APPENDIX G

DISMOUNTING THE APC

Section I. DISMOUNTED OPERATIONS

G1. GENERAL

Squads and platoons move mounted whenever possible. This conserves the infantryman’s energy and takes advantage of the APC’s mobility and armor protection. When the infantry dismounts, the dismount team must do so rapidly. Both dismount and carrier teams must be able to react with little or no instruction from the squad leader. This appendix explains how to dismount tactically.

Before every operation, each squad and platoon headquarters should establish who is to dismount and with what weapons and equipment, and who is to remain in the carrier team. This should be in the unit SOP and modified as necessary for each situation.

When there are personnel shortages, changes should be made to insure key positions (squad leader or carrier team leader, gunner, assistant squad leader, and driver) are filled and that key dismounted weapons (Dragon, M60 machine gun if designated, SAWs, and M203 grenade launcher) are manned.

There must also be a clear understanding of who is to be the dismount team leader and who is to be the carrier team leader. Generally, the squad leader dismounts when the whole dismount team dismounts. The TL/caliber .50 gunner takes charge of the carrier team. The dismount team leader takes control of the dismount team. Both team leaders take orders from the squad leader unless the platoon leader tells them otherwise. If the squad leader decides to fight the dismount team as two fire teams, he will be in charge of one of those teams. The squad must have well-practiced procedures for rapidly dismounting the vehicle and organizing on the ground for combat operations.
G-2. SQUAD LEADER’S ALERT FOR DISMOUNT

Dismount Alert. Each squad leader must keep all of his squad informed, and alert as to possible dismount situations. As soon as the squad leader knows where and how he wants to dismount, he will give the driver instructions and give the squad members in the troop compartment the dismount alert. The dismount alert should include the following:

Warning — “Prepare to dismount.”

Dismount team composition — “Standard team” or “No Dragon.”

Dismount team leader — “I will dismount” or “SGT Jones, dismount.”

Exit method — “Ramp” or “Door.”

Dismount instructions — “Dismount left.”

NOTE: If the dismount is a result of enemy contact, the alert may include “action left/right/front” if the driver is unable to orient the front of the carrier toward the enemy.

Actions of Soldiers in Troop Compartment. The squad leader’s dismount alert should trigger an automatic reaction among soldiers in the troop compartment:

Each man secures his weapon and proper ammunition, LAW, or Dragon.

Each man places his weapon on SAFE and loads it.

The team leader notifies the squad leader when everyone in the troop compartment is ready to dismount.

The squad leader keeps his CVC helmet or headset on until he gives the order to dismount or the ramp is lowered. This insures that the squad leader can monitor any last-minute changes he gets from the platoon leader.

Actions of Driver and TL/Gunner. The driver should always be on the alert for covered and concealed positions. When he hears the squad leader’s dismount alert, he must respond without delay to the squad leader’s orders. Whenever possible, he should stop the vehicle in a covered/concealed position with the vehicle pointed at the enemy. This aids the gunner because the mounted weapons will not have to be traversed. It also puts the carrier directly between the enemy and the dismounting personnel. The TL/gunner directs the driver to the proper dismount point and helps point the vehicle at the enemy.

G-3. DISMOUNT EXITS AND ORDER

Dismount Exits.

There are two exits that the dismount team can use to dismount the APC — the ramp and the ramp door. The ramp is the easiest and fastest. If the ramp cannot be used or the squad leader wants to dismount only a few personnel, the ramp door may be used.

Each platoon should have a well-rehearsed SOP sequence for dismounting. Normally this is from the rear to the front. When the ramp is used, the personnel on both sides of the troop compartment can move out at the same time. When the door is used, only one man at a time can get out. (See appendix H.)

Dismount Order. When the vehicle is in the right position and correctly oriented, the squad leader gives the order to dismount. If the ramp is used, the dismount order is the driver’s signal to lower the ramp. If the ramp door is to be used, the squad leader’s dismount order is the signal to open the door. The squad leader removes his CVC helmet, puts on his steel helmet, and dismounts.
G-4. ACTIONS OF THE DISMOUNT TEAM

The dismount team should move 20 to 30 meters away from the vehicle in the direction specified in the dismount alert (left, right, or rear). The men immediately hit the ground using the best cover and concealment available and face outward toward the enemy. As soon as the dismount team leader accounts for every man and gets oriented, he gives instructions for movement to accomplish the team’s mission or to link up with the other dismount teams to form the dismount element.

Section II. TACTICAL CONSIDERATIONS

G-5. GENERAL

Whether in contact with the enemy or not, the platoon leader makes every effort to dismount in a covered and concealed location. It may be possible to deploy the dismount teams without the enemy detecting the dismount. This adds to the dismount team’s security and lessens the chance they will be engaged by surprise fire.

During darkness, only red interior lights should be used in the vehicle if it is necessary to see to get equipment or to look at a map. This helps the infantrymen gain their “night vision” before dismounting. As soon as the dismount team leader lets the squad leader know that everyone in the troop compartment is ready to dismount, the troop compartment red lights should be turned off. This prevents a violation of light discipline when the ramp is lowered or the ramp door is opened.

G-6. SAFETY AND SECURITY

Safety.

The carrier team must know the dismount team’s location. The gunner should keep the driver oriented so that he does not endanger dismounted infantrymen as the carrier is moved. This is especially critical at night. The gunner must insure that he does not endanger the dismounted infantrymen as mounted weapons are fired.

When possible, the carrier team should wait for the dismount team to move away from the vehicle before carrier weapons are fired. This reduces the chance that enemy fires will be attracted that could endanger the dismount team. However, if suppressive fire is needed, the gunner should not hesitate to provide it.

Security at a Halt.

Many times when moving mounted, there will be temporary halts. This might be during overwatch, while leaders meet, or while maps are studied. In such cases, platoons and squads should have several men dismount for local security. These men should move far enough away from the carriers so that they can hear battlefield noises above vehicle engine sounds. They should be alert for any sign of enemy activity, on the ground and in the air. They should also watch for movement of other friendly elements.

One person in each vehicle, preferably the squad leader or gunner, must observe these dismounted security elements to relay signals of enemy activity, to provide fire support if needed, and to signal the men when to return.