

Terms and Graphics

References

FM 101-5-1 Operational Terms and Graphics is the key reference for operations orders.

JP 1-02 DoD Dictionary and **MCRP 5-12C Marine Corps Supplement to the DoD Dictionary** are the definitive sources for approved joint definitions.

MCDP 1-0 Marine Corps Operations clearly explains maneuvers, operations, and terms with doctrinal precision.

Tasks and Purposes

Enemy-Oriented Tactical Tasks

Ambush	Canalize	Exploit	Penetrate
Attack by Fire	Contain	Feint	Reconnoiter
Block	Defeat	Fix	Rupture
Breach	Destroy	Interdict	Support by Fire
Bypass	Disrupt	Neutralize	

Terrain-Oriented Tactical Tasks

Clear	Occupy	Retain	Seize
Control	Reconnoiter	Secure	

Friendly Force-Oriented Tactical Tasks

Breach	Disengage	Exfiltrate	Guard
Cover	Displace	Follow	Protect
			Screen

Common Purposes: IOT...

Allow	Divert	Identify	Preserve
Cause	Enable	Isolate	Prevent
Create	Envelop	Influence	Protect
Deceive	Expel	Locate	Provide Early Warning
Delay	Facilitate	Observe	Support
Deny	Find	Open	Surprise

Common Errors

Incorrect use of doctrinal terms.

Destroy or Defeat? Destroy takes a lot longer.

Secure, seize, or clear? Secure is fastest. Seize **includes** clear.

Screen, guard, or cover?

Use of non-doctrinal terms.

Tactical tasks changing between a HHQ and a subordinate echelon.

Improper use of graphics

ABF vs SBF?

BP vs Sector?

Obstacles: Block, Fix, Disrupt, or Turn?

CATK vs CATK(ABF)?

APPENDIX C

Tactical Tasks

Contents

Enemy-Oriented Tactical Tasks	C-2
Ambush	C-2
Attack by Fire	C-2
Block	C-2
Breach	C-2
Bypass	C-3
Canalize	C-3
Contain	C-3
Defeat	C-3
Destroy	C-3
Disrupt	C-3
Exploit	C-3
Feint	C-3
Fix	C-4
Interdict	C-4
Neutralize	C-4
Penetrate	C-4
Reconnoiter	C-4
Rupture	C-4
Support by Fire	C-4
Terrain-Oriented Tactical Tasks	C-4
Clear	C-4
Control	C-5
Occupy	C-5
Reconnoiter	C-5
Retain	C-5
Secure	C-5
Seize	C-5
Friendly Force-Oriented Tactical Tasks	C-5
Breach	C-5
Cover	C-5
Disengage	C-5
Displace	C-6
Exfiltrate	C-6
Follow	C-6
Guard	C-6
Protect	C-6
Screen	C-6

The following commonly assigned MAGTF tactical tasks may be specified, implied or essential. They define actions the commander may take to accomplish his mission. In special circumstances, tasks may be modified to meet **METT-T** requirements. The commander must clearly state that he is departing from the standard meaning of these tasks. One way this can be done is by prefacing the modified task with the statement "What I mean by [modified task] is"

Tactical tasks are assigned based on capabilities. The GCE can execute all of the **MAGTF's** tactical tasks. The CSSE can execute those tactical tasks essential for it to provide **sustainment** to the MAGTF. The ACE can execute many of the **MAGTF's** tactical tasks but it cannot secure, seize, retain or occupy terrain without augmentation by the GCE. Weather and task duration may significantly affect the **ACE's** ability to execute assigned tactical tasks.

For additional information on tactical tasks, see JP 1-02; MCRP 5-12A; and MCRP 5-12C, *Marine Corps Supplement to the Department of Defense Dictionary of Military and Associated Terms*.

ENEMY-ORIENTED TACTICAL TASKS

Ambush

A surprise attack by fire **from** concealed positions on a moving or temporarily halted enemy.

Attack by Fire

Fires (direct and indirect) to destroy the enemy from a distance, normally used when the mission does not require or support occupation of the objective. This task is usually given to the supporting effort during offensive operations and as a counterattack option for the reserve during defensive operations. The assigning commander must **specify** the intent of fire-either to destroy, **fix**, neutralize or suppress.

Block

To deny the enemy access to a given area or to prevent enemy advance in a given direction or on an avenue of approach. It may be for a specified time. Units assigned this task may have to retain terrain.

Breach

To break through or secure a passage through a natural or enemy obstacle.

Bypass

To maneuver around an obstacle, position or enemy force to maintain the momentum of advance. Previously unreported obstacles and bypassed enemy forces are reported to higher headquarters.

Canalize

The use of existing or reinforcing obstacles or fires to restrict enemy operations to a narrow zone.

Contain

To stop, hold or surround enemy forces or to keep the enemy in a given area and prevent his withdrawing any part of his forces for use elsewhere.

Defeat

To disrupt or nullify the enemy commander's plan and overcome his will to fight, thus making him unwilling or unable to pursue his adopted course of action and yield to the friendly commander's will.

Destroy

Physically rendering an enemy force combat-ineffective unless it is reconstituted.

Disrupt

To integrate fires and obstacles to break apart an enemy's formation and tempo, interrupt his timetable or cause premature commitment or the piecemealing of his forces.

Exploit

Take full advantage of success in battle and follow up initial gains; offensive actions that usually follow a successful attack and are designed to disorganize the enemy in-depth.

Feint

An offensive action involving contact with the enemy to deceive him about the location or time of the actual main offensive action.

Fix

To prevent the enemy from moving any part of his forces, either ~~from~~ a specific location or for a specific period of time, by holding or surrounding them to prevent their withdrawal for use elsewhere.

Interdict

An action to divert, disrupt, delay or destroy the enemy's surface military potential before it can be used effectively against friendly forces.

Neutralize

To render the enemy or his resources ineffective or unusable.

Penetrate

To break through the enemy's defense and disrupt his defensive system.

Reconnoiter

To obtainable visual observation or other methods, information about the activities and resources of an enemy or potential enemy.

Rupture

To create a gap in enemy defensive positions quickly.

Support by Fire

Where a force engages the enemy by direct fire to support a maneuvering force using overwatch or by establishing a base of fire. The supporting force does not capture enemy forces or terrain.

TERRAIN-ORIENTED TACTICAL TASKS**Clear**

The removal of enemy forces and elimination of organized resistance in an assigned zone, area or location by destroying, capturing or forcing the withdrawal of enemy forces that could interfere with the unit's ability to accomplish its mission.

Control

To maintain physical influence by occupation or range of weapon systems over the activities or access in a defined area.

Occupy

To move onto an objective, key terrain or other man-made or natural terrain area without opposition, and control the entire area.

Reconnoiter

To secure data about the meteorological, hydrographic or geographic characteristics of a particular area.

Retain

To occupy and hold a terrain feature to ensure it is free of enemy occupation or use.

Secure

To gain possession of a position or terrain feature, with or without force, and to prevent its destruction or loss by enemy action. The attacking force may or may not have to physically occupy the area.

Seize

To clear a designated area and gain control of it.

FRIENDLY FORCE-ORIENTED TACTICAL TASKS**Breach**

To break through or secure a passage through a natural or friendly obstacle.

Cover

Offensive or defensive actions to protect the force.

Disengage

To break contact with the enemy and move to a point where the enemy cannot observe nor engage the unit by direct fire.

Displace

To leave one position and take another. Forces may be displaced laterally to concentrate combat power in threatened areas.

Exfiltrate

The removal of personnel or units **from** areas under enemy control.

Follow

The order of movement of combat, combat support, and combat service support forces in a given combat operation.

Guard

To protect the main force by fighting to gain time while also observing and reporting information.

Protect

To prevent observation, engagement or interference with a force or location.

Screen

To observe, identify and report information and only fight in self-protection.