

Section IV

Entry Techniques

Marines should enter a building with minimum exposure. They should select an entry point before moving toward the building; avoid windows and doors; use smoke to conceal their advance to the building; use demolitions, tank rounds, and so on to make new entrances; precede the entry of the clearing team with a grenade; enter immediately after the grenade explodes; and be covered by the covering team.

12. Upper Building Levels. Clearing a building from the top down is the preferred method. Clearing or defending a building is easier from an upper story. Gravity and the building's floor plan become assets when throwing hand grenades and moving from floor to floor.

- a. An enemy who is forced to the top of a building may be cornered and fight desperately or escape over the roof, but an enemy who is forced down to the ground level may withdraw from the building, thus exposing himself to friendly fires from the outside.
- b. Various means such as ladders, drainpipes, vines, helicopters, or the roofs and windows of adjoining buildings may be used to reach the top floor or roof of a building. In some cases, one Marine can climb onto the shoulders of another and reach high enough to pull himself up. Another method is to attach a grappling hook to the end of a scaling rope so that a Marine can scale a wall, spring from one building to another, or gain entrance through an upstairs window.

13. Use of Ladders. Ladders offer the quickest method to gain access to the upper levels of a building (Figure A-19). Units can get ladders from local civilians or stores or obtain material to build ladders through supply channels. If required, ladders can be built with resources that are available throughout the urban area; for example, lumber can be taken from inside the walls of buildings (Figure A-20). Although ladders may not permit access to the top of some buildings, they may offer security and safety through speed.

14. Use of Grappling Hook. A suitable grappling hook and rope are selected to meet the need. The grappling hook should be sturdy, portable, easily thrown, and equipped with hooks that can hold inside a window. The scaling rope should be 5/8 of an inch to 1 inch in diameter and long enough to reach the objective window. Knots are tied in the rope at 1-foot intervals to make climbing and holding easier. Marines should follow the procedures outlined below.

- a. When throwing the grappling hook, the Marine should stand as close to the building as possible (Figure A-21). If the Marine stands close to the building, he is less exposed to enemy fires and he does not have to throw the hook as far.



Figure A-19. Using Ladders To Get to Upper Levels

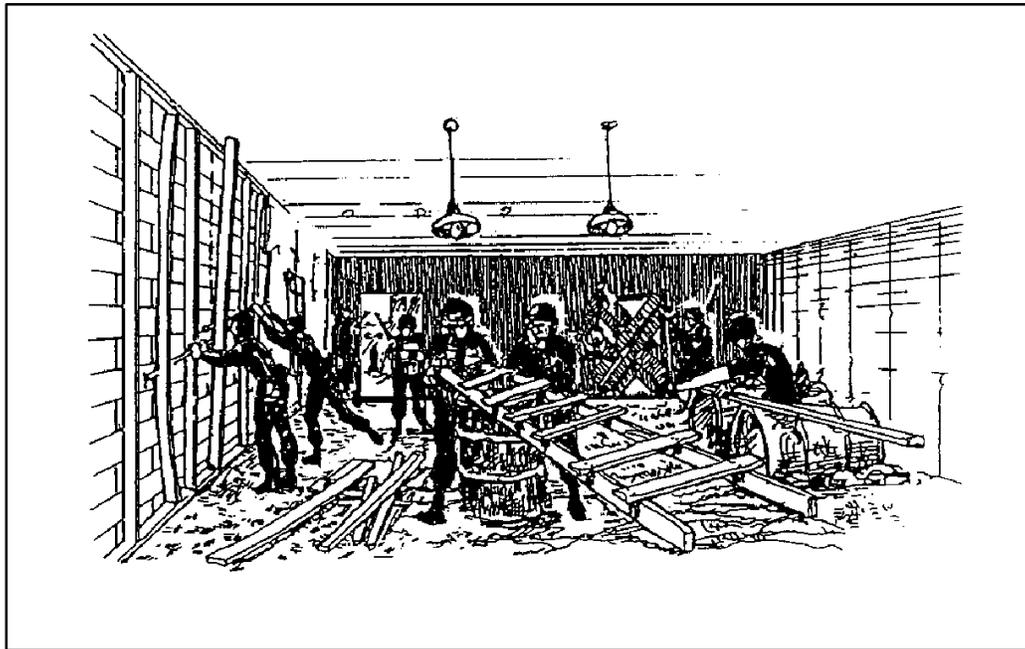


Figure A-20. Getting Lumber From Inside the Walls

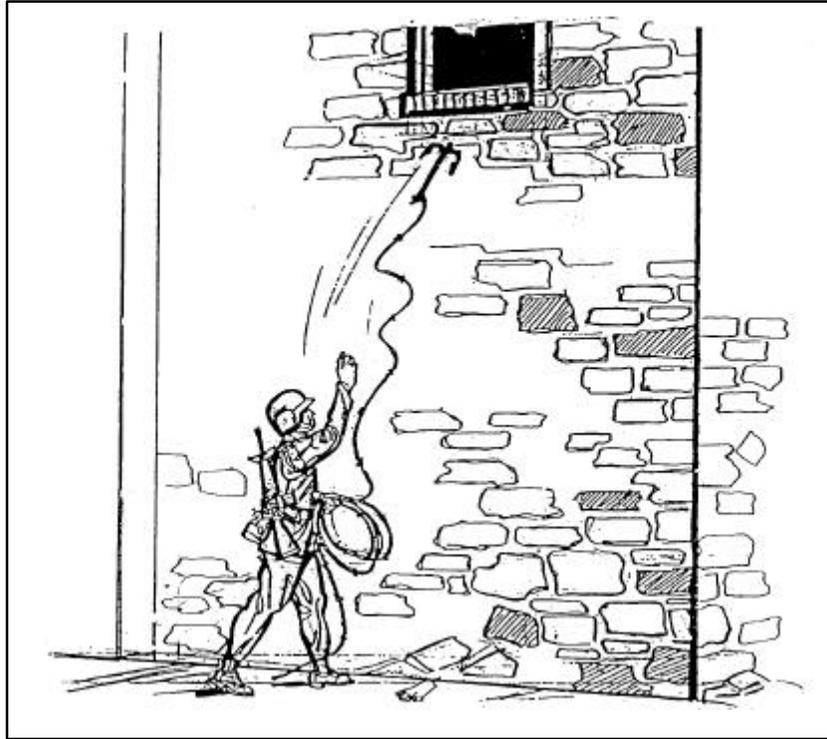


Figure A-21. Grappling Hook Thrown at Close Range

b. Making sure there is enough rope to reach the target, the Marine should hold the hook and a few coils of rope in the throwing hand. The remainder of the rope, in loose coils, should be in the other hand. The rope should be allowed to play out freely. The throw should be a gentle, even, upward lob of the hook, with the other hand releasing the rope as it plays out.

c. Once the grappling hook is inside the window (or on the roof), the Marine should pull on the rope to obtain a good hold before beginning to climb. When using a window, the hook should be pulled to one corner to ensure a good “bite” and to reduce the Marine’s exposure to lower windows during the climb.

d. The use of grappling hooks is the least preferred method for gaining entry to upper levels of buildings. Grappling hooks should be used only as a last resort and away from potential enemy positions. This method may potentially be used on adjacent buildings that offer concealed locations and a roof that connects to enemy positions.

15. Scaling Walls. When forced to scale a wall during exposure to enemy fire, all available means of concealment should be used. Smoke and diversionary measures improve the chances of a successful exposed movement. When using smoke for concealment, Marines should plan for wind direction. They should use fire, shouts, and fake movement to distract the enemy.

a. A Marine scaling an outside wall is vulnerable to enemy sniper fire. Marines moving from building to building and climbing buildings should be covered with friendly fire. Areas

between buildings offer good fields of fire to the enemy. Properly positioned friendly weapons can suppress and eliminate enemy fire. The M203 grenade launcher is effective in clearing the enemy from rooms inside buildings (Figure A-22).

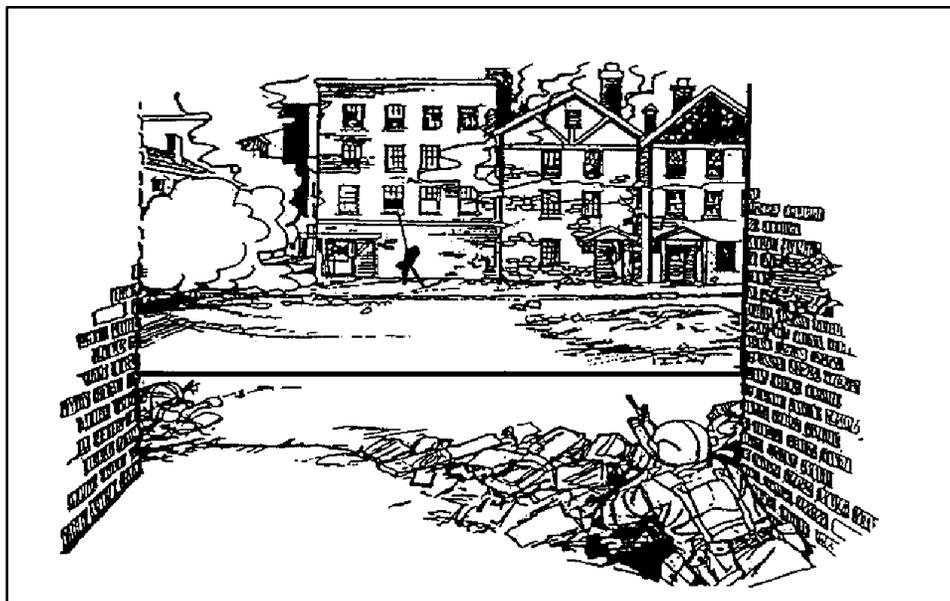


Figure A-22. Employment of the M203 Grenade Launcher

b. A Marine scaling a wall with a rope should avoid silhouetting himself in windows of uncleared rooms or exposing himself to enemy fires from lower windows. He should climb with his weapon slung over the firing shoulder so that he may quickly bring it to a firing position. He should clear the lower room with a hand grenade before going outside the window. Before doing this, the Marine first loosens the safety pin so that he needs only one hand to throw the grenade. The objective upper story window should not be entered before a hand grenade has been thrown in.

c. The Marine enters the objective window with a low silhouette (Figure A-23). Entry can be head first; however, a preferred method is to hook a leg over the windowsill and enter sideways, straddling the ledge.

16. Rappelling. Rappelling (Figure A-24) is an entry technique that Marines can use to descend from the rooftop of a tall building into a window. (See Army manual TC 21-24 for more information on rappelling.)

17. Entry at Lower Levels. Buildings should be cleared from the top down. However, it may be impossible to enter a building at the top; therefore, entry at the bottom or lower level may be the only course of action. When entering a building at the lower level, Marines avoid entry through windows and doors because both can be easily boobytrapped and are usually covered by enemy fire.

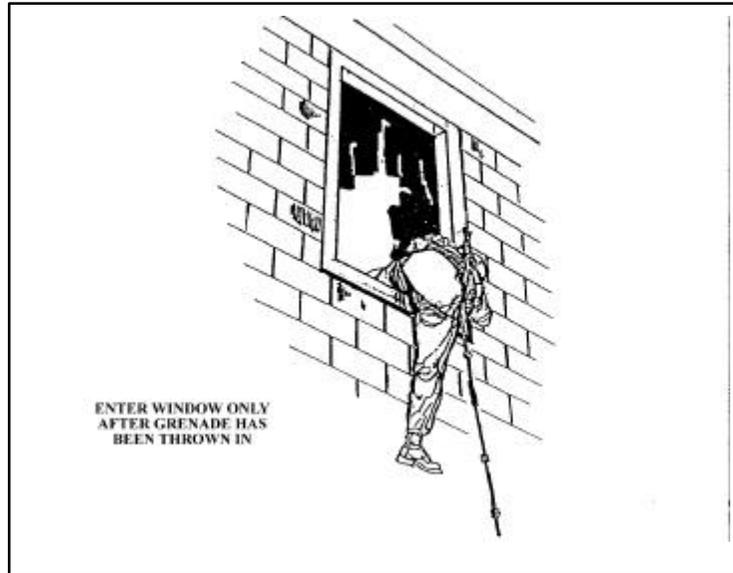


Figure A-23. Entering the Objective Window

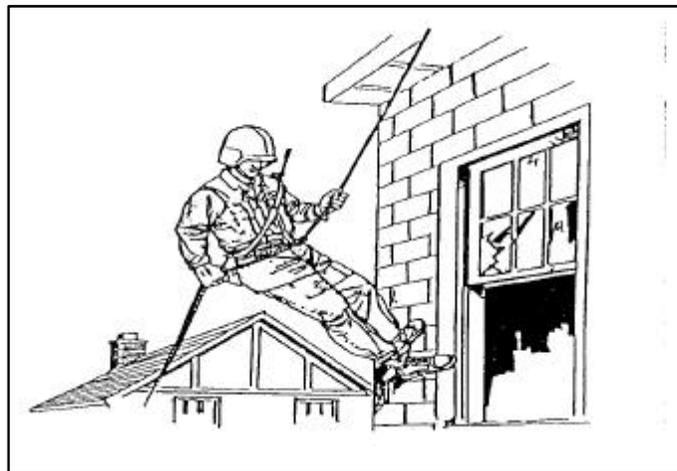


Figure A-24. Rappelling

- a.** Ideally, when entering at lower levels, demolitions, artillery, tank fire, antiarmor weapons fire, or similar means are used to create a new entrance to avoid boobytraps. Quick entry is required to follow through on the effects of the blast and concussion.
- b.** When the only entry to a building is through a window or door, supporting fire should be directed at that location. (Specific lower level entry techniques are shown in Figure A-25.) If no supporting fire is available, AT4s can be employed instead.