

Infantry Company METL

1. What should an infantry company be able to do?

From FM 7-10 *The Infantry Rifle Company*: The infantry company is best suited for night offensive operations. Infantry company capabilities include:

- (a) Conduct offensive and defensive operations in all environments, day and night:
 - Seize, secure, occupy and retain **terrain**
 - Destroy, neutralize, suppress, interdict, disrupt, canalize, and fix **enemy forces**
 - Breach enemy **obstacles**
 - Feint and demonstrate to deceive the **enemy**
 - Screen and guard **friendly units**
 - Reconnoiter, deny, bypass, clear, contain and isolate **terrain** or **enemy**
- (b) Conduct small-unit operations
- (c) Participate in air-assault operations
- (d) Operate in conjunction with heavy or other forces
- (e) Participate in amphibious operations

2. Company METL from FMFM 6-4 *Marine Rifle Company*

Amphibious Operations

Offensive Operations

- Movement to Contact
- Daylight Attack
- Night Attack
- Tank-Infantry Attack
- Mechanized Attack
- Attack of Fortified Areas
- Attack of Built-Up Areas
- River Crossing
- Infiltration
- Helicopter Assault

Defensive Operations

- Security Operations
- Area Defense
- Perimeter Defense
- Reverse Slope Defense
- Defense of Built-Up Areas
- Defense of a River Line
- Mobile Defense

Patrolling Operations

Counterinsurgency

Domestic Emergencies

Auxiliary Operations

- Reliefs (Relief in Place, Passage of Lines)
- Reconnaissance in Force
- Retrogrades (Retirement, Delay, Withdrawal)
- Mine Warfare
- NBC
- Bivouac

3. Company METL from FM 7-10 *The Infantry Rifle Company*

Movement

Offensive Operations

- Infiltration
- Movement to Contact
- Attacks
- Attack Techniques:
 - Strongpoint
 - Limited Visibility
 - Deception
 - Security
 - Reserve

Defensive Operations

- Defensive Techniques:
 - Non-linear
 - Sector
 - BP
 - Reserve Slope
 - Perimeter
 - Linear
 - Strongpoint

Other Tactical Operations

- Passage of Lines
- Relief in Place
- Retrogrades (Retirement, Delay, Withdrawal)
- Linkups
- Water Crossing
- Patrolling
- Stay Behind Operations

3. When engineers are attached, the company can also:

Construct Defensive Positions, Clear or Build Obstacles, Emplace or Clear Mines, and Assault a Strongpoint.

4. Select a mission and write an order. Assign subtasks. Use historical examples: Pegasus Bridge is an example Night Attack. Emma Gees is an example Perimeter Defense.

Company Offensive Operations

1. The Marine Corps classifies nine types of offensive operations. These are actually purposes for offensive action:

Movement to Contact
Exploitation
Raid

Hasty Attack
Pursuit
Demonstration

Deliberate Attack
Reconnaissance in Force
Feint

2. The four basic forms of maneuver are:

Frontal Attack (Including Penetration and Infiltration)
Flanking Attack
Envelopment
Turning Movement (Hitting behind, causing him to turn)

The Army treats as five forms:

Penetration, Envelopment, Turning Movement, Frontal Attack, Infiltration

Company Defensive Operations

1. The priority of work in the defense is:

- S — Security
- A — Automatic Weapons / Avenues of Approach
- F — Fields of Fire
- E — Entrench / Plan Fire Support

2. Alerts are described as percents: “50% alert.” Each unit needs an SOP describing each level of alert.

3. Security patrols beyond 500m will submit an overlay IAW FM 21-75. Minimum overlay includes: TOD / TOR, POD / POR, Patrol routes (primary and alternate).

4. Tentative sequence of action for occupying defensive positions:

- a. Company defensive order, with outline of positions and organization of company.
- b. Platoon orders, with outline of positions and crew served weapons assignments.
- c. LP/OPs out.
- d. Squad orders, placement of positions based on fields of fire.
- e. Security patrol order to reserve unit.
- f. Fireplan sketches and range cards submitted to Co.
- g. Entrenchment and camouflage of positions.
- h. Resupply of positions.
- I. Counterattack rehearsal.
- j. Alternate positions sited for crew served weapons.