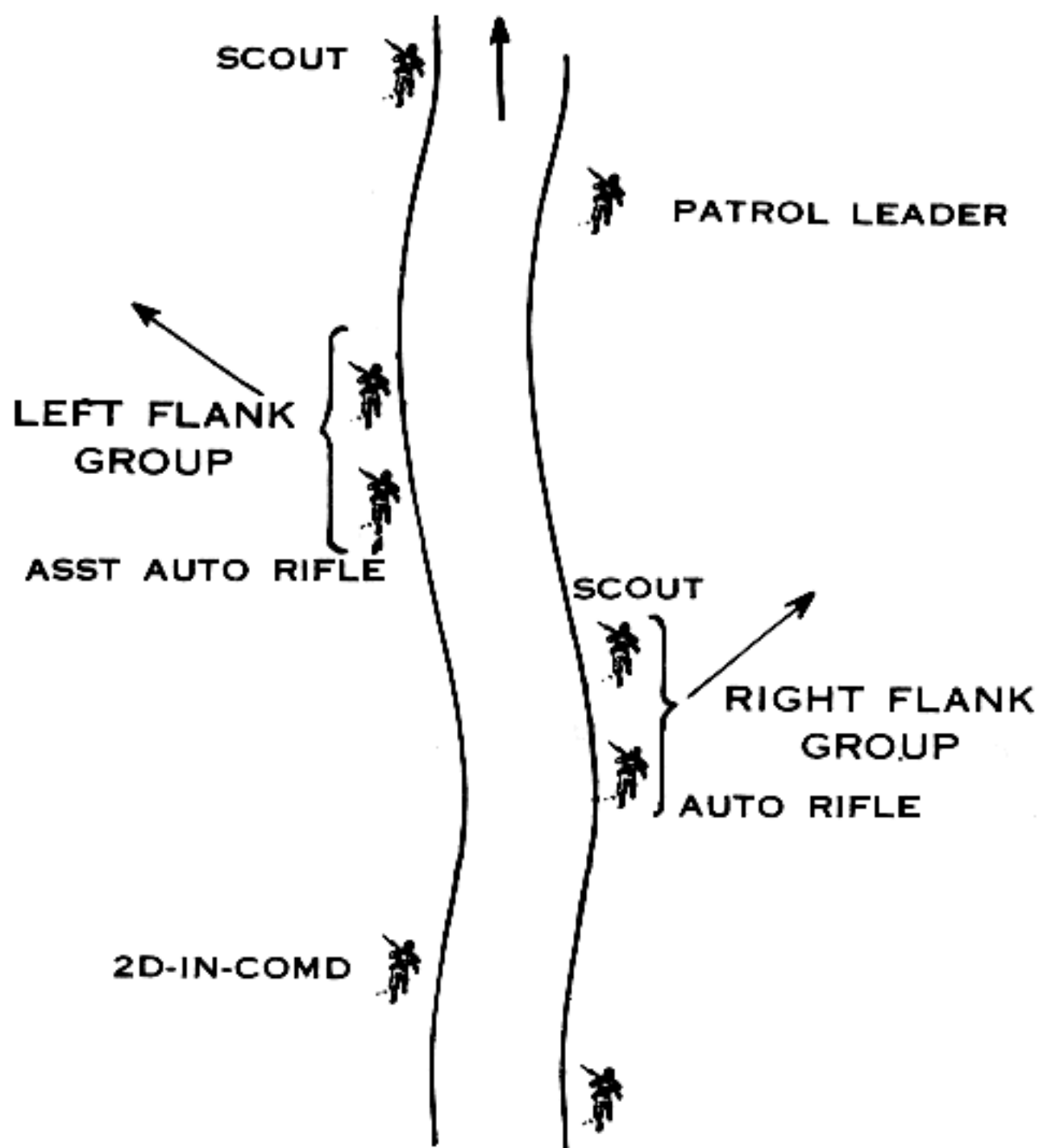


Figure 51. Eight-man patrol formation (trail). During halts flank groups move as indicated to normal diamond formation.

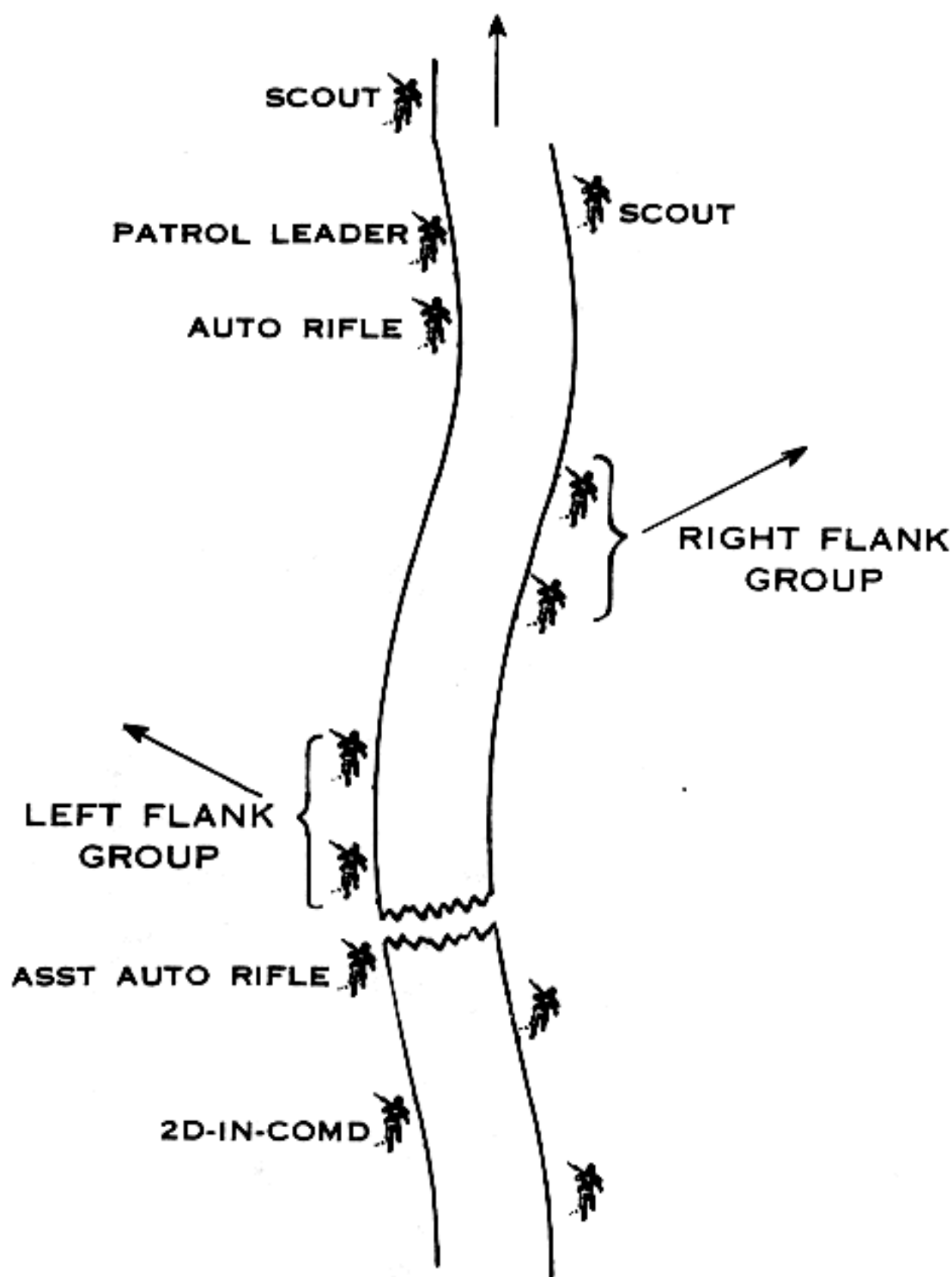


Figure 52. A twelve-man formation (trail). During halts flank groups move as indicated to normal diamond formation.



Figure 53. In deep snow, patrol members follow in trace.

CONTROL

102. LEADERS. a. Responsibilities. The patrol must be directed, regulated, and controlled at all times.

b. Positions. (1) *Patrol leader.* The leader moves in the position from which he can best control the patrol. Normally, this is at or near the head of the patrol. His position in the formation, however, depends upon the route:

(a) If a clearly defined route can be prescribed in advance so that the leading scout can follow it, the leader may be located anywhere within the patrol that his signals can be readily seen by the patrol members. On well defined routes, particularly in the jungle, loss of leaders will be reduced if they are located behind the point.

(b) If the route cannot be definitely prescribed, the patrol leader must be in the leading group.

(2) *Second-in-command.* The second-in-command moves in a position from which he can assist the patrol leader or, if necessary, take over the patrol. In a patrol consisting of eight men or less, the second-in-command usually moves in the rear. In larger patrols, he should be near the leader or leading a sub-group. When the leader moves with the point, however, the second-in-command should control the patrol from the middle of the formation.

103. SIGNALS. a. Patrol members must be familiar with all prescribed arm-and-hand signals. (See FM 22-5.) The leader may arrange a few additional signals for special purposes.

b. By day, patrols are usually controlled by arm-and-hand signals and oral orders.

c. By night, patrols are controlled by voice, by touch

or by prearranged sound signals audible for only a short distance. Such signals might be the rustling of paper, snapping the edge of a matchbox with the fingernail, or a bird call. Oral orders and whispering are limited to emergencies. If a cord is used to maintain contact between the patrol members, this may be used to start or to stop the patrol. Two quick pulls might indicate "stop" and three might indicate "move on." In wooded or brush-covered terrain, a cord can be used by a small patrol moving in a snakelike column formation. It cannot, however, be used when the patrol is moving in lateral formations.

d. Signals to stop the patrol are usually given by the leading scout, but may be given by any member. The leader is responsible for starting the patrol again. A checkup signal, given by the patrol leader to verify the presence of all men, is answered according to a prearranged plan.

104. ACTIONS WHEN PATROL IS ATTACKED. a.

If a patrol is attacked, the man who first observes the enemy calls out the direction of the attack: "front," "right," "left," or "rear." Patrol members face in the direction called to meet the threat. They watch the leader, who indicates the action to be taken. He may order the patrol to remain silent and alert, to rush the enemy, or to break contact and continue the mission.

b. During the fight, patrol members repeat a recognition signal they have agreed upon before starting out on the mission. (See par. 95b.)

105. LOSS OF CONTROL. The patrol maintains contact, by messenger or by radio, with the unit which sent it out. If the patrol is dispersed, its members meet at the designated assembly point. Members do not return to their unit on their own initiative; the patrol leader prepares and sends back necessary messages. If only two men arrive at the assembly point, the senior becomes the patrol leader. If only one man arrives at the assembly point and, after a considerable wait, is not joined by any other patrol members, he should return and report to the officer who sent out the patrol, providing it is impossible for him to accomplish even a part of the patrol mission.

SECURITY

106. GENERAL. a. All-around security—front, flank, rear, and overhead—must be continuous. Each patrol member observes in an assigned direction.

b. The patrol provides its own security by employing a point, flank men and a rear point. These elements are the eyes, ears, and fingers of the leader. They move when and as he directs, maintaining contact with him at all times, except when momentarily obscured by a bush or other terrain features.

c. Terrain and visibility affect the control and security of the patrol and the distances and intervals to be maintained between men and elements. For example, control at night or in heavily wooded terrain requires that individuals keep not more than a few paces apart and that the flank security groups operate within visual or physical contact. Success in night patrolling depends largely on control, maintaining direction, and silent movement. (See par. 19.)

d. Flank groups move in or out in order to investigate possible enemy positions adjacent to the route. On some terrain, they may be unable to leave the designated route, but they are responsible, nevertheless, for *observation* of their assigned flank. In normal terrain, any cover for an enemy up to 100 yards on the flanks must be observed by movement of the flank groups to it.

107. TWO-MAN FLANK GROUP. A two-man flank group operates by having the man nearer the center of the patrol determine his position on the basis of visibility, since he must keep the patrol leader in sight at all times. He remains, however, within a maximum distance of 100

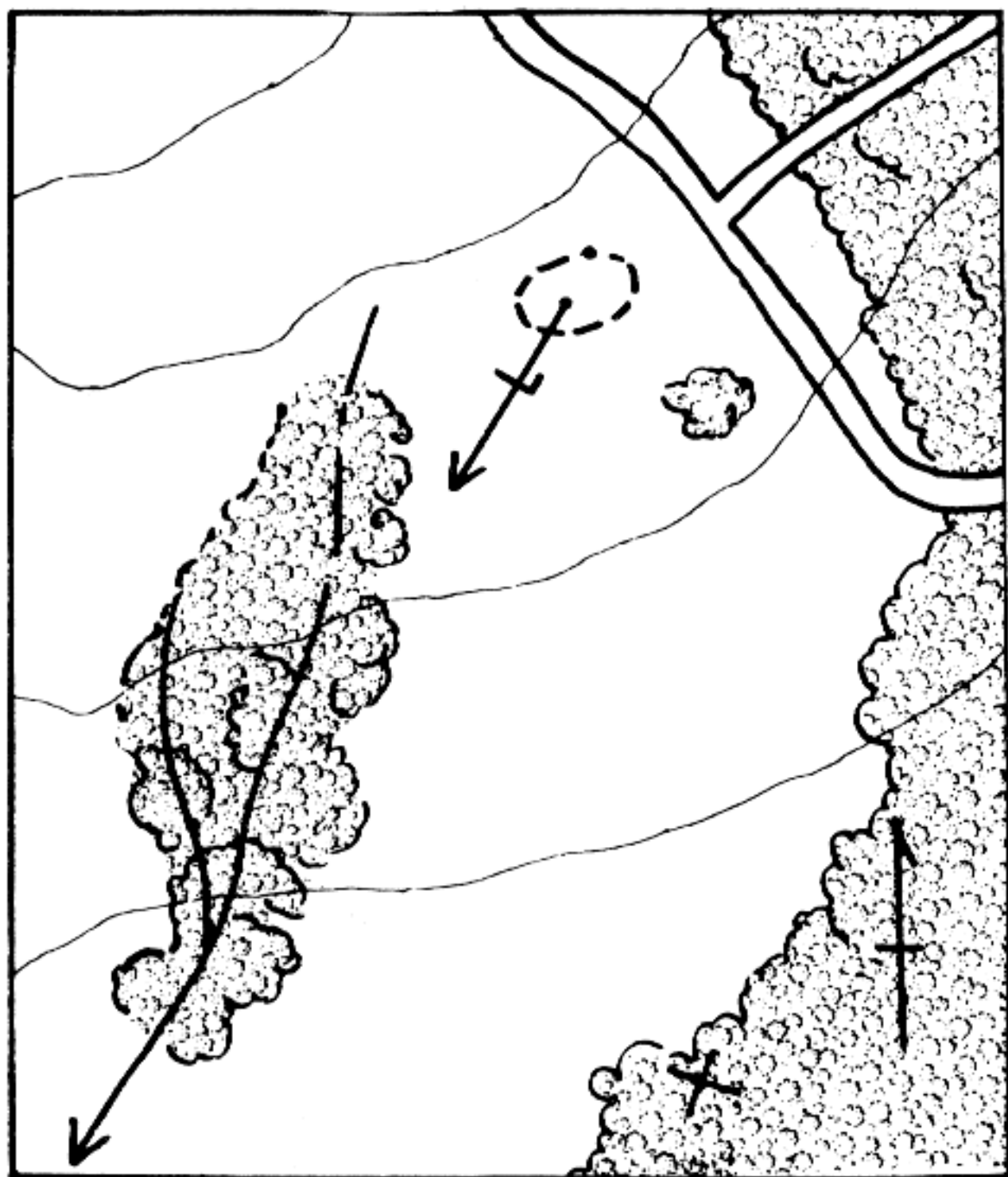


Figure 54. Route taken by two men furnishing flank security for a patrol.

yards. The man farther out remains in sight of the inside man, but normally does not move more than 20 yards away. While investigating the edge of a woods, the inside man moves along the edge, while the outside man penetrates into the woods as far as he can and still see the inside man. In most cases, the two should not be separated by more

than 20 yards. When traversing a ridge, the inside man stays on the side toward the patrol, while the other man investigates the other side. In doing this, however, he must maintain contact with the inside man; at the same time, he must avoid the sky line. (See fig. 54.)

108. OPERATION OF POINTS AND FLANK GUARDS. The rate of movement of the leading group must be slowed down at times to permit flank groups to cover the greater distance they have to travel. The leading man of a point group moves forward rapidly as the patrol approaches a ridge line or thick cover that might harbor enemy troops, in order that the entire patrol will not be endangered. He slows down and permits the remainder of the point to catch up on the down slopes and where cover is thin. Approaches to crests and dangerous areas are made as carefully as possible to avoid being seen by the enemy. The rear group moves rapidly from point to point where observation is good, maintaining a maximum distance of about 100 yards from the center of the patrol. During their movements, front and rear scouts must not lose sight of the inside man of their group, who is in visual contact with the patrol leader. At least one man of all groups maintains a position from which the leader can be seen and his signals recognized. Individual patrol members adapt themselves to the requirements of terrain and visibility within these general limitations.

109. MARCH OUTPOSTS. Every patrol, *without exception and automatically*, must provide for all-around security upon halting. A march outpost is established in the following manner:

a. The point, flankers or flank groups, and rear point halt in place.

b. Each group moves to the flank or to the rear as directed, far enough to permit the patrol members to see over, around, or into any cover or concealment which might hide enemy groups. In no case, however, should the distance exceed 100 yards from the center of the patrol. In high

brush or dense woods, this will not as a rule be over 40 yards.

c. One man of the point or flank group remains where he can see the patrol leader, while the other man (or men) moves not more than 25 yards farther out so that he can observe the area around him but still see the first man.

d. All members of the patrol remain in observation during the halt, and take their former positions when movement is resumed. During short pauses of a minute or less, when the patrol has halted for observation, the patrol members remain in place. When a longer halt is indicated, however, complete all-around security should be set up at once, without command. In normal terrain, if the flank groups are doing their work properly, they should already be in approximately the correct position. In the jungle, the flank groups move to the flank to the usual limits based on visibility.

110. SPECIAL MEASURES FOR DANGEROUS AREAS. Special security measures must be taken by the patrol in crossing streams, cleared areas, bridges, trails, defiles, or other terrain features which might subject the patrol to fire when little cover or concealment is available to it, or when the patrol has only partially crossed the dangerous terrain feature. (See par. 120.)

MOVEMENT AND HALTS

Section I. MOVEMENT

111. OBJECTIVES. The patrol moves by a selected route to its final objective (destination). Intermediate objectives may be designated to which the patrol advances successively. The progress of a patrol should be governed by the designation of successive objectives. The leader usually makes a reconnaissance at the final objective (or before the advance upon the final objective), while the patrol remains in concealment, usually at the final assembly point.

112. ASSEMBLY POINTS. a. A patrol should have one or more designated assembly points, where it can assemble in case it is dispersed, ambushed, or surprised by enemy attack. Members of a dispersed patrol try to reach the designated assembly point with all possible speed in order to facilitate resumption of the mission. An assembly point must be easily recognizable under the conditions prevailing when the patrol is expected to reach it.

b. When the first objective is reached, the patrol is halted and the next objective and next assembly point announced. (Assembly points and intermediate objectives may have been selected by the patrol leader prior to the time the patrol left on its mission.) Assembly points should provide cover and be in the vicinity of the objective just reached. The exact spot should be pointed out on the ground by the patrol leader.

c. Patrol members should be thoroughly familiar with the planned formations and route so that they can rejoin the patrol immediately after an action. This eliminates dangerous waiting periods at assembly points.

113. RETURN TO OWN LINES. a. The nature of the terrain or the actions of the enemy may cause the patrol to return by a different route than originally planned. The patrol must use as much caution and stealth in returning to friendly lines or territory as it did on the outward trip.



Figure 55. A patrol returning through friendly lines, sends one man forward to make contact with friendly sentinels.

The vicinity of known or suspected hostile positions must be avoided. Those occupied by friendly elements must be approached warily.

b. The patrol should be halted as the friendly outpost or sentinel is approached, and one patrol member sent forward to make the contact. The sentinel and the patrol member challenge and answer in low tones. The latter does not give the password if he does not recognize the sentinel's challenge. Mutual identification or recognition is necessary; neither patrol members nor sentinels should accept the password or reply as positive identification, and then relax. Persons who approach sentinels are regarded as enemies until proven otherwise. (See fig. 55.)

114. MAINTENANCE OF DIRECTION. When possible, a patrol maintains direction by marching on prominent terrain features. For example, it might guide on the edge of a woods, moving just within the woods in the daytime and just outside at night. Ridge lines may also be used as guides. In the daytime, the patrol needs to move only within visual distance of the ridge lines; at night, the patrol moves just below the crest so that it will not be silhouetted against the skyline. The compass should be used as a check when maintaining direction by the use of terrain features. If there are no terrain features on which the patrol can guide, the compass must be used. (See pars. 10 and 32.)

115. USE OF TERRAIN. a. The patrol takes advantage of terrain features as it moves to or from its destination. During the day, it moves from one concealed or covered position to another. At night, it moves in the open but avoids the skyline.

b. To complete the mission on time, the patrol will not ordinarily be able to advance slowly by creeping and crawling, or by successive short rushes by individual members of the patrol. On terrain with good cover or concealment generally available, but known to be under enemy observation or fire, open spaces of 300 yards or less may be crossed by creeping and crawling. Except when actually engaged with the enemy, however, patrols do not advance

by short rushes; time does not permit, and in crossing open ground, the longer the patrol is exposed, the more danger it is in. Reliance should be placed on the security groups while the patrol advances at the normal rate. Preferably, a patrol should be halted under cover at the edge of an open space that cannot be avoided, while the point rapidly investigates the cover beyond to ascertain if it is occupied by the enemy. The patrol then resumes its advance at the normal rate.

c. The patrol disturbs the surrounding vegetation as little as possible so as not to attract enemy attention. It avoids usual routes of travel such as roads and trails; however, it may use them to guide on.

116. MOVEMENT AS UNIT. The patrol should move as a unit into and across territory held by the enemy. Exceptionally, if avenues of entrance are few and narrow, the patrol may work forward through these avenues in small groups, or even individually. In this case, they reassemble at the previously designated objective. In passing through hostile outguards, the patrol approaches cautiously and works between the two hostile groups.

117. DEVIATIONS FROM ROUTE. If an important terrain feature is situated too far from the patrol's selected route to permit investigation by a flank group, the leader may change the course of the entire patrol to cover it if the leader considers the investigation necessary. The actual route traveled, while maintaining the general direction desired, weaves back and forth in accordance with the need for flank observation and protection and the use of cover and concealment.

118. PASSING OBSTACLES. a. Obstacles are frequently covered by enemy fire with resultant danger of ambush. Antipersonnel mines, land mines, and booby traps can be expected on or near all enemy prepared obstacles. Preliminary reconnaissance to the front and flanks should first be established to effect the safe passage of the remainder

of the patrol. (See par. 25.)

b. Upon encountering obstacles such as wire or mine fields, the patrol protects the leader while he makes a reconnaissance. He investigates friendly as well as hostile wire and mine fields. He does not use gaps already made in hostile wire because they are apt to be covered by enemy automatic fire. He cuts new lanes or selects points where patrol members can crawl under or walk over the wire.

c. The patrol passes the obstacle as quickly and quietly as possible.

119. PASSING DEFILE. When moving across terrain, gullies, ravines, defiles, and narrow valleys should if possible, be avoided as such terrain features lend themselves to ambush. The patrol should move along the heights on one or both sides of the ravine or defile. If necessary to pass through the cut, the patrol should move in a staggered formation with flankers moving along the heights on either side. If the distance to be traversed is very short, one or two scouts should move through the cut ahead of the patrol and signal if all is clear. If the distance is too great or if observation is limited, one or two scouts should move forward by bounds some 100 to 150 yards ahead of the patrol.

120. CROSSING STREAM. a. Reconnaissance. When a patrol reaches a stream, it is halted under cover while the stream banks are reconnoitered. The men move in pairs for short distances upstream and down, looking for a bridge or ford and watching carefully for signs of the enemy on the other side. The patrol leader makes his reconnaissance and selects a point of crossing. This point should be easily protected, not subject to ambush by the enemy, and should facilitate reorganization of the patrol on the opposite bank.

b. Crossing. Security elements are sent up and down stream to protect the patrol crossing. One man crosses the stream first, swimming if necessary. The remainder of the patrol remains in concealed positions, ready to protect him by fire. The scout reconnoiters the other side and, if it is clear, signals back to the patrol. The patrol members

cross the stream one at a time, each taking a position immediately from which he can protect the crossing of the others, or the reforming of the patrol. The flank security detachments and the second-in-command are the last to cross the stream. The formation is resumed when the entire patrol has crossed. Large patrols may cross in small groups.

c. Points to be noted about stream. The patrol leader makes notes of the following points about the stream, to be included in his report to the higher commander.

(1) Depth, width, and current of stream.

(2) Slope of bank, whether wooded or open, positions from which covering fire to protect a crossing can be delivered.

(3) Size, height, and construction of bridges.

(4) Depth of fords, type of bottom (whether rocky, muddy, or sandy).

121. PASSING THROUGH WOODS. **a.** Wooded terrain offers excellent concealment to a patrol and therefore should be used as a daylight route where possible. However, the excellent opportunities for ambush by the enemy, and the limitations on observation will require suitable formations with contracted intervals and distances. (See par. 100.) Before the patrol enters the woods, its scouts or point precede it and reconnoiter a short distance into the wooded area. Flank security should never be neglected even though it will be closer to the patrol than in more open terrain. All members of the patrol must be alert for snipers. (See par. 149.)

b. Trails and game paths are avoided as being probable places of ambush. Clearings are by-passed where possible. Wide trails or gaps are crossed at a run, the scouts going first to reconnoiter the far side, and then the rest of the patrol following.

c. Upon reaching the far side of the woods, the patrol is halted by its point or scouts who carefully examine the area to the front for enemy. The leader moves to a vantage point on the forward edge of the woods and reconnoiters for the best route forward. He will frequently find it desirable to move the patrol to the right or left while it is

still concealed by the woods in order to continue the movement with maximum cover and concealment.

122. TRAIL JUNCTIONS AND CROSSINGS. When a trail which must be used divides or is crossed by another trail, the leading scout halts the patrol. The leader orders the forks or cross trails to be reconnoitered for some distance beyond the junction before he orders the patrol to continue on its mission.

123. CROSSING ROAD. Before a patrol crosses a road, the leader has it reconnoitered for some distance to either flank. The leading scouts reconnoiter the ground on the other side of the road. When these elements report the absence of any enemy, the patrol crosses the road quickly in one rush.

124. PASSING THROUGH VILLAGE. A village will be detoured usually by a patrol unless the mission demands otherwise. A village that must be entered should always be reconnoitered prior to this entrance.

a. When a patrol passes through a village, it should move in a staggered formation, part of the patrol being on each side of the street. Leading patrol members should be covered by those who follow. Each member watches the windows, buildings and alleys on the opposite side of the street. Upon arriving at an intersection, the point should halt the patrol and observe but not proceed down the side streets. If all is clear, the point should then cross the intersection rapidly; otherwise, the patrol leader should move to the point and decide on the action to be taken.

b. The patrol leader should, if it does not interfere with his mission, note the following points about the village:

- (1) Size and billeting capacity.
- (2) Food and water supply.
- (3) Attitude of inhabitants.
- (4) Type and number of roads.

c. The actions of the inhabitants of a village may indicate the presence or absence of the enemy. (See par. 150.)

125. AVOIDING AMBUSH. a. A patrol is always subject to being ambushed, whether moving or at a halt. It is alert to the possibility at all times, but particularly when moving through defiles, canalized between two obstacles, or passing through a dense growth, deep woods, or jungle.

b. The security elements of the patrol should be far enough away to prevent the enemy from aiming fire on all members of the patrol at the same time.

c. If patrols are going over the same terrain at more or less regular intervals, different routes should be used and the time of departure and return varied.

d. If the patrol is ambushed, the leader at once decides on immediate steps to extricate it. The action must be definite and determined, with the entire patrol striking in the most favorable direction.

Section II. HALTS

126. DURATION. Unless they are essential to the mission, a patrol avoids long halts. When daytime halts must be made, the patrol selects a position that affords concealment and good observation, facilitates defense, and affords one or more routes for continuing the mission. At night, the patrol halts on low ground in order that anyone approaching will be silhouetted against the skyline.

127. NECESSITY. a. It will be frequently necessary for the patrol to halt because observation is limited by darkness, fog, rain, snow or smoke; or because the patrol is under direct enemy observation.

b. While patrols do not halt regularly to rest as marching foot troops do, they may make occasional short halts to enable patrol members to rest, relieve themselves, or adjust equipment. On a prolonged mission, an occasional halt must be made to permit sleep. This halt need not be at night. (See par. 109.)

c. When required, the members of a patrol can eat while marching, but it is preferable to halt and allow the men to eat while resting.

d. A patrol may halt frequently to permit detailed terrain observation by its members, or to cover the advance of one or two men who go forward to make close reconnaissance of dangerous areas.

INFORMATION, CAPTURED DOCUMENTS, PRISONERS AND REPORTS

128. INFORMATION REPORTED. The patrol leader requires the members of his patrol to signal or report to him immediately any unusual or suspicious thing that they observe or hear. He records all important information. If the patrol leader becomes a casualty, his second-in-command takes over the record and continues it.

129. CAPTURED DOCUMENTS. a. Searching for enemy documents. The patrol searches enemy personnel and installations for documents such as maps, messages, orders, codes, and diaries.

b. Disposition. (1) Documents should be marked as to time and place of capture. Documents found on enemy dead should be marked with the soldier's name, organization or branch, and the place where he was found.

(2) All enemy documents captured by the patrol are marked and turned in to the unit commander. This is usually done by the patrol leader when he makes his report.

(3) If the patrol has not accomplished its mission and finds documents which the leader believes contain vital information, he sends them immediately to the unit commander. If possible, he sends this information by two messengers who use different routes; one carries the documents while the other carries a report containing a gist of the material in the documents. Both messengers must be able to transmit the information orally in case they have to destroy the documents or the report to prevent enemy interception.

(4) Captured codes, ciphers, and cryptographic material are transmitted to headquarters by the most rapid means available.

130. SENDING BACK INFORMATION. a. Messages.

(1) The patrol leader decides whether information should be sent back immediately by messenger or kept until the patrol returns. (See par. 42.)

(2) If circumstances require the patrol to do other than the unit commander expects, the message should conclude by stating what the patrol intends to do.

b. Radio. Some patrols may carry a radio for sending back information; it must be used sparingly. A prearranged code, agreed upon before the patrol starts on its mission, may be used, but only for one action. The patrol leader takes every precaution to insure that codes and records are not captured by the enemy. In making the detailed reconnaissance near or within the enemy lines, the radio should be concealed well to the rear. After the patrol has sent a message by radio, it should leave the vicinity immediately, as the radio will probably be detected by enemy locating devices.

131. PRISONERS. a. Capturing. A patrol does not take prisoners unless required to by its mission. Prisoners must be promptly disarmed, segregated and searched before they have time to throw away or destroy anything of value.

b. Segregating. Prisoners should be separated into three groups: officers, noncommissioned officers, and privates.

c. Searching. The immediate search is especially important when officers are captured. Prisoners who may conceal grenades or other weapons in loincloths should be completely stripped. (See FM 30-15.)

(1) Prisoners are permitted to retain clothing, insignia, decorations, identification cards or tags, personal effects, helmets, and gas masks. They will not be permitted to retain money, watches, or any other article which may be used to facilitate escape. Money is taken from them only on the authority of an officer. Temporary possession is taken of such personal effects as pictures, papers, and maps. Each prisoner receives a signed receipt for personal items taken from him.

(2) The search by the patrol is quick yet thorough, to

make sure that no weapons, documents, or papers are overlooked.

(3) Captured materiel must be put out of reach or recapture. New or strange weapons and equipment, should be rushed to the unit S-2.

(4) All documents and other effects are turned over to guards who conduct the prisoners to the rear. At times the patrol may have to furnish these guards. Additional personnel should be taken as patrol members if this duty can be anticipated.

d. Returning. A patrol does not attempt to question prisoners. Prisoners are not given cigarettes by the patrol, nor are they permitted to talk to each other or to their guard. They are not fed except when they are held by the patrol more than one day. Guards in charge of prisoners prevent any conversation between them. Guards instruct prisoners to enable them to understand the significance of the word "Halt," and warn them that anyone attempting to escape may be shot. Upon delivery of the prisoners and all personal effects to appropriate authorities the commander of the escort, when practical, obtains a receipt. A captured officer or noncommissioned officer should never be trusted to control prisoner movements. Prisoners can be required to carry their wounded as well as ours.

132. PATROL REPORT. a. When the patrol returns, the leader makes a complete report to the unit commander or the officer who sent him on the mission. Unless the situation is too mobile to permit, his report should be written. Oral or written, the report should cover the following points:

- (1) Designation and size of the patrol.
- (2) Mission.
- (3) Time of departure and routes taken.
- (4) Character of the terrain covered (dry, swampy, can vehicles cross)?
- (5) *What* was observed (number, composition, equipment, and attitude of the enemy)?
- (6) Where was the enemy observed (doing what; direc-

tion of movement, if any, with exact location; any shift in dispositions)?

(7) *When* was the enemy observed?

(8) Location and condition of enemy defenses.

(9) Results of any encounters with the enemy.

(10) Return route and time of return.

(11) Condition of the patrol, including disposition of any dead or wounded.

(12) Conclusions (including to what extent the mission was accomplished).

b. In addition, the patrol leader should be able to answer the following type of questions which may be asked by the higher commander or S-2:

(1) Show on this map just where you went.

(2) What are the routes of approach to our position?

(3) Are there any forward assembly positions close to our lines from which an assault may be launched?

(4) What are the possibilities of the use of enemy armor?

(5) Is our security effective?

(6) Are there any particular vulnerabilities to our position that the S-3 might want to know of?

c. Whenever possible, the patrol leader turns in an overlay or sketch with his report. (Sometimes, his report may be in the form of an overlay with the 12 points listed above accurately plotted and explanatory marginal notes added.) An overlay should show pertinent items, that can best be graphically depicted. Such items might be the routes covered, areas investigated, the position of enemy weapons and troop dispositions, nature of the ground, and the location of enemy mine fields. Information in overlay form is readily transferred to situation maps.

RECONNAISSANCE PATROLS

133. MISSIONS. Reconnaissance patrols have a great variety of missions, but their primary one is to secure and to report information in time for it to be of value to the commander who desires it. The missions of reconnaissance patrols include obtaining information of the location and characteristics of friendly or hostile positions and installations, routes, stream crossings, obstacles, terrain features, and the nature of the terrain. Reconnaissance patrols may also be used to maintain contact with the enemy.

134. ENGAGING IN COMBAT. Reconnaissance patrols engage in fire fights only when necessary to accomplish their mission or for protection. In general, they avoid combat and accomplish their missions by stealth. They do not usually maintain contact with the unit which sent them out.

135. SIZE OF PATROL. a. A reconnaissance patrol should be kept to the minimum number of men required to accomplish the mission. (See par. 86.) Two or three men are often sufficient for a reconnaissance patrol. A mission requiring a patrol to remain away from its unit for a considerable period of time, or one requiring a patrol to send back information by messengers, increases the size of the patrol. Reconnaissance patrols seldom exceed a platoon in strength.

b. Intelligence personnel, interpreters, and other specialists such as radio operators, mine probers, or pioneers are assigned to a patrol if the particular mission demands.

136. RECONNAISSANCE OF FRIENDLY WIRE. A reconnaissance patrol may be given the mission of reconnoitering friendly defensive wire obstacles to determine where repairs are needed. Prior to departure, the patrol leader ascertains the location of friendly sentinels and anti-personnel mines or signal warning devices located in or near the wire. The bulk of the patrol works along the outside of the wire. Security elements are placed on both flanks as well as in the direction of the enemy. Two men work along the inside of the wire; one man marks with stakes or tape any gaps found while the other precedes and warns friendly sentinels of the patrol's approach.

137. RECONNAISSANCE OF HOSTILE WIRE. A patrol with the mission of investigating hostile wire employs a formation providing all-around security and takes precautions against being caught in enemy final protective fires. At least one man should be placed on the enemy side of the wire. The leader and one man inspect each gap found in the enemy wire and establish its location by taking compass readings to prominent objects or by other reference to prominent terrain features, preferably in the rear of friendly positions.

138. RECONNAISSANCE OF GASED AREA. A patrol with the mission of investigating a gassed area reconnoiters the area and marks its boundaries. Patrol members wear protective clothing and gas masks. The patrol leader's report should include:

- a. Extent of area.
- b. Type of gas used.
- c. Type of vegetation.
- d. Method used to mark area. A sketch of the gassed area should accompany the report.

139. RECONNAISSANCE OF MINE FIELDS. Plans of attack may depend upon information of the location and extent of enemy mine fields. Specially trained reconnaissance patrols are usually assigned to locate them. Several

patrols, each consisting of a noncommissioned officer and four men, may reconnoiter several points at the same time. For detailed information on reconnaissance and reporting of enemy mine fields, see FM 5-30.

COMBAT PATROLS

140. MISSIONS. Combat patrols are assigned missions which will likely require them to engage actively in combat. Missions of capturing prisoners, destroying or capturing enemy materiel by raiding or infiltrating enemy lines, clearing enemy groups from an area controlled by friendly troops, preventing enemy reconnaissance units from discovering the disposition of friendly troops and destroying enemy infiltrating groups which might execute harassing or destructive missions would probably all require some fighting.

a. Some of the many types of offensive combat patrols are: screening patrols, raiding patrols, infiltrating patrols, assault patrols, demonstration patrols, mopping-up patrols.

b. Missions of a defensive nature may be assigned combat patrols. Such missions include: preventing the enemy from occupying a particular piece of commanding ground which will permit observation of, or the delivery of effective small-arms fire into, friendly troops; attacking enemy airborne troops, searching for enemy snipers, protecting routes of supply and communication; and protecting minefields.

c. Security missions such as protecting the open flanks of deployed troops, proceeding or following troops on the march, or maintaining contact with other friendly units may be assigned combat patrols. (See par. 85.)

141. IN DEFENSIVE SITUATIONS. In defensive situations, combat patrols operate in front of and between friendly outposts and defended localities. At night, where friendly mine fields are located to protect the front or flanks of a defensive position, they operate continuously.

Small groups patrol within, in front of, and on the flanks of the mine field. Patrols operating within a mine field follow passageways; if a patrol must leave the path, the patrol leader determines the location of antipersonnel mines. During retrograde movements, combat patrols assist in screening the withdrawal of the main body, and later coordinate their movements with the rear guard.

142. ACTION AGAINST AIRBORNE TROOPS.

Enemy parachutists or airborne troops who land behind our lines are difficult to dislodge if they have time in which to organize. Parachutists or airborne groups increase their ability to resist the defender's attacks by landing in strength with many automatic weapons and adequate ammunition. They are reinforced and resupplied by air. For the first minute, they are nearly helpless due to difficulties with parachutes or rough landings. For the first two minutes, they are unable to withstand an attack because they have not secured and unpacked all their equipment. Within five minutes, however, they may be completely equipped, even though not fully organized for effective action. Patrols assigned mopping-up missions attempt to arrive at the area while the enemy parachutists, gliders, or planes transporting the troops are landing. Trained combat patrols, held in reserve for this purpose, make quick action possible. They open fire when the enemy descends within effective slant range and continue firing to destroy enemy individuals and groups who succeed in landing before they can reach their weapons, organize and effect any concerted action. Enemy groups who escape destruction are searched out unhesitatingly. Each patrol details members to collect or destroy enemy equipment. Equipment which cannot be destroyed is covered by fire, and any enemy who seeks to recover it is killed.

143. IN OFFENSIVE SITUATIONS. In the offensive, combat patrols operate to protect the flanks of advancing units, to maintain contact with adjacent units, to destroy isolated points of enemy resistance, and to mop up enemy groups by-passed in the attack. By night, combat patrols in-

filtrate the enemy lines upon missions of demolition and harassment. The destruction of crew-served weapons holding up the advance may be such a mission. If the enemy withdraws, combat patrols are pushed forward to maintain contact and harass his retreat.

144. RAIDS. A successful raid requires detailed planning. A combat patrol engaged in raiding is usually commanded by an officer, who must anticipate probable situations and decide upon definite courses of action to meet them. (See FM 7-10.) *Rehearsals are imperative.* The safety of a raiding patrol depends upon all-around security in the form of a close-in, perimeter defense during an engagement or the seizure of an objective.

a. Missions. A combat patrol engaged in raiding accomplishes such missions as gaining information, destroying an enemy outpost, or seizing prisoners from an observation post or small defended area.

b. Fire support. Where supporting fires assist the action of the patrol, the higher commander or the patrol leader coordinates these fires.

c. Strength. The patrol should be strong enough not only to accomplish its mission, but to take prisoners and to carry out its own wounded. This requires enough men to guard the prisoners and to take them back, without decreasing the effectiveness of the patrol.

d. Operations. (1) *Formation.* When the patrol is about to attack, its formation may be a line of sub-unit columns with some support to the rear. Silence and speed are essential.

(2) *Leader's plan.* The leader's plan usually includes the encirclement of the hostile position, either physically or by fire, to isolate it during the assault.

(3) *Enemy automatic weapons.* Enemy automatic weapons offer the greatest threat to successful action against an objective. Flanking groups should engage such weapons while the remainder of the patrol moves on the objective.

(4) *Final assault.* The final simultaneous assault against hostile supporting weapons and the objective enemy group develops when the patrol elements are close enough to use grenades. When the grenades explode in the enemy position,



Figure 56. *Approaching an isolated building.*

assigned members of the patrol immediately rush the position with bayonets. Other men remain in position covering the assault with fire. The patrol overwhelms the enemy while he is in a state of confusion, and quickly withdraws before the position can be reinforced.

(5) *Clearing dugout.* If the point to be cleared is a dugout, the assaulting elements make certain that the grenades have been effective. Against some types of dugouts, particularly those with offset entrances, a grenade thrown into the doorway is not effective, and a pole charge may be necessary.

(6) *Clearing isolated building.* When clearing an isolated building, two or three men covered by fire from the remainder of the patrol advance until they can throw or fire grenades into the building. (See fig. 56.)

e. Security. The patrol leader plans in advance for the posting of security elements to the front and flanks when the objective is reached. The main body signals these elements when the withdrawal from the objective is to start, and when the patrol re-enters friendly lines. A condition of low visibility is desirable for direct assault actions.

145. AMBUSH. A combat patrol may be given the mission of ambushing an enemy sentinel, patrol, carrying party, supply point, observation post or command post.

a. Requirements. (1) *Favorable terrain.* An area should be selected where the enemy will be canalized between two obstacles and his opportunities to attack or to escape limited. Suitable areas for ambushing include defiles, small clearings, trail bends, along steep grades, and those having dense undergrowth or permitting observation from concealed positions. Obstacles may be constructed to impede the group to be ambushed. Such obstacles include felled trees, wire, land mines, or booby traps.

(2) *Early planning.* A reconnaissance should be made of the area selected for the ambush and plans prepared for using it. Patrol members should be assigned specific tasks in order to minimize confusion.

(3) *Favorable fields of fire.* Favorable fields of fire for the patrol doing the ambushing should include stretches of road, trail, or open ground of at least 100 yards for machine guns, and 15 yards for rifle fire and grenades.

(4) *Cover and concealment.* The attacking force should have maximum cover and concealment, not only for the firing positions but for the routes of withdrawal. The enemy should be in an area offering as little protection from fire as possible.

(5) *Secret occupation of ambush position.* The patrol's position must be occupied secretly, previous to the anticipated time of the action. The surrounding area must be searched, since the enemy may have anticipated the ambush and sent patrols ahead to defend dangerous areas.

(6) *Suitable assembly area.* An easily located assembly area must be selected and made known to all patrol members. Routes of withdrawal to the assembly area should

be selected and reconnoitered by all members. If a pursuit by the enemy is likely, sub-ambushes may be prepared along these routes.

(7) *Covering parties.* If machine guns or mortars are to be used in the ambush, covering parties should be organized to protect them and cover their withdrawal to the assembly area.

(8) *Local security.* Security must be posted. Security elements do not usually participate in the initial attack, but protect the rear and flanks and cover the withdrawal.

b. Types of ambush. (1) The most successful type of ambush requires that the attackers be disposed and concealed in such a manner that the enemy will unknowingly be surrounded.

(2) The usual method of ambush is for the attackers to dispose themselves along a trail or route that the enemy will travel over. The attackers permit the enemy to pass by the center of their force so that the attack can be made on the enemy's rear. One or two men should be posted well forward along the route to prevent any enemy from escaping. The attack should be launched simultaneously on a prearranged signal, and each of the enemy attacked from the rear, if possible. If prisoners are to be taken, they should be stunned first by a blow on the head, the back of the neck, or the pit of the stomach.

(3) A sentinel or small outpost may be captured by detailing one man to move to the enemy's side, away from the direction of the attack, and make a noise or otherwise attract the enemy's attention. The signal is then given and the enemy is jumped from the rear.

(4) An effective method of disrupting enemy communication is for the ambushing patrol to cut or short enemy communication wire. The patrol then disposes itself and attacks the enemy line crew when it arrives to repair the damage. Since the line crew may be protected by riflemen, the attackers must be careful to engage the entire party. This procedure may be repeated with success if the patrol permits the damaged wire to be repaired before launching the attack.

(5) Definitely located observation posts may be am-

bushed if they are accessible and poorly guarded. They are frequently protected by sentinels some distance away, therefore, the attackers must kill or capture these men at the same instant the observation post is rushed.

(6) The destruction of a command post seriously impairs the battle efficiency of a unit. Command posts are normally near reserve forces which contribute to their defense. For that reason, the attackers penetrate the security elements and simultaneously attack the command personnel. By the time the enemy has recovered from the initial confusion caused by the attack, the ambushing patrol must have made its escape.

(7) Vehicles and foot personnel moving on well established communication routes can sometimes be captured by

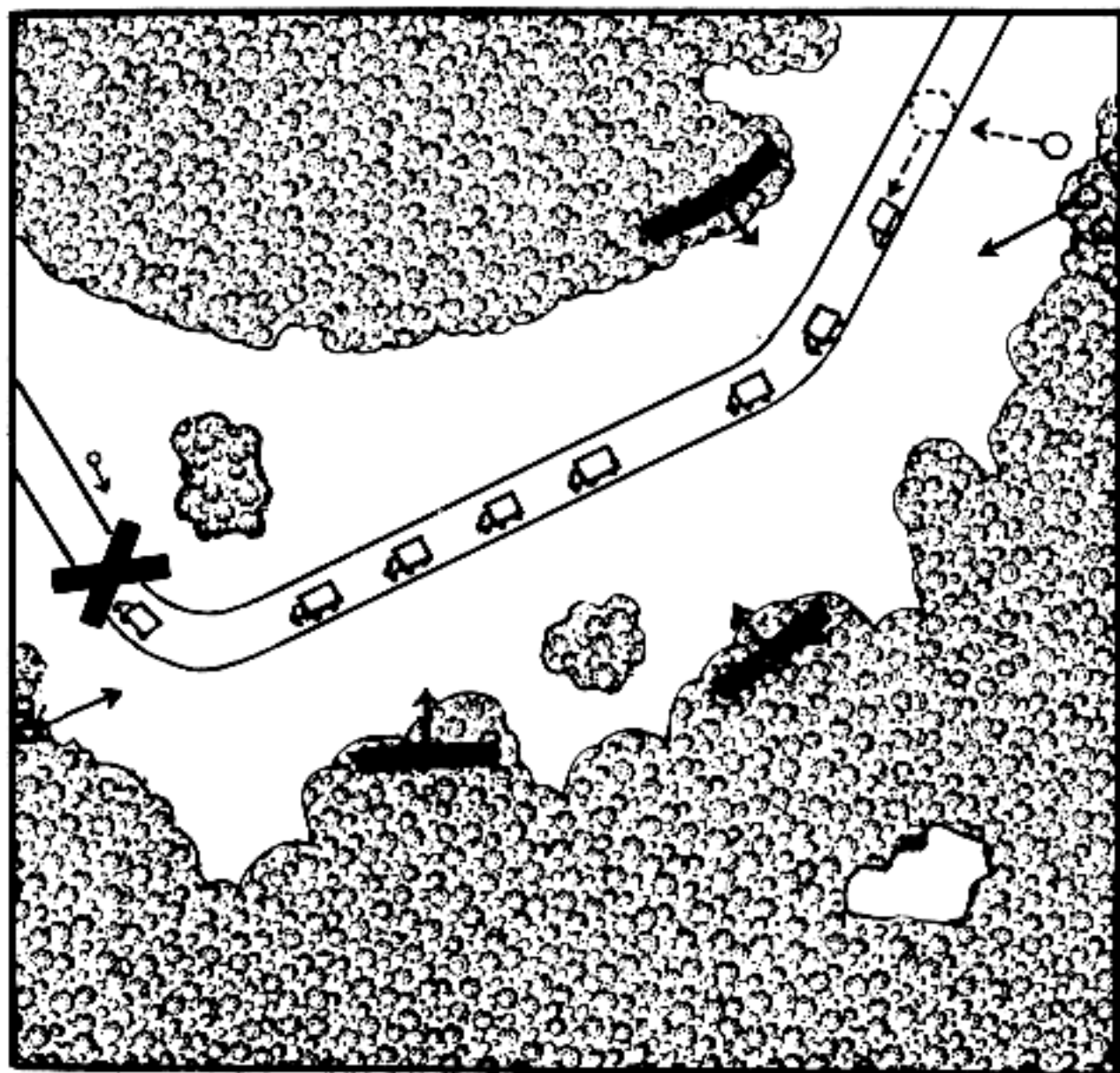


Figure 57. An ambush along a road.

altering or moving directional signs so as to divert the enemy into an area where it can be more readily attacked and from which it cannot easily escape. This can best be accomplished at an obstacle such as a stream or gully which forces the enemy to stop or slow down in defiles.

(8) On little-traveled roads, an obstacle placed in a defile, woods, on a bridge or on a steep up-grade, can effectively be used to force vehicles to halt and thus render the occupants vulnerable to attack. A simple obstacle can be quickly constructed by felling a tree across the road. (See FM 5-30.) Such an obstacle should be erected just beyond a turn so as to conceal it from the driver until the last possible moment. (See fig. 57.) If the destruction of the vehicle is immaterial, antitank mines may be emplaced and the occupants of the wrecked vehicle killed or captured while still dazed by the explosion. (See FM 5-30.)

c. Ambush at night. An ambush should not be attempted at night unless the attacking force is twice as large as that of the defenders. If the mission requires secrecy, the enemy should be engaged only with silent weapons, such as bayonets, knives, hatchets, blackjacks, and brass knuckles. Men with automatic rifles are placed near the edge of the ambush to cover the flanks and rear of the patrol. Automatic rifles may also be used to cover the withdrawal. Grenades are rarely used because of the danger to friend as well as foe. (See fig. 58.)

146. INFILTRATION. a. Missions. Combat patrols must frequently infiltrate the enemy lines, particularly when weak spots have been discovered in the enemy disposition. The mission of such a patrol might be any of the following:

(1) Demoralizing hostile troops (for example, dispatching false orders over tapped wires).

(2) Destroying an important installation (factory, power station, airfield, supply dump, tank part, communication center).

(3) Seizing and holding an installation until other troops arrive.

b. Operations. (1) If a gap has been located in the enemy lines, the patrol might use this opening. Such a procedure is hazardous as the opening may have been deliberately prepared and covered by fire. The patrol members should preferably filter through individually, and reform in a previously designated area. Airplanes may be used to carry infiltrators across such barriers as rivers or marshes, or for considerable distances into enemy territory. Rafts or small boats may be used when a stream penetrates the enemy position. Diversions such as firing, move-

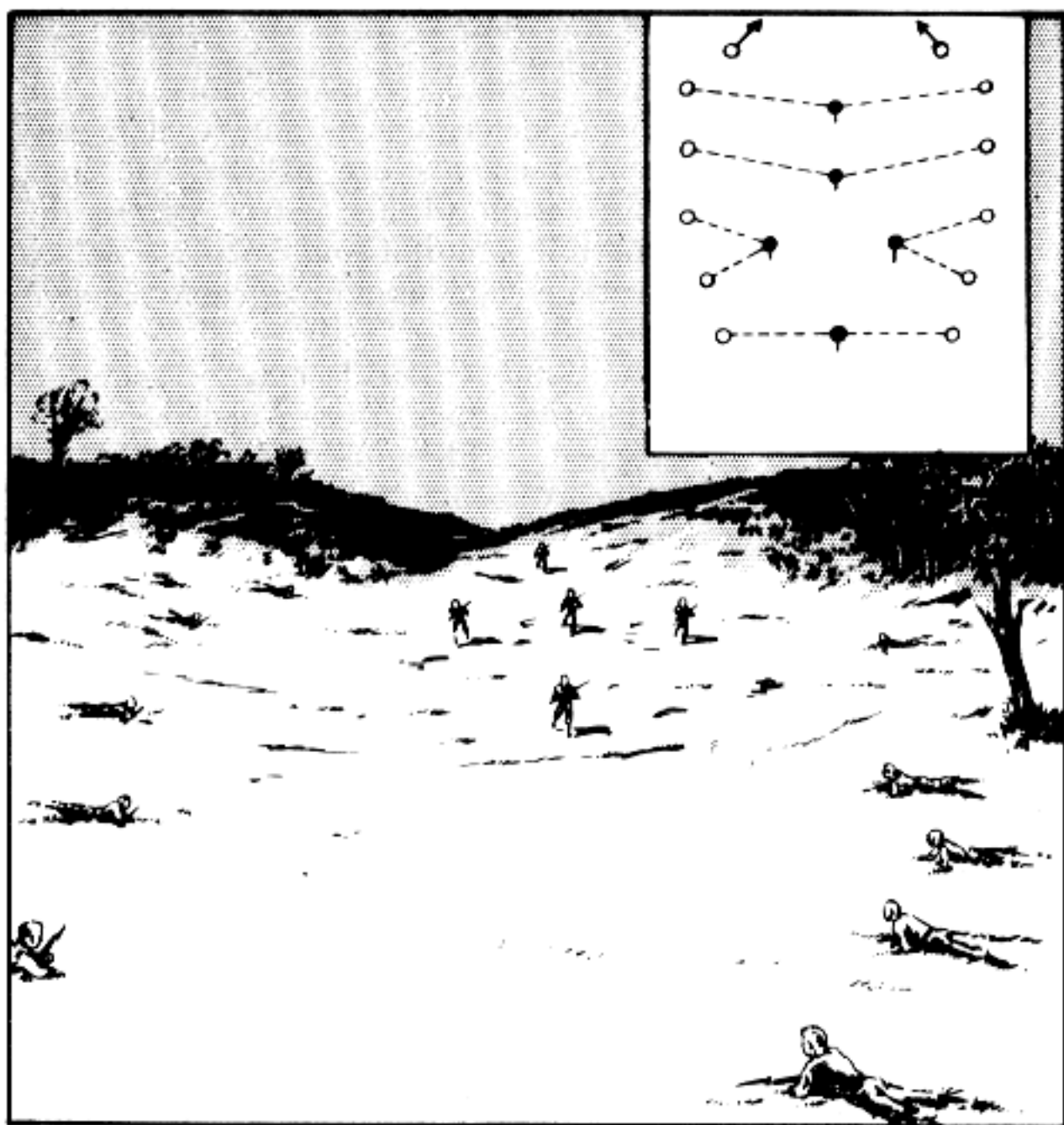


Figure 58. Ambushing an enemy patrol at night.

ment, racing motors, or pyrotechnics may be employed to help a patrol infiltrate the enemy lines. Rough and wooded terrain, poor visibility, bad weather, and an inadequate road net are aids to infiltration.

(2) A patrol determines how close it is to an objective by the external characteristics of that installation. For example, if in search of a command post, the patrol leader should be on the alert for messenger routes, telephone lines, or directional signs. If an enemy sentinel is sighted by a patrol member, this is reported immediately to the leader. Usually, the leader will have the sentinel evaded or silently killed.

(3) The leader makes a final reconnaissance in the vicinity of an installation to determine its nature, defenses, and whether or not reinforcements are nearby. He may decide to change the formation of his patrol before the attack, disposing it to permit simultaneous surprise action from one or more directions and assigning each element its specific mission in the attack.

c. During an attack. Combat patrols may be sent forward by infiltration during the attack. Even when the attack is slowed down or stopped, infiltrators may be able to work their way into enemy controlled terrain to cause confusion, give the impression of an attack from a different direction, disrupt communications or supply, or in other ways confuse and harass the enemy. They may be given definite missions such as the attack of an organized position from the rear, ambush of transport, or the attack of rear area installations. This element attacks quickly, quietly, and vigorously, concentrating all of its efforts on reaching the objective and destroying it. Automatic weapons, appropriately posted, cut off hostile escape. No attempt is made to take prisoners unless this is part of the mission. When the mission is accomplished, the patrol, upon signal, immediately and according to a prearranged plan known to all, leaves the locality. Wounded members are not abandoned, but are given first aid and brought back with the patrol whenever possible. By this means, the enemy defense may be disrupted or softened to be dealt with by supporting weapons and direct assault, or left isolated from

supplies and reinforcements. Thus, the infiltrating patrols may be the opening wedge into enemy defense.

d. Action of small units behind enemy lines. A patrol for infiltration may not always be planned, organized, and sent out as such from friendly lines. Any small unit which, during combat, penetrates hostile lines and loses contact with other friendly units, adopts infiltrating tactics and conducts itself as a combat patrol. The leader of such a unit takes advantage of every opportunity to further the plan of the commander. He adapts his actions to the situation and may select missions involving considerable risk, if they are vital. A combination of caution, boldness and leadership are essential for the successful accomplishment of such missions.

147. DEMONSTRATION. A patrol whose mission is to deceive the enemy as to the main action by a demonstration, simulates great aggressiveness, but adopts formations and occupies positions which minimize losses. It employs such ruses as moving, firing, and making noises to disclose its position. The patrol leader plans the patrol's actions in advance to insure against exaggeration, since obvious deception may disclose the patrol's purpose to the enemy.

148. MOPPING-UP. a. A combat patrol with a mopping-up mission operates against isolated hostile groups in the rear of our front lines. It destroys enemy elements by-passed in the attack or otherwise separated from supporting units. When an enemy element is found, it should be fixed with fire, enveloped quickly to prevent its escape, and assaulted and overcome with the bayonet, grenade, or other means of close combat.

b. Front-line units may employ patrols to mop up enemy groups threatening their flanks or rear, particularly in defensive situations. Such patrols are usually furnished by support and reserve units. Mopping-up is essential in densely wooded and built-up areas, where opposing forces become so intermingled that no definite front line exists. Ambushing, harassing, and sniping by the enemy must be held to a minimum not only because of the loss of our men

and materiel, but because morale suffers when a unit is repeatedly subjected to attacks and fire from unexpected directions.

c. The patrol must not split into a number of ineffective forces. Enemy groups should be concentrated on and reduced one at a time.

d. As the patrol advances, care must be taken to insure that no concealed enemy remain behind. The enemy will wait for a more remunerative and less dangerous target than the patrol, and will not open fire until discovery is certain. One tree may conceal more than one sniper. The mere fact that one or more snipers have been killed does not insure that the tree can be considered clear of the enemy.

149. SEARCHING FOR SNIPERS. a. Patrols are frequently assigned the mission of clearing all enemy snipers or combat groups from wooded terrain. This requires special searching technique since the enemy will be well concealed, and several groups may be disposed in such a manner as to be mutually supporting. There should be no gaps between areas being searched. The men of the patrol operate in teams of two men. Two teams frequently work together; one team moves forward using all available concealment while the other covers its advance. Each patrol goes over its assigned strip thoroughly, searching every possible place of concealment and paying particular attention to trees. Trails should not be followed but may be used as guides. A visual search is not always sufficient; every possible hiding place must be fired into or bayoneted.

b. When it is believed that an enemy sniper or group has been located, one team holds his attention from the front while one or more teams close in from the flank or rear. The searchers must use great care to remain concealed as there may be another enemy position located so as to protect the one discovered. Enemy groups, dug in and well camouflaged, are more difficult to dislodge. Once located, the patrol should not hesitate to develop resistance rapidly. One or two members may be able to work forward

from the flank to effective grenade distance, while the remainder keep the enemy occupied from the front.

150. COMBAT IN TOWNS. A patrol which may be required to operate in a town must be composed of experienced scouts who have been trained to work together as a patrol team. Each man must exercise a high degree of initiative, skill, cunning, and courage. (See FM 31-50.)

151. CONNECTION GROUPS. For the employment of a combat patrol as a connecting group. (See FM 74-10.)

EXERCISES IN PATROLLING

Section I. ADVICE TO INSTRUCTORS

152. GENERAL. The instructor who is successful in teaching men how to perform patrol duty will—

a. Study this manual and pertinent references in FM 5-30, 7-10, 7-20, 21-5, 21-10, 21-11, 21-45, 21-100, 31-50, and 105-5.

b. Be familiar with the provisions of AR 750-10.

c. Use pertinent training films. (See FM 21-7.)

d. (1) Be thoroughly familiar with the training area.

(2) Prepare exercises with realistic situations.

(3) Precede each exercise with a short, pertinent conference, supplemented by charts, blackboard sketches, or sand table lay-out. At the end of the conference, ask and encourage questions.

(4) Where appropriate, represent the enemy by troops, suitably clothed, armed, and trained prior to the conduct of the problem.

(5) Designate umpires for friendly and enemy groups. Insure that umpires have a comprehensive knowledge of each situation and plan of action.

(6) Control the enemy action, as necessary, by radio, telephone, or visual signals to provide realism.

(7) Strive for battle realism. Arrange the exercises, where possible, to allow the participants to use ball ammunition. In some cases enemy details may deliver overhead fire. Use live grenades and booby traps. Dynamite charges may be used to simulate enemy artillery or mortar fire, land mines and grenades; be familiar with and observe regulations pertaining to safety.

(8) Be alert and aggressive. Move about and see as much of the exercise as possible.

(9) Affirm by attitude and criticism that the patrol leader is right if he acts aggressively and energetically, and that patrol members must have complete confidence in his ability.

(10) Conclude each phase of the exercise with a critique, in which errors are pointed out and initiative encouraged.

e. Be able to single out the real patrol leaders.

Section II. CONDUCT OF EXERCISE

153. SUGGESTED CONFERENCE. a. The instructor prepares a large chart showing the area to be used in the exercise. The location of the group under instruction is shown by an X on the sketch. (See fig. 59.) This chart is in front of the group until the practical work is begun.

b. His instructional talk is somewhat as follows:

"The purpose of this exercise is to give you some practical work in combat patrolling. Methods will be discussed. Then you will be given a specific mission. Your task will be to execute the mission correctly.

"The most serious mistake the patrol leader can make in this exercise is to do nothing, or to do so little that it amounts to that. Aggressiveness is essential. Engagements are won by aggressive action; timid action will not succeed, although the solution may be theoretically perfect. The ideal performance is a combination of driving leadership and tactical soundness.

"Aggressive action and speed go hand-in-hand. The enemy moves at a fast pace, and to beat him will require your best efforts. Never underestimate your enemy. On the other hand, don't attribute superhuman powers to him. No battles are won without some losses, no matter how skillful the leader or brave the men. We should not worry about these losses so long as they are not due to carelessness, faulty instruction, or ignorant, weak leadership.

"Right now, each of you consider yourself as the patrol leader. Don't be afraid of criticism concerning your de-

cisions or leadership. By the same token do not be too critical of the man who uses a solution different from yours provided he is aggressive and his tactical decisions are defensible.

"Your two-squad combat patrol has a mission of keeping hostile reconnaissance groups from gaining information about our troops within the area shown on the chart, which is the area to your front. Our lines are back there to the south (pointing). The enemy is in that direction (pointing north). We don't know exactly where his nearest elements are.

"What formation would you use to start out, Corporal Brown?"

(Corporal Brown gives his solution.)

"Thank you. Here is another solution. This is the diamond formation. (Sketch a diamond formation on blackboard as you speak.) The point moves along the edge of those woods (pointing). (See fig. 59.) The left flank men move inside the woods, with one man close enough to the edge to see the leader. The right flank men move along that brush. The main body moves along the edge of those woods in a staggered column (pointing) with the leader there (pointing). The rear security group follows the main body at 50 yards.

"Remember, point and flank men, it is your duty to keep in contact with the leader at all times. Only in this way can the leader control the patrol. It is not the job of the leader to keep in contact with his point or flank men. The point or flank men will be the first to gain information. But that information will be of no value unless the leader gets it. If you are to give a signal, such as "enemy in sight," get to a position from which the leader can see you, attract his attention, and then give the signal. If you are not sure that the leader has seen your signal, then one of you must quickly go to him and give him the information. However, only essential information should be thus transmitted.

"What action does the patrol take when it meets a hostile patrol, Sergeant Black?"

(Sergeant Black gives his solution.)

"Yes, that is right. When you destroy or capture the hostile patrol, no members will be able to report that they have met our patrol. Aggressiveness and a quick envelopment are necessary. Do not drive the enemy toward our lines, since he may then accomplish his mission. If you see the enemy first, you have a much better opportunity to plan your attack, cut off his retreat, and kill him.

"However, suppose that two patrols see each other at the same time. What should the patrol do, Private White?"

(Private White gives his solution.)

"No, Private White, you should not withdraw. The leading squad should attack at once, while the other squad works around the flank and rear. The point and flank men may assist by fire if this action does not jeopardize their assigned duty of providing security for the patrol.

"Now, how about this situation? As your patrol arrives at 'A' (points to chart), you observe a hostile one-squad patrol at 'B.'

"Sergeant Green, as patrol leader, give us your order to carry out the mission. As you issue your order, illustrate it on the chart."

(Sergeant Green gives his order as follows:)

"Enemy is there (pointing). Point and flank men, continue in observation. We'll nail them from both sides. Leader first squad, move through those woods (pointing) to the enemy right rear. I will take the second squad to our right and close in on them. Don't let them get away. Questions? (To first squad leader): Move out. (To second squad): Follow me."

Instructor: "That is a good order. We will now proceed with the practical work. Sergeant Black, take command of the patrol. Give your orders. Fix bayonets and take up the diamond formation. The exercise will begin on my signal."

154. PRACTICAL WORK. The patrol advances for 400 yards, and encounters an enemy reconnaissance patrol. Upon contact, the enemy patrol withdraws, if able to do so, and then moves forward again by a different route. The exer-

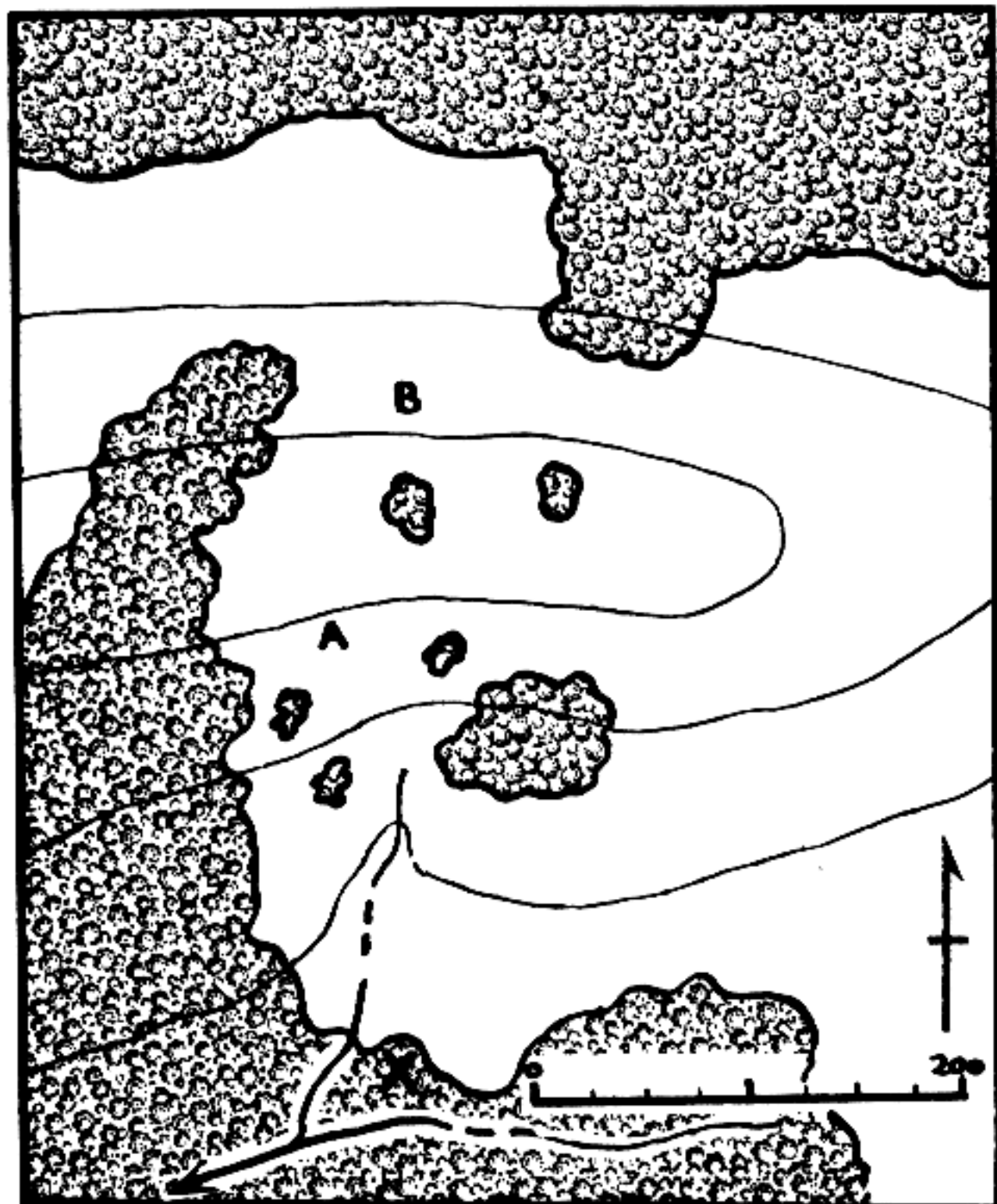


Figure 59. See paragraph 153.

cise ends when the hostile reconnaissance has been enveloped, driven back, or when contact has been lost.

155. CRITIQUE. (To be conducted by the instructor and umpires immediately following the practical work.) The critique should be helpful and cover the following points:

- a. Were the orders of the patrol leader clear, definite, and concise?
- b. Did the patrol take full advantage of cover and concealment? Did it move quietly?
- c. Was security adequate? Was it maintained?
- d. Did point and flank men keep in contact with the leader?
- e. Did the leader maintain control?
- f. When contact with the enemy was made, did the leader get the information immediately?
- g. Was the patrol aggressive? Was it reckless?
- h. Did the patrol envelop the enemy? Was the envelopment deep enough?
- i. Would the patrol have succeeded had ball ammunition been used?

Questions are encouraged during the critique.

Section III. ILLUSTRATIVE PATROL PROBLEM

156. FIRST PHASE. The following oral order was issued by the Company Commander at 0600, 17 November 1942, to the patrol leader. (Paragraph numbers shown in parentheses were not a part of the oral order. They merely are used to show that the five-paragraph field order form is followed.)

ORDER

"Sergeant, I have an operation map here—get where you can see it. An enemy infantry battalion with some pack artillery has been advancing south along the coast and was reported to be in the vicinity of PONGANI yesterday afternoon. (1a) (Pointing to location on map. Fig. 60.)

"This battalion marches to PONGANI from KINJAKI 20 November. An Australian patrol will be operating in vicinity of PONGANI. (1b)

"Take a patrol of seven men from your squad via this route; more or less parallel to the trail (pointing), to vicinity of PONGANI. Determine absence or number of

the enemy there and report the information obtained to the battalion commander by 1200 day after tomorrow (19 November). Report also the condition of this trail. (Pointing to trail on map.) (2)

"Prepare your men for the patrol and let me know if there is anything you need and can't get. Move out at 0800 today. Meet the battalion where the trail crosses MANGARE CREEK south of PONGANI (here, pointing) at 1500 on 20 November to act as guides. Do not engage in a fight unless it is necessary. (3)

"Take 3 K rations each. Have each rifleman take 40 rounds of ammunition and the automatic rifle man 120 rounds. Take a pair of field glasses, a pair of wire cutters, and of course, a watch. (4)

"Battalion CP—AT KINJAKI until 0600, 20 November. (5a)

"Send messages to the battalion CP. (5b)

"Any questions? Check by my time. It is now 0615."

157. SECOND PHASE. The sergeant gave his second-in-command, Corporal McDougal, the names of the men to go on the patrol, and while they were being assembled he made a short study of the requirements of the patrol. He then issued the following warning order to his assembled patrol, and, before continuing, satisfied himself that each man understood his particular job:

WARNING ORDER TO THE PATROL

"It is reported that an enemy infantry battalion and some pack artillery were in the vicinity of PONGANI yesterday afternoon. (1a)

"Our battalion marches to PONGANI from KINJAKI, where we now are, 20 November. An Australian patrol will be operating in the vicinity of PONGANI. (1b)

"Our patrol will move to PONGANI to determine and report the absence or number of enemy in that vicinity, and the condition of this trail. We will leave at 0800 today. Route going out; more or less parallel with this trail shown

here on my map. (2)

"Each of you draw 3 days K ration from the mess sergeant.

"Graham, take 120 rounds for your AR. Brown, check the ammunition the other men have and draw enough from the supply sergeant so that every man will have 40 rounds.

"Corporal McDougal (second-in-command), make a tracing of my map, draw a pair of field glasses from the supply sergeant, and be sure to bring your compass.

"Graham, draw a pair of wire cutters.

"All of you be sure that you have serviceable shoes, no shiny equipment, none that rattles, and no insignia. Leave all papers, letters, documents, or anything that might identify us at the company.

"It is now 0630. Fall out and assemble here at 0745."

158. INSPECTION. The patrol leader assembled his own equipment, studied his map and prepared his order for the patrol. The patrol reassembled at 0745. The leader inspected each member to see that the provisions of the warning order had been carried out, and that each member of the patrol was ready to go on the mission. After the inspection, the leader gave his order. He repeated the parts of the warning order pertaining to the enemy, friendly troops, the patrol mission, and continued as follows:

PATROL ORDER

"Jones, you and Marcinski observe to the right and on my signal reconnoiter any cover to the right for enemy. Do not go so far that you cannot see me for signals. In any event, don't go over 100 yards. Do you understand? (3a)

"Brown and Cohen, observe to the left and on my signal reconnoiter any cover to the left for enemy. Do not go so far that you cannot see me for signals. In any event, not over 100 yards. Do you understand? (3b)

"Gilucci, you are air-antitank guard, work with Corporal McDougal (second-in-command). Have you got it? (3c)

"Corporal McDougal, observe to the rear. When I have

gained 50 yards, send the rest forward in a squad column formation, opened out, 7 yards interval, 5 yards distance. Watch me for signals. Got it? (3d)

"Graham, work with me. We will precede the patrol by 50 yards at the start. (3e)

"First objective: our outpost line 800 yards practically due north. The trail passes through it as shown on the map at this stream crossing, right here. (3 x 1)

"First assembly point: here. Everybody take a look. (3 x 2)

"Password: Powder: reply: River. (3 x 3)

"Report any enemy you see to me. Fire on my order only. Don't shoot first, but take cover and watch me for signals. If I am bumped off, our messages will be sent to the battalion commander at the command post here. We must report by noon day after tomorrow. We rejoin the battalion where the trail south of PONGANI crosses MANGARE CREEK 20th November to act as guides for the battalion. I will designate the exact location when we pass it. (3 x 4)

"All of you watch for airplanes and gassed areas. (3 x 5)

"Do you understand what you are to do? Do you, Marcinski? If you don't now is the time to ask questions, not down the trail. (3 x 6)

"All right, Graham, move out. I'll follow you at 15 yards. Watch me for signals. (5)"

159. THIRD PHASE. The patrol moved out to its first objective in opened-out squad column formation, as it was territory within our outposts. When this point was reached, a new objective was designated and a new assembly point was pointed out on the ground near the old objective. This procedure was repeated upon reaching each objective. Upon entering territory outside of our outpost line, the squad again took up the opened-out squad column formation which was suitable for rapid movement along the trail.

As the patrol approached PONGANI, however, more care was exercised by adopting formations with more dispersion, such as the diamond, skirmish line or wedge, depending upon the type of cover. When traversing jungle

terrain, the eight-man jungle patrol formation was used.

During each halt, all-around security was taken and the night bivouacs were protected by double sentries working in three reliefs. Foxholes were prepared to give all-around security during the night.

On the morning of the 19th, the patrol observed an enemy patrol of six men on the trail south of PONGANI. The enemy patrol was going north and the men were talking freely as they proceeded along the trail. The message taken to the battalion commander by Jones was as follows:

MESSAGE

NO. 1

TO: CO, 1st Bn.

19 November 1942

No enemy troops observed in vicinity of PONGANI to 1830 18 Nov. Observed 6-man dismounted enemy patrol of riflemen moving north on PONGANI-KINJAKI trail 300 yards north of point where MANGARE CK. crosses the trail at 1030 today. Enemy careless and noisy. Trail passable for foot troops and $\frac{1}{4}$ -ton trucks. MANGARE CK. requires pioneer work for vehicle crossing.

Leader Patrol No. 1

1040

Gray, Sgt.

160. FOURTH PHASE. On the afternoon of the 20th November, the patrol met the battalion at the stream junction south of PONGANI, and guided it to PONGANI. An oral report was made to the company commander.

Section IV. SUGGESTED EXERCISES

161. RECONNAISSANCE PATROL. a. Purpose of exercise. To instruct in the operation of a reconnaissance patrol during daylight. (See fig. 61.)

b. Troops. (1) *Enemy.* A four-man detail to emerge from woods "A" and start digging-in a MG in partial defilade at "B" on Hill 34.

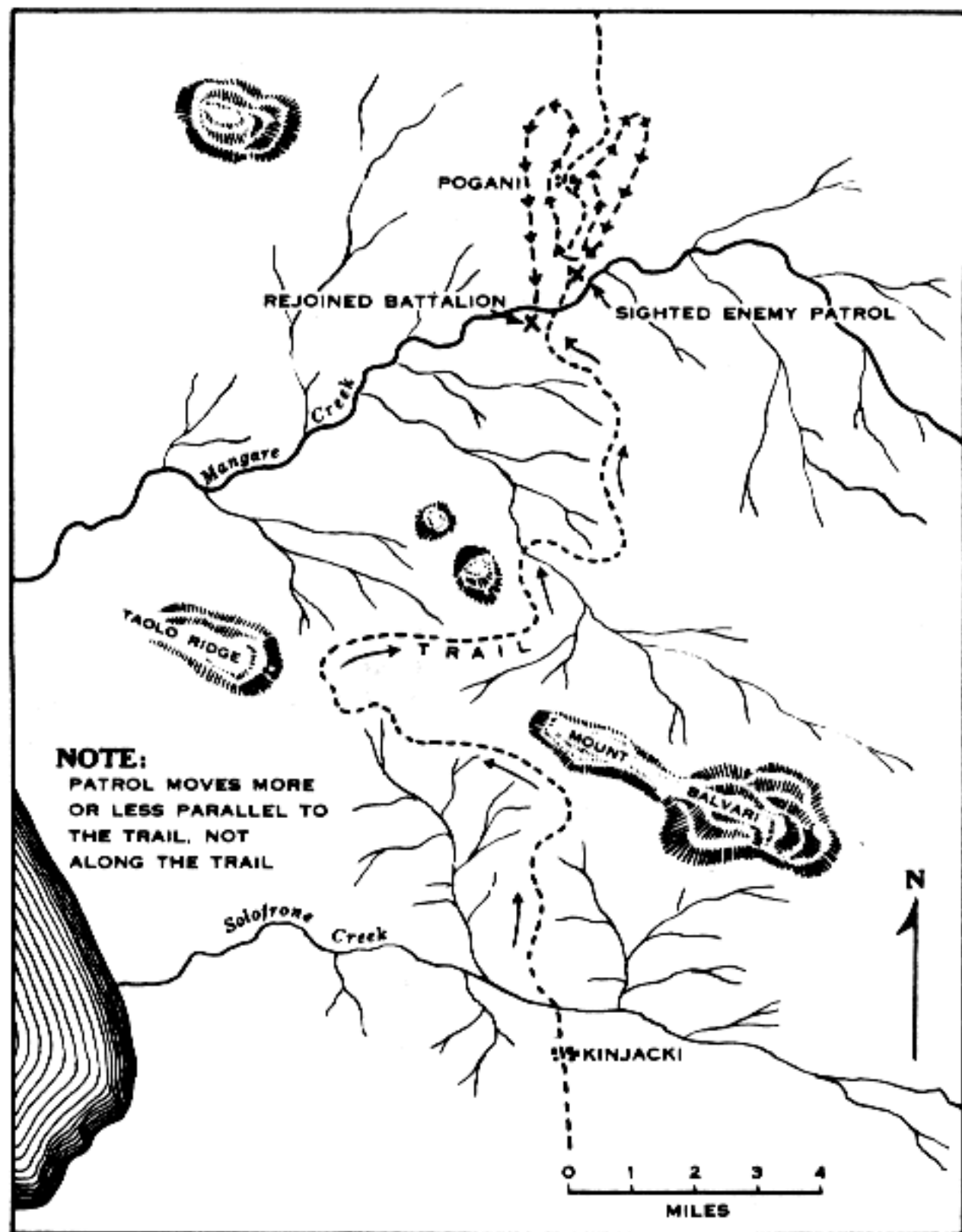


Figure 60. See paragraph 156.

(2) *Friendly*. A six-man reconnaissance patrol.

c. **Conference.** (At point X on sketch, fig. 61.) Cover all pertinent points that are desired to be brought out in the exercise.

d. Practical work. (1) **SITUATION.** Enemy ground forces are in that direction (pointing). Two small enemy trucks and a few men were seen by our planes 4 miles away 3 hours ago. We are at point X on this sketch. (See fig. 61.) Our advanced units are 1 mile to the rear. You are ordered to take a six-man reconnaissance patrol to Hill 33 (pointing) and remain there in observation until hours, recording and reporting all enemy activity in that area. Messages will be sent to your company commander here. Report here on your return.

(2) *Requirement.* Actions and orders of the patrol leader and the execution of the orders by the patrol. Patrol leader, take charge.

e. Termination of exercise. Stop the action at hours.

f. Critique. (Have critique on Hill 33. Show another chart of terrain with route marked through woods to left. Show chart with message and sketch patrol leader might have sent back; emphasize the accuracy of information and the time it took to get it back.) Include the instructor's solution. Encourage questions.

162. ACTIONS OF COMBAT PATROL PASSING OBSTACLE. **a. Purpose of exercise.** To illustrate the actions of a combat patrol crossing a stream, and advancing in enemy territory prepared to destroy small enemy detachments or installations encountered. (See fig. 62.)

b. Troops. (1) *Enemy.* None.

(2) *Friendly.* A combat patrol, which may consist of one or two squads.

c. Conference (at point X on sketch, fig. 62). (1) Cover pertinent points that are desired to be brought out in this exercise.

d. Practical work. (1) *Situation.* Yesterday our troops attacked in that direction (pointing) and drove the enemy southwest along that stream. The valley and hills to the south are lightly held by the enemy. Your one (two) squad combat patrol is directed to cross the stream there (pointing) and to move along the south side of the stream as

shown on this sketch for 2 miles. (Give leader sketch, fig. 62.) Destroy any enemy or installations encountered. Return by 1100.

(2) *Requirement.* Actions and orders of the patrol leader and the execution of the orders by the patrol. Patrol leader, take charge.

e. Termination of exercise. Stop the action when the patrol reaches point A. (See fig. 62.)

f. Critique. Include the instructor's solution (chs. 10,

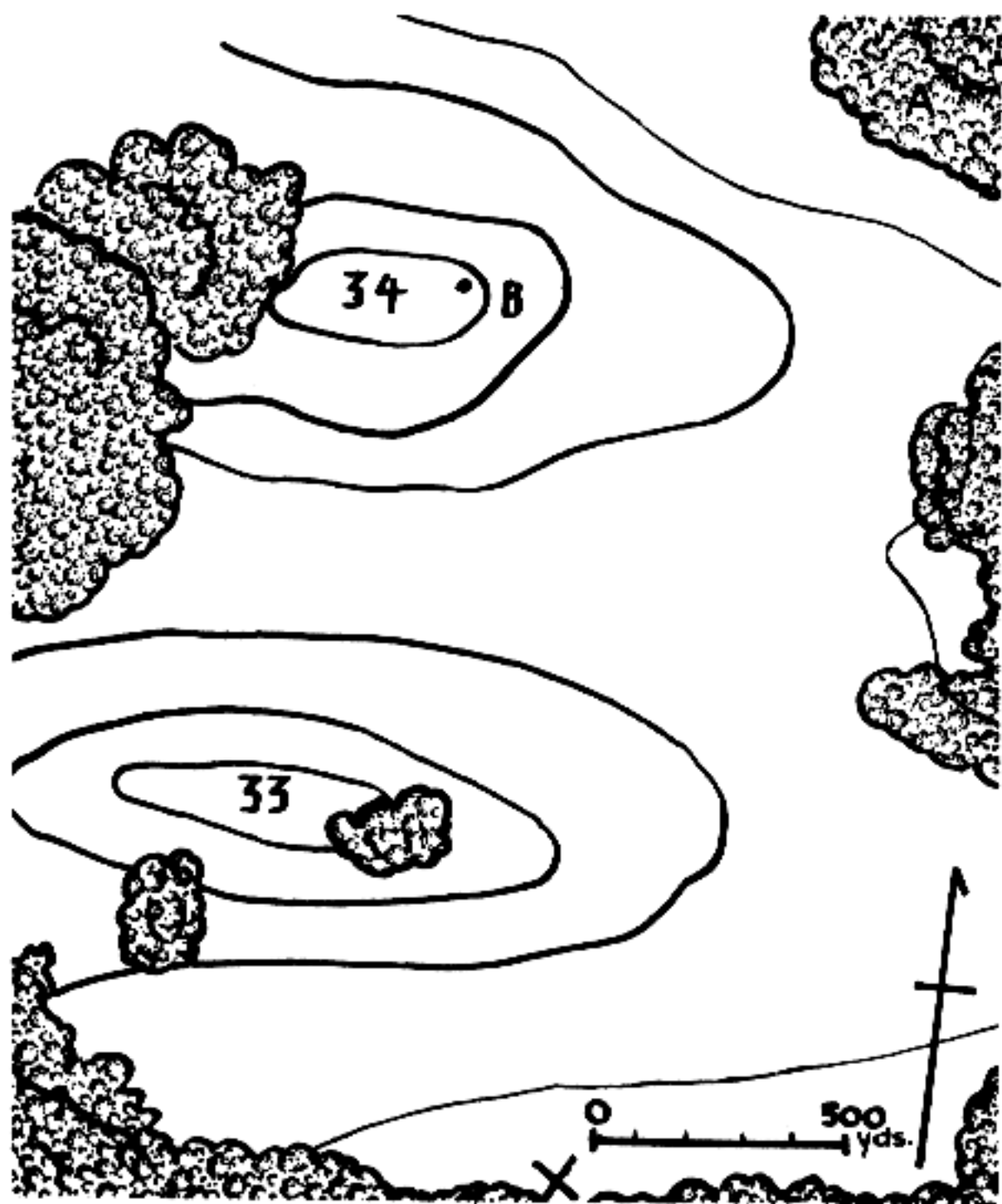


Figure 61. See paragraph 161.

11, and 12, and pars. 94, 115, and 120). Encourage questions.

163. COMBAT PATROL ENGAGED IN INFILTRATION. a. **Purpose of exercise.** To instruct in raiding by infiltration by day. (See fig. 63.)

b. **Troops.** (1) *Enemy.* A clerk, a driver, and a three-man fatigue detail loading a truck with ammunition from an ammunition dump. Two sentinels are to be posted. The

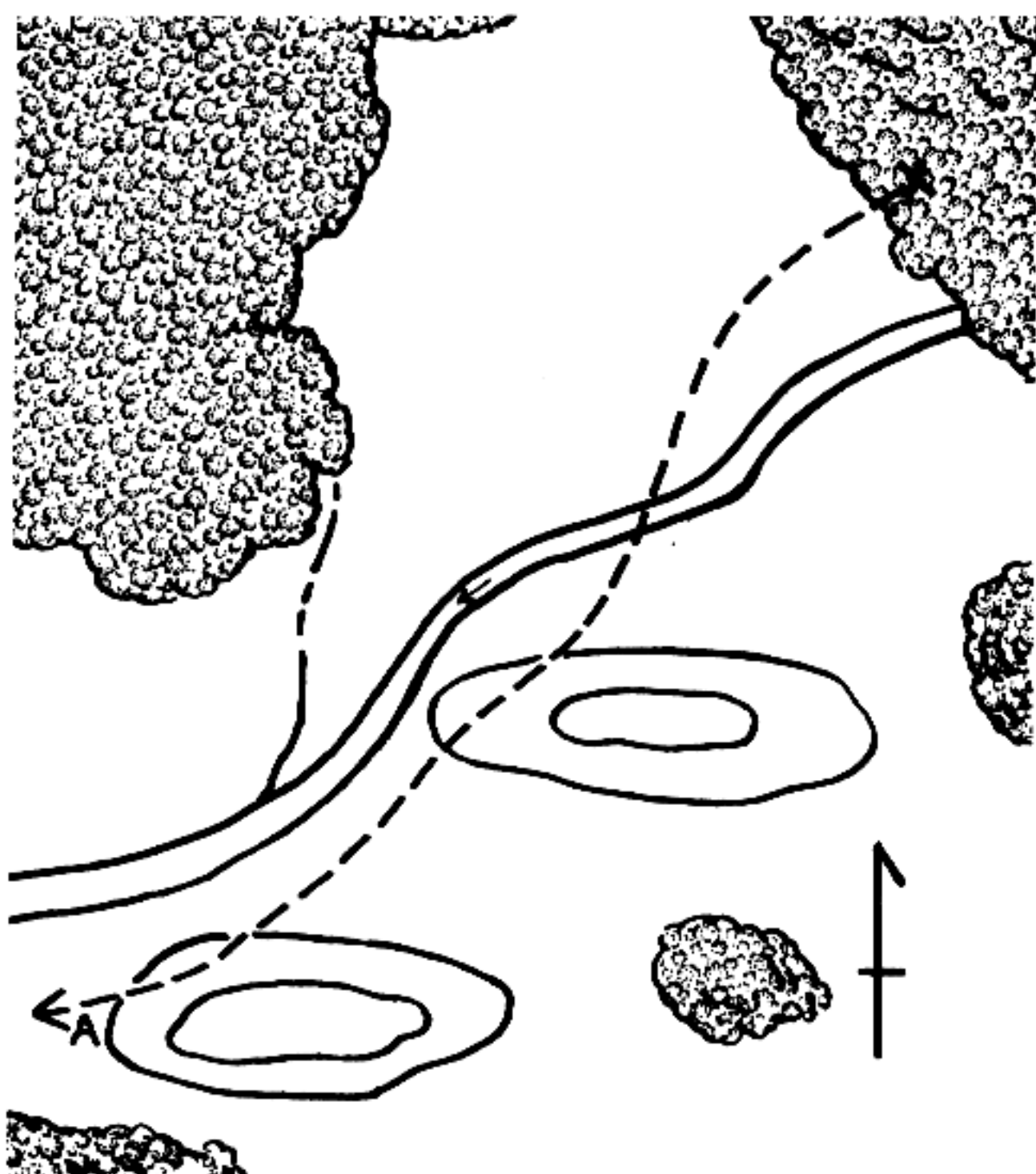


Figure 62. See paragraph 162.

detail and truck are to withdraw unless captured. (Accomplishment of mission might be simulated by detonating dynamite charges.)

(2) *Friendly*. A one-squad combat patrol on an infiltration mission.

c. Conference (at point X on sketch, fig. 63). (1) Cover pertinent parts of chapters 10, 11, and 12 and paragraphs 94, 115, 129, and 146.

d. Practical work. (1) *Situation*. Your one-squad combat patrol is to destroy enemy installations and infiltrate as far west as that road. (Pointing.) As your patrol arrives here, at the edge of the woods, in enemy territory, you see through your field glasses an enemy truck and a loading detail, 500 yards to the front. (Look closely and you can see them.) (Pointing.)

(2) *Requirement*. Actions and orders of the patrol leader and the execution of the orders by the patrol. Patrol leader, take charge.

e. Termination of exercise. Stop the action when the patrol reaches the road.

f. Critique. Include the instructor's solution, (pertinent parts of chs. 10, 11, and 12 and pars. 94, 115, 129, and 146). Encourage questions.

164. COMBAT PATROL MAKING DIRECT ASSAULT. **a. Purpose of exercise.** To illustrate the actions of a combat patrol making a direct assault at night. (See fig. 64.)

b. Troops. (1) *Enemy*. An outguard consisting of one rifle squad with a light machine gun attached. (Outguard to permit two of its members to be captured without engaging in hand-to-hand combat.) (See FM 7-10.)

(2) *Friendly*. A combat patrol of from one squad to a reinforced platoon.

c. Conference (at point X on sketch, fig. 64). (1) Cover all pertinent points that are to be brought out in the exercise.

d. Practical work. (1) *Situation*. An enemy outguard has just been definitely located in the vicinity of that road junction (indicate on the ground). Your mission is to at-

tack the hostile outguard, secure two prisoners, and bring them back here.

(2) *Requirement.* Actions and orders of the patrol leader and the execution of his orders by the patrol. Patrol leader, take charge.

e. **Termination of exercise.** Conclude the action as soon as the prisoners have been secured or when it becomes evident that the patrol will fail in its mission.

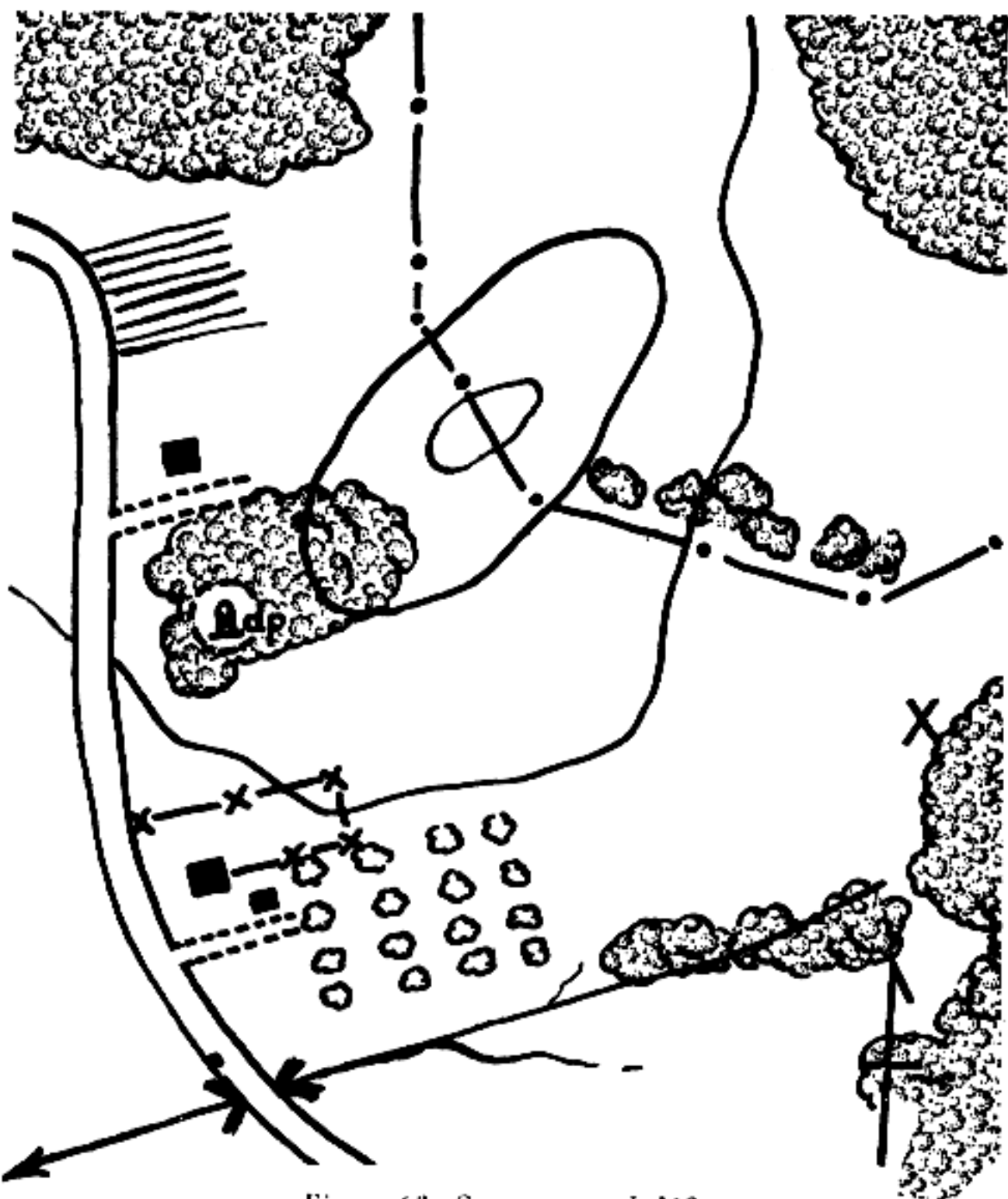


Figure 63. See paragraph 163.

f. Critique. Include the instructor's solution, (chs. 10 to 14, and pars. 94, 144, and 145). Encourage questions.

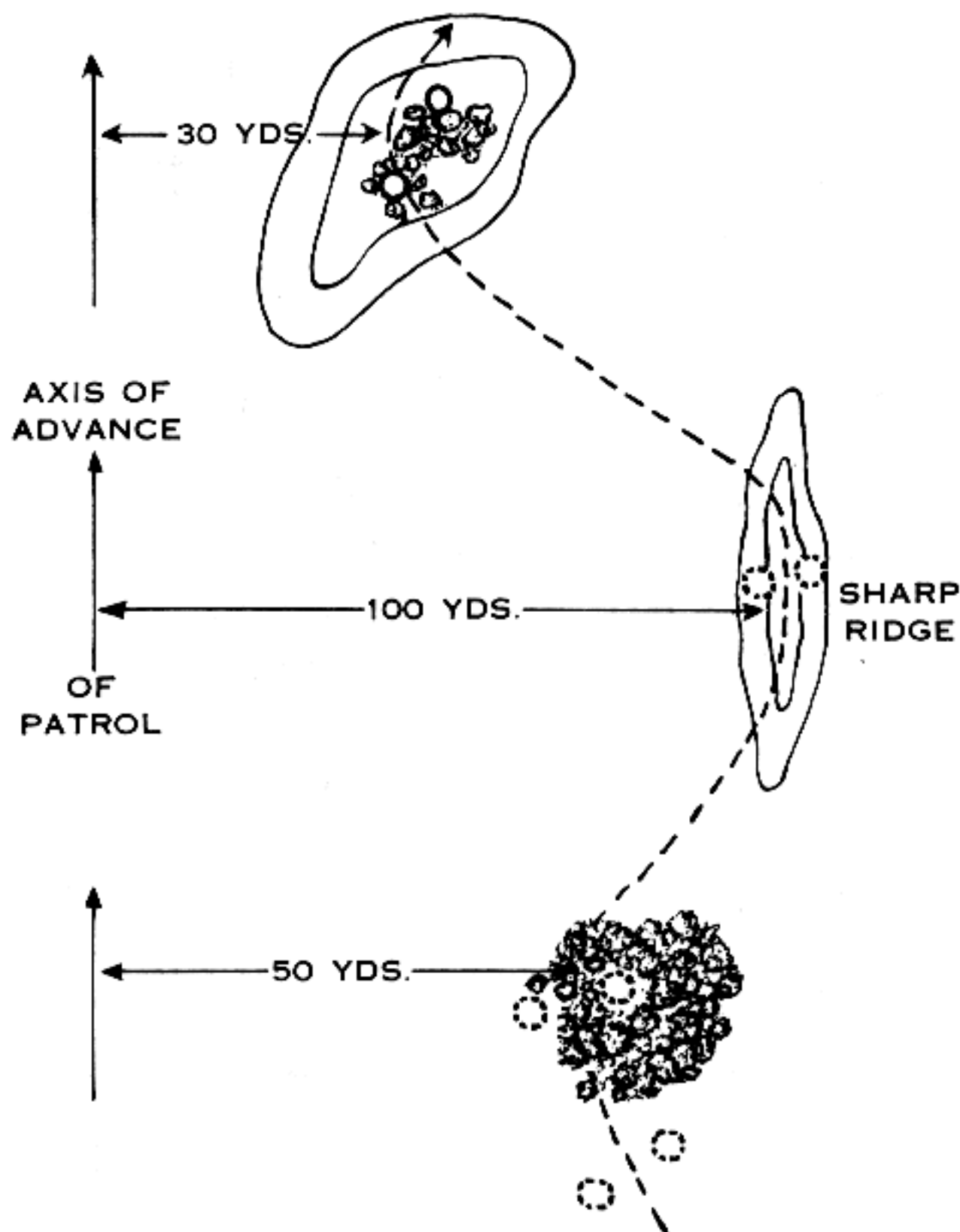


Figure 64. See paragraph 164.

PART THREE

SNIPING

Chapter 18

SNIPING

Section I. GENERAL

165. SNIPING. A sniper is an expert rifleman, well qualified in scouting, whose duty is to pick off key enemy personnel who expose themselves. By eliminating enemy leaders and harassing the troops, sniping softens the enemy's resistance and weakens his morale. Snipers may operate in pairs, in groups, or singly. Snipers may be employed by company commander and platoon leaders in either the offense or defense. There are two types of snipers: mobile snipers and those who operate stationary observer-sniper posts.

a. Mobile snipers. The mobile sniper acts alone, moves about frequently, and covers a large but not necessarily fixed area. He may be used to infiltrate enemy lines and seek out and destroy appropriate targets along enemy routes of supply and communication. It is essential that the mobile sniper hit his target with the first round fired. If the sniper is forced to fire several times, he discloses his position and also gives the enemy opportunity to escape. Therefore, although the mobile sniper must be an expert shot at all

ranges, he must be trained to stalk his target until he is close enough to insure that it will be eliminated with his first shot.

b. Stationary observer-snipers. Teams of two snipers may work together, operating sniping posts assigned definite sectors of fire. Each sniper is equipped with field glasses. His rifle has telescopic sights. One man acts as observer, designating the targets discovered to the firer and observing the results of the fire. Using field glasses, the observer maintains a constant watch. Because this duty is tiring, it is necessary that the observer and the sniper exchange duties every 15 to 20 minutes. A range card covering the sector of fire of each sniping post is made to facilitate target designation and target location. (See par. 167.)

166. SNIPING POSTS. Sniping posts should be located in positions offering a clear field of fire over the designated area, concealment for the men at the post, and a covered approach from the rear. Positions with covered approaches from a flank should be avoided. Positions should be well camouflaged and not on the skyline or against a contrasting background. (See par. 7.) Smoking is prohibited in the post, the rifle barrel must not protrude noticeably, and care must be taken that the muzzle blast does not kick up dust and reveal the location of the firer. Alternate posts should be prepared to permit the sniper to change his location frequently.

167. RANGE CARDS. Upon occupying an observer-sniper post, the first task is to make a range card covering the sector assigned to that post. (See fig. 65.) The purpose of the range card is to make target designation easier to give and follow. Note that the entire sector to be covered is divided into subsectors having prominent landmarks as their boundaries. The subsectors are numbered from right to left. Using the range card, the observer, upon locating a target designates it as follows:

“Range (pause).

“Left center of subsector No. 2.

“Rifleman at base of tree.”

The observer, in designating the target, pauses after giving the range to allow the sniper time in which to set his sights before looking for the target (provided an accurate sight setting is to be used).

168. HOLD-OFF. When the telescopic sight is used at varying ranges or against fleeting targets it is necessary to "hold-off" in order to hit the target. For ranges varying from 0 to 600 yards it is recommended that the sight be zeroed at 400 yards. The distance that it is necessary to

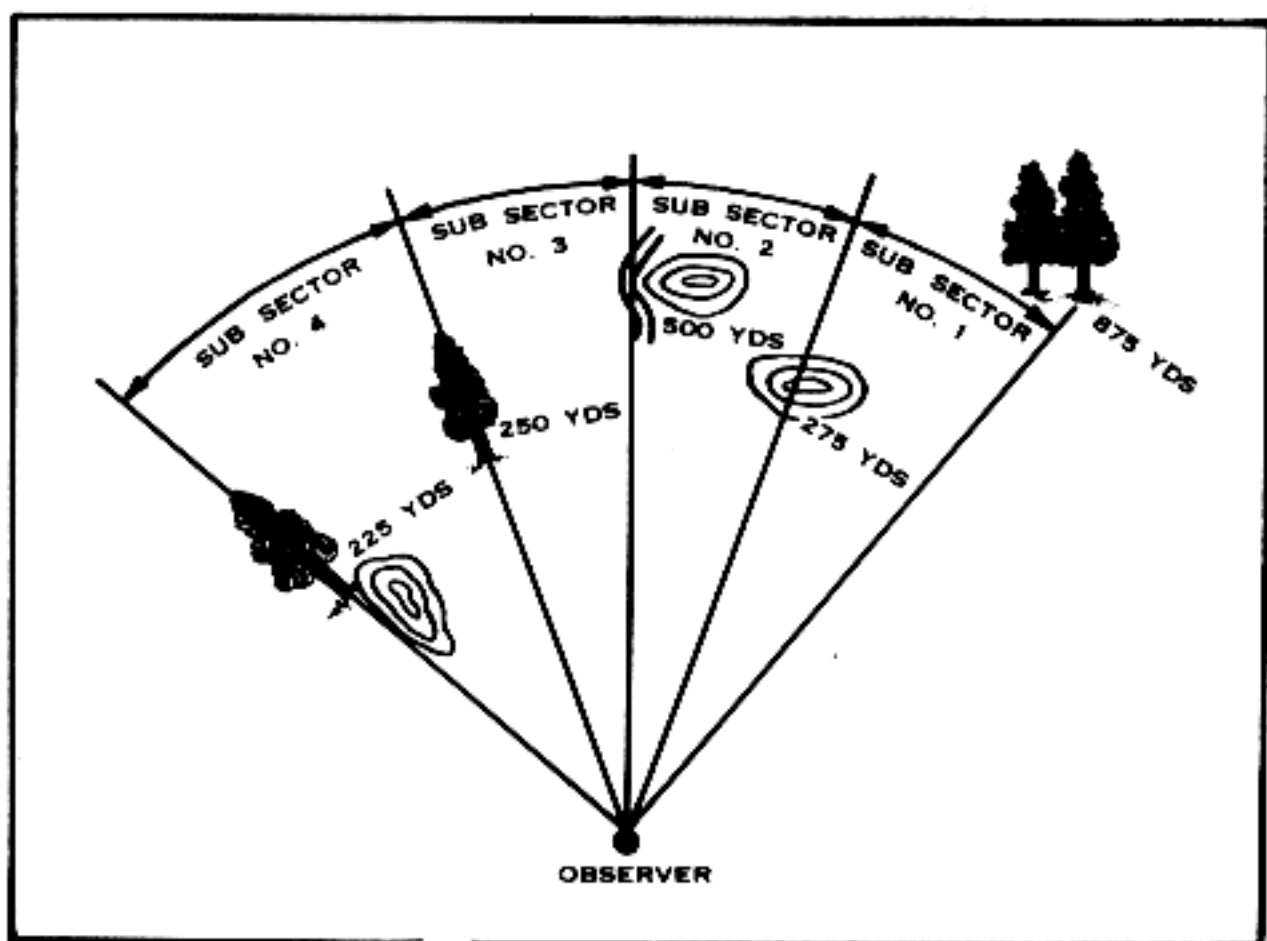


Figure 65. Observer sniper range card.

"hold-off" at various ranges is shown in figure 66. For ranges greater than 600 yards an accurate sight setting is necessary. For areas having short fields of fire, in cities and towns, or in close country, it may be desirable to zero the sight at shorter ranges.

169. EQUIPMENT. Specially designed rifles with telescopic sights are used in fixed sniping posts or where long-range firing is contemplated. The telescopic sight does not

make the rifle or firer more accurate. Accuracy depends on the firer. The shorter barreled carbine may be more effective in close country. A sniper with a mission behind enemy lines may carry a revolver, an automatic rifle, or a submachine gun. The rifle, equipped with a telescope mounted directly over the receiver is designed especially for use in sniping. The use of the rifle with the telescopic sights makes it easier for a sniper to pick up obscure targets which he has located with field glasses, and, in the early morning and at twilight, prolongs the length of time during which the sniper is able to distinguish targets in the field. In bright moonlight, effective fire can be delivered on distinct targets at considerable distances. Rifles not equipped with the telescopic

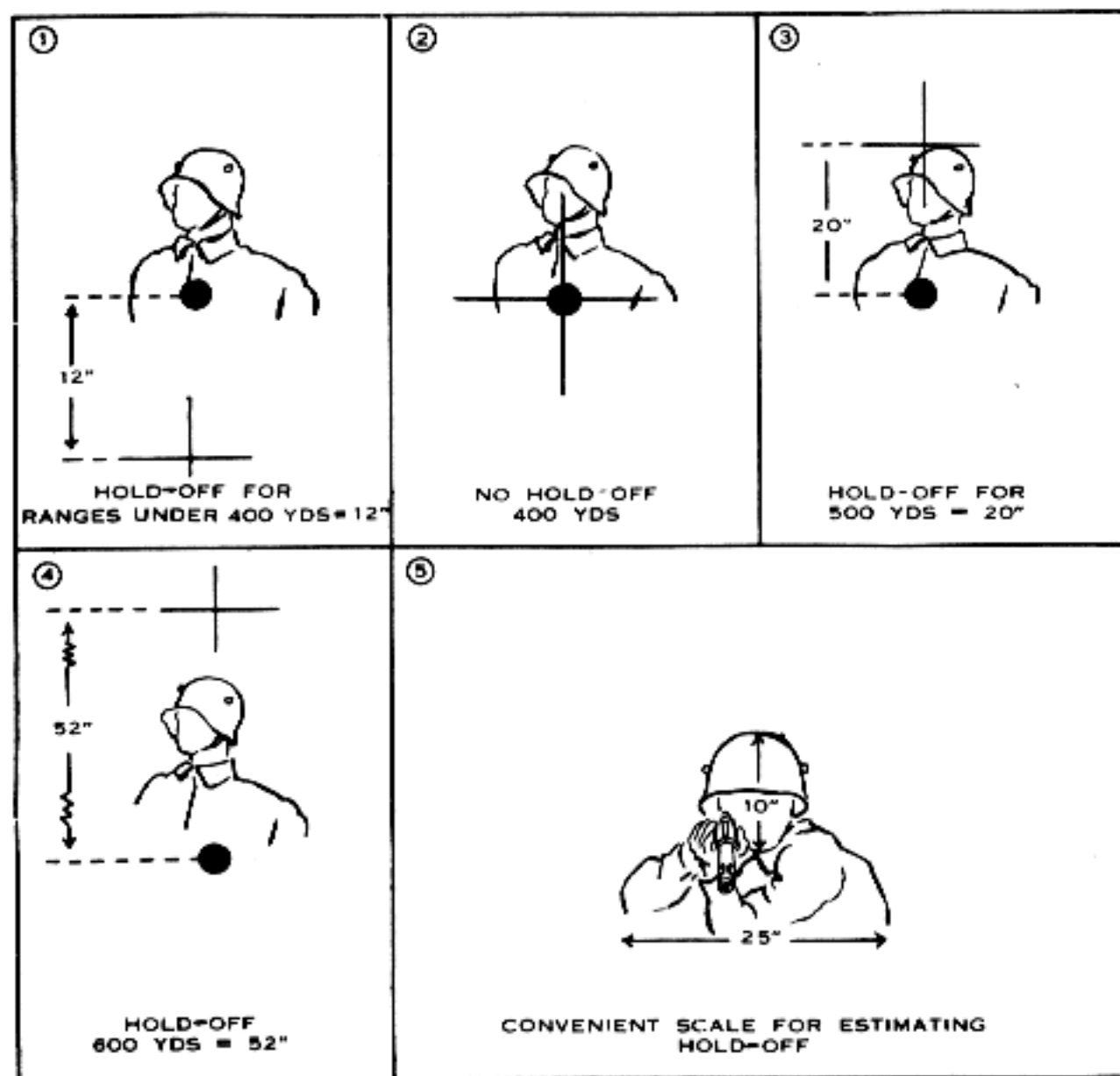


Figure 66. Hold-off distances.

sight can obtain an effective range of 30 to 50 yards at night by means of a strip of white tape along the barrel from the front to rear sight.

170. TRAINING. a. Within each platoon, several men will be given sniper training. These men will be selected from among the most proficient marksmen in the unit and will be given training in scouting and camouflage and in the use of the sniper's rifle. Snipers, in addition to being expert shots, must be trained to estimate ranges accurately, to select advantageous firing positions, to move silently through difficult terrain, and to be proficient in the use of maps, aerial photographs, and the compass. Also, they must be physically agile and hardened and able to sustain themselves for long periods of detachment from their unit. One of the men undergoing this special training will be designated to carry the sniper's rifle, but the platoon leader may, upon occasion, designate other men to act as snipers, employing carbines or rifles which do not have the telescopic sight.

b. The following steps in sniper training will serve as a guide in the development of skill and proficiency:

- (1) Advanced training in rifle marksmanship.
- (2) Elimination based on shot groups fired at 300 and 600 yards.
- (3) Additional practice in range estimation under all conditions of visibility.
- (4) Training in identifying and locating sounds to include those of weapons.
- (5) Training in selection of firing positions.
- (6) Training in observation and visual searching of areas under varying conditions of visibility.
- (7) Use of concealment and camouflage.
- (8) Firing at field targets at unknown distances with iron sights.
- (9) Nomenclature and care of telescopic sight.
- (10) Zeroing telescopic sight at 400 yards.
- (11) Study of trajectory, drift, effects of wind and light.
- (12) Known-distance firing with telescopic sight to determine hold-off.

- (13) Firing at unknown ranges, using telescopic sight.
- (a) Fairly obvious targets.
- (b) Concealed targets.
- (14) Training in selection of and movement by concealed routes.
- (15) Final examination over terrain not previously used.

Section II. EXERCISES IN SNIPING

171. TYPE OF EXERCISE. Exercises suitable for the instruction of the individual sniper and those involving the selection, occupation and use of the sniper's firing position should be used to instruct all members of the organization who may be employed as snipers. The exercises should be varied and complete enough to include all the likely situations in which a sniper may become involved. They should include the use of concealment, cover and individual camouflage. They should include some exercises that require firing from trees, ruins, and like positions. The sniper must be adept at engaging fleeting targets and such targets should be a part of all exercises prepared for the sniper. The appearance of objects and the visibility at dusk and dawn should be considered in preparing the exercises. Snipers should be expert in estimating ranges, searching areas, and determining likely locations for the enemy. They should be carefully instructed to recognize enemy uniforms, equipment, and characteristics. They should know enough about the enemy's organization and tactics to be able to pick off the officers, noncommissioned officers, and other key personnel. The following are examples of suitable exercises in sniping. Those which involve firing may be conducted at dawn, dusk, in fog, rain, bright moonlight, with the sun in back of the sniper, and with the sun in front of the sniper.

172. SNIPING POSITIONS. a. Purpose. To teach the art of selecting concealed or inconspicuous firing positions.

b. Methods. (1) The soldier is conducted to a sniping area. A target is indicated to him. He is told to select and occupy the best firing position in the immediate vicinity of the instructor and to simulate firing a shot at the desig-

nated target. The instructor then comments on the good and bad points of the soldier's selected position and actions.

(2) In the training area the instructor selects a piece of terrain as the assigned sector of fire for an observer-sniper post and marks by panels (or flags) several possible locations for a sniping post. He asks the men being trained to choose the best of these positions for a sniper post, and the second best as an alternate location. He requires each man to name the characteristics which caused him to select or reject each of the possible locations. The instructor then gives his own selections with a discussion of the advantages and disadvantages of each post. He repeats the exercise using varied and unfamiliar terrain, requiring the men to select positions without the use of panels to guide their selections.

c. Common errors. The selected position is too exposed. The sniper will probably be revealed by the outline of his helmet, shoulder, forearm, or leg, depending upon the angle from which he is viewed. The selected position is in the sunlight instead of in the shade. It does not have a covered route of withdrawal. The soldier's movements in occupying the sniping position are too abrupt, and his movements in the simulated firing are not sufficiently smooth and deliberate.

173. CAMOUFLAGE. a. Purpose. To practice the use of natural camouflage.

b. Methods. (1) The soldier is required to examine a terrain area. Having previously been instructed in methods and use of camouflage, the soldier is told to camouflage himself as a prone sniper on that particular piece of terrain, using earth and vegetation in that locality. He is given ample time for the task. When the soldier reports that he has completed the task of camouflaging himself, he is told to stand up and observe while an assistant instructor camouflages himself as a prone sniper. The soldier is then taken about 400 yards in front of the camouflaged assistant and is required to study the assistant while he is motionless, and then while he is creeping and crawling. The instructor briefly comments on the effectiveness of the soldier's camouflage

or shows how it could have been improved. The student is then brought back to his original location and told to camouflage himself again, making use of the knowledge that he has gained. This exercise should be repeated on other terrain.

(2) The instructor designates an area to be covered by fire. He requires the men to select sniping positions to cover the area. He allows the men 30 minutes to occupy their post. The instructor then moves out 400 yards to the front and moves laterally across the area, gradually approaching the post (or posts). He records the distance from which he first locates the post. Another instructor, using binoculars, follows the same procedure. This exercise should be repeated until the men become proficient in concealing their locations.

c. Common errors. (1) The camouflage used does not blend with the natural features on the ground.

(2) Shiny equipment has not been camouflaged.

(3) Hands and face are exposed.

(4) Too much camouflage has been used.

(5) Grass or vegetation has been trampled down while gathering camouflage material.

(6) The outline of the soldier's helmet or body has not been broken.

174. SEARCHING AREAS. a. Purpose. To give practice in searching areas.

b. Methods. (1) In any suitable limited area, the instructor places seven or eight men in well concealed positions, giving each a number and signal, so that No. 1, No. 2, etc., may move when signaled. He has a number of scout pairs select, within designated limits, a suitable location for a sniper's post to cover the area in which the men are hidden. He allows the scout pair 15 or 20 minutes in which to organize its area (dividing it into sectors and subsectors, selecting landmarks, and estimating ranges). He requires each pair to make a range card of the area, showing sectors, landmarks and ranges. The instructor then signals No. 1 target to appear, and tells the observer to search out and designate it to his rifleman. Each rifleman fires one blank cartridge as soon as he locates the target. Both the observer

and sniper then record their observation in the prescribed manner. The instructor signals No. 1 target down. After a short interval, he signals No. 2 target to appear, and the procedure is repeated. If practicable, an umpire may be stationed with each post, and the scout pairs may then be rated as to:

- (a) Accuracy of target designation.
- (b) Recognition of target from designation.
- (c) Time between appearance of target and firing of shot.
- (d) Accuracy of sight setting. (Iron sights.)
- (e) Correctness of range cards, including estimation of ranges.
- (f) Selection of position and use of camouflage.

(2) Upon completion of the exercise, each man concealed should exhibit himself or plant a flag at his position. The instructor then holds a critique of the exercise, encouraging questions and discussion. This exercise should be repeated on varied ground, until the students are thoroughly familiar with the usual procedure of sniping.

(3) This exercise is generally the same as (1) above except that the targets disclose themselves by movement.

(4) This exercise develops speed and proficiency in finding targets, and in selecting aiming points on the targets found. Five firing positions, about 100 yards apart in depth, are selected in a sniping area, and a sandbag placed at each. An assistant instructor is placed at a position not over 600 yards distant from the first firing position to represent an enemy observer. This man is well concealed but may be detected by the proper use of the rifle telescope or field glasses and by proper searching technique. The soldier undergoing instruction is informed that the correct procedure in searching areas with his telescope is to search a narrow strip close to him from right to left, and then to search a second strip from left to right, farther away, but overlapping the first strip. He should continue in this manner until about 500 yards of his field of view has been covered in depth. The soldier is then informed that he will receive practice in searching the area. If, during this search, he should find any target, he will estimate the range and place his rifle on the nearest sandbag, and align his sights on the

target at the required aiming point for his estimated range. The soldier is then placed at the first firing position and told to search for targets. When the soldier has found a target and placed his rifle on the sandbag, the instructor asks him the estimated range and checks the aiming point on the target to see that it is correctly aligned. If the estimate is incorrect, the instructor tells the soldier the correct range and mentions any terrain or weather factors that the soldier may have not taken into consideration. The soldier is then taken to the second firing position. The man representing the enemy takes his next prearranged position and the exercise is then repeated. Care must be taken when searching into the sun that the telescope does not reflect the sunlight. The exercise is repeated on a forward slope and again on a reverse slope.

c. Common errors. Improper searching methods. Incorrect range estimation.

175. LOCATION AND RECOGNITION OF WEAPONS BY SOUND. a. Purpose. To give practice in detecting, locating and recognizing weapons by sound.

b. Method. The instructor conceals several men in a suitable area. They are to fire various weapons on his signal. The men undergoing training select suitable sniping positions and make range cards. When they are ready, the instructor has the various weapons fired one at a time. He requires the men to identify each weapon and to locate it accurately on their range cards. If available, some foreign weapons should be used. The instructor has the exercise repeated on varied terrain and until the men can locate accurately and identify the weapons.

176. SELECTION OF ROUTES OF APPROACH TO SNIPING POSITION. a. Purpose. To give practice in the selection of routes of approach to sniping areas and firing positions.

b. Method. A sniping area and locality assumed to be occupied by the enemy is indicated to the soldier. The instructor tells the soldier to study the ground and to select a route forward to an indicated position in the sniping area.

When the soldier has made his selection (by pointing, describing, or actually traversing the route), he is required to explain the reasons for his solution. The instructor makes comments and points out any errors made. The soldier is then taken to a designated firing position in the sniping area. He is told that he has just fired a shot from that position and must select his next firing position and the route to it. When the soldier has presented his solution, he is required to analyze it as before.

c. Common errors. (1) Improper use of cover and concealment.

(2) Improper utilization of shade and shadow.

(3) Failure to select background so as to render the sniper inconspicuous, both while moving and when stationary.

177. MOVEMENT. a. Purpose. To develop skill and agility in moving quietly and yet with all practicable speed consistent with the sniper's mission.

b. Method. Individuals and small groups are rehearsed in creeping and crawling, sliding over obstacles, crawling under wire, moving through thick underbrush, and climbing trees. An obstacle course is suitable for this type of training. At times, the instructor should state that the enemy is assumed to be present; at other times, the enemy should be represented by one or more observers or reconnaissance patrols. This training should be supervised and errors pointed out and corrected. The exercise is repeated whenever practicable, and under different conditions of visibility, such as in ground mist or at night. Practice should be encouraged on the part of individuals when other forms of training are not scheduled and particularly during periods of field training when permitted by maneuver conditions.

c. Common errors. Quick movements and unnecessary noise by the soldiers:

178. STALKING. a. Purpose. To give practice in stalking.

b. Method. In a suitable area, the instructor selects a starting point and places a target visible at 700 yards. The men being trained wear sniper suits or suitable camouflage.

They are required to carry their rifles and approach the target using covered and concealed routes. They must move to the nearest cover position from which the target can be engaged (on varied terrain this will normally be at ranges of 200 yards or less). Two observers, one with binoculars, take up positions at the target. Each time the stalker is seen a red flag is waved, the stalker stops, and an assistant drives a stake in the stalker's position. This procedure continues until the stalker reaches a suitable firing position. He then signals the instructors who clear the target area and the stalker fires on the target. The target is marked. The instructor then proceeds with the man to each stake and points out how he exposed himself. This exercise is repeated until the stalker can approach the target without being picked up.

179. USE OF TELESCOPIC SIGHT AND HOLD-OFF AT KNOWN AND UNKNOWN DISTANCES. a. Purpose. To teach the employment of the telescopic sight and hold-off at known and unknown distances.

b. Method. (1) On the known distance range, the instructor has the men zero their telescopic sights at a range of 400 yards by actual firing. When their sights are zeroed, they fire at targets at 300 and 500 yards, noting where the bullet strikes. The instructor then has the men fire at the same targets using hold-off (aiming high for targets over 400 yards and low for targets under 400 yards) until they are proficient in judging the amount of hold-off needed at each range to insure accurate fire. The training is continued with targets at 100, 200, and 600 yards.

(2) In a suitable area with varied terrain, the instructor places targets at various ranges from 100 to 600 yards. The men zero their rifles at 400 yards. The instructor has the men fire at each target, estimating the range and proper hold-off. The exercise is repeated on new terrain until the men are proficient in hitting targets at unknown ranges. As the training progresses, the targets should be more concealed.

180. FIELD FIRING. a. Purpose. To develop speed in locating targets, estimating the range, judging the hold-off and firing accurately without giving away the sniper's position.

b. Method. The sniper is allowed four rounds without time limit to hit one E and one F silhouette target, which are exposed at different times from a foxhole from 200 to 400 yards away. Four sets of targets (four foxholes) are used for each exercise, each set being exposed from a different foxhole. He is scored as follows:

	<i>Possible</i>
E target hit—2	2
F target hit—3	3
Each round saved	4
	<hr/>
	$9 \times 4 = 36$

Upon signal, the operator in the foxhole displays a target until it is hit or until four rounds have been fired. On the second firing of the exercise, the sniper may be allowed only one minute to search the area, find the target, aim and fire on both silhouette targets. On the third firing of the exercise, only the F target may be exposed and for thirty seconds. The sniper is allowed only one round to hit it; a hit is scored as seven points. The total possible score for the three exercises is 100.

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