

Section 115 Terms List

1. Marine Division: Missions is to execute amphibious assault operations and such other operations as may be directed.
2. Squad leader: carries out the orders issued to him by the Platoon Commander and is responsible for the discipline, appearance, training, control, conduct, and welfare of his squad at all times, as well as the condition, care, and economical use of its weapons and equipment.
3. Fire team leader/grenadier: carries out the orders of the Squad leader and is responsible for the fire discipline and control of his fire team and economical use of its weapons and equipment
4. Automatic rifleman: carries out the orders of the fire team leader. He is responsible for the effective employment of the automatic rifle and for the condition and care of his weapon and equipment.
5. Assistant automatic rifleman: assists in the employment of the automatic rifle. He carries additional magazines and/or ammunition boxes for his automatic rifle and is prepared to assume the duties of the automatic rifleman.
6. Rifleman: in the fire team carries out the orders of the fire team leader. He is responsible for the effective employment of his rifle and for the condition and care of his weapon and equipment.
7. Primary Fighting Position: is a location on the ground from which fire is delivered by an individual, a fire unit (squad or fire team), or a crew-served weapon.
8. Alternate Fighting Positions: are not normally assigned to individuals or units within the platoon. They are used primarily by crew-served weapons.
9. Supplementary Fighting Position: are prepared to guard against attack from directions other than those from which the main attack is expected and is a secondary position and does not cover the same sector of fire as the primary position
10. Final Protective Fires: are the final attempt to stop the enemy attack before he reaches the platoon's battle position.
11. Raid patrols: destroy or capture enemy personnel or equipment, destroy installations, or free friendly personnel who have been captured by the enemy.
12. Security patrols: detect infiltration by the enemy, kill or capture infiltrators, and protect against surprise or ambush.
13. Ambush patrols: conduct ambushes of enemy patrols, carrying parties, foot columns, and convoys.
14. Economy of Force Patrols: perform limited objective missions such as seizing and holding key terrain to allow maximum forces to be used elsewhere.
15. Contact Patrols: establish and/or maintain contact with friendly or enemy forces.
16. Checkpoint: A predetermined point on the ground used as a means of controlling movement.
17. Rally Point: Is an easily identifiable point on the ground, designated by the patrol leader, where the patrol can reassemble/reorganize if it becomes dispersed.
18. Initial: This is a point within the friendly area where the patrol can reassemble if it becomes dispersed before departing the friendly area or before reaching the first rally point designated en route.
19. En route: These are points selected along the patrol's route to the objective and from the objective back to friendly lines/area. The patrol leader selects them as the patrol passes through likely areas for which rally points are needed.

20. Objective: This is the rally point nearest the objective at which the patrol reassembles after the mission is accomplished. It may be located short of, to a flank, or beyond the objective.
21. Near ambush: The killing zone is under very heavy, highly concentrated, close range fires. There is little time or space for men to maneuver or seek cover.
22. Communications Company: Installs, operates, and maintains communications facilities for the division headquarters; including multichannel radio, wire, and communications center facilities
23. H&S Company: Provides command, administrative, and security functions as well as organic supply for the headquarters battalion
24. Reconnaissance Company: Provides ground reconnaissance and surveillance in support of the division or its subordinate elements
25. MP Company: Provides route reconnaissance, evacuation and control of enemy prisoners of war (EPW), beach and perimeter defense, area security, crowd control, and investigative services
26. Truck Company: Provides general support motor transport to the Marine division
27. Counter ambush: When a patrol is ambushed, the IA drill used is determined by whether the ambush is near (enemy within fifty meters of the patrol) or far (enemy beyond fifty meters of patrol). Fifty meters is considered the limit from which the ambush can launch an assault against the enemy.
28. Far Ambush: the killing zone is also under very heavy, highly concentrated fires, but from greater range. The greater range precludes those caught in the killing zone from conducting an assault. The greater range does, however, permit some opportunity for the men to maneuver and seek cover.
29. Fighting Position: is a location on the ground from which fire is delivered by an individual, a fire unit (squad or fire team), or a crew-served weapon.