

IN-FAN-TRY

/'infəntre/

noun

Military units that fight on foot specializing in rifle, machine gun, grenade, mortar, and anti-tank weapon systems.

INFANTRY CORE SKILLS

MARINE CORPS

RIFLE SQUAD

MCWP 11-3

Locate, close with and destroy the enemy by fire and maneuver and repel the enemy's assault by fire and close combat.

WEAPONNEERING

Hit a stationary target at an unknown distance up to 300 meters in any light condition 80% of the time from the prone supported position.

Act as a member of an assault team demonstrating grenade battle drill, rocket battle drill, and mechanical breaching.

Understand and demonstrate elements of suppression: distribution of fires, weapon to target match, target precedence, rate of fire, and accuracy.

Operate a light and medium machine gun.

FIELD CRAFT

Determine range from 35 meters up to 500 meters.

Read a map, use a compass, and navigate. Marines must also conduct resection and intersection day or night.

Select and move along a route when provided estimate of the situation. Marines must master lanes for use of cover and concealment in different types of terrain day or night. Marines must also master camouflage and noise discipline.

Entrench / conduct individual and position camouflage.

Understand the following control measures commonly used for a rifle squad in its mission: assembly area, check points, objective rally point, probable line of deployment, final coordination line, assault position, final protective position, limit of advance.

CONTINUOUS ACTIONS

Observe and collect information from static positions, while on the move, and under all light conditions both aided and unaided.

Master individual, buddy pair, and team movement. Marines must select individual positions that offer good firing platforms from partial cover and best concealment while maintaining a movement lane. Must be able to RTR (Return Fire, Take Cover, Return Accurate Fire) and SAM-K (Suppress, Assess, Move, Kill).

Understand and demonstrate isolation by width and depth for urban environments and trench systems.

Operate a squad radio to include initial setup, trouble shooting, and loading encryption. Marines must master communicating in a denied / degraded environment. Marines must also master hand and arms signals, implicit communication, and development of signal plan.

IMMEDIATE ACTIONS

Treat gunshot wounds and amputations. Understand P-MARCH-P (Patient / Provider Safety, Massive Hemorrhage, Airway, Respirations, Circulation, Head Trauma / Hypothermia, and Pain Management).

React to enemy contact including direct, indirect, air, and CBRN (Chemical, Biological, Radiological, and Nuclear).

NONCOMMISSIONED OFFICERS

1. Be able to perform, train and evaluate all 15 Infantry Core skills.
2. Demonstrate proficiency in Type 2 close air support and mortar / artillery call for fire.
3. Develop and deliver an offensive, defensive, and patrol order including appropriate control measures and coordination.
4. Evacuate a casualty by air or ground.
5. Lay in a squad defense with attached medium machine guns and anti-armor weapons.
6. Assign a sector of fire or observation.
7. Control a squad with attachments during an assault and on patrol.
8. Develop and issue a warning order, overlay, and delegate tasks appropriately.
9. Determine required specialized equipment based on analysis of mission.
10. Conduct PCC (pre-combat checks) / PCI (pre-combat inspections).