

# Combat Squad Leader's Course

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## Billet Description: Infantry Squad Leader

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A Draft Proposal for inclusion in MCO 1510.35C

**MCWL**  
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UNITED STATES MARINE CORPS  
Marine Corps Warfighting Lab  
Marine Corps Combat Development Command  
Quantico, Virginia 22134

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From: Capt Brendan B. McBreen  
To: Director, MCWL

Subj: PROPOSED CHANGE TO MCO 1510.35C:  
INFANTRY SQUAD LEADER BILLET DESCRIPTION

1. The MOS Manual, MCO P1200.7P (5 Apr 95), contains *no duty descriptions* for infantrymen. The manual states “For a complete listing of duties and tasks, refer to MCO 1510.35C.”
2. MCO 1510.35C, The Individual Training Standards for Occupational Field 03, contains *no duty descriptions* either. It merely lists training tasks required for each rank. There is no prioritization. There are no stated minimum requirements.
3. FMFM 6-5 *Marine Rifle Squad* does *not* contain a comprehensive description of the duties of the rifle squad leader.
4. This document attempts to fill this gap. The following draft squad leader billet description is proposed for inclusion into MCO 1510.35C.
5. A billet description serves the following purposes:
  - a. **Defines the requirements for promotion.** A Marine should be competent in his current billet before being considered for promotion.
  - b. **Defines the school curriculum.** A squad leader course teaches those skills required by the squad leader billet description. Both units and schools refer to a common reference, which resolves differences of opinion.
  - c. **Guides training and evaluation.** Marines can train and prepare for their next billet. Units can train future leaders. Commanders have a baseline by which to measure a Marine’s performance.

## Billet Description

### Squad Leader

#### of the Rifle Squad, Rifle Platoon, Rifle Company

1. This billet description is third in a series of six for the Rifle Platoon:
  - a. Rifleman  
Includes Rifleman, Assistant Automatic Rifleman, and Automatic Rifleman
  - b. Fire Team Leader
  - c. Squad Leader
  - d. Platoon Sergeant
  - e. Platoon Commander
  
2. Billet descriptions (a) through (d) are cumulative. This billet description defines the skills required of all infantry squad leaders. It shows only those skills which are required in addition to those of the Fire Team Leader, which in turn show only those skills required in addition to those of the rifleman.
  
3. This billet description does NOT include the required training expected of every Marine. Because it applies to all infantry units, it does NOT include specialized skills expected of units preparing for specific missions.
  
4. Each skill is acquired at either a formal school or within the infantry battalion. For infantry squad leaders, the formal school is the Squad Leader Course, SOI(E) and SOI(W). Skills are coded in one of two ways, either a letter or a numeral.
  - a. 'P' for Proficient, is an introductory proficiency below the standard. 'S' for Standard, indicates trained to standard.
  - b. For those skills for which a standardized numeric level has been set by training order, the standard code is used. Refer to the specific MCO for detailed explanations.
    - (1) Land Navigation Qualification. MCO XXXX.
    - (2) Swim Qualification. MCO XXXX.
    - (3) Rifle Qualification. MCO XXXX.
    - (4) Physical Fitness Test. MCO XXXX.
    - (5) Physical Readiness Tests. MCO XXXX.
    - (6) NBC Qualification. MCO XXXX.
    - (7) Annual First Aid and Health Qualification. MCO XXXX.
    - (8) Tactical Communications Qualification. MCO XXXX.
  - c. The above orders define the proficiency levels: 1-3
  
5. Contents. This billet description is divided into three parts.

- a. Part 1 Squad Leader Description
  - b. Part 2 Squad Leader Skills Outline
  - c. Part 3. Squad Leader Task List.
6. Purpose. This billet description is intended to be used by those responsible for training to decide priorities and design syllabi and programs.
  7. Units should ensure that this billet description is read and understood by all potential squad leaders and thereafter is readily available to them for reference.
  8. Any person wishing to propose amendments to this order is invited to write to MCWL, MCCDC, Quantico, Virginia 22134.

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- 1.010 Squad Equipment
- 1.020 Squad Tactics
- 1.030 Supporting Fires
- 1.040 Land Navigation
- 1.050 First Aid and Health
- 1.060 NBC
- 1.070 Fitness
- 1.080 Communications

#### 2. Training Skills

- 2.000 Instructional Techniques
- 2.010 Squad Weapons
- 2.020 Squad Equipment
- 2.030 Squad Tactics
- 2.040 Communications
- 2.050 First Aid
- 2.060 NBC
- 2.070 Navigation
- 2.080 Fitness Training
- 2.090 Patrolling
- 2.100 Helicopter Operations

#### 3. Combat Command Skills

- 3.000 General
- 3.010 Offensive Operations
- 3.020 Defensive Operations
- 3.030 MOUT
- 3.040 Patrolling
- 3.060 Helicopter Operations
- 3.070 Other Tactical Operations
- 3.080 Military Operations Other Than War (MOOTW)
- 3.090 Noncombatants

#### 4. Administrative Skills

- 4.000 General

### **Part 3. Squad Leader Task List**

## Part 1. Squad Leader Description

### 1. How does the squad fight on the battlefield of the 21st Century?

Since its inception from the island campaigns in the Pacific during WWII, the 13-man Marine rifle squad has been and will remain the basic combat maneuver unit of the future. **No change will to its basic organization is foreseen.** It is an ideal formation for maneuver warfare, a doctrine seeks to exploit the initiative of small units on the battlefield. However, as the modern battlefield becomes more lethal and less crowded as the firepower of ever smaller units rises, the relative import of the rifle squad will also increase significantly. Improved communications have now allowed coordination and targeting between widely separated units. Additionally, as the U.S. attempts to deal with rouge nations and non-state actors, the Marine Corps squad may increasingly find themselves fighting unconventional enemies in highly ambiguous situations. Thus, the modern rifle squad, a unit of substantial combat power, must be capable of operating independently across wider areas on this decentralized and nonlinear battlefield of the next century.

The squad still attacks, defends, infiltrates, patrols, and serves as an integral part of the next larger unit — the platoon. However, experiments have shown that the squad can operate independently on the deep, noncontiguous battlefield, using supporting fires as its primary weapon. Furthermore, the squad can operate semi-independently on the urban battlefield, physically close to other squads, yet separated by the urban terrain. The squad mans the roadblock, distributes the humanitarian aid, pacifies the village, or secures the warehouse. In ambiguous conflicts, the squad distinguishes between combatants and noncombatants and is the primary user of the ROE. Due to U.S. dominance in sensors, communications, and weapons lethality, conflict will increasingly occur in close, complex environments, especially urban, to negate U.S. technological advances. The squad fights at bayonet point in these instances.

### 2. Who Leads the Squad in the 21st Century?

The Squad Leader is the primary warfighter in the Marine Corps. For the Marine Corps to institutionalize maneuver warfare and realize the potential of this doctrine, the infantry squad leader must be extensively trained and educated.

*"I'm the most important leader on the battlefield. If I fight well, we win. If not, you, Captain, cannot do your job!"* The Squad Leader recognizes that he is the primary warfighter and that his actions can win battles. This aggressive, self-confidence is based on his experience, his training, his tactical education, and the focus of the Marine Corps on producing outstanding small unit infantry leaders.

*The Squad Leader is a tactician.* In combat, the squad leader commands his unit and any attached units. He directs supporting fires — direct fires from company and battalion units, and indirect fires from company, battalion and MAGTF levels. The squad leader knows the tactical fundamental of Marine Corps doctrine, and how his unit fits into the context of the larger fight. He understands and can execute decentralized and independent operations. He knows how the enemy fights. He knows how reconnaissance, surveillance and intelligence contribute to his commander's decision needs.

The squad leader is a combined arms warrior. He knows how to integrate his own squad weapons with the platoon, company and battalion. He know fires and fire support mechanisms: close air support, naval surface fire support and artillery.

The Squad Leader is resourceful and adaptive. He develops techniques to meet new challenges. The Squad Leader knows evolving technology, how to exploit it, and how to adapt its uses.

*The Squad Leader is a decisionmaker.* In combat and in training, the Squad Leader makes and communicates key tactical decisions under pressure. His decisions are some of the most difficult on the battlefield. Rapidly-evolving, life-threatening situations require immediate and confident decisions. These decisions will be made facing a persistent enemy and under the observation from commanders at all levels above him. This pressure requires solid tactical decisionmaking training. Marine Corps doctrine demands a decentralized command environment which requires decisive Squad Leaders.

*The Squad Leader is a leader.* The Squad Leader is the primary leader on the battlefield. Each Marine of his squad looks to him for hardiness, confidence, competence and inspiration under duress. Leadership by example is his philosophy. "Follow Me!" is his standing order. When closing with the enemy, his leadership inspires his squad to accomplish the mission regardless of difficulties. He has a one-to-one relationship with each of his Marines. He is a model and a mentor.

*The Squad Leader is a trainer.* The Squad Leader trains himself and trains his unit. He is a self-learner and a self-starter. **The squad leader is the primary trainer for all individual tasks his Marines need to know.** The Squad Leader knows the Marine Corps training infrastructure and the role he plays in it.

### 3. What are the implications for change?

The twenty first century will be marked by the absence of a clear-cut adversary. Economy of force vice mass will become increasingly more dominant. Simply put, more will be expected of less. Moreover, we are facing a wider spectrum of conflict, while at the same time, witnessing a revolution in technology. New employment concepts and more efficient use of our reduced numbers of infantry units are essential changes.

FMFM 6-5, Marine Squad Leader states "He (the squad leader) takes position where he can best carry out the orders of the platoon commander..." In the past, except for perhaps patrolling, we have always thought of this relationship in terms of yards. In the 21st century this may well be in terms of miles. **Responsibilities that will be thrust upon the squad leader of the future will be the same as those which heretofore have only been delegated to commissioned officers.** Because of global communications, the squad's actions will increasingly have operational and strategic significance. From the simplest to the most demanding missions, the infantry squad is manned, equipped, trained and led to reflect its universal application and primacy on the future battlefield.

The Squad Leader is trained and prepared to lead the smallest autonomous element on the modern battlefield. This mission demands a mindset and a level of preparation not normally seen today. This preparation requires additional training in four broad areas:

*Tactical education* which allows the Squad Leader to command his unit, make an execute tactical decisions, interact with higher and adjacent units, and contribute substantially to the larger fight.

*Skills training* which prepares the Squad Leader to be an independent commander, self-sufficient and effective — a trainer and a competent leader.

*Communications and technology training* which allows the Squad Leader to make maximum use of the organic and supporting assets available to him.

*Fire Support Training and Education* which allows the squad leader to fight with all the fires available to the MAGTF.

## Part 2. Squad Leader Skills Outline

A heading without detail means the squad leader needs no additional training in addition to Rifleman or FTL level.

Paragraph	Performance Statement	Responsibility for Training:	
		CSLC	Unit
1.	Individual Skills		
1.000	Squad Weapons		
1.001	Handle and Fire all Rifle squad weapons	P	S
1.002	Zero all Rifle Platoon weapons	S	
1.005	Operate and Zero the GPMG M240G	S	
1.010	Squad Equipment		
1.013	Operate all optics	P	S
1.014	Operate and Zero all weapons-mounted optics	S	
1.020	Squad Tactics		
1.021	Issue fire control orders to his squad	P	S
1.022	Issue fire control orders to direct fire supporting units	P	S
1.030	Supporting Fires		
1.033	Call for mortar and artillery fire	2	
1.034	Understand employment and capabilities of mortars and artillery	2	
1.035	Call for close air support	2	
1.036	Understand employment and capabilities of close air support	2	
1.037	Call for NSFS	2	
1.038	Understand employment and capabilities of NSFS	2	
1.039	Understand Marine Corps fire support organization	2	
1.040	Land Navigation		
1.041	Achieve Land Navigation Qualification Standard 1	1	(MCO XXXX)
1.042	Operate PLGR	3	
1.050	First Aid and Health		
1.051	Achieve First Aid and Health Qualification Standard 3	3	(MCO XXXX)
1.052	Direct casualty evacuation procedures	P	S
1.060	NBC		
1.061	Achieve NBC Qualification Standard 3	3	(MCO XXXX)
1.070	Fitness		
1.071	Achieve PFT Standard 1		1 (MCO XXXX)
1.072	Achieve BFT Standard 1		1 (MCO XXXX)
1.073	Achieve ISM Standard 1		1 (MCO XXXX)
1.080	Communications		
1.081	Achieve Tactical Communications Standard 2	2	(MCO XXXX)
1.082	Employ Proper Radio Procedure	2	
1.083	Operate VHF Radios	2	
1.084	Operate UHF Radios	2	
1.085	Operate HF Radios	2	

<b>Paragraph</b>	<b>Performance Statement</b>	<b>Responsibility for Training:</b>	
		<b>CSLC</b>	<b>Unit</b>
2.	Training Skills		
2.000	Training Instruction		
2.001	Train Squad in peace and in war		S
2.002	Display good instruction abilities when training squad	P	S
2.010	Squad Weapons		
2.011	On ranges, coach on all platoon weapons		S
2.020	Squad Equipment		
2.021	Train Squad to individual standards on all squad equipment	P	S
2.030	Tactics		
2.031	Plan and conduct battle drill training for squad	P	S
2.032	Train squad on all individual tactical skills	P	S
2.040	Communications		
2.041	Assist with, or if qualified at Level 1 Radio Skills, conduct radio training		S
2.050	First Aid		
2.051	Assist with, or if qualified at Level 1 First Aid, conduct first aid training.		S
2.060	NBC		
2.060	Assist with, or if qualified at Level 1 NBC, conduct first aid training.		S
2.070	Navigation		
2.071	Train Squad in Land Navigation Techniques		S
2.080	Fitness Training		
2.081	Train Squad to achieve fitness standards		S
2.090	Patrolling		
2.091	Train squad in patrolling TTPs		S
2.100	Helicopter Operations		
2.101	Train squad in helicopter operations		S

Paragraph	Performance Statement	Responsibility for Training:	
		CSLC	Unit
3.	Command and Leadership Skills		
3.000	General		
3.001	Command Squad in peace and in war		S
3.002	Demonstrate practical leadership skills	P	S
3.003	Receive, prepare and issue reports	P	S
3.004	Receive, prepare and issues orders	P	S
3.005	Make an estimate of the situation and form a logical plan to overcome a tactical problem	P	S
3.010	Offensive Operations		
3.011	Command Squad Attacks	P	S
3.012	Command squad during platoon attack as either base of fire or assault element	P	S
3.020	Defensive Operations		
3.021	Supervise squad in preparation of defensive positions	P	S
3.022	Assign sectors of fire to squad weapons in defensive positions	P	S
3.023	Command squad in occupation and defense of defensive position	P	S
3.030	MOUT		
3.031	Command squad in MOUT	P	S
3.040	Patrolling		
3.041	Receive, prepare and issue patrol orders		S
3.042	Command squad patrols	S	
3.043	Command squad during platoon patrols		S
3.060	Helicopter Operations		
3.061	Command squad during helicopter operations		S
3.070	Other Tactical Operations		
3.071	Command squad during all other tactical operations	P	S
	a. Road March, Movement to Contact, Meeting Engagement		
	b. Link Up, Withdrawal, Relief in Place, Passage of Lines		
3.080	Military Operations Other Than War (MOOTW)		
3.081	Command squad during	P	S
	a. Road Block Operations		
	b. Cordon and Search Operations		
	c. Crowd and Riot Control Operations		
3.090	Noncombatants		
3.091	Supervise Handing of Casualties, Prisoners, and Civilian Evacuees	P	S

Paragraph	Performance Statement	Responsibility for Training:	
		CSLC	Unit
4.	Administrative Skills		
4.000	General		
4.001	Understand the UCMJ	P	S
4.002	Administer squad in garrison and in the field	P	S
	a. Medical		
	b. Family Problems		
	c. Feeding		
	d. Pay		
	e. News and policy updates		
	f. Maintain cleanliness of living spaces		
	g. Resupply		
	h. Maintain health and hygiene standards		
	i. Maintain serviceability and accountability of squad equipment		

### Part 3. Squad Leader Task List

The following ITS orders are referenced in this task list:

- (1) MCO 1510.35C, Individual Training Standards for the Infantry (Enlisted) Occupational Field (OCCFLD) 03
- (2) MCO 1510.81A, Individual Training Standards (ITS) System for the Enlisted Artillery Occupational Field (OCCFLD) 08
- (3) MCO 1510.83A, Individual Training Standards for the Communications Occupation Field (OCCFLD) 25
- (4) MCO 1510.90, Individual Training Standards (ITS) for Marine Battle Skills Training (MBST) Volume 2 - Corporal through Gunnery Sergeant

#### Navigation (Level 1)

TASK 0300.4.1	DETERMINE THE LOCATION OF A POINT OR OBJECT BY INTERSECTION
TASK 0300.4.2	DETERMINE THE LOCATION OF A POINT OR OBJECT BY RESECTION
TASK 0300.4.3	SELECT ROUTES USING A MAP
TASK 0311.6.9	NAVIGATE USING A GLOBAL POSITIONING SYSTEM See TASK 0321.3.1 NAVIGATE USING A GLOBAL POSITIONING SYSTEM
TASK 0341.1.13	DETERMINE THE ERROR IN A LENSATIC COMPASS
TASK 0861.1.3	LOCATE YOUR POSITION DURING A TERRAIN WALK
TASK 8541.3.3	NAVIGATE USING AERIAL PHOTOGRAPHS

#### Supporting Arms (Level 2)

TASK 0861.3.7	LOCATE A TARGET BY GRID COORDINATES
TASK 0861.3.8	LOCATE A TARGET BY POLAR PLOT
TASK 0861.3.10	MEASURE ANGULAR DEVIATION WITH YOUR HAND
TASK 0861.4.15	COORDINATE FIRES ACROSS BOUNDARIES
TASK 0861.4.25	PLAN FIRE SUPPORT FOR OFFENSIVE OPERATIONS
TASK 0861.4.26	PLAN FIRE SUPPORT FOR DEFENSIVE OPERATIONS
TASK 0861.3.3	PLACE THE OBSERVED FIRE (OF) FAN ON A MAP
TASK 0861.3.4	DETERMINE DIRECTION TO TWO TARGETS
TASK 0861.3.6	PREPARE A VISIBILITY DIAGRAM
TASK 0341.5.3	REGISTER A MORTAR FPF
TASK 0861.3.1	SELECT AN OBSERVATION POST AND PREPARE TO USE IT See TASK 0311.6.14 ESTABLISH AN OBSERVATION POST, TASK 8541.3.5 OPERATE FROM A HIDE TASK 0321.3.4 ESTABLISH AN OBSERVATION POST TASK 0321.4.1 EXECUTE SURVEILLANCE OF AN OBJECTIVE
TASK 0861.3.5	CONSTRUCT A TERRAIN SKETCH See TASK 0311.6.11 PREPARE A PANORAMIC SKETCH TASK 0321.4.2 PREPARE A PANORAMIC SKETCH TASK 0311.6.12 PREPARE A MILITARY SKETCH TASK 0321.4.3 PREPARE A MILITARY SKETCH
TASK 0861.3.11	REQUEST AND ADJUST AREA FIRE Grid and Polar Method only. See TASK 0300.1.14 ADJUST INDIRECT FIRE TASK 0321.2.1 ADJUST INDIRECT FIRE TASK 0341.5.1 ADJUST MORTAR FIRE
	Tasks 0861.3.17 through 0861.3.31, and 0861.3.43 (ARTILLERY SUPPRESSION ON A PLANNED TARGET, IMMEDIATE SUPPRESSION, FIRE FOR EFFECT, ILLUMINATION, COORDINATED ILLUMINATION, FASCAM, ICM, TWO FIRE MISSIONS SIMULTANEOUSLY, IMMEDIATE

SMOKE, QUICK SMOKE, MOVING TARGET MISSIONS, and SUPPRESSION OF ENEMY AIR DEFENSE (SEAD) Missions) are Level 1 tasks.

- TASK 0861.4.4 PREPARE/SUBMIT A LIST OF TARGETS  
See MCO 1510.35C  
TASK 8541.2.3 PLAN SUPPORTING ARMS  
TASK 0861.4.9 DEVELOP AND EXECUTE A QUICK FIRE SUPPORT PLAN

**Supporting Arms - Close Air Support (Level 2)**

- TASK 0861.3.42 DIRECT A CLOSE AIR SUPPORT (CAS) STRIKE  
See TASK 0321.2.3 DIRECT AN AIR STRIKE  
TASK 0861.4.8 PROCESS A PREPLANNED CLOSE AIR SUPPORT (CAS) REQUEST

**Supporting Arms - Naval Surface Fire Support (Level 2)**

- TASK 0861.3.39 ADJUST NAVAL SURFACE FIRE SUPPORT (NSFS)  
See MCO 1510.35C  
TASK 0321.2.2 DIRECT NAVAL GUNFIRE  
TASK 0861.3.44 CONDUCT A NAVAL SURFACE FIRE SUPPORT (NSFS) MISSION

Tasks 0861.3.45 through 0861.3.52 (NSFS CONDUCT A SUPPRESSION OF ENEMY AIR DEFENSE (SEAD) MISSION, CONDUCT A HIGH ANGLE FIRE MISSION, CONDUCT A DANGER CLOSE FIRE MISSION, REFIRE A RECORDED TARGET, CONDUCT AN ILLUMINATION MISSION, CONDUCT A FRESH TARGET SHIFT MISSION, CONDUCT A SIMULTANEOUS TARGET MISSION, and CONDUCT A NEW TARGET SHIFT MISSION) are Level 1 tasks.

**Weapons**

- TASK 0300.2.9 DIRECT AN AT-4 ENGAGEMENT AGAINST MOVING TARGETS
- TASK 0300.2.3 ZERO A NIGHT VISION SIGHT AN/PVS-4 TO AN M16A2 RIFLE  
TASK 0300.2.6 BORESIGHT THE AN/PAQ-4 INFRARED AIMING LIGHT (IAL) TO THE M16A2 SERVICE RIFLE
- TASK 0311.2.1 ZERO THE M249 SAW  
TASK 0311.2.6 FIELD ZERO A NIGHT VISION SIGHT TO AN M249 SAW  
TASK 0311.2.10 BORESIGHT THE AN/PAQ-4B INFRARED AIMING LIGHT (IAL) TO THE M249 SAW  
TASK 0311.3.3 ZERO A NIGHT VISION SIGHT TO AN M16A2/M203 GRENADE LAUNCHER
- TASK 0369.1.8 INSPECT WEAPONS
- TASK 0331.1.1 CONSTRUCT A MACHINEGUN POSITION  
TASK 0331.1.2 LAY A MACHINEGUN  
TASK 0331.1.3 DETERMINE RANGE BY FIRE  
TASK 0331.1.4 PREPARE A RANGE CARD FOR A MACHINEGUN  
TASK 0331.1.5 OPERATE AS A MEMBER OF A MACHINEGUN TEAM (GUN DRILL)  
TASK 0331.1.6 MAINTAIN THE CREW SERVED WEAPON NIGHT VISION SIGHT AN/TVS-5  
TASK 0331.1.7 ENGAGE TARGETS WITH A MACHINEGUN FROM A DEFILADE POSITION  
TASK 0331.1.8 ENGAGE TARGETS WITH A MACHINEGUN USING OVERHEAD FIRE  
TASK 0331.1.9 ENGAGE AN AIR TARGET WITH A MACHINEGUN  
TASK 0331.1.10 DIRECT THE MAINTENANCE OF MACHINEGUNS  
TASK 0331.1.11 CONTROL MACHINEGUN TEAM FIRES  
TASK 0331.1.12 CONTROL MACHINEGUN TEAM FIRES FROM POSITION DEFILADE  
TASK 0331.1.13 CONTROL OVERHEAD FIRES OF A MACHINEGUN TEAM  
TASK 0331.1.16 DIRECT THE EMPLOYMENT OF MACHINEGUNS IN THE DEFENSE  
TASK 0331.1.17 ESTABLISH A MACHINEGUN BASE OF FIRE
- TASK 0331.2.1 MAINTAIN THE M240G MACHINEGUN  
TASK 0331.2.2 ZERO THE M240G MACHINEGUN  
TASK 0331.2.3 ENGAGE TARGETS WITH THE M240G AT KNOWN DISTANCE (QUALIFICATION)  
TASK 0331.2.4 ENGAGE TARGETS WITH THE M240G AT UNKNOWN DISTANCE  
TASK 0331.2.5 ENGAGE TARGETS WITH THE M240G USING PREDETERMINED DATA

TASK 0331.2.6 FIELD ZERO A NIGHT VISION SIGHT TO AN M240G  
 TASK 0331.2.7 ENGAGE TARGETS WITH THE M240G USING THE NIGHT VISION SIGHT  
 TASK 0331.2.8 DESTROY THE M240G TO PREVENT CAPTURE

#### **Tactics - Offense and Defense**

TASK 0311.4.2 LEAD AN INFILTRATION GROUP  
 TASK 0369.1.6 REQUEST RESUPPLY  
 TASK 0300.1.8 DIRECT IMMEDIATE ACTIONS UPON CONTACT WITH THE ENEMY  
 TASK 0311.4.7 LEAD A RIFLE SQUAD IN A DAYLIGHT ATTACK  
 TASK 0311.4.8 LEAD A RIFLE SQUAD IN A NIGHT ATTACK  
 TASK 0311.4.9 LEAD A RIFLE SQUAD IN AN ATTACK ON A FORTIFIED POSITION  
 TASK 0311.4.10 LEAD A RIFLE SQUAD IN AN ATTACK IN AN URBAN ENVIRONMENT  
 TASK 0369.1.9 ESTABLISH A DEFENSIVE POSITION

#### **Tactics - Patrolling**

TASK 0311.5.4 PREPARE TO LEAD A PATROL and  
 See TASK 0321.3.2 PREPARE TO LEAD A PATROL  
 TASK 0311.5.5 LEAD A SECURITY PATROL  
 TASK 0311.5.6 LEAD A RECONNAISSANCE PATROL  
 See TASK 0321.3.3 LEAD A RECONNAISSANCE PATROL  
 TASK 0311.5.7 LEAD A RAID PATROL  
 TASK 0311.5.8 LEAD A CONTACT PATROL  
 TASK 0311.5.9 LEAD AN ECONOMY OF FORCE PATROL  
 TASK 0311.5.10 ESTABLISH A PATROL BASE  
 See TASK 0321.3.5 ESTABLISH A PATROL BASE  
 TASK 0369.2.1 ORGANIZE A PATROL

#### **Helicopter Operations**

TASK 0300.8.8 INSERT VIA HELO FAST-ROPE  
 TASK 0300.1.11 DIRECT A HELICOPTER LANDING/TAKEOFF  
 See TASK 0321.5.5 DIRECT A HELICOPTER LANDING/TAKEOFF  
 TASK 0321.5.8 STERILIZE A LANDING ZONE  
 TASK 0321.5.11 ESTABLISH A PICKUP ZONE  
 See TASK 0300.1.10 ESTABLISH A PICKUP ZONE  
 TASK 0300.1.12 LEAD A HELITEAM DURING HELICOPTER EXTRACTION/INSERTION  
 See 0321.5.12 LEAD A TEAM DURING HELICOPTER EXTRACTION/INSERTION  
 TASK 0369.1.2 ORGANIZE HELITEAMS

#### **Communications**

TASK 0861.2.1 ESTABLISH/ENTER AND LEAVE A RADIO TELEPHONE NET  
 TASK 0861.2.4 SEND AND RECEIVE RADIO TRANSMISSIONS USING PROPER RADIO PROCEDURES  
 TASK 0300.3.1 MAINTAIN RADIO SETS  
 TASK 0300.3.2 ASSEMBLE THE AN/PRC-119 SINCGARS RADIO  
 TASK 0321.1.1 OPERATE AN AN/PRC-104 RADIO SET  
 TASK 0321.1.2 OPERATE AN AN/PRC-113 RADIO SET

#### **Noncombatants**

TASK 0369.1.4 DIRECT CASUALTY EVACUATION  
 TASK 0369.1.7 DIRECT THE HANDLING OF KNOWN OR SUSPECTED ENEMY PERSONNEL  
 See TASK 0300.1.9 DIRECT THE HANDLING OF KNOWN OR SUSPECTED ENEMY PERSONNEL