

THE COMBAT HUNTER MINDSET

The purpose of Combat Hunter is the integration of Observation, Combat Profiling, Combat Tracking, and Combat Policing skills into Company Level and Below Operations. These skills will aid in collecting, managing, and processing information in order to conduct intelligence driven operations.

Combat Hunter combines four complementary skills into a unified "skill set" that creates the "Hunter" mindset.

1. Observation
2. Combat Tracking
3. Combat Profiling
4. Combat Policing

Once combined, these skills produce a Marine who is more situationally aware and is an invaluable asset/operator to their unit.

REVIEWS

Combat Hunter has consistently been rated by Marines returning from Afghanistan as one of the most used and effective counter insurgency training they received during PTP. Marines who only received basic Combat Hunter skills training at SOI identified the importance of receiving advanced or refresher training during PTP. According to Marines, the skills learned in Combat Hunter saves lives on a daily basis and should be mandatory for all infantrymen. --Semi Annual TSC Report for Second half CY-11

Conventional warfare doesn't always work on today's enemies. This course has helped me understand how to think and plan like the enemy would. --
Combat Hunter student AAR 07/08/2011

I wish this course was offered to my unit before I first got deployed. --CH student
AAR 02/04/2011

Once we determine what is normal, we can pick out the abnormalities based on intelligence we received and what we observe and record.
--CH student AAR 7/30/2009

We learned how to operate and maintain our binoculars and other optics, then the instructors hid objects and we had to find them out in the field.
--CH student AAR 7/27/2009

COMBAT HUNTER



BE THE HUNTER NOT THE PREY!!

Points of Contact

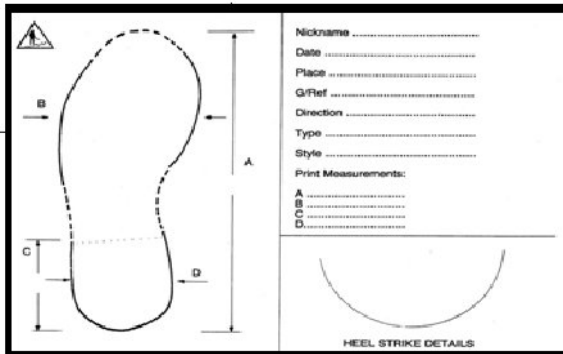
OIC, Combat Hunter
910-449-0471

CO, Instructor Training Company
910-449-0528

CO, Advanced Infantry Training Bn
910-449-0500

Share Point address:

<https://www.intranet.tecom.usmc.mil/schools/soie/aitb/AITB%20Companies%20%20Courses/Combat%20Hunters.aspx>



OBSERVATION (SURVEILLANCE) SKILLS

1. Proper use of Day, Night, and Thermal optics
2. Capabilities and limitations
3. Techniques for utilization during day and night observation.

END STATE: Be able to effectively use day, night, and thermal optics to observe and survey their operating areas, collect information and report to higher.

COMBAT TRACKING SKILLS

Dynamics of a Footprint (Primary impact point, foot roll, and terminal point)
 Characteristics of a Human Pace (Stride, Straddle, Pitch Angle, Pressure, and Dwell time)
 Interpretation of Action
 Indicators (ground, aerial, blood, sign, litter, body waste, and IED material)
 Observable and Non-observable Indicators

END STATE: Be able to see, identify, interpret, and follow tracks. Students will learn how to move as a Combat Tracking Team, providing team security as they track. The students will learn how to reduce the Time and Distance Gap between Combat Tracking Team and their Quarry.

COMBAT PROFILING

Baseline + Anomaly = Decision

Six Domains to Human Profiling

1. Heuristics.
2. Proxemics.
3. Geographics.
4. Atmosphericics.
5. Kinesics.
6. Biometrics.

END STATE: Once the 6 Domains of Human Profiling are understood, the Marines will be able to proactively identify baselines and anomalies which will drive one of the following decision to be made: Kill, capture, contact, or let it go.

COMBAT POLICING

1. Tactical Site Exploitation
2. Tactical Questioning
3. Criminal and Insurgent Networks
4. Concept of Law and Policing Theory
5. Establishing Relationships with the Local Populace

END STATE: Be able to understand the basic principles of policing, how to effectively interact with the local populace within an insurgency, and the dynamics of Criminal and Insurgent Networks.

