

Charlie Foxtrot Standard Operating Procedures



MOUT

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1. MOUT

This section will talk about urban warfare, fighting in villages & towns. The scope of this training will be limited to moving through streets and compounds. You will be taught several techniques that we commonly use in this type of terrain.

A. Introduction

MOUT stands for Military Operations in Urban Terrain. This involves moving through areas with a large amount of buildings in them. Because contact in these situations happens at a very close range, MOUT can be very difficult and cause a lot of casualties on both sides. It is nearly impossible to move through urban terrain and be completely safe. There are simply too many spots the enemies could be hiding and shoot you from. Therefore this training will be flawed. With more time and effort more complex techniques for each specific situation could be trained, but that wouldn't be fun for anyone. With what you'll learn here, you should find that you will be able to move relatively safely through any combination of buildings and streets.

Finally, we will briefly discuss how to clear a building.

B. Basics

First we'll go over some basics. The main way to move through an urban environment is essentially in a bunched up column against a wall. This is called "stacking up". Reasons for this are limited space and visibility. You can't form a wedge in a tiny street and you can't see very far, so the further you move apart from each other, the harder it will be to cover each other. The downside to this formation, is that you're very vulnerable to explosives, especially grenades and RPGs.

The order in which you move is exactly the same as in the open field. Lead is up front, Rifleman AT/medic in the back, everyone else is in between. Sectors are slightly different. The guys in the front and back cover front and back, but everyone else will cover into the street. Note that you now have two (or more) people covering just one sector (left or right). This is a good thing, because, as mentioned above, there are far more angles to cover.

You shouldn't just be checking street level when covering your sector. Watch windows, both on the ground floor and upper floors. Watch rooftops, doorways, etc. MOUT has a lot of hiding places to check compressed into a very small area.

C. Slicing

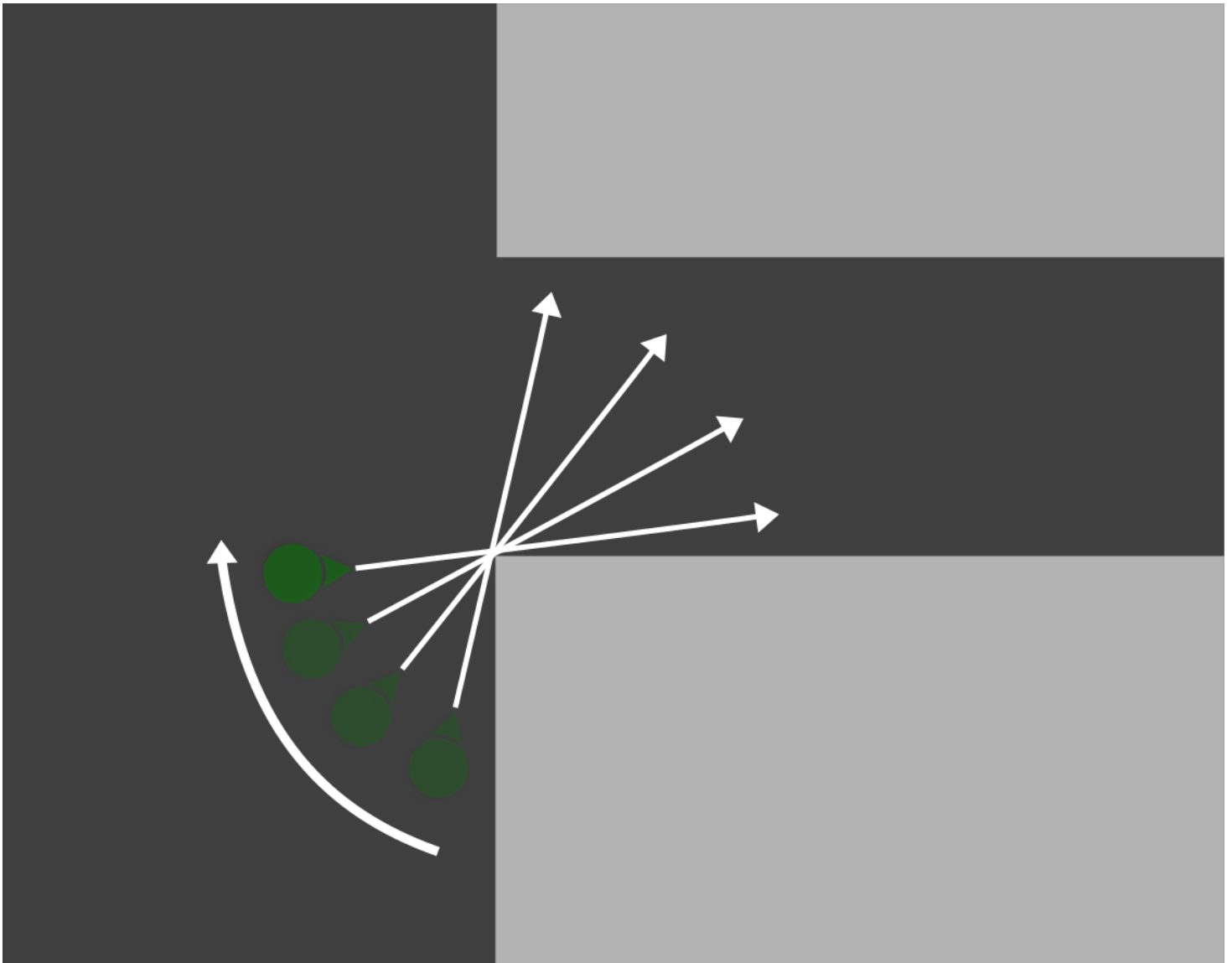
The first technique we'll go over is slicing the pie. Slicing is a technique we use very commonly. Its main use is clearing a corner by progressively clearing a slice of the opening in small chunks to ensure easy aiming and rapid response to contact. Everyone else covers around the person slicing such that they only have to be concerned with looking into the opening they are clearing.

1. Slicing starts with a team stacked up on a wall.
2. When they reach an opening in the wall they're stacked up on, the man in front will call for a slice.
3. This usually done by the second man in the column. For example: "Slice the doorway".
4. This will prompt that person the move out from the column at a slow pace to check the corner.
5. This is done by using aim down sights and taking an individual step to the side and then looking down from chest height to the ground before repeating the procedure. This limits the exposure and ensures you are ready to shoot at all times, ideally with your rifle set to full auto.
6. While doing so he leaves the view of the front man unobstructed, so he can keep watching the front. He moves as far sideways as he needs to in order to make sure the opening is clear. After that, he calls "clear", which then prompts the column to move. They can decide to move into the opening or past it.
7. If they decide to move into the opening, the second man will fall in behind the front man, taking up his original position.
8. If they decide to move past the opening, the second man will stay where he is, providing cover. Everyone else will move past the opening in front of the man who is covering. Once the last man is safely across he calls "last man", after which the man who sliced falls in with the column and they move on.
 - a. In cases where the gap is very wide, the first man across covers the gap he just crossed and calls "up". This prompts the slicer to move across the gap.

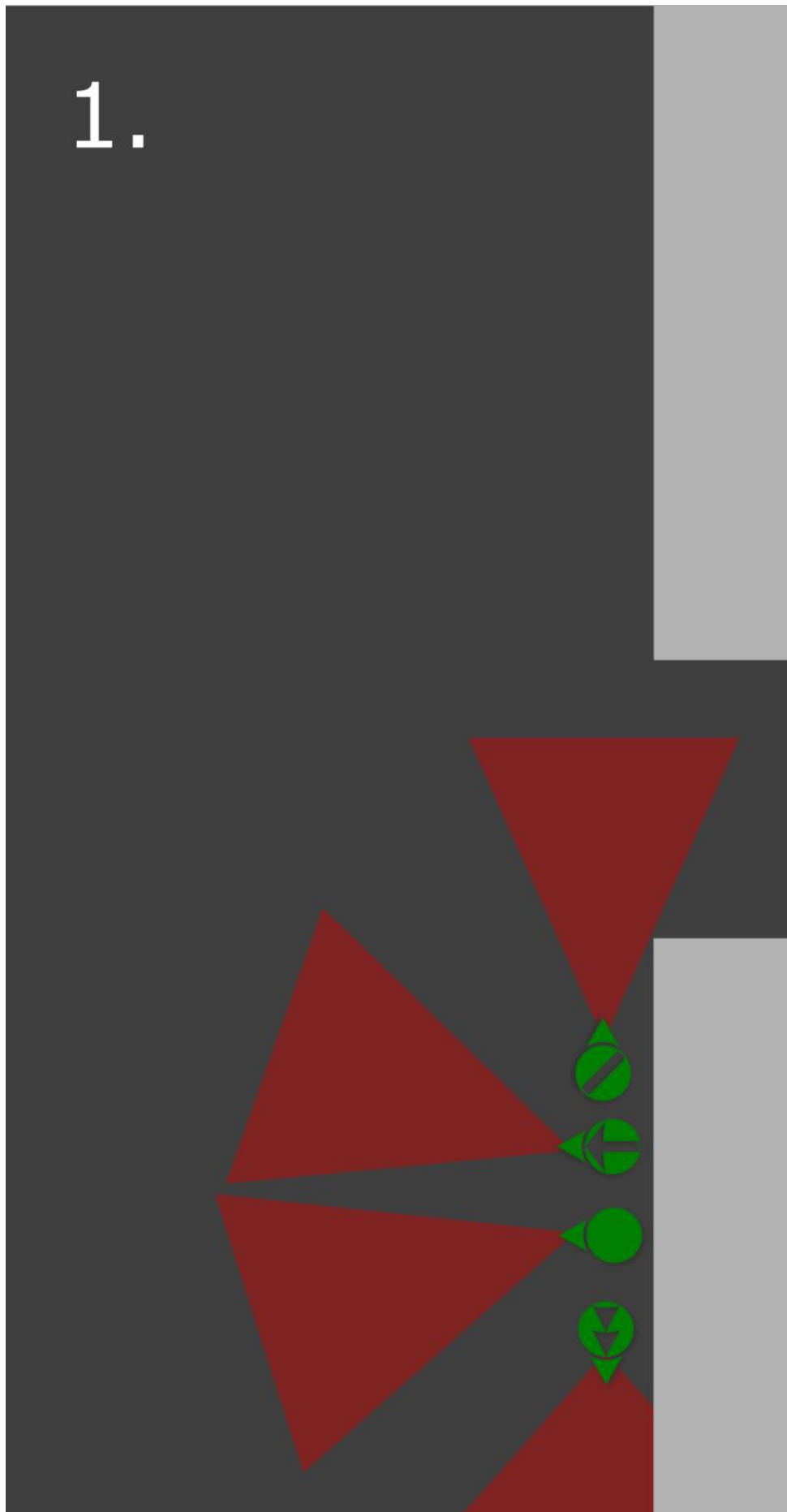
Notes:

- It may seem odd that everyone moves in front of the man who is slicing, obstructing his view. The downside to this decision is very obvious. If an enemy suddenly appears, the covering man can't react as quickly. However, if we decided to move behind the man who's covering, we would expose ourselves to many more positions that we previously weren't covering.
- It's also possible for the slicer to move into the opening after clearing, allow his team to move behind him. However, this is rather situational and depends on the chance of contact.

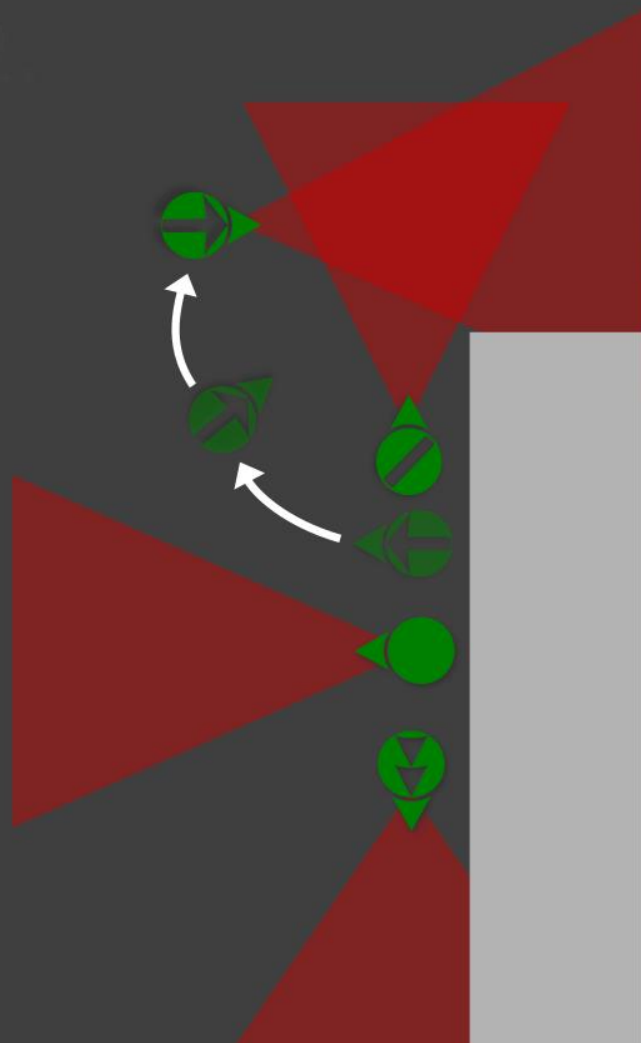
Slice – detailed



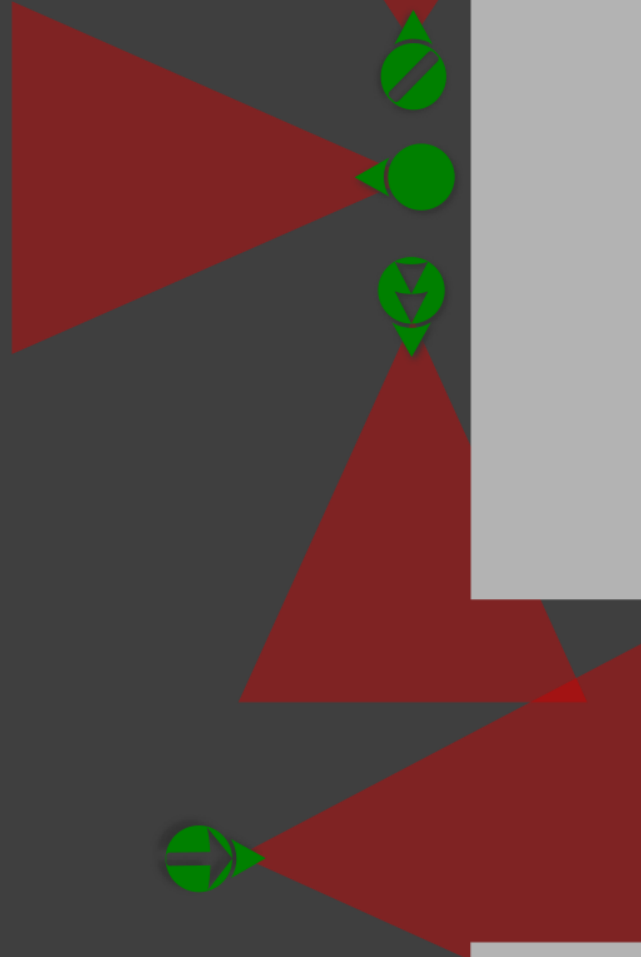
Slice – short gap



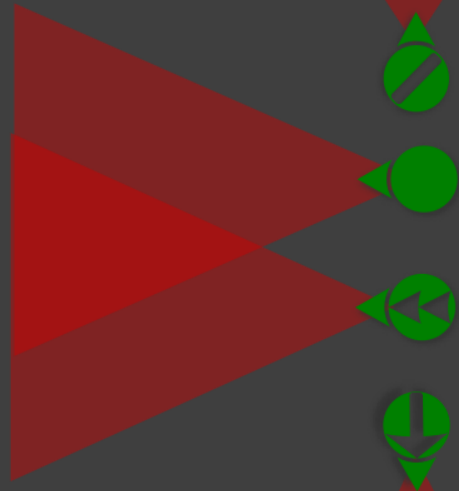
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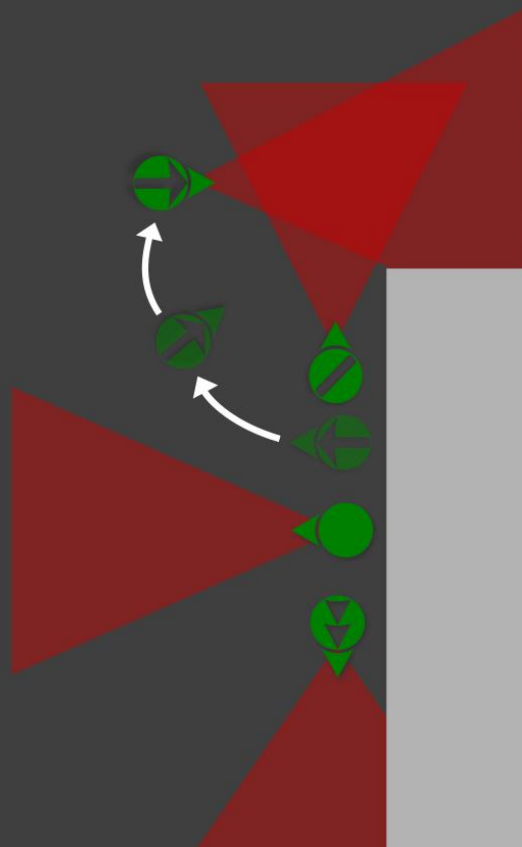
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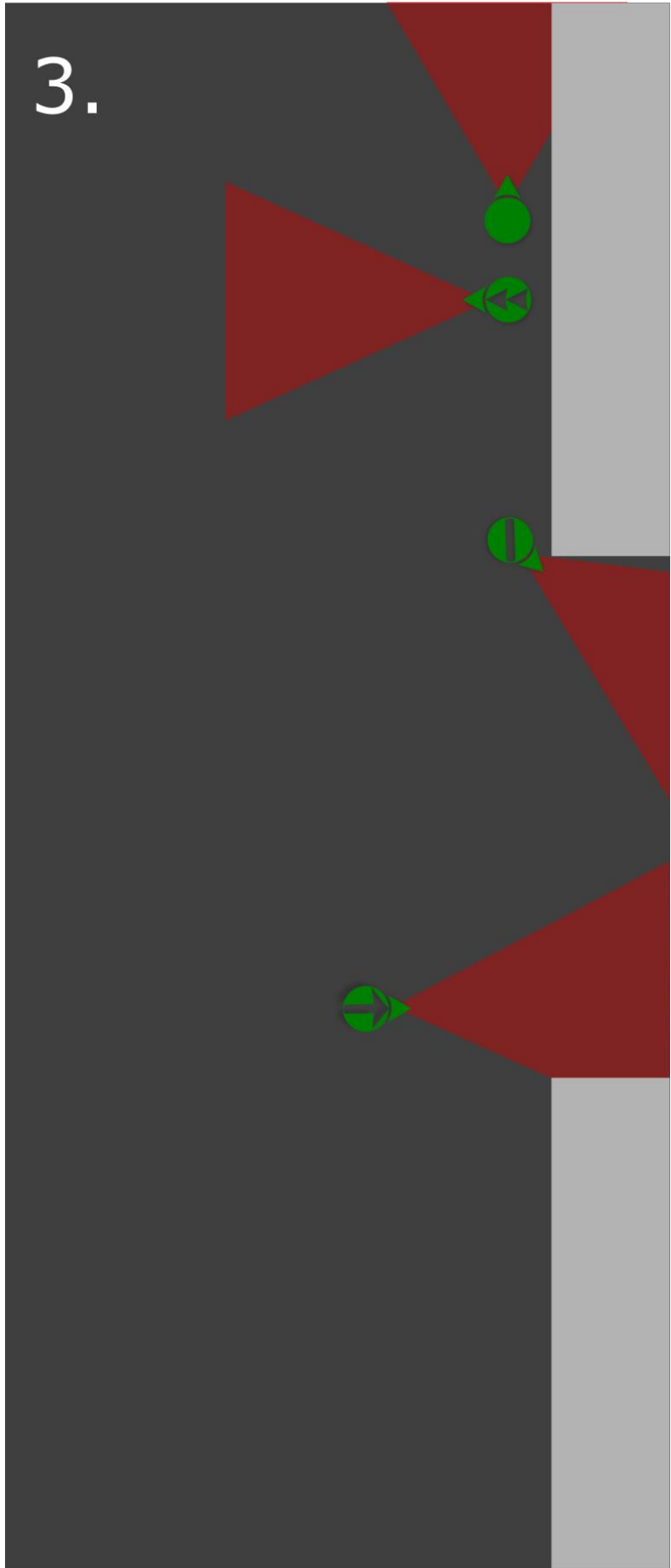


Slice – long gap

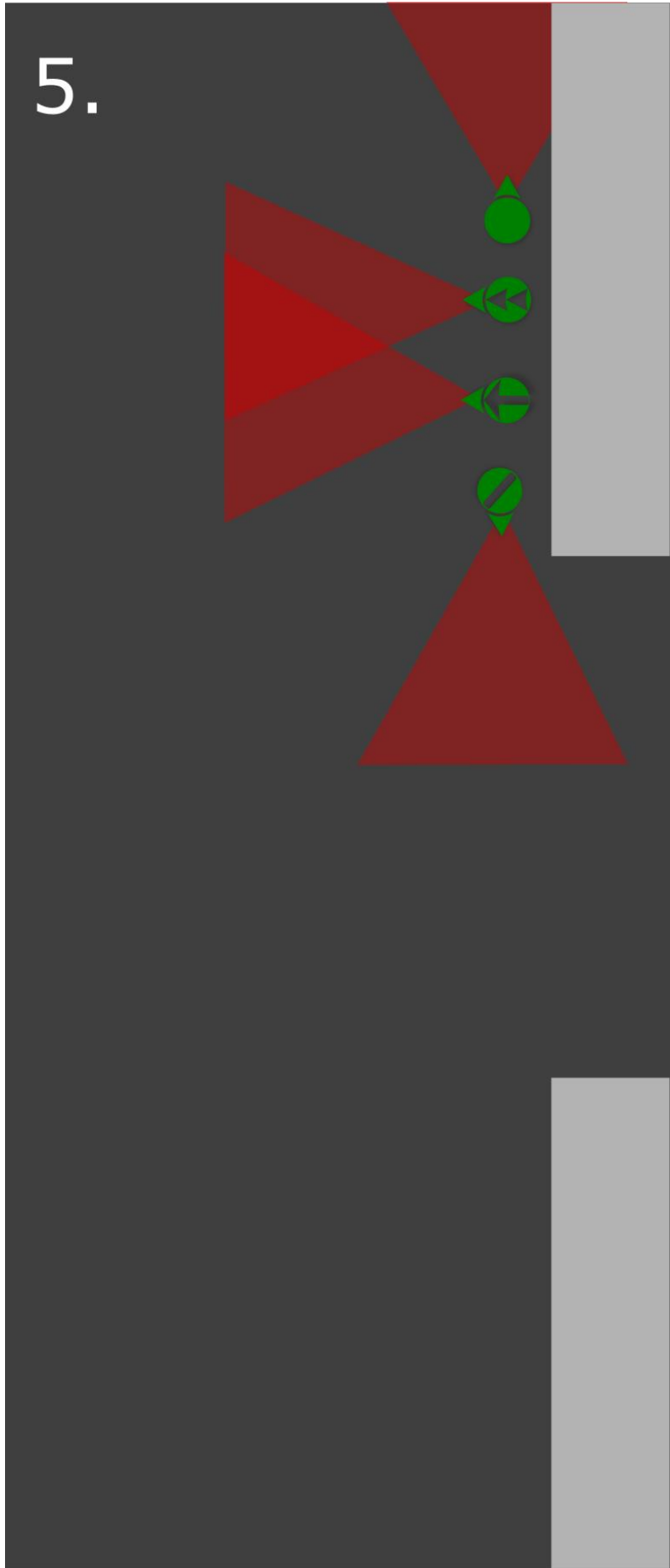


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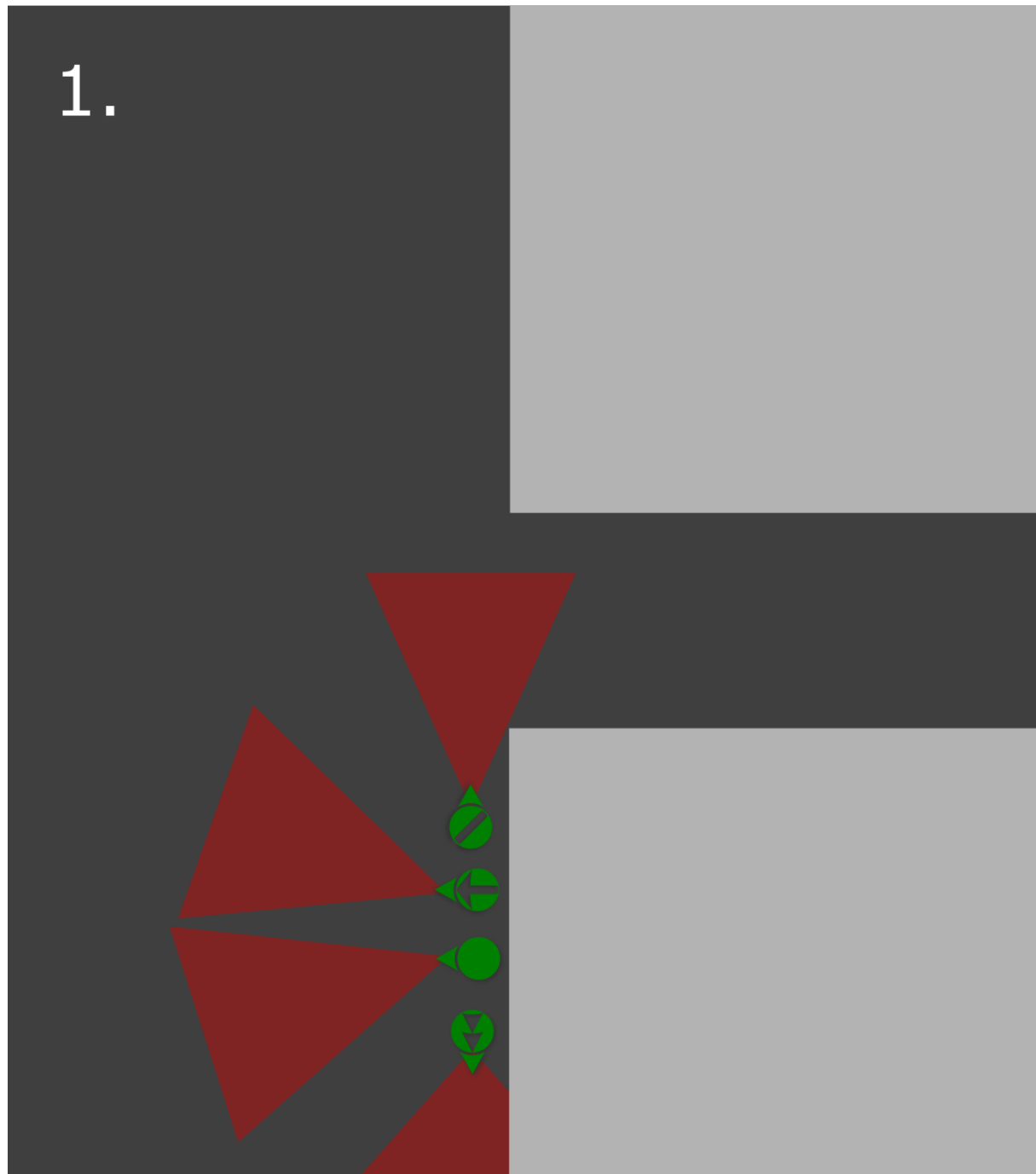




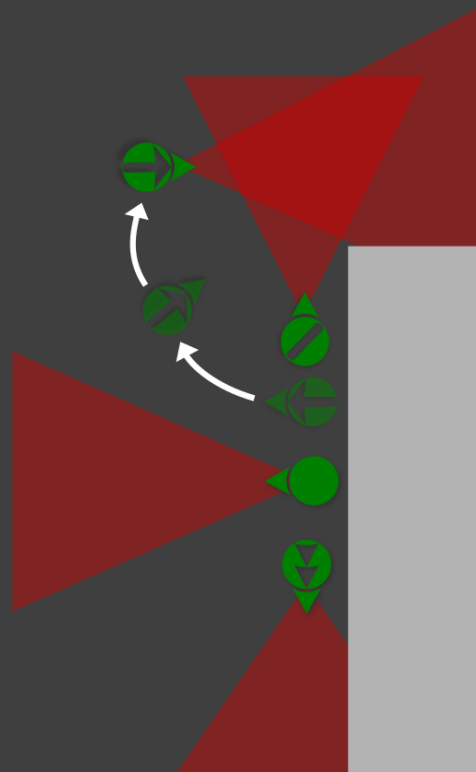




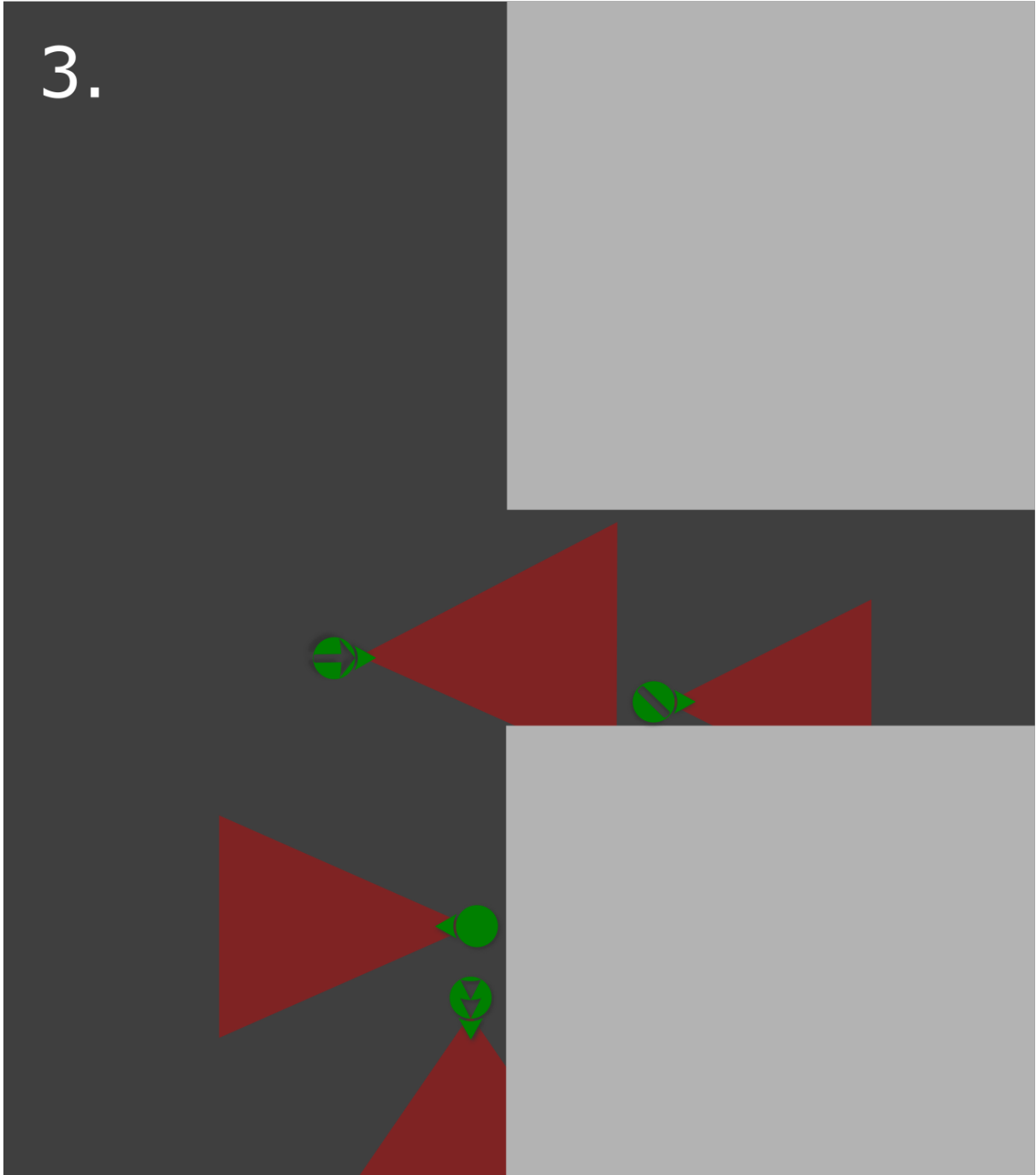
Slice – moving into gap



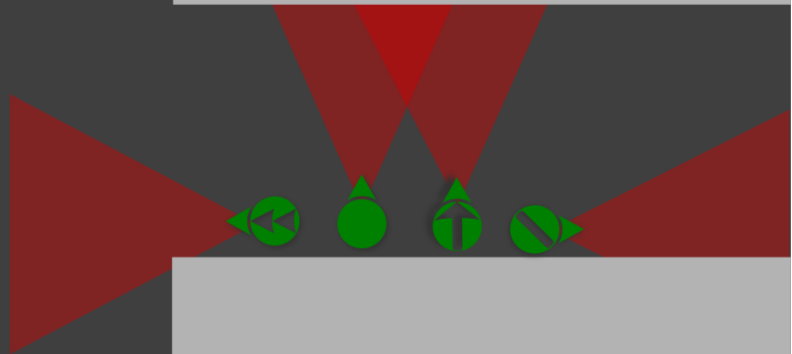
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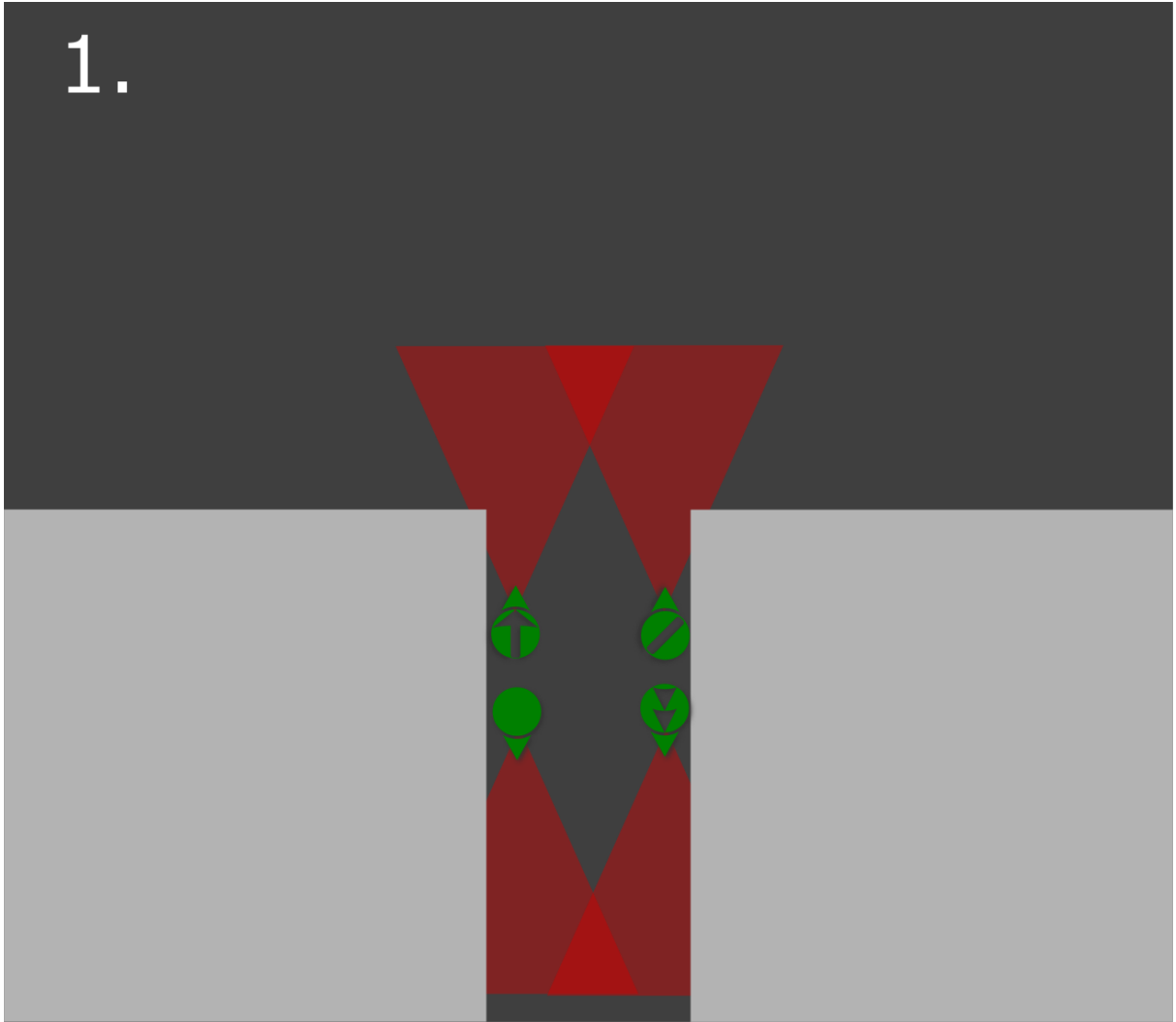


D. Cross cover

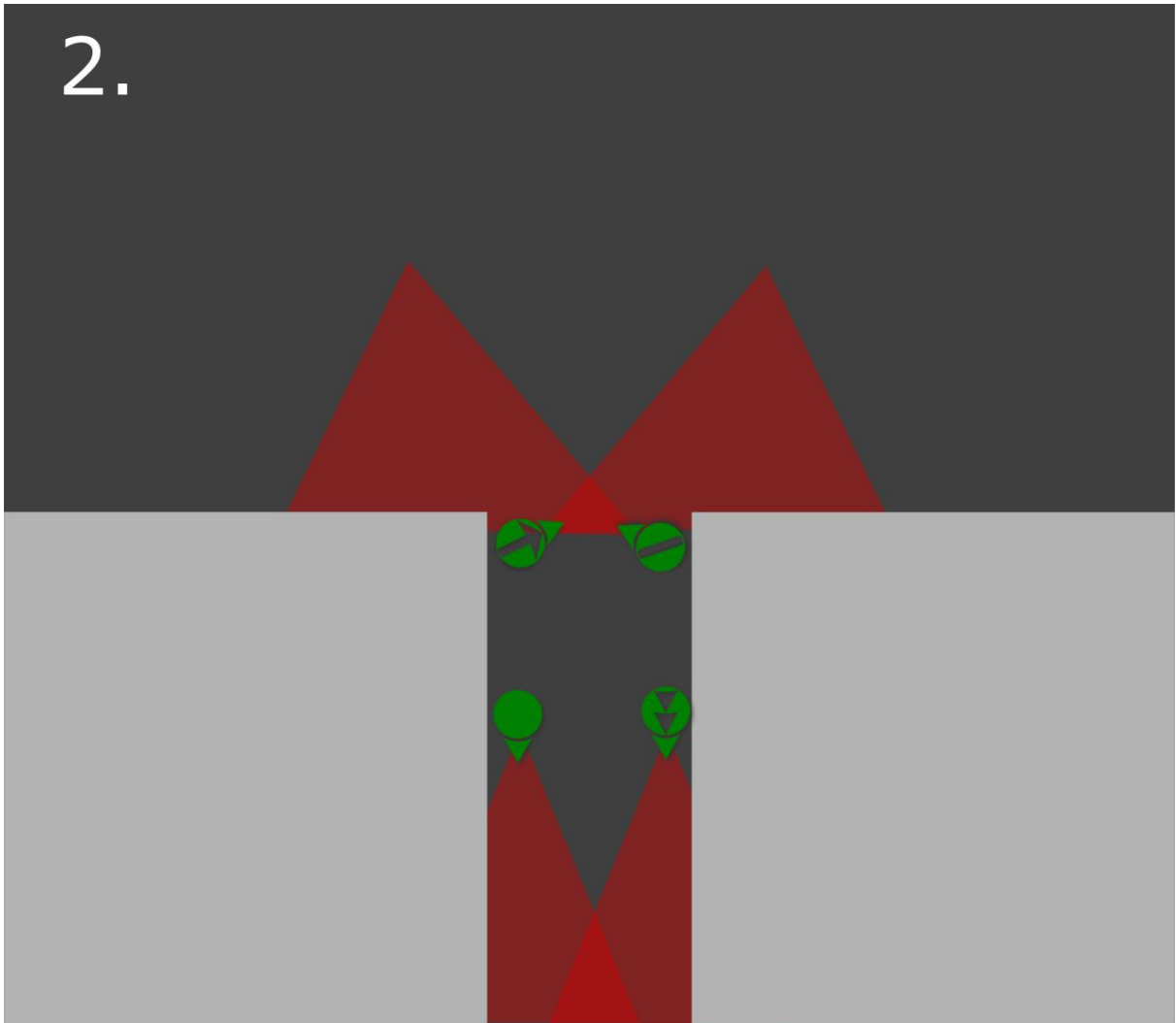
The second technique we'll discuss is cross covering. Cross covering is mostly used in a situation where we're exiting a narrow alley into an open area like a street. Here we have to check both ways before being able to move anywhere.

1. The front man calls for a cross cover.
2. The second man moves to the opposing wall (or he is already there from a split column), so that there is now a person on both sides of the alleyway.
3. They'll slowly move up, each looking into the direction behind the other person which effectively creates a cross cover.
 - a. Note that they only move as far as the wall they are on goes. If they moved any further, they'd expose their backs.
4. Once both men have moved as far as they can and found no enemies, they'll each call "ready".
5. Once both have called ready, they'll turn around and check the direction the other man was just covering.
6. If both sides are clear, they call out "clear" and the team moves on.

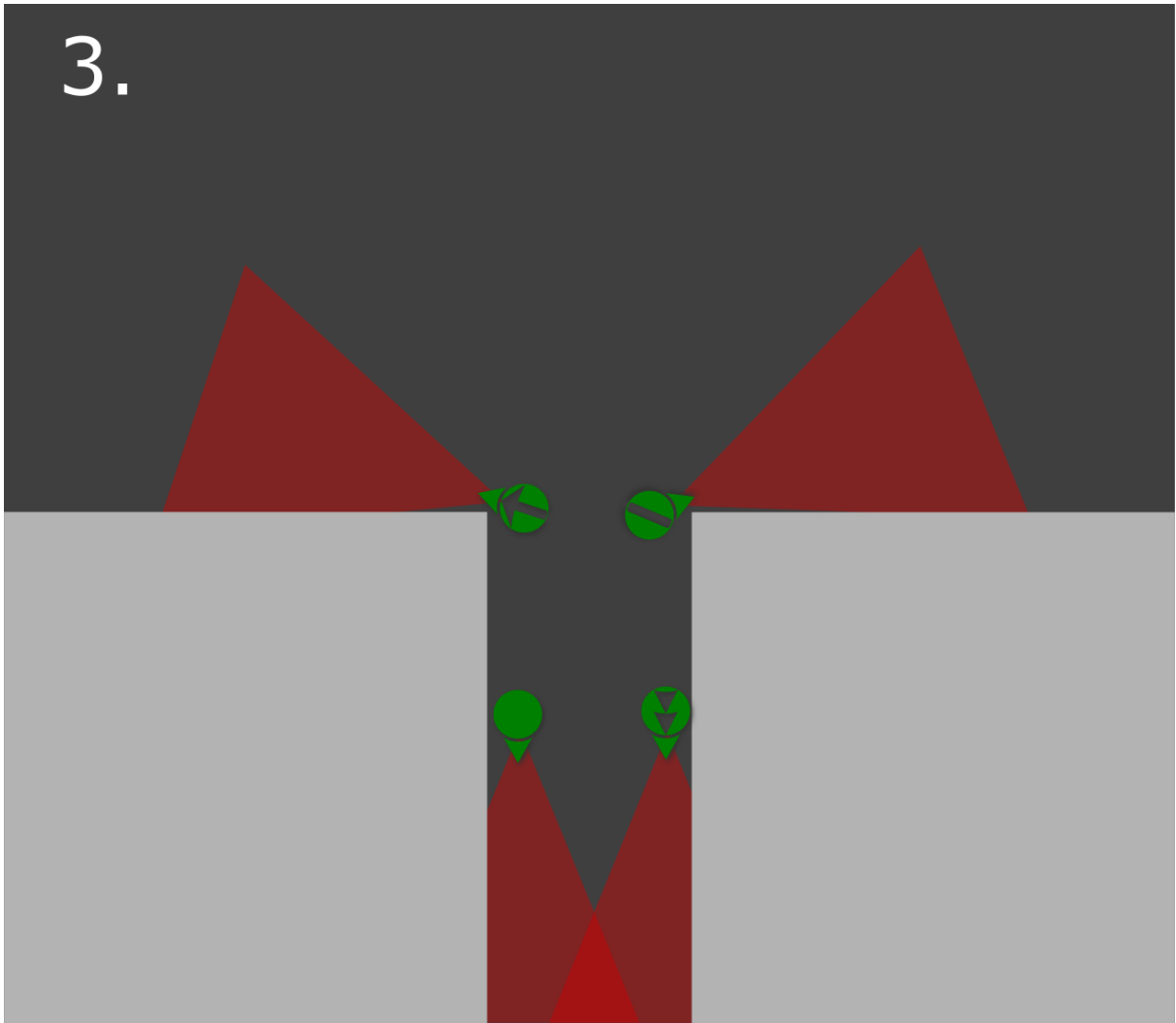
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E. Crossing a road

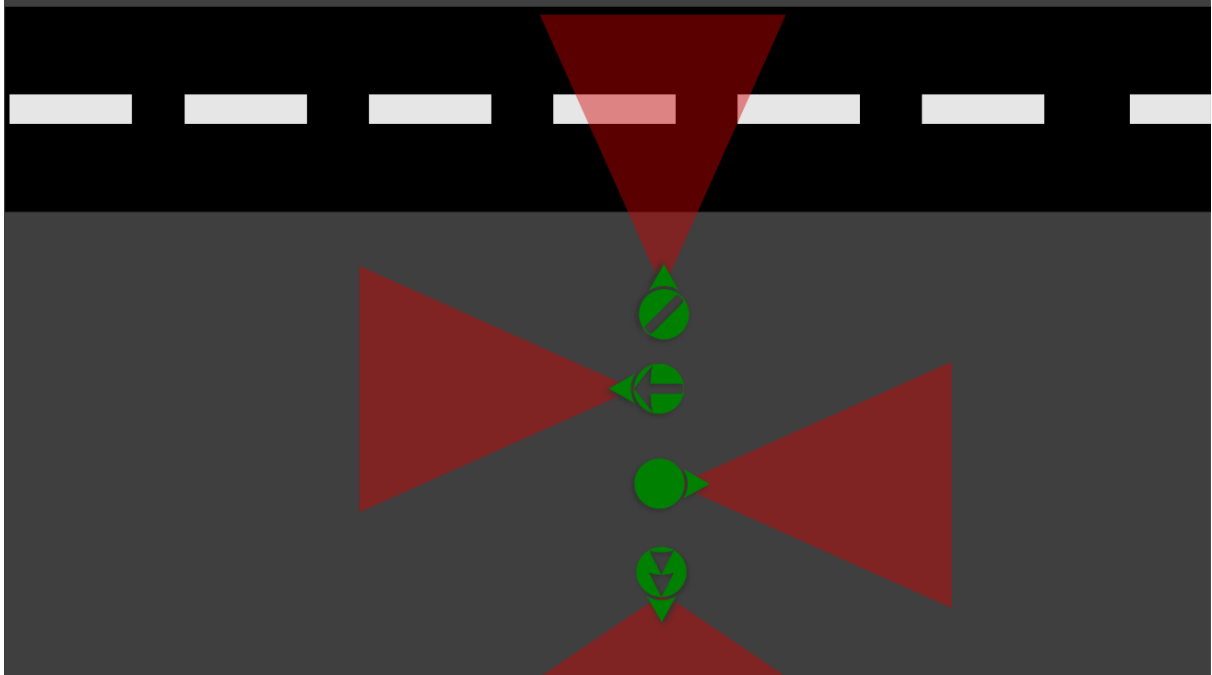
Crossing a road is something that is done fairly often, both in- and outside of MOUT.

1. The front man comes up to a road and covers either up or down the road. Once it's clear he calls out "left up" or "right up" depending on where he's covering.
2. This prompts the second man to move up and cover the other direction. He then also calls out "left/right up".
3. After that, everyone else starts moving across the road.
4. The first two to reach the other side will then also set up left and right cover. Once they're ready they'll call out left/right up.
5. The first pair of men who were covering can start crossing the road.
6. The last man to cross past the second pair of cover men calls "last man"

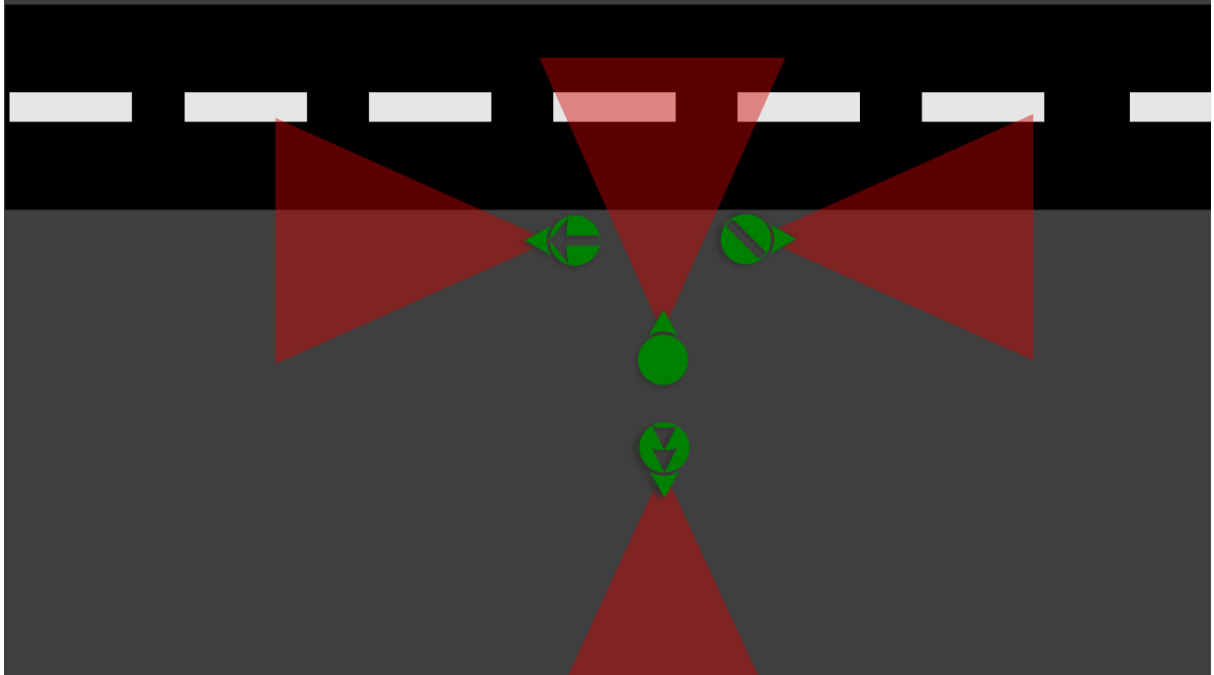
Notes:

- There is no particular call for how to cross a road, its normally initiated simply with "right/left up" or "set up cover on the road".
- Everyone who is not covering left or right should be covering either front or rear, in order to try and maintain 360 coverage.

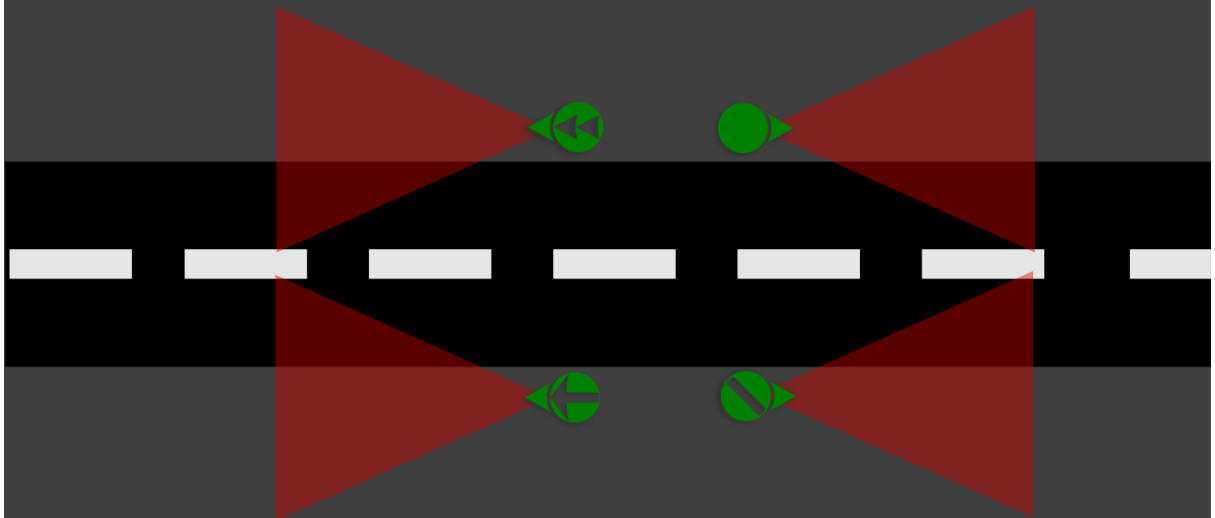
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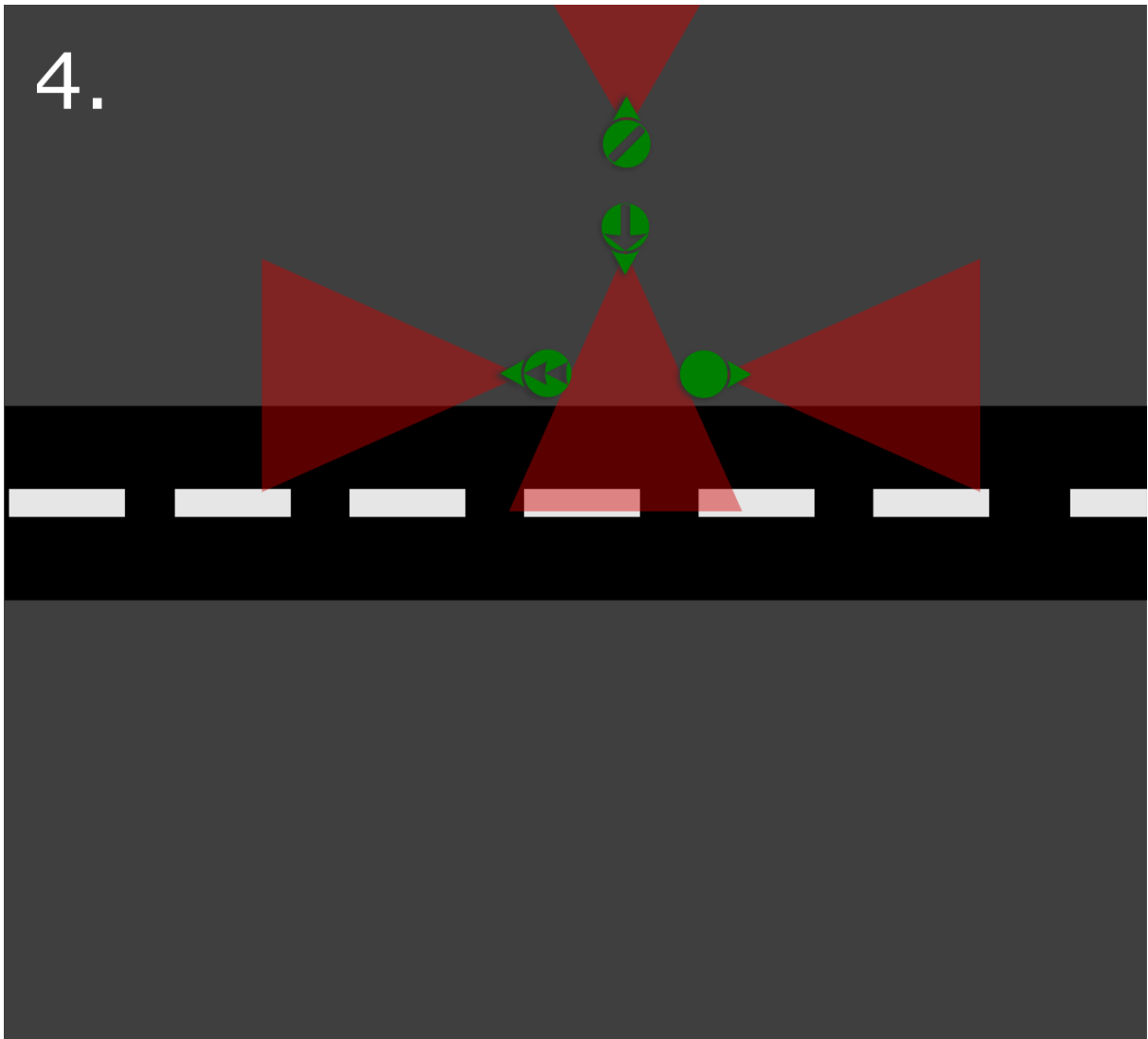
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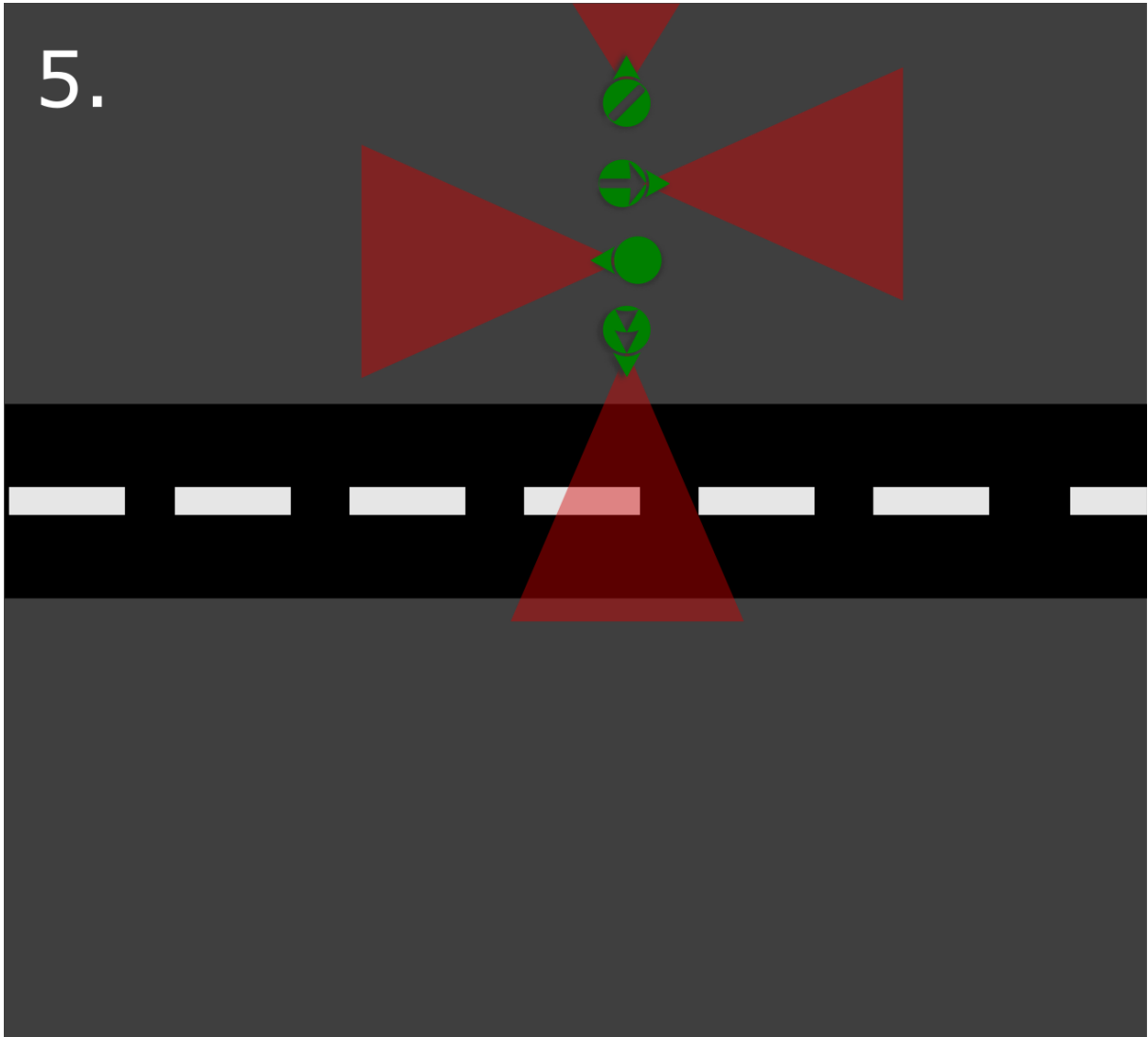
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F. Split Column

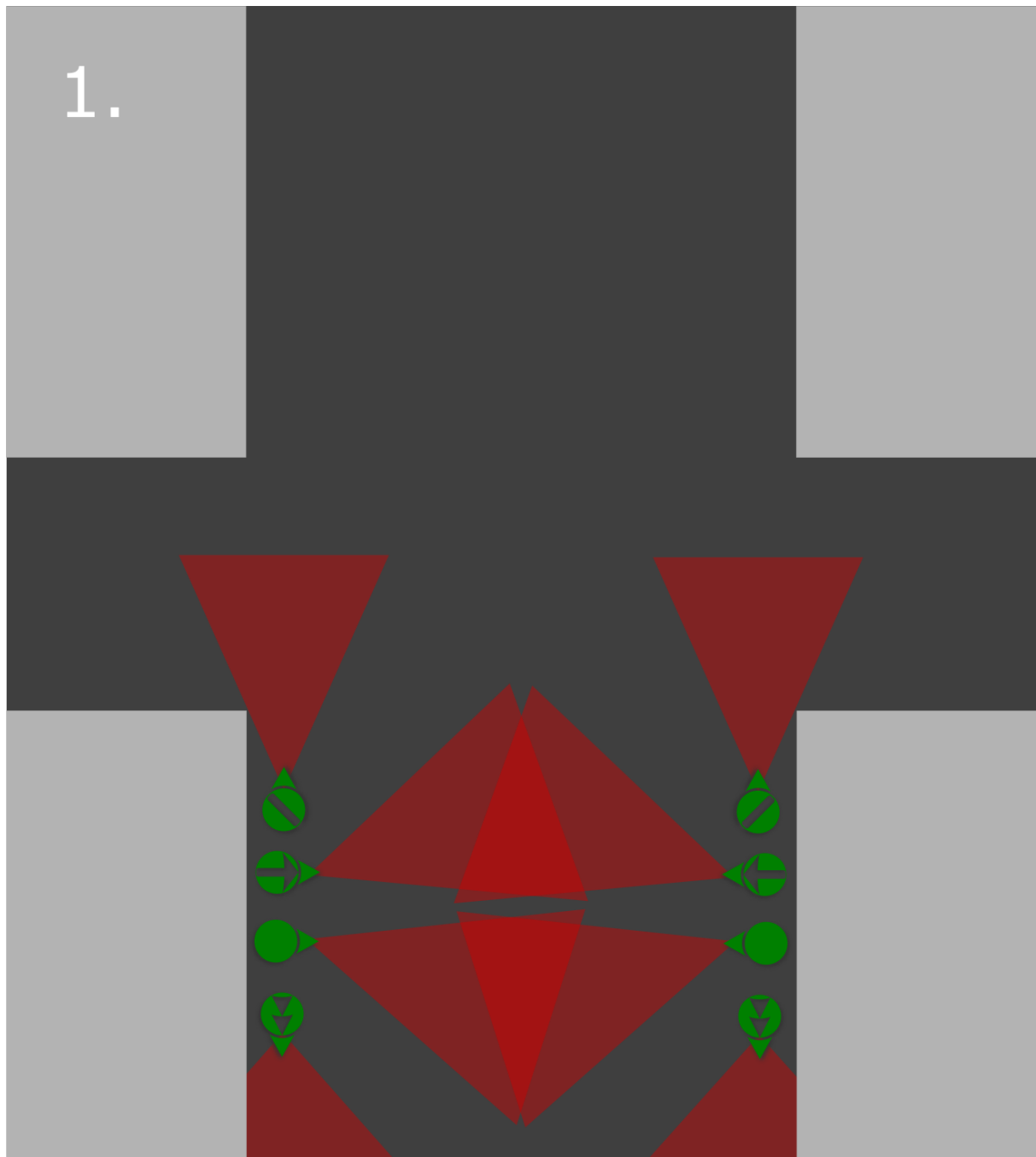
Both the slow and dynamic move can be performed with either 2 teams or 2 buddy teams on either side of an ally or a road.

In case of a slow move the teams would use slicing and cross cover from across the road.

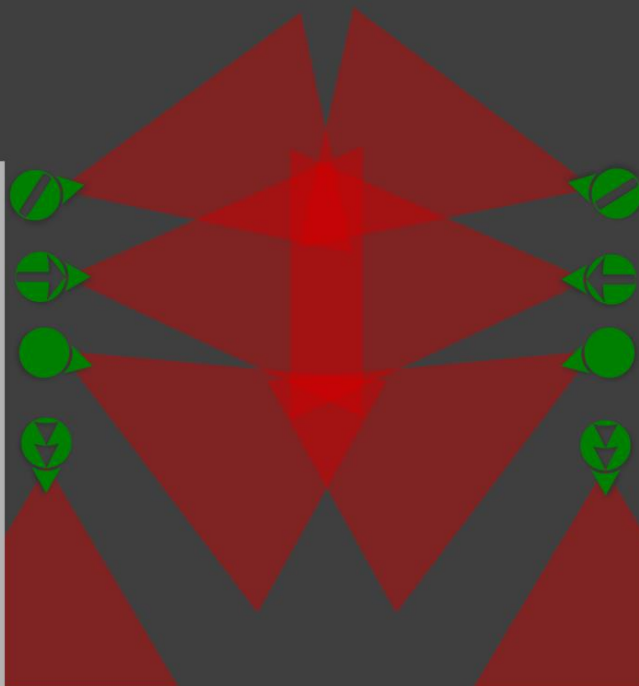
- If team 1 on one side of the road encounters a gap while team 2 on the other side doesn't, then team 2 can perform a slice across the road.
- If both teams encounter a gap at the same time, they can perform a cross cover across the road.

In case of a quick move, each team moves individually and checks their own gaps. It's important they synchronize their movements so they don't get ahead of each other.

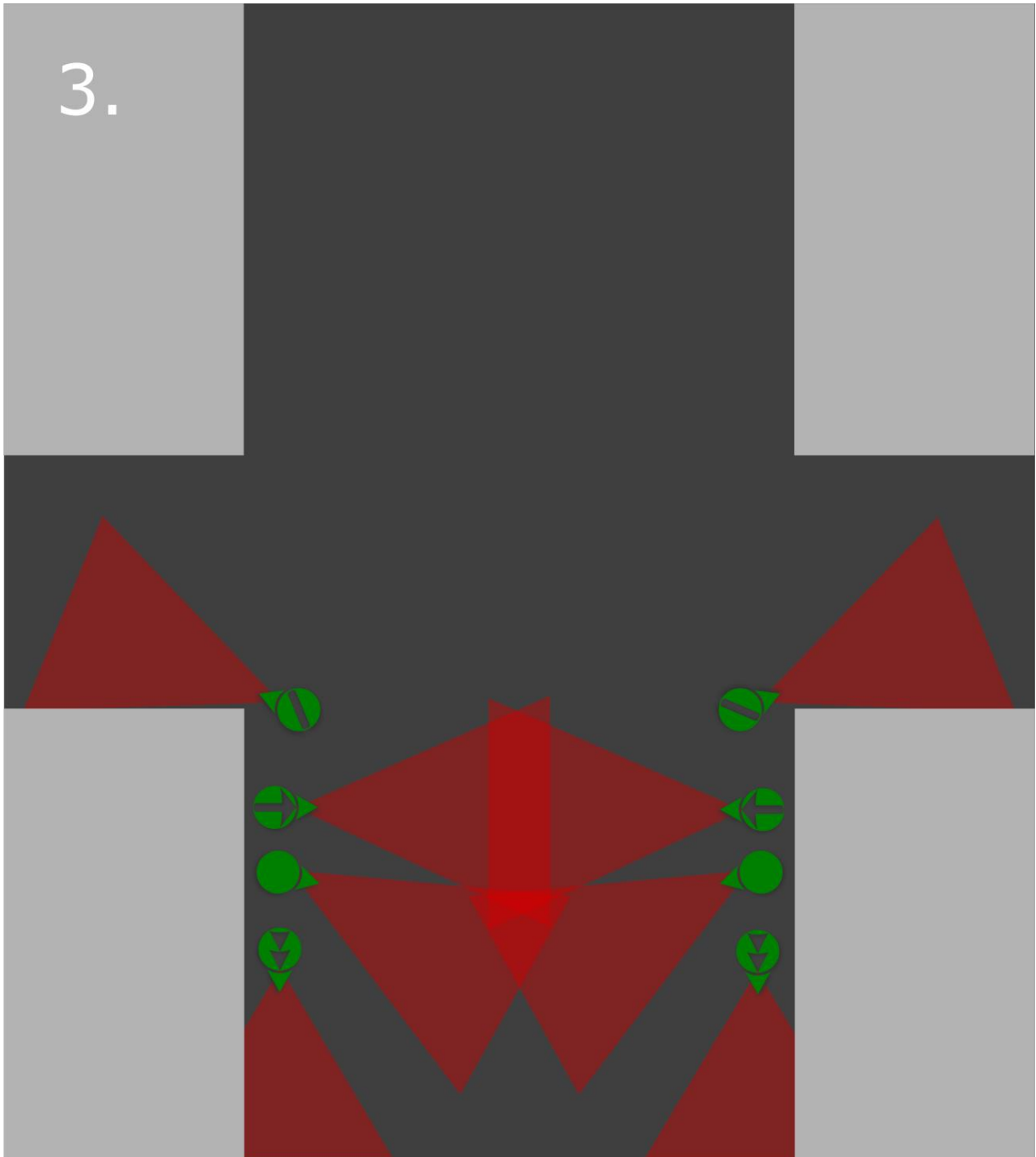
Split column – cross cover

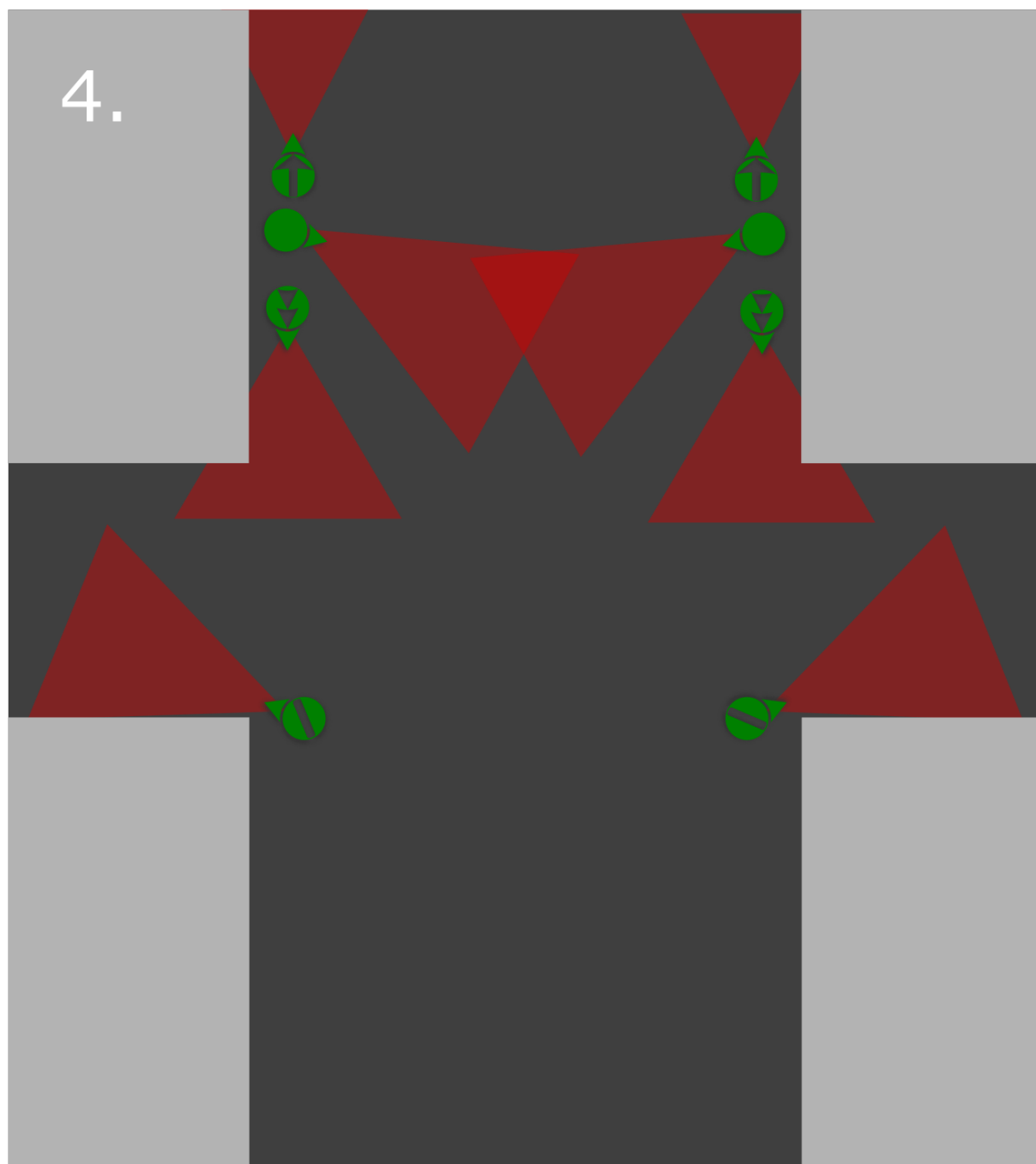


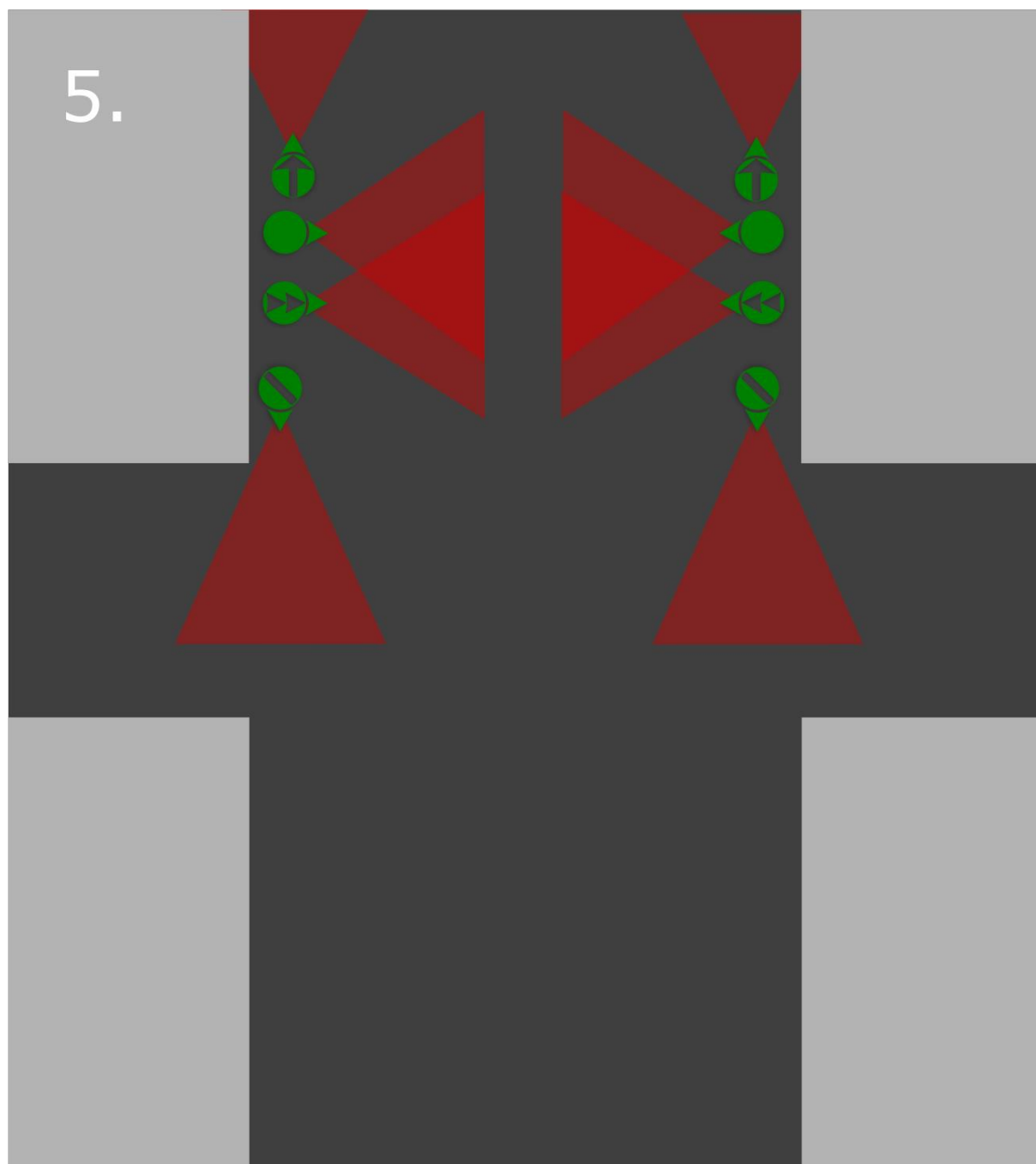
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G. Slow move

In this chapter and the next we'll talk about general movement in MOUT in two different ways. The first version is the slow move.

As the name implies, a slow move means moving slowly and methodically through urban terrain. This is most suited to situations where time isn't an issue and we're expecting enemies nearby. Generally we will use walking pace.

When using the slow move, we make use of all the techniques listed in this document in order to move safely through a town. However, many of these techniques cause the order of the column to change. It would be very time consuming to reform the column after every single move. Therefore, the formation during a slow move is dynamic. We do not reform the formation every time, rather we allow it to change depending on the used technique. This will usually mean that the team lead will not be in front. Therefore, it's important for team lead and members to communicate where exactly the team should be moving.

H. Quick move

A quick move means moving fairly quickly through a town with reasonable safety. We use combat pace and we'll use our MOUT techniques less often. Whenever we pass a gap, each person that moves past it quickly looks into it as he goes by and checks it himself. This type of movement is rather unsafe for multiple reasons and should only be used if a town is relatively clear or we're under time constraints.

I. Compound clearing

Clearing out walled compounds is very common when doing MOUT and is as such very important. Note that this section describes the clearing of a rather small compound with a small opening. Large, industrial sized compounds should be treated more like towns or villages.

1. We start off by being stacked up on a wall near the opening of the compound.
2. The front man calls for a slice of the opening. If possible, this should be a full 180° slice, meaning he goes all the way to the other side of the gap. If the gap is too wide, a regular slice is enough.
3. Once the slicer has determined it's clear, the team will enter the compound and usually split up into buddy teams.
4. One buddy team will go left, the other will go right. Each will move down the compound and check whatever buildings can be found along the way and meet up at the other side of the compound.

Notes:

- The team lead will call out which team is supposed to go where.
- This technique can also be used with multiple fire teams/SF teams.

J. Opening doors

The only technique we'll discuss regarding clearing buildings is a simple one: how to open a door. This technique is best done with 2 people.

1. Two people start out stacked up on either side of the door.
 - a. If this isn't possible because there's not enough room, then both soldiers will stack up on only one side of the door.
2. The man to open the door calls out "Opening door, ready?". The other man replies "Ready" when he's ready.
3. The man responsible for opening the door counts down from 3 and then opens the door.
4. Once the door is open, the man responsible for clearing the doorway does a slice of the doorway and moves inside the building.
5. The other man follows closely behind him.
6. After checking the entire room, they call out "room clear".
7. This can be repeated for entire floors or buildings. The respective calls are "ground floor/1st floor/2nd floor/... clear" and "building clear".

Notes:

- You can open a door more easily with "CTRL + Space" thanks to ACE.
- There's a good chance the first man dies/gets hit when trying to clear the building. Therefore the second man needs to be close behind to make sure he can avenge his buddy.
- Much like in the streets, it's recommended to move through buildings at a walking pace.