



MARINE CORPS
Gazette
Professional Journal of U.S. Marines

Tactical Decision Games “Guidebook”

Battalion Weapons (Installment I)

M9 9mm Pistol

Max Effective Range: 50m
Ammunition: 9mm M882 Ball
Rates of Fire:
 Standard: N/A
 Rapid: N/A
Effective Casualty Radius: N/A
Remarks: N/A



M4 Rifle



Max Effective Range: 500m
Ammunition: 5.56x45mm NATO
Rates of Fire:
 Cyclic: 700-950 rounds/minute
Effective Casualty Radius:
Remarks: Gas operated, rotating bolt, magazine fed
Service rifle for all Infantry Battalions
10 per Rifle Squad

M203 40mm Grenade Launcher

Max Effective Range: 150m PT; 350m AT
Ammunition: 40mm HE, WC, WSP, HEDP, Multi-projectile, HE Bounding
Rates of Fire:
 Standard: N/A
 Rapid: 7-9 rounds/min = max effective
Effective Casualty Radius: 5m
Remarks: Mounted under M4
3 per Rifle Squad



M32AI Multiple Grenade Launcher (MGL)

Max Effective Range: 800m (extended range low pressure ammunition)
Ammunition: 40/51mm grenade
Rates of Fire:
 Sustained: 18-21 rounds/minute
 Rapid: 3 rounds/second
Effective Casualty Radius: N/A
Remarks: Six round revolving swing out-type cylinder
 3 per Rifle Company



M249 Light Machine Gun 5.56mm



Max Effective Range: 800m PT; 1,000m AT
Ammunition: 5.56 ball and tracer & link
Rates of Fire:
 Sustained: 100/min
 Rapid: 200/min
Effective Casualty Radius: N/A
Remarks: Fire from link, belt, or mag;
 grazing fire 600m, 3-5 round burst
 45 per Infantry Battalion (7 H&S Co.,
 20 Weapons Co. & 6 per Rifle Co.)

M27 Infantry Automatic Rifle

Max Effective Range: 550m PT; 800m AT
Ammunition: 5.56 ball and tracer & link
Rates of Fire:
 Sustained: 36 rpm
 Rapid: 700-800
Effective Casualty Radius: N/A
Remarks: weight - 7.9 lbs; 30 round STANAG magazine
 3 per Rifle Squad



M240B Medium 7.62 Machine Gun



Max Effective Range: 1,800m
Ammunition: 7.62 ball and tracer
Rates of Fire:
 Sustained: 100 rpm
 Rapid: 200 rpm
Effective Casualty Radius: N/A
Remarks: Grazing fire 600m; 6-8 round burst
 40 per Infantry Battalion (8 per H&S Co.,
 Weapons Co. & Rifle Co.)

M2/M2AI .50 Caliber Machine Gun

Max Effective Range: 1,830m
Ammunition: HEDP
Rates of Fire:
 Sustained: -40 rpm
 Rapid: +40 rpm
Effective Casualty Radius: 2" steel @ 90 degrees
Remarks: Grazing fire 1,000m; designed to be fired in 3-5 round burst
 10 per Infantry Battalion (2 H&S Co.,
 8 Weapons Co.)



Mk-19 Grenade Machine Gun 40mm Grenade



Max Effective Range: 1,500m
Ammunition: HEDP, TP
Rates of Fire:
 Sustained: 40 rpm
 Rapid: 60 rpm
Effective Casualty Radius: 15mm steel
Remarks: max range = 2,212m;
 min safe = 75m; training = 310m
 12 per Infantry Battalion (4 H&S Co.,
 8 Weapons Co.)

M224AI 60mm Mortar

Max Effective Range: M720 HE-3,500m;
 M772 WP-3,500m; M721 Illum-3,200m
Ammunition: HE, WP, Illumination
Rates of Fire:
 Sustained: 20 rpm
 Rapid: 30 rpm
Effective Casualty Radius: HE = 27.5m;
 WP = 10m; Illum = 500m radius for 40 seconds
Remarks: FPF for section = 30m x 90m.
 The M224 rounds have three fuse types: the multi-option fuse (M724); the point detonation fuse (M525); and the timer fuse. The M724 is used for the M720 HE round and can be set to function as proximity burst, near-surface burst, impact burst, or delay burst.
 9 per Infantry Battalion (3 per Rifle Company)



FGM148F Javelin Missile



Max Effective Range: 75 to 2,500m
Maximum Firing Range: 4,750m (tested)
Warhead: Tandem shaped charge HEAT
Remarks: Lock on before launch/fire-and-forget; soft launch capable; top-attack profile
 8 systems per Battalion
 2 squads of 4 teams each in the Anti-armor Platoon, Wpns Co.

M41A7 Saber System (TOW)

Max Effective Range: 3,750m
Ammunition: HEAT
Rates of Fire:
 Sustained: N/A
 Rapid: N/A

Effective Casualty Radius: Classified
Remarks: min range-65m; used in anti-armor, anti-bunker, anti-fortification, and anti-amphibious landing roles.
 8 per Battalion



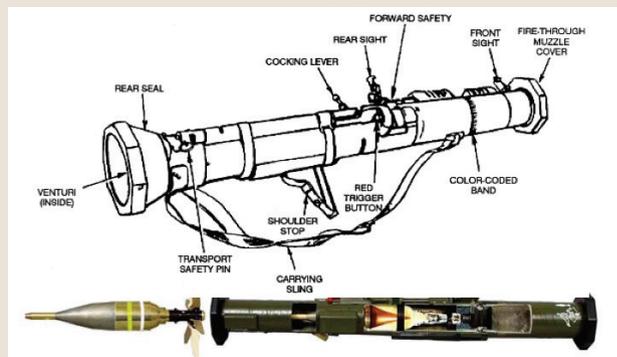
Assault Rocket Launcher (ARL) SMAW 83mm



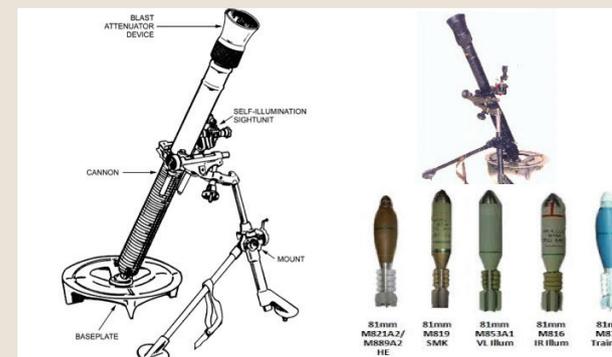
Max Effective Range: 250m PT; 400m AT (HEDP); 500m HEAA
Ammunition: HEDP, HEAA, 9mm tracer
Rates of Fire:
 Sustained: N/A
 Rapid: N/A
Effective Casualty Radius: 7.5ft reinforced sandbags; 8" concrete; 12" brick; 1" armor
Remarks: 9mm spotting rifle and rocket launcher are ballistically matched
 3 per Rifle Company

AT-4 Anti-Tank Rocket

Max: 2,100m
Max Effective Range: 300m
Min range (training/combat): 50m/10m
Ammunition: HEAT
Rates of Fire: 290mps muzzle velocity
 Sustained: N/A
 Rapid: N/A
Effective Casualty Radius: 17"+ steel
Remarks: Backblast-90-degree angle from rear of launcher, 5m caution area = 95m behind
 Issued as required



M252A2 81mm Mortar



Max Effective Range: M889 HE = 5,700m; M375 WP = 4,500m; M853A1 illum = 5,100m
Ammunition: HE, WP, Illum, IR illum
Rates of Fire:
 Sustained: 15 rpm
 Rapid: 30/2 minutes
Effective Casualty Radius: HE = 35m; WP = 15m; Illum = 500m radius for 60 seconds (IR illum = 74 seconds)
Remarks: FPF for section = 30 x 90m
 8 per Infantry Battalion (Weapons Co only)

M72 Light Anti-Armor Weapon (LAAW)

Max: 1,000m
Max Effective Range: 200m
Min range (training/combat): 50m/10m
Ammunition: 66mm HEAT warhead
Rates of Fire: 145m/s muzzle velocity
 Sustained: N/A
 Rapid: N/A
Effective Casualty Radius: +12" armor
Remarks: 30-degree angle arc from rear of launcher; 15m behind = danger zone
 Issued as required



Scout Sniper Weapons

Scout Sniper Platoon = 4 4-man teams

Mix of weapons based on mission

M40A5



Max Effective Range: 1,000 meters
Ammunition: 7.62 mm NATO
Remarks: Bolt action
 8 per platoon

Max Effective Range: 800 meters
Ammunition: 7.62 mm NATO
Remarks: Semi-automatic
 8 per platoon

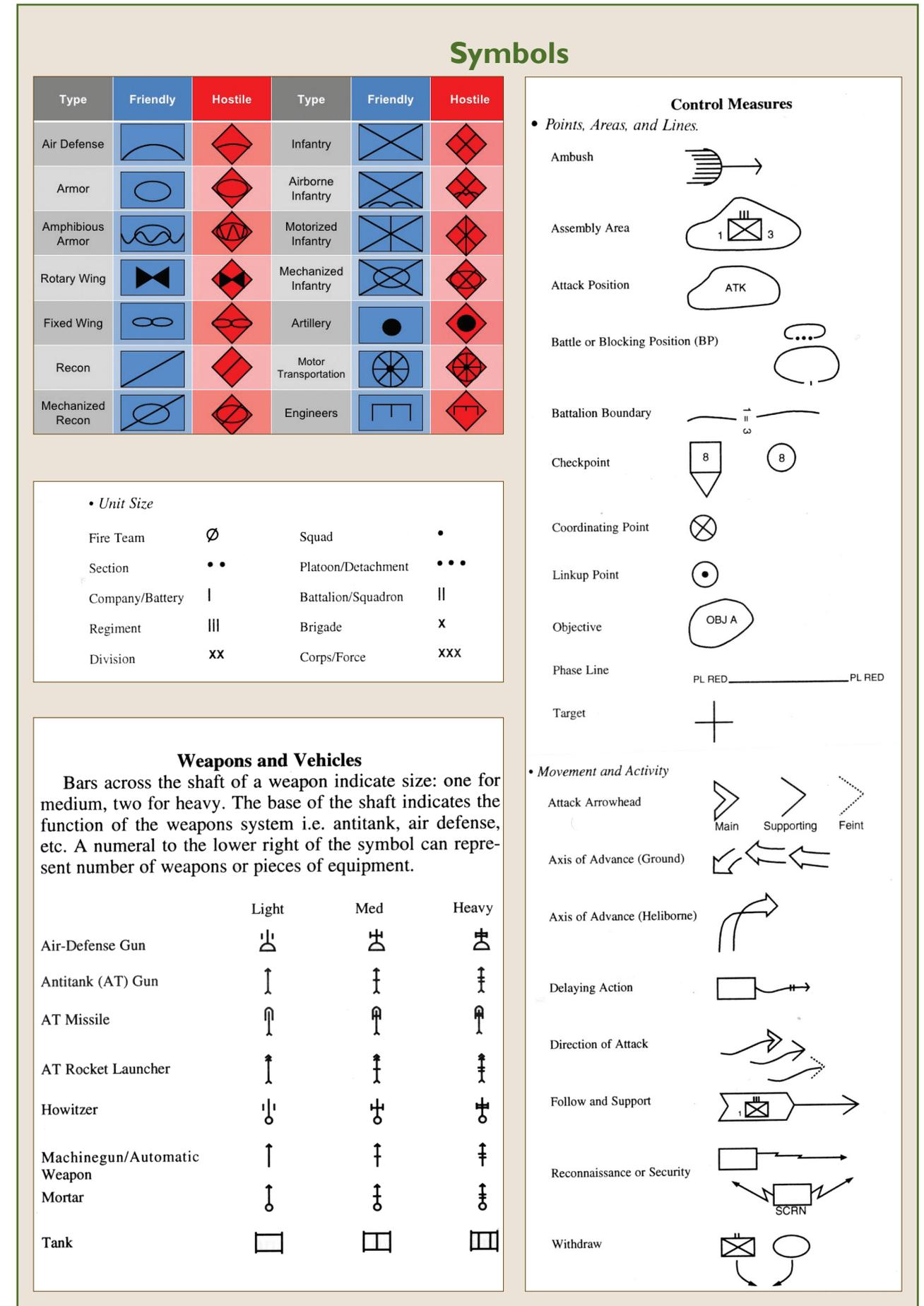
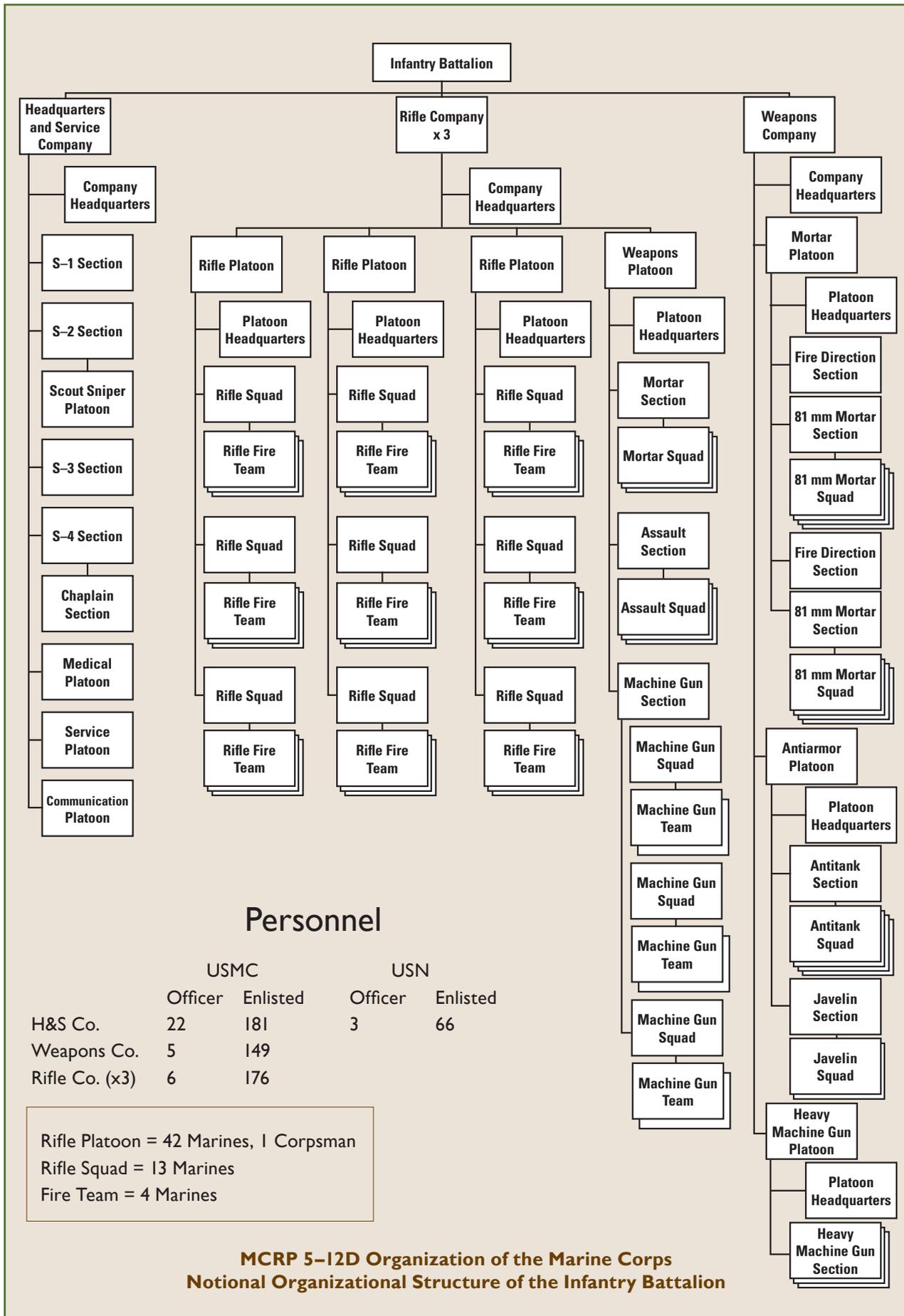
M110 SASS



Max Effective Range: 1,500 meters
Ammunition: .50 Caliber
Remarks: Semi-automatic
 4 per platoon

M107 SASR





Tactical Decision Games Small Unit Ground Operations References

For Non-CAC access try the MCPEL site: <http://www.marines.mil/News/Publications/ELECTRONICLIBRARY.aspx>

Marine Corps: Overview

MCDP 1-0, MARINE CORPS OPERATIONS (signed 2011/08):

Doctrine Website: <https://www.doctrine.usmc.mil/signpubs/d10.pdf>

MCPEL site: <http://www.marines.mil/Portals/59/Publications/MCDP%201-0%20Marine%20Corps%20Operations.pdf?ver=2012-10-11-163551-323>

MCRP 1-10.1 (formerly MCRP 5-12D), ORGANIZATION OF THE UNITED STATES MARINE CORPS (AMENDED 15 FEB 2016):

Doctrine Website: https://www.doctrine.usmc.mil/signpubs/r1_10_1ertm.pdf

MCPEL site: <http://www.marines.mil/Portals/59/Publications/MCRP%205-12D.pdf>

MCRP 1-10.2 (formerly MCRP 5-12C), MARINE CORPS SUPPLEMENT TO THE DOD DICTIONARY OF MILITARY AND ASSOCIATED TERMS (signed 2011/11):

Doctrine Website: <https://www.doctrine.usmc.mil/signpubs/r512c.pdf>

MCPEL site: <http://www.marines.mil/Portals/59/Publications/MCRP%205-12C%20Marine%20Corps%20Supplement%20to%20the%20DoD%20Dictionary%20of%20Military%20and%20Associated%20terms.pdf?ver=2012-10-11-163854-097>

Infantry

MCTP 3-10A (formerly MCWP 3-11.5), MARINE INFANTRY BATTALION (signed 1978/03):

Doctrine Website: <https://www.doctrine.usmc.mil/signpubs/fmfm63.pdf>

MCPEL site: None.

MCRP 3-10A.1 (formerly MCWP 3-11.1), INFANTRY COMPANY OPERATIONS (signed 2014/10):

Doctrine Website: <https://www.doctrine.usmc.mil/signpubs/w3111.pdf>

MCPEL site: <http://www.marines.mil/Portals/59/MCWP%203-11.1.pdf>

MCRP 3-10A.3 (formerly MCWP 3-11.2), MARINE RIFLE SQUAD (signed 1991/12):

Doctrine Website: <https://www.doctrine.usmc.mil/signpubs/w3112.pdf>

MCPEL site: <http://www.marines.mil/Portals/59/Publications/MCWP%203-11.2%20Marine%20Rifle%20Squad.pdf?ver=2012-10-11-164048-590>

Offensive and Defensive Operations

MCTP 3-01A (formerly MCWP 3-11.3), SCOUTING AND PATROLLING (signed 2000/04):

Doctrine Website: <https://www.doctrine.usmc.mil/signpubs/w3113.pdf>

MCPEL site: <http://www.marines.mil/Portals/59/MCWP%203-11.3%20Scouting%20and%20Patrolling.pdf>

MCTP 3-01B (formerly MCWP 3-11.4), HELICOPTERBORNE OPERATIONS (signed 2004/08):

Doctrine Website: <https://www.doctrine.usmc.mil/signpubs/w3114.pdf>

MCPEL site: <http://www.marines.mil/Portals/59/MCWP%203-11.4.pdf>