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CHAPTER 4

MARINE CORPS TASK LIST

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SECTION A**GENERAL**

1. Introduction. This section provides information specific to Marine Corps commanders in support of development of their unit's METL. In the past, METLs have been used for unit readiness evaluations through the Marine Corps Combat Readiness Evaluation System (MCCRES) and other unit evaluation purposes. USMC Training and Education Command (TECOM) develops Training and Readiness (T&R) manuals based on "unit design" METs/METLs. Under the new Defense Readiness Reporting System (DRRS), commanders are required to report their readiness state based on their unit METL. This new way of reporting unit readiness is often termed "METL based readiness reporting" and is conducted through the use of the Enhanced Status of Resource and Training System (ESORTS), replacing current SORTS reporting.

a. The METL is the commander's tool for remaining focused on mission accomplishment. A METL contains the list of a command's essential tasks with appropriate conditions and performance standards to assure successful mission accomplishment. MCWP 5-1 (Marine Corps Planning Process), MCRP 3-0A, and the Joint Training Manual (CJCSM 3500.03) describe the Mission Analysis and METL development process. It is a simple concept, the METL flows "downhill;" at every level the Mission Analysis process is the same: Review the directives -- look at the Specified Tasks, discern the implied tasks, determine ESSENTIAL TASKS -- figure out what help you need, either from supporting commands (below you) or parallel to you -- identify conditions that will affect the execution of the essential tasks -- and apply standards of performance required to accomplish the tasks.

2. Defense Readiness Reporting System (DRRS). DRRS is a web-based application for the assessment of unit readiness to accomplish essential tasks. DRRS serves as the central registry for unit METLs, and measures the readiness of units to achieve METs to standard.

a. Reporting Units. Reportable units are headquarters and tactical units, assigned with Unit Identification Codes (UICs) by the Service HQ. For the Marine Corps, these units are normally at the battalion/squadron level or higher, but also include separate companies such as regimental headquarters companies and force reconnaissance companies.

b. DRRS accounts. Each reportable unit will require at least two DRRS accounts - one for a unit administrator and another for the unit commander. Unit administrators can customize unit information, approve additional user accounts, build unit METs, and assess unit readiness. Unit commanders edit and approve MET assessments and assess overall readiness. Additional user accounts may be created to assess particular METs, and to build and assess staff supporting tasks. Guest accounts may also be created to facilitate the sharing of METs and readiness assessments.

c. MET development. Once a METL has been developed as outlined in Section 2, it should be documented in DRRS. Procedures for MET development are outlined in paragraph 3 below.

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Unit METs are developed by “Core Tasks,” “Major Plans,” and “Named Operations.” See Figure 4-1 below.

(1) “Core Tasks” represent the fundamental capabilities for which a unit was designed or organized.

(2) “Major Plans” are those designated as a “level 4” plan in the Contingency Planning Guidance. Units will develop METs for assigned major plans when directed by higher headquarters.

(3) “Named Operations” are those operations designated as such by the Joint Chiefs of Staff, e.g., Operation IRAQI FREEDOM (OIF).

(4) The Core Task list, assigned Major Plans, and designated Named Operations are each considered a separate mission for the purposes of DRRS assessment.

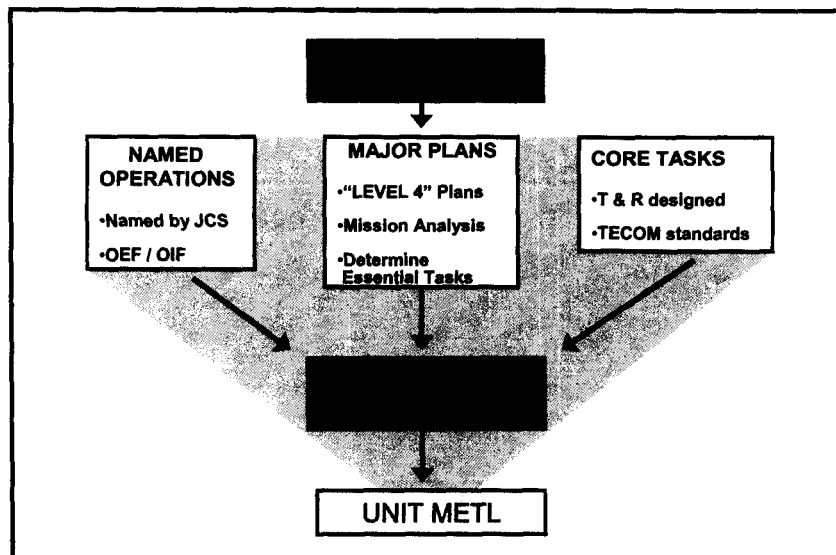


Figure 4-1

d. MET assessment. Each MET is assessed as “Yes,” “Qualified Yes,” or “No.” MET assessments are based on the ability of a unit to accomplish the task to standard under specified conditions. This assessment should be informed by observed performance, resource availability, and military experience/judgment. All assessments will be documented in accordance with the following definitions:

(1) “Yes” (Green) Assessment: The organization can accomplish the task to prescribed standards and conditions. The “Yes” assessment should reflect demonstrated performance in training or operations.

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(2) “Qualified Yes” (Yellow) Assessment: The organization is expected to accomplish the task to standard, under most conditions, but this performance has not been observed or demonstrated in training or operations. Organizations assessing their task or mission as a “Qualified Yes” can be employed for these tasks.

(3) “No” (Red) Assessment: The organization is unable to accomplish the task to prescribed standards and conditions at this time.

(4) The MET assessment is essentially a binary assessment: Can the unit accomplish the MET to standard? The decision as to whether the assessment is “Yes” or “Qualified Yes” will be driven by whether the unit has actually observed/demonstrated the capability. Unit MCCRES and T&R standards should support this observation process.

e. Mission Assessment. The unit commander will separately assess each mission. This assessment will also be based on the “Yes,” “Qualified Yes,” “No” basis, but will consider the mission as a whole. The mission assessment should reflect the military experience/judgment on all the tasks and factors that affect the ability to meet mission objectives.

(1) If any of the tasks is assessed as “No” (Red), then the commander must make a judgment as to whether the mission objectives can still be accomplished. Any “No” task would normally preclude an overall mission assessment of “Yes.” If the overall mission is rated other than “No” the commander should clearly explain how the plan will be accomplished despite the inability to accomplish the MET and any mitigation actions that will be taken. In cases where a MET is assessed as “No,” and the overall mission assessment is not “No,” the commander should review the essentiality of the MET in question.

(2) If the majority of the METs are assessed as “Yes” and the remaining METs are assessed as “Qualified Yes,” then the overall assessment should be “Yes.”

(3) If the majority of the METs are assessed as “Qualified Yes” and the remaining METs are assessed as “Yes,” then the overall assessment should be “Qualified Yes.”

3. METL Development in DRRS. Unit METL development in DRRS is a straightforward process if the unit has already developed a detailed METL, including conditions and standards. While DRRS can be a helpful tool in defining tasks, conditions and standards, DRRS METL development should not be undertaken without substantial prior research and refinement.

a. DRRS Admin Tools. The DRRS administrator should take several steps, in order, to ensure that the actual METL development goes smoothly.

(1) “Manage Unit Missions.” This tool is used to build additional Major Plans or Named Operations to the Core Mission of the unit. The Core mission is automatically included for all units.

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(2) “Activate / Modify User Role.” This tool is used to activate additional user IDs which have been requested for the unit. DRRS User IDs are requested directly from the DRRS Logon page at <https://drrs.deccpac.disa.smil.mil/index.jsp>.

(3) “Unit Admin.” This tool is used to add or modify staff sections. Individual user IDs are assigned to the various staff sections, allowing them to later be selected as the Point of Contact (POC) for a task. At a minimum, one staff office (normally the “S-3”) must be created so that each MET can be assigned to an Office of Primary Responsibility (OPR).

b. MET creation. Individual METs are created using the “TurboMET” tool. The two basic options for building a MET are to “Import METL” or to “Add Command MET.” “Import METL” will import the entire METL from another unit, adding it to any METs that have already been created. “Add Command MET” allows a unit to build individual METs from scratch. The following procedures are used to add a new Command MET.

(1) Add Command MET. Selecting “Add Command MET” opens a search dialogue. Tasks can be searched by number, by title, or by definition. Additionally, the search can be filtered to all joint and Service task lists, or one particular task list. Tactical units will normally use tasks from their Service task list (e.g., UNTL, MCTL).

(2) Assign MET and Choose Supported Missions. Once a MET has been selected, the administrator will be able to assign the MET to an OPR, one or more Offices of Coordinating Responsibility (OCR), and a primary POC. Missions supported by this task are also selected. All user accounts assigned to the OPR will be able to edit the MET, build staff supporting tasks, and assess the MET. Once this has been accomplished, the administrator should select “Save and go to next step.”

(3) Select Conditions. This section will allow the administrator to select the conditions for the task. A task cannot be complete without at least one corresponding condition. Once this has been accomplished, the administrator should select “Save and go to next step.”

(4) Select Standard Measures. This section will allow the administrator to select the standards for the task. Most tasks already have suggested standards (measures). If suggested measures are not adequate, the administrator can create custom measures. Once custom measures have been created, they will not automatically be selected for use. Instead, they will be added to the list of suggested measures, and can be selected from that section. Selected measures will need to be edited to include a criterion. Once this has been accomplished the administrator should select “Save and return to METL.”

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(5) Saving METs to form the unit METL. Once all of a unit's METs have been loaded, DRRS provides worldwide visibility of the METL to all DRRS users throughout the Department of Defense. The METL is automatically loaded into ESORTS to serve as the basis for unit readiness assessment. A detailed MET summary can be opened for each MET by selecting the MET number (e.g., MCT 1.1). This produces a single document containing the task number, title, definition, points of contact, conditions, standards, supported missions, supporting tasks, command-linked tasks, and external commands which have linked to the task in support of their own METL. A set of these MET summaries can be consolidated to form a detailed METL in print form.

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Marine Corps Task List (MCTL)

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Maneuver

MCT 1 DEPLOY FORCES/CONDUCT MANEUVER

To move forces to achieve a position of advantage with respect to enemy forces. This task includes the employment of forces on the battlefield in combination with fire or fire potential. Maneuver is the dynamic element of combat, the means of concentrating forces at the decisive point to achieve the surprise, psychological shock, physical momentum, and moral dominance which enables smaller forces to defeat larger ones. This task includes the movement of combat and support units. (JP 3-0 Series, MCDP 1-0, 1-3, NDP 1, NWP 3 Series, 3-02 Series, 4-01, CJCSI 3202.01, CJCSM 3122.03A, NTA 1)

M1	Percent	Of OPLAN forces in place at execution.
M2	Days	Delay in OPLAN phase execution due to logistics constraints.
M3	Percent	Of required transportation assets, represented by planned transportation assets, in TPFDD for current operation.
M4	Kph	Rate of movement.
M5	Time	To initiate movement.

MCT 1.1 Provide Forces

To provide and deploy all Marine Corps combat, combat support, and combat service support units. Forward-deployed Marine air-ground task forces (MAGTFs), with their range of capabilities, are designed to enable the joint force commander to resolve crises and win conflicts. MAGTFs are uniquely suited to support the national security strategy by rapidly projecting the required capability into a foreign setting to abate the crisis. This capability is central to the United States' ability to safeguard its national interests. (JP 1, 0-2, 3-0, MCDP 1-0)

M1	Days	Plan the physical relocation of forces and materiel to designated AO.
M2	Days	Identify support activity teams to prepare personnel for deployment.
M3	Days	Identify and establish rear detachment.
M4	Percent	Marines identified as non-deployable.
M5	TBD	

MCT 1.1.1 Provide Security Forces

Security forces are used to gain and maintain enemy contact, protect the main battle force's movement, develop the situation before committing the main battle force and are assigned cover, guard or screen missions. Operations of security forces must be an integral part of the overall offensive plan. The element of the MAGTF assigned as the security forces depends on the factors of mission, enemy, terrain and weather, troops and support available – time available (METT-T). (JP 1, 0-2, 3-0, MCDP 1-0)

M1	Percent	MAGTF force required for security force mission.
M2	TBD	

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MCT 1.1.1.1 Provide Main Body Forces

Main body forces constitute the bulk of the commander's combat power. It is prepared to respond to enemy contact with the security forces. Combat power that can be concentrated most quickly, such as fires, is brought to bear while maneuver units move into position. The main body maintains an offensive spirit throughout the battle, exploiting any advantageous situations, and engages the enemy as early as possible. **(JP 1, 0-2, 3-0, MCDP 1-0)**

M1	Days	To identify and establish a main body.
M2	Percent	Of assigned main body trained for mission.
M3	TBD	

MCT 1.1.1.2 Provide Reserve Forces

The commander uses his reserve forces to restore momentum to a stalled attack, defeat enemy counterattacks, and exploit success. The reserve force provides the commander the flexibility to react to unforeseen circumstances. Once committed, the reserve's actions become the decisive operation, and every effort is made to reconstitute another reserve from units made available by the revised situation. **(JP 1, 0-2, 3-0, 4-05.1, MCDP 1-0)**

M1	Percent	Of forces identified by commander as a reserve element.
M2	Time	For commander to incorporate reserve into offensive or defensive plan.
M3	Time	For commander to commit reserves at the decisive place.
M4	Time	Required for commander to reconstitute a reserve.
M5	TBD	

MCT 1.1.1.3 Provide Sustainment Forces

The sustaining force maintains a presence ashore over an extended period of time to support continued operations by the joint force commander within the joint area of operations (JAO), and also includes providing logistical sustainment to joint and coalition forces until theater level sustainment is established. **(JP 1, 0-2, 3-0, MCDP 1-0)**

M1	Percent	Of MAGTF trained for sustainment force mission.
M2	TBD	

MCT 1.1.2 Provide Task-Organized Forces

The Marine Corps organizes its operational forces as Marine Corps components and as MAGTFs to provide task-organized, self-sustaining, multipurpose forces to the joint force or naval expeditionary force. These uniquely organized Marine Corps forces can respond to a wide range of operational and tactical missions and tasks, providing an unmatched combination of deployment and employment options. **(JP 1, 0-2, 3-0, MCDP 1-0)**

M1	Time	For commander to identify and detach applicable units(s).
M2	Time	For commander to attach applicable unit(s).
M3	TBD	

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MCT 1.1.2.1 Provide Alert Forces

An important type of special purpose MAGTF is the air contingency force (ACF). An ACF is an on-call, task-organized alert force that is maintained by all three Marine expeditionary forces (MEFs). An ACF can deploy within 18 hours of notification. It can be dispatched virtually worldwide to respond to a rapidly developing crisis. The ACF is the MEF's force in readiness. It can deploy independently or in conjunction with amphibious forces, MPFs, or other expeditionary forces. **(JP 1, 0-2, 3-0, MCDP 1-0)**

M1	Yes/No	ACF identified and assigned.
M2	TBD	

MCT 1.1.2.2 Provide Command Element

The command element (CE) is the MAGTF headquarters. It is task-organized to provide the command and control, intelligence, reconnaissance forces, and other support and capabilities necessary for effective planning, execution, and assessment of operations across the warfighting functions to accomplish the MAGTF mission. The CE can exercise command and control within a joint task force from the sea or ashore and acts as a core element around which a joint task force headquarters may be formed. **(JP 1, 0-2, 3-0, 3-30, 3-31, MCDP 1-0)**

M1	Hours	For unit to establish command post.
M2	Time	For commander to establish a command group.
M3	Minutes	To move a command post.
M4	Minutes	To transfer command and control functions before and after displacement.
M5	TBD	

MCT 1.1.2.3 Provide Headquarters Personnel and Infrastructure

Marine Corps bases, stations, and reserve support centers headquarters provide the personnel, infrastructure and facilities that enable and support the operating forces. HQ also provides administrative control, control of resources and equipment, personnel management, unit logistics, individual and unit training, readiness, mobilization, demobilization, discipline, and other matters not included in the operational missions of the subordinate or other organizations. To organize a headquarters for the command and control of designated and organized forces under the duly authorized force commander. This includes developing a command and control structure, a force liaison structure, and effectively integrating force staff augmentees. **(JP 1, 0-2, 3-0, 5-0, 5-00.2, NDP 6, NWP 6-00.1, MCDP 1-0)**

M1	Days	To deploy forward and establish in theater, a task force headquarters element.
M2	Hours	After arrival in operational area, to establish communication links up, down, across.
M3	Days	After arrival at deployed site, task force headquarters established, including communications with host-nation, US DOS representatives, and non-governmental agencies.
M4	Days	To establish a liaison structure.

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MCT 1.1.2.4 Provide Close Quarters Battle (CQB) Marines

To provide Marine Corps maneuver warfare capabilities in seizing and clearing buildings and other urbanized areas. Commanders and small-unit leaders rely on guidance and intent provided by higher headquarters to facilitate decentralized execution while maintaining control and direction in close quarter battles. Success in urban fighting depends upon small units and individual tactical skills. (JP 3-0, 3-06, MCWP 3-35.3)

M1	Hours	Attack into a concentrated area of structures, facilities, and population to isolate and secure an objective, or to destroy, capture, or force the enemy to withdraw.
M2	Percent	Ground combat element (GCE) Marines trained for CQB.
M3	TBD	

MCT 1.2 Move Forces

To move Marine Corps forces/units tactically on, or under the sea, through the air, or on the ground. This movement includes the positioning of ships, submarines, aircraft, and ground forces. (JP 1, 3-0, 3-02, 3-35 Series, 4-01 Series, MCDP 3, MCWP 0-1, 3-2, 3-11.4, 3-25.10, NDP 1, 4, NWP 3-02 Series, 3-02.1, 3-20.6, 4, 4-01, 4-01.4, NTA 1.1.2)

M1	Kph	Rate of movement.
M2	Knots	Rate of movement.
M3	Time	To initiate movement.
M4	Time	To complete movement.
M5	NM	Distance forces required to move.
M6	Time	To plan, coordinate, and participate in creating unit movement control plan.
M7	Time	To coordinate routes, traffic control, and timetables with higher.

MCT 1.2.1 Prepare Forces for Movement

To assemble, inspect, and load personnel, equipment, and supplies in preparation for a tactical movement. It includes procurement and storage of equipment and supplies, staging/marshaling and embarkation of naval forces on air and sea borne assets, estimating throughput, time phasing force movement, and establishing tactical formations. It also includes completion of vital voyage repairs to the naval task force ships prior to movement. (JP 3-0, 3-02 Series, 3-17, 4-0, 5-0, MCWP 3-2, 3-11.4, 3-25.10, NDP 1, 4, NWP 1-02, 3-02 Series, 4 Series, 4-01, NTTP 3-02.3, NTA 1.1.1)

M1	Time	To initiate movement.
M2	Percent	Of equipment fully operational.
M3	Time	To determine readiness of personnel, equipment, and supplies.
M4	Percent	Of personnel reported <i>ready</i> for movement, not <i>ready</i> at execute.
M5	Percent	Of equipment reported <i>ready</i> for movement, not <i>ready</i> at execute.
M6	Percent	Of supplies reported <i>ready</i> for movement, not <i>ready</i> at execute.

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MCT 1.2.1.1 Identify Lift Requirements

To identify transportation requirements for expeditionary/amphibious/military sealift shipping, maritime preposition shipping, commercial shipping, and/or airlift to support the movement of personnel, equipment, and supplies. (JP 3-0, 3-02, 4-0, 4-01.2, MCDP 3, NDP 4, NWP 3-02.1, 4 Series, 4-01, NTTP 3-02.3, NTA 1.1.1.1)

M1	Percent	Of equipment fully operational.
M2	Percent	Of cargo capacity provided to support landing forces and follow-on echelon force, support forces, and supplies.
M3	Time	To provide estimate of amphibious shipping after tasking.
M4	Days	To complete movement planning.
M5	Time	To provide estimate of expeditionary shipping after tasking.
M6	Time	To provide estimate of military sealift shipping after tasking.
M7	Time	To provide estimate of maritime pre-positioning ship (MPS) shipping after tasking.
M8	Percent	Of estimated lift requirements, required for actual lift.
M9	Percent	Of equipment loaded is for administrative lift.
M10	Percent	Of equipment loaded is for combat/tactical use.
M11	Time	To identify transportation assets and equipment density in the Unit.
M12	Time	To coordinate administrative troop movement requirements.

MCT 1.2.1.2 Stage/Marshal Forces

To sortie and assemble expeditionary/amphibious/Military Sealift shipping and aircraft at embarkation ports. Move ground/air forces and associated equipment to embarkation ports preparatory to loading on board expeditionary/amphibious/Military Sealift shipping and aircraft. (JP 3-0, 3-02, 3-02.2, 4-01.2, NDP 4, NWP 3-02 Series, NTA 1.1.1.2)

M1	Time	To initiate movement.
M2	Percent	Of equipment fully operational.
M3	Days	To initiate movement.
M4	Hours	To complete movement to staging/marshaling area.

MCT 1.2.3 Embark Forces

To embark forces and equipment on naval (including expeditionary/amphibious and follow-on) Military Sealift or commercial shipping and/or aircraft, preparatory to movement, to off-load area. Includes preparation of loading and berthing plans. How the forces are embarked may be determined by the expected tactical requirements upon offloading. (JP 1, 3-0, 3-02, 3-02.2, 4-0, 4-01 Series, MCWP 3-32, NDP 1, 4, NWP 3-02 Series, 3-02.21, 3-05.4, 4-01, NTTP 3-02.3, NTA 1.1.1.3)

M1	Percent	Of equipment fully operational before embark vs. after embark completed.
M2	Time	To initiate movement.
M3	Percent	Of staged forces and equipment embarked according to loading and berthing plan.
M4	Percent	Of forces and equipment combat loaded.
M5	Percent	Of forces and equipment loaded within established time requirements.
M6	Time	For commander to identify equipment density lists.

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M7	Time	For commander to identify special equipment and supplies for embarkation.
M8	Time	To plan for assets to separate, disassemble, configure, uncrate, or transload above normal requirements.
M9	Time	To up-load platforms with equipment
M10	Time	To configure pallets and containerized loads
M11	Time	To up-load contingency stocks for class I and chemical detection equipment
M12	Time	To prepare shipping labels.
M13	Time	To deploy an advance party to the aerial or sea port of embarkation (APOE/SPOE).

MCT 1.2.4 Deploy Tactical Forces

To move battalion units and their systems from one position to another in order to gain a position of advantage over or avoid a position of disadvantage with respect to an enemy. Mobility ensures that an adversary cannot take offensive action with any confidence that barriers will protect him. Movement may be by any means. This task includes bypassing obstacles. It also includes movement of units by a non-organic organization, such as an infantry company by motor transport battalion assets. (JP 3-0, 4-01.8, MCDP 1-0, MCWP 3-1, 3-2, 3-11.4, 3-25.10, NDP 1, 5, 6, NWP 3-02 Series)

M1	Time	To commence movement.
M2	Time	To complete movement.
M3	Percent	Of personnel at destination on schedule.
M4	Percent	Of equipment at destination on schedule.
M5	Minutes	Alert aircraft set to launch.
M6	Units	Strike and/or close air support (CAS) sorties per day for sustained operations
M7	Y/N	Firing unit demonstrates ability to move to planned launch point
M8	Time	To conduct coordination with Division and or installation transportation offices for movement times and routes from unit marshalling area to APOE/SPOE or destination.
M9	Time	To conduct link-up with transportation assets.
M10	Number	Of personnel identified as shipriders.

MCT 1.2.5 Debark Forces

To conduct debarkation or offloading of forces and equipment from military or commercial shipping and/or aircraft, preparatory to movement to Area of Operations/APOE. How the forces or equipment are debarked may be determined by the tactical requirements when loading. (JP 3-0, 3-02.2, 4-0, MCDP 1-0, MCWP 3-32)

M1	Time	To deploy an advance party to the aerial or seaport debarkation.
M2	Number	Of personnel identified to assist ship offload.
M3	TBD	

MCT 1.2.6 Conduct Reception, Staging, Onward Movement, and Integration (RSO&I)

To conduct reception, staging, onward movement and integration (RSO&I) operations. To receive units, personnel, equipment and materiel into the MARFOR AO and to support and move them to the point were they are transferred to the responsible tactical commander (at assembly areas), making them part of what is available for operations. This task includes operating air and

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sea ports of debarkation (POD), moving unit personnel and equipment from PODs to assembly areas, joining unit personnel (normally deployed by strategic air transport) with their equipment (normally shipped by sea or pre-positioned in geographical storage sites or MPF vessels), and providing supplies and support necessary to achieve readiness for onward movement. (JP 3-0, 3-02, 3-02.2, MCDP 1-0)

M1	Percent	Of equipment fully operational after offload completed.
M2	Hours	To complete offload.
M3	Number	Persons required to conduct offload.
M4	Tons	Equipment offloaded.
M5	Number	Persons offloaded.

MCT 1.2.7 Reconstitute/Redeploy Forces

To take actions to rapidly restore a unit's fighting potential to a desired level of combat effectiveness commensurate with mission requirements and availability of resources, for subsequent redeployment through deliberate reconstitution of units. This task includes the shifting of internal resources within the MAGTF and from external sources to increase its overall level of combat effectiveness. It includes cross-leveling equipment and personnel, matching operational weapons systems with crews, or forming composite units (joining two or more depleted units to form a single full-strength or over-strength unit). Reconstitution includes two types of activities, reorganization and regeneration. Regeneration occurs at CONUS bases, stations, camps, etc. (JP 3-0, JP 3-02, 3-35, 4-0, 5-00.2, MCDP 1-0, 3, MCWP 0-1, 4-1, 4-6, 4-11, CJCSM 3122.03, NDP 4, NWP 4-09, NAVPERS 15560)

M1	Time	For maneuver force to transition to or from operational formation.
M2	Time	For naval expeditionary forces (NEF) shipping to transition to or from landing formations.
M3	Percent	Of required logistics in place on schedule.
M4	Time	From planned execution time, force is transitioned to or from operational battle formation.
M5	Time	After transition to battle formation, forces are concentrated at the attack points intact and combat effective.
M6	Percent	Of required landing craft in place on schedule.
M7	Percent	Of required aircraft in place on schedule.
M8	Number	Of personnel processed daily.
M9	Hours	Average time to process an individual.
M10	Percent	Of equipment operational ready.
M11	Percent	Of equipment deadlined for maintenance.
M12	Percent	Of equipment deadlined for supply.
M13	Number	Of internal assets to be redistributed internally to reconstitute companies or platoons.

MCT 1.3 Conduct Maneuver and Close Forces

To conduct maneuver warfare to shatter the enemy's cohesion through a variety of rapid, focused, and unexpected actions which create a turbulent and rapidly deteriorating situation with which the enemy cannot cope and to provide close operations concentrating on combat power to

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exploit success. Close operations are dominated by fire and maneuver conducted by combined arms forces from the ground combat element (GCE) and the air combat element (ACE). (JP 3-0, MCDP 1-0, MCWP 3-2, 3-11.4, 3-25.10)

M1	Yes/No	Maneuver guidance issued.
M2	TBD	

MCT 1.3.1 Conduct Maneuver

Maneuver MARFOR forces to achieve a position of advantage over the enemy for accomplishing operational or strategic objectives. (JP 3-0, 3-02, MCDP 1-0, 1, 3, MCWP 3-2, 3-11.4, 3-25.10, NDP 1, 4, NWP 1-02, 3-02 Series, 4-01, 4-01.4)

M1	Kph	Rate of movement.
M2	Knots	Rate of movement.
M3	Time	To initiate movement.
M4	Time	To complete movement.
M5	NM	Distance forces required to move.

MCT 1.3.1.1 Conduct Ship-to-Objective Maneuver

To conduct ship-to-objective maneuver to gain a tactical advantage over the enemy in terms of both time and space. Maneuver is not aimed at the seizure of a beach, but builds upon the foundations of expanding the battlespace. (JP 3-0, 3-02 Series, MCWP 3-1, 3-2, 3-11.4, 3-25.10, NDP 1, NWP 3-02.1)

M1	Percent	Of identified decisive points and enemy geographic centers of gravity within the OA, under friendly control at operational end state.
M2	Percent	Of force engaged in rear area security.
M3	Time	Between enemy attacks on areas controlled by friendly forces.
M4	Number	Operations delayed/canceled due to enemy attack during execution.
M5	Percent	Of operations in OA delayed/canceled due to enemy attacks during execution.
M6	Percent	Of critical terrain features under control of friendly forces.
M7	Percent	Of air operations in OA delayed/canceled due to enemy actions during execution.
M8	Percent	Of forces operating within areas under control of friendly ground forces.

MCT 1.3.2 Conduct Amphibious Operations

To conduct an attack launched from the sea by naval and landing forces, embarked in ships or craft involving a landing on a hostile or potentially hostile shore. (JP 3-0, 3-02, MCWP 3-1, 3-2, 3-11.4, 3-25.10, NDP 1, NWP 3-02.1, NTP 3-02.2)

M1	Percent	Of identified decisive points and enemy geographic centers of gravity within the OA, under friendly control at operational end state.
M2	Percent	Of force engaged in rear area security.
M3	Time	Between enemy attacks on areas controlled by friendly forces.
M4	Number	Operations delayed/canceled due to enemy attack during execution.
M5	Percent	Of operations in OA delayed/canceled due to enemy attacks during execution.
M6	Percent	Of critical terrain features under control of friendly forces.
M7	Percent	Of air operations in OA delayed/canceled due to enemy actions during execution.

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M8	Percent	Of forces operating within areas under control of friendly ground forces.
M9	Y/N	Did maneuver meet the stated objectives?
M10	Time	To conduct maneuver planning.
M11	Percent	Of execution checklist completed on time.
M12	Casualties	To friendly forces due to enemy actions.

MCT 1.3.2.1 Conduct Amphibious Demonstration

To employ amphibious forces for the purpose of deceiving the enemy by a show of force with the expectation of deluding the enemy into taking a course of action unfavorable to him. (JP 1, 3-0, 3-02, MCDP 1-0, MCWP 3-1, 3-2, 3-11.4, 3-23, 3-25.10, NDP 1, NWP 3-02.1, NTTP 3-02.2, NTA 1.5.2.3)

M1	Days	Between enemy attacks on areas controlled by friendly forces.
M2	Percent	Of naval operations in JOA delayed/canceled due to enemy attacks during execution.
M3	Percent	Of enemy forces maneuvered in response to demonstration.
M4	Percent	Of forces operating within areas under control of friendly ground forces.
M5	Y/N	Did amphibious demonstration meet the stated objectives?
M6	Time	To plan for amphibious demonstration.
M7	Casualties	To friendly forces due to enemy action.
M8	Percent	Of assets lost/destroyed.

MCT 1.3.2.2 Conduct Amphibious Raid

To employ amphibious forces for the purpose of making a swift incursion into or temporary occupation of an objective followed by a planned withdrawal. (JP 3-0, 3-02, MCDP 1-0, MCWP 3-1, 3-23, NTA 1.5.2.4)

M1	Percent	Of operations in OA, delayed/canceled due to enemy attacks during execution.
M2	Percent	Of critical terrain features under control of friendly forces.
M3	Percent	Of air operations in OA delayed/canceled due to enemy actions during execution.
M4	Time	Prior to (or after) required execute time, raid was executed.
M5	Y/N	Was backward planning used?
M6	Y/N	Was 50% rule used to allow for subordinate planning?
M7	Time	To conduct rapid planning.
M8	Casualties	To friendly forces due to enemy actions.
M9	Y/N	Did amphibious raid meet stated objectives?
M10	Y/N	Was raid force compromised?
M11	Percent	Of execution checklist completed on time.

MCT 1.3.2.3 Conduct Amphibious Assault

To conduct an attack launched from the sea by naval and landing forces, embarked in ships or craft involving a landing on a hostile or potentially hostile shore. (JP 3-0, 3-02, 3-04.1, MCDP 1-0, MCWP 3-1, 3-22, 3-23, NDP 1, NWP 3-02 Series, 3-02.1, 3-02.3, NTTP 3-02.2, 3-02.3)

M1	Percent	Of identified decisive points and enemy geographic centers of gravity within the OA, under friendly control at operational end state.
M2	Days	Between enemy attacks on areas controlled by friendly forces.
M3	Number	Operations delayed/canceled due to enemy attack during execution.

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M4	Percent	Of operations in OA delayed/canceled due to enemy attacks during execution.
M5	Percent	Of critical terrain features under control of friendly forces.
M6	Percent	Of air operations in OA delayed/canceled due to enemy actions during execution.
M7	Percent	Of forces operating within areas under control of friendly ground forces.
M8	Y/N	Did assault meet the stated objectives?
M9	Time	To conduct assault planning.
M10	Percent	Of execution checklist completed on time.
M11	Casualties	To friendly forces due to enemy actions.

MCT 1.3.2.4 Seize and Hold Beachhead/Lodgment Area

To attack and secure a designated area in a hostile or threatened area which, when seized and held, ensures the continuous landing of troops and materiel and provides the maneuver space necessary for projected operations to be supported and extended throughout the AO. (JP 3-0, 3-18, MCDP 1-0, MCWP 3-23)

M1	Days	Until APOD/SPOD infrastructure will support introduction of follow-on forces IAW operational time lines (after initial insertion).
M2	Days	Until APOD/SPOD secured from direct fire and observed indirect fire for follow-on forces (after initial insertion).
M3	Percent	Of sea-based assets available as part of overall logistical requirement needed to support operational scheme of maneuver.
M4	Hours	To seize lodgment area (after initial insertion).
M5	Percent	Of early entry forces available for follow-on missions.
M6	Percent	Of forcible entry force that arrives at objective as planned.
M7	Percent	Of lodgment area controlled on D-Day.
M8	Percent	Of enemy forces caught by surprise.
M9	Casualties	Of enemy forces.
M10	Days	Until early entry forces available for follow-on missions.
M11	Casualties	Of seizing force, depicted in percentage & total numbers.
M12	Percent	Of seizing force casualties evacuated within timeline guidance.
M13	Hours	In addition to planned, to seize lodgment.
M14	Percent	Of initial forcible entry force to arrive at lodgment at planned TOT.
M15	Percent	Of objective secured.
M16	Percent	Of forces combat ready on daily basis.
M17	Percent	Of forces landed on their objectives.
M18	Percent	Of forces lost en route to their objectives.
M19	Hours	To clear the lodgment area for Force Build-up.
M20	Percent	Of external firepower assets available for use by seizing force.
M21	Percent	Of external firepower assets utilized to support seizing force.

MCT 1.3.2.5 Conduct Beach Party Operations

To conduct beach party operations or provide naval element of the shore party to facilitate the loading and movement over the beaches of troops, equipment, and supplies, to assist the evacuation of casualties/prisoners of war or to salvage landing assets as required. (NWP 2-01, 3-02, 3-05, 3-07, NTPP 3-02.2, 3-02.14 Rev A, NTA 1.2.10)

M1	Time	To establish Beach Party.
M2	Percent	Of required equipment operational.

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MCT 1.3.2.6 Reinforce and Expand Lodgment

Reinforce and expand the lodgment in a hostile or threatened territory to ensure the continuous air or sea landing of forces and materiel and provide the maneuver space necessary for projected operations. (JP 3-0, MCDP 1-0)

M1	Days	Until APOD/SPOD infrastructure will support introduction of follow-on forces IAW operational time lines (after initial insertion).
M2	Days	Until APOD/SPOD secured from direct fire and observed indirect fire for follow-on forces (after initial insertion).
M3	Percent	Of sea-based assets available as part of overall logistical requirement needed to support force build-up.
M4	Hours	To begin landing supplies (after initial insertion).
M5	Hours	To begin landing follow-on echelon (after initial insertion).
M6	Casualties	Of enemy forces.
M7	Percent	Of early entry forces available for follow-on missions.
M8	Days	Until build-up forces available for follow-on missions.
M9	Casualties	Of build-up force, depicted in percentage and total numbers.
M10	Percent	Of build-up force casualties evacuated within timeline guidance.
M11	Hours	In addition to planned, to seize lodgment.
M12	Percent	Of initial forcible entry force to arrive at lodgment at planned TOT.
M13	Percent	Of objective secured.
M14	Percent	Of sea and ground infrastructure that supports introduction of follow-on forces IAW operational time lines (after initial insertion).
M15	Percent	Of follow-on supplies landed on schedule.
M16	Percent	Of external firepower assets available for use by build-up force.
M17	Percent	Of external firepower assets utilized to support build-up force.

MCT 1.3.2.7 Conduct Amphibious Withdrawal

To employ amphibious forces for the purpose of extracting forces by sea in naval ships or craft from a hostile or potentially hostile shore. (JP 1, 3-0, 3-02, MCDP 1-0, MCWP 3-1, 3-2, 3-11.4, 3-23, 3-25.10, NDP 1, NWP 3-02.1, NTTP 3-02.2, NTA 1.5.2.5)

M1	Time	Between enemy attacks on areas controlled by friendly forces.
M2	Number	Operations delayed/canceled due to enemy attack during execution.
M3	Percent	Of operations in OA delayed/canceled due to enemy attacks during execution.
M4	Percent	Of critical terrain features under control of friendly forces.
M5	Percent	Of air operations in OA delayed/canceled due to enemy actions during execution.
M6	Percent	Of forces operating within areas under control of friendly ground forces.
M7	Y/N	Did amphibious withdrawal meet the stated objectives?
M8	Time	To plan for withdrawal.
M9	Casualties	To friendly forces due to enemy action.
M10	Percent	Of assets lost/destroyed.
M11	Percent	Of forces successfully withdrawn.

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MCT 1.3.2.8 Conduct Maritime Interdiction Operations (MIO)

To intercept commercial, private or other non-military vessels and conduct Visit, Board, Search and Seizure (VBSS) procedures. Includes operations to counter smuggling and/or resource exploitation based on the authority of the United Nations or other sanctioning body. (JP 1, 3, 3-03, 3-04.1, 3-07, NDP 1, NWP 3-06 Series, NTTP 3-07.11, CG Maritime Law Enforcement Manual (COMDTINST M16247.1))

M1	Lb.	Of contraband confiscated or destroyed per week.
M2	Percent	Of targeted forces interdicted.
M3	Percent	Reduction in flow of all supplies to (or from) a targeted nation.
M4	Percent	Of enemy avenues of approach closed as maneuver possibilities due to friendly barriers, obstacles, or mines.
M5	Percent	Of scheduled and unscheduled transport (known to be carrying targeted materials) not allowed to enter or to leave quarantine area.
M6	Number	Vessels intercepted.
M7	Percent	Of vessels diverted.
M8	Number	Vessels seized.
M9	Units	Vessels searched.
M10	Units	Of search teams available for tasking.

MCT 1.3.2.9 Conduct Visit, Board, Search, and Seizure (VBSS) Operations

To conduct visit or board a ship, aircraft, or other vessel or transport to inspect and examine the vessel's papers or examine it for compliance with applicable resolutions or sanctions. To inspect or examine a ship or other vessel to determine compliance with applicable resolutions or sanctions. To confiscate or take legal possession of vessel and contraband (goods or people) found in violation of resolutions or sanctions. To escort detailed vessels and ensure health, safety, and welfare of detained crew until turned over to appropriate legal authorities. To seize and secure a ship or vessel that is resisting the attempt to board and search. (JP 1, 3-0, 3-03, 3-04.1, 3-07, NDP 1, NTTP 3-07.11, NTA 1.4.6.1, NTA 1.4.6.2, NTA 1.4.6.3, NTA 1.4.6.4, NTA 1.4.6.5)

M1	Hours	Between directing vessel to heave to and placing Boarding Team aboard.
M2	Percent	Of vessels complying with orders to heave to.
M3	Percent	Of vessels with valid documentation.
M4	Hours	Time to conduct vessel search.
M5	Percent	Of Vessel cargo accessible to boarding party.
M6	Percent	Of vessels complying with orders of search team.
M7	Number	Vessels found to have contraband aboard.
M8	Percent	Vessels complying with seizure orders.
M9	Pounds	Of contraband seized.
M10	Number	Of persons detained during seizure of vessel.
M11	Hours	Time vessel is under escort by friendly forces.
M12	Number	Of vessel crew in poor health or suffering injury.
M13	Hours	Friendly forces are taken off station due to escort.
M14	Number	Of vessel crew injured during take down.
M15	Number	Of vessel crew killed during take down.
M16	Hours	Needed to secure vessel during take down.

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MCT 1.3.3 Conduct Aviation Operations

To conduct offensive aviation operations to defeat, destroy or neutralize the enemy. To use speed, range, mobility, and agility of aviation assets to maximize concentration and flexibility in the defense, ensuring that adequate battlespace is assigned to employ all the capabilities of available aviation. Marine Corps aviation is capable of operating in any environment, however, weather can adversely affect its effectiveness in performing some functions such as assault support and reconnaissance. Longer periods of employment will require increased maintenance efforts and excess sorties. **(JP 3-0, MCDP 1-0, MCWP 3-2 Series)**

M1	Percent	Air Reconnaissance required sorties executed.
M2	Percent	Assault Support required sorties executed.
M3	Percent	Offensive Air Support required sorties executed.
M4	Percent	Of total aviation forces in place at plan execution.
M5	Number	Of available Mission Capable aircraft per day for sustained/surge operations.
M6	Percent	Of sorties flown per Air Tasking Order.
M7	Y/N	Did sustained operations meet the objectives of the force commander?

MCT 1.3.3.1 Launch Aircraft

To launch fixed-wing (FW) and rotary-wing (RW) aircraft from ships or shore-based facilities. Includes the launch of unmanned aircraft. **(JP 3-0, 3-04.1, MCWP 3-2 Series, 3-31.5, NAVAIR 00-80T-106 LHA/LPH/LHD NATOPS Manual, NAVAIR 00-08T-113 Aircraft Signals NATOPS Manual, NAVAIR 00-80T-105 CV NATOPS Manual)**

M1	Hours	To initiate launch.
M2	Number	Of aircraft available.
M3	Number	Of aircraft launched.
M4	Minutes	Launch/recovery cycle interval (day) for specified number of aircraft.
M5	Minutes	Launch/recovery cycle interval (night) for specified number of aircraft.
M6	Percent	Scheduled aircraft launched.

MCT 1.3.3.2 Recover Aircraft

To recover fixed-wing (FW) and rotary-wing (RW) aircraft from ships or shore-based facilities. Includes the launch of unmanned aircraft. **(JP 3-0, 3-04.1, MCWP 3-2 Series, NAVAIR 00-80T-106 LHA/LPH/LHD NATOPS Manual, NAVAIR 00-08T-113 Aircraft Signals NATOPS Manual, NAVAIR 00-80T-105 CV NATOPS Manual)**

M1	Number	Of aircraft launched.
M2	Time	To initiate recovery.
M3	Time	To complete recovery.
M4	Percent	Combat boarding rate (day).
M5	Percent	Combat boarding rate (night).
M6	Minutes	Launch/recovery cycle interval (day) for specified number of aircraft.
M7	Minutes	Launch/recovery cycle interval (night) for specified number of aircraft.
M8	Seconds	Launch/recovery interval (day).
M9	Seconds	Launch/recovery interval (night).

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MCT 1.3.3.3 Conduct Low Altitude Tactics (LAT) Operations

To conduct Low Altitude Tactics (LAT) Operations, wherein any flight is designed to develop proficiency in low altitude tactics. The term LAT shall apply to tactical fixed wing operations conducted during day or night visual meteorological conditions where the briefed intent is to conduct low altitude tactics below 500 ft. above ground level. (MCO 3500.14H)

M1	Number	Of pilots in organization trained and current in LAT.
M2	Percent	Of pilots in organization trained and current in LAT.
M3	Number	Of sorties requiring LAT techniques organization can provide per day.
M4	TBD	

MCT 1.3.3.4 Conduct Terrain Flight (TERF) Operations

To conduct aviation operations in which Rotary-wing air reconnaissance assets use terrain flight (TERF) altitudes and operate in a manner to provide support. The altitude at which fixed-wing reconnaissance aircraft conduct air reconnaissance will vary based on the target size and threat. Each aircraft will be assigned specific search responsibilities based on aircraft systems capabilities. (JP 3-0, MCWP 3-11.4, 3-23.1, 3-23.2, 3-26)

M1	Percent	Squadron pilots TERF qualified.
M2	Percent	Rotary wing sorties flown in TERF regime.
M3	TBD	

MCT 1.3.3.5 Conduct Aerial Escort

To conduct aerial escort missions to support a specific mission over or near enemy territory. Escorts may be assigned to high value airborne assets such as electronic warfare aircraft, airborne command and control platforms, tankers, airlift, or strike packages. Escorts can be either attached or detached where escort aircraft fly as part of the formation when attached and separate when detached. The escorts' primary function is to defend the strike aircraft against attack by enemy aircraft and missiles. (JP 3-0, MCWP 3-22)

M1	Percent	Squadron pilots Aerial Escort qualified.
M2	Number	Of enemy assets engaged by escort aircraft.
M3	Number	Of friendly assets damaged/destroyed due to enemy action.
M4	TBD	

MCT 1.3.3.6 Conduct Confined Area Landing (CAL) Operations

To conduct Confined Area Landing (CAL) operations wherein any landing pattern work flow to sites or landing zones in which terrain/obstacle clearance techniques and cautions become the primary objective. (MCO 3500.14H)

M1	Number	Of aircrews in organization trained and current in CAL.
M2	Percent	Of aircrews in organization trained and current in CAL.
M3	Number	Of flight hours of CAL operations organization can provide per day.
M4	TBD	

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MCT 1.3.3.7 Operate from a Short Airfield or Tactical Landing Zone (TLZ)

The Marine Air Traffic Control Mobile Team (MMT) rapidly establishes and controls tactical landing zones (TLZs), which are temporary austere landing strips for fixed-wing aircraft, and helicopter landing zones (HLZs) for rotary-wing aircraft in remote locations. (JP 3-0, MCWP 3-25.8)

M1	Time	To provide ATC services at designated TLZs/HLZs including formulating ATC procedures, and issuing ATC clearances, instructions and advisories.
M2	Time	To establish a TCA around each TLZ and controlling all air traffic within this area under VFR and instrument flight rules conditions.
M3	Time	Recommend/assist in TLZ/HLZ site selection for number and type of aircraft.
M4	Hours	Conduct TLZ/HLZ and assault zone surveys.
M5	Time	Mark and light TLZs/HLZs for fixed-wing and rotary-wing aircraft.
M6	Time	Provide terminal NAVAIDS and beacons.
M7	Time	Develop terminal instrument procedures for TLZs/HLZs.
M8	Time	Coordinate with civil and military control agencies.
M9	Time	Provide air-ground and air-to-air communications to link austere sites with higher and adjacent C2 agencies.
M10	Time	Provide limited weather observations and information.
M11	Time	Assignment of Air Boss.
M12	Time	Provide positive control of personnel and equipment within the FOB, air site, air point, FARP, RGR, or lager area.

MCT 1.3.4 Conduct Assault Support Operations

Provide helicopter support for command and control, assault escort, trooplift/logistics, reconnaissance, search and rescue (SAR), MEDEVAC, reconnaissance team insertion/extract and Helicopter Coordinator (Airborne) (HC(A)) duties. Assault support gives the MEF commander the mobility to focus and sustain his combat power at decisive places and times. It allows the MEF commander to take full advantage of fleeting battlespace opportunities. There are three levels of assault support: tactical, strategic, and operational. (JP 3-0, MCWP 3-11.4)

M1	Percent	Assault Support Force trained for mission.
M2	Y/N	Did operations meet the objectives of the force commander?
M3	Percent	Of Assault Support Requests executed.
M4	Time	To provide air evacuation support.
M5	Time	To provide requested air logistical support.

MCT 1.3.4.1 Conduct Combat Assault Transport Operations

To conduct aviation combat assault transport operations providing mobility and logistic support to the MAGTF. It is used to deploy forces efficiently in offensive maneuver warfare, bypass obstacles, or quickly redeploy forces. Combat assault support allows the MAGTF commander to build up his forces rapidly at a specific time and location, and allows him to apply and sustain combat power and strike the enemy where he is unprepared. This function comprises those actions required for the airlift of personnel, supplies and equipment into or within the battle area by helicopter or fixed wing aircraft. (JP 3-0, 4-0, MCWP 3-2, MAWTS-1)

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M1	Percent	Squadron pilots External Lift qualified.
M2	Percent	Of Transport Assault Support Requests executed.
M3	Hours	Flight hours devoted to Transport Assault Support.
M4	TBD	

MCT 1.3.4.1.1 Conduct Special Insertion/Extraction (SPIE) Operations

To conduct insertion operations wherein the movement of forces is planned and conducted rapidly followed by a planned and rapid withdrawal. For example: The MAGTF commander may direct the insertion of a helicopterborne unit to reinforce threatened sectors and add depth to the battle area. In helicopterborne operations, a single lift insertion of sufficient combat power to defeat enemy forces at the objective is conducted in the first phase. In addition to standard helicopter employment methods, the use of repelling, fast rope, and special patrol insertion and extraction techniques can enhance a Stinger unit's ability to provide effective air defense for support units. (JP 3-0, MCWP 3-11.4, 3-24)

M1	Percent	Squadron pilots SPIE qualified.
M2	Time	To provide insertion operation.
M3	Time	To provide extraction operation.
M4	Casualties	To friendly forces due to enemy action during SPIE operations.
M5	TBD	

MCT 1.3.4.2 Conduct Air Refueling Operations

Aerial refueling allows MAGTF aircraft, both fixed- and rotary-wing, to conduct flight-ferrying operations, extend time on station, and extend mission range. The Marine Aerial Refueler Transport Squadron (VMGR) has the primary task to provide the tactical aerial refueling service to Marine aviation units and serves as an aircraft platform for the direct air support center (airborne) (DASC(A)). Operational tasks include assault air transport for air-landed and air-delivered personnel, supplies and equipment; ground refueling service to aircraft when other suitable means of aircraft refueling are not available; and air transport service for the evacuation of casualties and noncombatants; and air-to-air refueling with refueling tanker aircraft. (JP 3-0, 3-04, 4-0, 4-01, 4-03, MCWP 3-2, NDP 1, 4, NWP 3-01.10, 3-22.5 Series, 3-56.1, 4-01, 4-08)

M1	Percent	Of sorties completed.
M2	Lb.	Of fuel transferred.
M3	Percent	Of lift available.
M4	Number	Of aircraft available to refuel.
M5	Number	Of aircraft that could not refuel.
M6	Time	On station.
M7	Time	Time off station.
M8	Percent	Of maximum capacity experienced.
M9	Percent	Of fuel available versus requirements.
M10	Percent	Of needed fuel transferred.
M11	Time	To complete the evolution.
M12	Seconds	Until plugged and receiving.
M13	Seconds	From tanker "cleared-in" call until ready to receive fuel.
M14	Lb.	Of fuel available in the air.

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M15	Seconds	From tanker "cleared in" call until ready to fuel.
M16	Minutes	To conduct helo on-deck refueling.
M17	Minutes	To conduct helo in-flight refueling (HIFR).
M18	Percent	Of aircraft plugged on first approach to basket.
M19	Percent	Of fuel required available from organic air refueling assets.
M20	Minutes	Delay in mission due to inadequate number of air refueling assets.
M21	Percent	Of pilots in air wing current and proficient in day/night tanking.
M22	Percent	Squadron pilots AR qualified.

MCT 1.3.4.3 Provide Aviation Delivered Battlefield Illumination

Battlefield illumination can be provided by both fixed-wing and rotary-wing aircraft. Illumination may be visible to the naked eye or invisible (i.e., visible only with night vision equipment) and can last for a few minutes or several hours. Illumination of targets aids in target identification and designation and aids in controlling the guidance system of friendly ordnance.

(JP 3-0, 3-09 Series, MCWP 3-2, NWP 3-05 Rev D, NTP 3-13.1, 3-22.2, NTA 3.2.8.2)

M1	Percent	Of targets correctly identified and illuminated.
M2	Percent	Of targets properly illuminated during smart weapon's time of flight.

MCT 1.3.5 Navigate

To plan, record, and control the course of an individual, unit, vehicle, small craft or aircraft, on the ground, in the air from one point to another, or on the sea. This task includes the use of navigational aids, such as maps, compasses, charts, and stars, or dead reckoning and GPS receivers. It includes determining distance, direction, location, elevation/altitude, route, data for navigational aids, orientation, and rate of movement. (JP 1, 3-0, 3-02, 3-05 Series, MCDP 1-0, NDP 1, NWP 3-02 Series, 3-20 Series)

M1	Kph	Rate of movement.
M2	Percent	Of maneuver force concentrated at decisive point prior to detection.
M3	Percent	Of supporting force concentrated at desired point prior to detection.
M4	Percent	Of logistics in place to support campaign or major operation.
M5	Percent	Of maneuver force attacked prior to transition to battle formation.
M6	Yes/No	Maneuver force is meeting or ahead of established time line.
M7	Hours	Force is delayed due to navigational errors.
M8	Mishaps	Attributed to navigational errors (accidents).
M9	Percent	Of checkpoints/waypoints reached successfully in accordance with execution timeline and parameters.
M10	Incidents	Of navigational errors due to equipment malfunctions.
M11	Incidents	Of navigational errors due to inadequate maps/charts.
M12	Incidents	Attributed to navigational errors (near miss, contact with enemy, etc.).
M13	Incidents	Of navigational errors occur due to training.
M14	Knots	Speed required to meet mission objective.
M15	Units	Number of active CAP stations filled.
M16	Percent	Of active CAP stations filled.
M17	Percent	Of navigational requirements conducted in urban terrain.
M18	Percent	Of navigational requirements conducted in limited visibility.

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MCT 1.3.5.1 Conduct Initial Terminal Guidance (ITG)

To perform initial terminal guidance (ITG) for the conduct of air/surface operations for initial/follow-on landing forces utilizing visual/electronic navigational aids. Normally ITG tasks are conducted in a clandestine manner. (JP 3-0, 3-02 Series, 3-05, MCWP 3-21.1, NWP 1-02, 3-02 Series, 3-05 Rev D, NTA 1.2.9)

M1	Time	Force delayed due to inadequate ITG.
M2	Time	Force delayed due to equipment failure.
M3	Number	ITG teams compromised/captured.
M4	Number	ITG teams successful.
M5	Number	ITG teams required to support operations.
M6	Number	ITG teams failed due to inadequate training.
M7	Time	Force delayed due to delay in ITG team's arrival.

MCT 1.3.6 Conduct Tactical Road March

To conduct a tactical movement that emphasizes speed over tactical deployment. It is used when the enemy's approximate location is known, allowing the attacking force to move with greater speed and less physical security or dispersion. The approach march terminates in an attack position, assembly area, or assault position or can be used to transition to an attack. (JP 3-0, MCDP 1-0, 1-3, MCWP 3-1)

M1	Casualties	Of attacking forces, depicted in percentage and total numbers.
M2	Percent	Of HPTs damaged or destroyed by offensive action.
M3	Kph	Of friendly force advance.
M4	Percent	Of enemy centers of gravity destroyed or neutralized by offensive supporting arms.
M5	Percent	Of enemy force surprised at initiation of offensive action.
M6	Casualties	Of enemy forces.
M7	Percent	Of key/decisive terrain seized or denied to enemy.
M8	Percent	Of friendly combat units effective after operation.
M9	Percent	Of force prepared to conduct offensive at H-hour.
M10	Percent	Of major combat systems effective after attack.
M11	Percent	Of tactical objectives achieved by friendly offensive action.
M12	Percent	Of supplies and munitions remaining at end of operation.
M13	Percent	Of supporting fires provided as planned.
M14	Percent	Of preparation time allowed for rehearsals.
M15	Days	To prepare to continue offensive operations (after pause).
M16	Days	To seize objectives.
M17	Hours	Until force prepared to conduct offensive operations, after receipt of Warning Order.
M18	Percent	Of friendly forces mission capable for follow-on operations once initial attack has culminated.
M19	Percent	Of external firepower assets available for use by attacking force.
M20	Percent	Of external firepower assets utilized by attacking force.
M21	Sorties	Flown to support preplanned and immediate requests.
M22	Yes/No	The order designates Start Point (SP) and Release Point (RP) times.
M23	Yes/No	The unit uses designated formation and road march technique.

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MCT 1.4 Maintain Mobility

To maintain freedom of movement for ships, aircraft, landing craft, personnel, and equipment in the battlespace without prohibitive delays due to terrain, weather (environmental effects), or barriers, obstacles, and area denial efforts including mines. (JP 3-0, 3-02, 3-15, MCWP 3-17, NDP 1, 2, 6, NWP 3 Series, NTA 1.3)

M1	Percent	Of casualties suffered while overcoming or bypassing obstacles.
M2	Percent	Increase in distance traveled due to obstacles.
M3	Percent	Reduction in average speed of movement due to obstacles.

MCT 1.4.1 Conduct Mobility Operations

To conduct operations which maintain the freedom of movement for personnel and equipment in the battlespace without delays due to terrain or barriers, obstacles, and mines. (JP 1, 3-0, 4-0, 4-04, MCWP 3-17, NDP 1, 4, NWP 4-04 Series, 4-04.1)

M1	Days	To construct/improve/repair required facilities.
M2	Percent	Increase in movement time due to facility enhancement requirements.
M3	Time	For unit to integrate and synchronize combat support units.
M4	Time	For unit to site and breach obstacles IOT maintain freedom of maneuver and force protection.

MCT 1.4.1.1 Conduct Gap Crossing Operations

To pass through or over any battlefield terrain feature, wet or dry, that is too wide to be overcome by self-bridging. (JP 3-0, MCWP 3-17.1)

M1	Percent	Of time forces approach gaps with required crossing capabilities.
M2	Minutes	For crossing unit to complete crossing once assets in place.
M3	Minutes	Access and egress preparation operations after enemy detection.
M4	Meters	Between planned and actual crossing sites.
M5	Minutes	Crossing forces held up at site waiting preparations.
M6	Hours	To reconnoiter egress point.
M7	Percent	Of egress points reconnoitered.
M8	Yes/No	Width of water obstacle does not exceed 15 meters for armor assets to cross.
M9	Yes/No	Depth of water obstacle exceeds fording depth of unit vehicles and cannot be bypassed.
M10	Yes/No	The banks of water obstacle require little or no preparation.

MCT 1.4.1.2 Conduct River Crossing Operations

Tasks include securing the far shore, site preparation, raft/bridge assembly, traffic control, security, deception and follow-on bridging. (JP 3-0, MCWP 3-17.1)

M1	Percent	Of time forces approach rivers with required crossing capabilities.
M2	Minutes	For crossing unit to complete crossing once assets in place.
M3	Minutes	Access and egress preparation operations after enemy detection.
M4	Meters	Between planned and actual crossing sites.
M5	Minutes	Crossing forces held up at site waiting preparations.
M6	Hours	To reconnoiter far bank.

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M7	Percent	Of far bank reconnoitered.
M8	Percent	Of forces allocated to maintain traffic control at crossing site.
M9	Yes/No	Unit identifies and plans alternate crossing sites and staging areas.

MCT 1.4.1.3 Employ Standard Bridging

Install, remove and maintain standard bridging. Includes wet-gap, dry-gap and assault bridging. (JP 3-0, MCWP 3-17.1)

M1	Hours	To build standard bridge.
M2	Hours	To remove standard bridge.
M3	Hours	To build assault bridge.
M4	Hours	To remove assault bridge.
M5	TBD	

MCT 1.4.1.4 Conduct Expedient Non-Standard Bridging

Design and build non-standard bridge using materials available on site or other expedient crossing methods. (JP 3-0, MCWP 3-17.1)

M1	Time	To build non-standard bridge.
M2	Time	To remove non-standard bridge.
M3	TBD	

MCT 1.4.1.5 Conduct Clearance Operations

Remove obstacles, mines, unexploded ordnance (UXO) from routes and those areas necessary to maintain unimpeded logistics flow and allow movement and staging of follow on forces. (JP 1, 3-0, 3-15, 3-34, MCWP 3-17.2, NDP 1, NWP 3-02.13, 3-15 Series, 4-04.Series)

M1	Percent	Increase in distance traveled due to obstacles.
M2	Casualties	Suffered while overcoming or bypassing obstacles.
M3	Percent	Reduction in average speed of movement due to obstacles.

MCT 1.4.1.6 Create Pioneer Roads and Trails

Create expeditionary routes to allow CS units to maneuver in trace of assault forces. (JP 3-0, MCDP 1-0, MCWP 3-17)

M1	Days	To construct, improve, or repair required roads and trails.
M2	Percent	Of movement time increased due to road construction or repair requirement.
M3	MPH	Movement improved due to construction or repair.
M4	Days	To respond to an event (e.g., natural disaster).
M5	Time	Delayed in executing plans due to required route construction or repair.
M6	Percent	Average speed of movement was reduced due to obstacles including ice, etc.
M7	Casualties	Suffered while overcoming or bypassing obstacles due to required route construction or repair, depicted in percentage and total numbers.

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MCT 1.4.2 Conduct Breaching Operations

Create lanes in enemy obstacle systems to allow maneuver forces freedom of movement. Deliberate, in-stride, amphibious, assault and covert breaches are all executed. (JP 1, 3-0, 3-02, 3-15, 3-18, MCWP 3-17.3, NDP 1, NWP 3-02.1, 4-04.1)

M1	Casualties	Suffered while breaching mines, barriers, or obstacles.
M2	Percent	Reduction in speed of movement due to mines, barriers, or obstacles.
M3	Time	To breach or clear obstacles.

MCT 1.4.2.1 Breach Enemy Defensive Positions

To clear a path or lane through an enemy defensive position by fire and maneuver. (JP 1, 3-0, 3-02, 3-15, 3-18, MCWP 3-17.3, NDP 1, NWP 3-02.1, 4-04.1)

M1	Casualties	Suffered while breaching enemy defensive positions.
M2	Percent	Reduction in speed of movement due to enemy defensive positions.
M3	Time	To breach enemy defensive positions.
M4	Percent	Of unit identified to be breach, support, and assault forces.

MCT 1.4.2.2 Breach Minefields

To employ tactics and techniques necessary to breach or cross minefields in the path of the force. (JP 3-0, 3-15, 3-34, MCDP 1-0, MCWP 3-17, 3-17.3, NTA 1.3.2)

M1	Casualties	Suffered while breaching minefields.
M2	Percent	Reduction in speed of movement due to minefield.
M3	Time	To breach or clear minefields.
M4	Time	To utilize tank mine plow assets to proof breach lanes.
M5	Percent	Of unit identified to be breach, support, and assault forces.

MCT 1.4.2.3 Breach Barriers and Obstacles

To employ any means available to break through or secure a passage through an enemy defense, obstacle or fortification. This enables a force to maintain its mobility by removing or reducing natural and man-made obstacles. (JP 1, 3-0, 3-02, 3-15, 3-18, MCWP 3-17, NDP 1, NWP 3-02.1, 3-02.4, 3-15, 4-04.1, NTA 1.3.2)

M1	Casualties	Suffered while breaching barriers and obstacles.
M2	Percent	Reduction in speed of movement due to barriers and obstacles.
M3	Time	To breach or clear barriers and obstacles.

MCT 1.5 Conduct Counter-Mobility Operations

To delay, disrupt, and destroy the enemy's offensive movement in order to destroy its forces directly or indirectly by enhancing the effectiveness of friendly weapon systems. (JP 3-0, 3-02, 3-10, 3-15, MCRP 5-2A, MCWP 3-17, NDP 1, NWP 3-15 Series, 3-15.2, 3-15.31, 3-15.42)

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M1	Hours	Delay in enemy force movements caused by mines/obstacles.
M2	Percent	Of enemy forces unable to reach their objective due to obstacles.
M3	Time	To employ scatterable mine systems for flank security and hast defense.

MCT 1.5.1 Create Barriers and Obstacles

Integrate mines and other obstacles with natural obstacles and terrain features to achieve the effect of block, turn, fix or disrupt. Obstacles are coordinated with fires and maneuver to achieve the commander's desired effect on the enemy. (JP 1, 3-0, 3-07, 3-07.2, 3-10.1, 3-15, MCWP 3-17, NDP 1, NWP 3-15 Series)

M1	Casualties	Suffered during emplacement of obstacles/mines.
M2	Number	Barriers and obstacles emplaced.
M3	Number	Of breach lanes emplaced through friendly obstacles to support spoiling and counterattacks.
M4	Time	For unit to create engagement area.

MCT 1.5.2 Employ Mines

Plan, emplace, arm, record, report, disarm and remove mines to achieve the desired effect on the enemy without hindering friendly forces or grossly endangering non-combatants. (JP 1, 3-0, 3-07.2, 3-10.1, 3-15, MCWP 3-17, NDP 1, NWP 3-15 Series)

M1	Days	To develop obstacle/mining plan.
M2	Percent	Of enemy units delayed due to mining.
M3	Percent	Of enemy units damaged or destroyed due to mining.
M4	Time	To complete laying minefield.
M5	Number	Mines to lay field.
M6	Hours	Delay in enemy force movement caused by mines/obstacles.
M7	Time	To employ scatterable mine systems for flank security and hasty defense.
M8	Time	Estimate of blade hours, belt-planning factors, and breach-lane requirements.

MCT 1.5.2.1 Plan Minefields

To sequentially develop an integrated plan to emplace minefields which will effectively support the tactical plan. Planning consists mainly of establishing obstacle restrictions at higher-level units and detailed design and citing at lower level units. (JP 1, 3-0, 5-0, 3-15, MCWP 3-17, NDP 1, NWP 2-01, 3-13, 3-15 Series, 5-01 Rev A, NTTP 3-15.31 Rev B, FM 5-102, NTA 1.4.1.1)

M1	Days	To develop obstacle/mining plan.
M2	Number	Minefields constructed.
M3	Time	To develop SCATMINE plan by system.

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MCT 1.5.2.2 Report/Record Minefields

To document intention to lay, initiation of laying, completion of laying, and changes to minefields. To record conventional minefields to determine mines emplaced and their locations. (JP 1, 3-0, 3-15, MCWP 3-17, NDP 1, NWP 3-15 Series, NTA 1.4.1.2, NTA 1.4.1.3)

M1	Days	To develop obstacle/mining plan.
M2	Number	Minefields constructed.
M3	Days	To record actual obstacles/mines emplaced.
M4	Percent	Accuracy of records.
M5	Time	To send SCATMINE warning to subordinate elements.

MCT 1.5.2.3 Mark Minefields

To identify minefields and cleared lanes through or around obstacles. This task contributes to momentum, confidence in the safety of the lane, and prevents casualties. (JP 1, 3-0, 3-15, MCWP 3-17.2, NDP 1, NWP 3-15 Series, NTTP 3-15.31 Rev B, NTA 1.4.1.4)

M1	Days	To identify minefields and cleared land and sea lanes.
M2	Number	Minefields reported.
M3	Time	To complete marking of minefield.

MCT 1.5.2.4 Detonate Mines/Explosives

To cause the explosion and the resulting destruction of enemy personnel, vehicles, aircraft, vessels (ships and submarines), obstacles, facilities, or terrain. (JP 1, 3-0, 3-02, 3-15, MCWP 3-17.2, NDP 1, NWP 3-02.4, 3-05 Series, NTTP 3-02.5, NTA 1.4.4)

M1	Hours	Delay in enemy force movements caused by detonation of mines/explosives.
M2	Percent	Of enemy casualties due to detonation of mines/explosives.
M3	Casualties	To noncombatants due to detonation of mines/explosives.

MCT 1.6 Dominate The Area Of Operations

To dominate or control land, airspace, and/or sea space to prevent enemy or other force occupation or use of the area through fire, fire potential, or occupation. (JP 1, 3-0, 3-02 Series, 3-03, 3-18, 3-52, MCDP 1-0, NDP 1, NWP 3-01.12 Rev A, 3-20 Series, 3-21.0, 6-00.1, NTA 1.5)

M1	Percent	Of air operations delayed or canceled due to lack of an air superiority umbrella.
M2	Percent	Of joint force forces operating within areas under control of friendly ground forces.
M3	Percent	Of operationally significant areas currently controlled by friendly forces.
M4	Percent	Of identified decisive points within OA, under friendly control at operational end state.

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M5	Percent	Of host-nation population under control of the civil government.
M6	Percent	Of operationally significant areas currently contested by opposing forces.
M7	Days	To establish complete control over operationally significant area.
M8	Percent	Of naval operations delayed within a maritime superiority area (due to enemy action).

MCT 1.6.1 Conduct Offensive Operations

Take the initiative, gain freedom of action to allow swift transition from one action to another and to put the enemy at risk throughout the depth and space of the battlespace. Defeat, destroy or neutralize the enemy force by taking the fight to the enemy in such a way as to achieve victory at least cost. (JP 3-0, MCDP 1-0, MCWP 3-1)

M1	Percent	Of identified decisive points and enemy geographic centers of gravity within the OA, under friendly control at operational end state.
M2	Percent	Of force engaged in rear area security.
M3	Days	Between enemy attacks on areas controlled by friendly forces.
M4	Percent	Of population under civilian government control.
M5	Percent	Of operations in OA delayed/canceled due to enemy attacks during execution.
M6	Percent	Of critical terrain features under control of friendly forces.
M7	Percent	Of air operations in OA delayed/canceled due to enemy actions during execution.
M8	Percent	Of forces operating within areas under control of friendly ground forces.
M9	Y/N	Did sustained operations meet the objectives of the force commander?
M10	Time	To rapidly reconstitute for subsequent expeditionary (including amphibious) operations.
M11	Percent	Of assets lost/destroyed due to enemy action.
M12	Casualties	To friendly forces due to enemy actions.

MCT 1.6.1.1 Conduct a Movement to Contact

To develop the situation and to establish or regain contact through offensive action. Movement to contact includes approach march, search and attack, meeting engagement, and action at contact. (JP 3-0, MCDP 1-0, MCWP 3-1)

M1	Casualties	Of attacking forces, depicted in percentage and total numbers.
M2	Percent	Of HPTs damaged or destroyed by offensive action.
M3	kph	Of friendly force advance.
M4	Percent	Of enemy centers of gravity destroyed or neutralized by offensive supporting arms.
M5	Percent	Of enemy force surprised at initiation of offensive action.
M6	Casualties	Of enemy forces.
M7	Percent	Of key/decisive terrain seized or denied to enemy.
M8	Percent	Of friendly combat units effective after operation.
M9	Percent	Of force prepared to conduct offensive at H-hour.
M10	Percent	Of major combat systems effective after attack.
M11	Percent	Of tactical objectives achieved by friendly offensive action.
M12	Percent	Of supplies and munitions remaining at end of operation.
M13	Percent	Of supporting fires provided as planned.
M14	Minutes	To move into combat formations after first contact.

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M15	Hours	To prepare to continue offensive operations (after pause).
M16	Days	To seize objectives.
M17	Hours	Until force prepared to conduct offensive operations, after receipt of Warning Order.
M18	Percent	Of friendly forces mission capable for follow-on operations once initial attack has culminated.
M19	Percent	Of external firepower assets available for use by attacking force.
M20	Percent	Of external firepower assets utilized by attacking force.
M21	Sorties	Flown to support preplanned and immediate requests.
M22	Time	For the security unit to identify, locate, and fix the enemy for the main body.
M23	Time	For main body to make contact with enemy unit.

MCT 1.6.1.2 Conduct Attacks

Take offensive action characterized by coordinated movement supported by fire to defeat, destroy, or neutralize the enemy. Attack includes hasty, deliberate, spoiling and counter-attacks, raids, feints and demonstrations. Forms of maneuver for conducting attack are envelopment, turning movement, flank, penetration, and frontal attack. (JP 3-0, MCDP 1-0, MCWP 3-1)

M1	Casualties	Of attacking forces, depicted in percentage and total numbers.
M2	Percent	Of HPTs damaged or destroyed by offensive action.
M3	Percent	Of enemy force held in position.
M4	Percent	Of enemy centers of gravity destroyed or neutralized by offensive supporting arms.
M5	Percent	Of enemy force surprised at initiation of offensive action.
M6	Casualties	Of enemy forces.
M7	Percent	Of key/decisive terrain seized or denied to enemy.
M8	Percent	Of friendly forces that reached check points on time.
M9	Percent	Of friendly combat units effective after operation.
M10	Percent	Of force prepared to conduct offensive at H-hour.
M11	Percent	Of major combat systems effective after attack.
M12	Percent	Of tactical and operational objectives achieved by friendly offensive action.
M13	Percent	Of supplies and munitions remaining at end of operation.
M14	Percent	Of supporting fires provided as planned.
M15	Percent	Of preparation time allowed for rehearsals.
M16	Days	To prepare to continue offensive operations (after pause).
M17	Hours	To prepare hasty defenses.
M18	Days	To seize objectives.
M19	Minutes	To transfer command to relocated command post.
M20	Hours	Until force prepared to conduct offensive operations, after receipt of Warning Order.
M21	Percent	Of friendly forces mission capable for follow-on operations once initial attack has culminated.
M22	Percent	Of external firepower assets available for use by attacking force.
M23	Percent	Of external firepower assets utilized by attacking force.
M24	Sorties	Flown to support preplanned and immediate requests.
M25	Time	For the main body to employ.
M26	Number	Of enemy forces identified for bypass criteria in the attack.

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MCT 1.6.1.2.1 Conduct Spoiling Attack

To conduct an attack employing a tactical maneuver to disrupt a hostile attack while the enemy is in the process of forming or assembling. To execute an attack from a defensive posture to disrupt a hostile attack by striking the enemy when he is prepared for his own attack and is vulnerable in assembly areas and attack positions. (JP 3-0, MCWP 3-1)

M1	Casualties	Of friendly forces, depicted in percentage and total numbers.
M2	Percent	Of decisive targets damaged or destroyed by offensive action.
M3	Percent	Of enemy force held in position.
M4	Percent	Of enemy centers of gravity destroyed or neutralized by offensive action.
M5	Percent	Of enemy force surprised at initiation of offensive action.
M6	Casualties	Of enemy forces.
M7	Percent	Of key/decisive terrain seized or denied to enemy.
M8	Percent	Of friendly forces that reached check points on time.
M9	Percent	Of friendly combat units effective after operation.
M10	Percent	Of force prepared to conduct offensive at H-hour.
M11	Percent	Of major combat systems effective after attack.
M12	Percent	Of tactical and operational objectives achieved by friendly offensive action.
M13	Percent	Of supplies and munitions remaining at end of operation.
M14	Percent	Of supporting fires provided as planned.
M15	Percent	Of preparation time allowed for rehearsals.
M16	Days	To prepare to continue offensive operations (after pause).
M17	Hours	To prepare hasty defenses.
M18	Days	To seize objectives.
M19	Minutes	To transfer command to relocated command post.
M20	Hours	Until force prepared to conduct offensive operations, after receipt of Warning Order.
M21	Percent	Of friendly forces capable of follow-on operations once spoiling attack is concluded.
M22	Time	To shift, refocus, and redistribute direct fires to defeat identified enemy elements.

MCT 1.6.1.2.2 Conduct a Counterattack

To conduct an offensive action in which an attack by a part or all of a defending force is made against an enemy attacking force, for such specific purposes as regaining ground lost, or cutting off or destroying lead enemy attacking units, and with the general objective of regaining the initiative and denying the enemy the attainment of his goal or purpose in attacking. In sustained defensive operations, it is undertaken to restore the battle position and is directed at limited objectives. (JP 3-0, 3-10.1, MCDP 1-0, MCWP 3-1)

M1	Casualties	Of friendly forces, depicted in percentage and total numbers.
M2	Percent	Of decisive targets damaged or destroyed by offensive action.
M3	Percent	Of enemy force held in position.
M4	Percent	Of enemy centers of gravity destroyed or neutralized by offensive action.
M5	Percent	Of enemy force surprised at initiation of offensive action.
M6	Casualties	Of enemy forces.
M7	Percent	Of key/decisive terrain seized or denied to enemy.
M8	Percent	Of friendly forces that reached check points on time.
M9	Percent	Of friendly combat units effective after operation.
M10	Percent	Of force prepared to conduct offensive at H-hour.

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M11	Percent	Of major combat systems effective after attack.
M12	Percent	Of tactical and operational objectives achieved by friendly offensive action.
M13	Percent	Of supplies and munitions remaining at end of operation.
M14	Percent	Of supporting fires provided as planned.
M15	Percent	Of preparation time allowed for rehearsals.
M16	Days	To prepare to continue offensive operations (after pause).
M17	Hours	To prepare hasty defenses.
M18	Days	To seize objectives.
M19	Minutes	To transfer command to relocated command post.
M20	Hours	Until force prepared to conduct offensive operations, after receipt of Warning Order.
M21	Time	Required to send reconnaissance to find assailable flank/weak spot within enemy defenses.
M22	Percent	Of external firepower assets available for use by counterattack force.
M23	Percent	Of external firepower assets utilized by counterattacking force.
M24	Time	Required for unit commander to reconstitute a reserve once counterattack complete.
M25	Time	For unit to execute counterattack once decision point or Named Area of Interest (NAI) is triggered by enemy.

MCT 1.6.1.2.3 Conduct a Feint

To conduct an attack used as a deception intended to draw the enemy's attention away from the area of the main attack. A feint is designed to induce the enemy to move his reserves or to shift his fire support in reaction to the feint. Feints must appear real and therefore require some contact with the enemy. Usually a limited-objective attack ranging in size from a raid to a supporting attack is conducted. (JP 3-0, 3-02, MCDP 1-0, MCWP 3-1)

M1	Percent	Of feints resulting in enemy shifting reserves.
M2	Percent	Of feints resulting in enemy shifting fire support.
M3	Percent	Of feints resulting in enemy shifting reserves and fire support.
M4	Percent	Of friendly losses.
M5	Percent	Of enemy force that shifted from attacking main objective to feint.
M6	Time	To detect shifting of enemy forces from main attack to feint.
M7	Percent	Of unit identified to conduct feint.

MCT 1.6.1.2.4 Conduct a Demonstration

To conduct an attack or show of force on a front where a decision is not sought made with the aim of deceiving the enemy. A demonstration is a type of attack that is deception similar to a feint, with the exception that no contact with the enemy is sought. In stability and support operations, an operation by military forces in sight of an actual or potential enemy to show military capabilities. (JP 1, 3-0, 3-02, MCDP 1-0, MCWP 3-1, NDP 1, NWP 3-02.1, NTPP 3-02.2)

M1	Days	Between enemy attacks on areas controlled by friendly forces.
M2	Percent	Of naval operations in JOA delayed/canceled due to enemy attacks during execution.
M3	Percent	Of enemy forces maneuvered in response to demonstration.
M4	Percent	Of forces operating within areas under control of friendly ground forces.
M5	Y/N	Did amphibious demonstration meet the stated objectives?

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M6	Time	To plan for amphibious demonstration.
M7	Casualties	To friendly forces due to enemy action.
M8	Percent	Of assets lost/destroyed.
M9	Percent	Of unit identified to conduct demonstration.

MCT 1.6.1.2.5 Conduct Show of Force

An operation, designed to demonstrate U.S. resolve, that involves increased visibility of U.S. deployed forces in an attempt to defuse a specific situation, which, if allowed to continue, may be detrimental to U.S. interests or national objectives. (JP 3-0, MCDP 1-0, MCWP 3-1)

M1	Percent	Of demonstrations resulting in enemy shifting reserves.
M2	Percent	Of demonstrations resulting in enemy shifting fire support.
M3	Percent	Of demonstrations resulting in enemy shifting reserves and fire support.
M4	Percent	Of demonstrations without making enemy contact.
M5	Percent	Of friendly force required for conducting demonstrations.
M6	Percent	Of enemy forces diverted from original objective or intent.
M7	Time	To detect enemy forces diverted from original objective or intent.

MCT 1.6.1.2.6 Conduct Reconnaissance in Force

A reconnaissance in force is a deliberate attack made to obtain information and to locate and test enemy dispositions, strengths, and reactions. It is used when knowledge of the enemy is vague and there is insufficient time or resources to develop the situation. The primary purpose of a reconnaissance in force is to gain information. The commander must be prepared to exploit opportunity, and may use reconnaissance in force as a means of keeping pressure on the defender by seizing key terrain and uncovering enemy weaknesses. (JP 3-0, MCDP 1-0, MCWP 3-1)

M1	Time	For unit to employ internal reconnaissance and surveillance (R&S) assets to locate enemy positions or identify disposition.
M2	Y/N	Did unit incorporate a direct and indirect fire plan for reconnaissance in force mission?
M3	TBD	

MCT 1.6.1.3 Conduct Raid

To conduct a deliberate attack, usually small-scale, involving a swift penetration of hostile territory to secure information, to confuse the enemy, or to destroy his installations. It ends with a planned withdrawal back to friendly territory upon completion of the assigned mission. (JP 1, 3-0, 3-02, 3-03, MCWP 3-1, NDP 1, NWP 3-02.1, NTTP 3-02.2)

M1	Hours	Between desired and actual time in position.
M2	Minutes	Between planned and actual time of target attack.
M3	Hours	From completion of task until friendly forces successfully withdraw from enemy area.
M4	Hours	From initiation of action until decisive point or high value target/s are destroyed.
M5	Hours	From initiation of action until mission completed.
M6	Percent	Of direct action missions achieving aim.
M7	Percent	Of enemy targets successfully attacked by friendly forces.
M8	Percent	Of enemy units confused by friendly action.

M9	Percent	Of missions with fully prepared alternate target/s.
M10	Instances	Of operations compromised during exfiltration.
M11	Instances	Of operations compromised during infiltration and execution.
M12	Instances	Of operations compromised prior to infiltration.
M13	Percent	Of raid that required forces external to executing unit.
M14	Percent	Of raids striking correct target.
M15	Percent	Of recovery missions resulting in recovery of target and mission personnel to friendly control, alive.
M16	Percent	Of recovery missions where planned withdrawal from the immediate objective area were successful.
M17	Days	To arrange joint service support for raid party operation.
M18	Hours	To select and prepare a force for a raid.
M19	Days	To select raid targets in area of operations.
M20	Days	To select, form, and train raiding party.
M21	Hours	From completion of task until friendly forces successfully withdraw from target area.
M22	Hours	To conduct reconnaissance before movement of main body.
M23	Casualties	Of raid force, depicted in percentage and total numbers.
M24	Percent	Of unit responsible for reconnaissance and surveillance (R&S) ISO raid mission.
M25	Y/N	The unit establishes clear abort criteria for the raid.
M26	Y/N	The unit does not become decisively engaged.

MCT 1.6.1.3.1 Conduct Limited Scale Raid

To conduct a small scale attack involving the penetration of hostile territory for a specific purpose other than seizing and holding terrain. (JP 3-0, MCDP 1-0, MCWP 3-1)

M1	Percent	Of unit responsible for reconnaissance and surveillance (R&S) ISO raid mission.
M2	Y/N	The unit establishes clear abort criteria for the raid.
M3	Y/N	The unit does not become decisively engaged.
M4	TBD	

MCT 1.6.1.3.2 Conduct Exploitation

To conduct offensive action in which the attacker extends the destruction of the defending force by maintaining offensive pressure. (JP 3-0, MCDP 1-0, MCWP 3-1)

M1	Percent	Of time enemy defensive gaps exploited.
M2	Percent	Of time supporting forces within range of exploitation force.
M3	Percent	Of time exploiting force maintains movement.
M4	Instances	Of fratricide.
M5	Minutes	To initiate exploitation upon breach of enemy defenses.
M6	Minutes	To adjust task organization to conduct exploitation.
M7	Percent	Of exploitation resulting in enemy counterattack.
M8	Percent	Of time friendly exploitation force in contact with enemy force.
M9	Percent	Of enemy force casualties.
M10	Hours	Between departure of reconnaissance and lead elements of main body.
M11	Hours	To identify when friendly forces can transition from exploitation operations.
M12	Percent	Of enemy forces in zone identified before exploitation operations are initiated.
M13	Percent	Of enemy forces in zone identified during exploitation operations.
M14	Casualties	Of friendly force, depicted in percentage and total numbers.

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M15	Casualties	Of enemy forces.
M16	Percent	Of external firepower assets available for use by exploitation force.
M17	Percent	Of external firepower assets utilized to support exploitation operations.
M18	Time	For unit to employ all combat power to isolate and destroy the enemy.

MCT 1.6.1.3.3 Conduct Pursuit

To conduct an offensive operation against a retreating force with the object of the pursuit the destruction of the enemy force. It follows a successful attack or exploitation and is ordered when the enemy cannot conduct an organized defense and attempts to disengage. (JP 3-0, MCDP 1-0, MCWP 3-1)

M1	Percent	Of time contact with enemy force maintained.
M2	Percent	Of time supporting forces within range of pursuit force.
M3	Percent	Of time pursuit force maintains movement.
M4	Instances	Of fratricide.
M5	Minutes	To hand off bypassed enemy units to support force.
M6	Minutes	To adjust task organization to conduct pursuit.
M7	Percent	Of pursuit resulting in enemy counterattack.
M8	Percent	Of destruction of retreating enemy by coordinated joint forces employment.
M9	Hours	Between departure of reconnaissance and lead elements of main body.
M10	Hours	To identify when friendly forces can transition from offensive operations to pursuit.
M11	Percent	Of enemy forces in zone identified before pursuit operations are initiated.
M12	Percent	Of enemy forces in zone identified during pursuit operations.
M13	Casualties	Of friendly force, depicted in percentage and total numbers.
M14	Casualties	Of enemy forces.
M15	Percent	Of external firepower assets available for use by exploitation force.
M16	Percent	Of external firepower assets utilized to support exploitation operations.
M17	Time	For unit to employ all combat power to isolate and destroy the enemy.

MCT 1.6.2 Conduct Offensive Forms of Maneuver

The forms of offensive maneuver are the basic techniques a force conducting offensive operations uses to gain advantage over the enemy. The MAGTF commander chooses the form of maneuver (i.e., frontal attack, flanking attack, envelopment, turning movement, infiltration, or penetration) that fully exploits all the dimensions of the battlespace and best accomplishes his mission. (JP 3-0, MCDP 1-0, MCWP 3-1)

M1	Percent	GCE trained for frontal attack.
M2	Percent	GCE trained for flanking attack.
M3	Percent	GCE trained for envelopment.
M4	TBD	

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MCT 1.6.2.1 Conduct Frontal Attack

To conduct a frontal attack where the main action is directed against the front of the enemy forces, to rapidly overrun or destroy a weak enemy force or fix a significant portion of a larger enemy force in place over a broad front to support a flanking attack or envelopment. It is normally used when commanders possess overwhelming combat power and the enemy is at a clear disadvantage. (JP 3-0, MCDP 1-0, MCWP 3-1)

M1	Percent	Of unit identified as main effort for attack.
M2	Percent	Of unit identified as supporting efforts for attack.
M3	Time	For unit to transition to applicable battle formation for frontal attack.
M4	TBD	

MCT 1.6.2.2 Conduct a Flanking Attack

A form of offensive maneuver directed at the flank of an enemy force. (JP 3-0, MCDP 1-0, MCWP 3-1)

M1	Casualties	Of attacking forces, depicted in percentage and total numbers.
M2	Percent	Of HPTs damaged or destroyed by offensive action.
M3	Percent	Of enemy force destroyed.
M4	Percent	Of enemy centers of gravity destroyed or neutralized by offensive supporting arms.
M5	Percent	Of enemy force surprised at initiation of offensive action.
M6	Casualties	Of enemy forces.
M7	Percent	Of key/decisive terrain seized or denied to enemy.
M8	Percent	Of friendly combat units effective after operation.
M9	Percent	Of force prepared to conduct offensive at H-hour.
M10	Percent	Of major combat systems effective after attack.
M11	Percent	Of tactical objectives achieved by friendly offensive action.
M12	Percent	Of supplies and munitions remaining at end of operation.
M13	Percent	Of supporting fires provided as planned.
M14	Percent	Of preparation time allowed for rehearsals.
M15	Days	To prepare to continue offensive operations (after pause).
M16	Days	To seize objectives.
M17	Hours	Until force prepared to conduct offensive operations, after receipt of Warning Order.
M18	Percent	Of friendly forces mission capable for follow-on operations once initial attack has culminated.
M19	Percent	Of external firepower assets available for use by attacking force.
M20	Percent	Of external firepower assets utilized by attacking force.
M21	Sorties	Flown to support preplanned and immediate requests.
M22	Percent	Of unit identified as main effort for attack.
M23	Percent	Of unit identified as supporting efforts for attack.
M24	Time	For unit to transition to applicable battle formation for flanking attack.

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MCT 1.6.2.3 Conduct an Envelopment

An offensive maneuver in which the main effort passes around the enemy's principal defensive positions to attack the objective while avoiding the enemy's main combat power. By nature, it requires surprise, superior mobility, and successful supporting efforts. (JP 3-0, MCDP 1-0, MCWP 3-1)

M1	Casualties	Of attacking forces, depicted in percentage and total numbers.
M2	Percent	Of HPTs damaged or destroyed by offensive action.
M3	Percent	Of enemy force destroyed.
M4	Percent	Of enemy centers of gravity destroyed or neutralized by offensive supporting arms.
M5	Percent	Of enemy force surprised at initiation of offensive action.
M6	Casualties	Of enemy forces.
M7	Percent	Of key/decisive terrain seized or denied to enemy.
M8	Percent	Of friendly combat units effective after operation.
M9	Percent	Of force prepared to conduct offensive at H-hour.
M10	Percent	Of major combat systems effective after attack.
M11	Percent	Of tactical objectives achieved by friendly offensive action.
M12	Percent	Of supplies and munitions remaining at end of operation.
M13	Percent	Of supporting fires provided as planned.
M14	Percent	Of preparation time allowed for rehearsals.
M15	Days	To prepare to continue offensive operations (after pause).
M16	Days	To seize objectives.
M17	Hours	Until force prepared to conduct offensive operations, after receipt of Warning Order.
M18	Percent	Of friendly forces mission capable for follow-on operations once initial attack has culminated.
M19	Percent	Of external firepower assets available for use by attacking force.
M20	Percent	Of external firepower assets utilized by attacking force.
M21	Sorties	Flown to support preplanned and immediate requests.
M22	Percent	Of unit identified as main effort for attack.
M23	Percent	Of unit identified as supporting efforts for attack.
M24	Time	For unit to transition to applicable battle formation for envelopment.

MCT 1.6.2.4 Conduct Turning Maneuver

A form of offensive maneuver where the attacker passes around or over the enemy's principal defensive positions to secure objectives deep in the enemy's rear. (JP 3-0, MCDP 1-0, MCWP 3-1)

M1	Casualties	Of attacking forces, depicted in percentage and total numbers.
M2	Percent	Of HPTs damaged or destroyed by offensive action.
M3	Percent	Of enemy force turned in the intended direction.
M4	Percent	Of enemy centers of gravity destroyed or neutralized by offensive supporting arms.
M5	Percent	Of enemy force surprised at initiation of offensive action.
M6	Casualties	Of enemy forces.
M7	Percent	Of key/decisive terrain seized or denied to enemy.
M8	Percent	Of friendly combat units effective after operation.
M9	Percent	Of force prepared to conduct offensive at H-hour.

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M10	Percent	Of major combat systems effective after attack.
M11	Percent	Of tactical objectives achieved by friendly offensive action.
M12	Percent	Of supplies and munitions remaining at end of operation.
M13	Percent	Of supporting fires provided as planned.
M14	Percent	Of preparation time allowed for rehearsals.
M15	Days	To prepare to continue offensive operations (after pause).
M16	Days	To seize objectives.
M17	Hours	Until force prepared to conduct offensive operations, after receipt of Warning Order.
M18	Percent	Of friendly forces mission capable for follow-on operations once initial attack has culminated.
M19	Percent	Of external firepower assets available for use by attacking force.
M20	Percent	Of external firepower assets utilized by attacking force.
M21	Sorties	Flown to support preplanned and immediate requests.
M22	Percent	Of unit identified as main effort for attack.
M23	Percent	Of unit identified as supporting efforts for attack.
M24	Time	For unit to transition to applicable battle formation for turning maneuver.

MCT 1.6.2.5 Conduct Infiltration

To conduct the movement through or into an area or territory occupied by either friendly or enemy troops or organizations. The movement is made, either by small groups or by individuals, at extended or irregular intervals. When used in connection with the enemy, it infers that contact is avoided. (JP 3-0, MCDP 1-0, MCWP 3-1)

M1	Time	Between warning order and execution.
M2	Casualties	During operation.

MCT 1.6.2.6 Conduct a Penetration

To conduct an attack which seeks to break through the enemy's defense and disrupt the defensive system. (JP 3-0, MCDP 1-0, MCWP 3-1)

M1	Percent	Of identified decisive points and enemy geographic centers of gravity within the OA, under friendly control at operational end state.
M2	Number	Operations delayed/canceled due to enemy attack during execution.
M3	Percent	Of operations delayed/canceled due to enemy attacks during execution.
M4	Percent	Of critical terrain features under control of friendly forces.
M5	Percent	Of forces operating within areas under control of friendly ground forces.
M6	Y/N	Did assault meet the stated objectives?
M7	Time	To conduct assault planning.
M8	Percent	Of execution checklist completed on time.
M9	Casualties	To friendly forces due to enemy actions.

MCT 1.6.3 Conduct Tactical Tasks

At the tactical level of planning, tactics is the employment of units in combat. It includes the ordered arrangement and maneuver of units in relation to each other and to the enemy in order to use their full potential. Tactics are employed to fight and win engagements and battles. Tactical tasks may be specified, implied or essential. Task organization is based on mission, enemy,

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terrain and weather, troops and support available-time available (METT-T). Successful execution of Marine Corps tactical tasks performed enables the MAGTF commander to achieve operational goals and objectives. Tactical tasks are assigned based on capabilities. (JP 3-0, 5-0, MCDP 1-0, 1-3, MCWP 5-1)

M1	Yes/No	MAGTF mission analysis conducted?
M2	Number	Of tactical tasks identified.
M3	Time	Required to identify tactical tasks.
M4	TBD	

MCT 1.6.3.1 Conduct Enemy-Oriented Tactical Tasks

To conduct enemy-oriented tactical tasks and actions which the MAGTF commander uses to achieve operational success, and fulfill the joint force commander's operational goal of defeating the enemy force. Tasks include ambush, attack by fire, block, bypass, canalize, contain, defeat, destroy, disrupt, fix, interdict, isolate, neutralize, rupture and suppress. (JP 3-0, MCDP 1-0, 1-3)

M1	Percent	MAGTF trained for ambush mission.
M2	Percent	MAGTF trained for attack by fire mission.
M3	Percent	MAGTF trained for interdict mission.
M4	TBD	

MCT 1.6.3.1.1 Conduct an Ambush

To conduct a surprise attack by fire from concealed positions on a moving or temporarily halted enemy. It may include an assault to close with and destroy the enemy force. (JP 3-0, MCDP 1-3)

M1	Casualties	Of attacking forces, depicted in percentage and total numbers.
M2	Percent	Of HPTs damaged or destroyed by ambushing force.
M3	Percent	Of enemy force held in position.
M4	Percent	Of enemy force surprised at initiation of ambush.
M5	Casualties	Of enemy forces.
M6	Percent	Of friendly combat units effective after operation.
M7	Percent	Of force prepared to conduct ambush at H-hour.
M8	Percent	Of major combat systems effective after attack.
M9	Percent	Of tactical objectives achieved.
M10	Percent	Of supplies and munitions remaining at end of operation.
M11	Percent	Of supporting fires provided as planned.
M12	Percent	Of preparation time allowed for rehearsals.
M13	Hours	Until force prepared to conduct ambush, after receipt of Warning Order.
M14	Percent	Of friendly forces mission capable for follow-on operations once initial attack has culminated.
M15	Percent	Of external firepower assets available for use by attacking force.
M16	Percent	Of external firepower assets utilized by attacking force.
M17	Sorties	Flown to support replanned and immediate requests.

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MCT 1.6.3.1.2 Conduct an Attack By Fire

To attack by fire (direct or indirect) to destroy the enemy from a distance, normally used when the mission does not require or support occupation of the objective. This task is usually given to the supporting effort during offensive operations and as a counterattack option for the reserve during defensive operations. The assigning commander must specify the intent of fire either to destroy, fix, neutralize or suppress. (JP 3-0, MCDP 1-0, 1-3)

M1	Percent	Required enemy destruction accomplished.
M2	Time	Required to execute attack by fire.
M3	Number	Of weapons required to conduct attack.
M4	TBD	

MCT 1.6.3.1.3 Conduct a Block

To conduct a block or deny a specific avenue of approach to an enemy force. (JP 3-0, MCDP 1-0, 1-3)

M1	Casualties	Of friendly forces, depicted in percentage and total numbers.
M2	Percent	Of decisive targets damaged or destroyed by offensive action.
M3	Percent	Of enemy force held in position.
M4	Percent	Of enemy centers of gravity destroyed or neutralized by offensive action.
M5	Percent	Of enemy force surprised at initiation of offensive action.
M6	Casualties	Of enemy forces.
M7	Percent	Of key/decisive terrain seized or denied to enemy.
M8	Percent	Of friendly forces that reached check points on time.
M9	Percent	Of friendly combat units effective after operation.
M10	Percent	Of force prepared to conduct offensive at H-hour.
M11	Percent	Of major combat systems effective after attack.
M12	Percent	Of tactical and operational objectives achieved by friendly offensive action.
M13	Percent	Of supplies and munitions remaining at end of operation.
M14	Percent	Of supporting fires provided as planned.
M15	Percent	Of preparation time allowed for rehearsals.
M16	Days	To prepare to continue offensive operations (after pause).
M17	Hours	To prepare hasty defenses.
M18	Days	To seize objectives.
M19	Minutes	To transfer command to relocated command post.
M20	Hours	Until force prepared to conduct offensive operations, after receipt of Warning Order.
M21	Percent	Of friendly forces capable of follow-on operations once attack is concluded.

MCT 1.6.3.1.4 Conduct a Bypass

To maneuver around an obstacle, position or enemy force to maintain the momentum of advance. (JP 3-0, MCDP 1-0, 1-3)

M1	Hours	Delay required for bypass.
M2	Gallons	Of additional fuel required to execute bypass.
M3	TBD	

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MCT 1.6.3.1.5 Canalize an Enemy Force

Force enemy forces to maneuver in a pre-determined location. (JP 3-0, MCDP 1-3, MCRP 5-2A, NDP 1, NWP 3-15 Series)

M1	Hours	Delay in enemy force movements caused by mines/obstacles.
M2	Percent	Of enemy forces unable to reach their objective due to obstacles.

MCT 1.6.3.1.6 Contain an Enemy Force

To stop, hold or surround enemy forces or to keep the enemy in a given area and prevent his withdrawing any part of his forces for use elsewhere. (JP 3-0, MCDP 1-0, 1-3)

M1	Percent	Enemy force stopped.
M2	Percent	Enemy force held.
M3	Percent	Enemy force surrounded.
M4	TBD	

MCT 1.6.3.1.7 Defeat an Enemy Force

To disrupt or nullify the enemy commander's plan and overcome his will to fight, thus making him unwilling or unable to pursue his adopted course of action and to yield to the friendly commander's will. (JP 3-0, MCDP 1-0)

M1	Percent	Destruction of enemy force required for defeat.
M2	Number	Aviation sorties required for defeat.
M3	Number	Artillery fire missions required for defeat.
M4	Percent	Infantry forces required for defeat.
M5	TBD	

MCT 1.6.3.1.8 Destroy an Enemy Force

Actions taken to physically render an enemy force combat-ineffective unless it is reconstituted. (JP 1, 3-0, MCDP 1-0, NDP 1, NWP 3-03.4, 3-56, NTTP 3-03.1,)

M1	Percent	Of assigned targets destroyed.
M2	Number	Of assigned assets reach target.
M3	Percent	Of friendly forces wounded or killed.
M4	Percent	Of friendly forces taken prisoner.
M5	Number	Of targets destroyed.
M6	Percent	Of weapons used vs. plan.

MCT 1.6.3.1.9 Disrupt an Enemy Force

Actions taken to break apart an enemy's formation and tempo, interrupt the enemy's timetable, or cause premature commitment of enemy forces, or the piecemealing of his attack. (JP 3-0, 3-03, MCDP 1-0, NDP 1, NWP 3 Series)

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M1	Number	COA denied to enemy due to friendly interdiction.
M2	Percent	Of enemy forces or materials diverted, disrupted, delayed or destroyed before effectively used against friendly organizations.
M3	Percent	Of enemy LOC capacity, required for offensive operations, disrupted or destroyed.
M4	Percent	Of enemy logistics flow, required for operational forces, disrupted or destroyed.
M5	Percent	Of enemy operational forces diverted, disrupted, delayed or destroyed by joint force interdiction before they enter the JOA/theater of operations.
M6	Number	Friendly branches/sequels formerly closed to joint force (not feasible/acceptable) become feasible/acceptable because of friendly interdiction.
M7	Percent	Of enemy targets engaged.
M8	Percent	Of targets attacked with desired effects.
M9	Y/N	Collateral damage does not exceed limits defined by ROE.
M10	Percent	Of attacking systems penetrate to target to deliver ordnance.
M11	Percent	Of friendly COAs altered or discarded due to offensive enemy action.
M12	Minutes	After target identification to complete attack.
M13	Percent	Of missions, with given times on target, make those TOTs.

MCT 1.6.3.1.10 Fix an Enemy Force

To prevent the enemy from moving any part of his forces, either from a specific location or for a specific period of time, by holding or surrounding them to prevent their withdrawal for use elsewhere. (JP 3-0, MCDP 1-0)

M1	Hours	Enemy force fixed.
M2	Percent	Friendly forces required to fix enemy.
M3	TBD	

MCT 1.6.3.1.11 Interdict an Enemy Force

Using fire support or maneuver forces to prevent, hinder, or delay the use of an area or route by enemy forces. (JP 3-0, 3-03, MCDP 1-0, NDP 1, NWP 3 Series)

M1	Number	COA denied to enemy due to friendly interdiction.
M2	Percent	Of enemy forces or materials diverted, disrupted, delayed or destroyed before effectively used against friendly organizations.
M3	Percent	Of enemy LOC capacity, required for offensive operations, disrupted or destroyed.
M4	Percent	Of enemy logistics flow, required for operational forces, disrupted or destroyed.
M5	Percent	Of enemy operational forces diverted, disrupted, delayed or destroyed by joint force interdiction before they enter the JOA/theater of operations.
M6	Number	Friendly branches/sequels formerly closed to joint force (not feasible/acceptable) become feasible/acceptable because of friendly interdiction.
M7	Percent	Of enemy targets engaged.
M8	Percent	Of targets attacked with desired effects.
M9	Y/N	Collateral damage does not exceed limits defined by ROE.
M10	Percent	Of attacking systems penetrate to target to deliver ordnance.
M11	Percent	Of friendly COAs altered or discarded due to offensive enemy action.
M12	Minutes	After target identification to complete attack.
M13	Percent	Of missions, with given times on target, make those TOTs.

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MCT 1.6.3.1.12 Isolate an Enemy Force

Actions taken to seal off (both physically and psychologically) an enemy from his sources of support. To deny an enemy freedom of movement, and prevent an enemy unit from having contact with other enemy forces. An enemy must not be allowed sanctuary within his present position. (JP 3-0, 3-03, MCDP 1-0, NDP 1, NWP 3 Series)

M1	Number	COA denied to enemy due to friendly interdiction.
M2	Percent	Of enemy forces or materials diverted, disrupted, delayed or destroyed before effectively used against friendly organizations.
M3	Percent	Of enemy LOC capacity, required for offensive operations, disrupted or destroyed.
M4	Percent	Of enemy logistics flow, required for operational forces, disrupted or destroyed.
M5	Percent	Of enemy operational forces diverted, disrupted, delayed or destroyed by joint force interdiction before they enter the JOA/theater of operations.
M6	Number	Friendly branches/sequels formerly closed to joint force (not feasible/acceptable) become feasible/acceptable because of friendly interdiction.
M7	Percent	Of enemy targets engaged.
M8	Percent	Of targets attacked with desired effects.
M9	Y/N	Collateral damage does not exceed limits defined by ROE.
M10	Percent	Of attacking systems penetrate to target to deliver ordnance.
M11	Percent	Of friendly COAs altered or discarded due to offensive enemy action.
M12	Minutes	After target identification to complete attack.
M13	Percent	Of missions, with given times on target, make those TOTs.

MCT 1.6.3.1.13 Neutralize an Enemy Force

Actions taken to render enemy personnel, or material, incapable of interfering with a particular operation. (JP 3-0, 3-03, MCDP 1-0, NDP 1, NWP 3 Series)

M1	Number	COA denied to enemy due to friendly interdiction.
M2	Percent	Of enemy forces or materials diverted, disrupted, delayed or destroyed before effectively used against friendly organizations.
M3	Percent	Of enemy LOC capacity, required for offensive operations, disrupted or destroyed.
M4	Percent	Of enemy logistics flow, required for operational forces, disrupted or destroyed.
M5	Percent	Of enemy operational forces diverted, disrupted, delayed or destroyed by joint force interdiction before they enter the JOA/theater of operations.
M6	Number	Friendly branches/sequels formerly closed to joint force (not feasible/acceptable) become feasible/acceptable because of friendly interdiction.
M7	Percent	Of enemy targets engaged.
M8	Percent	Of targets attacked with desired effects.
M9	Y/N	Collateral damage does not exceed limits defined by ROE.
M10	Percent	Of attacking systems penetrate to target to deliver ordnance.
M11	Percent	Of friendly COAs altered or discarded due to offensive enemy action.
M12	Minutes	After target identification to complete attack.
M13	Percent	Of missions, with given times on target, make those TOTs.

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MCT 1.6.3.1.14 Rupture an Enemy Defensive Position

To create a gap in enemy defensive positions quickly. (JP 3-0, MCDP 1-0)

M1	Time	Required to create gap in enemy defensive positions.
M2	Percent	Friendly forces required to create gap.
M3	Number	Aviation sorties required to create gap.
M4	Number	Artillery fire missions required to create gap.
M5	TBD	

MCT 1.6.3.1.15 Suppress an Enemy Force

To apply air, ground, and sea-based weapon systems to disrupt, divert, delay, destroy, suppress, or neutralize enemy military equipment (including aircraft on the ground), material, personnel, fortifications, infrastructure, and command and control facilities before they can be effectively brought to bear against friendly forces. (JP 3-0, 3-03, MCDP 1-0, NDP 1, NWP 3 Series)

M1	Number	COA denied to enemy due to friendly interdiction.
M2	Percent	Of enemy forces or materials diverted, disrupted, delayed or destroyed before effectively used against friendly organizations.
M3	Percent	Of enemy LOC capacity, required for offensive operations, disrupted or destroyed.
M4	Percent	Of enemy logistics flow, required for operational forces, disrupted or destroyed.
M5	Percent	Of enemy operational forces diverted, disrupted, delayed or destroyed by joint force interdiction before they enter the JOA/theater of operations.
M6	Number	Friendly branches/sequels formerly closed to joint force (not feasible/acceptable) become feasible/acceptable because of friendly interdiction.
M7	Percent	Of enemy targets engaged.
M8	Percent	Of targets attacked with desired effects.
M9	Y/N	Collateral damage does not exceed limits defined by ROE.
M10	Percent	Of friendly COAs altered or discarded due to offensive enemy action.

MCT 1.6.3.2 Conduct Terrain-Oriented Tactical Tasks

To conduct terrain-oriented tactical tasks and actions which the MAGTF commander uses to achieve operational success and fulfill the joint force commander's operational goal of defeating the enemy force. Tasks include clear, control, occupy, retain, secure, and seize. (JP 3-0, MCDP 1-0)

M1	Percent	Forces required to execute clear task.
M2	Percent	Forces required to execute occupy task.
M3	Percent	Forces required to execute seize task.
M4	TBD	

MCT 1.6.3.2.1 Clear an Enemy Force

To neutralize or defeat enemy operations in a specified area, and to reduce all pockets of resistance. This action is primarily offensive in nature but may include defensive actions. (JP 3-0, MCDP 1-0)