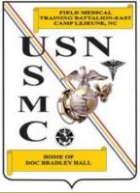
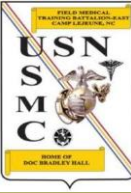


MILITARY OPERATIONS ON URBAN TERRAIN



OVERVIEW



◇ **Characteristics of the Urban Environment**

- MOUT Defined
- Importance of Urban Areas
- The Marine Corps Role in Urban Warfare
- Characteristics of Urbanized Areas

◇ **Considerations for Offensive and Defensive Operations**

- Infantry Intensive, Preparation and Small Unit Leadership
- Urban Offensive Operations
- Urban Defensive Operations

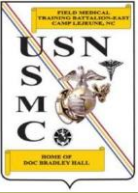
◇ **Individual Movement in an Urban Environment**

- Crossing a Wall
- Use of Doorways
- Observation Around Corners
- Movement Parallel to Buildings
- Movement Past Windows
- Crossing Open/Danger Areas

◇ **Individual Actions while Clearing a Room**

- Actions Outside the Entryway
- Actions Inside the Room
- Communication, Marking, Security and Reacting to Enemy Contact

LEARNING OBJECTIVES

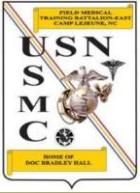


Please Read Your

Terminal Learning Objectives

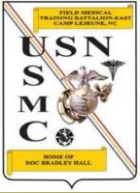
And

Enabling Learning Objectives



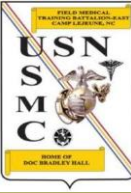
QUESTIONS

THE URBAN ENVIRONMENT



- **Military Operations in an Urban Environment (MOUT)** is defined as:
 - **All military actions that are planned and conducted on a topographical complex and its adjacent natural terrain where manmade construction is the dominant feature.**
 - It includes combat in cities, which is that portion of MOUT involving house-to-house and street-by-street fighting in towns and cities.

THE URBAN ENVIRONMENT

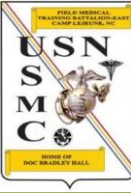


○ Importance of Urban Areas:

- Throughout history, military planners have viewed cities as centers of gravity. As such, in war, cities are something to be either protected or taken away, depending upon one's perspective.



THE URBAN ENVIRONMENT

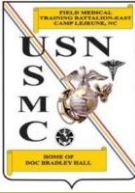


○ The Marine Corps Role in Urban Warfare:

- Marines must stay prepared to fight on urbanized terrain.
- In the past three decades, Marines deployed to Saudi Arabia, Somalia, Beirut, Lebanon, Grenada, Iraq and Afghanistan have participated in MOUT.
- The task-organization & combined-arms aspect of the MAGTF makes it well suited for combat on urbanized terrain.



THE URBAN ENVIRONMENT

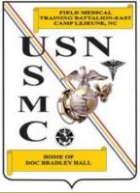


○ Characteristics of Urbanized Areas:

- Urbanized terrain is a complex and challenging environment. It possesses all of the characteristics of the natural landscape, coupled with manmade construction, resulting in an incredibly complicated and fluid environment that influences the conduct of military operations in unique ways.
- A **built-up area** is a concentration of structures, facilities, and populations, such as villages, cities, and towns, that form the economic and cultural focus for the surrounding area.



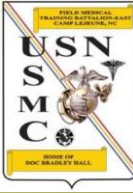
THE URBAN ENVIRONMENT



- **Characteristics of Urbanized Areas (Cont.):**
 - **Cities** are centers of finance, politics, transportation, communication, industry, and culture. They generally have large population concentrations ranging from tens of thousands to millions of people. Because of their psychological, political, or logistical value, control of cities have often been the scenes of pitched battles.



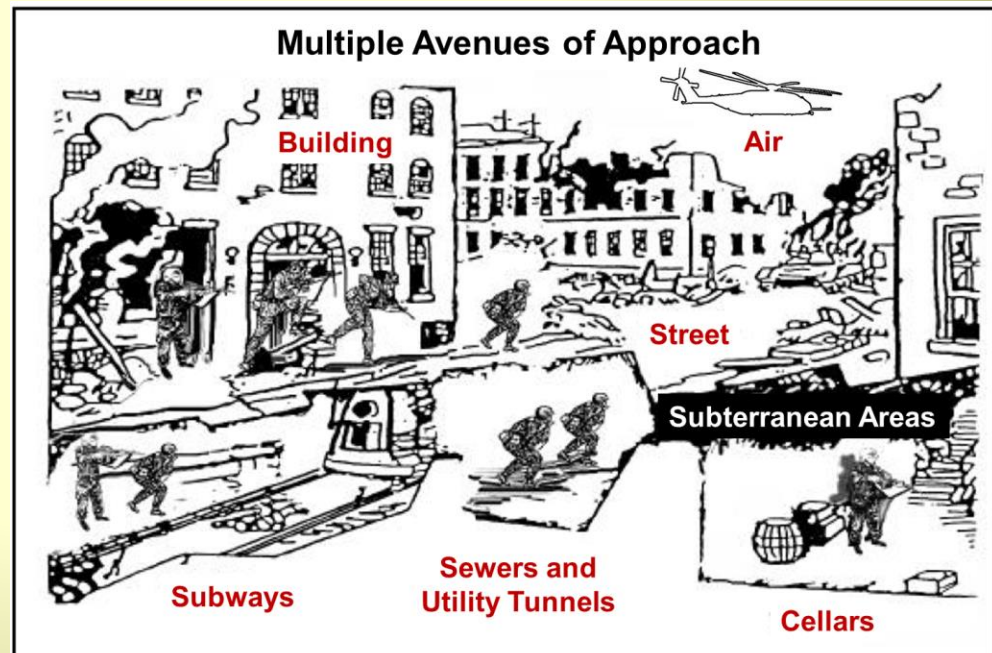
THE URBAN ENVIRONMENT



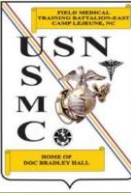
○ Characteristics of Urbanized Areas (Cont.):

- **Multiple Avenues of Approach** - Urbanized terrain is a unique battlespace that provides both attacker and defender with numerous and varied avenues of approach and fields of fire. **The urban battlespace is divided into four basic levels:**

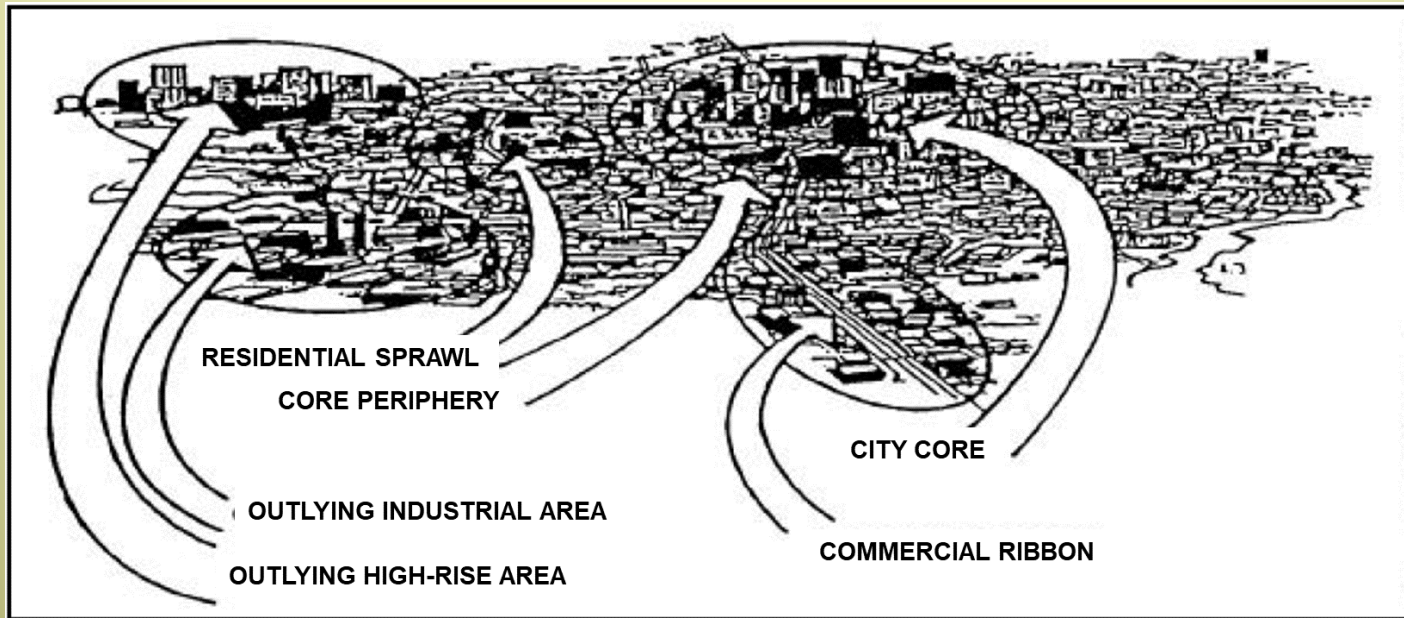
- **Building Level**
- **Street level**
- **Subterranean**
- **Air Level**



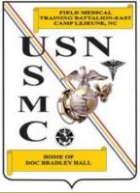
THE URBAN ENVIRONMENT



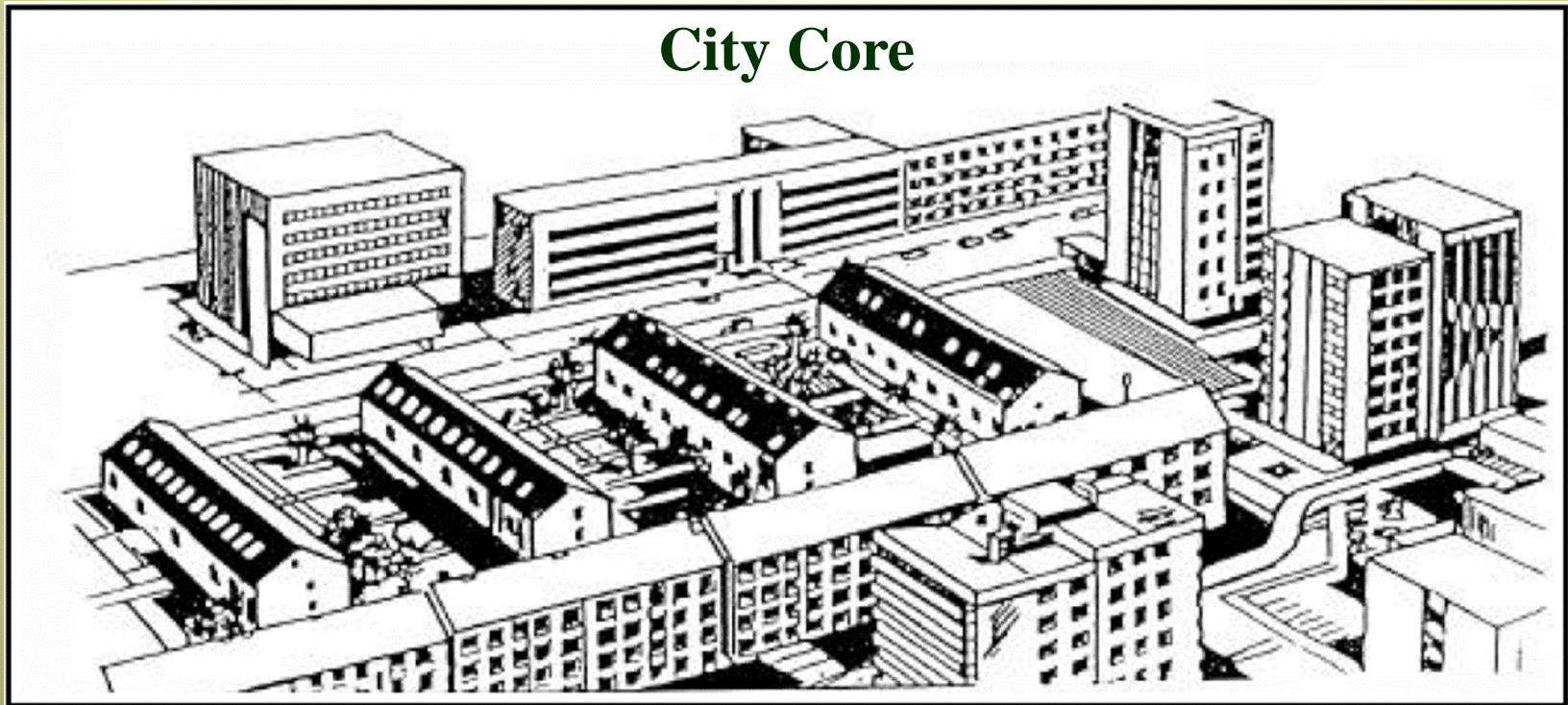
- **Characteristics of Urbanized Areas (Cont.):**
 - **Typical Urban Areas** - consist of combinations of;
 - **City Core**
 - **Residential Sprawl**
 - **Commercial Ribbon**
 - **Outlying Industrial Areas**
 - **Core Periphery**
 - **Outlying High-Rise Areas**



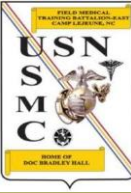
THE URBAN ENVIRONMENT



- **Characteristics of Urbanized Areas (Cont.):**
 - **Typical Urban Areas (Continued);**
 - **City Core** is made up of high-rise buildings which vary in height and allows for open space between buildings



THE URBAN ENVIRONMENT

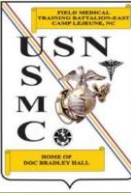


- **Characteristics of Urbanized Areas (Cont.):**
 - **Typical Urban Areas (Continued);**
 - **Commercial Ribbon** is composed of rows of stores & restaurants built up along both sides of major streets.

Commercial Ribbon

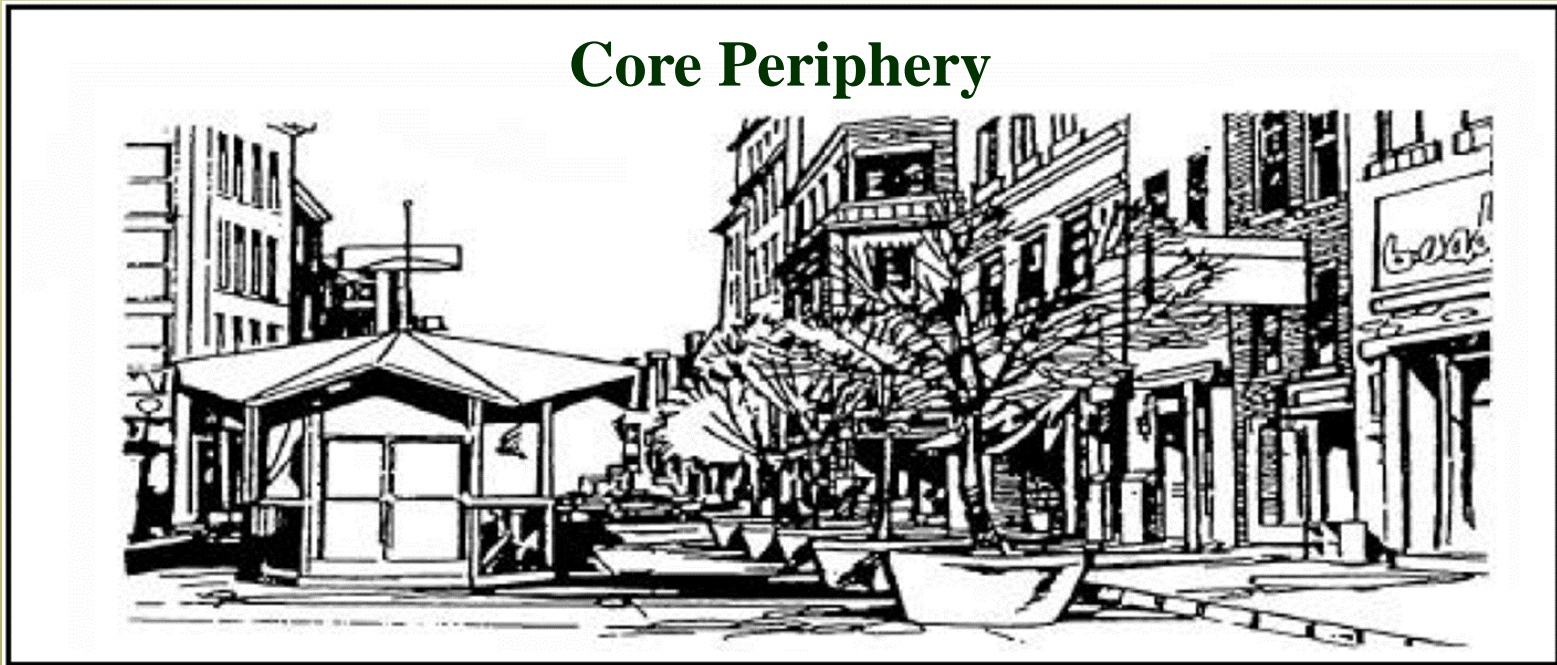


THE URBAN ENVIRONMENT

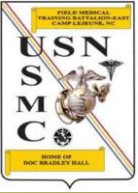


- **Characteristics of Urbanized Areas (Cont.):**
 - **Typical Urban Areas (Continued);**
 - **Core Periphery** consists of streets 12 - 20 meters wide with continuous fronts of brick or concrete buildings. The building heights are fairly uniform.

Core Periphery



THE URBAN ENVIRONMENT

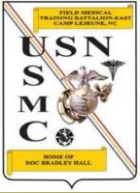


- **Characteristics of Urbanized Areas (Cont.):**
 - **Typical Urban Areas (Continued);**
 - **Residential Sprawl** consists mainly of low houses or apartments that are one to three stories tall.

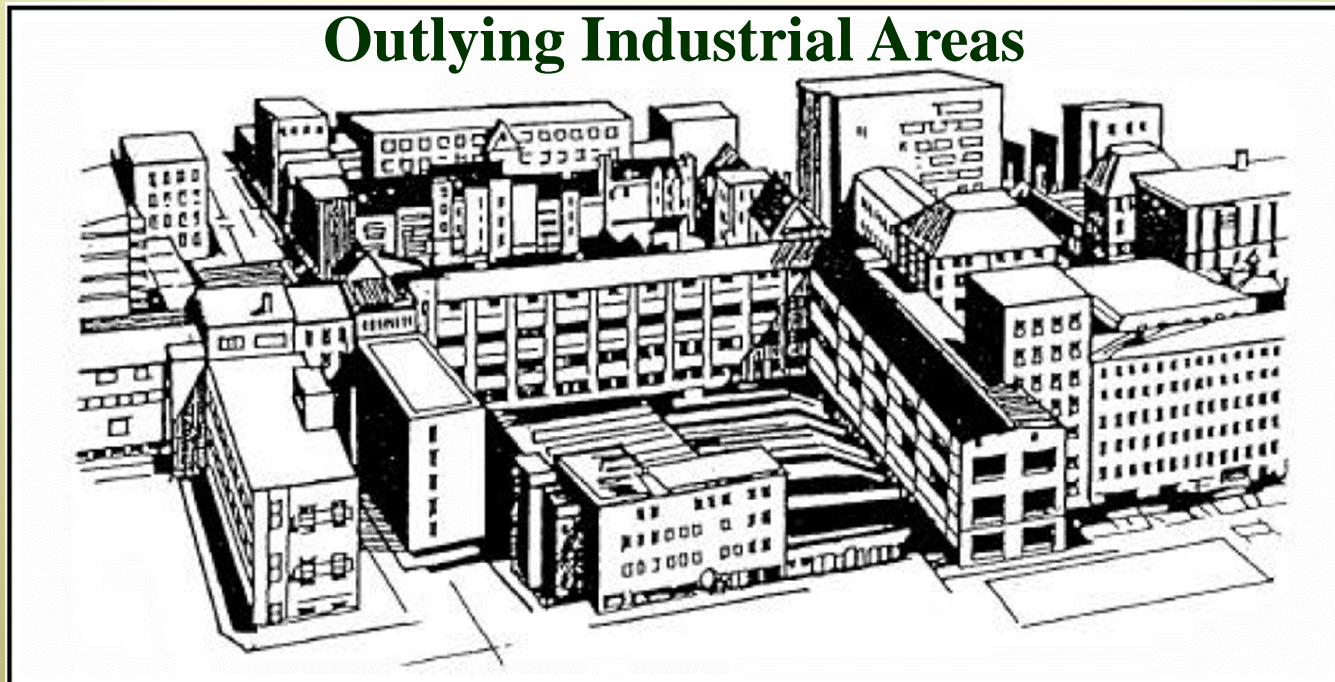
Residential Sprawl



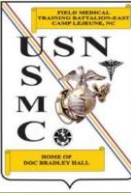
THE URBAN ENVIRONMENT



- **Characteristics of Urbanized Areas (Cont.):**
 - **Typical Urban Areas (Continued);**
 - **Outlying Industrial Areas** consists of clusters of buildings varying from 1 to 5 stories and vary radically in size and composition to match business needs.

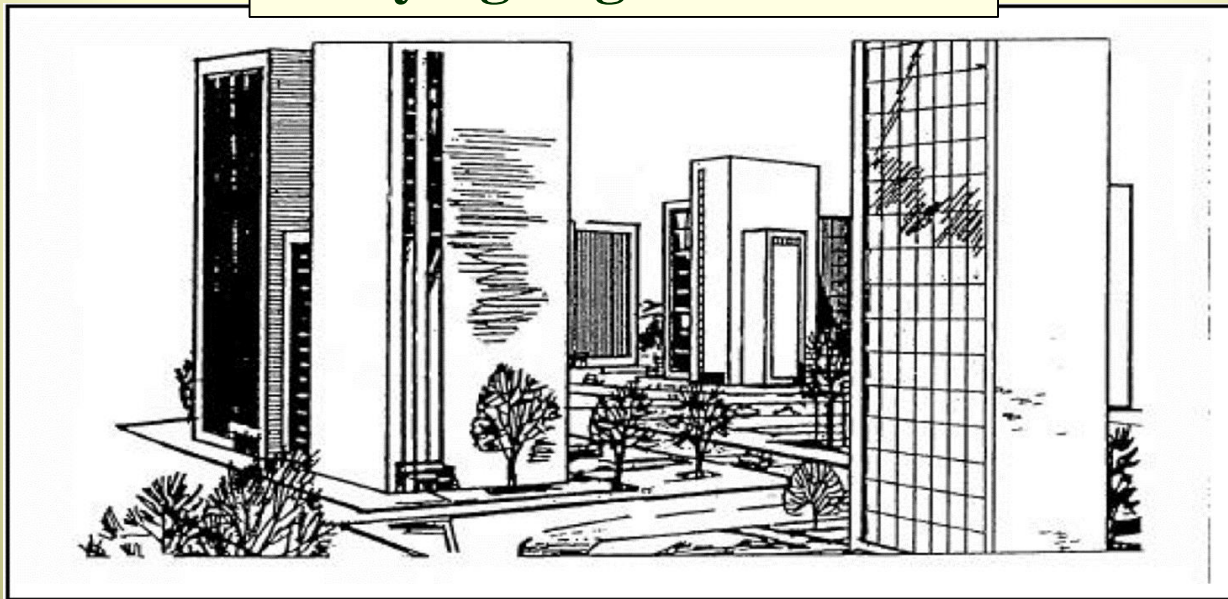


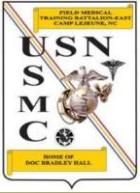
THE URBAN ENVIRONMENT



- **Characteristics of Urbanized Areas (Cont.):**
 - **Typical Urban Areas (Continued);**
 - **Outlying High-Rise Areas** are similar in composition to city core areas, but composed of more modern high-rise buildings in the outlying parts of the city.

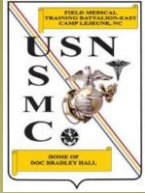
Outlying High-Rise Areas





QUESTIONS

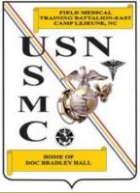
CONSIDERATIONS FOR OFFENSIVE AND DEFENSIVE OPERATIONS



- **Infantry Intensive:** Combat in urban areas is primarily a small-unit, infantry intensive operation. Urban combat requires small-unit leadership, initiative and skill.



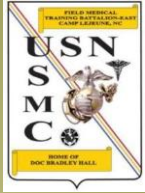
CONSIDERATIONS FOR OFFENSIVE AND DEFENSIVE OPERATIONS



- **Preparation:** Since MAGTFs are usually forward deployed, it is inevitable that Marines will be tasked to urban combat areas. Fighting in this environment will be violent, close and personal.



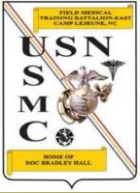
CONSIDERATIONS FOR OFFENSIVE AND DEFENSIVE OPERATIONS



- **Small Unit Leadership:** Urban combat isolates and separates units. Operations are reduced to a series of small-unit actions, placing a premium on small-unit leadership, initiative, and skill.

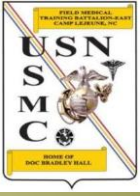


CONSIDERATIONS FOR OFFENSIVE AND DEFENSIVE OPERATIONS

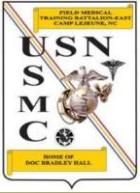


- **Urban Offensive Operations:** Identification of the adversary's centers of gravity and critical vulnerabilities will allow the commander to focus his efforts on those portions of the built-up area essential for mission accomplishment.
- **Reasons for Attacking a Built-Up Area;**
 - **Tactical Advantage** - Control of features such as bridges, railways, and road networks can have a significant impact on enemy operations.
 - **Political Advantage** - Capturing a city could destroy the seat of local and national government.
 - **Economical Advantage** - The capture of key industrial and commercial cities with the resulting denial of production and distribution of equipment and supplies strikes at the enemy's future ability to wage war.

CONSIDERATIONS FOR OFFENSIVE AND DEFENSIVE OPERATIONS

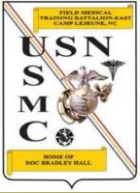


- **Urban Defensive Operations:** Historically the following are;
 - **Reasons for Defending a Built-Up Area;**
 - **Denial of Important Strategy/Political Objectives -** Capitals & Cultural Centers can be defended strictly for psychological or morale purposes.
 - **Retention of Key Economic Centers -** To protect economic well-being.
 - **Control of Avenues of Approach -** Forces the enemy to sacrifice speed and expend resources.
 - **Economy of Force -** Allows the defender to engage a numerically superior force.
 - **Concealment of Forces -** Reconnaissance & combat identification is more difficult in urban areas.



QUESTIONS

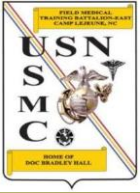
INDIVIDUAL MOVEMENT IN AN URBAN ENVIRONMENT



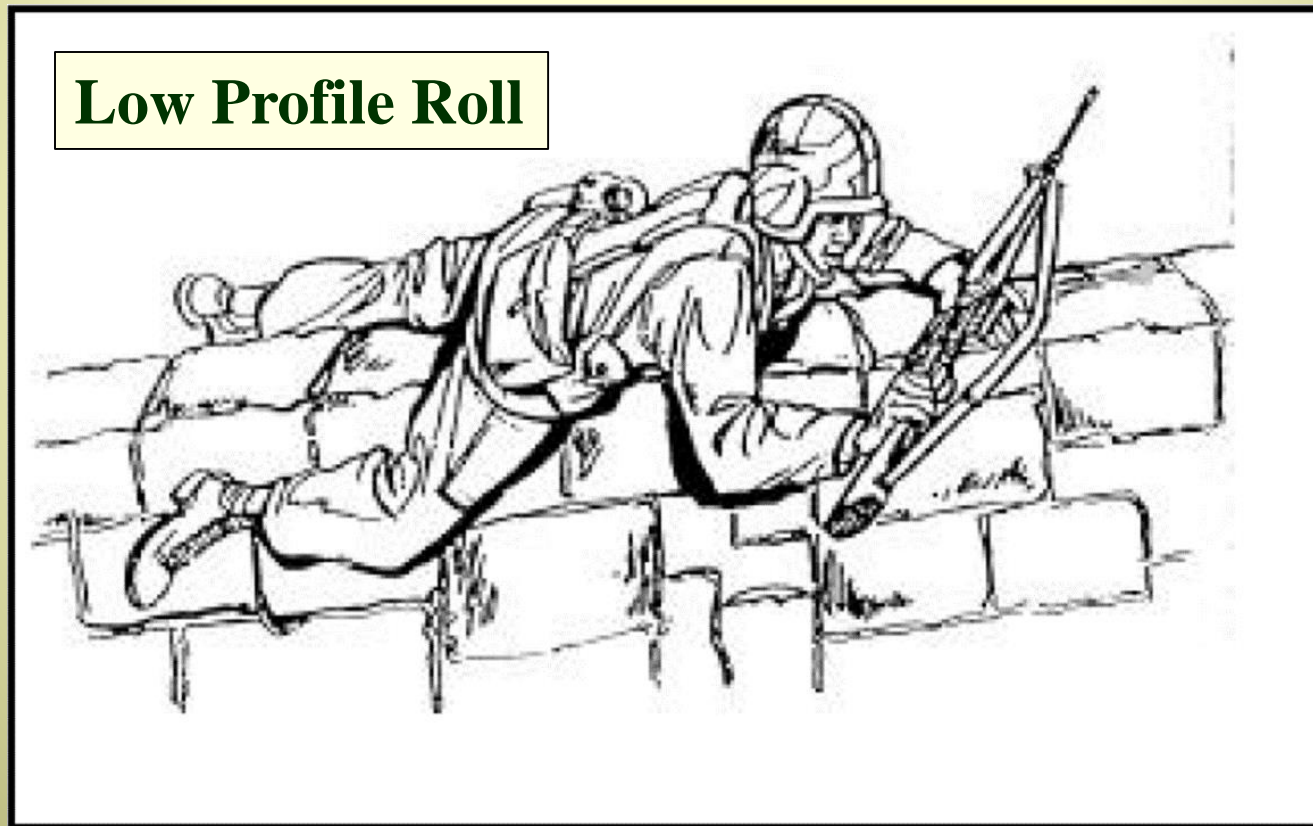
- **Successful combat operations in built-up areas depend on training in fundamental skills and proper employment techniques and procedures.**
- **Before conducting urban operations, Marines must be trained in fundamental combat skills to conduct urban operations;**
 - ❖ **Crossing a Wall**
 - ❖ **Observation Around Corners**
 - ❖ **Movement Past Windows**
 - ❖ **Use of Doorways**
 - ❖ **Movement Parallel to Buildings**
 - ❖ **Crossing Open/Danger Areas**



INDIVIDUAL MOVEMENT IN AN URBAN ENVIRONMENT

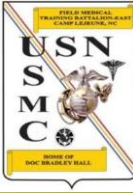


- **Crossing a Wall:** After reconnoitering the other side, quickly rolls over the wall, keeping a low silhouette. Speed of movement and low silhouette deny the enemy a good target.

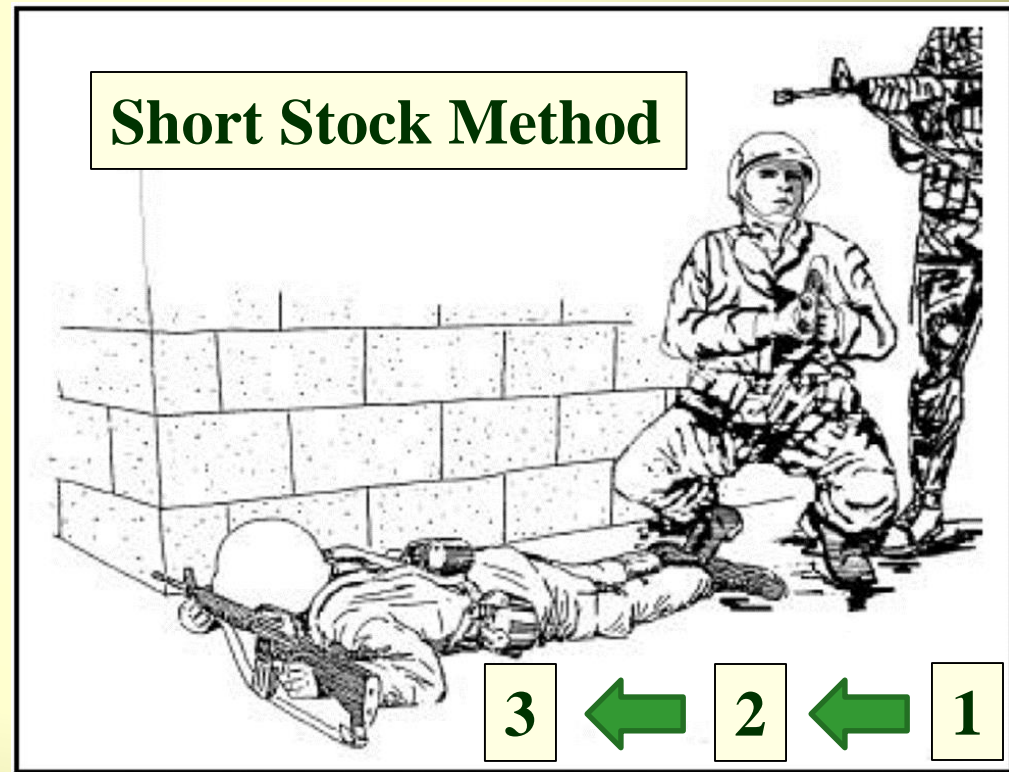


Low Profile Roll

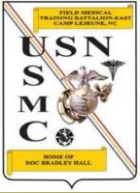
INDIVIDUAL MOVEMENT IN AN URBAN ENVIRONMENT



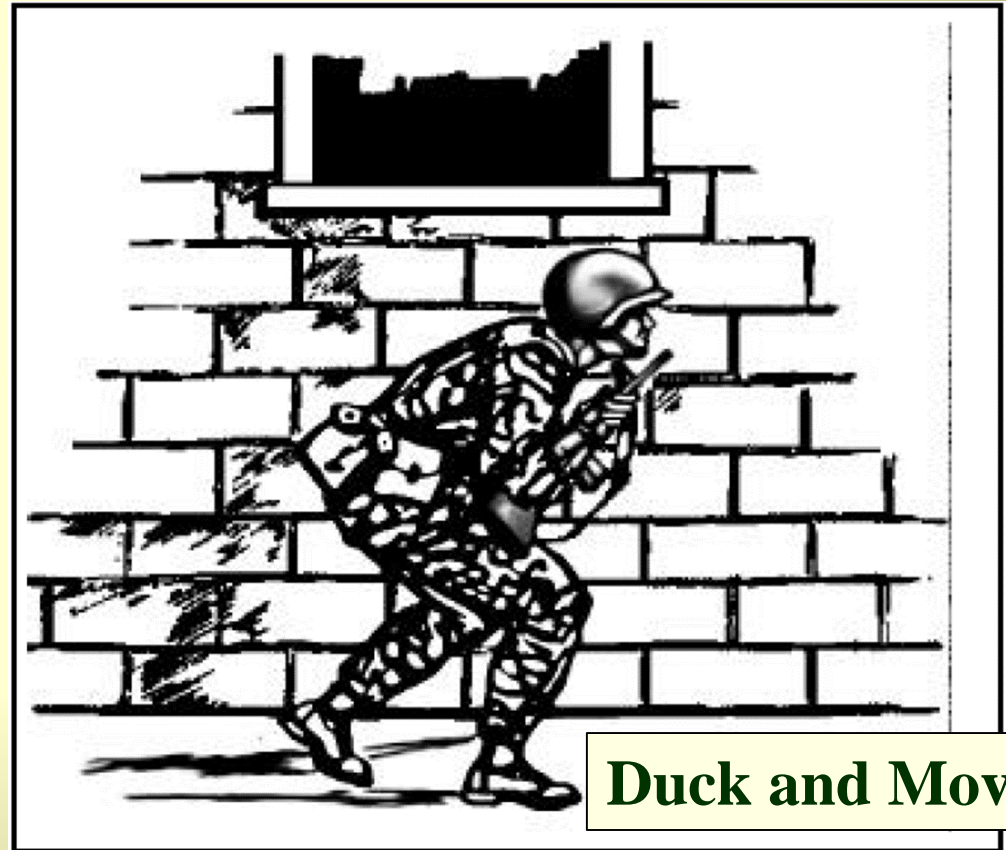
- **Observation Around Corners:** The area around a corner should be observed before the Marine moves beyond it.
- The most common mistake the Marine makes at a corner is allowing his weapon to extend beyond the corner before observing, thereby exposing his position.
- Using the short stocking technique reduces exposure.



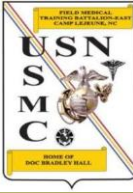
INDIVIDUAL MOVEMENT IN AN URBAN ENVIRONMENT



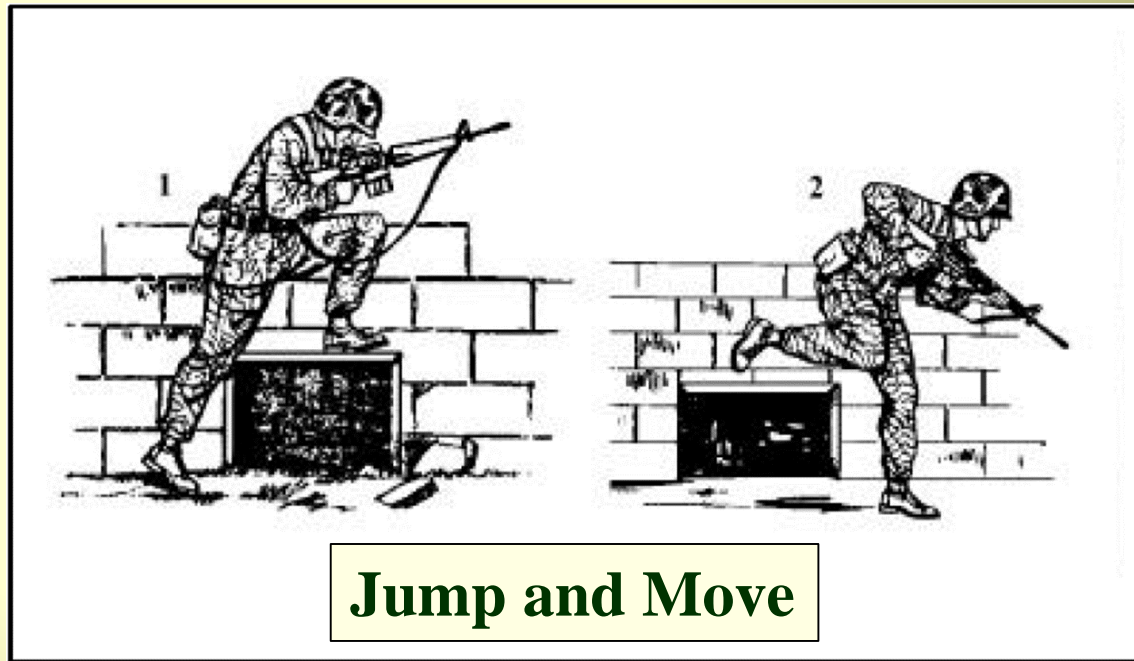
- **Movement Past Windows:** The most common mistake made when passing a window is exposing the head to enemy observation from inside the room.
- The correct technique for passing a window is to stay below the window level.



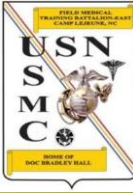
INDIVIDUAL MOVEMENT IN AN URBAN ENVIRONMENT



- **Movement Past Windows (Continued):** The most common mistake made when passing a basement window is not being aware of it.
- The correct technique for passing a window is to stay close to the wall of the building and steps or jumps past the window without exposing his legs.



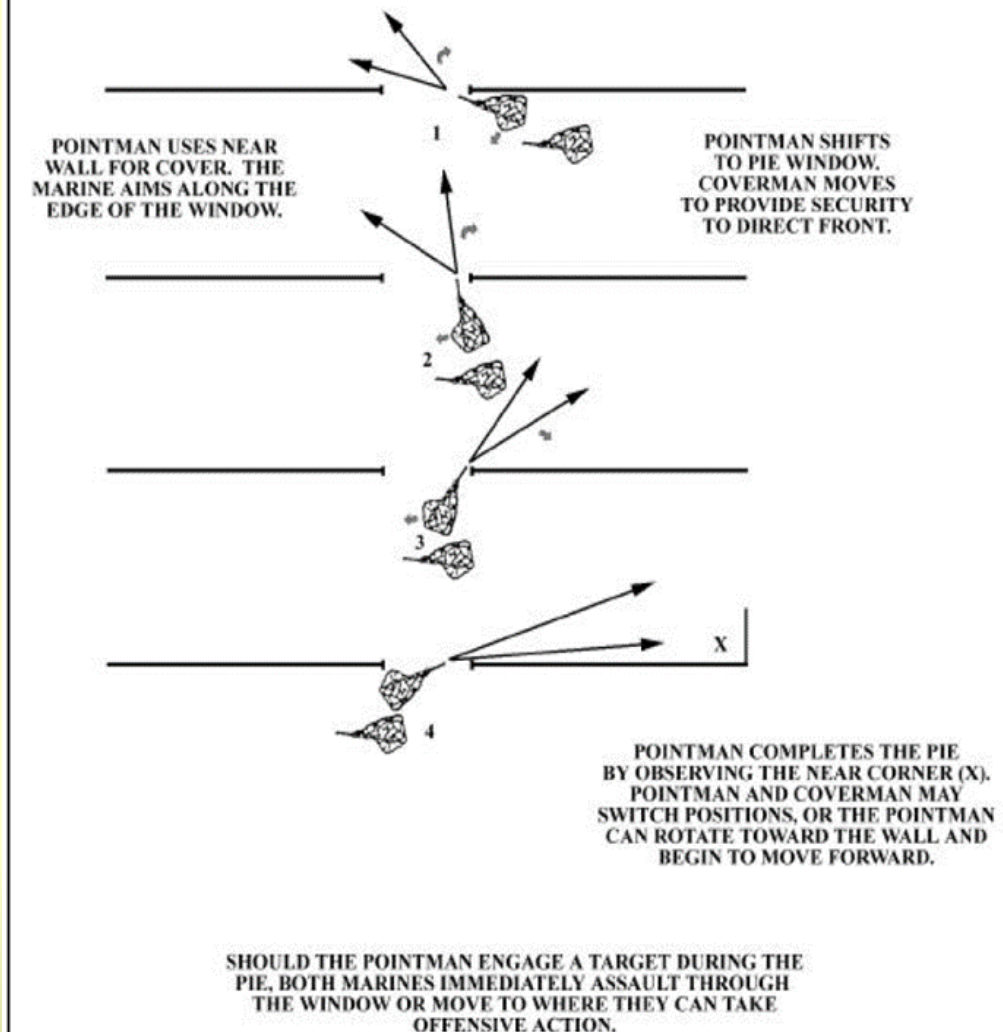
INDIVIDUAL MOVEMENT IN AN URBAN ENVIRONMENT



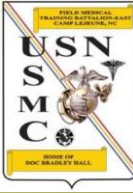
○ Use of Doorways:

- If you must use a doorway as an entry or exit, move quickly through it to the next position, staying as low as possible to avoid silhouetting.
- Preselection of positions, speed, a low silhouette, and the use of covering fires should be stressed when exiting doorways.

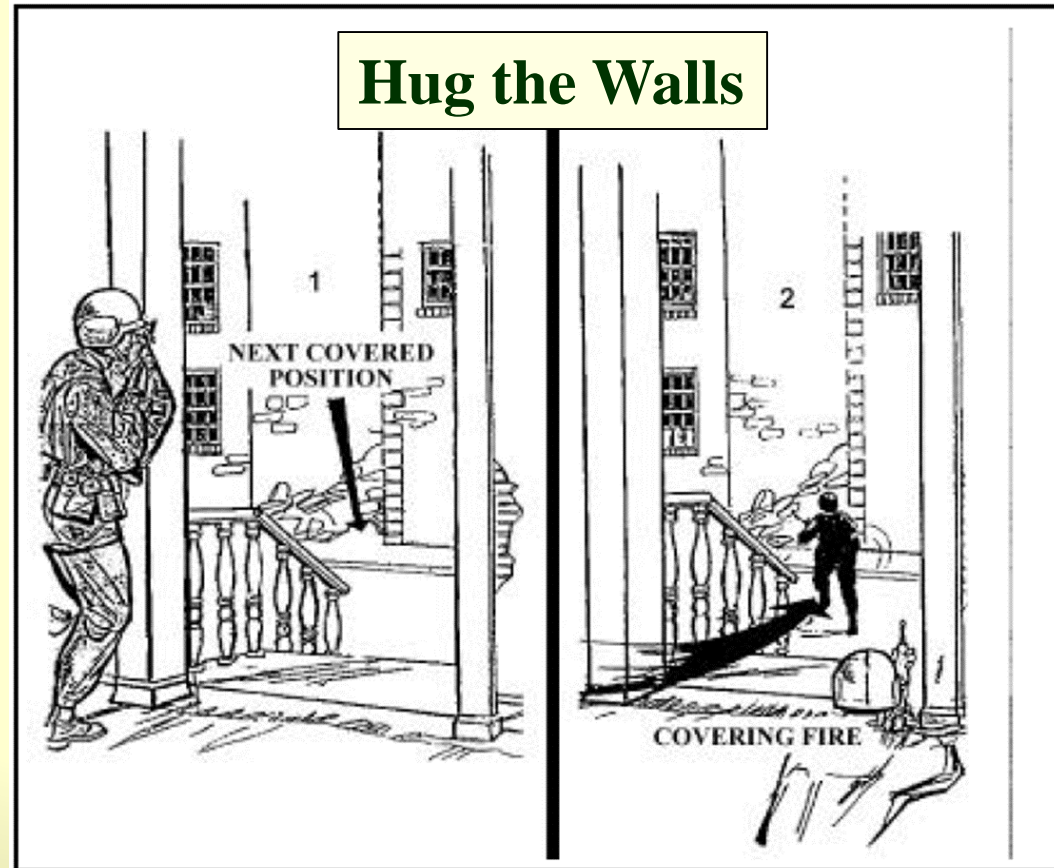
PIEing Doorways



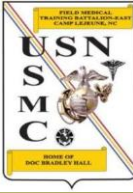
INDIVIDUAL MOVEMENT IN AN URBAN ENVIRONMENT



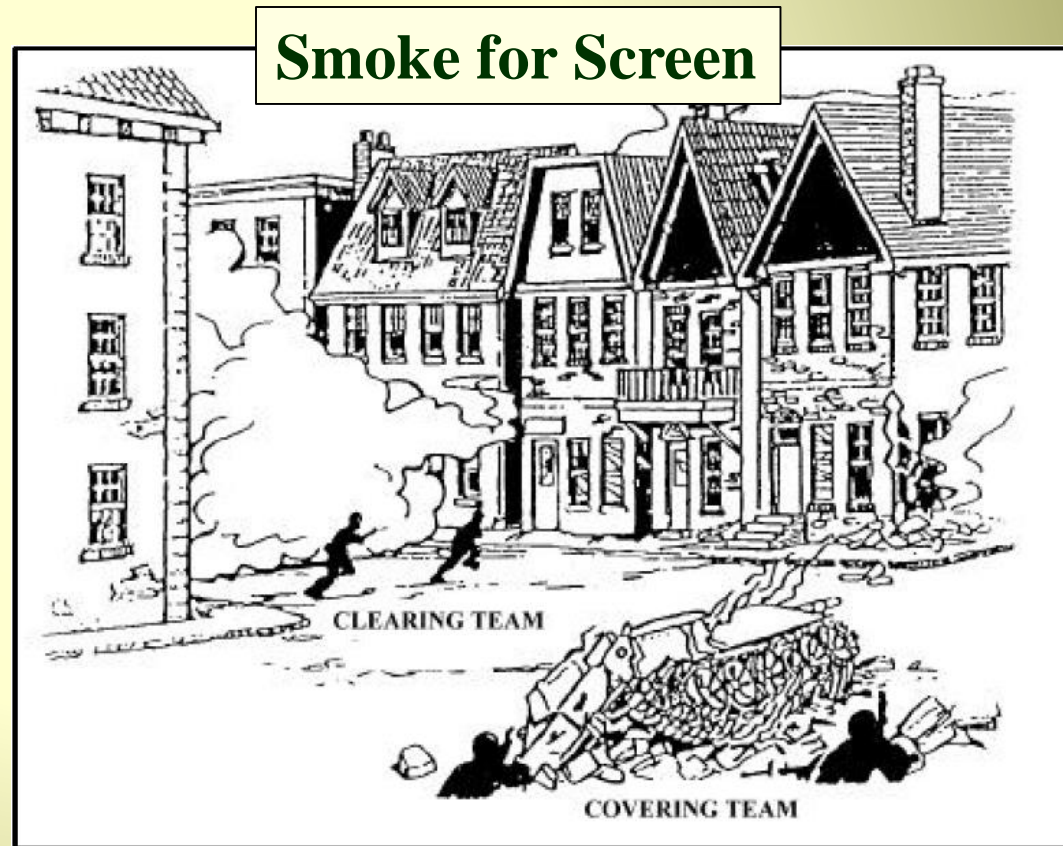
- **Movement Parallel to Buildings:** Small units may not always be able to use the inside of buildings as a route of advance.
- When correctly moving along the outside of a building, hug the side of the building, staying in the shadow, present a low silhouette, and move rapidly to the next position.

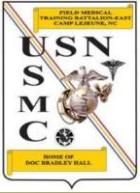


INDIVIDUAL MOVEMENT IN AN URBAN ENVIRONMENT



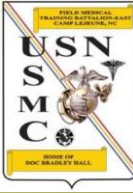
- **Crossing Open/Danger Areas:** Open areas such as streets, alleys, and parks should be avoided. They are natural kill zones for enemy crew-served weapons.
- When an open/danger area must be crossed, use smoke grenades to conceal movement, cross at the shortest distance available and provide covering fire.





QUESTIONS

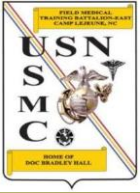
INDIVIDUAL ACTIONS WHILE CLEARING A ROOM



- The following are basic clearing techniques; however, the fundamentals may have to be modified depending on the combat situation & building layout:

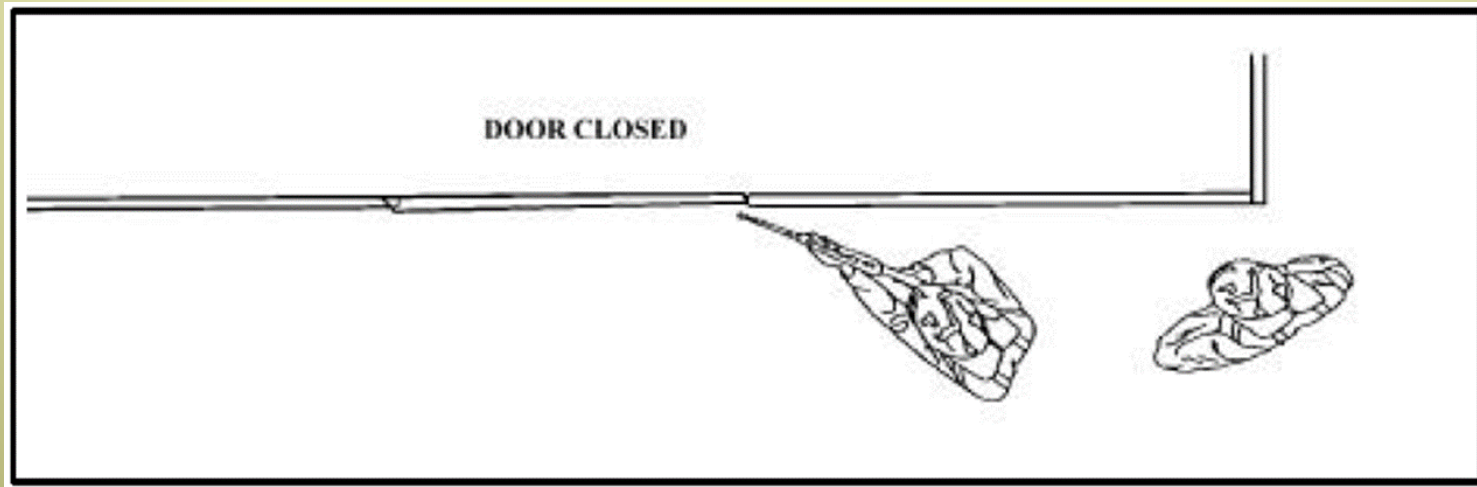


INDIVIDUAL ACTIONS WHILE CLEARING A ROOM

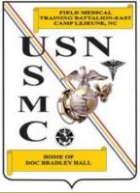


○ Actions Outside the Entryway:

- **Door Closed or Open From Stacked Positions**
 - Shooter Number Two is behind Shooter Number One (stacked position). This positioning is the same if the door is already open or nonexistent.

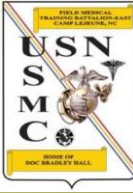


INDIVIDUAL ACTIONS WHILE CLEARING A ROOM



- **Actions Outside the Entryway (Continued):**
 - **Door Closed/Open From Stacked Positions (Continued):**
 - Shooter Number One determines the direction in which the door opens then quickly informs Shooter Number Two and forces the door open.
 - When opening a door, do not expose yourself to fires through the door.
 - Direct a short burst of fire through the door around the latch and then kick it open.

INDIVIDUAL ACTIONS WHILE CLEARING A ROOM



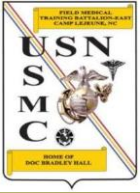
○ Actions Outside the Entryway (Continued):

• Door Closed/Open From Stacked Positions (Continued):

- When the doorknob is locked and/or deadbolt locks are present, shooting the hinges of the door is recommended.
- The door may then be opened by kicking or using a battering ram.



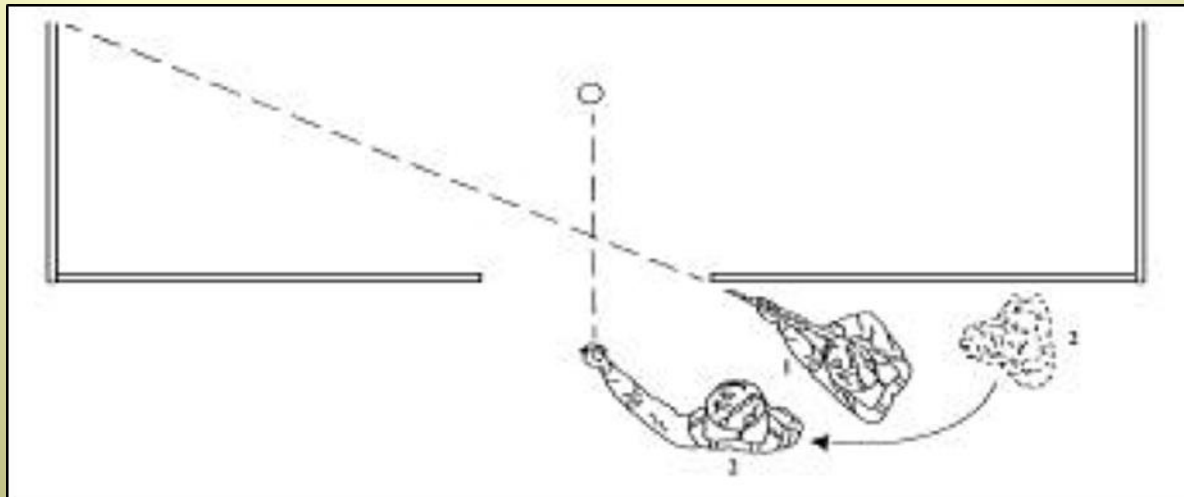
INDIVIDUAL ACTIONS WHILE CLEARING A ROOM



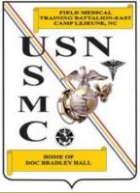
○ Actions Outside the Entryway (Continued):

• Door is open / Grenade Throw:

- Once the door is open, Shooter Number Two immediately throws a hand grenade into the room. Shooter Number One maintains cover for Shooter Number Two as he prepares to throw the grenade into the room. Shooter Number Two then returns to the original stacked position behind Shooter Number One.



INDIVIDUAL ACTIONS WHILE CLEARING A ROOM



○ Actions Outside the Entryway (Continued):

• Door is open / Grenade Throw (Continued):

- Two techniques are available for using grenades in room clearing.

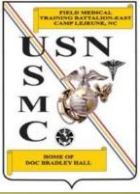
(1) The preferred technique is the Skip & Bounce

Method - throwing a concussion hand grenade into the room so hard that it skips and bounces, making it difficult for the enemy to pick up and throw back.

(2) The least preferred technique is the Cook-Off

Method - to cook-off a concussion hand grenade by removing the grenade's safety pin, releasing the safety lever, counting off two seconds by thousands (one thousand and one, one thousand and two), and then throwing the grenade into the room.

INDIVIDUAL ACTIONS WHILE CLEARING A ROOM



○ Actions Outside the Entryway (Continued):

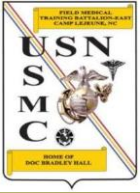
• Door is open / Grenade Throw (Continued):

- Non-Verbal & Verbal alerts used when a grenade is thrown into a room.

(1) Non-Verbal Method - To alert all that a grenade will be thrown, a visual showing of the grenade 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.

(2) Verbal Method - 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.”

INDIVIDUAL ACTIONS WHILE CLEARING A ROOM

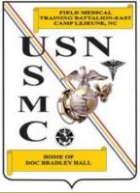


○ **Actions Inside the Room:**

• **After the Grenade Explodes:**

- Shooter #1 steps across the threshold and clears his immediate area. He engages targets from the ready carry position.
- Shooter #2 follows immediately behind Shooter Number One, buttonhooks, and clears his area.

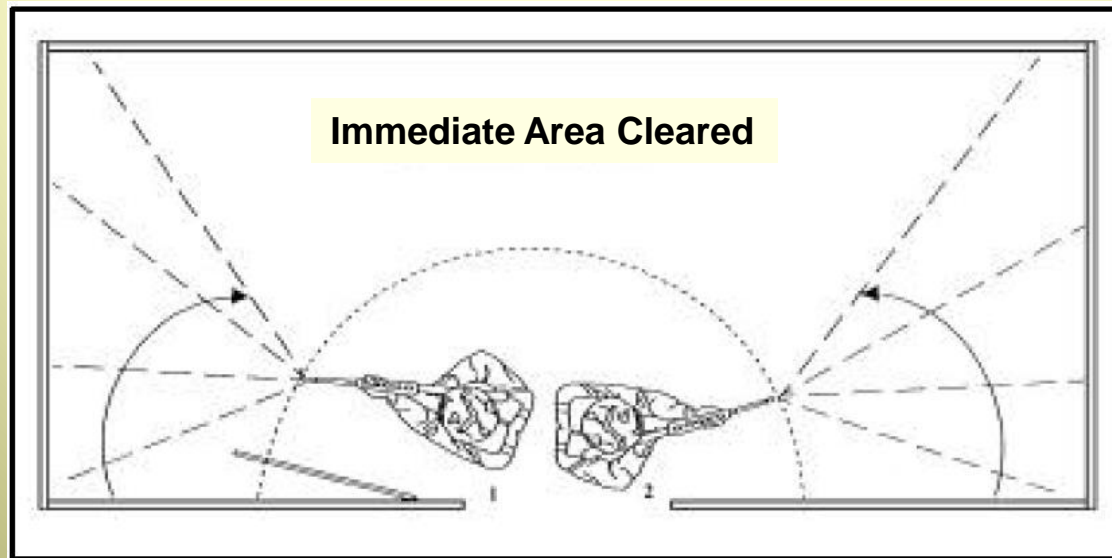
INDIVIDUAL ACTIONS WHILE CLEARING A ROOM



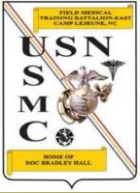
○ Actions Inside the Room (Continued):

• After the Grenade Explodes (Continued):

- Both shooters clear the immediate area and along their respective walls, starting from the nearest respective corner and continuing to the farthest respective corner.
- Shooters use the pieing technique to systematically clear the room by sector.



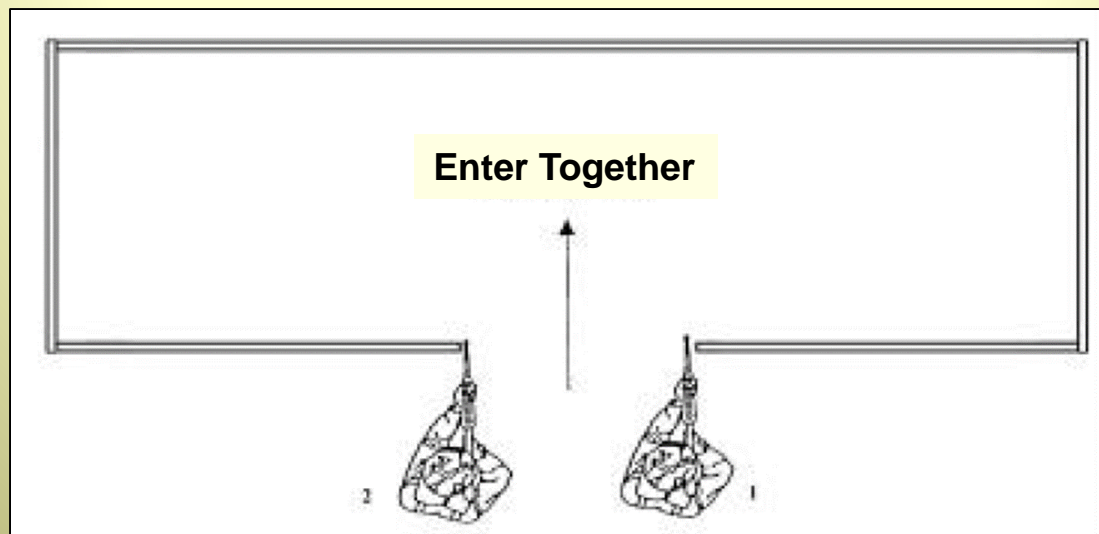
INDIVIDUAL ACTIONS WHILE CLEARING A ROOM



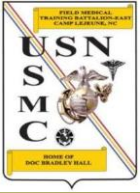
○ Actions Inside the Room (Continued):

• If no Grenade was Thrown:

- After scanning is completed, Shooter Number Two stands up and yells, “**READY**”, and Shooter Number One Yells, “**MOVE**”.
- Both shooters enter the room together, button hook and immediately begin pieing the room.



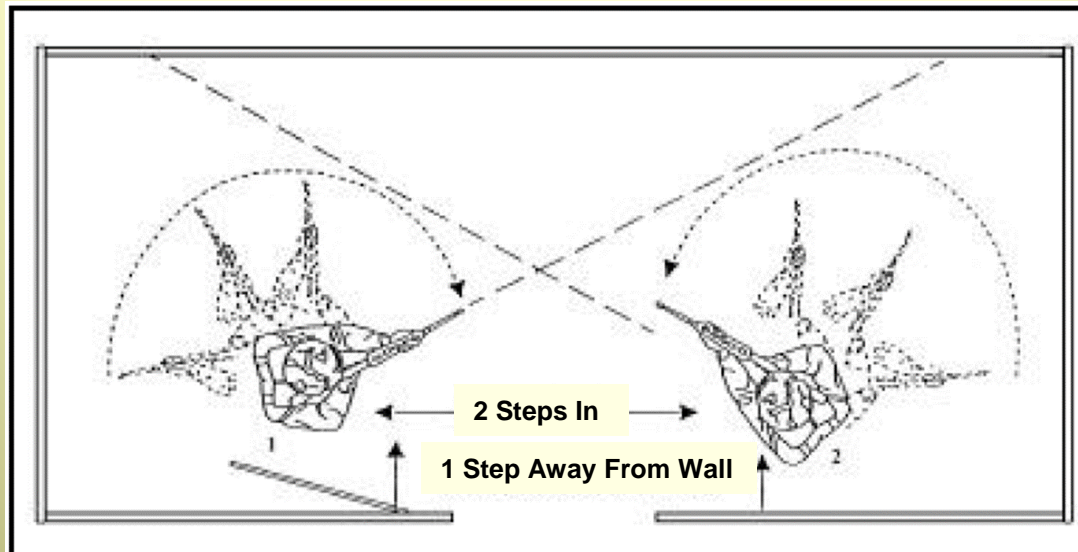
INDIVIDUAL ACTIONS WHILE CLEARING A ROOM



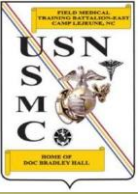
○ Actions Inside the Room (Continued):

• After the Room is Cleared:

- Both shooters then establish a dominant position in the room one step away from the wall and two steps into the room and clear the room by sector, piecing to the opposite side of the room.
- Meanwhile, the covering team (two-man team) in position outside the room being cleared provides security.



INDIVIDUAL ACTIONS WHILE CLEARING A ROOM



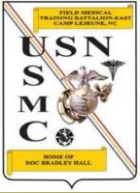
○ Actions Inside the Room (Continued):

• After the Room is Cleared (Continued):

- Once a room has been cleared, the clearing team yells, “**CLEAR**”, to inform the covering team.
- Before leaving the room and rejoining the covering team, the clearing team yells, “**COMING OUT**” and waits to hear the covering team yell, “**ALL CLEAR**”.
- The clearing team then executes its movement out of the room. The assault element then marks the room according to unit SOP.

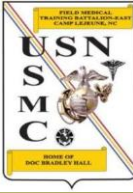


INDIVIDUAL ACTIONS WHILE CLEARING A ROOM



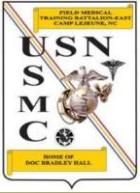
- **Communication, Marking and Security:**
 - **Communication** - Stealth should be used when moving in built-up areas because little distance separates attackers from defenders. Only hand and arm signals should be used until contact is made.
 - **Marking** - Methods of Route and Cleared Area Markers should be briefed and well known by all team member prior to departure.
 - **Security** - Continuous keen observation by all team members is paramount to ensure forward, flank and rear security while on the move, during clearing or maintaining a position.

INDIVIDUAL ACTIONS WHILE CLEARING A ROOM

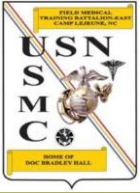


- **Reacting to Enemy Contact:** When a platoon, squad or fire team is moving along a city street, contact with the enemy could happen at any time, even if the area has been declared secure.
 - If a unit engages or is engaged by the enemy, there are two basic options that Marines may follow.
 - (1) **Preferred Option-** immediately return fire and conduct a hasty clearing of a structure to seek cover inside of the building to which the unit was adjacent.
 - (2) **Second & Least Preferred Option** - remain outside of the building(s) and fight from the street.



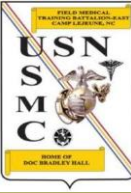


QUESTIONS



DEMO / PRAC. APP.

SUMMARY



◇ **Characteristics of the Urban Environment**

- MOUT Defined
- Importance of Urban Areas
- The Marine Corps Role in Urban Warfare
- Characteristics of Urbanized Areas

◇ **Considerations for Offensive and Defensive Operations**

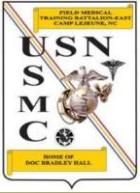
- Infantry Intensive, Preparation and Small Unit Leadership
- Urban Offensive Operations
- Urban Defensive Operations

◇ **Individual Movement in an Urban Environment**

- Crossing a Wall
- Use of Doorways
- Observation Around Corners
- Movement Parallel to Buildings
- Movement Past Windows
- Crossing Open/Danger Areas

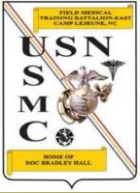
◇ **Individual Actions while Clearing a Room**

- Actions Outside the Entryway
- Actions Inside the Room
- Communication, Marking, Security and Reacting to Enemy Contact

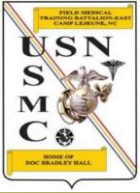


BACKUP SLIDES

Don't Lay Down on the Job



!!! STUDY !!!



11/30/2020