

c. Before entering, Marines throw a hand grenade into the new entrance to reinforce the effects of the original blast. When making a new entrance in a building, they consider the effects of the blast on the building and adjacent buildings. If there is the possibility of a fire in an adjacent building, Marines coordinate with adjacent units and obtain permission before starting the operation. In wooden-framed buildings, the blast may cause the building to collapse. In stone, brick, or cement buildings, supporting fires are aimed at the corner of the building or at weak points in the building construction.

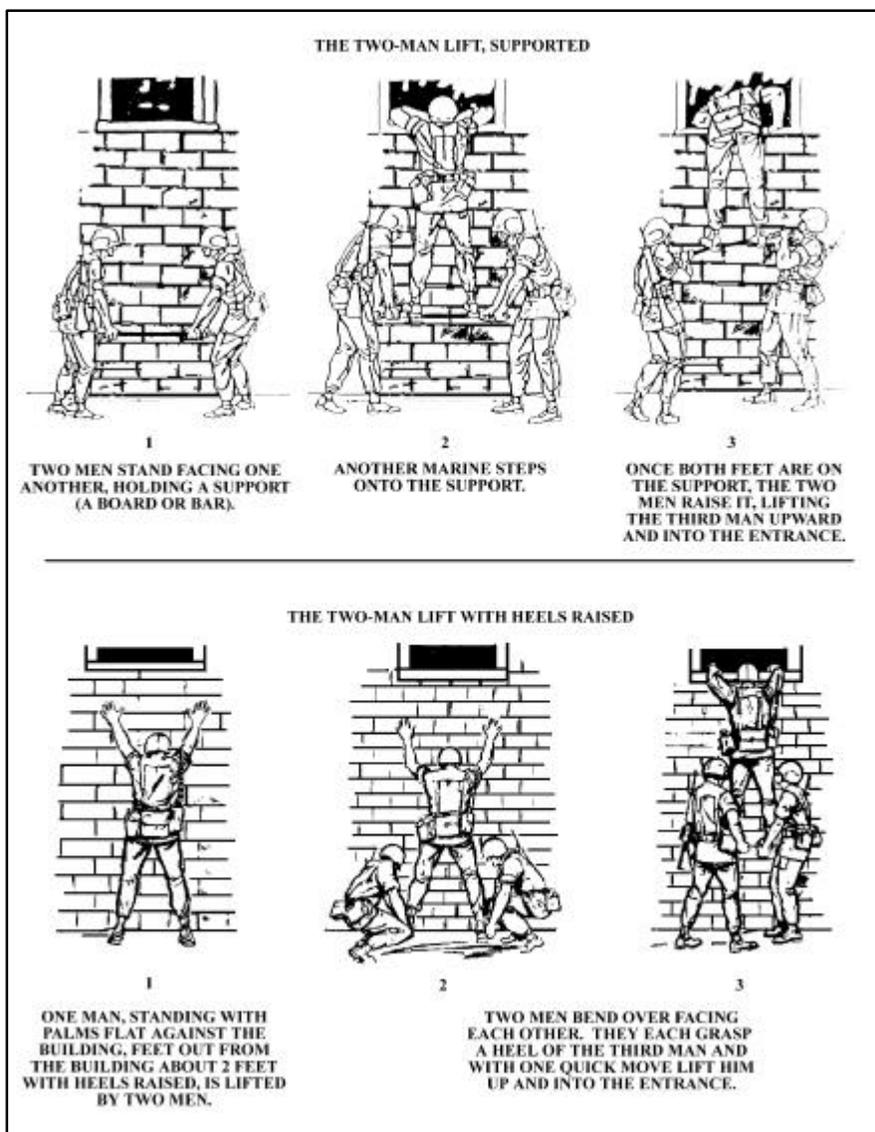


Figure A-25. Lower Level Entry Techniques

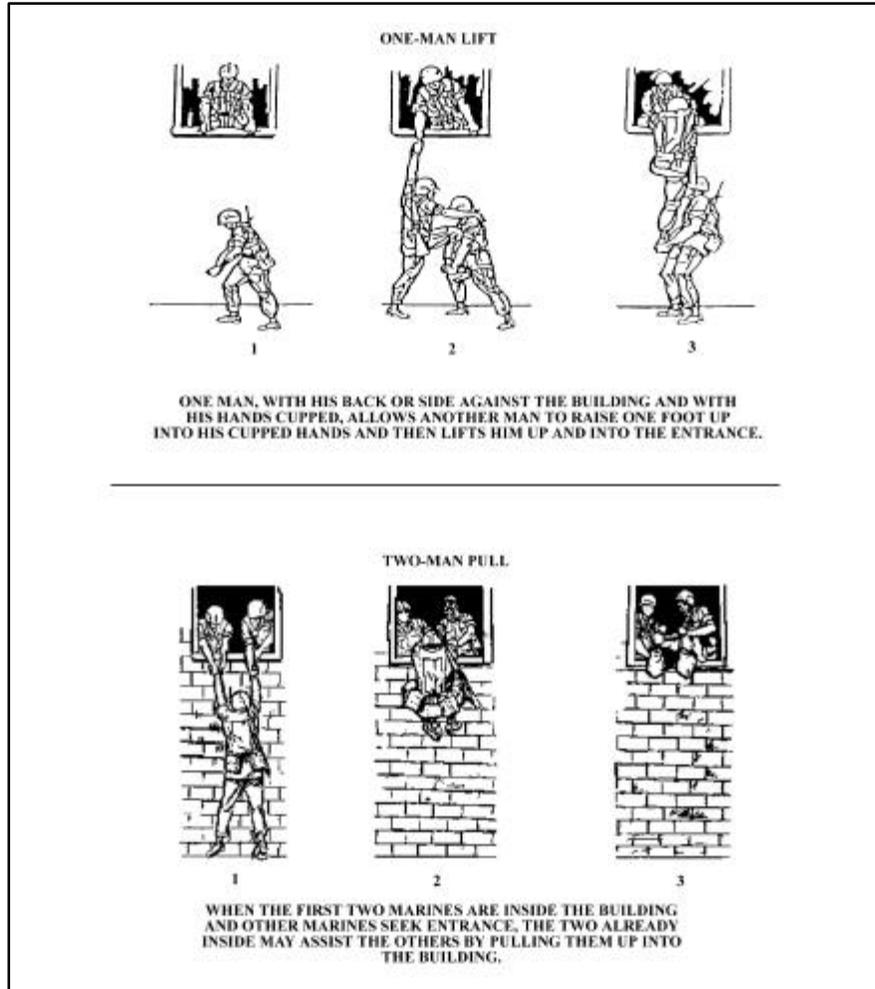


Figure A-25. Lower Level Entry Techniques (Continued)

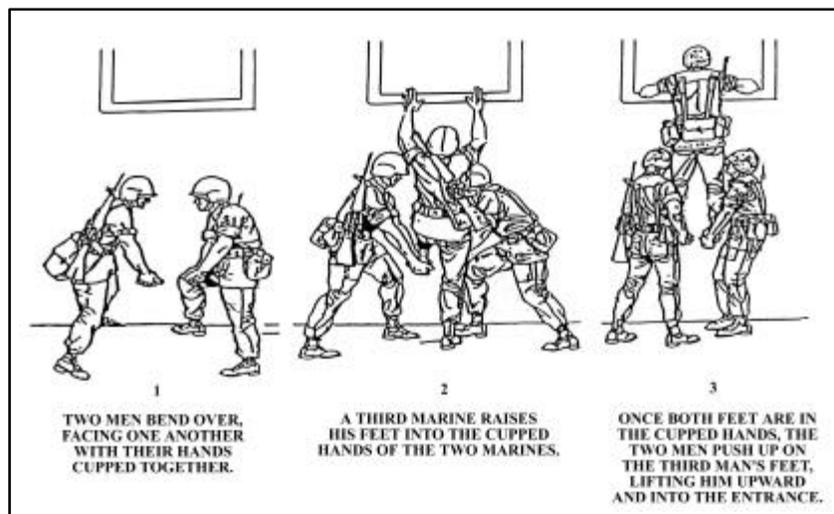


Figure A-25. Lower Level Entry Techniques (Continued)

**18. Hand Grenades.** Combat in built-up areas (mainly during the attack) requires extensive use of hand grenades. The Marine should throw a grenade before entering rooms or negotiating staircases, mouseholes, and so on. This usually requires the use of both hands and employs both the overhand and underhand methods of throwing.

**a.** Two techniques may be used in the throwing of a grenade. The *preferred technique* involves throwing the grenade hard enough that it bounces or skips around, making it difficult to pick up. The hard-throw, skip/bounce technique may be used by Marines in training and combat. The *least preferred technique*, which involves cooking-off the grenade for two seconds then throwing it to prevent the enemy from grabbing the grenade and tossing it back, may be used by Marines, as appropriate, during actual combat but not in training.

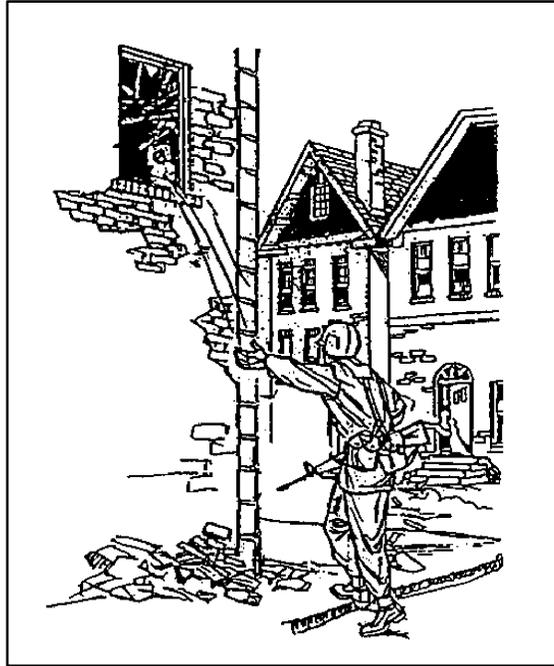
**b.** Nonverbal or verbal alerts are used, as appropriate, before throwing a grenade. A visual showing (preferred) of the grenade to be thrown is made to assault element members, and a visual acknowledgment from them is received. A nonverbal alert may ensure that the enemy is surprised when the grenade is thrown. If the situation demands, a voice alert can be used, but the element of surprise may be lost. When or if a voice alert is used, the voice alert is “**FRAG OUT;**” when an enemy grenade has been identified, friendly forces shout, “**GRENADE.**”

**c.** The construction material used in the building being cleared influences the use of grenades. In some situations, concussion grenades may be preferred over fragmentary grenades during offensive operations or when defending from hasty defensive positions. If the walls of a building are made of thin material, such as sheetrock or thin plyboard, the Marine should either lie flat on the floor with his helmet pointing toward the area of detonation or move away from any wall that might be penetrated by grenade fragments.

**d.** Marines should throw grenades into an opening before entering a building to eliminate any enemy that might be near the entrance (Figure A-26). Using the M203 grenade launcher is the best method for putting a grenade in an upper story window.

**e.** When a hand grenade must be used, the Marine throwing the grenade should stand close to the building, using it for cover. At the same time, the individual and the rest of the element should have a planned area to which they can move for safety if the grenade does not go through the window, but falls back to the ground.

**f.** The Marine throwing the grenade should step out far enough to lob the grenade into the upper story opening. The Marine’s weapon should be kept in the nonthrowing hand so that it can be used if needed. The weapon should never be laid down outside or inside the building. Once the grenade has been thrown into the opening, assaulting forces should move swiftly to enter the building. This technique should be employed only when the window has already been broken. Otherwise, the chances are high that the thrown grenade will bounce off of the window and fall back onto the ground without going into the room.



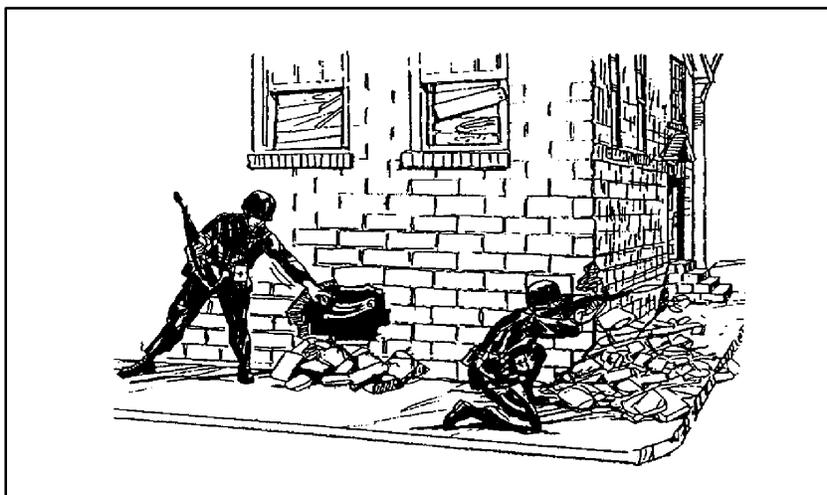
**Figure A-26. Hand Grenade Thrown Through Window**

#### **WARNING**

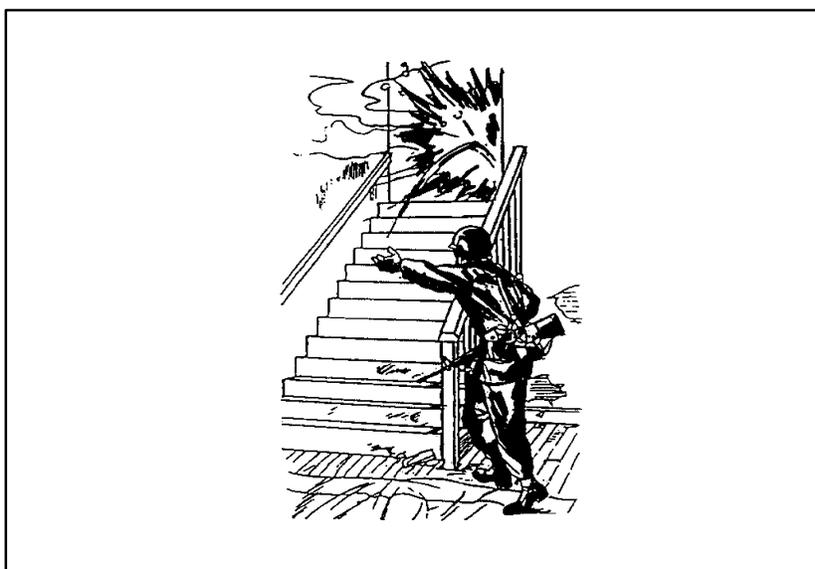
**After throwing the grenade, the Marine should immediately announce, “FRAG OUT,” to indicate that a grenade has been thrown. He then takes cover because the grenade may bounce back or be thrown back, or the enemy may fire at him.**

- g.** If Marines must enter the building by using the stairs, they first look for boobytraps. Then they throw a grenade through the stairwell door, let it detonate, and move quickly inside. They can use the staircase for cover.
- h.** The best way to enter a building is to breach the exterior wall. Again, a grenade should be thrown through the hole while using all available cover, such as the lower corner of the building (Figure A-27).
- i.** Another way to enter a room is to blast mouseholes with demolitions. In moving from room to room through mouseholes, Marines should use grenades to clear the room as they do in moving through open doorways.
- j.** Although buildings are best cleared from the top down, this is not always possible. While clearing the bottom floor of a building, Marines may encounter stairs that must also be cleared. Once again, grenades play an important role. Before climbing the stairs from the bottom floor, Marines should first inspect for boobytraps then toss a grenade to the head of the stairs, if appropriate (Figure A-28). The use of a grenade in these situations is based on stair/building construction and building layout. *Throwing grenades up staircases is extremely*

*dangerous, and extreme caution and common sense should be used.* In most situations, throwing a grenade up a staircase is not recommended. (Again, the grenade is being used in the initial building entry or clearing of the bottom floor of a building having a staircase.) If a grenade is thrown too hard or the staircase is too steep, the grenade can roll back down the staircase. For this reason, if a grenade is thrown, it should be thrown underhand to reduce the risk of it bouncing back and rolling down the stairs. A nonverbal or, as appropriate, voice alert is used when throwing the grenade. Once the first grenade has detonated, another grenade should be thrown over and behind the staircase banister and into the hallway, destroying any enemy hiding to the rear.



**Figure A-27. Entering Through a Breached Hole**



**Figure A-28. Tossing a Grenade Up a Stairway**

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k. After the stairs have been cleared, assaulting forces move to the top floor and clear it. Upon clearing the top floor, forces move downstairs to clear the center and bottom floors and to continue with the mission.

**Note: Because large quantities of hand grenades are used when clearing buildings, a continuous supply must be available to forces having this mission within a built-up area.**