Section III

Movement

Movement techniques within built-up areas are the first fundamental skills that Marines should master. These movement techniques should be practiced until they become habitual. To reduce exposure to enemy fire, Marines should avoid silhouetting themselves, avoid open areas, and select their next covered position before moving.

4. Crossing a Wall. Each Marine should learn the correct method of crossing a wall (Figure A-8). After reconnoitering the other side, the Marine quickly rolls over the wall, keeping a low silhouette. The speed of his movement and a low silhouette deny the enemy a good target.
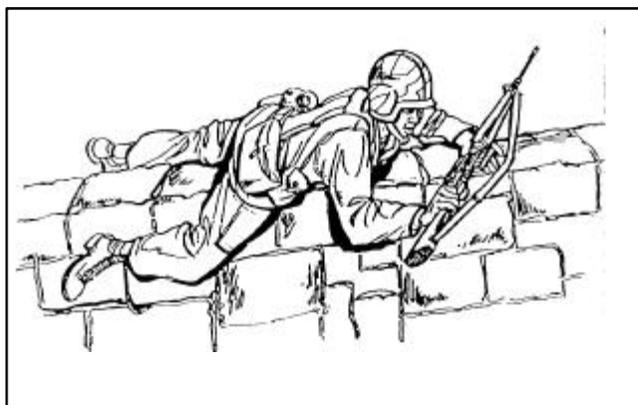

Figure A-8. Crossing a Wall

5. Observation Around Corners. The area around a corner should be observed before the Marine moves beyond it. The most common mistake the Marine makes at a corner is allowing his weapon to extend beyond the corner before observing, thereby exposing his position. Using the short stocking technique (Paragraph 2.d.) reduces exposure. Additionally, Marines can use a technique called "popping the corner" to reduce exposure time (Figure A-9). The Marine will get into a prone position near the corner of a building or obstacle around which he needs to observe. The weapon is short stocked, and the muzzle is pointed in the direction the Marine is looking. This allows the Marine to engage a target, if necessary, when he observes around a corner. The Marine will crawl to the corner but not expose himself. He will raise his upper body onto his elbows. The Marine will then push his body forward with his feet and legs without moving his elbows. His upper body, with the weapon ready, will move forward. The final position will expose the weapon, the Marine's helmet, and a minimal amount of the Marine's face. The Marine's forearms will come to rest on the deck giving him a low profile, the ability to observe around the corner, and the immediate capability to engage targets with his weapon.

Figure A-9. Correct Technique for Observing Around a Corner

6. Movement Past Windows. Windows present another hazard to Marines. The most common mistake made when passing a window is exposing the head to enemy observation from inside the room. If a Marine shows his head, an enemy gunner inside the building could engage him through the window without exposing himself to return fires.

   a. The correct technique for passing a window is for the Marine to stay below the window level. He makes sure he does not silhouette himself in the window; he "hugs" the side of the building. An enemy gunner inside the building would have to expose himself to covering fires to engage the Marine (Figure A-10A).

Figure A-10A. Moving Past Windows

b. The most common mistake Marines make when passing a basement window is not being aware of it. A Marine should not walk or run past a basement window because he presents a good target to an enemy gunner inside the building. When using the correct procedure for negotiating a basement window, the Marine stays close to the wall of the building and steps or jumps past the window without exposing his legs (Figure A10-B).

c. An alternate method is for the pointman to pie off the window (or other opening) as he approaches it. As the pointman moves toward the window, the second Marine (behind the pointman) steps out to provide security to the direct front. The pointman continues to cover the opening by pieing, all the while using the near edge for cover. The pointman covers and sectors off that part of the interior that can be viewed from the outside. The second Marine moves with the pointman and maintains security to the front, eventually moving past the pointman as the pointman clears the inside corners of the opening. Once the opening is cleared, the second man may assume the duties of point, or when subsequent Marines move up to secure the opening, the original pointman may reassume those duties. Figure A-11 illustrates this alternate method.
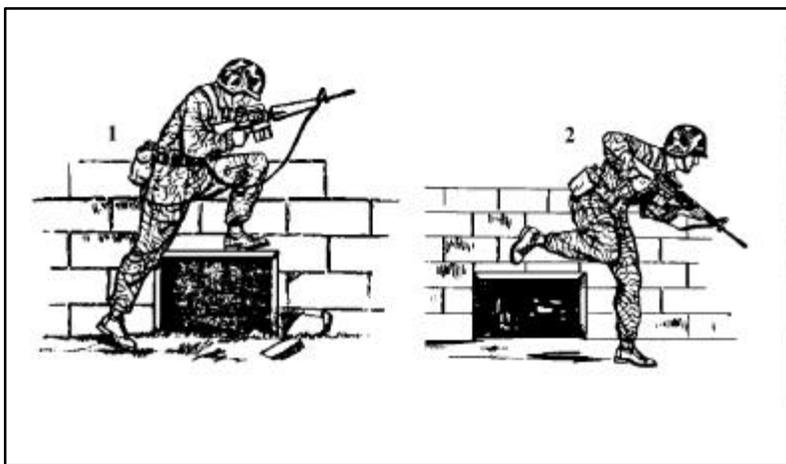

Figure A-10B. Marine Passing Basement Windows

7. Use of Doorways. Doorways should not be used as entrances or exits because they are normally covered by enemy fire. If a Marine must use a doorway as an exit, he should move quickly through it to his next position, staying as low as possible to avoid silhouetting himself (Figure A-12). Preselection of positions, speed, a low silhouette, and the use of covering fires should be emphasized when exiting doorways.
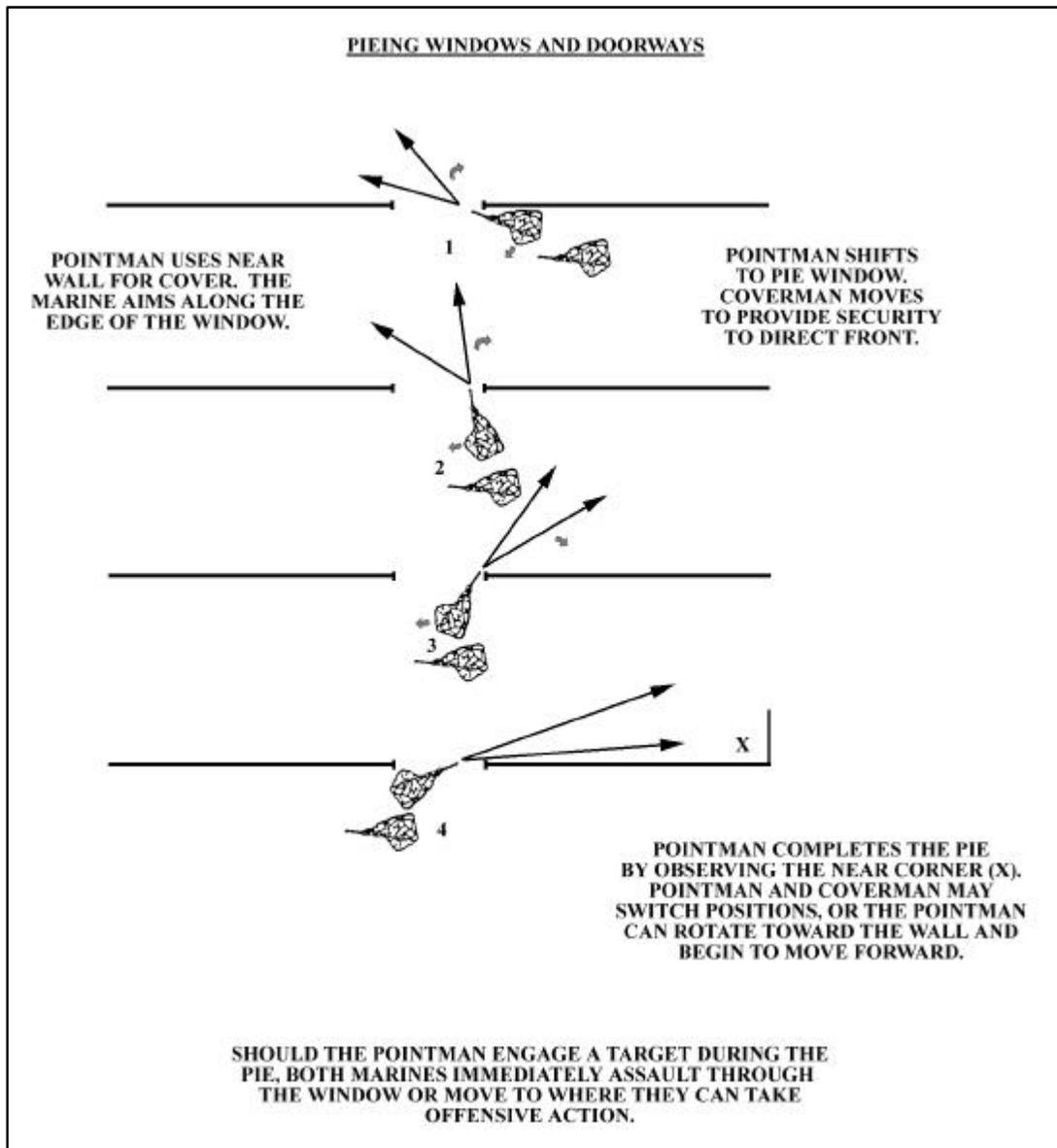
PIEING WINDOWS AND DOORWAYS

POINTMAN USES NEAR
WALL FOR COVER. THE
MARINE AIMS ALONG THE
EDGE OF THE WINDOW.

POINTMAN SHIFTS
TO PIE WINDOW.
COVERMAN MOVES
TO PROVIDE SECURITY
TO DIRECT FRONT.

POINTMAN COMPLETES THE PIE
BY OBSERVING THE NEAR CORNER (X).
POINTMAN AND COVERMAN MAY
SWITCH POSITIONS, OR THE POINTMAN
CAN ROTATE TOWARD THE WALL AND
BEGIN TO MOVE FORWARD.

SHOULD THE POINTMAN ENGAGE A TARGET DURING THE
PIE, BOTH MARINES IMMEDIATELY ASSAULT THROUGH
THE WINDOW OR MOVE TO WHERE THEY CAN TAKE
OFFENSIVE ACTION.

Figure A-11. Alternate Technique for Moving Past Windows

8. Movement Parallel to Buildings. Marines and small units may not always be able to use the inside of buildings as a route of advance. In such cases, they should move on the outside of the buildings (Figure A-13). Smoke, covering fires, and cover and concealment should be used to hide movement. When correctly moving along the outside of a building, the Marine hugs the side of the building, stays in the shadow, presents a low silhouette, and moves rapidly to his next position (Figure A-14). If an enemy gunner inside the building fires on a Marine, he exposes himself to fire from other squad/fire team members who are covering him. Furthermore, an enemy gunner farther down the street may have difficulty detecting and engaging the Marine.
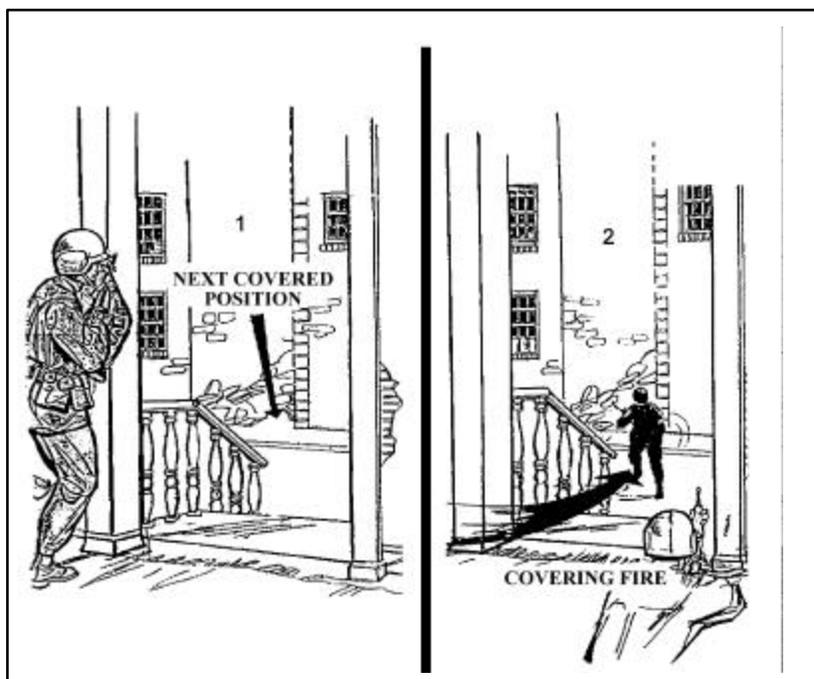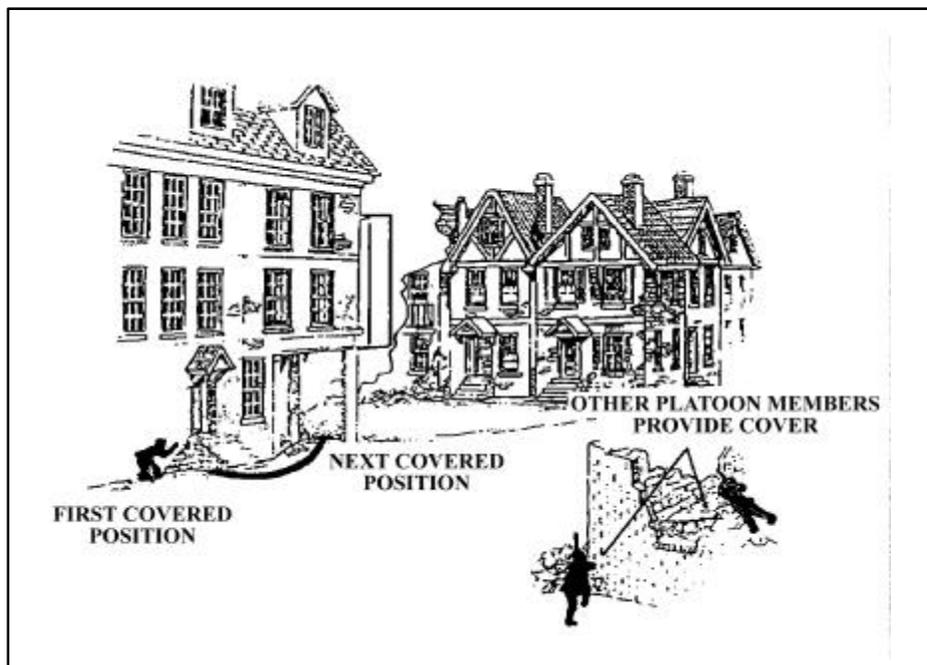
Figure A-12. Exiting a Doorway

Figure A-13. Moving Outside a Building