

ARMY CADETS FIELDCRAFT AND TACTICS TRAINING MANUAL



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Prepared under the direction of the Chief of the General Staff, Ministry of Defence.

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Preface

» Preface

AC 71966 – Army Cadets Fieldcraft and Tactics Training Manual lays down the content that must be covered for Fieldcraft and Tactics training within Army Cadets.

» Distribution

Availability. This manual is available on Cadet Forces Resource Centre and as a PDF.

Security. Units are reminded that all publications are accountable documents and their issue and receipt should be the responsibility of a nominated CFAV. Electronic copies are not to be passed outside of the Military and Cadet Force personnel that require them.

» Further Advice and Feedback

The owner of this syllabus is Regional Command HQ, Cadets Branch, TDT, who are responsible for ensuring it is routinely updated. Any person wishing to propose amendments to this manual is invited to write to TDT. If there is a requirement for them, the appropriate amendments will be prepared and published. For further information on any aspect of this guide, or questions not answered within the subsequent sections, or to provide feedback on the content, contact:

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It is the responsibility of the instructor to ensure that their version is the most up-to-date before planning training. This is achieved by checking the version on Cadet Forces Resource Centre which is the latest version.

This manual supersedes Chapter 4 (Sections 16–19 only) and Chapter 6 of AC71462: The Cadet Training Manual, Volume 1 (1990) and Chapter 5 of AC71463: The Cadet Training Manual Volume 2 (1989) **which should now be destroyed**.

» Associated Publications

Code Number	Title
AC71855-C	Cadet Training – Ranges, Regulations for Cadets Training with Cadet and Infantry Weapon Systems and Pyrotechnics
AC71807-C	Cadet Training Skill at Arms, The L98A2 Cadet GP Rifle (5.56mm), and Associated Equipment
AC72008	Cadet Training Safety Precautions
AC 71101	Army Cadets Syllabus
AC71924	CCF (Army Sections) Training Syllabus

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Glossary



Term	Definition	Term	Definition
Zic	Second in Command	EASP	Exercise Action and Safety Plan
BATCO	Battle Code	EBA	Effects-Based Approach
BFA	Blank Firing Attachment	ECO	Exercise Control Officer
C Fire Team	Charlie Fire Team	ECW	Extreme Cold Weather
CASEVAC	Casualty Evacuation	en	Enemy
CEFO	Complete Equipment Fighting Order	ERV	Emergency Rendezvous
CEI	Communication Electronic Instruction	F & M	Fire and Movement
CEMO	Complete Equipment Marching Order	FCO	Fire Control Order
CSM	Company Sergeant Major	FEBA	Forward Edge of Battle Area
CSS	Combat Support Services	FLOT	Forward Location of Own Troops
CTR	Close Target Reconnaissance	FRV	Final Rendezvous
D Fire Team	Delta Fire Team	FUP	Forming Up Point
DCCT	Dismounted Close Combat Trainer	GP	General Purpose
DF	Defensive Fire	H hour	Hour at which an operation commences
DOP	Drop-Off Point	HE	High Explosive
DS	Directing Staff	HLS	Helicopter Landing Site
DTG	Date Time Group	HPS	Highest Possible Score

Term	Definition	Term	Definition
KFS	Knife, Fork and Spoon	R Group	Recce Group
LD	Line of Departure	Rfn	Rifleman
LNV	Limit of Night Vision	ROC	Rehearsal of Concept
LOE	Limit of Exploitation	RV	Rendezvous
LSW	Light Support Weapon	SBS	Simulator Battle Sound
MCR	Multi Climate Ration	SITREP	Situation Report
MDA	Main Defended Area	SOP	Standard Operating Procedure
ME	Main Effort	TAM	Tactical Aide Memoire
MRA	Medical Risk Assessment	TASKORG	Task Organisation
NCO	Non-Commissioned Officer	TEWC	Tactical Exercise Without Cadets
O Group	Orders Group	TIBUA	Training in Built-Up Areas
OIC	Officer in Charge	TIWAF	Training in Woods and Forests
OOM	Order of March	TMH	Trigger Mechanism Housing
OP	Observation Post	TTP	Tactics, Techniques and Procedures
PI	Probationary Instructor	WHT	Weapon Handling Test
PUP	Pick-Up Point	Wng O	Warning Order
PW	Prisoner of War		
QBO	Quick Battle Orders		

INTRODUCTION TO FIELDCRAFT



Introduction



» General

- 1.** Fieldcraft is an integral part of the Army Cadets syllabus. It combines many of the skills the cadet has learnt in a challenging but enjoyable activity. The subject also offers senior cadets an ideal scenario in which to practise and develop their leadership and administrative abilities.
- 2.** Fieldcraft training is an excellent way of developing character and learning how to function as a member of a team. Individual skills must be of a high standard but many objectives can only be achieved by working together as part of a team.
- 3.** Every cadet must become proficient in fieldcraft. They must be able, by day and by night, to:
 - a.** Assemble, pack and wear their equipment.
 - b.** Be conversant with the administrative requirements of looking after themselves, their personal weapon, their clothing and their equipment.
 - c.** Use their eyes and ears to find the enemy without being seen themselves.
 - d.** Camouflage, conceal and make the best use of ground and cover.
 - e.** Estimate distances and ranges accurately.
 - f.** Observe, indicate and recognise targets, obey fire control orders and understand fire discipline.
 - g.** Move silently with or without their personal weapons, stores and equipment.
 - h.** Protect themselves from the elements and the enemy by constructing the relevant type of shelter.
 - i.** Act as a responsible member of a team.
 - j.** Be alert, decisive and aware of the situation.

» Aim of the Manual

- 4.** The aim of this manual is to provide the instructor with the material they need to teach cadets fieldcraft. Also contained is a brief overview of tactical doctrine and ideas for battle exercises to make training as realistic and enjoyable as possible within the restrictions of the Cadet Forces.



» Layout of the Manual

5. The manual is laid out in four chapters containing the following:
 - a. **Chapter 1.** The lessons to teach and practise the skills required to become proficient in fieldcraft.
 - b. Each lesson is split into three parts:
 - (1) **Part A - Connect.** This contains the information required by the instructor to enable them to prepare for the lesson, as well as the lesson aim, preliminaries and introduction.
 - (2) **Part B - Development.** This contains the matter to be taught and is laid out in a proven sequence.
 - (3) **Part C - Consolidation.** This is a suggestion of how to confirm the information has been assimilated, as well as necessary end-of-lesson drills.
 - c. **Chapter 2.** An insight into tactical doctrine mainly focusing on the platoon group. This is included to give Cadet Force officers and instructors an idea of how the group should function in different scenarios and environments. Having a good understanding of these ideas will allow realistic training to be planned and conducted. This added realism will give cadets a more rewarding and involving experience while on exercise, and will allow senior cadets to carry out tasks concerning leadership and administration as platoon sergeants and section commanders.
 - d. **Chapter 3.** Contains information and examples of how to plan and conduct Battle Lessons, Exercises, TEWCs and Model Exercises. It consists of an introduction and five sections as follows:
 - Section 1 – Planning for a Battle Lesson or Battle Exercise
 - Section 2 – Preparation of a Battle Lesson or Battle Exercise
 - Section 3 – The Battle Lesson
 - Section 4 – The Battle Exercise
 - Section 5 – The Tactical Exercise Without Cadets (TEWC) and Model Exercises
 - e. **Chapter 4.** A Tactical Aide Memoire (TAM) for use by officers, instructors and cadets. This is made up of training aids that can be reproduced and used during training. This allows maximum benefit to be gained from training by reducing the administrative workload.



» Organisation of Instruction

6. Instructors are allowed flexibility in the method they adopt to teach the various lessons, provided they do not deviate from the facts and drills laid down. Fieldcraft, properly presented, is an interesting subject and presents a challenge to the cadet.
 - a. Fieldcraft is best taught by means of demonstrations (possibly films) explaining to the cadets what they are seeing and then confirming by practice as soon as possible.
 - b. Demonstrations must be carefully prepared and rehearsed, whether they are on a big scale or just the instructor showing their squad how to crawl. Poor demonstrations are of little value.
 - c. Practice periods can be repeated according to progress made.
7. Fieldcraft does not lend itself to 40-minute lessons. Some lessons and practices need far longer and others are best combined into a day and night exercise.

» Safety Precautions

8. Fieldcraft training can present many hazards and therefore must be subjected to rigorous planning and preparation.
9. Before every lesson, all weapons, magazines and pouches must be inspected to ensure no unauthorised ammunition is present.
10. Several mentions of 'casualties' are made throughout the document. In all these cases the drills covered only relate to simulated casualties as controlled by the ECO. Any real casualties are to be handled in accordance with the medical plan for the exercise.
11. **Safe System of Training.** All elements of the Safe System of Training should be in place. If one or more elements are not in place a risk assessment must be carried out. This does not negate the need for an Exercise Action and Safety Plan (EASP) when using blank ammunition or pyrotechnics.
 - a. **Safe Persons.** All instructors must be qualified and authorised to carry out training. Cadets must be at the correct stage in the syllabus and have received all necessary training before progressing. Weapon Handling Tests (WHTs) must be held by instructors and cadets for all weapons and pyrotechnics used.
 - b. **Safe Equipment.** All equipment (including weapons and ammunition) used must be safe and suitable for service.
 - c. **Safe Practice.** All drills are to be carried out as laid down in Cadet Training – Ranges, appropriate weapons pamphlets and this publication.
 - d. **Safe Place.** All training should be carried out in authorised and safe areas with Medical Risk Assessments (MRA) in place. All areas should be checked prior to use.

CHAPTER 1

FIELDCRAFT



Introduction

» Lessons

0101 This chapter is designed to teach the individual skills necessary for the cadet to be proficient at fieldcraft.

0102 Fieldcraft does not lend itself to 40-minute lessons. Some lessons and practices need far longer and others are best combined into a day and night exercise.

0103 Each lesson is split into three parts:

Part A - Connect. This contains the information required by the instructor to enable them to prepare for the lesson, as well as the lesson aim, preliminaries and introduction.

Part B - Development. This contains the matter to be taught and is laid out in a proven sequence.

Part C - Consolidation. This is a suggestion of how to confirm the information has been assimilated, as well as necessary end-of-lesson drills.

0104 The instructor does have freedom in how to structure the lessons but the drills taught must not differ from those described here.

0105 Each of these lessons should only be taught to a cadet once during their cadet career. Repetition of basic lessons will not only become boring for the cadet but is also bad instructional practice.

» Demonstrations

0106 As well as basic instructional periods, demonstrations may be used to create interest and show cadets how drills are carried out.

0107 They are also useful as they can cater for large numbers of spectators.

0108 A demonstration requires a great deal of careful organisation and preparation, particularly in the following points:

- a. Rehearsals in detail are vital.
- b. Ensure all spectators can see all of the demonstration.
- c. The area chosen for the demonstrations should be free from distractions.
- d. Such things as direction boards and taped enclosures not only assist in the control of spectators but ensure efficient organisation.
- e. A loudspeaker is necessary if the audience is large. Stand upwind when talking.
- f. Signals to demonstrators should be arranged so the spectators cannot see them being relayed. It is more effective if things appear to happen naturally.
- g. Consider action to be taken in case of weather interference.



» Practice Periods

0109 All training must be progressive and interesting; unnecessary repetition is not only boring but is also bad instructional practice.

A cadet learns skills and facts in the basic lesson which should be taught only once. They then need lots of practice in which to speed up their actions and establish the facts firmly in their mind. Practice periods therefore need to be given a great deal of thought and preparation to stimulate the process of learning.

0110 Sequence. The following sequence is to be used to practise the squad in each stage of the lesson being practised:

- a. Remind.** It is nearly always necessary to remind the squad of the more common errors related to the particular stage of the lesson being practised.
- b. Assess.** By practice or test, assess the weaknesses and strengths of the squad or individuals.
- c. Improve.** Work on the weaknesses by further practice in order to improve the squad or individual standard.

0111 Progressive Practice. This final practice stage is to combine all stages of the period and is to include:

- a.** Training tests where applicable.
- b.** Practice to the training test standards.
- c.** Scores and standards achieved.
- d.** Competitions where appropriate.
- e.** If it becomes obvious during a practice that the squad or an individual has failed to grasp a particular skill or fact, the instructor may well have to teach that part of the basic lesson again before proceeding with the practice period.

LESSON 1 INTRODUCTION TO FIELDCRAFT AND TACTICS

A. CONNECT

0112 Aim

The aim of the lesson is to:

- a. Introduce the training that will be covered at each star level.
- b. Develop knowledge and awareness on the task required at each star level.

0113 Timings

One 40-minute lesson.

0114 Method

Basic indoor teaching lessons prior to the start of the Fieldcraft and Tactics lessons.

0115 Stores

Visual projection system (*as required*)

Videos and PowerPoint presentations of all aspects of cadet fieldcraft (*for info, as required*)

Examples of field equipment (*As required*)

Camouflage cream

0116 Preparation

- a. Select a suitable area for the lesson.
- b. Set up classroom.
- c. Rehearse demonstrators/ senior cadets.
- d. Plan for practice.

0117 Miscellaneous

- a. This lesson can be taught in the detachment or section location.
- b. Where possible, use senior cadets to talk about their experience and what they enjoy about fieldcraft, giving examples of some of the things they have done.
- c. Try to make the lesson as interactive as possible using pictures, videos and experience sharing.
- d. Avoid delving into the detail and tactics of anything covered later on but simply provide an overview of what is covered at each stage of training.
- e. The enthusiasm of the instructor at this point will directly impact the cadets' attitude towards field training.
- f. Remember the purpose of this session is to engage the cadets with the subject and get them excited to progress, not worry about being assessed down the line.
- g. Avoid going into detail about assessment.

0118 Preliminaries

0119 Ensure the squad have notebooks.

0120 Form the squad in a way they can all see the screen.

0121 Revision

Nil.

» Introduction to Fieldcraft

0122 EXPLAIN

Every cadet must become proficient in fieldcraft. They must be able, by day and by night, to:

- a. Assemble, pack and wear their equipment.
- b. Be conversant with the administrative requirements of looking after themselves, their personal weapon, their clothing and their equipment.
- c. Use their eyes and ears to find the enemy without being seen themselves.
- d. Camouflage, conceal and make the best use of ground and cover.
- e. Estimate distances and ranges accurately.
- f. Observe, indicate and recognise targets, obey fire control orders and understand fire discipline.
- g. Move silently by day and night with or without their personal weapons, stores and equipment.
- h. Protect themselves from the elements and the enemy by constructing the relevant type of shelter.
- i. Act as a responsible member of a team.
- j. Be alert, decisive and aware of the situation.

0123 Confirm by questions.

B. DEVELOPMENT

» Basic Star - Training and Testing

0124 Note. Any actual subject matter taught to the cadets at the following stages must be watered down to such a level that they can enjoy it and understand the basic theory without any prior knowledge. It does not replace any of the formal training in the rest of the syllabus.

» Basic Training and Testing

0125 EXPLAIN

At basic level, cadets will be taught how to correctly pack and wear equipment needed for fieldcraft. Correct wearing of this equipment will also be useful during Skill at Arms and Shooting Training. Also covered are some underpinning knowledge and skills which will be used all the way through the Fieldcraft and Tactics lessons and exercises.

0126 The trainer should outline the lessons taught at basic level.

» Basic Testing

0127 EXPLAIN

These tests will cover the individual skills learnt in the Basic Fieldcraft lessons. Most will be performed in a local area to the cadet hut or detachment.

0128 Confirm by questions.

» 1-Star Training

0129 EXPLAIN

The 1-star syllabus is designed to produce a cadet who is self-reliant when in the field, allowing them to operate as an individual rifleman and to act as a member of a section within a patrol harbour.

0130 The instructor should briefly outline the 1-star training syllabus.

0131 Confirm by questions.

» 1-Star Testing

0132 EXPLAIN

Cadets will live in a harbour area for a minimum of 24 hours. They must be able to look after themselves and carry out all of the tasks required of them including sentry duty and a stalk.

0133 Confirm by questions.

» 2-Star Training

0134 EXPLAIN

The 2-star syllabus is designed to produce a cadet who has an understanding of patrol harbours and patrolling. Their skills as a rifleman will be enhanced and they will be capable of acting as a rifleman during recce, standing patrols and the occupation of Patrol Harbour.

0135 The instructor should briefly outline the 2-star training syllabus.

0136 Confirm by questions.

» 2-Star Testing

0137 EXPLAIN

Cadets will carry out patrols as a member of a section to observe and possibly come into contact with the enemy.

0138 Confirm by questions.

» 3-Star Training

0139 EXPLAIN

The 3-star syllabus is designed to produce a cadet who is capable of carrying out all of the duties of a rifleman during fighting patrols, the advance to contact and attacks. At this level they will also be introduced to some of the basic principles of leadership in the field.

0140 The instructor should briefly outline the 3-star training syllabus.

0141 Confirm by questions.

» 3-Star Testing

0142 EXPLAIN

Cadets will carry out aggressive patrols and attacks, as a member of a section, to find and contact the enemy.

0143 Confirm by questions.

» 4-Star Training

0144 EXPLAIN

The 4-star syllabus is designed to produce cadet Section Commanders. They will have received training in the execution and delivery of orders and will be capable of commanding a section of cadets in all situations.

0145 The instructor should briefly outline the 4-star training syllabus.

0146 Confirm by questions.

» 4-Star Testing

0147 EXPLAIN

Cadets will have to give orders to a section of cadets and command them in demanding situations.

0148 Confirm by questions.

» Continuation Training

0149 EXPLAIN

In addition to all of the fieldcraft carried out during the course of the syllabus there will be chances to learn how to operate in different situations from the instructors. Some examples are Training in Woods and Forests (TIWAF) and Training in Built-up Areas (TIBUA).

0150 Confirm by questions.

C. CONSOLIDATION

» Conclusion

0151 End of Lesson Drill

- a. Questions from and to the squad on the lesson.
- b. **Summary.** To include the importance of hard work and practice by the cadets.
- c. A forecast of the next lesson.

LESSON 2 PREPARATION AND PACKING OF PERSONAL EQUIPMENT



A.CONNECT

0152 Aim

- a. Demonstrate the make-up and wearing of personal equipment.
- b. Teach the meaning and preparation of:
 - (1) Complete Equipment Fighting Order (CEFO),
 - (2) Complete Equipment Marching Order (CEMO).
- c. Describe the content and packing of the equipment.

0153 Timings

One 40-minute lesson.

0154 Method

Basic indoor or outdoor instructional lessons prior to the use of the equipment in the field.

0155 Stores

Equipment complete to scale
(1 for instructor)

Stores and personal equipment required for packing (1 for instructor)

Unassembled equipment complete to scale (1 per cadet)

Stores and equipment required for packing CEFO/CEMO (1 set for instructor)

Tables (x 2, optional)

0156 Preparation

Set up tables with the unassembled equipment.

0157 Miscellaneous

- a. Cadet units are issued with a Cadet Training Vest (Example Fig 1.1) and a Cadet Patrol Pack (Example Fig 1.2). However, if cadets are using different load-carrying equipment all of the principles of wearing and packing are the same.
- b. When handling parts of the equipment, the instructor is to name them and their purpose.
- c. The type of training and the environment in which it is undertaken will dictate the best methods of packing and carriage of equipment. For basic cadet training, the method described in the lesson should be used.
- d. Entrenching tools, respirators and bayonets are not to be carried by cadets and are omitted from this equipment scale. However, an additional utility pouch may be fitted to the waist belt if required.
- e. Cadets may use their own personal equipment provided it is deemed suitable by a CFAV.

Preliminaries

0158 Ensure the squad have their complete issue of equipment.

0159 Form the squad in a semi-circle around the tables.

0160 Revision

Nil.



Cadets wearing CEMO during an exercise.



» Introduction

0161 EXPLAIN

Every cadet should be able to use this equipment comfortably. This ability can be impaired by incorrectly assembled and ill-fitting equipment. It is essential the equipment stays together and is comfortable to wear.



Fig 1.1 The Cadet Training Vest (example)



Fig 1.2 The Cadet Patrol Pack (example)

B. DEVELOPMENT

Orders of Equipment

» Complete Equipment Fighting Order (CEFO) (Fig 1.3)

0162 EXPLAIN

As a minimum, this has the ability to carry a water bottle and ammunition. This order is used for general training, Skill at Arms, and limited periods in the field.



Fig 1.3 CEFO

» Complete Equipment Marching Order (CEMO) (Fig 1.4)

0163 EXPLAIN

This incorporates CEFO and a rucksack. This allows a cadet to carry all the equipment required to operate in the field.

0164 Confirm by questions on the parts of the equipment.



Fig 1.4 CEMO

» Wearing of CEFO/CEMO

0165 EXPLAIN AND DEMONSTRATE

The equipment must be fitted comfortably to allow the cadet to function correctly. The Cadet Training Vest and Cadet Patrol Pack have adjustment straps to allow the cadet to fit the equipment to them. The equipment must be tightened close to the body so it is not loose as this will cause friction burns and discomfort. However, the equipment must not be too tight as this will cause discomfort and possibly injury.

0166 Confirm by getting cadets to fit CEFO, then inspect, and then CEMO and inspect.

» Packing of CEFO

0167 EXPLAIN

The type of training will dictate what is packed but the standard requirement is shown below.

0168 EXPLAIN AND DEMONSTRATE

With the squad following, in order to pack CEFO:

- a. Place magazines in the left ammunition pouch and secure.
- b. Place the water bottle in the water bottle carrier and secure.
- c. Place the rifle cleaning kit in the utility pouch and secure.
- d. The following items, wrapped in waterproof material to prevent rattling, are packed in pouches:
 - (1) Some rations from the ration pack. These should be snacks that will be eaten throughout the day between leaving the harbour in the morning and returning to the harbour for evening meal.
 - (2) Gloves (if not worn).
 - (3) Torch.
 - (4) 30 metres of dark coloured communication cord.

0169 Confirm by practice and questions.

» Packing of CEMO

0170 EXPLAIN AND DEMONSTRATE

With the squad following, in order to pack CEMO:

- a. Place a waterproof-bag insert in the rucksack. This could be a canoe dry bag or even a black plastic bag.
- b. The following items, wrapped in waterproof material, are packed in the main rucksack:
 - (1) Mess tins/knife, fork and spoon (KFS)
 - (2) The cooker
 - (3) Remainder of rations
 - (4) Boot cleaning kit, spare laces
 - (5) Socks, foot powder
 - (6) Spare shirt
 - (7) Two pairs of spare pants
 - (8) Cold weather kit/issued fleece
 - (9) Waterproofs
 - (10) Washing and cleaning kit, towel
 - (11) Groundsheet/poncho (with tent pegs and bungees)
 - (12) Sleeping bag
 - (13) Cover sleeping bag (as available)
 - (14) Sleeping mat – rolled and packed on top of the rucksack
 - (15) Sandbag/plastic bag for rubbish

0171 Confirm by practice and questions.

C. CONSOLIDATION

» Conclusion

0172 End of Lesson Drill

- a. Questions from and to the squad on the lesson.
- b. Inspection of the squad's assembled CEFO/CEMO by the instructor.
- c. **Summary.** To include the following:
 - (1) When packing the pouches, consideration must be given to ease of access of essential items.
 - (2) The securing of pouches to prevent items falling out.
 - (3) The correct adjustment.
- d. A forecast of the next lesson.

LESSON 3 WHY THINGS ARE SEEN



A.CONNECT

0173 Aim

The aim of the lesson is to introduce visual training and teach why things are seen.

0174 Timings

One 40-minute lesson.

0175 Method

A basic instructional outdoor lesson.

0176 Stores

CEFO (*1 set per cadet and instructor*)

Various items of military equipment (*as required*)

Loud hailer (*if required*)

Signal flag (*if required*)

Demonstrators (*as required*)

0177 Preparation

- a. Reconnoitre the training area and position the equipment in such a way as to demonstrate clearly each of the factors, i.e. shape and silhouette. This is best done immediately prior to the lesson so that there is less chance of daylight conditions changing and the demonstration losing effect.
- b. Rehearse the demonstrators.

Miscellaneous

0178 Where possible there should be at least two of each item of equipment: one used at the squad position to explain the factors, i.e. shape and shine, and the other located in the open at a suitable range to demonstrate it.

0179 If using a signal flag to control the demonstrators, rehearse them in the signals and actions before sending them to their demonstration positions.

Preliminaries

0180 Safety Precautions

Normal.

0181 Revision

Nil. Indicate the area to be used for the demonstration.

» Introduction

0182 EXPLAIN

Visual training is training to observe, coupled with knowledge of how to conceal. To observe is to see through the enemy's concealment; to conceal is to defeat their observation. Once trained in both, the cadet can locate the enemy without being seen.

B. DEVELOPMENT

» Why Things are Seen

0183 EXPLAIN AND DEMONSTRATE

Whether an object is easy or difficult to see depends upon several factors, the chief of which are:

- a. **Shape** (see Fig 1.5). Some things can be recognised instantly by their shape, particularly if they contrast with their surroundings. Three easily distinguished shapes that require disguise for concealment are:
 - (1) The clear-cut shape of a person's outline.
 - (2) The smooth, even shape of a mess tin.
 - (3) The hard line of a shelter.
- b. **Silhouette** (see Fig 1.5). Any object silhouetted against a contrasting background is clearly visible. Smooth, flat backgrounds such as water, a field or, worst of all, the sky, should be considered dangerous. An object may also be silhouetted if it is against the background of another colour. For concealment, choose an uneven background such as a hedge, bush, trees or broken ground.
- c. **Texture** (see Fig 1.5). If an object has a texture that contrasts with its surroundings it is clearly visible. The surface of a mess tin and white skin contrast violently with most backgrounds and need to be disguised to assist concealment.
- d. **Shadow** (see Fig 1.6). In sunlight, an object casts a shadow which gives away its presence. For concealment, keep in the shade if possible. The shade affords cover and there are no tell-tale shadows. Remember that as the sun moves, so do the shadows.
- e. **Spacing** (see Fig 1.7). Natural objects are never regularly spaced. Regular spacing means man-made objects. For concealment, avoid regular spacing.
- f. **Movement** (see Fig 1.8). The eye is attracted to movement, especially sudden movement. For concealment, movement has to be slow and cautious.

0184 Confirm by practice.



Fig 1.5 Why Things are Seen – Shape, Silhouette and Texture



Fig 1.6 Why Things are Seen – Shadow



Fig 1.7 Why Things are Seen – Spacing



Fig 1.8 Why Things are Seen – Movement

C. CONSOLIDATION

» Conclusion

0185 End of Lesson Drill

- a. Questions from the squad on the lesson.
- b. Confirm by questions and practice.
- c. Normal safety precautions.
- d. Pack kit.
- e. **Summary.** To include the following:
 - (1) The importance of knowing why things are seen and what to do to assist in concealment.
 - (2) During this lesson cadets have been taught why things are seen using the naked eye. Later in the training they will learn that there are various optical aids which will also assist in observing.
- f. A forecast of the next lesson.

LESSON 4 MOVING WITH OR WITHOUT PERSONAL WEAPONS

A.CONNECT

0186 Aim

The aim of the lesson is to teach how to maintain concealment when moving with or without personal weapons.

0187 Timings

Two 40-minute lessons.

0188 Method

Basic instructional outdoor lessons.

0189 Stores

Rifle fitted with sling (*1 per cadet, cadets must have completed Weapon Handling lessons*)

Magazine (*1 per cadet*)

CEFO (*1 set per cadet*)

0190 Preparation

- a. Reconnoitre the training area and select an area of ground for the demonstration and practice of each type of movement.
- b. For advanced practice, select an arc for 'movers' and positions for 'observers'.

0191 Miscellaneous

- a. Practise the squad as a whole then divide them into two groups: 'movers' and 'observers'. Use the 'observers' to criticise the 'movers'.
- b. This lesson covers movement with the L98A2.

Preliminaries

0192 Safety Precautions

Normal.

0193 Revision

Question the squad on Why Things are Seen (Lesson 3).

» Introduction

0194 EXPLAIN

It is important that each cadet knows how to combine the art of concealment with movement. Different methods of movement provide concealment for different types of cover and these can be used by the cadet when moving with or without weapons.

- a. When movement requires the rifle to be in contact with the ground, the cadet must guard against:
 - (1) The safety catch inadvertently moving to fire.
 - (2) The magazine being released.
 - (3) The muzzle becoming clogged with dirt (the muzzle cover should be used and the dust cover should be closed).
 - (4) The sights being damaged.

B. DEVELOPMENT

Methods of Movement (Individual)

» The Walk (see Fig 1.9)

0195 EXPLAIN AND DEMONSTRATE

The weapon is held in the alert position with the sling in the quick-release position. Advance slowly, circulating the leading foot to clear the undergrowth. If on hard ground, put the sole of the boot down first. This deliberate movement requires balance, so keep the knees slightly bent.

0196 Confirm by practice.



Fig 1.9 The Walk

» The Monkey Run (Fig 1.10)

0197 EXPLAIN AND DEMONSTRATE

The monkey run is crawling on hands and knees and is useful when moving behind low cover.

- a. Movement can be quite fast but the faster the movement, the more noisy it is.
- b. To reduce noise to a minimum, put the hands down in a place free of twigs or anything that might crack, then move the knees forward to the position where the hands have been.
- c. Keep the buttocks and head low but observe while advancing.
- d. If carrying a weapon, it can be carried in the following ways:
 - (1) Slung across the chest with the sling pulled tight (see Fig 1.11).
 - (2) Slung across the chest with the sling in the quick-release position, held by the pistol grip in the right hand with the forefinger along the trigger guard (see Fig 1.12).
 - (3) At the point of balance with one hand (see Fig 1.13).

0198 Confirm by practice.

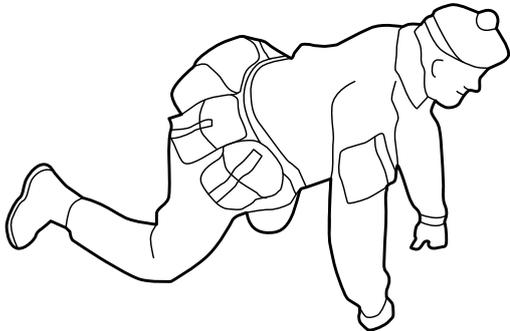


Fig 1.10 The Monkey Run (without rifle)

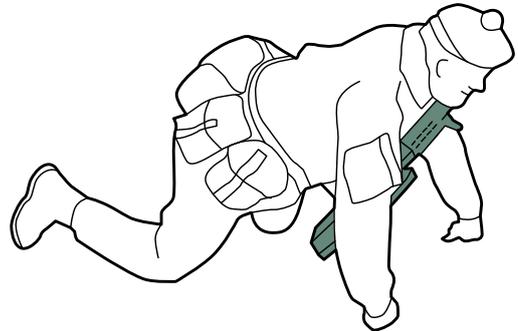


Fig 1.11 The Monkey Run (rifle slung tight)



Fig 1.12 The Monkey Run (pistol grip)

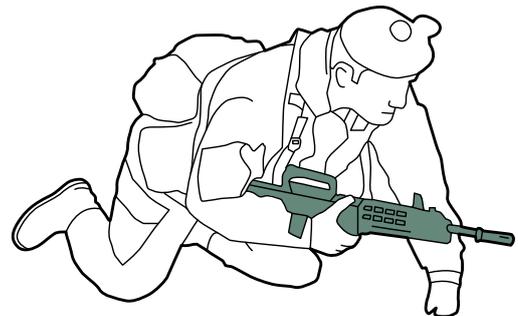


Fig 1.13 The Monkey Run (point of balance)

» The Leopard Crawl (see Fig 1.14)

0199 EXPLAIN AND DEMONSTRATE

The leopard crawl is crawling on the elbows and the inside of the knees. It is useful when moving behind very low cover.

- a. Movement is achieved by moving alternate elbows and knees; the body is rolled slightly as each knee is bent. The same effect can be achieved by trailing one leg and using only one knee.
- b. Keep the heels, head, body and elbows low but observe while advancing.
- c. If carrying a weapon, it can be carried in the following ways:
 - (1) By the pistol grip and handguard (see Fig 1.15).
 - (2) By the butt and handguard (see Fig 1.16).
 - (3) By the front sling loop with the personal weapon resting on the right arm with the muzzle pointing forward (see Fig 1.17).
 - (4) Whichever method is used, remember the cocking handle should be uppermost and the safety catch set at 'S'.

01100 Confirm by practice.

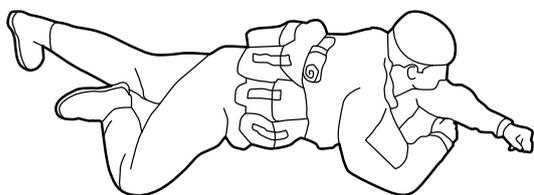


Fig 1.14 Leopard Crawl (without rifle)

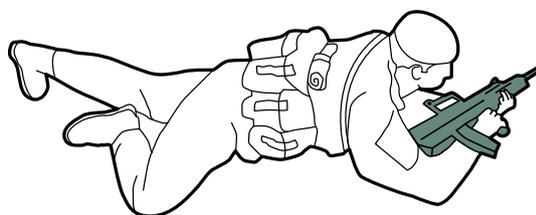


Fig 1.15 Leopard Crawl (pistol grip)

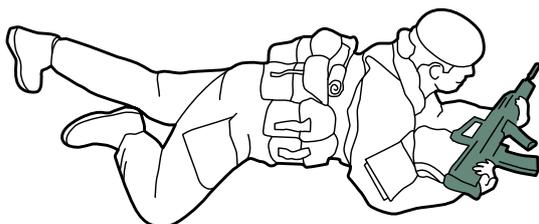


Fig 1.16 Leopard Crawl (butt and handguard)

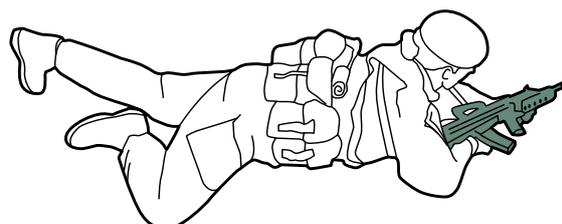


Fig 1.17 Leopard Crawl (front sling loop)

» The Roll (see Fig 1.18)

01101 EXPLAIN AND DEMONSTRATE

The roll is a very quick method of moving away from a position. Movement is achieved by rolling with the arms tucked close to the side. If carrying the personal weapon, hold the bottom of the rifle with the right hand and the handguard with the left hand, ensuring the magazine and pistol grip is tucked well in to the body before commencing the roll (see Fig 1.19).

01102 Confirm by practice.

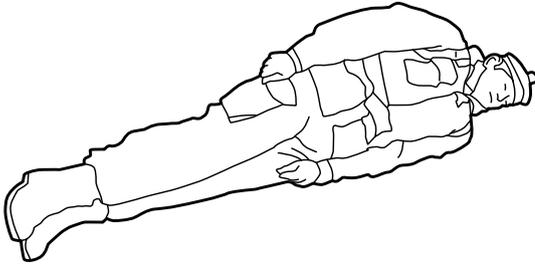


Fig 1.18 The Roll (without weapon)

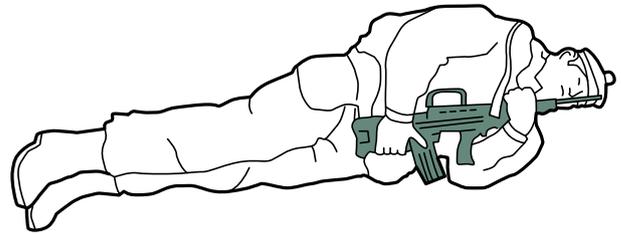


Fig 1.19 The Roll (with weapon)

C. CONSOLIDATION

» Conclusion

01103 End of Lesson Drill

- a. Questions to and from the squad on the lesson.
- b. Confirm by practice.
- c. Normal safety precautions.
- d. Pack kit.
- e. **Summary.** To include the importance of selecting the best method of movement for the type of cover available.
- f. A forecast of the squad's next lesson in this subject.

LESSON 5 FIELD SIGNALS

A.CONNECT

01104 Aim

To teach cadets the more important field signals.

01105 Timings

One 30-minute lesson.

01106 Stores

Rifle fitted with sling (*1 per cadet*)

Magazine (*1 per cadet*)

CEFO (*1 set per cadet*)

01107 Miscellaneous

Cadets will not be able to remember this large number of signals all at once. They might start by learning a few basic signals (paragraph 01114) and then being taught the remainder as their training progresses (paragraph 01115).

Preliminaries

01108 Safety Precautions

Normal.

» Introduction

01109 EXPLAIN

A section commander can always save time and effort by using field signals to control the section. When in close proximity to the enemy a section commander must use them in order to avoid any unnecessary movement and also to avoid shouting, both of which could give away the section's position to the enemy.

01110 The members of the section must always be alert and ready to receive a section commander's signals and act upon them at once.

01111 It is the responsibility of each member of the section to pass each signal on to the next member of the section and to ensure it has been received.

B. DEVELOPMENT

» Field Signals

01112 Field signals give a means of conversing silently. They should be used whenever possible and should be practised constantly. Before a signal is given, the attention of the next cadet must be attracted.

01113 Some possible methods:

- a. Single whistle blast (during fire contact only).
- b. Snapping forefinger and thumb.
- c. Knocking rifle butt with knuckles.

01114 EXPLAIN AND DEMONSTRATE

Explain and demonstrate the following signals.

» Basic Field Signals



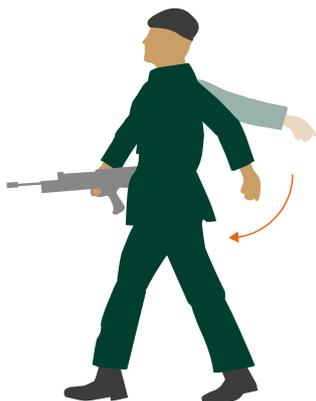
READY TO MOVE

Move hand as if cranking a handle.



DEPLOY

Arm extended below shoulder level and waved slowly from side to side, hand open. If deployment to either flank is wanted, the commander points to the flank concerned after completing the signal.



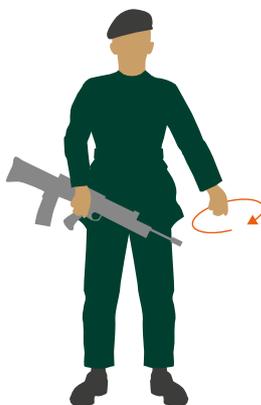
ADVANCE OR FOLLOW ME

Arm swung from rear to front below the shoulder.



HALT/REST

Arm raised until the hand is level with the shoulder. Indicate length of halt by fingers. Point to rest area.



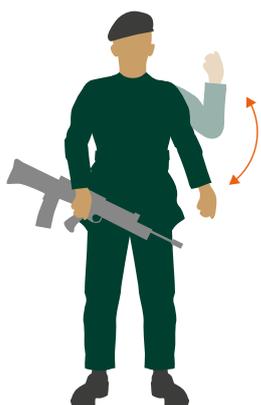
GO BACK OR TURN ROUND

Hand circled at
hip height.



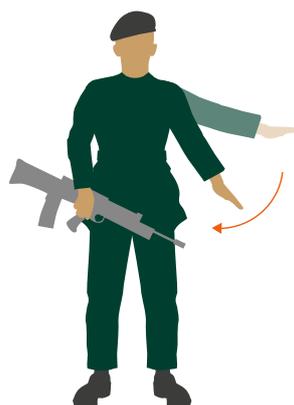
CLOSE OR JOIN ME

Hand placed on
top of head, elbow
square to the right
or left according to
which hand is used.



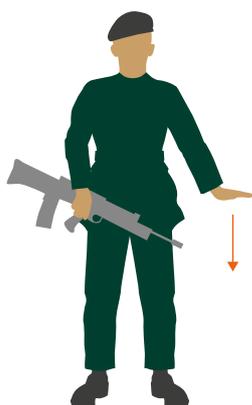
DOUBLE

Clenched hand
moved up and down
between thigh
and shoulder.



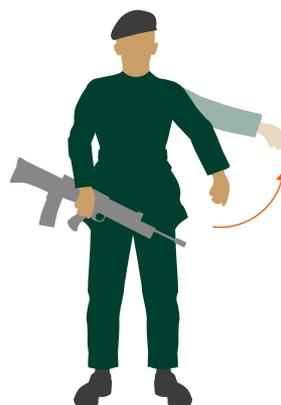
SLOW DOWN

Arm extended to
the side below
the shoulder, palm
downwards, moved
slowly up and down,
wrist loose.



LIE DOWN

Two or three slight
movements with
the open hand
towards the ground
(palm downwards).



AS YOU WERE

Forearm extended
downwards, hand open,
waved across the body
parallel to the ground.



OBSTACLES OR CROSSING OR TRACK JUNCTION

Arms crossed. For water obstacle, make waves.



ENEMY SEEN OR SUSPECTED

Thumb pointed towards the ground from a clenched fist.



NO ENEMY IN SIGHT OR ALL CLEAR

Thumb pointed upwards from a clenched fist.

01115 As the cadets' training progresses they should be made familiar with the following signals:



SCOUT GROUP

Clenched fist with forefinger upright.



SECTION COMMANDER

Two opened fingers held against arm to indicate corporal's stripes.



PLATOON COMMANDER

Two opened fingers held on shoulder to indicate a lieutenant's stars.



GIVE COVERING FIRE

Weapon brought into aim.

**HOUSE OR HUT**

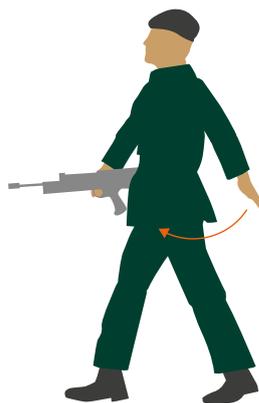
Hands folded in inverted V to indicate shape of roof.

**RECONNAISSANCE**

Hand held to eye, as though using monocular.

**ATTACK**

A chopping movement with edge of hand in direction attack is required.

**MOVE UP**

Fingers spread, arm swung slowly in direction movement is required.

**FORM AMBUSH**

Hand placed over face, followed by pointing to place of ambush.

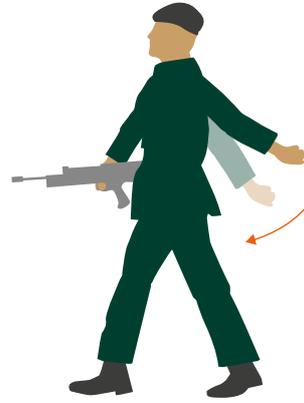
**FREEZE AND LISTEN**

Hand cupped to ear.



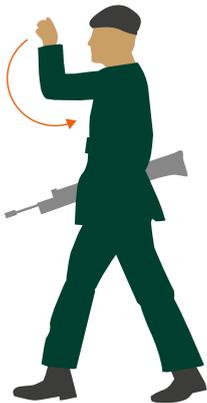
O GROUP

Fingers together, moved in conjunction with thumb to indicate person talking.



RIGHT/LEFT FLANKING

A curved sweeping movement of the arm in the direction concerned.



FIRE AND MOVEMENT

One hand used in a rolling forward action in front of the body.



SPACE OUT

Palm of hands held against weapon and moved away several times.



SINGLE FILE

One arm fully extended above the head.



FILE

Both arms fully extended above the head.

**ARROWHEAD**

Both arms forced backwards or forwards at an angle of 45°, depending on whether arrow is to the back or forward.

**EXTENDED LINE**

Arms raised to the side, level with the ground, indicate which side gun group is to go.

C. CONSOLIDATION

» Conclusion

01116 End of Lesson Drill

- a. Questions from the squad on the lesson.
- b. Confirm by questions and practice.
- c. *Normal safety precautions.*
- d. Pack kit.
- e. **Summary.** To include the following:
 - (1) The importance of gaining the attention of the person the signal is being passed to.
 - (2) The importance of being alert at all times.
- f. A forecast of the next lesson.

LESSON 6 ELEMENTARY NIGHT MOVEMENT



A. CONNECT

01117 Aim

The aim of the lesson is to teach cadets, in daylight, how to move at night and what to do when caught in the open by flares or lights.

01118 Timings

One 40-minute lesson.

01119 Method

A basic instructional outdoor lesson.

01120 Stores

Rifle fitted with a sling (*1 per cadet*)

Magazine (*1 per cadet*)

CEFO (*1 set per cadet*)

Visual aid (*x 1*)

01121 Preparation

- a. Prepare a suitable visual aid to include the following:

MOVING AT NIGHT

Move Silently

Stop – Scan – Listen (frequently)

At Sound

Stop or Lie Down (if situation allows)

- b. Reconnoitre the training area and select an area on which to practise the squad in the silent moving techniques.

01122 Miscellaneous

- a. To practise the squad in each silent moving technique, form them into two ranks, ten metres apart, with both ranks facing in the same direction. The front rank sits down and each member of the rear rank advances in turn until heard by the cadets in the front rank. Change round and repeat the practice.

Preliminaries

01123 Safety Precautions

Normal.

01124 Revision

Question the squad on Individual Movement taught in Lesson 4.

» Introduction

01125 EXPLAIN

A good enemy will always be alert at night. It is important, therefore, that the cadet knows how to move at night without being detected and what action to take if caught by unexpected flares or lights.

B. DEVELOPMENT

» Moving at Night

01126 EXPLAIN AND DEMONSTRATE

Use the prepared visual aid. At night, more is heard than is seen.

01127 EXPLAIN

Whether as an individual or as part of a patrol, the following rules must be observed:

- a. Move slowly: stop at frequent intervals, listen and scan using off-centre vision. Get as low to the ground as possible and turn the ears in the direction of a sound. Opening the mouth halfway will assist in picking up the direction of a sound.
- b. Make use of the thickest cover and use shadows to avoid being silhouetted. If necessary lie down.
- c. If any suspicious noise is heard when moving, 'Stop – Listen – Scan' as taught, then slowly and silently lie down. If in the open, try and move to cover.

01128 EXPLAIN AND DEMONSTRATE

To move silently at night, use the following 'walks':

a. The Ghost Walk.

Lift the leg high to avoid long grass and sweep it outwards. Feel gently with the toe for a safe place to put the foot down. Place the outside of the foot down prior to placing the whole foot down.

Make sure one foot is providing firm support before moving the other. Keep the knees slightly bent. Carry the weapon as normal (see Fig 1.20).



Fig 1.20 The Ghost Walk

b. The Cat Walk. Crawl on hands and knees. Search the ground ahead for twigs with the left hand. The weapon is supported by the sling and held in the right hand. Move the knees up to the left hand and search again (see Fig 1.21).

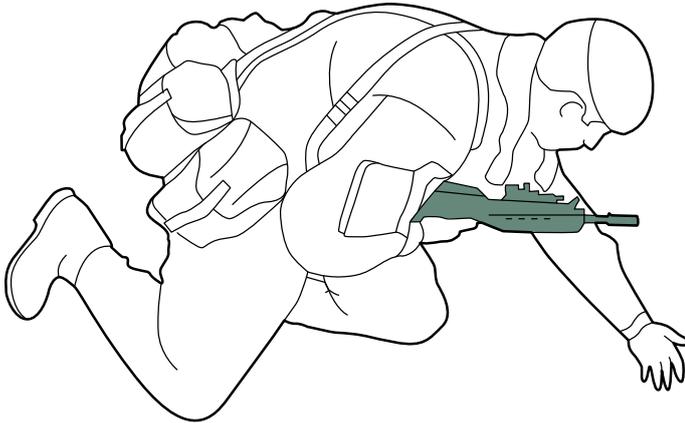


Fig 1.21 The Cat Walk

c. The Kitten Crawl. Lie on the stomach and search the ground ahead for twigs with the left hand. The weapon is supported by the sling and held in the right hand. To move forward, lift the body on forearms and toes, press it forward, then lower slowly. It is slow, quiet and tiring but ideal when it is necessary to get very close to an enemy position (see Fig 1.22).

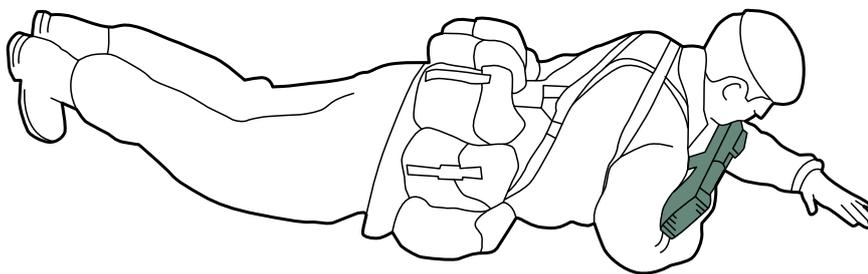


Fig 1.22 The Kitten Crawl

01129 Confirm by practice.

» Reaction to Unexpected Lights

01130 EXPLAIN

Both friendly forces and the enemy use flares and other devices to light up the battlefield at night, and they will also cover the illuminated area by fire. A cadet's reaction to light at night is determined by the type of light and cover available:

- a. Where there is little cover, it is usually best to go to ground immediately.
- b. In close country or semi-wooded areas it is best to remain absolutely still as the enemy is likely to be fairly close, and noise or movement would be more easily recognised than an immobile object against a shadow background. If, on the other hand, you are seen and the enemy opens fire then evasive ambush drills will be carried out. This will be taught at a later stage.
- c. If a cadet knows they have been spotted, but the enemy has not opened fire, they must get to cover away from the source of light as quickly as possible.

01131 Confirm by practice.

C. CONSOLIDATION

» Conclusion

01132 End of Lesson Drill

- a. Questions from the squad on the lesson.
- b. Confirm by questions and practice.
- c. *Normal safety precautions.*
- d. Pack kit.
- e. **Summary.** To include the following:
 - (1) The need for silence at night.
 - (2) The need to realise that night is no shield to concealment, and to emphasise that modern surveillance turns night into day.
- f. A forecast of the next lesson.



Photo: Peter Russell



A rifle section usually contains a minimum of eight cadets. This normally comprises six riflemen, the section commander and Zic.

LESSON 7 ORGANISATION OF A RIFLE SECTION



A. CONNECT

01133 Aim

The aim of the lesson is to describe the organisation of a rifle section.

01134 Timings

One 40-minute lesson.

01135 Method

Basic indoor teaching lessons prior to the start of the Fieldcraft and Tactics lessons.

01136 Stores

Visual projection system

01137 Preparation

Set up classroom for delivery of a theory lesson.

01138 Miscellaneous

- a. This lesson can be taught in the detachment or section location.
- b. Try to make the lesson as interactive as possible using pictures, videos and the sharing of experiences.
- c. The enthusiasm of the instructor at this point will directly impact the cadets' attitude towards field training.

01139 Preliminaries

01140 Ensure the squad have notebooks.

01141 Form the squad in a way they can all see the screen.

01142 Revision

Nil.

» Introduction - The Rifle Section

01143 EXPLAIN

The rifle section is normally part of a rifle platoon of three rifle sections with a platoon headquarters.

The rifle section is the basic building block of the Infantry Company Group and is the smallest tactical group capable of independent Fire and Movement. It is designed to fight dismounted in complex terrain.

Eight people are the minimum required to provide a robust and flexible dismounted grouping capable of continuous operations. This normally comprises six riflemen, the section commander and 2ic.

It is the lowest level to which a separate mission (e.g. to clear a trench or a room) will normally cascade. The section commander's immediate proximity to the battle gives him, among all commanders, the most direct perspective of the ebb and flow of the fighting. It is the section commander who is likely to be the first to identify the fleeting opportunity to exploit an enemy weakness and they are therefore key to the company's success. Well-trained, aggressive section commanders, who know they have the confidence of their commanders and understand their intent, are more likely to make good decisions and take appropriate action in a timely fashion, without recourse to higher authority.

B. DEVELOPMENT

01144 EXPLAIN

As a member of a rifle section, cadets will need to have a thorough understanding of how to operate effectively within this team. This will ensure they are properly prepared to go on exercise and work effectively.

01145 The Rifle Section. A rifle section usually contains a minimum of eight cadets. This normally comprises six riflemen, the section commander and 2ic. Depending on the nature of the task at hand, a section may increase or decrease its numbers accordingly.

A section is the lowest level to which a separate mission (e.g. to clear an enemy position) will be given. The section commander's immediate proximity to the battle gives them the most direct view of the fighting. It is the section commander who is likely to be the first to identify the opportunity to exploit an enemy weakness and they are therefore key to the success of the company's mission. Well-trained section commanders, who have the confidence of their commanders and understand their intent, are more likely to make good decisions and to take the appropriate action in a timely fashion.



Photo: Kate Knight



01146 The Fire Team. The section will normally be divided into two fire teams: Charlie and Delta. In most situations the section commander will command Charlie fire team (in addition to the section as a whole) and the 2ic will command Delta.

The remainder of the section strength will, in most situations, be split evenly between the two fire teams. However, depending on the orders received, the section commander may adjust the composition of the fire teams in order to achieve specific tasks. Responsibilities and duties within the section are as follows:

01147 The Section Commander. The section commander will have similar duties to that of the platoon commander. They will also operate with Charlie fire team. Their duties include:

- a. Making sure all section tasks are carried out efficiently and having a good knowledge of fieldcraft.
- b. Ensuring section has a high standard of discipline, are well trained and have a high standard of hygiene in the field.
- c. Understanding the strengths and weakness of the cadets within their section.
- d. Ensuring section equipment is always maintained in good order.

01148 The Section 2ic. The Section 2ic will take command of the section in the absence of the section commander and will therefore have similar duties to that of the section commander. They will also command and operate with Delta fire team. Their duties include:

- a. Administration of the section.
- b. Distribution of ammunition, rations and stores within the section.

01149 The Rifleman. The rifleman will make up the section strength. As well as operating as part of a fighting unit, the rifleman will have other tasks to carry out. These tasks include:

- a. Maintaining proficiency with weapon handling, fieldcraft and first aid.
- b. Maintaining their personal kit and equipment.

01150 Confirm by questions on the elements of the rifle section.

C. CONSOLIDATION

» Conclusion

01151 End of Lesson Drill

- a. Questions from and to the squad on the lesson.
- b. **Summary.** To include the importance of tasks at section and platoon level:
 - (1) Understanding the roles within the rifle section.
 - (2) The importance and understanding of working as a team.
 - (3) Confirmation they understand the organisation of a rifle section.
- c. A forecast of the next lesson.



LESSON 8A MAINTAINING CLOTHING AND EQUIPMENT



A. CONNECT

01152 Aim

To teach cadets how to maintain their weapons, clothing and equipment in the field.

01153 Timings

One 40-minute lesson.

01154 Method

A basic instructional lesson.

01155 Stores

Rifle fitted with sling (*1 per cadet and instructor*)

Magazine (*2 per cadet and instructor*)

Tool roll, complete with cleaning kit (*1 per cadet and instructor*)

CEFO (*1 set per cadet*)

Clothing to CEFO and CEMO scale (*1 set for instructor*)

Tables (*x 2, optional*)

01156 Preparation

- a. Select a suitable area for the lesson.
- b. Set up tables with:
 - (1) Rifles and tool roll
 - (2) Unpacked clothing and the CEFO

01157 Miscellaneous

For details of weapon cleaning and maintenance refer to Pamphlet 5-C.

Preliminaries

01158 Safety Precautions

Normal.

» Introduction

01159 EXPLAIN

It is vital that cadets are able to maintain their weapons, clothing and equipment in the field. If they are not cared for, the efficiency of the equipment – and therefore the cadets – will be impaired.



Maintaining personal weapons is a first-priority task for cadets.

Photo: Kate Knight



B. DEVELOPMENT

» The Personal Weapon

01160 EXPLAIN

Lessons have been given on how to maintain personal weapons under normal and adverse weather conditions. It is the responsibility of every cadet to ensure this is carried out; it is their first-priority task.

» Clothing

01161 EXPLAIN AND DEMONSTRATE

Cadets must maintain their clothing to the required standard:

- a. Ensure clothing is clean and serviceable, prior to deploying on exercise.
- b. Have the capability of repairing clothing by making up a small sewing kit with needles, cotton, buttons and scissors.
- c. In the field it is essential to keep clothing dry. Before packing it into webbing, clothes should be packed into plastic bags for easy identification. Non-transparent bags should be labelled. Plastic bags must be handled with care as they are prone to reflect light and this could compromise personal camouflage.
- d. A waterproof suit is issued; if it is raining it should be worn. The groundsheet is useful to keep cadets and their clothing dry at night.
- e. If the situation allows, wet clothing should be taken off at night prior to getting into a sleeping bag. Wet or damp clothes must be dried if the opportunity arises. A rough and ready method is to put damp items at the bottom of the sleeping bag (if being used). If this method is used, sensible discretion is needed. Always try and keep one set of clothing dry. Keep wet clothing separate from dry clothing.
- f. Sweat can rot clothes. If the opportunity arises cadets should try to rinse or wash their vest, pants and socks.
- g. Socks should be changed daily. Socks with holes shouldn't be worn as this will cause discomfort. Socks should be kept dry and clean.
- h. Boots should be cleaned at least once each day. Dubbin or a suitable waterproof leather dressing must be applied each month. Cadets should always have a spare pair of laces.
- i. The sleeping system zip must be checked prior to living in the field. The bag should be kept dry by packing it into a rucksack liner. If sleeping in the open, a sleeping bag cover or groundsheet can be used to keep it dry. The sleeping bag occasionally needs to be aired and shaken: this is best achieved by opening the zip and two cadets shaking the bag vigorously.
- j. Finally, cadets should remember that by sensible and logical administration they will keep their clothing serviceable. This in turn will ensure they are able to perform to their best ability in the field.

01162 Confirm by questions.

» Load-Carrying Equipment

01163 EXPLAIN AND DEMONSTRATE

To maintain all equipment:

- a. Equipment is there to carry the means to survive in the field. If unserviceable, items will be lost and there will be difficulty in carrying the essentials comfortably.
- b. Check all straps, zips, fasteners, buckles (quick release or otherwise) prior to deployment.
- c. Utility straps or bungees should be used and spares are always useful. Those not used must be stowed safely.
- d. Have the capability for repair. Black tape or string is always useful.
- e. Try and keep equipment dry and clean.
- f. The equipment is designed for rugged use and if looked after will do the job of carrying a cadet's needs safely and comfortably.

C. CONSOLIDATION

» Conclusion

01164 End of Lesson Drill

- a. Questions from and to the squad on the lesson.
- b. *Normal safety precautions.*
- c. **Summary.** Include the importance of equipment husbandry.

01165 A forecast of the next lesson.



Check all straps, zips, fasteners and buckles prior to deployment.

Photo: Kate Knight

LESSON 8B MAINTAINING STANDARDS OF PERSONAL HYGIENE



A. CONNECT

01166 Aim

The aim of this lesson is to teach basic health and hygiene in the field, so the cadets remain fit and healthy.

01167 Timings

One 40-minute lesson.

01168 Method

A basic instructional lesson.

01169 Stores

CEMO (*1 set per cadet and instructor*)

Water purifying tablets (*1 set per cadet and instructor*)

Tables (*x 2, optional*)

01170 Preparation

- a. Select a suitable area for the lesson.
- b. Set up under the table:
 - (1) CEMO
 - (2) Contents of washing and shaving kit
 - (3) Puritabs
 - (4) Ensure squad members have packed their washing kit

Preliminaries

01171 Safety Precautions

Normal.

01172 Revision

Maintenance of Weapons, Clothing and Equipment (Lesson 8A). Position the squad in a semi-circle around the table.

» Introduction

01173 EXPLAIN

People, like machines, must be maintained, serviced and looked after daily. For cadets to be effective, they must be able to maintain themselves correctly in the field. Failure to do this could result in sickness, fatigue and ailments which will render them unfit and a burden to their peers.

B. DEVELOPMENT

» Personal Cleanliness

01174 EXPLAIN

Explain the contents of the washing kit and the importance of having the capability to care for the following:

- a. **Hair.** The hair should be kept short to permit easy treatment of head injuries, and combed regularly to prevent parasites. If possible, it should be washed at least once a week.
- b. **Face.** The face must be washed daily.
- c. **Teeth.** Teeth should be cleaned at least twice a day to prevent oral infections and tooth decay. Particular attention should be given to the joins between the gums and the teeth. If possible, teeth should be cleaned after every meal.
- d. **Body.** Must be washed daily, with special attention to the armpits and groin. These areas are warm and moist and, if not washed regularly, fungus will grow. Any cuts, especially to the hands, must be cleaned and covered with a waterproof dressing to prevent infection. Always take the opportunity of having a shower when available. Washing in all climates is the most important part of a cadet's daily routine, however tedious.
- e. **Feet.** Must be kept clean and powdered and the nails cut to prevent in-growing toe nails. Surgical spirit toughens the skin and prevents blisters. Socks should be changed daily and the feet kept dry, if possible. If practical, loosen boot laces or, even better, massage the feet.

01175 Confirm by questions.



» Safe Food and Water

01176 EXPLAIN

The preparation of food and drinks in the field is extremely important. If stringent standards of hygiene are not applied the cadet will at best feel 'off colour', or become ill. There are a few rules which, if applied, will prevent illness:

- a. Clean the hands before preparing food or opening rations.
- b. Only consume issued rations and foodstuffs. Do not supplement rations from unknown or unsafe sources.
- c. Only drink issued water.
- d. Clean mess tins, mug and KFS thoroughly after use. If in doubt, rinse prior to use.
- e. Proper disposal of rubbish is essential or it will attract flies and rodents.
- f. Keep the cooking area clean and tidy. Use, clean and put away.

01177 Confirm by questions.

» Water

01178 EXPLAIN

Cadets must only drink safe water. However, the following information should be explained:

- a. **Puritabs.** Normally issued to each cadet, these will sterilise the filtered water for drinking. They can be used on their own, even if the water is very dirty.
- b. **Boiling.** This is the last resort and water must be boiled for at least ten minutes. Scum must be taken off the top, prior to cooling and then drinking.

01179 Confirm by questions.

» The Effect of Weather

01180 EXPLAIN

Cadets training in cold or hot weather conditions will be briefed and issued with the correct instructions and equipment. The basic requirements for cold and hot climates are as follows:

a. Cold Weather

- (1) Try to maintain body temperature by increasing the intake of food and hot drinks.
- (2) Wear the appropriate clothing, keep it dry and change into dry clothing to sleep. Remember the rule: 'loose, and in layers'.
- (3) Keep socks dry and the feet well massaged.
- (4) Keep exposed skin protected and, in cold weather, use Vaseline and lip salve.
- (5) Avoid cold injuries by protecting the extremities: fingers, toes, ears and nose.
- (6) Be sensible and, if working hard, take a layer of clothing off. If static, put extra clothing on. Always keep limbs stretched, flex the toes, keep the mind alert and the body will follow.

b. Hot Weather

- (1) The main dangers are from heat exhaustion – which can rapidly turn into heat stroke – and from sunburn. Heat exhaustion is caused by the loss of fluids and body salts, and this can occur in any climate if sensible precautions are not taken.
- (2) The fluid intake must be increased to at least eight to ten pints of safe water each day. If working extremely hard in a very hot climate an extra pint of water should be taken for every extra hour worked.
- (3) The sun's rays can cause painful sunburn. Exposure should be avoided or suncream applied.

01181 Confirm by questions.

» Sanitation

01182 EXPLAIN

Sanitation in the field is very important. Bowel movements must be carried out within defined areas. When the location is left, these areas must be marked. The basic rules are:

- a. Latrines provided on training areas must be used.
- b. Hands must then be washed.

01183 Confirm by questions.

C. CONSOLIDATION

Conclusion

01184 End of Lesson Drill

- a. Question to and from the squad on the lesson.
- b. Normal safety precautions.
- c. Pack kit.
- d. **Summary.** To include the following:
 - (1) The analogy 'man the machine', likened to a car needing servicing. The body is no different.
 - (2) Good health means being effective.
 - (3) Apply common sense to personal hygiene and the body will remain healthy.
- e. A forecast of the squad's next lesson.



On hot days, use of sun cream and regular rehydration is essential to avoid risk of heat exhaustion.

LESSON 8C FEEDING IN THE FIELD

A. CONNECT

01185 Aim

The aim of the lesson is to teach the cadet how to feed themselves in the field.

01186 Timings

One 40-minute lesson.

01187 Method

Basic instructional outdoor lessons.

01188 Stores

CEFO (1 set per cadet and instructor)

24-Hour Ration Pack (1 per cadet and instructor)

Field Cooking System (1 per cadet and instructor)

Mess tins (1 set per cadet and instructor)

KFS (1 set per cadet and instructor)

Water bottle (full) and mug (1 per cadet and instructor)

01189 Preparation

Reconnoitre a suitable area, bearing in mind the fire risk, and try to select a site that resembles a 'basha' area.

01190 Miscellaneous

- a. During the lesson the instructor should give additional practical cooking hints from their own experience.

- b. Practice is best conducted by teaching this lesson while the cadets prepare their first meal in the field. If this is not possible, practical application should follow as soon as is practically possible.
- c. There are many varieties of ration packs available and they are constantly being updated; an example is given in this lesson. The same methods should be adopted whichever type is issued but the instructor must familiarise themselves with the contents of the pack being used before instructing.
- d. All rations consumed during lessons should be checked to ensure they are in date.

Preliminaries

01191 Safety Precautions

Normal. Care must be taken when handling the stove as it becomes very hot during use.

Care must be taken when lighting the fuel due to its volatility. The fuel must not be eaten.

A cooker should never be set up in a confined space, e.g. underneath a poncho or in a tent, as this poses a high fire risk.

The fuel is extremely easy to light and great care must be taken to carry this out at arm's length.

Never position your face directly over the stove.

01192 Revision

Revise the standards of personal hygiene as taught in a previous lesson. Once covered, form the squad into a semi-circle.

» Introduction

01193 EXPLAIN

In order for cadets to sustain themselves while on exercise they must learn to prepare meals from the 24-Hour Ration Pack correctly. High standards of hygiene and food safety will support good health and effectiveness.

B. DEVELOPMENT

01194 Hygiene

It may seem difficult to maintain hygiene in the field but by following a few simple rules cadets can prevent illness and stop themselves becoming a casualty:

- a. Whenever possible, clean hands before preparing food or opening rations. Alcohol gel can be used in the field.
- b. Never try to supplement rations from unknown or unsafe sources.
- c. Only drink issued water (either bottled or from an approved source) or, in emergency, water that has been correctly purified.
- d. Clean all eating and cooking utensils after use.
- e. Proper disposal of rubbish is essential, otherwise it will attract flies and rodents.
- f. Keep the cooking area clean and tidy. Use, clean and put away.

» The 24-Hour Multi Climate Ration (MCR) (Fig 1.23)

01195 EXPLAIN

The MCR is designed to produce two hot meals per day, a midday snack and lots of drinks. MCR packs contain a mix of boil-in-the-bag meals in foil pouches, powdered drinks and snacks. There are 38 different MCR packs. All the pouched food within the ration pack is designed to be eaten hot but, if the tactical situation means you cannot cook, it can all be eaten cold too.

MCRs are carefully designed to provide all the energy and nutrients your body needs to stay effective when working hard and living in the field (a mean average of 4000Kcals, 550g carbohydrate, 133g fat, 100g protein). There is now a wide selection of menus including vegetarian, kosher and halal packs. An example MCR (Menu 19) contains:

- a. **Breakfast.** Sausage, omelette and beans.
- b. **Snacks.** Mexican tuna pasta, raspberry fruit grains, fruit and nut mix, golden oats snack bar, raspberry shortcake biscuit.
- c. **Main Meal.** Beef with cassava, fruit cocktail in syrup.
- d. **Sundries and Drinks Pack.** Chewing gum, Tabasco sauce, weatherproof matches, paper tissues, water purification tablets, beverage whitener, sugar, tea, coffee, chocolate drink, an isotonic drink, wet wipes and a menu sheet.



Fig 1.23 24-Hour Multi Climate Ration (MCR)

» Field Cooking System

- a. The field cooking system is made up of two parts: the Operational Ration Heater Stove and Operational Ration Heater Fuel (Gel), which are designed to be used in all weather conditions and are easy to light. The boiling time for 1 litre of water is about five minutes.
- b. **Operational Ration Heater Stove.** This is a small metal folding frame, which also has a detachable windshield and can store three fuel gels. **Care must be taken when handling the stove as it becomes very hot during use.**
- c. **Operational Ration Heater Fuel.** The gels are issued in packs of 6 for a 24-hour period. It is a clean-burning, odourless fuel which is extremely easy to light. **Care must be taken when lighting the fuel due to its volatility.** Three gels can be stored within the cooking unit when not in use. **The fuel must not be eaten.**



i **Operational Ration Heater Stoves are small and lightweight. They are fuelled by solid fuel blocks or alcohol gel.**

» Cooking the Food

01196 EXPLAIN AND DEMONSTRATE

Every cadet develops their own style of cooking rations and this is just a guide. To prepare a meal, follow the procedure below:

- a. **Lighting the Fuel Gels.** Find or make a level surface which is sheltered from the wind. An area twice the size of the stove should be cleared to ground level to prevent fire. Cadets may need to dig a small hole to achieve this (make sure turf is replaced afterwards). Unfold the stove, place it in position and put a fuel gel onto it. Light the fuel gel. If it is very wet and windy, the waterproof 'lifeboat' matches in the Ration Pack will always work.
- b. **Boiling the Meal.** Check the foil pouch of the boil-in-the-bag meal – if it is punctured discard it. Place pouch into the mess tin or metal mug and cover it with water. Then put the mess tin or mug on the stove. Do this carefully – spilt boiling water is at best irritating but could also scald cadets. Covering the boiling vessel with a lid reduces the time it takes to boil and, therefore the amount of fuel used. Make sure the water is properly boiling (i.e. bubbling a lot) and leave the meal in it for a couple of minutes. Lukewarm meals are miserable.
- c. **Eating the Meal and Making a Hot Drink.** Take the meal out of the boiling water carefully, perhaps using a spoon or the pliers on a multi-tool. It is obviously very hot and cadets may want to hold it in a gloved hand, cradled in a hat or similar. Use the boiling water to make a hot drink. Any extra hot water could be used for washing and shaving, or poured back into the water bottle. Never waste water!

01197 Confirm by questions.

» Tactical Cooking

01198 EXPLAIN

The tactical situation and surroundings must be considered before a meal is prepared. Cooking can be risky, therefore:

- a. A sentry or a number of sentries must be posted depending on the threat.
- b. An area twice the size of the cooker should be cleared to ground level to avoid fire. Once the cooking is complete, the ground used should be cleared and camouflaged.
- c. The burning of paper and uneaten food, and the extinguishing of solid fuel with water, cause smoke.
- d. Fire can be seen at night, so cooking should always take place during daylight hours.



i Fire can be seen at night, so cooking should always take place during daylight hours.

01199 Confirm by questions.

» Cooking in Extremes of Weather

01200 EXPLAIN

In extreme weather conditions, remember:

- a. When very cold there is a need to consume hot food and plenty of hot drinks. This will prevent the body temperature falling and also provide energy. The main meal, if possible, should be eaten late in the day, because it will keep energy levels high and provide warmth through the night. A main meal eaten prior to arduous exercise tends to burn off immediately.
- b. In extreme heat there is a need to increase the intake of fluids and additional salt with food to replace those lost through sweating. The controlled intake of water after arduous exercise is essential. Any fluid taken during exercise will be sweated out immediately.

01201 Confirm by questions.

» End of Meal Drills

01202 EXPLAIN AND DEMONSTRATE

After eating:

- a. Wash mess tins, KFS and mug thoroughly before they are packed away.
- b. Pebbles, sand or grass tufts can be used to clean mess tins.
- c. Mess tins and KFS clean better when warm.
- d. The quantity of rubbish produced by the individual is small. The clear wrap used on the pouch meals may be used as rubbish bags.
- e. Rubbish should never be buried or left on the training area. Always remove rubbish.
- f. Scorch marks left from cooking should always be camouflaged before leaving.

01203 Confirm by questions.

C. CONSOLIDATION

» Conclusion

01204 End of Lesson Drill

- a. Questions from and to the squad on the lesson.
- b. *Normal safety precautions.*
- c. **Summary.** To include the following:
 - (1) The importance of preparation and personal cooking skills tempered with hygienic practices in the field.
 - (2) The importance of maintaining energy output and conserving water.
- d. A forecast of the next lesson.



Cadets often need to spend the night camped out when on fieldcraft exercises, so being able to create a shelter is essential.

LESSON 9 THE TWO-PERSON SHELTER

LESSON 9 THE TWO-PERSON SHELTER

A. CONNECT

01205 Aim

The aim of the lesson is to teach the construction of a two-person shelter.

01206 Timings

Two 40-minute lessons.

01207 Method

Basic outdoor instructional lessons.

01208 Stores

CEFO (1 set per cadet and instructor)

Groundsheet (1 per cadet and additional for demos)

Cord, tent pegs, bungees, etc (as required)

01209 Preparation

- a. Reconnoitre an area that will best illustrate the construction of a shelter in a wooded area, and on open ground.
- b. Before the lesson, prepare an example of each type of shelter.

01210 Miscellaneous

- a. The lesson is best conducted by first showing the squad the constructed shelters, then demonstrating their construction. The squad should then prepare their own under supervision.
- b. The area of operations will normally dictate the best method of constructing a shelter. For training, both the methods described in the lesson are to be used.

Preliminaries

01211 Safety Precautions

Normal.

01212 Revision

Nil. Ensure the squad have got their groundsheets then split the squad into pairs.

» Introduction

01213 EXPLAIN

Protection from the elements is important because the body temperature can drop dangerously low in adverse conditions. The best way of maintaining body heat in wet weather is to wear the waterproof smock and trousers. A shelter constructed from a groundsheet can also serve the same purpose. The shelter also allows cadets to protect their equipment and weapons.

B. DEVELOPMENT

» Construction of a Shelter

01214 EXPLAIN

Frequently in the field, cadets need to spend the night in a hide or harbour. When they do this they must make shelters for themselves. This is best done in pairs with the aid of a groundsheet.

01215 Wooded Areas

EXPLAIN AND DEMONSTRATE

There are two methods of construction recommended for use in wooded areas:

- a. **Method 1** (see Fig 1.24). At two corners of the groundsheet, attach string or a cord assembly (bungee). Find two suitable trees far enough apart and attach one corner of the groundsheet to each tree. The corner attachments must be approximately half a metre up the tree in order to create a small downward slope. Pull the other two corners down towards the ground and secure them with either pegs or rocks, if necessary attaching cord assemblies to the other corners. A length of string or cord assembly should then be attached to the uppermost two centre loops. The string or cord assembly should then be looped over a branch above and pulled tight, or tied to two sticks stuck in the ground. The other groundsheet is laid on the ground. It is always best to dig a small storm drain around the shelter area to take away surface water.
- b. **Method 2** (see Fig 1.25). Create a tent by taking string or a cord assembly from the centre loops of the groundsheet and securing them to two trees. The four corners can be secured using either pegs or rocks to prevent water pooling on the outside of the shelter. A pole can be used to keep the tent erect. The other groundsheet is laid on the ground and, like the first method, a storm drain is dug around the shelter area.

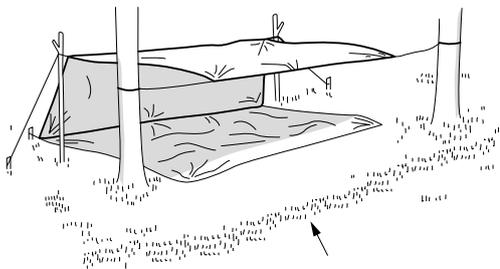


Fig 1.24 Wooded Area, Method 1

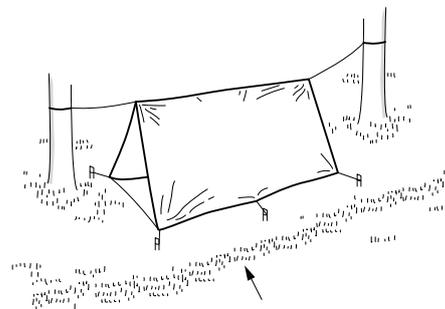


Fig 1.25 Wooded Area, Method 2

01216 The open end of the shelter must, if possible, be facing the opposite direction to the wind and rain. It must be camouflaged with local foliage to break up its outline and shape. It should either be taken down during the day or the cord assemblies loosened and lowered to the ground.

01217 Where string is used to create the shelter it must always be cut down and removed when leaving the area.

01218 Confirm by questions and practice.

01219 Open Areas

EXPLAIN AND DEMONSTRATE

Shelters should only be erected in the open if no suitable cover is available. Anything can be used to construct a shelter as the aim is to protect individuals from the elements. There are two methods that can be employed when constructing a shelter for use in open areas:

- a. **Method 1** (see Fig 1.26). At two corners of the groundsheet attach string or cord assembly. Attach these corners to a wall, fallen tree or other suitable structure. Stretch the other two corners away from the structure and secure with either pegs or rocks, if necessary attaching cord assemblies to the other corners. The other groundsheet is laid on the ground and a storm drain dug around the shelter area. It is always best to dig a small storm drain around the shelter area to take away surface water.
- b. **Method 2** (see Fig 1.27). At four corners of the groundsheet attach string or cord assembly. Attach these corners to shovels or poles. Keeping the groundsheet taut, push them into the ground. To prevent pooling of water another pole can be placed in the centre of the shelter, pushing the groundsheet upwards. Again, lay the other groundsheet on the ground and dig a storm drain around the shelter area to take away surface water.

01220 The open end of the shelter must, if possible, be facing the opposite direction to the wind and rain. It must be camouflaged with local foliage to break up its outline and shape. It should either be taken down during the day or the cord assemblies loosened and lowered to the ground.

01221 Confirm by questions and practice.

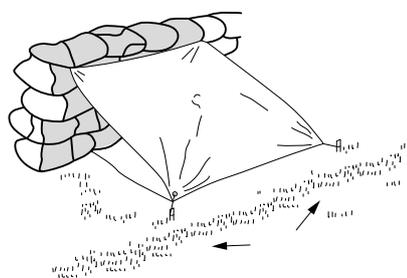


Fig 1.26 Open Area, Method 1

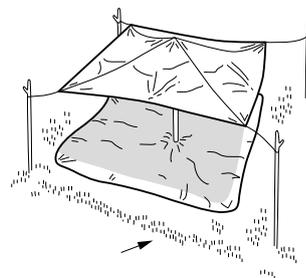


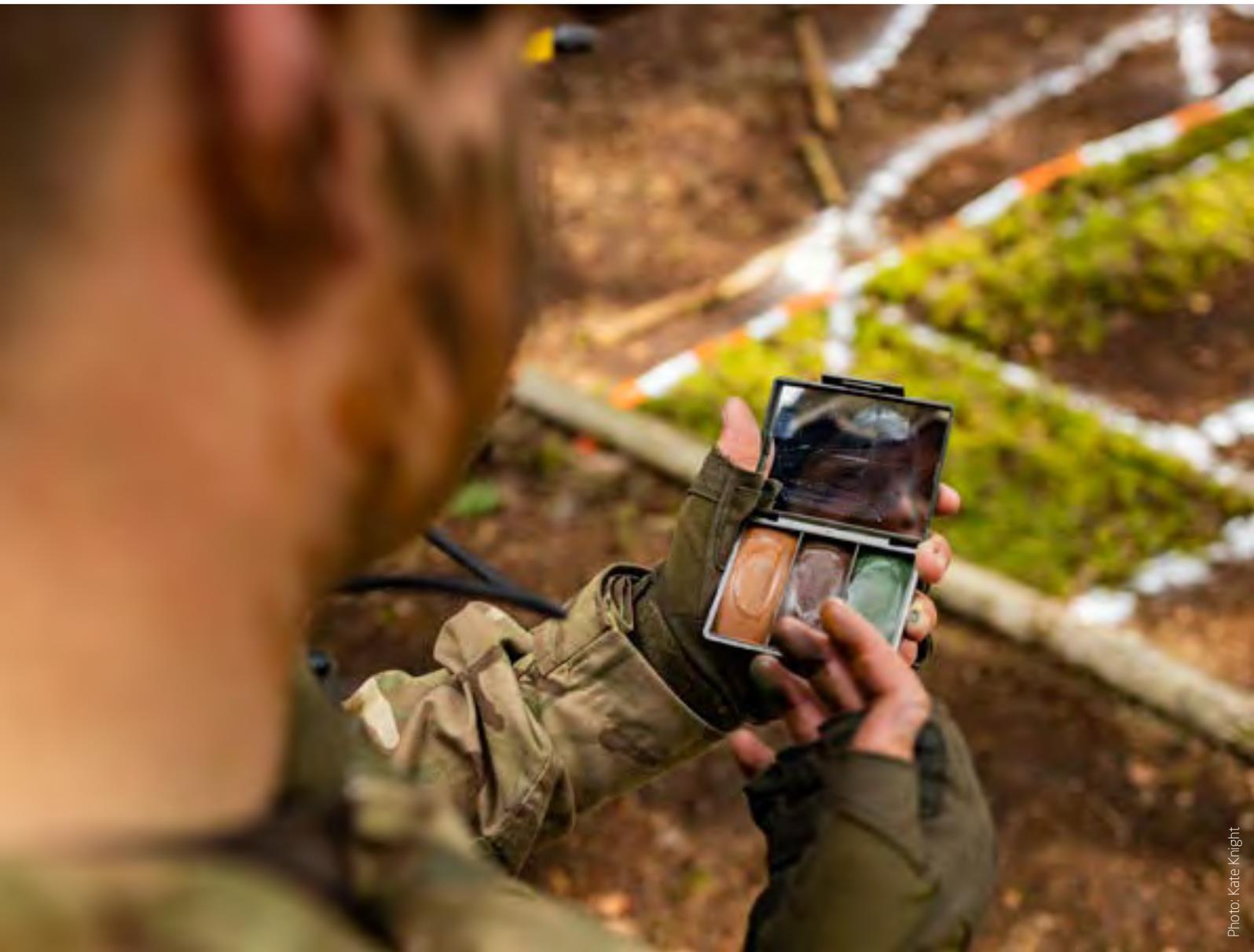
Fig 1.27 Open Area, Method 2

C. CONSOLIDATION

» Conclusion

01222 End of Lesson Drill

- a. Questions from the squad on the lesson.
- b. Normal safety precautions.
- c. Pack kit.
- d. **Summary.** To include the following:
 - (1) The importance of keeping dry.
 - (2) The necessity for camouflage.
 - (3) The different ways of constructing a shelter, from using ground hollows to fallen trees, from fences or broken walls. They all have one purpose: to give protection from the elements.
- e. A forecast of the next lesson.



LESSON 10 PERSONAL CAMOUFLAGE AND CONCEALMENT

A. CONNECT

01223 Aim

The aim of the lesson is to teach personal camouflage and concealment.

01224 Timings

One 40-minute lesson.

01225 Method

Basic instructional outdoor lesson.

01226 Stores

Rifle fitted with sling (*1 per cadet and demonstrator*)

Magazine (*1 per cadet and demonstrator*)

CEFO (*as required*)

Camouflage cream (*1 set per cadet and demonstrator*)

Scrim/camouflage material (*as required*)

Loud hailer (*as required*)

Signal flag (*x 1*)

Demonstrators (*as required*)

01227 Preparation

- a. Reconnoitre the training area and select positions to best illustrate the factors given and shown in the Concealment paragraphs.
- b. Rehearse the demonstrators, preferably immediately prior to the squad arriving.

01228 Miscellaneous

- a. When the squad have finished their practice in camouflage, order them to go forward 5-10m and adopt a fire position. This will ensure any foliage used is secure, and they can aim their weapons correctly.
- b. If using a signal flag to control demonstrators during the concealment phase, rehearse the signals and actions before sending them to their positions.
- c. Questions on the rules for concealment should be carefully prepared to avoid ambiguity.

Preliminaries

01229 Safety Precautions

Normal.

01230 Revision

Question on Why Things are Seen (Lesson 3), then indicate area of observation for the demonstration.

» Introduction

01231 EXPLAIN

Cadets must know how to camouflage and conceal themselves on exercise or they will be easily seen.

- a. **Camouflage.** This consists of disrupting the contrasts of shape, silhouette, surface and to some extent shadow, so the cadets are less conspicuous in the field.
- b. **Concealment.** This is making the best use of cover from view, without sacrificing the minimum required fields of fire.

B. DEVELOPMENT

» Individual Camouflage

01232 EXPLAIN AND DEMONSTRATE

Use demonstrators. The tone and colour of the hands, neck and face, the surface and silhouette of the head and pack, must not contrast with their backgrounds. To avoid contrasts:

- a. Put camouflage cream, mud, burnt cork or something similar on the face, neck and hands. Put more on for night work than for day as white objects appear whiter in a dim light (see Fig 1.28).
- b. String or elastic may be used on equipment to hold foliage etc to break up the outline. It is essential that access to equipment is not impaired, and there is freedom of movement.
- c. The rifle is coloured green and black, so extra camouflage should not be necessary.



Fig 1.28 Personal Camouflage (Face)

01233 Confirm by practice using the master/pupil method (have the cadets camouflage themselves and then critique each other).

» Concealment

01234 EXPLAIN AND DEMONSTRATE

Obeying the following rules will assist in good concealment:

- a. Look round or through cover, rather than over it. If compelled to look over it, avoid breaking a straight line (see Fig 1.29).
- b. Make use of available shadow (see Fig 1.30). Remember that when in the sun one's own shadow is very conspicuous and that shadows move with the sun (see Fig 1.6).
- c. Avoid skylines (see Fig 1.31).
- d. Avoid isolated cover as the enemy is likely to be observing it and it is easy to bring fire down on to this type of cover (see Fig 1.32).
- e. Choose a background to match the clothing and equipment being worn (see Fig 1.33).
- f. Move carefully, especially when moving into or out of cover.

01235 Confirm by questions.



Fig 1.29 Look Through or Round Cover, Not Over. Do Not Break a Straight Line

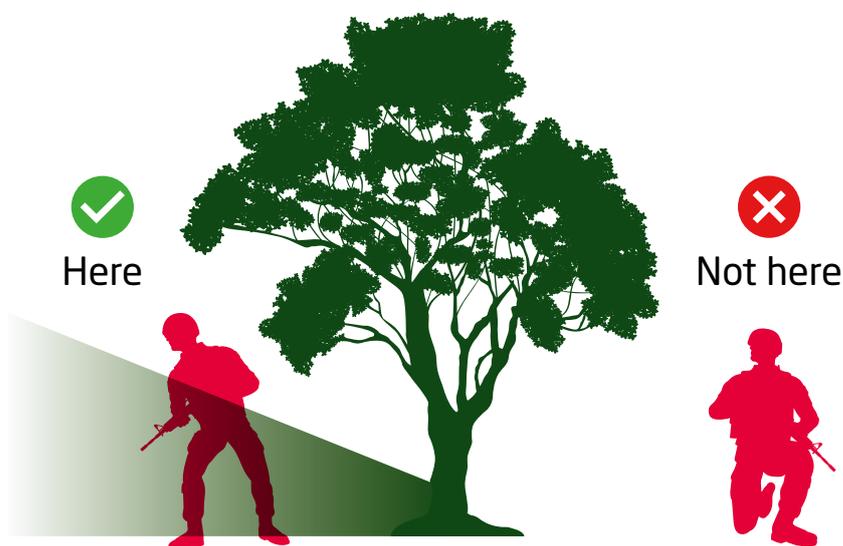


Fig 1.30 Use of Shadow



Fig 1.31 Avoid Skylines



Fig 1.32 Avoid Isolated Cover

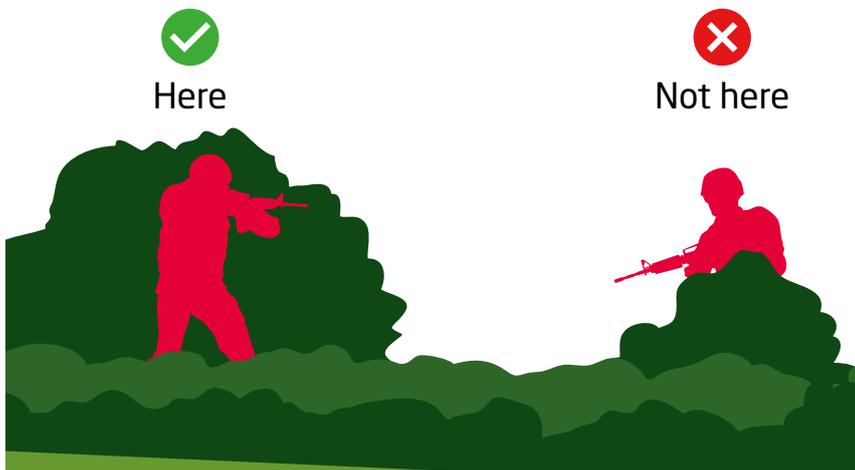


Fig 1.33 Suitable Background

C. CONSOLIDATION

» Conclusion

01236 End of Lesson Drill

- a. Questions from the squad on the lesson.
- b. Confirm by questions and practice.
- c. *Normal safety precautions.*
- d. Pack kit.
- e. **Summary.** Emphasise that good camouflage and concealment allow the cadet to see without being seen.
- f. A forecast of the next lesson.

LESSON 11 OBSERVATION

A. CONNECT

01237 Aim

The aim of the lesson is to teach how to systematically observe an area of ground.

01238 Timings

One 40-minute lesson.

01239 Method

A basic instructional outdoor lesson.

01240 Stores

Various items of military equipment (*as required*)

Check sheet (*1 per cadet*)

Loud hailer (*x 1*)

Signal flag (*x 1*)

Demonstrators (*as required*)

01241 Preparation

- a. Reconnoitre the area and select ground which can be easily divided into foreground, middle distance and distance, ideally up to 600m, with an arc of at least 45°.
- b. Position demonstrators and equipment so they provide varying degrees of contrast in colour, tone, texture, shape and shadow. This is best done as close to the lesson start time as possible.

- c. Position the squad so they are able to see the objects within the specified arc. If this is not possible the squad must be moved to another 'stand' so they can see.

- d. Prepare a suitable visual aid as per Fig 1.34.

01242 Miscellaneous

- a. Rehearse the demonstrators in their actions prior to sending them to their locations.
- b. Some equipment need not be too well concealed but all demonstrators should provide realistic battle-type targets.
- c. During practice, get the squad to write down what they have observed. Then discuss how they identified the object and finally get them to confirm the locations.

Preliminaries

01243 Safety Precautions

Normal.

01244 Revision

Revise Lesson 3 (Why Things are Seen) then indicate area of observation.

» Introduction

01245 EXPLAIN

In order to locate an enemy, who will be adept in the skills of camouflage and concealment, a cadet needs to learn how to observe, by scanning and searching.

B. DEVELOPMENT

» Scanning and Searching

01246 EXPLAIN AND DEMONSTRATE

Scanning is a general and systematic examination of an area, to detect any unusual or significant object or movement. Searching is a thorough examination of certain features in the area. Both require complete concentration, combined with a knowledge of why things are seen and the principles of camouflage and concealment:

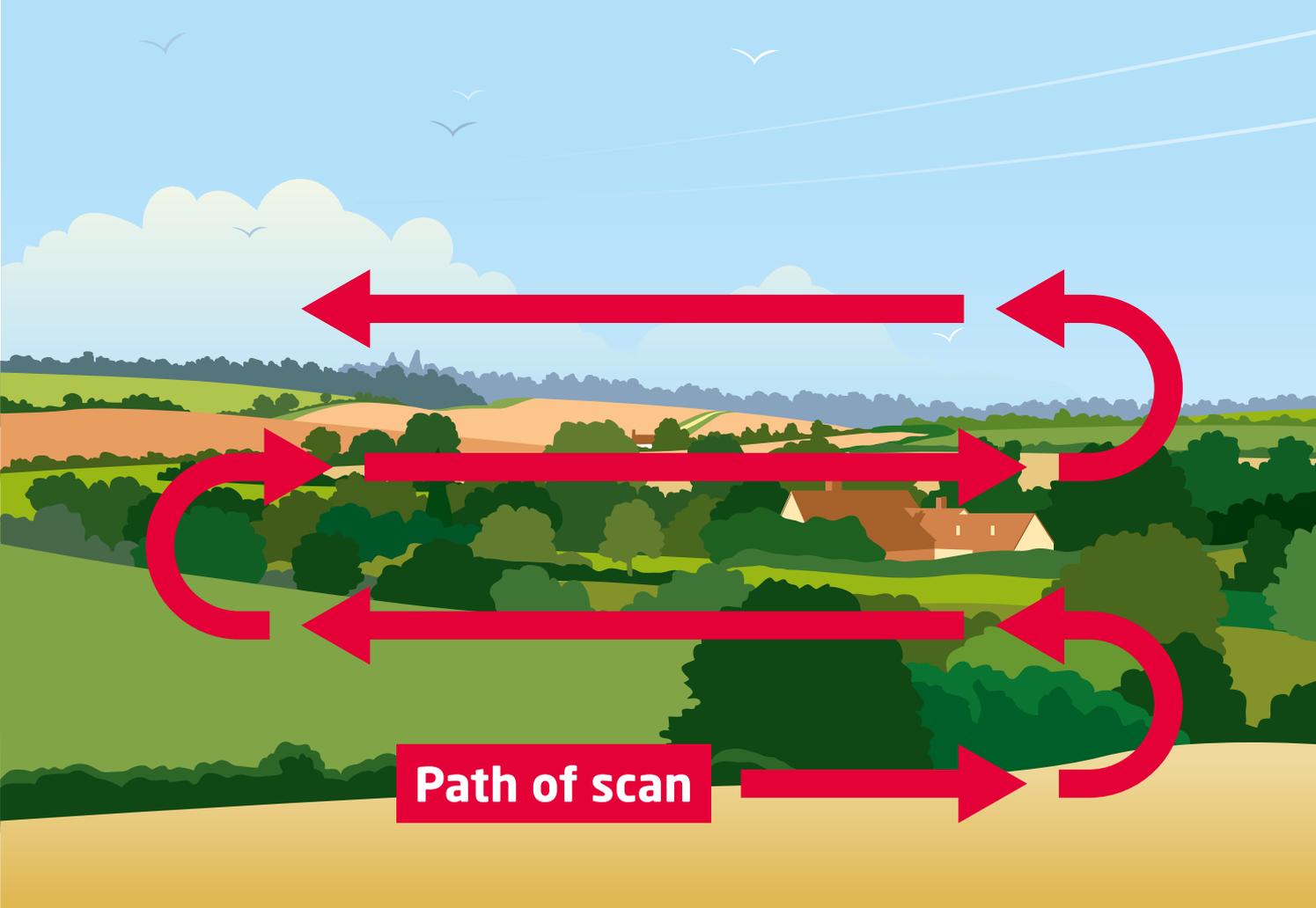
a. Scanning (see Fig 1.34).

- (1) Divide the area into foreground, middle distance and distance.
- (2) Scan each area horizontally starting with the foreground. To obtain maximum efficiency, move the eyes in short overlapping movements. Moving the head will minimise eye fatigue. The speed at which scanning is carried out will depend upon the type of country being observed and the amount of cover it affords to possible targets.
- (3) When horizontal scanning is completed, scan along the line of any features which are angled away from the observation position.

b. Searching.

- (1) Searching may take place at any stage during scanning, i.e. if a cadet's position is dominated by a piece of ground, they should search that area thoroughly before continuing with scanning. Furthermore, any significant movement or object, suspected camouflage, etc spotted during scanning requires an immediate search of that area. Binoculars are a useful aid when searching ground in detail.
- (2) Search for each of the factors of Why Things are Seen in turn. The weather may assist, i.e. frost will reveal tracks made during the night or a hot sun will alter the tone and colour of foliage used for camouflage by withering its leaves.
- (3) Search across hedgerows or a row of trees, not along them.

01247 Confirm by practice.



Path of scan

Fig 1.34 Scanning

C. CONSOLIDATION

» Conclusion

01248 End of Lesson Drill

- a. Questions to and from the squad on the lesson.
- b. Normal safety precautions.
- c. Pack kit.
- d. **Summary.** To include the following:
 - (1) The fact that the key to good observation is a thorough knowledge of the principles of concealment.
 - (2) Diligent and systematic searching of a feature, hedgerow, etc will give clues and this will lead, with practice, to locating the enemy.
- e. A forecast of the next lesson.

LESSON 12A JUDGING DISTANCE BY UNIT OF MEASURE

A. CONNECT

01249 Aim

The aim of the lesson is to teach how to judge distance using the Unit of Measure method.

01250 Timings

One 40-minute lesson.

01251 Method

A basic instructional outdoor lesson best taught by a CFAV using senior cadets as demonstrators.

01252 Stores

Demonstrators (*as required*)

Rifle fitted with sling (*1 per demonstrator*)

Magazine (*1 per demonstrator*)

CEFO (*1 set per demonstrator*)

Notebook and pen (*1 per cadet*)

Loud hailer (*x 1*)

Fig 11 targets (staked) (*x 4*)

Small flags on stakes (*x 12*)

100m measuring tape (*x 1*)

Signal flag (*x 1*)

01253 Preparation

- a. Put out the Fig 11 targets, or demonstrators, each at 100m from a central viewpoint, so they can be seen across different types of ground: open or broken, rising, falling and flat. All the ground from the viewpoint to each target must be visible.
- b. Rehearse the demonstrators, preferably immediately prior to the squad arriving. If using a signal flag to control them, rehearse the signals and actions before sending them to their positions.

- c. Choose three objects up to 400m from the viewpoint and lay a small flag on the ground every 100m between the viewpoint and object. Ensure distances are accurate.

01254 Miscellaneous

- a. A suggested practice is:
 - (1) Get the squad to look at the Fig 11 targets from all firing positions and try to remember what a 100m distance looks like.
 - (2) Order the squad to go to a position 100m from a given object. Discuss each cadet's error with them and continue this type of practice until the squad is consistent. Some may regularly over or underestimate, and they must take this into consideration when fitting in their 100m units.
 - (3) Get the squad to judge the distance to each object prepared beforehand, and to explain how they fitted in their units. Order one of the cadets to raise the small 100m-spaced flag and discuss the results obtained.
 - (4) Get each squad member to count their paces over a measured 100m stretch on varying types of ground. By doing this they will obtain their own pace which can then be used on patrol or when map reading.
- b. It is important that, having been taught this method, cadets are practised in its use at every opportunity during rest periods and in camp.

01255 This lesson may be combined over two periods with Lesson 12B - Judging Distance by Appearance.

Preliminaries

01256 Safety Precautions

Normal.

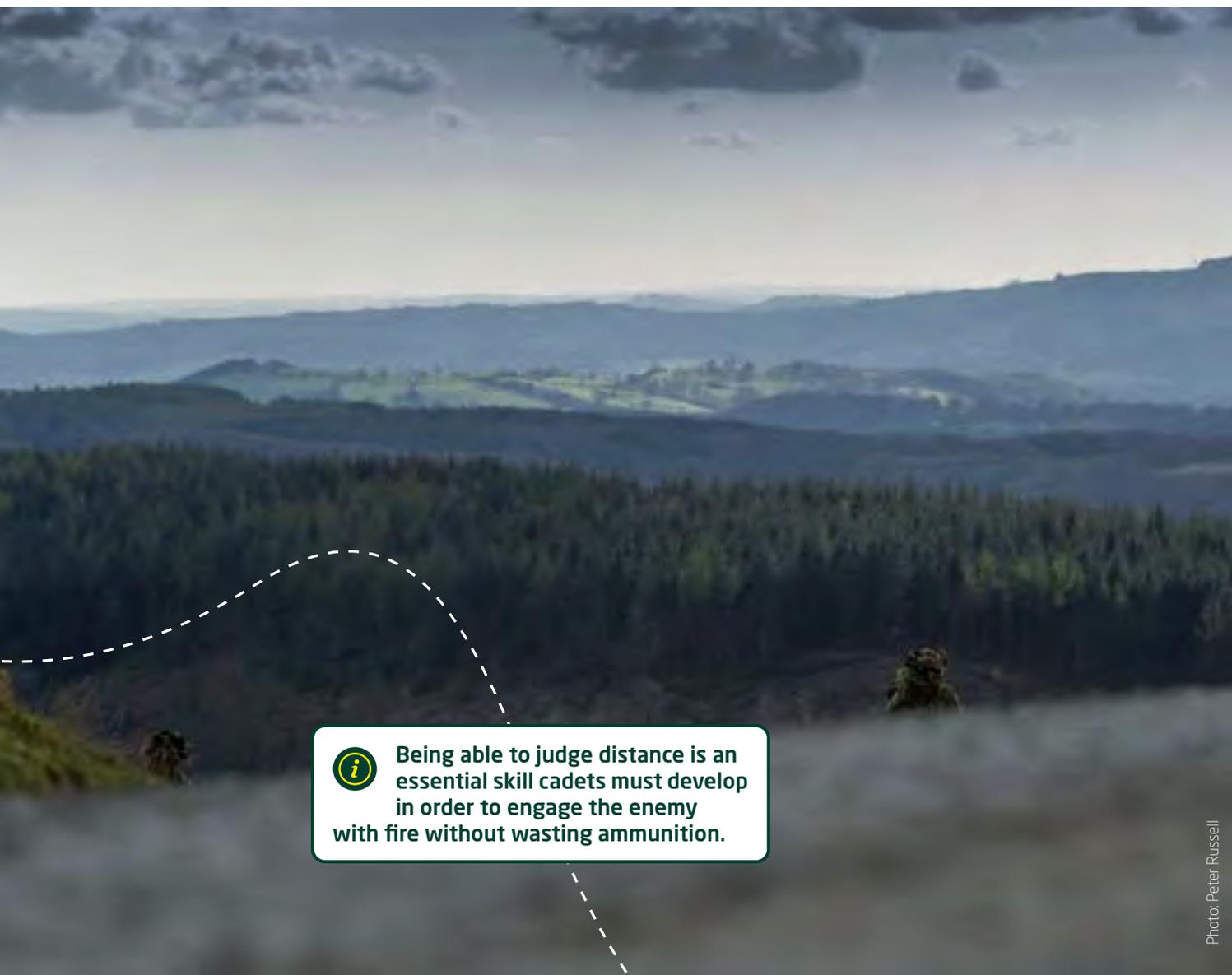
01257 Revision

Nil. Indicate area of observation for the demonstration.

» Introduction

01258 EXPLAIN

In order to locate an enemy's position and engage them with fire, cadets have to judge distance accurately. There are several methods of judging distance and this lesson deals with one of them: the Unit of Measure method.



Being able to judge distance is an essential skill cadets must develop in order to engage the enemy with fire without wasting ammunition.

B. DEVELOPMENT

» The Unit of Measure

01259 EXPLAIN

The Unit of Measure method is as follows:

- a. Provided that all the ground between the cadet and the object is visible, use can be made of any unit of measure familiar to the cadet. This may be the length of a football pitch, etc, but must be a unit with which the cadet is very familiar. If no particular unit is familiar to the cadet, they should become trained to recognise a unit of 100m.
- b. Estimate how many units of the familiar length can be fitted in between the position and the object to which the distance is required. A simple multiplication should give a figure which can be used as an estimate of the distance. This method is not reliable at distances in excess of 400m.

01260 Confirm by practice.

C. CONSOLIDATION

» Conclusion

01261 End of Lesson Drill

- a. Questions to and from the squad on the lesson.
- b. Confirm by final practice.
- c. Pack kit.
- d. *Normal safety precautions.*
- e. **Summary.** To include the importance of remembering the tendency to under or overestimate when using this method.
- f. A forecast of the next lesson.

LESSON 12B JUDGING DISTANCE BY APPEARANCE

A. CONNECT

01262 Aim

The aim of the lesson is to teach how to judge distance using the Appearance method.

01263 Timings

One 40-minute lesson.

01264 Method

A basic instructional outdoor lesson, best taught by a CFAV using senior cadets as demonstrators.

01265 Stores

Demonstrators (*x 6 minimum*)

Rifle fitted with sling (*1 per demonstrator*)

Magazine (*1 per demonstrator*)

CEFO (*1 set per demonstrator*)

Notebook and pen (*1 per cadet*)

Loud hailer (*x 1*)

Fig 11 targets (staked) (*x 4*)

Small flags on stakes (*x 12*)

100m measuring tape (*x 1*)

Signal flag (*x 1*)

Military equipment (*as required*)

01266 Preparation

- a. Prepare a range card of the area and include cadets and items of military equipment at ranges up to 100m.

- b. Position demonstrators at 100m intervals up to 600m for the first demonstration and tell them their position for the practice. If a gallery range is available, put the demonstrator on, or in line with, the firing points. Rehearse the demonstrators, preferably immediately prior to the squad arriving. If using a signal flag to control the demonstrators, rehearse the signals and actions before sending them to their positions.
- c. Select objects that will demonstrate most clearly the conditions that make objects seem closer or further away. This is best done immediately prior to the arrival of the squad, so there is less chance of light conditions changing.
- d. Prepare a suitable visual aid listing the detail in the 'Conditions Affecting Appearance' paragraph 01272.

01267 Miscellaneous

- a. Using demonstrators, show what an individual cadet looks like at ranges up to 600m in the standing, kneeling and lying positions.
- b. Set a time limit for each problem.

Preliminaries

01268 Safety Precautions

Normal.

01269 Revision

Revise the Unit of Measure (Lesson 12A) method then indicate the area of observation for the demonstration.

» Introduction

01270 EXPLAIN

The Appearance method of judging distance is based on what an object looks like compared to its surroundings. The cadet must know what various objects, e.g. trees, gates, houses, cadets, etc, look like at various ranges.

B. DEVELOPMENT

» Appearance Method

01271 EXPLAIN AND DEMONSTRATE

- a. The amount of visible detail of a cadet at various ranges gives a good indication of the distance they are away.
- (1) At 100m – clear in all detail.
 - (2) At 200m – clear in all detail, colour of skin and equipment identifiable.
 - (3) At 300m – clear body outline, face colour good, remaining detail blurred.
 - (4) At 400m – body outline clear, remaining detail blurred.
 - (5) At 500m – body begins to taper, head becomes indistinct.
 - (6) At 600m – body now wedge shaped, no head apparent.
 - (7) It is useful to know the amount of foresight or pointer that will cover a cadet for ranges up to 600m. Practise the squad in this for 300 and 600m.



100m
Clear in all detail.



200m
Clear in all detail, colour of skin and equipment identifiable.



300m
Clear body outline, face, colour good, remaining detailed blurred.



400m
Body outline clear, remaining detail blurred.



500m
Body begins to taper, head becomes indistinct.



600m
Body now wedge shaped, no head apparent.

» Conditions Affecting Appearance

01272 EXPLAIN AND DEMONSTRATE

Move the demonstrators to the second location and use the prepared visual aid.

- a. Objects seem closer than they are when:
 - (1) The light is bright or the sun is shining from behind the observer.
 - (2) They are bigger than the other objects around them.
 - (3) There is dead ground between them and the observer.
 - (4) They are higher up than the observer.
- b. Objects seem further away than they are when:
 - (1) The light is bad or the sun is in the observer's eyes.
 - (2) They are smaller than the other objects around them.
 - (3) Looking across a valley or down a street.
 - (4) The observer is lying down.

01273 Confirm by practice.

C. CONSOLIDATION

» Conclusion

01274 End of Lesson Drill

- a. Questions to and from the squad on the lesson.
- b. *Normal safety precautions.*
- c. Pack kit.
- d. **Summary.** To include the importance of the factors affecting appearance when judging distance using this method.
- e. A forecast of the next lesson.

 Objects appear closer when they are higher than the observer.



LESSON 12C AIDS TO JUDGING DISTANCE 

LESSON 12C AIDS TO JUDGING DISTANCE

A. CONNECT

01275 Aim

The aim of the lesson is to teach and practise the use of various aids to judging distance.

01276 Timings

One 40-minute lesson.

01277 Method

A basic instructional outdoor lesson, best taught by a CFAV using senior cadets as demonstrators.

01278 Stores

Rifle fitted with sling (*1 per cadet*)

Magazine (*1 per cadet*)

CEFO (*1 set per cadet*)

Score sheet/chinagraphs (*1 per cadet*)

Target indicator (*1 per squad*)

Binoculars (*as available*)

Range card (*instructor only*)

Answer sheet (*instructor only*)

01279 Preparation

- a. Reconnoitre the training area and select an area with prominent features both natural and artificial, the true ranges of which are known to the instructor and recorded on a range card.

- b. Select the objects to be used and the sequence of use during practice.
- c. Prepare the score sheet.
- d. Prepare the answer sheet.

01280 Miscellaneous

- a. After initial practice, encourage cadets to use either of the methods and all of the aids as appropriate, to assist in the accurate judging of distance.
- b. Indicate targets using normal methods of indication; for difficult targets use the target indicator.
- c. For the final practice the platoon should revert back to its normal squads. These squads will then move around a number of stands where they will be practised in a selection of judging distance problems, each stand to be run by a CFAV or senior cadet.

Preliminaries

01281 Safety Precautions

Normal.

01282 Revision

Organise an arc of observation and revise the Unit of Measure (Lesson 12A) and Appearance (Lesson 12B) methods of judging distance.

» Introduction

01283 Accurate judgement of distance is a skill cadets must develop if they are to engage the enemy effectively without wasting ammunition. The two methods of judging distance previously taught are fundamental skills which, when used with certain aids, can produce accurate ranges. It is important, therefore, that every cadet is skilled in the use of the methods of judging distance and familiar with the aids that can improve their accuracy.

B. DEVELOPMENT

» Aids to Judging Distance

01284 Key Ranges

EXPLAIN

If the range to any area or object in an arc is known, it is possible to use that known range to judge the distance to nearby areas or objects. Key ranges may have been obtained using either of the methods of judging distance, by maps or from targets that have already been successfully engaged at specific ranges.

01285 Confirm by practice.

01286 Bracketing

EXPLAIN

The bracketing technique is a useful aid under most conditions. It requires cadets to use the Appearance or Unit of Measure method to estimate the maximum feasible distance to the object and then the minimum possible distance. The estimate of the actual distance should be set midway between the two extremes, e.g. maximum distance 80m; minimum distance 50m. Estimated distance = 65m.

01287 Confirm by practice.

01288 Halving

EXPLAIN

To distances of about 1000m it should be possible to select an area or object about midway between the position and the target and in direct line with it. Since it is generally easier to judge distance to closer objects, use the Appearance or Unit of Measure method to judge the distance to the midway area or object. Doubling this estimation produces a reasonably accurate judgement of range to the intended target. Care must be taken when judging the distance to the halfway point as any error at this stage will be doubled in the final solution.

01289 Confirm by practice.

01290 Group Average

EXPLAIN

When in a group, get each cadet individually to judge the distance to an object using either the Appearance or Unit of Measure method. They can use any of the aids to judging distance that they are familiar with, but the judged distance must be an individual effort. Because some will overestimate and others underestimate, their errors will cancel out. By taking an average of the estimates, an accurate range can often be produced.

01291 Confirm by practice.

C. CONSOLIDATION

» Conclusion

01292 End of Lesson Drill

- a. Questions to and from the squad on the lesson.
- b. *Normal safety precautions.*
- c. Pack kit.
- d. **Summary.** To include the following:
 - (1) The importance of being able to use the Appearance and Unit of Measure methods skilfully.
 - (2) The value of being able to improve accuracy through the use of the aids to judging distance.
- e. A forecast of the next lesson.

LESSON 13 INDICATION OF TARGETS

A. CONNECT

01293 Aim

The aim of the lesson is to teach how to recognise and indicate targets.

01294 Timings

One 40-minute lesson.

01295 Method

A basic instructional outdoor or indoor lesson.

01296 Stores

Target indicator, representative sight picture and mini landscape target (*x 6 minimum*)

Landscape targets (*x 3, indoor only*)

Clock face (black figures on talk) (*x 1*)

Hand angle measuring chart (Fig 1.38) (*x 1*)

Binoculars (*as required*)

01297 Preparation

- a. Reconnoitre the training area and select:
 - (1) An arc of fire and reference points.
 - (2) Realistic battle targets to use during demonstration and practice in Direct, Reference Point, Clock Ray and Hand Angle methods of indication.
- b. Prepare a suitable visual aid, listing the methods of indication, by headings only.
- c. If taking the lesson indoors, position three adjoining landscapes against one wall and mark the squad's position not more than 10m from them.
- d. Issue each cadet with a sight picture and mini landscape target for indication of targets.

01298 Preparation

- a. During practice in recognition of targets, allow cadets to indicate their answer using a target indicator.
- b. During practice of indication:
 - (1) Indicate the target using the target indicator.
 - (2) Note everything the cadet says during their indication.
 - (3) Confirm recognition of the target with the squad using the target indicator.
 - (4) Discuss the method and manner of the indication.
- c. If the lesson has to be taken indoors, it is essential cadets are able to practise outdoors at the earliest opportunity. An indoor lesson does not give cadets the opportunity either to judge the distance to the target or to use a realistic arc of fire.
- d. Check that the target indicated has been recognised correctly and encourage the use of the word "Again" if it has not.

Preliminaries

01299 Safety Precautions

Normal.

01300 Revision

Revise the methods and aids for judging distance (Lesson 12)

» Introduction

01301 EXPLAIN

When a target is indicated, the cadet has to be able to recognise it quickly so it can be effectively engaged. When they alone can see the target, they must be able to indicate it to the remainder of the section. Note that when indicating targets, the range given is the distance to the target.

B. DEVELOPMENT

» Arc of Fire

01302 EXPLAIN AND DEMONSTRATE

It is easier to recognise a target if the area of ground in which it is likely to be is known; such an area is called an 'arc of fire'. It is indicated in the following sequence (see Fig 1.35):

- The Axis.** This is the centre of the arc.
- The Left and Right of Arc.** These indicate the extent of the arc.
- Reference Points.** These are prominent objects which should be as permanent as possible, e.g. woods and mounds, a reasonable distance apart and easy to identify. A specific point of the object is given with a name and range, i.e. "Hut – bottom left corner – to be known as 'hut' – range 300".

01303 Confirm by practice using target indicators to lay out the arc of fire to be used throughout the lesson.

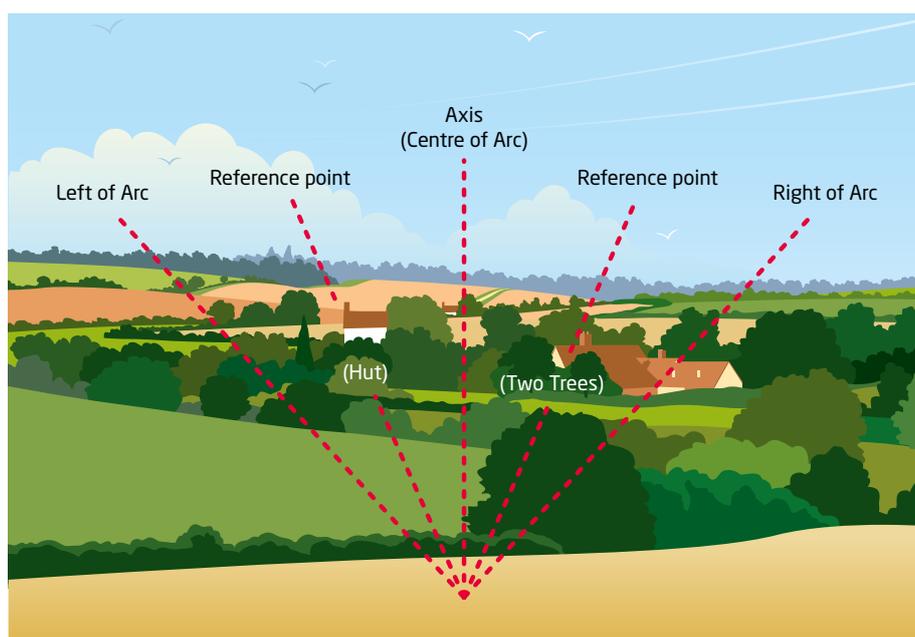


Fig 1.35 Arc of Fire

» Methods of Indication

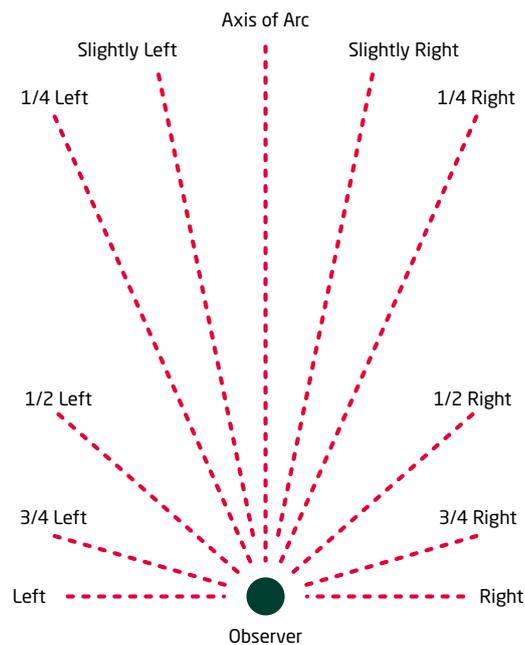
01304 Direct Method

EXPLAIN AND DEMONSTRATE

This method is used to indicate obvious targets. The range, where to look and a description of the target are given. Terms used for where to look are (see Fig 1.36):

- 'Axis of Arc'**. For targets on or very near the axis.
- 'Left' or 'Right'**. For targets 90° from the axis.
- 'Slightly', 'Quarter', 'Half' or 'Three Quarters' and 'Left' or 'Right'**. For targets between the axis and 'left' or 'right'.

01305 Confirm by practice using target indicators.



01306 Reference Points

EXPLAIN AND DEMONSTRATE

To indicate less obvious targets, a reference point may be used together with the Direct method and perhaps the words 'Above' or 'Below' as well. Examples are:

- "300 – Copse (reference point) – slightly right – small bush" (the target).
- "200 – Copse (reference point) – slightly right and below – gate" (the target).

01307 Confirm by practice using target indicators.

01308 Clock Ray**EXPLAIN AND DEMONSTRATE (SEE FIG 1.37)**

To indicate more difficult targets, a reference point together with a clock ray is used. During indication, imagine a clock face standing up on the landscape with its centre on the reference point. To indicate a target, the range, reference point and whether the target is to the left or right of it, and the appropriate hour on the clock face, are given as follows:

- a. "300 - tower - right - 4 o'clock - small bush - enemy".

01309 Confirm by practice using target indicators.

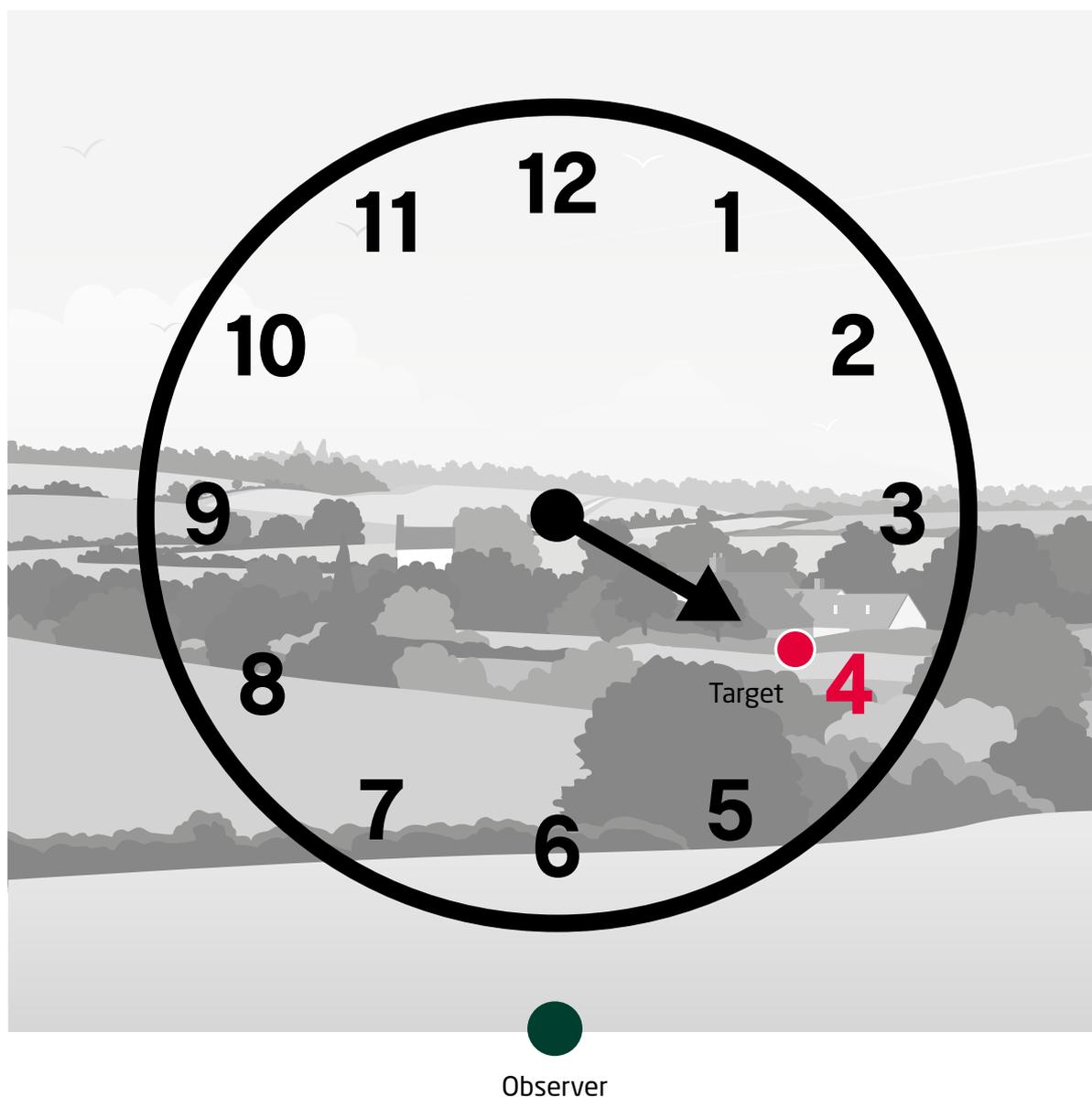


Fig 1.37 The Clock Ray Method

01310 Hand Angles

EXPLAIN

Hand angles are another method:

- Difficult targets at longer ranges may be indicated by using a reference point together with a hand angle, e.g. "300 – copse – left 3°". Left edge of gorse – enemy.
- To read hand angles, the left arm should be outstretched from the shoulder and one eye closed.
- Some average hand angles are shown in Fig 1.38. However, individuals vary in their physical measurements and it is essential every cadet knows their own hand angles. It is possible to measure these in the classroom by using the hand angle scale as shown below. Hand angles with the fingers and thumb opened vary greatly and it is best to obtain personal measurements of these in the field, using a compass.
- The Hand Angle Scale (Fig 1.39).** Sub divisions are 100mm apart and when viewed from 10m equate to 0.5°.

01311 Confirm by practice.

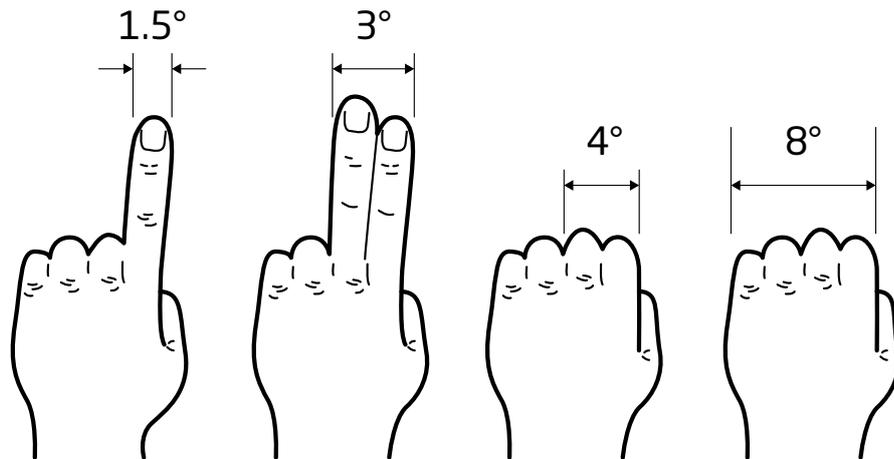


Fig 1.38 Examples of Hand Angles

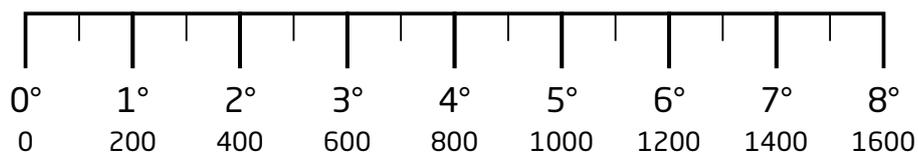


Fig 1.39 The Hand Angle Scale

01312 Military Binoculars (if available)**EXPLAIN**

The binoculars' graticules are spaced at intervals of approximately 0.5° across a field of view of about 4° (see Fig 1.40) and these may be used when appropriate to assist in indication, e.g.

- a. "300 – copse – left – 1.5° (or left three graticules)."

01313 Confirm by practice using target indicators.

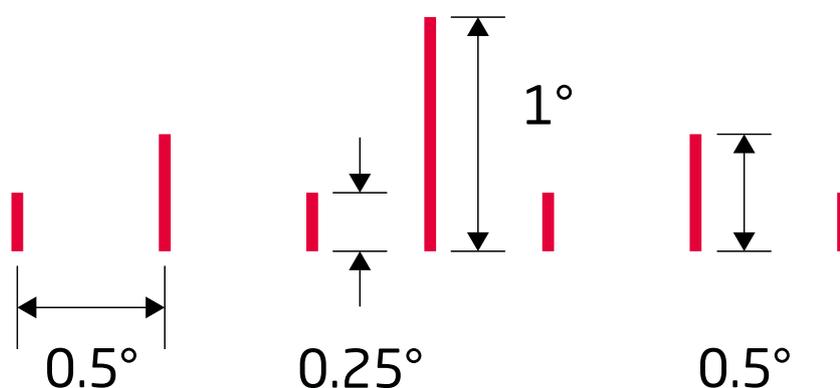


Fig 1.40 Binocular Graticules

C. CONSOLIDATION

» Conclusion

01314 End of Lesson Drill

- a. Questions to and from the squad on the lesson.
- b. Confirm by practice.
- c. *Normal safety precautions.*
- d. Pack kit.
- e. **Summary.** To include the importance of clear indication.
- f. A forecast of the next lesson.



Plotting the direction of objects on the range card is most accurately done by use of a compass.



LESSON 14 RANGE CARDS

LESSON 14 RANGE CARDS

A. CONNECT

01315 Aim

The aim of the lesson is to teach how to make and use a range card.

01316 Timings

Two 40-minute lessons.

01317 Method

Basic instructional lessons: the instruction indoors and squad practice out of doors.

01318 Stores

Blank range cards (3 per cadet)

Pencils (1 per cadet)

Compass (1 minimum)

Protractor (1 per cadet)

Clipboards (1 per cadet)

01319 Preparation

Reconnoitre the training area and select:

- a. A central point for each of the squad.
- b. Arcs of fire, a setting ray, and objects to be plotted and their range.

01320 Miscellaneous

Plotting the direction of objects on the range card is most accurately done by use of a compass. If the cadets are unfamiliar with the compass at this stage in their training, they must carry out the procedure by orientating the range card to ground and plotting the objects by sight.

Preliminaries

01321 Safety Precautions

Normal.

01322 Revision

Nil.

» Introduction

01323 EXPLAIN

A range card is a useful fire control aid and, wherever possible, those responsible for control of fire should make one out for their arcs of fire. Whenever a position is to be occupied for a short time, a simple range card should be produced. If the position is to be occupied for a long time then a more detailed one should be prepared.



B. DEVELOPMENT

» Simple Range Card

01324 EXPLAIN AND DEMONSTRATE (SEE FIG 1.41)

A simple card is built up as follows:

- a. Describe accurately the central point from which the card is being made out.
- b. Add the range that each circle is to represent.
- c. Choose one unmistakable object to the front, then mark it on the card and draw a thick line to it. This is called the setting ray.
- d. Decide on the few objects required to be recorded, possible enemy positions, obstacles, gaps in hedgerows, etc.
- e. To record each object, fold the card, hold it level with the eye and line up the setting ray. Hold a pencil upright in the direction of the object to be recorded and mark the card. Draw a line from the central point to the object and to its correct range.
- f. Against the position of each object, print horizontally a short description of how it looks to the naked eye and its range.
- g. Fill in the information required, then sign and date the card.

01325 Confirm by practice.

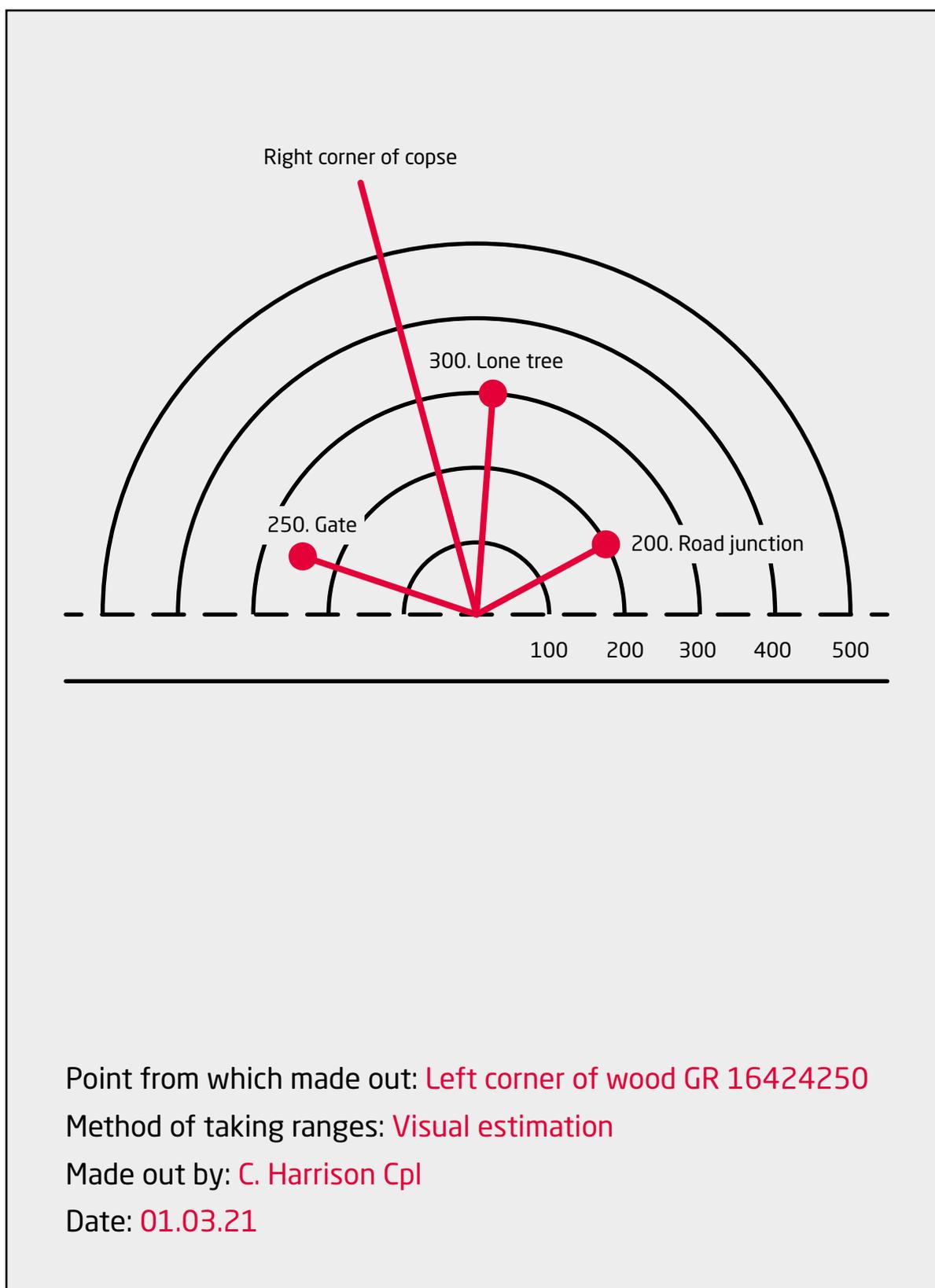


Fig 1.41 Simple Range Card

» Detailed Range Card - Type A

01326 EXPLAIN AND DEMONSTRATE (SEE FIG 1.42)

This type of range card normally includes objects all around the central position:

- a. Describe accurately the central point from which the card is made out.
- b. Add the range that each circle is to represent.
- c. Draw the setting ray and decide on the objects to be recorded.
- d. To record each object, take the bearing to the setting ray and the bearing to the object. This will give the angle between the two, i.e. setting ray 62° , object 84° – angle 22° . Use a compass to mark this angle from the central point and draw a line to the correct range of the object.
- e. Mark the position of the object with a small horizontal dash, write the range to the left of the dash and a brief description of the object to the right of the dash.
- f. Fill in the information required, then sign and date the card.

01327 Confirm by practice.

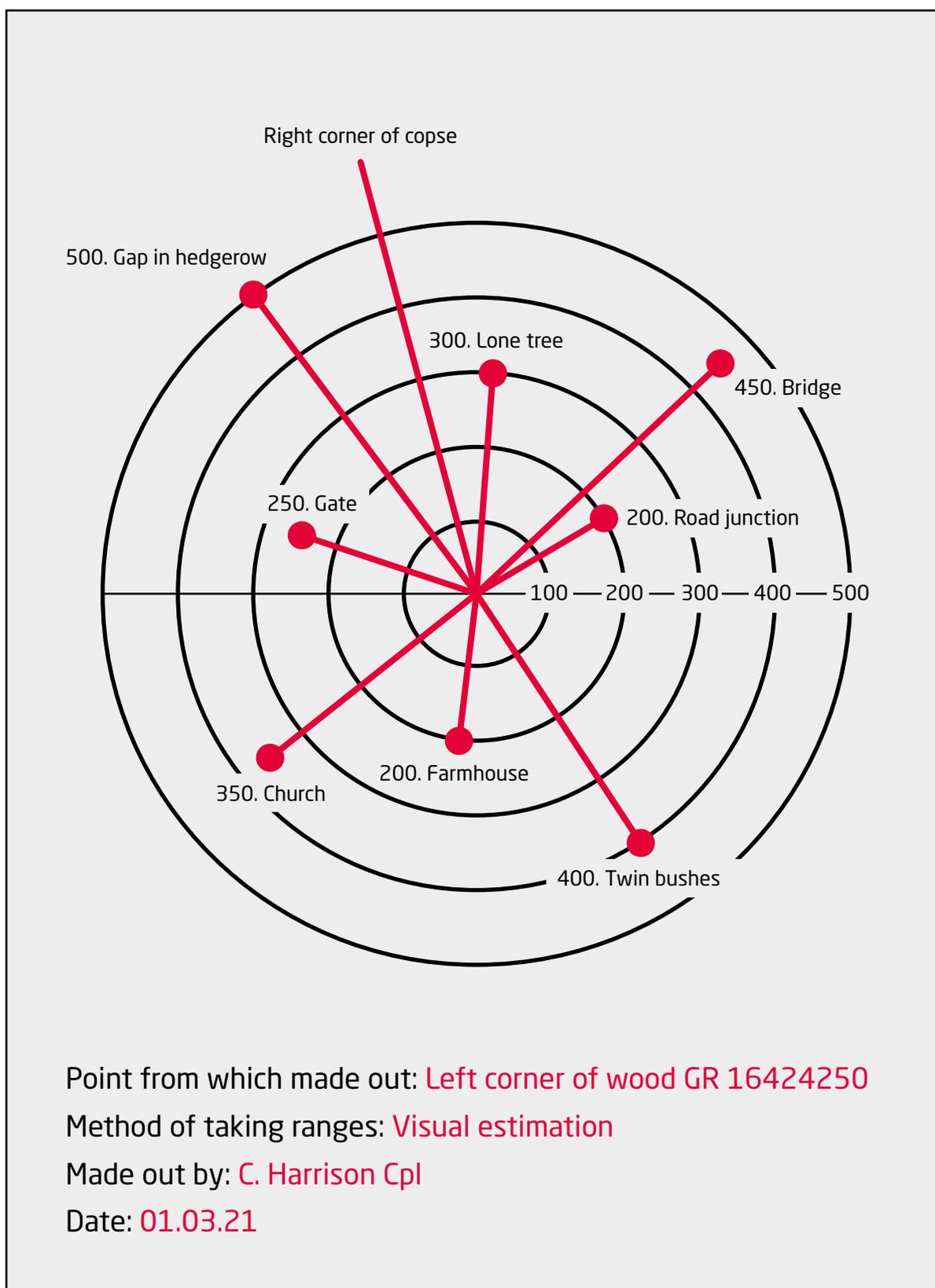


Fig 1.42 Detailed Range Card – Type A

» Detailed Range Card - Type B

01328 EXPLAIN AND DEMONSTRATE (SEE FIG 1.43)

This type of range card is normally used for static defensive positions and includes objects all around the central position:

- a. Using the compass on the card, orientate to both the ground and the map.
- b. Range each square from the centre position.
- c. Draw the aiming point and decide on the objects to be recorded.
- d. Draw a line through the objects to the outer scale on the range card.
- e. Place a dot at the range to the object and insert the information in the boxes provided.
- f. Plot and mark other subunit positions.
- g. Plot additional information.
- h. If required, ensure a legend is made out for the objects and placed in the lower left corner.
- i. Ensure the range card is signed and dated.

01329 Confirm by practice.

RANGE CARD

No	Grid Ref	Bearing (°)	Tgt description or DF No	Range (m)	Line switch	Angle of sight (°)	OE	Own Position GR
								437774
1	437885	1400	UM 1010(FPF)	440				Aiming point GR: 430281 Bearing: 5900 Description: Lone Tree Range: 350m
2	437814	5320	Farm House	175				
3	434829	700	Corner of wood	400				
4	434829	4260	PL HQ Trench	200				
5								Made out by 2 Sect Comd Date: 10 Jan 21 Map Sheet: SPTA (W) Scale: 1:50,000
6								
7								
8								
9								
10								
11								
12								

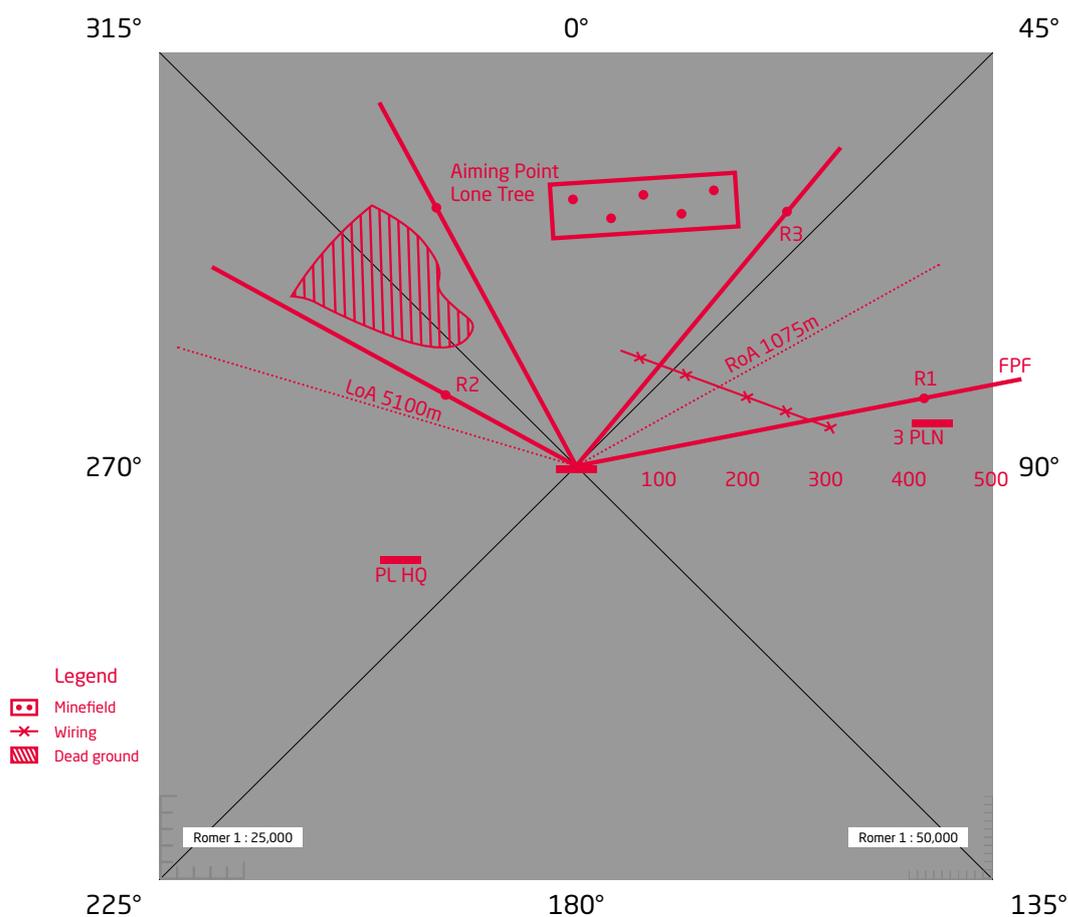


Fig 1.43 Detailed Range Card – Type B



» Additional Information

01330 EXPLAIN

Additional information commanders may wish to include on their cards:

- a. Dead ground.
- b. Obstacles – natural and man-made – including mines.
- c. Bearings.
- d. Key points, including friendly forces positions and range to them.

» Outdoor Practice

01331 Move to an outdoor location. Indicate the central point, arc of fire and objects to be plotted then confirm by practice.

C. CONSOLIDATION

» Conclusion

01332 End of Lesson Drill

- a. Questions from the squad on the lesson.
- b. Confirm by questions and practice.
- c. *Normal safety precautions.*
- d. Pack kit.
- e. **Summary.** To include the following:
 - (1) The importance of accurately describing the central point of the card and the method of obtaining ranges.
- f. A forecast of the next lesson.

LESSON 15 DUTIES OF A SENTRY

A. CONNECT

01333 Aim

The aim of the lesson is to teach the duties of a sentry by day and night.

01334 Timings

Two 40-minute lessons.

01335 Method

Basic instructional outdoor lessons.

01336 Stores

Rifle fitted with sling (1 per cadet)

Magazine (1 per cadet)

CEFO (1 set per cadet)

BFA (1 per cadet)

Camouflage materials (as required)

Visual aid (x 1)

01337 Preparation

Reconnoitre the training area and select ground with a variety of cover from which the enemy can be skylined.

01338 Miscellaneous

Once cadets know how to stalk (Lesson 19) practice is best conducted as follows:

- a. Post the pairs of one team as double sentries then get the pairs of the other teams to stalk their posts.
- b. Change the teams over frequently.

01339 In accordance with *Cadet Training – Ranges*, a written instruction is to be produced for any activity involving the use of blank ammunition.

01340 In accordance with *Cadet Training – Ranges*, the wearing of issued ear protection is compulsory during blank firing.

Preliminaries

01341 Safety Precautions

Normal safety precautions, declaration and signing of AFB 159B to be conducted in accordance with *Cadet Training – Ranges*.

01342 Revision

Observation as taught in Lesson 11.

» Introduction

01343 EXPLAIN

Every cadet will be a sentry at some time and the security of the platoon will depend on the alertness and the ability of the sentry to perform their duty conscientiously.

01344 Sentries are posted by day and night to protect a body of cadets, to give early warning of enemy movement or attack, and to check the identity of visitors or suspicious persons in the vicinity. At night they are posted in pairs, with duties staggered to ensure one sentry is always fresher than the other.

01345 The number of sentries posted will depend on the tactical situation. In some circumstances sentries can double up but this will only normally occur out of contact with the enemy. The sentry roster is organised by the section commander or their second in command and one or the other will post the sentry.



B. DEVELOPMENT

» Duties of a Sentry by Day and Night

01346 EXPLAIN

Use a suitable visual aid. When a sentry is posted, they need to know the following:

- a. Where they must be while on duty.
- b. The grid reference and location of their section or platoon commander and how to contact them. If radio is used they must know the frequency changes and the callsigns.
- c. The direction of the enemy and type of threat.
- d. If posted forward of the main position by day, the route they must take to return to the position.
- e. Arcs of observation and fire.
- f. The positions of flanking sentry posts.
- g. The names of landmarks to their front.
- h. Details and positions of any aids such as tripflares.
- i. The procedure for challenging.
- j. The password and the time it changes.
- k. Orders for opening fire.
- l. Particulars of friendly patrols in the area.
- m. The signal for defensive fire.
- n. Times of mounting relief and details of the relief system.

01347 Confirm by questions.

» Challenging

01348 EXPLAIN AND DEMONSTRATE

The challenging procedure must always be followed. Failure to do so may result in the platoon being compromised, particularly returning patrols. The section commander must always be alerted if any unexpected person or group approaches the position and, if the situation warrants, they will 'stand to' the section. The challenge should be given quietly at a distance that will enable the patrol approaching to hear, but not so close that the enemy can rush the post. If the order to halt is not obeyed it is repeated, and if still not obeyed the orders for opening fire must be followed. The standard procedure for challenging and reply is:



Serial	Action by Sentry	Action by Person or Group Challenged
1	Alerts their immediate commander of the approach of a person/group and covers them with their weapon.	
2	Waits until the person/group approaching is within audible range, but not so close that the position can be rushed, and then orders him/them to stop with the command "HALT HANDS UP".	Halts and raises hands.
3	Orders by voice or sign for one person to approach – "ADVANCE ONE".	Person (or group leader) advances towards sentries.
4	Allows the unknown person to approach close enough for visual recognition, or to give the challenge in a quiet voice, and then orders them to stop – "HALT".	Halts.
5	Gives the challenge quietly, e.g. "SIERRA NOVEMBER" – if they do not recognise the person. Only repeat if circumstances warrant, e.g. windy night, friendly forces in the vicinity, etc.	Gives the reply, e.g. "OSCAR WHISKY".
6	Calls the remainder of the group forward, either as individuals – "ADVANCE ONE" or all together – "ADVANCE" – as the situation or orders dictate.	Second unknown person, or the remainder of the group, advance to be recognised by the sentry, assisted by the group leader who stays with the sentry until all have passed.

01349 Confirm by practice.

» Passwords

01350 EXPLAIN

Passwords are changed every 24 hours at 1200 hours daily. They consist of two parts each consisting of two letters, for example:

Challenge "SIERRA NOVEMBER"

Reply "OSCAR WHISKY"

01351 Limitations

Passwords are liable to compromise. They must therefore be considered as only one of a number of methods of establishing whether or not troops are friendly. Thus, the correct response to a challenge must not be regarded as complete proof of identity. Other methods of confirming identity are:

- a. Visual identity of persons and equipment.
- b. Questioning.

01352 Confirm by practice.

C. CONSOLIDATION

» Conclusion

01353 End of Lesson Drill

- a. Questions from the squad on the lesson.
- b. Confirm by questions and practice.
- c. **Safety Precautions.** Normal safety precautions, declaration and signing of AFB159A to be conducted in accordance with *Cadet Training – Ranges*.
- d. Pack kit.
- e. **Summary.** To include the following:
 - (1) Always challenge just loud enough to be heard.
 - (2) If in doubt give the alarm quietly before you challenge.
 - (3) Do not allow an enemy to find out who you are and then get away to report it.
- f. A forecast of the next lesson.

LESSON 16 ELEMENTARY OBSTACLE CROSSING



A. CONNECT

01354 Aim

The aim of the lesson is to teach how to cross obstacles as individuals or as members of a section or fire team.

01355 Timings

One 40-minute lesson.

01356 Method

A basic instructional outdoor lesson.

01357 Stores

Rifle fitted with sling (*1 per cadet*)

Magazine (*1 per cadet*)

CEFO (*1 set per cadet*)

01358 Preparation

- a. Ensure that a varied selection of obstacles is available on the training area.
- b. If possible, discuss each obstacle in detail with a Physical Training (PT) instructor or qualified obstacle course instructor.

01359 Miscellaneous

- a. Explain, demonstrate and practise the squad in the method of crossing each obstacle in turn.
- b. If possible during demonstrations and practice, obtain the assistance of a PT instructor or qualified obstacle course instructor.
- c. It is important that practice is progressive, i.e. individual, pairs and groups of more than two.
- d. Ensure that each cadet, having crossed an obstacle, uses the correct method of movement to take up a fire position and then observes.

Preliminaries

01360 Safety Precautions

Normal.

01361 Revision

Revise the methods of movement taught in Lesson 4.

» Introduction

01362 EXPLAIN

The quicker that obstacles are crossed, the less likely it is that the enemy will be able to inflict casualties. It is important the cadets know the best method of crossing, whether as an individual or as a member of a fire team or section.

B. DEVELOPMENT

» Method of Crossing Obstacles

01363 EXPLAIN, DEMONSTRATE AND PRACTICE

- a. **Gates and Fences.** Crawl under gates and fences if possible. If not, vault over them.
- b. **Walls.** Assist one another over walls and, keeping flat, roll across the top. Do not drop weapons over them.
- c. **Ditches, Streams, Hedges and Gaps.** These are likely to be covered by enemy fire and must be crossed as quickly as possible.
- d. **Open Ground, Roads.** These may well be covered by enemy fire so they must be crossed using F & M. Consideration should be given to the different types of open ground and the method used to cross them, the distance between bounds, and the tactical situation.
- e. **Close Contact.** When in close contact with the enemy, covering fire is necessary during obstacle crossing.

C. CONSOLIDATION

» Conclusion

01364 End of Lesson Drill

- a. Questions from the squad on the lesson.
- b. Confirm by questions and practice.
- c. **Normal safety precautions.**
- d. Pack kit.
- e. **Summary.** To include the following:
 - (1) The importance of taking up a fire position and observing when an obstacle has been crossed.
 - (2) The importance of covering fire when in close contact with the enemy.
- f. A forecast of the next lesson.



LESSON 17 SELECTING A ROUTE ACROSS COUNTRY



A. CONNECT

01365 Aim

The aim of the lesson is to teach how to select a route across country.

01366 Timings

Two 40-minute lessons.

01367 Method

Basic outdoor instructional lessons.

01368 Stores

Rifle fitted with sling (*1 per cadet*)

Magazine (*1 per cadet*)

CEFO (*1 set per cadet*)

Notebook and pen (*1 per cadet*)

01369 Preparation

- a. Reconnoitre the training area and select:
 - (1) A start point and two objectives, one objective to be approximately 200m and the other approximately 600m from the start point.
 - (2) A number of distant landmarks to assist in maintaining direction to each objective.
- b. Prepare a solution for the best route between the start point and each of the objectives.

01370 Miscellaneous

- a. Practice is best conducted in the following manner:
 - (1) Divide the squad into three groups.
 - (2) Indicate the objective and the limits within which the route is to be planned.
 - (3) Indicate the enemy position.
 - (4) Give a time limit for planning the route.
 - (5) Select and discuss one group's plan with the whole squad.
 - (6) Follow the route and discuss each bound in turn from the enemy's point of view.
- b. Depending on the standard of the squad, the map, air photograph and compass may be used as aids to maintaining direction.

Preliminaries

01371 Safety Precautions

Normal.

01372 Revision

Revise Observation as taught in Lesson 11.

» Introduction

01373 EXPLAIN

Before moving from one location to another, cadets have to select a route which best serves their purpose. They must try and ensure the route chosen is not observed by the enemy or covered by their fire.

B. DEVELOPMENT

» Selecting a Route and Maintaining Direction

01374 EXPLAIN

The ideal route is one on which, all the way:

- a. There are places to observe without being seen.
- b. There are good fire positions.
- c. There is cover from enemy view.
- d. There is cover from enemy fire.
- e. There are no obstacles to movement, i.e. open ground, marshland, dense woods, etc.

01375 Unfortunately these advantages very seldom occur together; low ground is best for cover from enemy view and fire but high ground is best for observation and good fire positions. Thus the selection of a route from one point to another can only be made according to local circumstances and/or orders.

01376 When choosing a route, look carefully at the area and, subject to any orders received, decide on:

- a. Where to make for.
- b. The best way to get there, splitting the route into bounds.
- c. Where to run, walk or crawl. From this, the time taken for the route can be estimated.
- d. Distant landmarks to help in maintaining direction.

01377 Move in bounds from one position of observation to another, choosing each route as taught. After each bound, confirm direction from distant landmarks. To assist in maintaining direction the following may also be used:

- a. Maps, air photographs and compass.
- b. The position of the sun.



Woods provide cover from observation via ground and air.

» Pacing

01378 EXPLAIN

Each individual should know their own measured pace over 100m, which they will apply to the different types of vegetation and terrain. To remember the amount of paces covered, use such aids as:

- a. Small pebbles/counters as 100/200m counters.
- b. Counting two paces as one.
- c. Knots in string etc.

» Types of Cover

01379 EXPLAIN

Points to note when selecting cover along the route are:

- a. **Dead Ground.** Dead ground is that which cannot be seen from the enemy's position, thus it provides cover from observation and direct fire.
- b. **Streambeds and Ditches.** These provide cover from view. They are, however, obvious approaches (as are tracks, roads and railway lines) and are likely to be covered by enemy fixed lines of fire, tripflares, etc.
- c. **Hedges and Bushes.** These provide cover from view but no protection from direct fire. Isolated bushes and trees are obvious places to take cover and should therefore be avoided.
- d. **Woods.** These provide cover from observation via ground and air.
- e. **Buildings and Walls.** Depending on their construction, the range of the weapon and its angle of fire, certain buildings and walls will give protection.
- f. **Farmland.** Avoid, if possible, going near farm animals; they are generally inquisitive and thus give away the position.

01380 Confirm by questions and practice.



C. CONSOLIDATION

» Conclusion

01381 End of Lesson Drill

- a. Questions from the squad on the lesson.
- b. Confirm by questions and practice if time permits.
- c. *Normal safety precautions.*
- d. **Summary.** To include the following:
 - (1) The importance of a sound knowledge of the advantages and limitations of types of cover.
- e. A forecast of the next lesson.



LESSON 18 INTRODUCTION TO NIGHT TRAINING

A. CONNECT

01382 Aim

The aim of the lesson is to teach the differences between day and night vision.

01383 Timings

One 40-minute lesson.

01384 Method

A basic instructional lesson to be taught in a room with a total blackout facility, with normal lighting being replaced with red light bulbs of 60 watts or less.

01385 Stores

Torch (showing a pin-hole of red light) (x 1)

Small stand (to hold torch) (x 1)

Panorama box (see Fig 1.44) (x 1)

Visual aid (x 1)

Lectern with red reading light (x 1)

01386 Preparation

- a. Prepare a suitable visual aid with a drawing of the human eye (see Fig 1.45).
- b. If using a blackboard, yellow or red chalk shows up well under red light.
- c. Black ink only should be used if using white paper.

01387 Miscellaneous

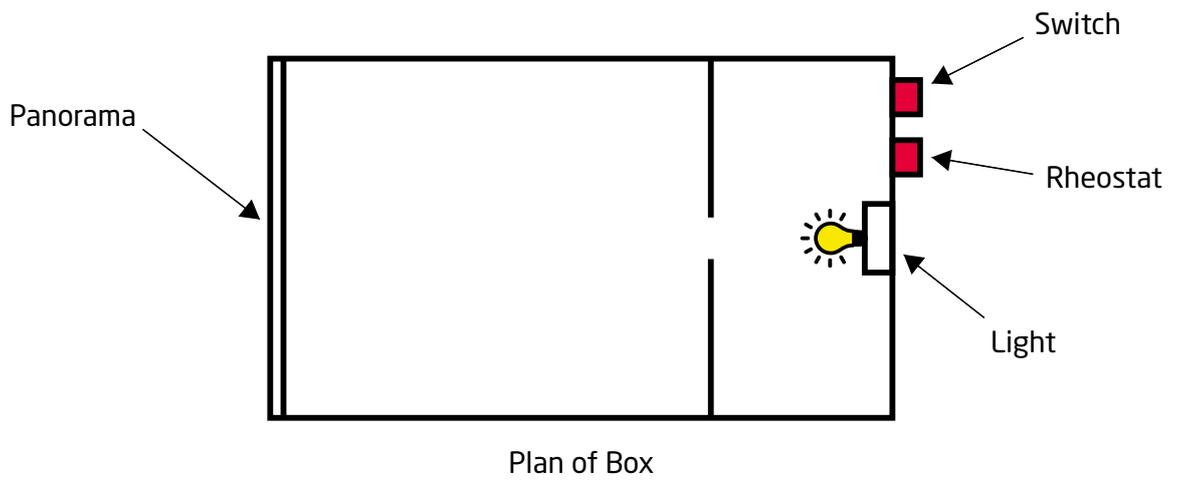
- a. At the back of the panorama box a 6 watt bulb connects in series to a 10 ohm rheostat and a battery, all of which is enclosed, except for a pin hole, at the front. Against the front of the box is a panorama. The light throws silhouettes of the panorama on to a wall 5-7m away (see Fig 1.44).
- b. To practise protection of night adaptation, order the squad to cover one eye and, keeping it covered, send them out into daylight for a minute or two. When the squad returns do not allow them to uncover their protected eye until they have discovered that it has lost its night adaptation. By switching the red lights on and off, show the squad that red light does not affect night vision.

Preliminaries

01388 Revision

Nil.

01389 Set the rheostat so that the panorama will become visible after four to five minutes. Switch off the room lights.



Example of Panorama

Fig 1.44 The Panorama Box

» Introduction

01390 EXPLAIN

On exercise, cadets will have to move and work by night. They are required to take part in patrols or act as a sentry and, to do this successfully, they must understand and be practised in the techniques of observing at night. This has to be learnt, as the eye does not work in the same way at night as it does during the day.

Since entering the room, a panorama on the wall could not be seen at first because the eyes were not adapted to darkness. Understanding why this is the case involves a knowledge of the human eye.



On exercise, cadets will have to move and work by night.

B. DEVELOPMENT

» The Human Eye

01391 EXPLAIN

Switch on the red lights and use a prepared, suitable visual aid.

The human eye is complex in its make-up (see Fig 1.45):

- The retina comprises two sets of cells. Cones, mostly in the centre, are used in daylight, and rods grouped around the centre cones are used during the hours of darkness.
- The cones (day cells) need strong light to enable the eye to see. They will work in moonlight but under worse light conditions they are useless.
- The rods (night cells) are very sensitive to light and will function when the cones no longer do so. The rods are not normally used in daylight, since when looking directly at something by day, the light entering the eye strikes the cones only.
- Everyone has the ability to see in the dark, whether their day vision is perfect or not. However, constant practice greatly improves night vision.

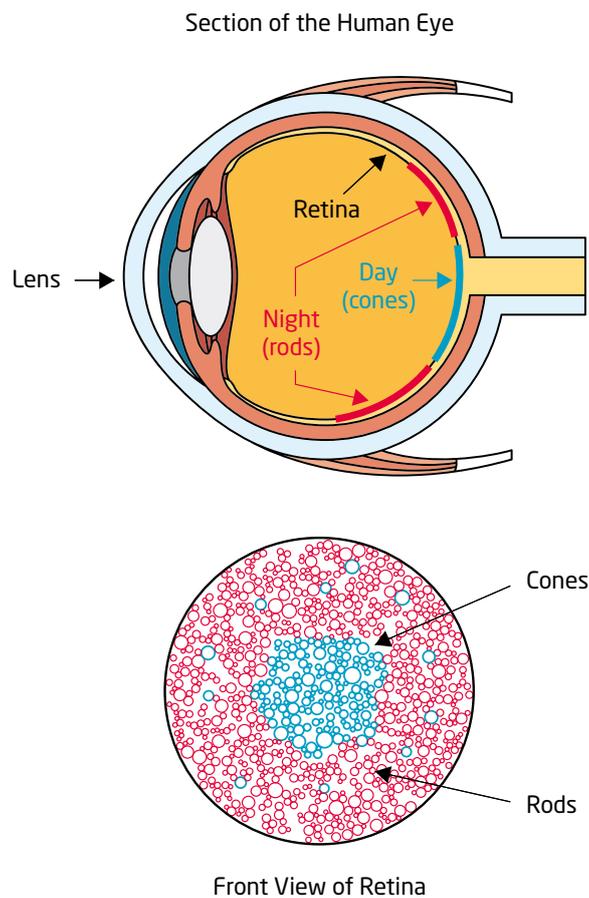


Fig 1.45 The Human Eye

01392 Confirm by questions.

» Night Adaptation

01393 EXPLAIN

Night adaptation is the changeover from seeing with day cells in strong light to seeing with the night cells in darkness. It is a slow process for which there is no short cut. The night cells can take about 30-45 minutes to become completely efficient. An alternative to sitting in darkness for half an hour waiting for this adaptation is to remain under red light for the same period of time. This will produce almost complete adaptation and allows work to be done during the waiting period.

01394 The night cells are weak and tire quickly. Once adaptation has taken place it is not possible to stare at an object for longer than 4-10 seconds before the vision becomes blurred. The angle to sight must be changed accordingly to allow the night cells to rest and recover. When night adapted, colours fade and become shades of grey only while movement is quickly spotted.

01395 Confirm by questions.

» Off Centre Vision and Scanning at Night

01396 EXPLAIN

Because of the position of the night cells the following rules are important in darkness: (see Fig 1.46)

- a. Never look directly at what is required to be seen, or a small or dim object will not be seen at all.
- b. The eye should 'aim off' from the object about a fist's width at arm's length (6-8°). Only by experiment can the cadet find out which direction is most suitable for their 'aim off', i.e. above, below or to one side of the object. This technique is called 'off centre vision'. It is important that cadets resist the temptation of a direct look 'just to make sure'.
- c. When scanning at night, scan slowly by moving the eyes in a series of separate movements and rest for ten seconds every two minutes. If an object is suspected, either use the optic sight or apply off centre vision in a figure of eight technique (see Fig 1.47) for a few seconds. Once the object is identified, it is possible to look at it for a few seconds before its image disappears. This is a useful aid to shooting at night.
- d. It is of great benefit to be lower than the object or area being scanned thus putting it in a silhouette position.

01397 Confirm by questions then switch off the red lights. The panorama should now be visible.



Direct Vision
WRONG



Off Centre Vision
CORRECT

Fig 1.46 Off Centre Vision



Fig 1.47 The Figure of Eight Technique

» Protection of Night Adaptation

01398 EXPLAIN

Any bright light will spoil night adaptation. It is important that the cadet instinctively closes or covers one eye when faced with any light at night. In addition they should:

- a. Avoid looking at any bright light unnecessarily.
- b. Shield the eyes with their hand from parachute flares, spotlights or headlights. By doing so it is possible to see objects beyond them more easily and also protects the night adaptation.
- c. Avoid waving torches about as not everybody will be quick enough to close their eyes in order to avoid being dazzled.
- d. When using a torch to read a map, the torch face should be masked out leaving a small pin hole in the centre (see Fig 1.48). Keep one eye shut and the map-reading time to a minimum. Do not use red filters as this will hide the contour lines. When the torch is not in use reverse the batteries to avoid inadvertent light and prevent battery wastage.

01399 Confirm by practice, then switch off all lights, including the panorama box.

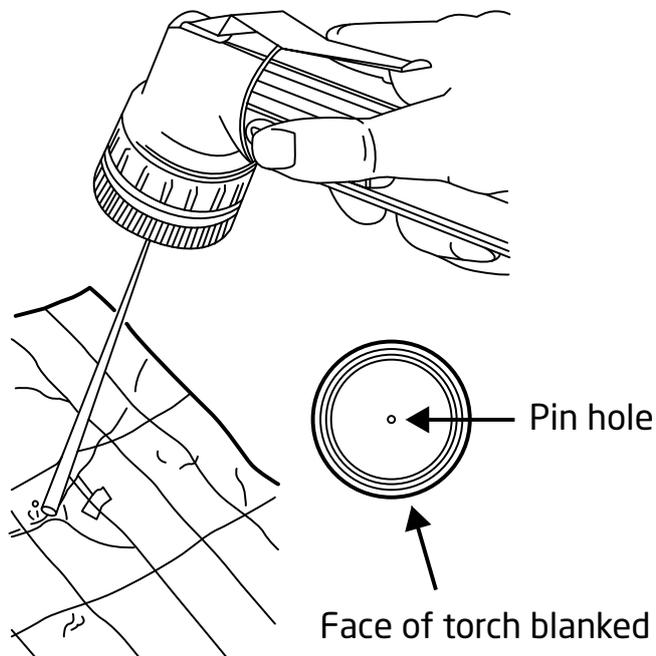


Fig 1.48 Reading a Map by Torchlight

» Staring

01400 EXPLAIN AND DEMONSTRATE

Switch on the red torch mounted on the stand facing the squad.

It is important to realise that when staring at a stationary light or prominent object in an otherwise black scene, the object may seem to start moving. This happens because the eye has no bearings on which to check the exact position. This can be prevented by 'placing' the object against something else such as a finger at arm's length.

01401 Confirm by practice, the squad using a finger to confirm.

C. CONSOLIDATION

» Conclusion

01402 End of Lesson Drill

- a. Questions from the squad on the lesson.
- b. Confirm by questions and practice.
- c. *Normal safety precautions.*
- d. Pack kit.
- e. **Summary.** To include the following:
 - (1) The use of red light in awaiting night adaptation.
 - (2) The importance of off centre vision and protection of the eyes.
 - (3) That light at night can be seen from a great distance.
- f. A forecast of the next lesson.



The object of stalking is for cadets to move unseen, and unheard, to a fire position within range of their target.

LESSON 19 STALKING



LESSON 19 STALKING

A. CONNECT

01403 Aim

The aim of the lesson is to teach how to stalk.

01404 Timings

Two 40-minute lessons.

01405 Method

Basic instructional outdoor lessons.

01406 Stores

Rifle fitted with sling (*1 per cadet*)

Magazine (*1 per cadet*)

CEFO (*1 set per cadet*)

Notebook and pen (*1 per cadet*)

01407 Preparation

- a. Reconnoitre the training area and select a start point and one objective, approximately 300m distant.
- b. Prepare a solution for the best fire position against each of the enemy locations.

01408 Miscellaneous

- a. The squad should have been taught Lesson 17 on Selecting a Route Across Country before this lesson.

- b. The practice is best conducted as follows:
 - (1) Divide the squad into two groups. Send one group to act as standing enemy on the distant objective and the other group to act as stalkers from the start point.
 - (2) Give a time limit for the stalkers to plan and conduct their stalk.
 - (3) Discuss, on the objective, the success or failure of each stalker.
 - (4) Change the groups round. Send one group as enemy to the original start point and the other to start their stalk from the objective.

- c. The instructor should follow behind the stalkers and be in such a position as to observe faults in movement, fire positions, etc without betraying the stalkers' position to the enemy.

Preliminaries

01409 Safety Precautions

Normal.

01410 Revision

Question the squad on:

- a. Different Methods of Movement (see Lesson 4 and Lesson 6).
- b. Selecting a Route Across Country and the points to note about different types of cover (see Lesson 17).
- c. Why Things are Seen (see Lesson 3).

01411 Indicate the area to be used and allow the squad to camouflage.

» Introduction

01412 EXPLAIN

The object of stalking is for cadets to move unseen, and unheard, to a fire position within range of their target.

B. DEVELOPMENT

» Planning and Actions During a Stalk

01413 EXPLAIN

Before a stalk takes place, the following information must be known and committed to memory:

- a. **Enemy's Position.** Locate the exact position of the enemy by observation, paying particular attention to nearby features and landmarks.
- b. **Fire Position.** Decide upon an area that appears to present the best possible fire positions from which to target the enemy. The distance from the enemy will depend on the weapon being used.
- c. **Stalking.** Select a line of advance to the selected fire position area as previously taught and, when moving from one bound to another, pay particular attention to the following:
 - (1) **Type of Movement.** Positions to adopt for each bound.
 - (2) **Personal Camouflage.** Check that it is secure and relates to the ground that is to be covered. If necessary, alterations must be made prior or during the move due to changes in local cover.
 - (3) **Direction.** Relate this to distant landmarks.
 - (4) **Alertness.** Any relaxation can lead to carelessness. The enemy has 'eyes' and 'ears', as well as technical aids to assist in hearing and observation.
 - (5) **Observation.** Observe with care at frequent intervals, especially at the start and end of each bound.
 - (6) **Exposure.** If surprised or exposed, instinctive reaction is necessary either to 'freeze' or to move quickly to the nearest cover, away from the point of exposure.
 - (7) **Risks.** Take advantage of any local disturbances or distractions (gunfire, aircraft, etc) which enable quicker movement than would otherwise be possible. This involves a degree of risk and should not be attempted when close to the enemy. Always remember Why Things are Seen.
 - (8) **Disturbed Wildlife.** This can draw the enemy attention to the area of the approach.
- d. **Stalking at Night.** It may be necessary to move at night under cover of darkness. The problems are much the same as stalking in daylight except that humans are less well adapted for movement at night. The principal differences are as follows:
 - (1) **Aimed Fire.** There is a degree of protection offered by the darkness against aimed fire.
 - (2) **Silence.** While observation is still important, much more use is made of hearing, and in consequence silence is vital.
 - (3) **Silhouette.** Cover is less vital than background and, in particular, crests and skylines should be avoided.

01414 Confirm by practice.

C. CONSOLIDATION

» Conclusion

01415 End of Lesson Drill

- a. Questions from the squad on the lesson.
- b. Confirm by questions.
- c. Normal safety precautions.
- d. Pack kit.
- e. **Summary.** To include the following:
 - (1) The main faults noted.
 - (2) The art of stalking is the difference between being the 'hunter' and the 'hunted'.
 - (3) It requires continuous practice to remember all the skills needed to become proficient at stalking. Hence the importance of planning a stalk.
- f. A forecast of the next lesson.



i A fire control order is given so cadets can recognise the target and fire at it effectively.

LESSON 20 REACTION TO FIRE CONTROL ORDERS

LESSON 20 REACTION TO FIRE CONTROL ORDERS

A. CONNECT

01416 Aim

The aim of the lesson is to teach how to react on being given a fire control order.

01417 Timings

One 40-minute lesson.

01418 Method

A basic instructional indoor or outdoor lesson.

01419 Stores

Target indicator, representative sight picture and mini landscape target (*1 per cadet*)

Landscape targets (*x 3, indoor only*)

Rifle fitted with sling (*1 per cadet*)

Magazine (*1 per cadet*)

CEFO (*1 set per cadet*)

01420 Preparation

- a. Prepare a suitable visual aid to show the following details:

Sequence of a Fire Control Order

Group

Range

Indication

Type of fire

Types of Fire Control Order

Full

Brief

Individual delayed

- b. Select arc of fire and reference points.
- c. Prepare at least four fire control orders of each type, using various methods of indication.
- d. If possible, issue each cadet with a representative sight picture and mini landscape target for indicating the position of the target.

01421 Miscellaneous

- a. Check that the targets indicated have been recognised correctly and encourage the use of the word "Again" if they have not.
- b. When practising the squad in each type of fire control order, check after each stage that their actions are correct. Order "Stop" on completion of each engagement.

Preliminaries

01422 Safety Precautions

Normal. Issue an arc of fire and number the squad, i.e. C fire team, D fire team.

01423 Revision

Revise indication of targets from Lesson 13.

» Introduction

01424 EXPLAIN

A fire control order is given so cadets can recognise the target and fire at it effectively. It is important that cadets know how to react to the fire control order sequence.

B. DEVELOPMENT

» Sequence of a Fire Control Order

01425 EXPLAIN

Use a suitable visual aid. A fire control order is given in a definite sequence. The acronym G.R.I.T will help in remembering the sequence:

- a. **Group.** This indicates who is being addressed: "Section", "Fire Team" (Charlie or Delta), "No. 2 Rifleman", etc.
- b. **Range.** This indicates the distance to the target.
- c. **Indication.** This indicates in which direction to look and what to look for.
- d. **Type of Fire.** This indicates what type of fire is required: Deliberate, Snap, Rapid or Bursts.

01426 The order is completed with the command "Fire".

01427 Once the task is complete the word of command "Stop" is issued.

01428 The word of command "Go on" may be issued if there is a lull in any given FCO.

01429 Confirm by questions and practice.

» Types of Fire Control Orders

01430 EXPLAIN AND DEMONSTRATE

Use a suitable visual aid. There are four basic types of fire control orders to cater for battle situations:

- a. **Full.** This is given if there is sufficient time: "Charlie Fire Team – 300 – ruined house – bottom left corner – Fire".
- b. **Brief.** This is given when there is little time and the target is obvious: "Section – quarter left – rapid – Fire".
- c. **Individual.** This is used when it is impracticable for the commander to control the time to open fire so they pass the responsibility to the individual(s) concerned: "Delta Fire Team – 200 – slightly left – farm buildings – enemy in that area – watch and shoot".
- d. **Delayed.** This is used when the movements of friendly forces or of the enemy are known or can be guessed. The order "Fire" is delayed until the right moment: "Charlie Fire Team – 200 – half right prominent gap in hedgerow – rapid – await my order – Fire".

01431 Confirm by questions and practice.

C. CONSOLIDATION

» Conclusion

01432 End of Lesson Drill

- a. Questions to and from the squad on the lesson.
- b. Confirm by practice.
- c. Normal safety precautions.
- d. Pack kit.
- e. **Summary.** To include the importance of implicitly obeying the order as given.
- f. A forecast of the next lesson.

LESSON 21 KEEPING DIRECTION AT NIGHT



A. CONNECT

01433 Aim

The aim of the lesson is to teach how to keep direction at night.

01434 Timings

Two 40-minute lessons.

01435 Method

Basic instructional lessons best taught by a CFAV before dark and practised during the hours of darkness.

01436 Stores

Rifle fitted with sling (*1 per cadet*)

Magazine (*1 per cadet*)

CEFO (*1 set per cadet*)

Compasses (*1 per 2 cadets*)

Torches (masked out, see Lesson 18) (*1 per 2 cadets*)

Binoculars (*as available*)

North Star diagram (*x 1*)

Visual aid (*x 1*)

Preparation

01437 Reconnoitre the training area with the squad instructors and select a cross country route:

- a. Approximately 500m long.
- b. Avoiding roads and buildings.

- c. Ensuring well-defined areas that can be used for RVs.
- d. With an unmistakable objective only visible for the last 100m.

01438 Prepare a suitable visual aid to include the following detail:

Keeping Direction at Night

Landmarks

Pacing

Compass

Stars

Sketches/route cards

01439 Prepare a suitable visual aid of a route card.

01440 Miscellaneous

- a. Select only those paragraphs of the lesson which are suitable for the standard of the squad under instruction.
- b. The compass is mentioned in this lesson. All cadets can be taught that this is a useful aid to keeping direction but the practical method of doing so will be taught once cadets have received the relevant lessons.
- c. Methods of keeping direction are best explained before dark and practised during darkness. The lesson should centre on a 'typical' route card.

- d. To confirm by practice after dark:
- (1) At the start point a squad instructor issues each squad member a simple route card showing:
 - (a) The objective.
 - (b) Two RVs.
 - (c) Two grid references, two bearings/paces, and a described route.
 - (2) Start them off as individuals or pairs at intervals.
 - (3) Observe their progress at the given RVs.
 - (4) The instructor at the objective is to discuss each pair of individuals' movement to it.
 - (5) A final collective discussion is carried out on the objective.
- e. Cadets are best practised in pairs or individually in order to give them confidence to read and follow a simple route card at night.
- f. Depending on the squads' ability to use a route card, map and compass, the grid references and bearings can be simplified to paces between the RVs. The direction can be described by giving more detail in the 'going' paragraph of the route card.



Keeping direction at night is not easy; it requires skill and practice to become a proficient night navigator.

Photo: Peter Russell

Preliminaries

01441 Safety Precautions

Normal.

01442 Revision

Revise Selecting a Route Across Country by day (Lesson 17) and Night Movement (Lesson 6).

» Introduction

01443 EXPLAIN

Keeping direction at night is not easy; it requires skill and practice to gain the confidence to become a proficient night navigator. There are aids to assist in gaining this confidence and these must be understood.

B. DEVELOPMENT

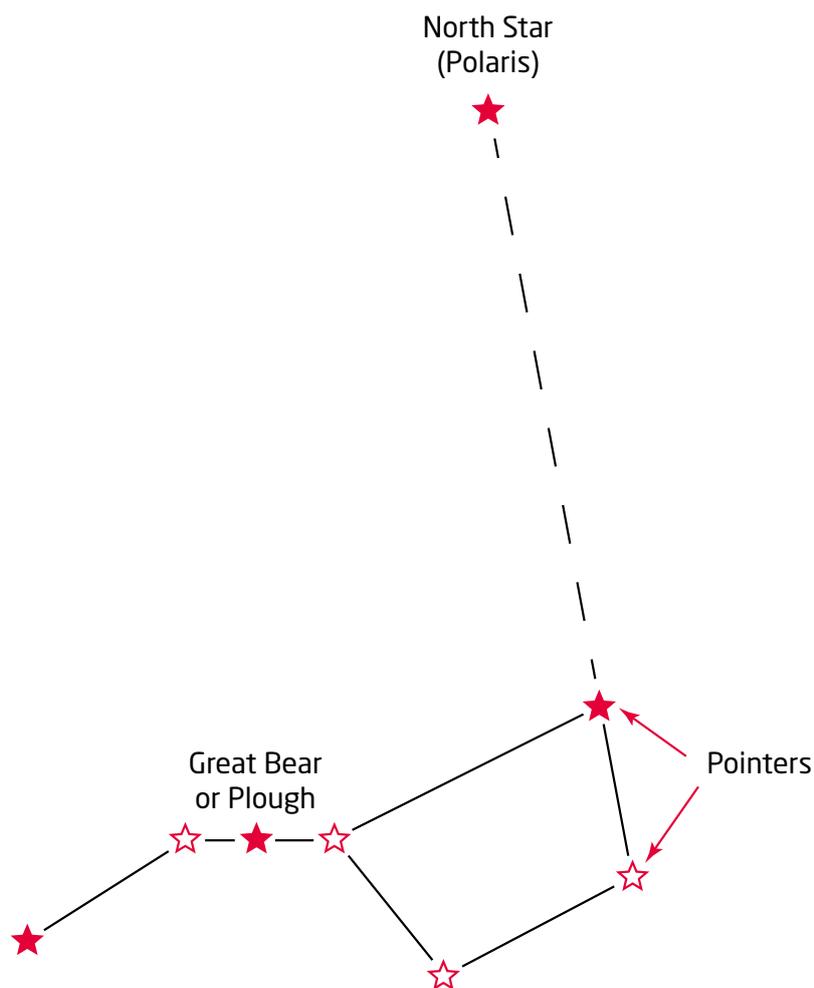
» Methods of Keeping Direction

01444 EXPLAIN

The following aids can be used either individually or combined:

- a. **Landmarks.** Ideally two prominent objects to the front are selected and are kept lined up in view. When one object alone is used, its position related to the objective is checked, i.e. left of, in line with, or right of.
It is useful to have a landmark on the back view, particularly if a return journey is necessary.
- b. **Pacing (see Lesson 17).** Each individual should know their own measured pace over 100m – this they will apply to the different types of vegetation and terrain. To remember the amount of paces covered use such aids as:
 - (1) Small pebbles/counters as 100/200m counters.
 - (2) Counting two paces as one.
 - (3) Knots in string etc.
- c. **Binoculars.** These increase the limit of night visibility (LNV) but are unlikely to be available for each individual.
- d. **Compass.** This is the most reliable aid and should be used in conjunction with a map and air photograph. Bearings are worked out and set by day. The bearing can be altered for each leg or bound, but the ideal is to have a different compass which must be marked Bound 1 etc. Local magnetic attractions must be considered such as watches and weapons when using a compass.
When moving on a compass bearing, it is best to pick out a distant landmark on that bearing and march on it as opposed to looking directly at the compass. If no landmarks are available use scouts to go ahead on the bearing, march on them, stop and continue the process.
- e. **Stars.** These are useful when no suitable landmarks are available. The pointers of the Great Bear point to the North Star which is always almost directly north and therefore very reliable (see Fig 1.49).
When selecting any other star as an aid to direction, choose one so that, as far as possible, both the star and the ground are in vision at the same time. Because stars move, it is advisable to select a new one every 15 minutes.
- f. **Sketches.** These are copied from maps or air photographs during the day and should show all conspicuous features which are likely to be visible at night, including any obstacles such as hedges, fences, ditches and roads which would have to be crossed. The sketch map should provide a 'picture' of the 'Going' paragraph of the route card.
- g. **The Route Card.** This should be written in such a way as to remember the route by bounds. It gives you all the information you require to cover a bound at night.

01445 Confirm by questions and daylight practice, prior to night movement exercise.



★ = Brightest stars

Fig 1.49 Finding the North Star

C. CONSOLIDATION

» Conclusion

01446 End of Lesson Drill

- Questions from the squad on the lesson.
- Confirm by questions and practice.
- Normal safety precautions.
- Pack kit.
- Summary.** To include the importance of combining aids for maintaining direction.
- A forecast of the next lesson.

LESSON 22 INDIVIDUAL FIRE AND MOVEMENT (F & M)

A. CONNECT

01447 Aim

The aim of the lesson is to teach the principles of individual Fire and Movement (F & M).

01448 Timings

Two 40-minute lessons.

01449 Method

Basic instructional outdoor lessons best taught by a CFAV using senior cadets as demonstrators. Where possible use blank ammunition – although this lesson can be taught without.

01450 Stores

Rifle fitted with sight and sling (1 per cadet)

Magazine (1 per cadet)

CEFO (1 set per cadet)

Loud hailer (x 1)

Cam cream (as required)

Ear defence (1 set per cadet and demonstrator)

Targets:

Fig 11 (Stick in) (x 3)

Fig 12 (Stick in) (x 3)

01451 Preparation

- a. Select suitable ground with various types of cover for the demonstration.
- b. Site the figure targets in suitable positions relative to the types of cover so the demonstrators may engage the targets from a number of positions.
- c. Rehearse the demonstrators.
- d. Ensure further suitable ground is available for squad practice.

01452 Miscellaneous

- a. The initial lesson will be a simple demonstration with a CFAV giving the commentary using two of their staff or senior cadets as demonstrators.
- b. The demonstration is to show two individuals working as a pair demonstrating individual F & M.
- c. The demonstrators are to be camouflaged.
- d. The second lesson will be squad practice.
- e. In accordance with *Cadet Training – Ranges*, a written instruction is to be produced for any activity involving the use of blank ammunition.
- f. In accordance with *Cadet Training – Ranges*, the wearing of issued ear protection is compulsory during blank firing.

Preliminaries

01453 Safety Precautions

Normal safety precautions, declaration and signing of AFB159B to be conducted in accordance with *Cadet Training – Ranges*.

01454 Revision

Revise Reaction to Effective Enemy Fire as covered in Rifle Lesson 11 of Pamphlet 5-C.

» Introduction

01455 EXPLAIN

The basic principle to be remembered when moving is that one cadet covers or fires while the other moves. The movement is known as tactical balance, or is more normally described as keeping 'one foot on the ground'. The movement from cover to cover is known as a tactical bound.

B. DEVELOPMENT

» Definitions

01456 EXPLAIN

The definitions used during Individual Fire and Movement (F & M) are as follows:

- a. **Battle Partner.** A cadet who works with another cadet to form a pair within the fire team.
- b. **Individual F & M.** The individual cadet is responsible for producing covering fire when their battle partner is moving and at the same time ensures they only move when they have covering fire from their battle partner.

» Movement Out of Contact

01457 EXPLAIN AND DEMONSTRATE

The cadet moving, walking, dashing, running or crawling must be covered by their battle partner who must have a good field of fire to ensure the move or bound is safely accomplished, i.e. they must be able to engage the enemy if they open fire.

» Movement In Contact

01458 EXPLAIN AND DEMONSTRATE

Movement in contact means that the enemy is being actively engaged:

- a. If under fire, the cadet will only move if they are being supported by fire from their battle partner. Individuals must ensure they only move when their battle partner is firing and not solely on words of command.

The movement requires practised skill to match the ground and the tactical situation. Each bound or distance covered by the mover will depend on the ground but normally will not exceed 10m.

- b. The next stage is for the cadets to close with the enemy in a series of bounds. During each bound, one cadet will be providing the covering fire while their battle partner is moving.

Movement may be rapid or slow, depending on the ground and the enemy's return of fire. It may even be necessary to crawl forward, but movement must be supported by fire.

- c. In F & M it may be necessary to fire without seeing the individual enemy but this fire must be the minimum necessary to dominate the enemy area.
- d. Care must be taken to ensure individuals do not cross into their partner's line of fire when moving.

» Methods of Individual F & M

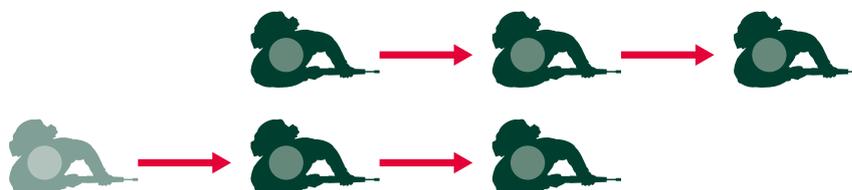
01459 EXPLAIN

There are two basic methods of moving using Individual F & M.

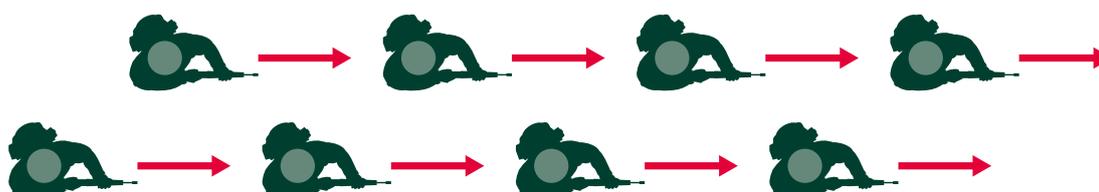
- a. **Caterpillar.** The cadet will move up level with their battle partner.
- b. **Leapfrogging.** The cadet will continue one bound past their battle partner.

Methods of Individual F & M

Caterpillar Method



Leapfrog Method



» Communication

01460 EXPLAIN

It is essential during F & M that the pair maintain both visual and verbal communication to ensure momentum is maintained and that cadets don't move without covering fire. Examples when cadets must inform their battle partners:

- a. Changing magazines.
- b. Carrying out the immediate action or stoppage drills.
- c. Changing direction.
- d. Passage of orders from the fire team/section commander.

» Withdrawing from Contact

01461 EXPLAIN AND DEMONSTRATE

It may be necessary to withdraw from contact. It is important for cadets to move away from the enemy maintaining the principle of 'one foot on the ground':

- a. The principles of F & M withdrawing are the same as when advancing.
- b. Individuals should continue moving until they have broken contact with the enemy or have received further orders from their fire team/section commander.
- c. Care must be taken to ensure individuals do not cross into their battle partner's line of fire when moving.

01462 At this stage, squad instructors confirm and practise their squads.

C. CONSOLIDATION

» Conclusion

01463 End of Lesson Drill

- a. Questions to and from the squad on the lesson.
- b. Confirm by practice.
- c. Normal safety precautions.
- d. Pack kit.
- e. **Summary.** To include the importance of implicitly obeying the order as given.
- f. A forecast of the next lesson.

LESSON 23 OPERATING AS A MEMBER OF A FIRE TEAM AND SECTION

A. CONNECT

01464 Aim

The aim of the lesson is to teach the principles of Fire and Movement F & M at fire team and section level.

01465 Timings

Three 40-minute lessons.

01466 Method

Basic instructional outdoor lessons best taught in the initial lesson by a CFAV using senior cadets as demonstrators. This lesson is conducted in two parts as follows:

- a. Part 1 deals with operating as a member of a fire team.
- b. Part 2 deals with operating as a member of a section.

01467 Stores

Rifle fitted with sight and sling (*1 per cadet*)

Magazine (*1 per cadet*)

CEFO (*1 set per cadet*)

Loud hailer (*x 1*)

Camouflage cream (*as required*)

Ear defence (*1 set per cadet and demonstrator*)

Targets:

Fig 11 (Stick in) (*x 6*)

Fig 12 (Stick in) (*x 6*)

01468 Preparation

- a. Before teaching this lesson, instructors should be conversant with the details contained in Chapter 2, Section 8B and Section 8C.

- b. Select suitable ground with various types of cover for the demonstration.
- c. Site the figure targets in suitable positions relative to the types of cover, so the demonstrators may engage the targets from a number of positions.
- d. Rehearse the demonstrators, preferably immediately prior to the squads arriving.
- e. Ensure further suitable ground is available for squad practice.

01469 Miscellaneous

- a. The demonstrations in Part 1 and Part 2 should be conducted by a CFAV giving the commentary using senior cadets as demonstrators.
- b. The demonstration is to show F & M as a fire team during Part 1 and then at section level during Part 2.
- c. The demonstrators are to be camouflaged.
- d. In accordance with *Cadet Training – Ranges*, a written instruction is to be produced for any activity involving the use of blank ammunition.
- e. In accordance with *Cadet Training – Ranges*, the wearing of issued ear protection is compulsory during blank firing.

Preliminaries

01470 Safety Precautions

Normal safety precautions, declarations and completion of AFB159B is to be conducted in accordance with *Cadet Training – Ranges*.

01471 Revision

Revise individual F & M taught in Lesson 22.

» Introduction

01472 EXPLAIN

The basic principles of moving as an individual have been taught. The definition of Individual F & M is that the cadet is responsible for producing covering fire when their battle partner is moving and at the same time ensures they only move when they have covering fire from their battle partner.

All fire units use the same principle of 'one foot on the ground', whether moving as a fire team or section, in order that the tactical balance is maintained.

B. DEVELOPMENT

» Definitions

01473 EXPLAIN

The definitions used when operating as a member of a fire team or section are as follows:

- a. **Pairs F & M.** Two pairs of cadets (four cadets) operating within the fire team. Each pair is responsible for producing covering fire when the other pair is moving, at the same time ensuring they only move when they have covering fire from the other pair.
- b. **Fire Team F & M.** Two fire teams operating within the section. Each fire team is responsible for producing fire when the other fire team is moving and, at the same time, ensuring they only move when they have covering fire from the other fire team.

Part 1 - Operating as a Member of a Fire Team

» Movement Out of Contact

01474 EXPLAIN

A fire team must have the ability to cover its move by fire, or the capacity to fire. It achieves this by pairs breaking down within the fire team covering each other over a tactical bound.

The fire team commander will control the movement, which takes skill and practice to match movement to the ground, the cover available and the tactical situation.

» Movement In Contact

01475 EXPLAIN AND DEMONSTRATE

When moving in contact:

- a. If the fire team comes under fire it will receive covering fire from the other fire team in the section. Within the fire team one pair (two cadets) will only move if it is covered by fire from the other pair. The pairs continue to move and cover each other, the movement at all times being controlled verbally or by signal from the fire team commander.
- b. The bounds covered by the moving pair will depend on the ground, cover available and enemy fire, but bounds should not exceed 10m.
- c. The next stage of F & M is for the fire team to close with and fight through in series of bounds, each pair being supported by fire from the other pair as it moves.
- d. It is essential that every cadet realises the necessity for fire control and conserves ammunition. In F & M it may be necessary to fire without seeing the enemy but this fire must be the minimum necessary to suppress the enemy.
- e. All cadets must maintain visual and verbal communication within the fire team to ensure momentum is maintained. The same principles of F & M apply when withdrawing from the enemy as when advancing.
- f. Care must be taken to ensure individuals within the fire team do not cross into the others' line of fire when moving.

01476 At this stage, squad instructors confirm and practise their squads.

Part 2 - Operating as a Member of a Section

» Moving Out of Contact

01477 EXPLAIN

The principle of moving as a section is the same as when operating within the fire team, i.e. only one fire team moves at a time covered by the other.

To maintain the tactical balance, the section must always have 'one foot on the ground'. The section commander will control the section at all times and will constantly look for positions where the section can take cover and return fire, should they come under effective enemy fire.

» Moving in Contact

01478 EXPLAIN AND DEMONSTRATE

Use a model or appropriate aids if sufficient manpower is not available. When moving in contact:

- a. If the section comes under fire, one fire team will move only if it is covered by fire from the other fire team.
- b. Ground can be used to provide protection from enemy fire when on the move, and fire from the static fire team is used to suppress enemy fire directed at the moving fire team.
- c. The principle of F & M is practised at all levels so that in an attack, a combination of supporting fire from artillery, mortars, tanks and aircraft will help to cover the section onto the objective and thereafter F & M will be used to fight through the enemy position.
- d. F & M will continue until the enemy position is taken, and the section reorganises for the next task.

01479 At this stage, squad instructors confirm and practise their squads.

» Conclusion

01480 End of Lesson Drill

- a. Questions from the squad on the lesson.
- b. Confirm by questions and practice.
- c. **Safety Precautions.** Normal safety precautions, declarations and completion of AFB159A is to be conducted in accordance with *Cadet Training – Ranges*.
- d. **Summary.** To include the following:
 - (1) Always cover movement with fire, or the capability to fire, both in and out of cover.
 - (2) The importance of using ground to ensure tactical bounds are not too long.
 - (3) F & M can be used in all phases of an exercise.
 - (4) The requirement of good communication within the fire team/section.
 - (5) The principle of F & M is the same when withdrawing.
 - (6) The requirement for good weapon handling and fire control.
- e. A forecast of the next lesson.

LESSON 24 ISSUING FIRE CONTROL ORDERS (FCO)

A. CONNECT

01481 Aim

The aim of the lesson is to teach the terms involved in fire control and how to issue FCOs.

01482 Timings

One 40-minute lesson.

01483 Method

A basic instructional lesson.

01484 Stores

Visual aid (*1 per cadet*)

Target indicator, representative sight picture and mini landscape target (*1 per cadet*)

Landscape targets (*x 1 (indoor only)*)

01485 Preparation

- a. Prepare a suitable visual aid to show the following details:

Common Terms

Fire unit

Fire direction order

FCO

Arc of fire

Axis of arc

Field of fire

Issuing Fire Control Orders

ASSESS: Target
Weapon
Type of fire

ISSUE: Clear
Loud
As an order
Pauses

- b. Prepare at least three FCOs of each type for use during demonstrations and squad practice. Ensure all 'indications' are clear and concise.
- c. If possible, each cadet should be issued with a representative sight picture and mini landscape target for indication of targets.

01486 Miscellaneous

The practice is best conducted as follows:

- a. Depicting a situation to the squad.
- b. Nominating a fire team commander and writing down everything they say during their FCO.
- c. Discussing the fire control order with the squad, paying particular attention to the following:
 - (1) The correct sequence.
 - (2) The correct type of order for the situation.
 - (3) An accurate range.
 - (4) Clear and concise indication.
 - (5) The correct rate of fire for the situation.
- d. Also discuss assessment points as in paragraph 01492.

Preliminaries

01487 Safety Precautions

Normal. Issue arc of fire.

01488 Revision

Revise the types of FCOs taught in Lesson 20.

» Introduction

01489 EXPLAIN

A successful FCO is one which brings controlled effective fire down on the enemy and takes them by surprise. It is essential that all cadets know the meaning of the terms used in fire control and can decide quickly on the best type of FCO to be used for each particular situation.

B. DEVELOPMENT

» Meaning of Terms

01490 EXPLAIN

Use a suitable visual aid. The following terms are used:

- a. **Fire Unit.** This is any number of cadets firing under one commander, the fire unit commander, e.g. fire team, and the fire team commander.
- b. **Fire Direction Orders.** These are orders that a fire unit commander receives from their superior. They may include key ranges, special orders to withhold fire, when to open fire, at what targets and at what rates.
- c. **Fire Control Orders (FCO).** These are orders that the fire unit commander gives to control and direct the fire of their cadets.
- d. **Arc of Fire.** This is the ground for which a fire unit is responsible and in which it engages targets.
- e. **Axis of Arc of Fire.** This is the approximate centre of the arc.
- f. **Field of Fire.** This is the area of ground on which an individual cadet or fire unit can fire effectively.

01491 Confirm by questions.

» Issuing Fire Control Orders

01492 EXPLAIN AND DEMONSTRATE

Use a suitable visual aid. Indicate arc of fire and reference points.
Before giving an FCO, the following should be assessed:

- a. The Target.** Is it sufficiently near, clear and vulnerable to justify opening fire? Consider if it would be better to wait for a more vulnerable target, or more complete surprise.
- b. Weapons.** Which of the weapons available would obtain the best results?
- c. Type of Fire.** Rapid fire is used to cover movement in the final stages of an assault. On other occasions, it is only justified if it will make surprise more complete, or if the target is particularly vulnerable. Otherwise deliberate fire may be sufficient.

01493 Only give an individual FCO when it is impracticable to control the time of opening fire. When engaging a large target, direct fire at one point on it at a time.

01494 An FCO should be given always as follows and can easily be remembered by the acronym C.L.A.P:

- a. Clearly,** calmly and concisely.
- b. Loud** enough for the cadet to hear it.
- c. As** an order.
- d. Pauses** to allow for target acquisition, sights to be set if applicable.

01495 Confirm by questions and practice.

C. CONSOLIDATION

» Conclusion

01496 End of Lesson Drill

- a. Questions from the squad on the lesson.
- b. Confirm by questions and practice.
- c. *Normal safety precautions.*
- d. Pack kit.
- e. **Summary.** To include the importance of assessing each situation before starting an FCO.
- f. A forecast of the next lesson.



CHAPTER 2

TACTICS



Introduction



» Aim

0201 The aims of Chapter 2 are:

- a. To provide an insight into tactical doctrine to allow CFAVs to plan and conduct realistic and enjoyable training.
- b. For cadets to understand their role within a section or platoon.

» Scope

0202 This chapter starts with a description of the principles on which all tactics are based.

0203 This is followed by descriptions of the groupings cadets will be organised into and the responsibilities and duties of each member of the group.

0204 The doctrine described relates to the rifle platoon (and its composite rifle sections) of light role infantry as this is the basis for cadet training. Brief mentions are made to other arms (artillery etc) as these can be included within the scenario of the exercise and simulated with the use of pyrotechnics.

0205 Fieldcraft is an ideal opportunity for senior cadets to practise leadership, problem solving and administration. Tactics have been described as the art of using resources to their best advantage within the situation.

The use of tactics is part flair and part knowledge which, after study and practice, add up to experience and confidence. Essentially it is the application of firepower at the right time and place.

0206 For exercises to be successful, it is essential cadets have a sound knowledge of low-level tactics. When the situation prevents or interferes with the passage of orders, lack of tactical knowledge will reduce their ability to act appropriately in line with their mission.

The tactics described in the manual are not complex but they require frequent practice if cadets are going to carry out the drills correctly and efficiently.

0207 Senior cadets are to be educated in this doctrine by way of Battle Lessons or by Tactical Exercises Without Cadets (TEWCs) before being practised in its use during Battle Exercises at appropriate times in training.

▶ TRAINING IN THE PLATOON

» Platoon Training

0208 The platoon is the basic training unit when on exercise. It is fundamental, therefore, that the very highest standards of training are achieved and maintained here.

Most platoon training will take place within the framework of the company training programme. It follows, therefore, that platoon commanders must keep their company commander fully informed at all times of the state of training within their platoons, and where more or less emphasis should be placed in order to achieve the required standard.

Time is the most precious commodity, and compromises will invariably have to be made and priorities allocated. Platoon commanders should always be in a position to analyse training in order to cut down on unnecessary repetition which leads to boredom. That said, there are mandatory standards which must be achieved as laid down in the syllabus. The excellent instructor will stand out from the rest in the very manner in which they achieve these standards. The extent to which training is made both effective and fun is constrained only by the limits of imagination and initiative shown by officers and instructors.

0209 Training must be progressive if it is to be effective. A well-trying and successful method of progressive training is as follows:

- a. Perusal of source publications.
- b. Presentation, demonstration and video, if available, to set a standard for future conduct.
- c. Discussion, including DCCT and cloth model exercises.
- d. TEWCs.
- e. Field exercises.

» Additional Training Points

0210 Some additional points on training, which should be considered, are as follows:

- a. Regardless of level, great emphasis must always be placed upon the development of leadership qualities.
- b. The key to high morale in the field is the confidence of cadets in their leaders through realistic and demanding training.
- c. The value of training will be greatly influenced by the time, care and imagination devoted to its preparation.
- d. Training is the time for making and learning from mistakes. Mistakes made in training must be explained to the participants.
- e. All training must be as closely allied to reality as safety and other circumstances will permit.
- f. Training must not only be worthwhile but also enjoyable, if interest is to be sustained.
- g. Skills learned must be exercised regularly if proficiency is to be maintained.

SECTION 1A TACTICAL PRINCIPLES

0211 The Principles. These are fundamental truths relating to tactics that have been developed through experience. Their application is essential to the exercise of command and the successful conduct of training. They are not rules, yet blatant disregard for them involves risk of failure. They should be read and understood in the light of the Manoeuvrist Approach and Mission Command described below. The Principles are:

- a. Selection and Maintenance of the Aim.** In every situation it is essential to select and define the aim clearly, and the selection of the aim is one of the commander's most important duties. The aim must not only be unambiguous and direct, it must also be attainable with the forces available and must be adhered to throughout the conduct.
- Unity of effort is a vital component of Mission Command (see Para 0214) and is achieved by a clear lead and sense of purpose being given by the commander. The commander's aim will be expressed as their intent, and subordinates must understand the intentions of commanders two levels up if unity of effort is to be further enhanced.
- b. Maintenance of Morale.** The maintenance of morale is probably the most important factor in the field. High morale is the quality that makes cadets keep going in difficult conditions. It is based on confidence, discipline, professional skill, physical fitness and self respect. These must be instilled by realistic, demanding and imaginative training, and by intelligent and sound administration.

Above all, morale is enhanced by comradeship and a sense of group loyalty, which should be instilled in all members of the Army Cadets.

- c. Offensive Action.** On all missions, commanders must seek every opportunity to retain or seize the initiative. Frequently, opportunities for success will be built upon the exploitation of opportunities created by commanders who recognise and seize a favourable situation.

- d. Surprise.** Surprise will depend largely upon the successful collection of information and the ability to exploit that information.

Physical surprise can be achieved by movement (appearing and attacking at unexpected places and times) and by fire mobility (striking the enemy without warning). Surprise is more easily achieved when drills and procedures are well known, allowing rapid transition from one activity to another. These same qualities will help prevent collapse in the event of the enemy achieving surprise.

- e. Concentration of Force.** It will be impossible to be strong and secure everywhere and decisions must be made on where to place the Main Effort (ME). Success will normally result from the concentration of force at the decisive time and place.

Concentration neither implies that there should never be dispersion nor that forces should be massed, but rather having them deployed so as to be able to deliver the decisive blow when and where required.



f. Economy of Effort. A commander must allocate their forces to essential tasks. It is not possible to be strong everywhere and if decisive strength is to be concentrated at the critical point there must be no wasteful dispersal of resources or expenditure of effort.

Economy of effort can be achieved principally through effective intelligence leading to efficient deployment and careful target acquisition. Thorough training, knowledge of drills and understanding of doctrine at all levels also have key parts to play.

g. Security. Security implies constant. Denying the enemy information on own forces and intentions entails unceasing vigilance to prevent infiltration. Concealment is essential to prevent detection.

h. Flexibility. Flexibility means forces are well balanced so they can switch quickly from one course to another with minimum regrouping. The ability to react rapidly depends on mental qualities such as elasticity of mind to discern a new situation, rapidity of decision to alter the plan in time, and determination to pursue the aim to a successful conclusion. It also depends on good training, sound organisation and reliable communications.

Simplicity will be essential in all planning as complicated plans will not survive the stress of combat or be readily modified to meet the unexpected. An uncommitted reserve is an essential element in maintaining flexibility; once committed a fresh reserve must be created.

i. Cooperation. Cooperation is based on team spirit and training, and entails the coordination of all activities to achieve the optimum combined effort. Three elements are essential: goodwill, a common aim and a clear division of responsibilities.

j. Sustainability. No plan can succeed unless it can be administratively sustained at a level commensurate with the aim of the operation.

Good administration will depend upon the efficient and economical use of resources. Administration must be flexible and designed so that the commander has maximum freedom of action.

0212 Effects-Based Approach (EBA). Effects are defined as the consequences of actions. They are achieved through activity and are subject to the actions and reactions of an enemy or other parties, and the influence of the environment. EBA focuses on outcomes.

0213 The Manoeuvrist Approach. Shattering the enemy's cohesion is achieved by a combination of tempo, surprise, simultaneity and firepower. Once cohesion has been shattered the enemy's will to fight is broken. The Manoeuvrist Approach aims to target the enemy's centre of gravity using the core functions of find, fix, strike and exploitation, and to avoid symmetric attrition.

The Manoeuvrist Approach requires a decentralised style of command that promotes freedom, speed of action and initiative, collectively known as Mission Command.

0214 Mission Command. The Mission Command style must satisfy two fundamental requirements. Firstly, the will and aim of the commander must be transmitted throughout the command. Secondly, the command as a whole must have the flexibility and agility to alter the approach, or plan, to achieve the aim as circumstances demand.

Mission Command also contributes to an EBA approach as it stresses the importance of understanding what effect is to be achieved rather than dictating the ways by which it should be achieved.

SECTION 1B LEADERSHIP

» Preparation

0215 The foundation of leadership should be laid long before exercises begin. Rigorous and realistic training will help produce cadets used to reacting to orders quickly and efficiently.

» Tactics, Techniques and Procedures

0216 Tactics, Techniques and Procedures (TTPs) – also sometimes called Skills and Drills – instilled by constant and thorough practice, are fundamental to training. The requirement for thorough, realistic and demanding training is a recurrent theme.

» Position of Commanders

0217 It is a fundamental truth that a leader will only succeed if they are prepared to lead from the front.

0218 There is, of course, a balance to be struck. A commander will need to judge when their presence is required and whether moving forward will have a negative effect on the plan. The primary requirement will be for the commander to keep closely in touch with events at their Main Effort. Their position must allow them to identify the fleeting opportunity or the sudden appearance of an enemy weakness and thus know when and where to commit their forces to best effect.

0219 Commanders must conceal the identity of their command groups if they are to avoid being targeted by enemy snipers and indirect fire controllers. Concentrations of command vehicles and signallers are clear indicators of such groups as are binoculars and map cases.



A leader will only succeed if they are prepared to lead from the front.

» Orders, Command and Control

0220 Commanders will have been taught in their training the procedure for orders and the principles of effective command and control. Having had this grounding they should then start to use their imagination and their own experience in developing their personal style of command.

- a. Orders.** Leaders should develop the adroitness and skill to cover the essential points in their orders, in relation to time available and the situation confronting them. To confine orders to the essentials takes practice and confidence and is, of course, a much harder skill than going through every heading in an aide memoire. But in every situation, and particularly in fast moving operations, it is a skill essential to successful command.
- b. Commander's Intentions.** It is also most important that subordinates understand their higher commander's intentions, so that their own mission and tasks can be interpreted in the light of those intentions. All must understand the framework within which a particular subunit is required to execute its task. Without this understanding, resourcefulness, versatility and initiative can become more of a liability than an asset.
- c. Unswerving Execution.** One of the greatest problems for a commander is to train their subordinates to 'close the circuit'. All may be loyal, but all will not be sufficiently self-disciplined to see a task through to its proper finish. *'It is not so much in the taking of a decision, as in its unswerving execution, that the chief difficulties lie,'* wrote Von Manstein.

Leaders who are soft on the business of unswerving execution will fail their superiors. Here is a typical example, an incident during the Battle of the Bulge in 1944: *'The next day, December 23, the main body of 2nd Panzer Division had hardly begun to advance, when the leading Kampfgruppe came to a halt. The Commander reported a roadblock heavily defended. Doubting the report, von Luttwitz went forward himself and found only a light barricade. He relieved the commander on the spot, and at last, in mid-afternoon, the advance began.'*

» Information

0221 Leadership goes beyond technical expertise and personal ability. Naturally, cadets try harder when they have confidence in their leaders. But they must also be taken into their leaders' confidence and given as much information as possible. Cadets will expect to be fully briefed. Failure to do so is likely to damage morale.

» The Will to Win

0222 The task of leaders is to ensure that cadets put in their best effort to achieve their mission – even if this is something they would not normally wish to do, because it is either mentally or physically difficult.

» Boldness and Caution

0223 There are times on exercise when caution and thought are required, and moments when supreme boldness is the key to success. Judging these moments is one of the most difficult yet important skills for a commander to develop. This is the reality of 'winning the fire fight' and, more important, the exploitation of such success.

» After the Battle

0224 The time following any action will demand sound reorganisation, possibly resistance to counterattack, perhaps exploitation. Yet mental and physical exhaustion will have overcome those who have come through. It is a time for strong leadership, when cadets must be kept active and alert.



SECTION 2 ORGANISATION AND GROUPING

» The Rifle Platoon

0225 The rifle platoon (Fig 2.1) is the smallest grouping that can deploy a reserve. It is normally organised into a headquarters and three sections. The platoon is organised as follows.

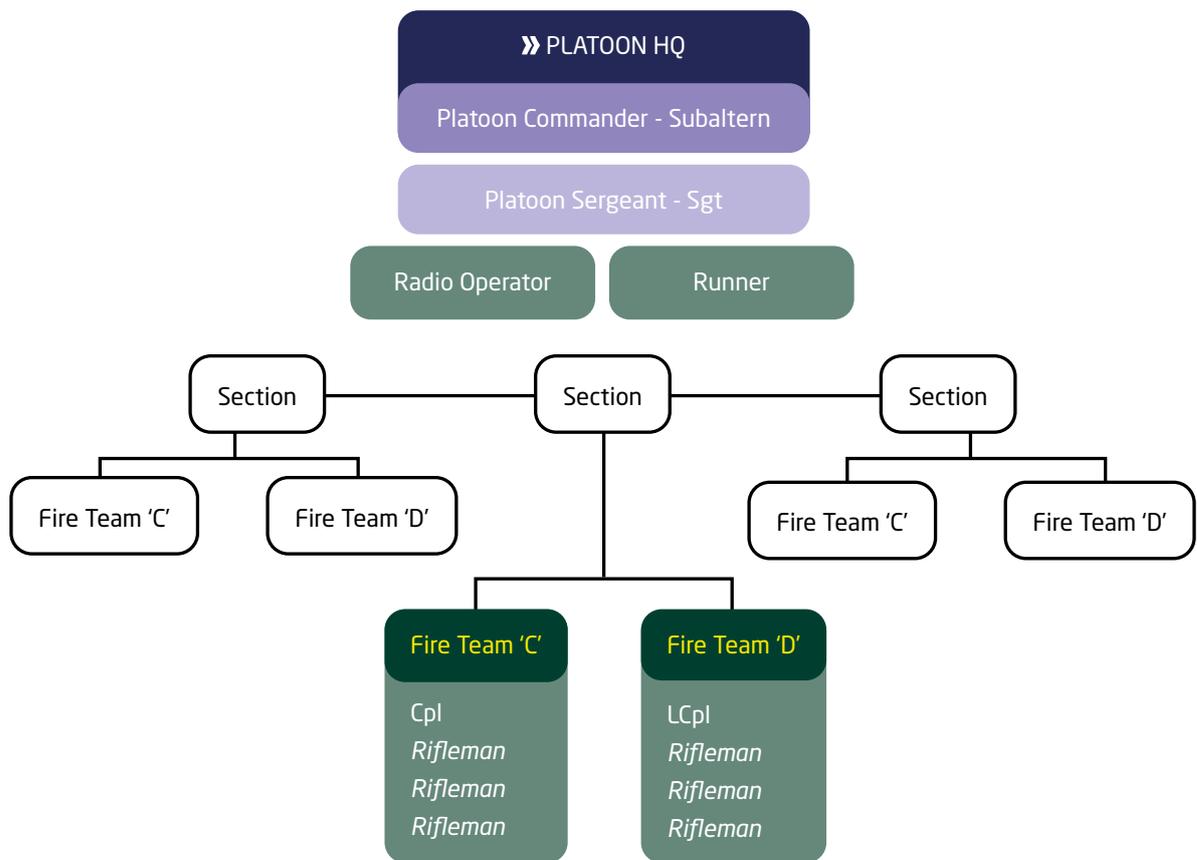


Fig 2.1 The Rifle Platoon

» Responsibilities and Duties Within the Platoon

0226 Responsibilities and duties within the platoon are detailed as follows:

- a. The Platoon Commander.** The platoon commander is responsible for directing the platoon and their discipline, administration and welfare. In general terms it is their duty to ensure that:
 - (1) All tasks allotted to the platoon are properly carried out.
 - (2) They have a thorough knowledge of platoon tactics and battle procedure.
 - (3) A high standard of discipline and morale is maintained.
 - (4) They understand the strengths and weaknesses of their cadets.
 - (5) They inspect their cadets regularly to see they are properly fed, watered, clothed and equipped, their weapons and equipment are kept clean and in good working order, and that they are not carrying impeding injuries (*all injuries to be reported appropriately*).
 - (6) A proper balance is maintained between active and rest periods.

- b. The Platoon Sergeant.** The platoon sergeant is the platoon 2ic. In general it is their duty to ensure that:
 - (1) The platoon sentry lists and other duty rosters are maintained and adhered to.
 - (2) They assist the platoon commander in ensuring that a high standard of discipline and morale is maintained.
 - (3) A high standard of both collective and personal hygiene is maintained.
 - (4) They inspect their cadets regularly to see they are properly fed, watered, clothed and equipped, their weapons and equipment are kept clean and in good working order, and that they are not carrying impeding injuries (*all injuries to be reported appropriately*).
 - (5) They manage the allocation of ammunition within the platoon (*under direction of the ECO*).
 - (6) A proper balance is maintained between active and rest periods.
 - (7) In the absence of the platoon commander, they cover their duties.

- c. The Radio Operator.** The radio operator will:
 - (1) Provide and maintain communications.
 - (2) Carry and operate the radio.
 - (3) Maintain the radio in perfect order at all times.
 - (4) Carry out duties similar to a rifleman.
 - (5) If the platoon commander is fully occupied with their duties, look after their kit and ensure that their meals are prepared.

d. The Runner. There is no platoon runner on establishment although in many operations there is a very important role for them. If a runner is required they must come from one of the rifle sections. Their duties are:

- (1)** To carry messages (verbal or written) from the platoon headquarters to company headquarters, adjacent platoons or to the sections.
- (2)** To act as a relief radio operator.
- (3)** To carry out duties similar to a rifleman.
- (4)** If the platoon commander is fully occupied with their duties, to look after their kit and ensure that their meals are prepared.





» The Rifle Section

0227 The rifle section is the basic building block of the Infantry Company Group and is the smallest tactical group capable of independent Fire and Movement. It is designed to fight dismounted in complex terrain.

0228 Eight people are the minimum required to provide a robust and flexible dismounted grouping capable of continuous operations. This normally comprises six riflemen, and the section commander and 2ic.

0229 It is the lowest level to which a separate mission (e.g. to clear a trench or a room) will normally cascade. The section commander's immediate proximity to the battle gives them, among all commanders, the most direct perspective of the ebb and flow of the fighting.

It is the section commander who is likely to be the first to identify the fleeting opportunity to exploit an enemy weakness and they are therefore key to the company's success. Well-trained, aggressive section commanders, who know they have the confidence of their commanders and understand their intent, are more likely to make good decisions and to take the appropriate action in a timely fashion without recourse to higher authority.

0230 The Fire Team. The section will normally be divided into two fire teams, which may be task organised for a specific mission. These are called by their callsign indicators Charlie (C) and Delta (D). Although a fire team is a flexible grouping and can comprise any combination of people and weapons from within an infantry section, it will normally consist of an NCO and three riflemen.



Photo: Kate Knight

» Responsibilities and Duties Within the Rifle Section

0231 Responsibilities and duties within the section are detailed as follows:

- a. **The Section Commander.** The section commander has similar responsibilities to their section as the platoon commander has to their platoon. When the section is operating as two fire teams they will command the Charlie fire team. Generally it is their duty to ensure that:
 - (1) All tasks allotted to their section are carried out efficiently.
 - (2) They have a thorough knowledge of section battle procedure and infantry skills.
 - (3) Their section is well trained.
 - (4) The highest standard of discipline is maintained within the section.
 - (5) They know the strengths and weaknesses of each of their cadets and have an understanding of their personal problems.
 - (6) Their section maintains arms, ammunition, clothing and equipment in good order.
 - (7) Their cadets observe all orders on health and hygiene.
 - (8) The section duty roster is properly kept and carried out.
- b. **The Section 2ic.** The 2ic will understudy the section commander in all duties. They will be responsible for administering the section when the section commander is occupied with other tasks. They command the second Delta fire team of the section.
- c. **The Rifleman.** The rifleman should be able to:
 - (1) Carry out all tasks allotted to them.
 - (2) Be proficient at weapon handling and marksmanship, fieldcraft and first aid.
 - (3) Keep their arms and ammunition clean and in good working order.
 - (4) See that their clothing and equipment are clean and in good repair.

» Weapons and Equipment

0232 The characteristics of current cadet weapons are at Para 02170. Commanders at all levels must make a conscious effort to limit the load to be carried by their cadets to the minimum required for the task. There is a natural tendency for commanders and individuals to add extra equipment and ammunition as a precautionary measure. The basic equipment for CEFO and CEMO is listed in Chapter 1, Lesson 2.

SECTION 3 PATROLLING

INTRODUCTION

» General

0233 The aims of patrolling are:

- a. To obtain information.
- b. To destroy or disrupt enemy forces.
- c. To dominate the area in front of defensive positions and in gaps between formations and units.

0234 On exercise, a commander cannot plan a successful operation without accurate and up-to-date information. Patrolling is one of the most reliable means of obtaining this.

0235 Patrolling is carried out by day and night in all land tactical activities. Successful patrolling calls for good planning, a high standard of individual skills, good teamwork, efficient execution, and initiative and determination on the part of the patrol commander.

0236 Patrolling enables the defence to be conducted in an aggressive manner. It is an excellent stimulus to training because it creates keen interest and can easily be made realistic. The basis of successful patrolling is thorough preparation in the form of detailed planning and orders, and thorough rehearsals.

» Types of Patrol

0237 All patrols fall into one of the following three types:

- a. Reconnaissance patrols.
- b. Standing patrols.
- c. Fighting patrols.

» Reconnaissance Patrols

0238 A reconnaissance patrol is used to gain information on the enemy, preferably without their knowledge.

0239 Reconnaissance patrols gain information by observation and stealth. Their composition is the minimum strength required for the task and must be a balance of concealment and the ability to deal with an incident such as CASEVAC. Recce patrols avoid fighting except in self defence or to take advantage of an unusual opportunity.

0240 The tasks of reconnaissance patrols include:

- a. Collecting topographical information.
- b. Locating enemy positions.
- c. Obtaining details of enemy positions and obstacles.
- d. Obtaining information on enemy equipment, habits and movement.
- e. Checking own defences and obstacles.

» Standing Patrols

0241 Standing patrols are established to give warning of enemy movements by watching likely approaches and covering dead ground. They will normally provide information that will be used to execute an existing contingency plan but must be prepared to be involved in the execution using their own resources.

- a. They watch and listen on likely enemy approaches.
- b. They cover dead ground both in front of and between defended localities.
- c. They cover obstacles that cannot be covered from the main position.
- d. In mobile defence, they prevent infiltration into unoccupied hides or battle positions.

0242 Standing patrols move into position using stealth and try to remain concealed until they are required to engage or withdraw. They should be equipped with weapons appropriate to the terrain and nature of the enemy threat. The standing patrol has many similarities to an OP (Observation Post). The main differences are in the tasking; the standing patrol may be tasked to observe but will normally have an action associated with the observation task that it is expected to be able to carry out, whereas an OP will usually only observe and report for others to act.



Reconnaissance patrols gain information by observation and stealth.





» Fighting Patrols

0243 A fighting patrol is tasked to harass, ambush, attack or create a diversion. A fighting patrol might be called a Raid. The tasks that fighting patrols may be given include:

- a. Denying enemy patrols freedom of action.
- b. Harassing or disrupting enemy working parties.
- c. Distracting enemy attention as part of a deception plan.
- d. Carrying out raids.
- e. Anti-vehicle and anti-personnel ambushing.
- f. Protecting reconnaissance and working parties of other arms and OPs.
- g. Act as a standby patrol.

0244 Standby patrols are a form of fighting patrol. The type of tasks that standby patrols may be given include:

- a. Providing assistance to other patrols after a contact (with casualties etc).
- b. Taking over the task of a patrol incapacitated by a contact.
- c. Following up contacts.
- d. Carrying out further tasks as a result of information gained from patrols on the ground.

0245 A standby patrol should be provided for all patrols deployed; one standby patrol could be prepared to support several patrols in its area. Depending on the situation, the standby patrol might remain in the firm base, or deploy forward to a harbour so as to be able to provide more immediate support. Since they operate after contacts with the enemy, standby patrols must be equipped as a fighting patrol.

0246 The standby patrol commander should liaise with the patrol commander they are supporting and attend their patrol orders group in order to obtain full details of the plan and possible assistance required. They then give their own orders and conduct separate rehearsals and patrol preparation.

SECTION 3A PLANNING AND PREPARATION

» Responsibilities

0247 The detailed organisation and coordination of patrols should be the responsibility of one officer, the Patrol Master. At company level this is likely to be the second in command. They are responsible for:

- a. Keeping all patrol reports for reference.
- b. Maintaining a patrol situation map showing exact positions of own troops, defences, preplanned DF positions, information from earlier patrols, previous and proposed patrol routes, out-of-bounds areas and other critical information.
- c. Passing briefing information at sub-paragraph b above, plus air photographs and maps, to patrol briefings.
- d. Drawing up an accurate description of each patrol task to avoid duplication.
- e. Adjusting patrol timings and routes to avoid repetition and clashes.
- f. Preparing and issuing the patrol task table.

0248 Patrols can be briefed by the platoon commander, patrol master, company commander or, if the task of the patrol is of special importance, the commanding officer.

» Mission

0249 The mission of each patrol must be clearly defined and understood.

» Time for Planning

0250 Patrols should be planned sufficiently far ahead to allow a full briefing of the patrol commander. Sufficient time must be allowed for the patrol commander to carry out full battle procedure, study maps, air photographs and intelligence reports, and carry out a reconnaissance.

The time required for this will depend on the task and whether the members of the patrol are familiar with the ground. Occasions will arise when patrols will have to be sent out at short notice. However, thorough preparation, planning and rehearsals are essential if patrols are to achieve their missions.



» Sequence of Action

0251 A suggested sequence of action might be:

- a.** Warning order issued by company HQ. Patrol commander issues preliminary warning order.
- b.** The patrol briefing officer briefs the patrol commander and standby commander if one is detailed.
- c.** Patrol commander makes a time appreciation.
- d.** Warning order by the patrol commander, detailing troops concerned, time and place of RV or O group, no move before time and administrative instructions.
- e.** Selection of OPs from either maps or air photographs. Plan reconnaissance.
- f.** Reconnaissance from OPs by patrol commander, where situation permits.
- g.** Estimate and plan.
- h.** Preparation of orders by patrol commander.
- i.** Preparation of model by patrol 2ic.
- j.** Preparation and inspection of arms, equipment, night vision aids and radio, including test firing of weapons if situation allows.
- k.** Patrol commander meets the patrol and points out ground from OP. Failing the use of an OP, maps, models and/or air photographs are used.
- l.** Orders issued from model, map or air photograph.
- m.** Inspection prior to rehearsals, to ensure that correct equipment is carried and that it is serviceable.
- n.** Noisy rehearsals and Rehearsal of Concept (ROC) drills.
- o.** Rest and meals, preparation continued.
- p.** Silent rehearsals.
- q.** Final check on arms and equipment by patrol commander.
- r.** Patrol action.
- s.** Patrol commander debriefs patrol.
- t.** Patrol commander debriefed and patrol report made out.

0252 The patrol commander should check the administrative arrangements for the reception of their patrol when it returns. Shelter, dry clothing, a meal and a hot drink should be made available whatever the time.

0253 The debriefing of the patrol commander and the compilation of the patrol report must be done as soon as the patrol returns and before administration takes place. The debriefing should ideally be carried out by the same officer who briefed the patrol. The whole patrol may attend the debrief or just the patrol commander. In the latter case the patrol commander should debrief their patrol thoroughly before their own debrief.

» Briefing and Reconnaissance

0254 Before the patrol commander carries out their reconnaissance the briefing officer should ensure they have detailed information. This includes:

- a. The mission of the patrol.
- b. All available information about the enemy.
- c. Information about friendly forces, such as disposition of forward troops, DF and tripflares, details of other patrols going out, stand-to and stand-down, etc.
- d. Time out and time in (a time restriction should be enforced only when necessary).
- e. Any limitations affecting the choices of route, DF areas and areas known to be covered by enemy surveillance.
- f. Fire support (all patrols should have dedicated fire support).
- g. Action to be taken on contact with the enemy (on route out, in objective area, on route back) and whether to continue or abort the mission.
- h. Specific subjects on which detailed information is required.
- i. Procedure on standby patrol assistance for casualties, if required.
- j. Any special administrative arrangements.
- k. Password and any special recognition or other signals.
- l. How the patrol information is to be recorded.

0255 The patrol commander must:

- a. Check they have been provided with all the information they need such as maps, air photographs, intelligence reports and reports of previous patrols.
- b. Plan and carry out a detailed reconnaissance. If time permits, this might mean completing a reconnaissance patrol the night before leading a fighting patrol.
- c. Study the ground using the G.R.O.U.N.D acronym:
 - (1) **G**round in general and grain of the terrain.
 - (2) **R**idges and re-entrants.
 - (3) **O**bservation Posts (own and enemy)
 - (4) **U**ndergrowth and cover.
 - (5) **N**o-go and slow-go areas.
 - (6) **D**ead ground and darkness/poor visibility.
- d. The patrol commander may sketch or annotate their map to bring their map study to life and highlight mobility corridors and key terrain.
- e. Check very carefully distances, timings and compass bearings of bounds or legs on the routes out and in.
- f. Keep their plan as simple as possible, particularly if the patrol is to be done at night.
- g. Carefully plan the use of any illuminants.
- h. Mark their route, report lines (if any), RVs and FRV, and appropriate nicknames or codewords for them on the operations map at company group (or battlegroup) HQ, so duty officers can refer to it when coordinating the patrol programme and fire support. Nicknames and codewords must be included, particularly the messages to:
 - (1) Call for fire support.
 - (2) Pass information about obstacles or enemy locations.
 - (3) Arrange for the standby patrol to collect casualties etc.

» Patrol Orders and Rehearsals

0256 Orders. Particular care must be taken over the preparation of patrol orders:

- a. The contents of the orders and the manner of their delivery will contribute to the success of the patrol. They must cover all details of the patrol so may therefore be lengthy.
- b. Patrol orders must always be given to the whole patrol. They must be given slowly and by stages, and the detail must be given in the order in which it will occur during the course of the patrol.
- c. Patrol members should be given the opportunity to ask questions at the end of each stage.
- d. After the orders are given the commander must check that every member of the patrol knows everyone's task thoroughly.



0257 Rehearsals and Drills. Time must be set aside for rehearsals and drills. The following is to be noted:

- a. Patrols must be thoroughly rehearsed. There may be situations where there is insufficient time for full rehearsals. In these cases commanders should try to rehearse all actions from the occupation of the FRV onwards. Ideally the rehearsal should take place over ground similar to the patrol area and objective.
- b. A noisy rehearsal should be held. During this the patrol commander will supervise and criticise all the actions of the patrol, ensuring correct actions are carried out by stopping the rehearsal and correcting faults. This rehearsal can be used to alter any parts of the plan that prove confusing or impractical. The rehearsal should cover the following:
 - (1) Order of march and individual positions in all formations to be used.
 - (2) Method of changing formations and directions.
 - (3) Obstacle crossing.
 - (4) Action on meeting enemy en route (pre-seen, ambushed).
 - (5) Action on the objective (from the FRV onwards) including at least discussion of actions CTR/OP/FUP, split groups, compromise, group not returning, etc.
 - (6) Signals.
 - (7) Action at halts, RVs, Emergency Rendezvous (ERVs) and FRVs.
 - (8) Action on being illuminated.
 - (9) Casualty evacuation (CASEVAC).
 - (10) Use of illuminants.
 - (11) Actions on separation.
 - (12) Actions on lost.
- c. A silent rehearsal should also be held. It must be a dress rehearsal of the patrol and must not be used as a practice in the way that the noisy rehearsal is used. In the silent rehearsal the patrol commander will take their place in the patrol and will control its action using only the signals to be used on the patrol action. The silent rehearsal will concentrate on action in the FRV and on the objective.

» Final Inspection

0258 Before setting out on patrol, the commander must carry out a final inspection to ensure their cadets are properly equipped and prepared correctly. No one must carry anything that might give away valuable information if it should fall into enemy hands. Cadets must be suitably camouflaged with their hands, neck and faces darkened. Headgear must not cover the ears.



Weapons must be cleaned and prepared for firing before any patrol.

» Weapons and Equipment

0259 Weapons. Patrols must be able to produce maximum fire quickly and careful consideration should be given to which weapon systems are taken on patrol and where they are carried in the patrol order of battle. Weapons must be cleaned and prepared for firing before any patrol and cadets must be reminded of the necessity for correct and safe weapon handling when in contact.

0260 Equipment. Assault order will normally be carried by all types of patrol. It must be properly fitted and should enable the cadet to move silently.

0261 Clothing. Clothing will depend on the climate and weather, but should be comfortable, protect the wearer and enable them to move silently without tiring them. Trousers and loose sleeves may be taped to avoid rustle. In general, the following should be avoided:

- a. Smooth surfaces likely to shine in moonlight or under flares. In particular, radios should be camouflaged.
- b. Colour contrasts.
- c. Stiff clothing which rustles during movement.

0262 Special Equipment. Patrol commanders should carry:

- a. A primary and secondary method of recording information while on patrol.
- b. Unmarked map or air photographs.
- c. Silva compass.
- d. Watch with luminous face, but with the watch face masked.
- e. Torch.

0263 The patrol commander should consider carrying the following in the patrol:

- a. **Stretcher.** An improvised lightweight stretcher should be carried.
- b. **Rations.** A personal survival pack or, if unavailable, chocolate and sweets should be taken from the issue ration pack. Rations should, in an emergency, be sufficient for a few days.
- c. **Medical.** A compact but comprehensive medical pack must be carried by the patrol. Individual patrol members should carry a personal med pack.

SECTION 3B CONDUCT

» Fieldcraft

0264 Movement must be silent and observation must be good. Frequent listening halts are essential. The patrol should lie down to take advantage of the skyline, and should observe carefully in all directions. The patrol must also keep perfectly still and listen intently. At night the ears reveal more than the eyes. The patrol should not move until certain there is no one else nearby. These halts take up a lot of time but are essential to the success of the patrol. Between halts the patrol should move at the best possible speed but with maximum alertness, reasonable caution and as silently as possible.

» Formations

0265 The formation adopted depends on the following factors:

- a. Control.
- b. Ground.
- c. Protection
- d. Size.
- e. Concealment.

0266 Formations should be kept as simple as possible. A useful formation is file; single file should be avoided if possible although this is often the only practical formation. The distance between individuals will be governed by the visibility. The position of key members of the patrol in the formation will depend on many factors but, in general, the following guidelines apply:

- a. The patrol commander should be close to, but not right at, the front. They must be in a position to control the navigation and actions of the patrol.
- b. The patrol 2ic should be close to, but not right at, the back. They must control the rear of the patrol in order to split the patrol command element.
- c. Weapon systems should be placed so as to maximise the effectiveness of their individual characteristics at all times, achieving, where possible, all-round defence.

0267 Spacing and Signals. Under fire, cadets tend instinctively to bunch together. It is not possible to lay down the distance between cadets since this will depend on the ground but, as a general rule, the dispersion of the whole section and platoon on the battlefield should be up to the limit of control. Distances between fire teams cannot be laid down, but both fire teams should, whenever possible, be within voice control of a commander. Hand signals are a simple, effective method of control, particularly when the noise of battle prevents a commander from being heard.

0268 Movement Techniques. During the advance, the section commander should move their section to make the best use of cover. Changing formation, like all movement on exercise, should be carried out at the best possible speed. Hand signals will ensure silent effective response to the section commander's orders. When the platoon is deployed, the section commander is still responsible for the protection of their section and may detail scouts. Commanders should not stick rigidly to a set formation; they should use the size and shape of formation best suited to the terrain and tactical situation.



» Section Formations

0269 The basic section formations are shown below. They are:

- a. Single File (Fig 2.2)
- b. File (Fig 2.3)
- c. Arrowhead (Fig 2.4)
- d. Extended Line (Fig 2.5)

0270 Single File. This is useful for following linear features such as hedges, ditches, walls and narrow tracks. A possible order of march is shown in Fig 2.2. Each cadet should follow in the path of the leading cadet.

a. Advantages.

- (1) Least vulnerable to fire from a flank.
- (2) Useful for moving along linear features such as hedges or ditches which give cover.
- (3) Good for control at night, in poor visibility or close country.
- (4) Good for negotiating a narrow gap in an obstacle, e.g. minefield.
- (5) The only possible formation in some conditions, e.g. thick forest.

b. Disadvantages.

- (1) Bad for fire production to the front and rear.
- (2) Vulnerable to frontal fire.
- (3) Bad for observation to the flanks as cadets may tend to allow their eyes to rest on the person in front of them.
- (4) Passage of commands and information is slow.

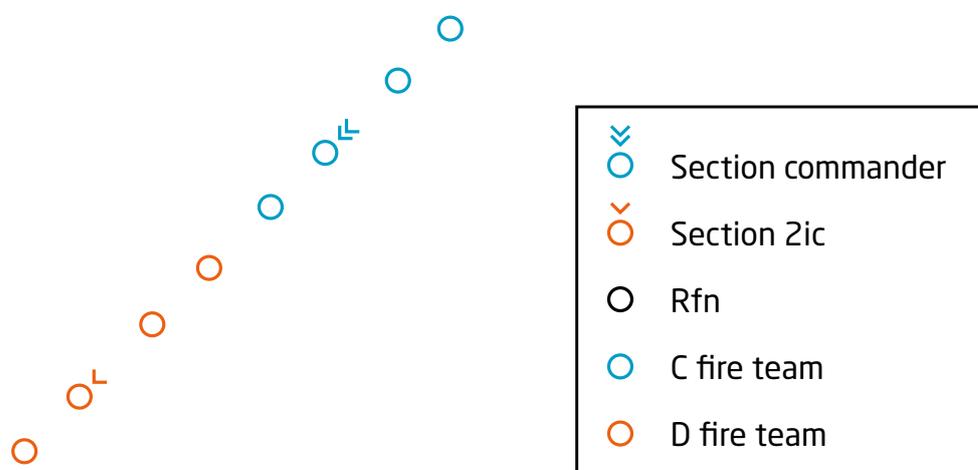


Fig 2.2 Single File



0271 File. File may be used when a path or track is wide enough to permit alternate cadets to move on opposite sides of the track. A possible order of march is shown in Fig 2.3. Depending on the threat, the commander may decide to lead with different weapon systems.

a. Advantages.

- (1) Easy to control.
- (2) Useful formation at night.

b. Disadvantage. Presents a concentrated target.

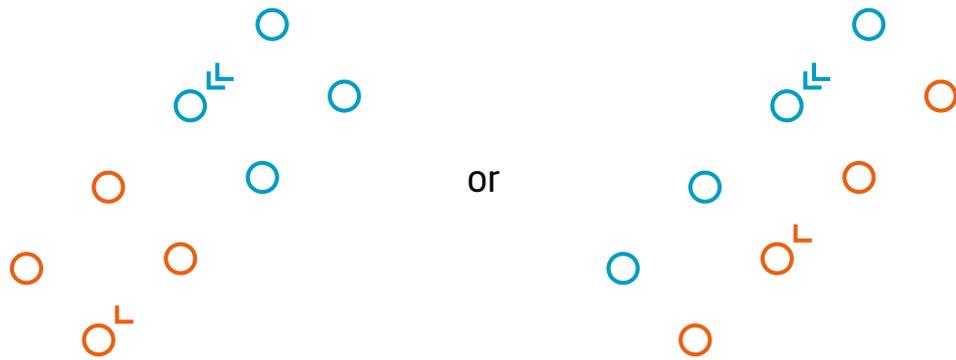


Fig 2.3 File

0272 Arrowhead. Arrowhead is probably the best for moving on a broad front in open country (see Fig 2.4).

a. Advantages.

- (1) Less vulnerable to frontal fire.
- (2) Good for fire production.
- (3) Good for crossing open country.

b. Disadvantages.

- (1) Control more difficult than in some formations.
- (2) More vulnerable to enfilade fire.

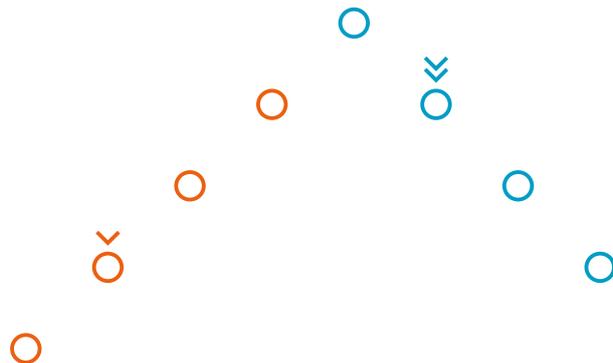


Fig 2.4 Arrowhead

0273 Extended Line. Extended line is used on occasions as an assault formation, often as a base from which to start F & M, but is difficult to control (see Fig 2.5).



Fig 2.5 Extended Line

» Routes and RV Drill

0274 Careful consideration needs to be given to routes and RV drills:

- a. The routes out and in should be different. They should be broken down into 'legs', each having a magnetic bearing and measured distance. Legs should be defined to the nearest 10m and should finish at or near a feature easily recognisable at night, though not too prominent. The entire patrol must know the legs, which should have been brought to life on a detailed model. Too many legs will complicate the plan and may make the RV procedure difficult to follow. Bearings and distances can be written in chinagraph on semi-opaque plastic, such as is found in ammunition packing, and read by placing the plastic over the luminous compass face, or by holding it up to the moon.
- b. At the end of each leg there should be a prearranged RV. There must also be an FRV close to the objective. ERVs should be nominated on the ground by the patrol commander both on outward and return journeys. These should be relatively prominent features given roughly every 15 minutes so they can be remembered easily, and should be used as rallying points in an emergency. In their orders the patrol commander will give detailed instructions on the action to be taken if the patrol becomes separated.
- c. In their orders the patrol commander must say how long they will wait in any RV/ERV before moving on again.
- d. Formations for RVs should be rehearsed and must provide all-round defence. The herringbone formation is a good example of this.

0275 The patrol commanders should take the ground and enemy threat into account when planning the route. Use of the G.R.O.U.N.D acronym will highlight areas of potential risk or safety to be avoided or exploited as appropriate. By night, except perhaps in bright moonlight, the route should avoid prominent cover such as corners or edges of woods and obvious approaches such as tracks, hedges and deep defiles, as these are likely places for enemy ambushes or standing patrols, or for surveillance devices to be located. When moving along sloping ground, the patrol should move round the slope, keeping fairly well up but below the crest. Moving along high ground increases the risk of being seen against the skyline. When crossing a ridge, the patrol may have to crawl and try to make use of cover available.

0276 By day, concealment is all important. Routes should be chosen to take advantage of all possible cover, based on the patrol commander's map study and the exploitation of available cover en route. The patrol may have to risk-take during the early stages of the patrol action and when close to friendly lines in order to maximise time on target or on task. This risk assessment can only be made with confidence if a correct analysis of the enemy has been completed.



It's essential a patrol is able to find its way accurately. This can be difficult on a really dark night or in fog.

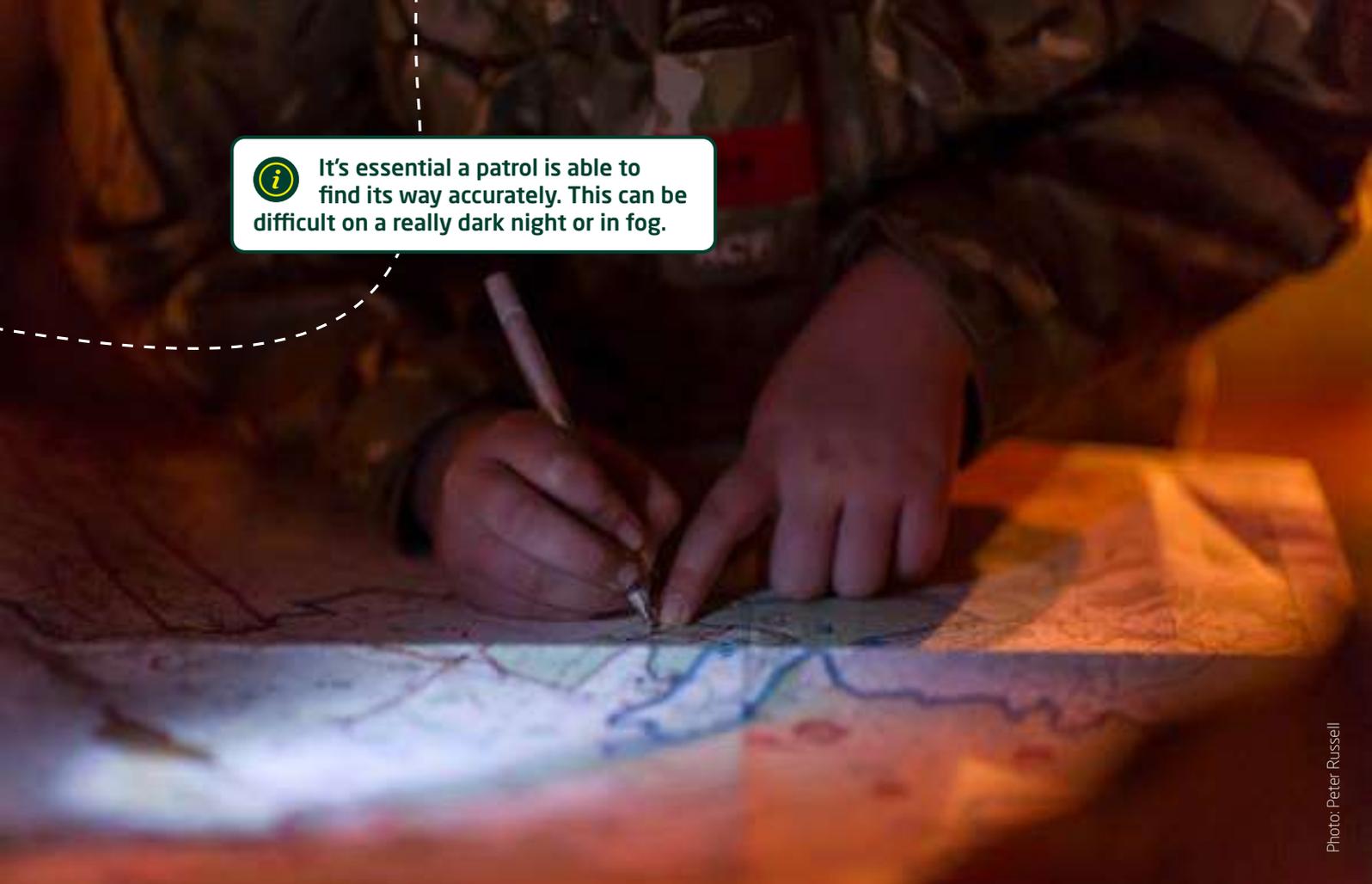


Photo: Peter Russell



» Night Navigation

0277 It is essential that a patrol should be able to find its way accurately. This can be difficult on a really dark night or in fog. The best aid to keeping direction at night is the compass. Careful study of maps and air photographs will help but the surest way of reaching the objective is to march on chosen bearings, counting the paces taken on each leg. Features and landmarks help in checking positions. Much practice is required to reach a high standard in the use of the map and compass at night using limited or concealed light covered by a light-proof cover. Other navigational aids that are sometimes available are the stars. When visibility is good, compass bearings should be used to establish the general direction of movement, while the patrol itself makes best use of the ground and cover available.

» Actions On

0278 Obstacles. Obstacles are features that will impede the movement of the patrol and cause it to be vulnerable to the enemy. Roads and fences should be treated as obstacles. All obstacles, whether natural or artificial, must first be examined by the patrol commander. The crossing of obstacles by the patrol should be done as a drill, previously rehearsed. To avoid confusion, it is best to keep the same prearranged order for crossing all obstacles. All movement through or across an obstacle must be carried out carefully and not rushed, as the patrol will be unavoidably spread out and vulnerable. A patrol should never be in a position where, if surprised by the enemy, it cannot return fire.

0279 Light. When a flare is fired, there is usually time to fall flat on the ground before the light takes full effect. Since a sophisticated enemy is unlikely to fire flares at random but rather to acquire targets for engagement, a patrol should still take cover if caught by light. While the area is illuminated one eye should be closed to avoid loss of night vision and the other used to observe. The patrol should remain in position for a few minutes after the flare has gone out to allow full night vision to return and to listen for enemy activity.

0280 Tripflare. Tripflares are easy to conceal, are easily set off, ignite at once and burn for some time. The flare also gives off smoke which may silhouette the patrol. Tripflares are sited to give early warning to the enemy of anyone approaching their position and they will usually be covered by fire. To help overcome this danger, the leading member of the patrol is advised to carry a light stick or wire to feel for tripwires and so locate them without setting off flares. Once located, the best course of action is to try to bypass the tripflare. Attempts to cross the wire or disarm the flare risk setting it off accidentally (**cadets are not to attempt to disarm a tripflare**).

Patrols should be alert for further tripwires sited to catch the unwary who relax after crossing or bypassing the first tripflare. If the patrol should set off a tripflare it must immediately move out of the light into shadows or cover and thence to a preselected RV or nominated rally point. On no account should the patrol go to ground in the area lit by the flare or waste time by attempting to kick over the flare pot. If engaged by the enemy the patrol may have to withdraw using prearranged F & M by groups.

0281 Enemy Contact. Action if the patrol meets the enemy or is ambushed must be simple. It must be planned and rehearsed before the patrol sets out. The action will depend on the type of patrol, the strength of the enemy and the situation in which contact is made. The patrol commander's reaction will be guided by the superior commander's intention, which would have been identified during their mission analysis as part of the plan. The reaction drills must not depend solely on the leadership of the patrol commander in case they are the first casualty.

a. Enemy Pre-seen. If the enemy is pre-seen and the mission is all-important or the enemy force is too large to engage, then the patrol should lie low and let the enemy pass.

b. Contact Drills - Reaction to Contact with the Enemy.

(1) Whether the enemy open fire first or there is a moment's advantage, it is vital that the following takes place immediately:

- (a)** Any member of the patrol who realises what is happening shouts "Contact front" (left/right or rear as applicable) and immediately opens fire.
- (b)** For the drill to be successful, the patrol must gain or retain the initiative and rapidly get out of the killing area. All patrol members in a safe position to do so are to immediately fire at the identified enemy. It is imperative that an overwhelming weight of fire is provided as swiftly as possible. It is recognised that the initial return of fire may be largely inaccurate but it will disrupt enemy fire by making them take cover and gain you vital seconds.
- (c)** The instant that fire support is being provided, rearward movement is to begin. The golden rule remains no movement without fire. Smoke Grenades may be used (**by qualified CFAVs**) to provide cover.
- (d)** The patrol moves rearward, individually, then in pairs until it forms a baseline. It then conducts Fire team F & M rearward until contact has been broken and a safe rally point is identified.



(2) Contact Front. The point cadet returns fire and, simultaneously, shouts "Contact front". The second cadet takes a single pace to their left, the third cadet a single pace to their right and the fourth two paces to their right; all return fire as soon as they have clear line of sight. This enables the lead fire team to all engage the enemy. The rear fire team, under the Zic's direction should move left or right into a position to lay down suppressive fire. The point cadet then turns and runs back until they are level with the second cadet. They then move back as a pair while cadets 3 and 4 provide fire support (along with Delta fire team). They run back as far as in line with cadet 4. This leaves cadet 3 forward of a fire team baseline and they will move back next. The fire team is now complete in a baseline. Fire team F & M can now commence until contact is broken and a safe rally point is reached.

(3) Contact Rear. Everyone turns round. The drill is then the same as for Contact Front except for the patrol continuing to move in its original direction of advance.

(4) Contact Left or Right. If the contact comes from the side, it is particularly important that any member of the patrol who identifies where the enemy is firing from shouts "Contact left" (or "right" as appropriate). The patrol simply turns to the left and returns fire. The patrol can then withdraw using fire team F & M until contact is broken and a safe rally point reached.

c. Break Contact Drills - Reorganisation ('Reorg') at Rally Point.

(1) At the rally point, the section/patrol commander will check that all members of the patrol are present, ensure ammunition is redistributed, if necessary, and give quick battle orders.

d. Follow up.

(1) Offensive action in the form of an immediate counterattack may be possible for large fighting patrols.

(2) Command and control are vital to counter the ambush or contact, so the chosen action must be thoroughly rehearsed and implemented instinctively. Patrols should under no circumstances attempt to run away from an ambush as they will present the enemy with easy targets, but both hand signals and verbal communication can aid a patrol in breaking contact with the enemy quickly.

0282 Casualties. All casualties must be brought back. Patrol commanders must ensure that casualties are carried safely in a makeshift stretcher such as a folded poncho, with all-round security, as tactically as possible. A chain of command must be laid down within the patrol for substitution in the event of key patrol members becoming casualties.

0283 Separated or Lost. Clear orders should be given for the RV procedure to be taken should one man or part of the patrol become separated from the main body (See para 0274).

0284 As a result of a contact, individuals may become completely disorientated and effectively lost. If they wander around unrestricted they may be taken prisoner, become casualties or compromise the patrol. Orders should be given for those lost to stay where they are until found by exercise staff or the remainder of the patrol.

» Action on Objective

0285 The action on the objective will depend on the type of patrol and its task. Usually a reconnaissance patrol will be required to observe the target area closely, while a fighting patrol may be required to engage the enemy to achieve its aim. Often only an outline plan can be prepared and rehearsed, with confirmation or modifications being made in the FRV after the initial close target reconnaissance. On completion of the task, the patrol should withdraw to the FRV, reorganise, distribute any information gathered and then move off on a preselected route.

0286 Approach to Objective Area. On approaching the objective, movement will be slower and halts more frequent. Any unnecessary noise at this stage will betray the patrol and special care should be taken to feel for tripflares.

0287 Final RV. This is the most important part of the patrol and should be planned and rehearsed in detail:

- a. There must always be an RV (the FRV) near the objective which is occupied prior to final patrol action. The FRV must be clear of the enemy and signs of their activity. The purpose of the FRV is to provide a definite, guarded area for removing unnecessary webbing and equipment, and for groups to meet after the action on the objective. If possible, it should be located in dead ground to the enemy. If the close reconnaissance plan required the provision of covering fire to support and help extract the close reconnaissance group, should they be compromised a separate cover group should be included in the patrol and deployed from the FRV. For the FRV party to provide such covering fire would compromise the FRV and render it useless as a secure area.
- b. On arrival at the FRV, the patrol commander lies down facing the objective and the remainder form into all-round defence. A silent prearranged signal is then given by the patrol commander to indicate the FRV has been reached. The FRV may have been selected from a map or air photograph and, particularly with large patrols, the patrol commander may have to conduct a quick preliminary reconnaissance of the FRV before the patrol occupies it, to confirm it is suitable, clear of tripwires, etc. After occupation, a suitable period should be spent listening and observing before any further action is taken. After this, any final preparations would be made (e.g. unnecessary webbing removed, weapons positioned) before the close target reconnaissance group moves out towards the objective.



Photo: Peter Russell



» Close Target Reconnaissance (CTR)

0288 The composition of the close target reconnaissance group will depend on the type of patrol and task. For a reconnaissance patrol the group will normally consist of the commander and one rifleman. For a fighting patrol the reconnaissance group will usually consist of the patrol commander, fire support group commander and one rifleman as escort.

0289 The method of CTR will depend on the terrain surrounding the target area. There are three basic methods: right angle traverse, overwatch/stand-off method and the natural traverse, which is likely to be a combination of the first two.

- a. Right Angle Traverse.** In close country, and where visibility is restricted, the preferred method is the right angle traverse. Although time consuming, it is capable of providing more accurate information and will ensure the perimeter is covered completely.
 - (1)** Start from a known point. Commence recording your movement by distance and direction.
 - (2)** Advance towards the enemy position until one observation point is reached and record any information. Determine also positions for the next advance.
 - (3)** Withdraw far enough to the rear to allow lateral movement without being observed.
 - (4)** Travel at right angles to initial advance for a distance previously determined.
 - (5)** Advance towards the enemy position parallel to the initial advance, observe, record, and then determine position for next advance.
 - (6)** If, on advancing, no sighting is made this would indicate either an extremity of the position or a curve in the perimeter.

- b. Natural Traverse.** In open country, or where visibility is not restricted, the natural traverse is suitable. This method is less time consuming and the flexibility of the pattern allows obstacles to be overcome.
- (1)** Start from a known point. Commence recording your movement by distance and direction.
 - (2)** Move to a selected observation point, observe, record and determine the next observation point.
 - (3)** Withdraw far enough to the rear to allow lateral movement without being observed.
 - (4)** Travel to the next observation point using a bearing or map to ground so that all movement is concealed. Observe, record and determine the position for the next observation point.
- c. Overwatch/Stand-Off Method.** In open country, or close to the target in close country, it may be possible to establish a static overwatch position, which can be maintained for a period of time to allow intelligence to be developed on the enemy. Although this method sacrifices a complete understanding of the target area, detailed information might be built up by watching pattern of life and enemy activity from a stand-off position. This is the preferred method of reconnaissance as it presents the minimum risk of compromise by the enemy. Due to the static nature of the reconnaissance, it will not always be possible to obtain all of the information required and this must be balanced against the benefits of reduced risk.
- (1)** Begin as for the two methods outlined above. Using the G.R.O.U.N.D acronym and ground/enemy analysis try to select an overwatch position with a good panoramic view of the target and its surrounding area.
 - (2)** Instead of withdrawing and traversing to other overwatch positions, remain in the one place for a much longer period of time and systematically observe and log all activity seen.
 - (3)** Attempt to establish pattern of life, enemy routine, dispositions and other pertinent information from one location, by observing enemy movement and activity around the position.
 - (4)** By minimising the amount of movement and patrol activity around the enemy, the chances of compromise and potential mission failure can be dramatically reduced. This method does not always produce the greatest amount of information on a target area, but this should be balanced against lower risk. The overwatch method is normally preliminary prior to moving in for a traverse.
- d.** If the close target reconnaissance group comes into contact, the cover group should prepare to give fire support. The close target reconnaissance group should try to get back to the FRV as soon as possible, regroup and pick up equipment. If the FRV group has been forced to withdraw, or the group in contact cannot get back to the FRV, groups should be ordered to move back through the RVs or to a pre-designated ERV. Cut-off times should be given in the event of a group not reaching particular RVs. This is a complex movement and the risk of friendly fire is high so should be rehearsed thoroughly.

» Recording, Reporting and Debriefing

0290 While on patrol it is imperative that all of the information is recorded accurately. Methods for achieving this include the use of notepad and pen and sharing the information among the patrol members.

0291 In order to ensure that the information gained on the CTR is safely passed it is wise to share the information out among the patrol members, in case of casualties.

0292 All patrols must be thoroughly debriefed immediately on return. Usually the patrol commander debriefs their patrol before they themselves are debriefed by the officer who tasked their patrol. A patrol report format is contained in Chapter 4.



When creating a patrol harbour, choose an area where there is dense vegetation to provide cover from ground and air.



SECTION 4 PATROL HARBOURS

SECTION 4 PATROL HARBOURS

» General

0293 A patrol harbour is a position established to provide security when a patrol or platoon halts for a period longer than a temporary halt. Possible reasons for the establishment of the harbour are:

- a. To form a base from which operations can be mounted, e.g. attack, ambush, reconnaissance, or establishing OPs.
- b. To provide an RV after infiltration into an enemy area by small groups, or after withdrawing from such an area.
- c. To provide security for an administrative halt after long periods of movement or close contact.

» Triangular Harbour Drills

0294 The most common application of the patrol harbour is the establishment of a triangular harbour by a platoon. The drill can be adapted by a smaller patrol. A company group is more likely to establish three separate platoon harbours with company group HQ and attachments located with separate platoons. In certain areas the drill can be used to form a company base, with platoons forming the sides of the triangle and sections sited in depth within platoon areas.

0295 The triangular harbour at platoon level ensures the following:

- a. All-round defence.
- b. Mutual support, in that an attack from any side is covered by two sentry posts.
- c. Ease of command and control with platoon HQ in the centre.
- d. Ease of administration with a simple, compact layout.

0296 The procedure for moving into a triangular harbour at platoon level is divided into five stages:

- a. **Stage 1 - Selection.** The selection of a possible harbour area can be done from a map, an air photograph, aerial reconnaissance, or on the ground. The detailed sighting must be confirmed by reconnaissance and the area secured before occupation. In selecting an area, the following points must be considered:
 - (1) Mission.** The harbour must be located so it best enables the patrol to accomplish its task.
 - (2) Location.** Choose an area:
 - (a)** Which can be easily defended.
 - (b)** Where there is dense vegetation to provide cover from the ground and from the air.
 - (c)** Away from human habitation and areas regularly used by civilians.
 - (d)** With access to a source of water.
 - (e)** With reasonable routes in and out.
 - (f)** Where communications are good.

(3) Avoid:

- (a) An obvious position.
- (b) A known or suspected enemy position or old enemy position.
- (c) Ridge lines or crests which may be used as routes.
- (d) Roads, tracks, etc.
- (e) Wet areas, steep slopes and small valleys.

b. Stage 2 - Occupation. For the swift and efficient occupation of a patrol harbour, a well-understood drill is essential. It should be a platoon SOP so it can be carried out using hand signals with a minimum of noise. Variations are numerous, but a suggested drill is as follows:

(1) The platoon halts short of the selected area. It should break track and lay an ambush (preferably triangular) on its previous route to engage any enemy patrol following or tracking the platoon.

(2) The platoon commander and their reconnaissance party (which should include the radio operator to test communications, section commanders and at least one guide) go forward to site the harbour in detail. The platoon sergeant remains in command of the main body.

(3) On arrival at the selected site of the harbour, tasks are as follows:

- (a) The platoon commander points out the platoon HQ position and the location of the 6 and 12 o'clock positions.
- (b) The radio operator moves to the platoon HQ position and tests communications.
- (c) The platoon commander and section commanders site the section areas, particularly the positions of their key weapon systems.
- (d) The perimeter wire is laid to ensure the sides of the triangle are straight when the platoon occupies the harbour.

(4) On completion of the reconnaissance, a section commander (who has communications) and at least one guide are sent back to bring forward the main body. The platoon is led to the harbour area in single file.

(5) Sections are met by their section commanders at the apex of the section's location and each cadet is shown their position and given their arc (see Fig 2.6).

(6) This method of occupation should ensure noise is kept to a minimum and that the track plan is identified.

(7) Once positioned by their section commander, each cadet removes their pack and adopts a fire position covering their arcs of fire.

(8) Section commanders should site their own positions centrally so they can see the platoon commander and their own Zic.

(9) The platoon commander should check the perimeter to ensure cohesion between sections. Each section commander meets them at their apex position; any minor adjustments to the layout of the harbour can be made at this stage.

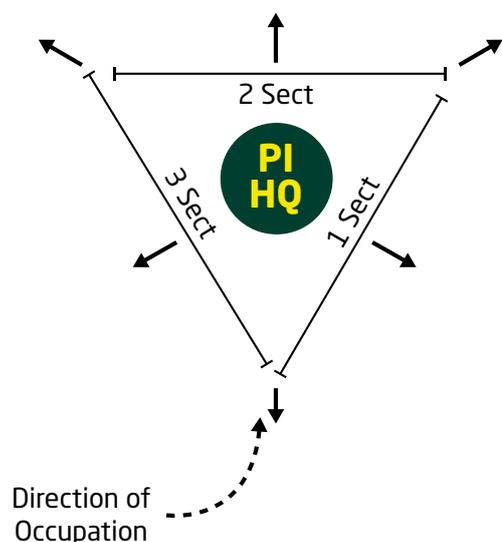


Fig 2.6 Occupying a Harbour

c. Stage 3 - Clearance Patrols.

- (1)** On a signal from the platoon commander, each section sends out a clearance patrol to cover their own section's arc. The rest of the section remain stood-to.
- (2)** The section commander or Zic and one or two men move out through the neighbouring section's apex position. They go out to the limit of visibility and sound, then turn and move along their own section's frontage. This drill ensures the section arc is fully covered. The clearance patrol then returns through their own section's apex position. In this way all tracks into the position are covered by a key weapon system.
- (3)** Clearance patrols should detect and report to the platoon commander:
 - (a)** Signs of recent enemy activity.
 - (b)** Possible enemy approach routes.
 - (c)** Unexpected obstacles (i.e. ravines).
 - (d)** Streams and dominating ground.
 - (e)** Possible ERV locations.
- (4)** If a thorough initial reconnaissance has been conducted, it may occasionally not be necessary to send out clearance patrols immediately after the occupation, particularly at night.
- (5)** If there is not much time between occupation and last light, platoon commanders may consider dispensing with clearance patrols. However, if the patrol is to remain in its harbour during the following day, clearance patrols must be sent out at first light.

d. Stage 4 - Sentries. Once clearance patrols have been completed, sentries should be posted. Points to note:

- (1)** The sentries are located outside the harbour at the limit of noise (to avoid distraction and to alert the platoon before any enemy hear the harbour) during daylight hours with communications to the apex positions.
- (2)** One sentry per section posted in depth will normally suffice.
- (3)** The sentries are to act as early warning of any enemy approach. They should be well concealed, remain silent and still, and fire only in self defence. Their withdrawal route back to the harbour should be covered by the respective apex position and be clearly understood by all.
- (4)** Communication between sentries and the apex positions must be established preferably by the use of comms cord. If a detached inner sentry or cover person has been posted on the apex, the hand signals offer a silent method of signalling an enemy's approach.
- (5)** By night, sentries will normally consist of staggered double manning of the apex positions. The double manning provides continuity at the sentry position, allows one sentry to fetch the relief and reduces the chances of a sleeping sentry.



- e. Stage 5 - Work Routine.** Once sentries are posted, work begins to strengthen the harbour. Tasks include:
- (1)** Preparation of stand-to positions and fields of fire.
 - (2)** Preparation of a path to allow silent movement round the position. Wire should be laid to mark the path and prevent accidental movement outside the harbour at night.
 - (3)** Laying of communications cord from sentries to apex positions and/or section commanders, and from section commanders to platoon commander.
 - (4)** Positioning of shelters. These are erected behind stand-to positions before last light and taken down before first light. They may be erected in poor weather at the platoon commander's discretion. The risk of compromise due to noise and movement generated by erecting and collapsing shelters will need to be taken into account.
 - (5)** Confirmatory orders by the platoon commander to establish an operational and administrative routine. The points are as for routine in defence and include:
 - (a)** Future operations (i.e. patrols).
 - (b)** Alarm and stand-to system (and its rehearsal).
 - (c)** Orders for opening fire and defence of the harbour. Location of platoon ERV.
 - (d)** Sentry roster.
 - (e)** Resupply.
 - (f)** Sleeping and feeding.
 - (g)** Track discipline.
 - (h)** Staggered cleaning of weapons.

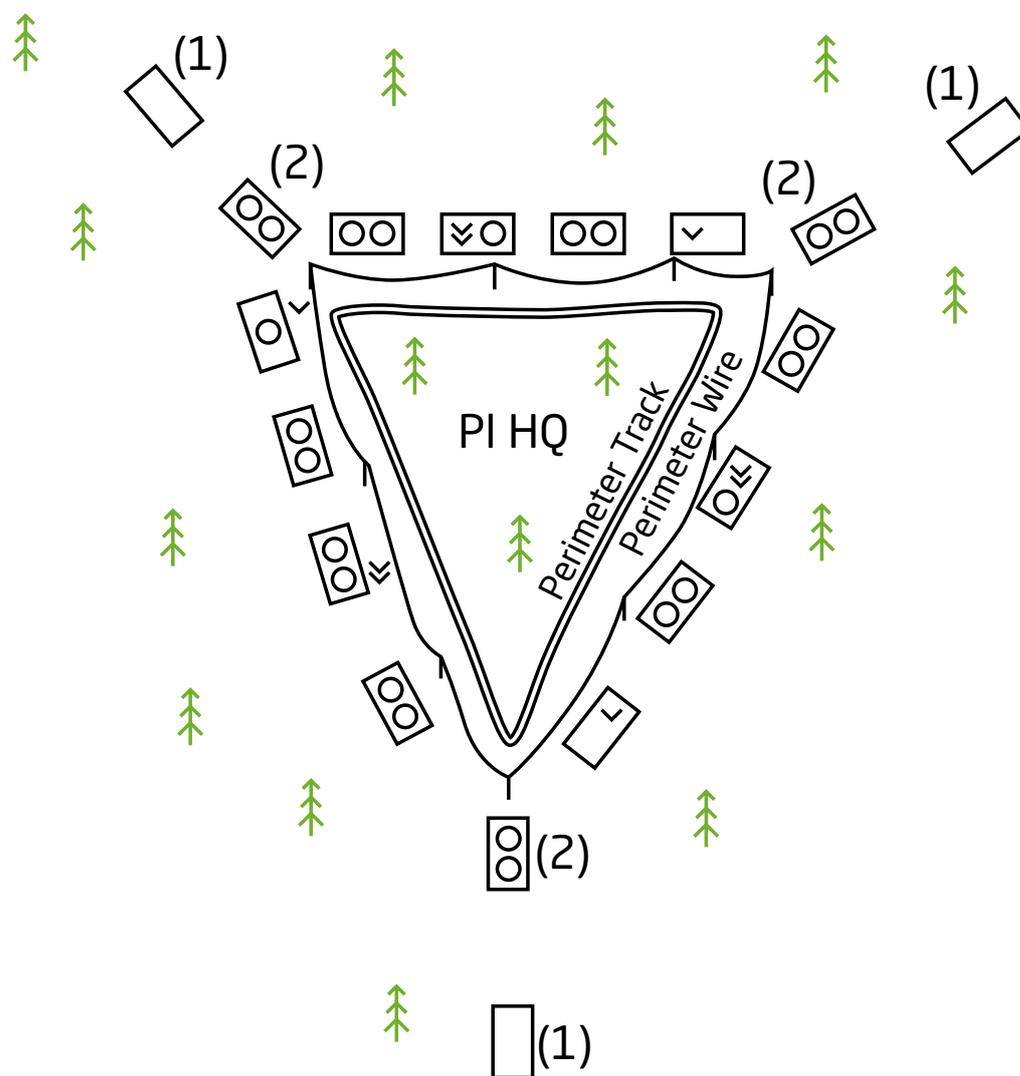


Fig 2.7 A Triangular Harbour

Notes:

- (1)** Daytime sentry locations at limit of sound.
- (2)** Night sentry locations and stand-to location.

» Common Variations on Standard Harbour Drills

0297 No single drill can cover all eventualities. Common variations on the standard drills are:

- a. Section commanders do not take part in the reconnaissance but remain with the main body, being brought forward with their sections by the guides.
- b. Section commanders return to bring forward the main body. This may be useful when the situation dictates a variation on the SOP drill for occupation.
- c. Sections may occupy in a different sequence or move from 6 o'clock to platoon HQ and thence to their section areas. The latter eliminates the need for a predetermined order of march required by the drill described.
- d. The section commander may post their sentry on return from the clearance patrol.

0298 Hasty Occupation Variations. If time is short, the following variations on the standard harbour drills can be considered:

- a. Reduced reconnaissance by platoon commander.
- b. Clearance patrols are not sent out.
- c. Sentries are not posted outside the perimeter unless the duration of the stay extends, or unless there is a danger of compromise.
- d. Perimeter wire is not erected, track plans are not prepared.
- e. Certain terrain will not always suit a triangular layout and affects the fire positions of cadets in stand-to positions. A revised formation is given in Fig 2.8.

0299 Hard Routine. This applies if the enemy is very close and relies on stealth and concealment. Generally, hard routine involves a tightening of platoon patrol SOPs and some or all of the following measures should be adopted:

- a. No cooking.
- b. No cutting or digging.
- c. No erection of shelters.
- d. No talking or noise.
- e. Sentry positions manned by two cadets at all times.
- f. All rubbish and waste bagged and carried.
- g. Ground sign and movement minimised.

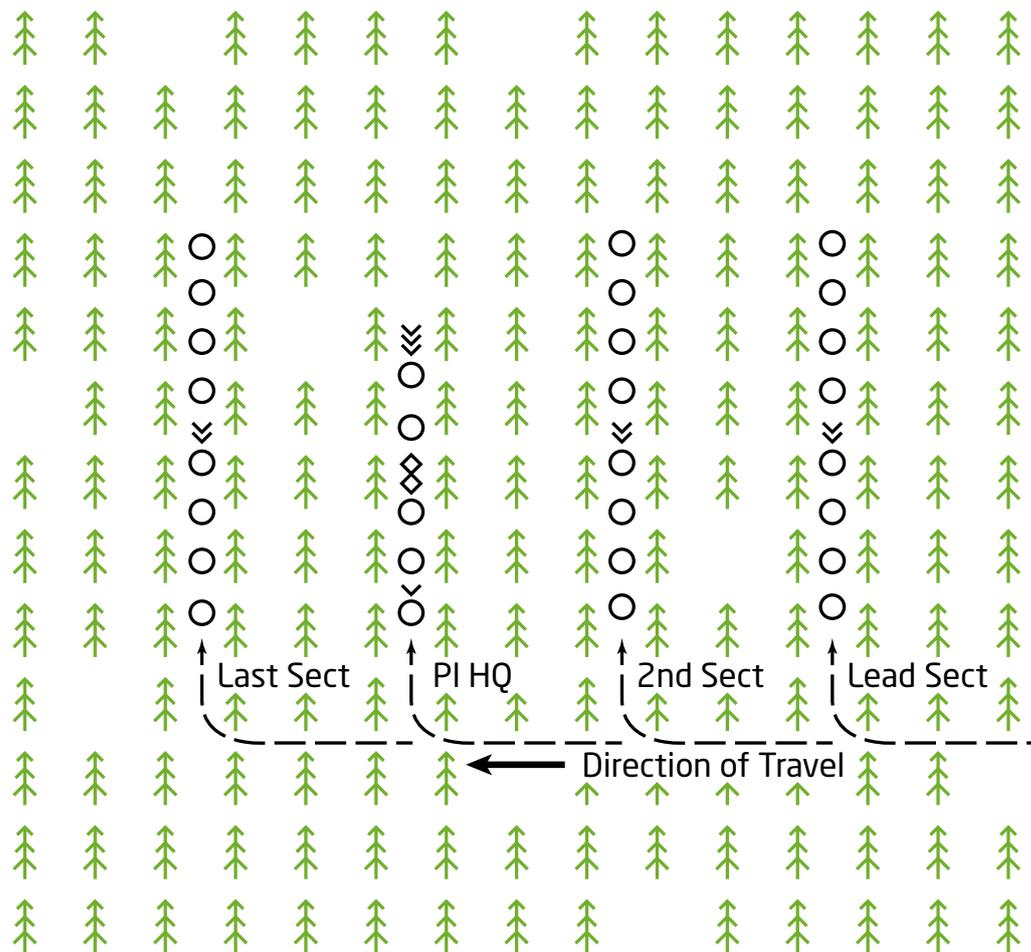


Fig 2.8 A Hasty Harbour

SECTION 5 DEFENCE AND DELAY EXERCISES

» Fundamentals

02100 Consideration of the approaches and courses of action available to the enemy is the first priority in sighting a defensive position. From this can be deduced the vital ground and key terrain which must be denied to the enemy. The vital ground will usually be physically occupied, although occasionally other considerations such as lack of cover will dictate that it will be denied by holding or dominating the approaches to it instead. An accurate analysis of the options available to the enemy may allow the commander to identify likely enemy approaches, FUPs and fire support locations, and therefore identify potential killing areas.

02101 The main task of the platoon in defence is to make its firepower as effective as possible by careful deployment. Battle positions will be selected to deny vital ground and key terrain to the enemy and to cover selected killing areas. Whether defence is prepared hastily in contact, or deliberately out of contact, the key principles for fighting the battle remain the same. These are:

- a. Depth.
- b. Mutual support.
- c. All-round defence.
- d. Deception and concealment.
- e. Striking forces/reserves.
- f. Offensive spirit.

» Depth

02102 Depth is needed to absorb the enemy's momentum and to achieve surprise. It is essential that depth is not sacrificed in an attempt to cover the given frontage in strength. At company level, gaps may have to be accepted but covered by observation and indirect fire. Within the platoon, however, every effort should be made not to isolate section and fire team trenches.

» Mutual Support

02103 Mutual support exists when positions are able to support each other by direct fire, thus preventing the enemy from mounting an attack against any one position without being subjected to direct fire from one or more adjacent positions (see Fig 2.9). Mutual support should always be achieved by sections within a platoon and platoons within a company. Between larger subunits a lesser degree of support may have to be accepted. Frequently the unavailability of troops will create a conflict between the need for depth and the demands of mutual support across the front.

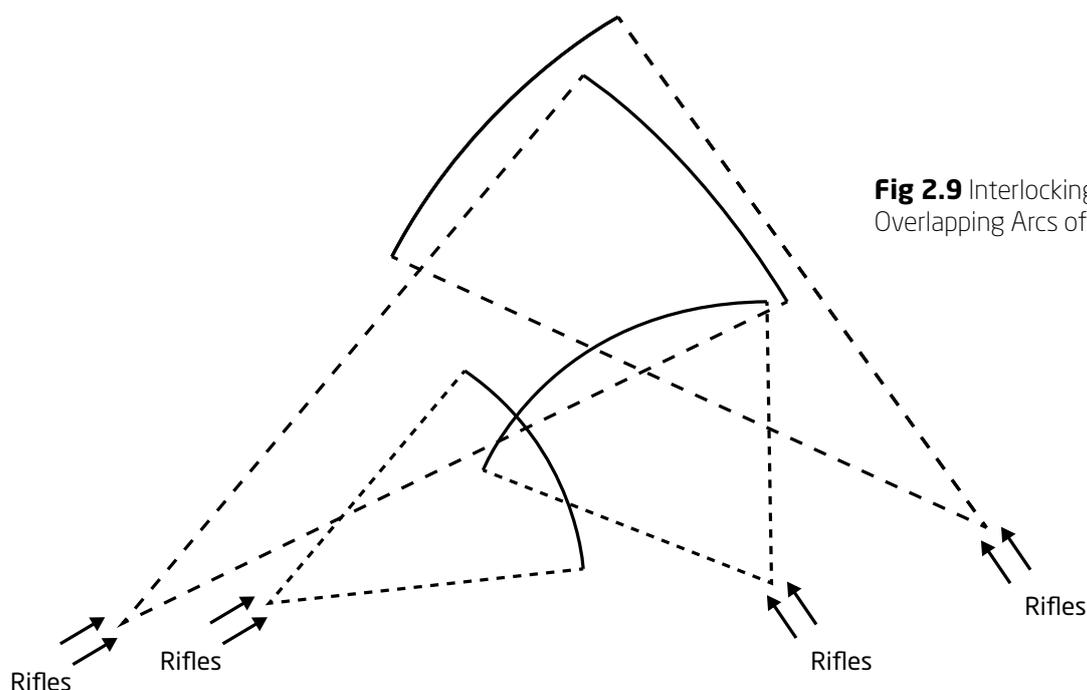


Fig 2.9 Interlocking and Overlapping Arcs of Fire

» All-Round Defence

02104 Although a defensive position may be sited primarily against attack from a particular direction (the primary arc), the defender must be able to cope with an attack from any direction. Given the opportunity, the enemy will choose to attack a position from what they consider the weakest side. Platoons must be fully prepared to fight when outflanked or attacked from any direction.

» Deception and Concealment

02105 The attacker must be continually delayed and confused by the defensive layout. This can be achieved by early destruction of enemy reconnaissance, good concealment and dummy positions. Other measures include minimum use of radio and preferably the imposition of radio silence and other emission control measures, close control of reconnaissance and movement, good camouflage of all vehicles, positions and stores. Trench positions should be carefully sited to maximise concealment and their locations masked by good light, noise and fire discipline.

02106 Concealment must not be sacrificed for long fields of fire; 200m is adequate.

» Striking Forces/Reserves

02107 The ability to retain a striking force or reserve is essential at all levels for immediate counterattack tasks and to deal with the unexpected. Within a platoon, reserves will be small and normally come from a depth position. Immediate counterattacks, before the enemy consolidates again, will retain the initiative. Any platoon must be prepared to be used as the reserve/striking force for the company in defence.

» Offensive Spirit

02108 Attack is the best form of defence: defence must be aggressive, harassing and dangerous to the enemy. All defensive plans must include active patrolling, deception measures, etc. Every opportunity must be taken to grasp the initiative and ultimately force the attacker to comply with the defensive plan.



SECTION 6 OBSERVATION POSTS (OPs)

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» General

02109 Commanders at all levels need the maximum possible information about the strengths, movements, positions and intentions of the enemy. The OP is a key component and will be critical to the commanding officer's decision-making requirements.

» Selection

02110 The following factors must be considered when choosing an OP position:

- a. **Observation.** It must give observation over the area given in orders.
- b. **Cover.** Cover from fire and view is necessary. Digging in will almost certainly be necessary. The position chosen should not be an obvious OP site.
- c. **Communications.** Radio (if available) must be able to work from the chosen position.
- d. **Arc and Field View.** It should cover as wide an arc as possible, and have as little dead ground as possible.
- e. **Approach and Exit.** These should both be in cover. This is especially important in the case of an OP operating from a firm base.
- f. **Alternatives.** These should be selected in case a move becomes necessary.
- g. **Manpower Required.** To be balanced against the need for concealment.

» Composition

02111 An OP task of some duration dictates the division into two groups: one group will be on duty in the OP, the other resting in the rear base area. The two groups will alternate between duty in the OP and rear base area as dictated by the requirements of the observer, vulnerability of the move between OP and rest areas, severity of the weather and duration of the OP. The changeover must be slightly staggered to maintain continuity in the observer's position.

» Battle Procedure

02112 General. There are six phases in the procedure:

- a. Planning and Preparation.
- b. Route Out.
- c. Action in FRV (Initial Reconnaissance).
- d. Occupation.
- e. Routine.
- f. Withdrawal to FRV.



02113 Planning and Preparation. The preparation sequence is the same as for a patrol and is organised as follows:

- a. Warning order is issued. Cadets are selected, kit is assembled and packed.
- b. The OP commander receives orders.
- c. The OP commander makes their estimate and plan. Quite often the OP will have to be selected off the map.
- d. The OP commander prepares their orders. These will closely follow patrol orders, but the following will also need mentioning:
 - (1) Task area.
 - (2) Area for OP position.
 - (3) Timings to be in position, in operation and withdrawn.
 - (4) Special equipment.
 - (5) Administration.
 - (6) OP routine.
 - (7) Communications.
- e. The OP commander issues orders.
- f. Rehearsals, ROC drills and preparation.
- g. In certain circumstances it may be necessary to send out a patrol to provide security to enable the OP to be established. The actions which are explained in the remainder of this section assume that such a patrol is provided.

02114 Route Out. The whole party must move as a properly constituted patrol. It must be organised for defence on arrival.

02115 Action in FRV (Initial Reconnaissance) The OP commander, 2ic, rifleman and radio operator move to the chosen OP area where they do the following:

- a. Clear the immediate area and check for the presence of the enemy in the general area.
- b. Place rifleman and radio operator in position.
- c. Select exact OP position and location of the ERV (this may be impossible during the hours of darkness).
- d. Communications check to control from OP position.
- e. Commander and 2ic return to the main body.
- f. Final briefing by OP commander.
- g. Main body moves to OP position.

02116 Occupation.

- a. On arrival the sentries are checked and the ground cleared again.
- b. The initial observation party moves to the OP position and resting/rear protection group to the selected rear base, if appropriate (at approximately 50-150m distance from the OP depending on availability of cover). It is important that the base is able to provide fire support to the OP in an emergency.
- c. The groups are orientated (if applicable).
- d. The protection party deploys.
- e. Control is informed of the exact grid reference (the exact location may have to be confirmed at daybreak).
- f. Construction starts. Range cards and panoramas are begun.
- g. The OP is completed and checked by the commander.
- h. The OP is manned and reports that it is operational. Panoramas and range cards are completed, enemy positions are identified and recorded using the acronym G.L.A.D:
 - (1) Grid
 - (2) Limit of visibility
 - (3) Arcs
 - (4) Dead Ground

02117 Routine. Routine work is started as soon as occupation is complete.

- a. **Observation Technique.** The basic rules of observation should be applied while scanning systematically. Search dark areas with particular care. Look for mistakes in enemy camouflage. Regularity, movement and changes in the natural scene all point to an enemy presence.
- b. **Alternative Positions.** In the event of a change in weather conditions reducing visibility, alternative positions should be identified in order to allow the OP to continue its task.
- c. **Duties Within the OP.**
 - (1) Concentrated observation is tiring work, so limit it to a maximum of 20 minutes at a time.
 - (2) Two cadets should be on watch at any one time, alternating sentry duty every 20 minutes. Changeover of OP teams should be staggered.
 - (3) The sentry is required to watch the local area of the OP.



- d. Administrative Arrangements.** All administration must be carried out in the rear base area. If the OP is manned for a long period the arrangements will include:
 - (1) Food and Water.** Preheated food may be supplied, or smokeless fuels may be used if cooking smells are acceptable. The security of the OP must not be compromised for the sake of eating and drinking hot food.
 - (2) Hygiene.** Sanitation arrangements must be made.
 - (3) Clothing and Bedding.** Warm clothing should be taken. Cadets are not to operate a 'hot bunk' system so sleeping bags must be taken by all patrol members.
 - (4) Spares.** Spare batteries and radio ancillaries must be taken.
 - (5) Kit and Equipment.** Kit will be carried to the OP position mostly in bergans. Anything not in use must be packed away as the OP party must always be able to move instantly.
 - (6) Digging Tools.** In accordance with safety rules and training area standing orders.
- e. First and Last Light Checks.** At both first and last light, checks should be made on the camouflage and concealment of the OP.
- f. Relief Procedure.** A minimum of two cadets, ideally three, should be awake and in the OP itself at any one time. Relief should be staggered so that, as with double sentries, one observer is always fully 'read in' to the situation while a relief is taking place. To alleviate fatigue, the two groups (OP and rear base) should change over at least every 12 hours.

02118 Withdrawal. Considered in three ways:

- a. Ordered or Pre-Planned.** By time expiry or radio message. Care must be taken to recover all equipment and re-camouflage the position.
- b. Compromised.** Dependent on situation a quick SITREP should be sent, all equipment recovered and, if possible, an alternative location occupied to continue the mission.
- c. Contact.** Dependent on situation and initial contact report. Op log, radios and observation devices must be taken as available. Groups will use F & M to withdraw and break contact.

» Training

02119 The following subjects, in particular, need to be covered in training for OP work:

- a. Contact Reports and SITREPS.** These must not just be left to the OP commander, who may be resting at the crucial moment.
- b. Recognition.**
- c. Map Reading.** An observer must be able to give accurate six-figure references.
- d. Camouflage and Concealment.**
- e. Observation Technique.** Correct use of binoculars/optical sights and observing into shadow.
- f. Memory Training.** To notice the suspicious, one must be able to compare the present with the past.
- g. Panorama Sketching.** This is a useful skill which will lead to better debriefs.
- h. Range Cards and Distance Judging.** Mark six-figure grid references of prominent objects and artillery/mortar target numbers on range cards.



Photo: Kate Knight



Effective personal camouflage is essential.

02120 Equipment. Some or all of the following items should be taken. The list is not exhaustive.

- a. Optics (binoculars) as available.
- b. Compass.
- c. Log and code sheets.
- d. Map and air photographs.
- e. Food and water (plan for half as long again).
- f. Radio equipment. Spare radio, spare batteries and ancillaries.
- g. Medical equipment.
- h. Warm clothing, camouflage nets, face veils.
- i. Rubbish sacks and sealable plastic bags.
- j. Sleeping system.



SECTION 7 **AMBUSHES**

SECTION 7 AMBUSHES

INTRODUCTION

» General

02121 An ambush is a surprise attack, by a force lying in wait, upon a moving or temporary halted enemy. It is usually a brief encounter and does not require the capture and holding of ground. The attack from ambush is normally at short range of less than 100m. Ambushes may be used in front of or behind the FEBA, against both regular and insurgent forces. A series of successful ambushes will make the enemy apprehensive and cautious in movement. Ambushing requires the highest standards of fieldcraft, training and self discipline in order to be ready to take advantage of opportunities that may only last for seconds.

» Ambush Sites

02122 Suitable places for ambush include:

- a. Known enemy routes in forward and rear areas.
- b. Administrative areas, supply and water points. In counterinsurgency operations, the approaches to a village or cultivated area and known or suspected food dumps or arms caches are particularly suitable.
- c. Areas where a marked change of vegetation occurs, such as the junction of forest and grassland.
- d. Probable lines of enemy withdrawal after a successful attack by our forces.
- e. The approaches to our own base camps, and defensive positions.
- f. The withdrawal route from an ambush site to catch an enemy follow-up.

» Categories of Ambush

02123 There are two categories of ambush: deliberate and immediate.

- a. **The Deliberate Ambush.** A deliberate ambush is one planned and executed as a separate patrol. There should be time to allow planning, preparation and rehearsal in great detail. It may vary in size from a small section ambush to a whole company. Many opportunities will exist for small-scale ambushes up to platoon strength. The smaller the force the easier it will be to move it into the ambush area, to control the ambush and to withdraw it after the patrol action. Success with large-scale ambushes may be more difficult to achieve.
- b. **The Immediate Ambush.** An immediate ambush is one set with a minimum of planning either to take advantage of 'hot' information or as a contact drill by a patrol. Little or no time will be available for reconnaissance and the amount of success achieved will depend on the initiative of the commander on the spot, rehearsed and well-known drills, and the general ability and discipline of the cadets.



» Principles

02124 The basic principles are:

- a. Intelligence.
- b. Security.
- c. Surprise.
- d. Concentration of firepower.

02125 Intelligence. Ambushes should not be set on chance but should be based on sound intelligence. Information may come from:

- a. Patrol reports and OP logs.
- b. A knowledge of the area and therefore an estimate of likely enemy movement.
- c. Surveillance devices.
- d. Military intelligence sources.
- e. Police intelligence (counterinsurgency operations).
- f. Aerial photographs.

02126 Security. In order to be successful the ambush site must remain secure. Cadets should move out of the main base camp or position by night and be clear of civilian areas by dawn. They must plan for an enemy follow-up after the ambush has been sprung and protect the route back to the base camp or main position. Old ambush sites should not be reoccupied. Too much reconnaissance and movement in the ambush area could give away the position. Giving the enemy the choice of:

- a. Avoiding the area.
- b. Booby trapping the area.
- c. Ambushing our forces as they move in.

02127 Surprise. An ambush is unlikely to succeed without surprise, so every effort must be made to ensure the enemy remain unaware.

- a. Avoid leaving tracks in the ambush area, especially on likely enemy approaches and in the killing area.
- b. Too much cutting of foliage to obtain good fields of fire could help the enemy to spot the ambush.
- c. Ensure personal camouflage is of the highest standard.
- d. Cooking is forbidden.

02128 Concentration of Firepower. Groupings should be sited to make best use of available firepower. On springing, fire must be instantaneous to provide maximum effect. At least 50 per cent of available firepower should be dedicated to the killing area.

SECTION 7A ORGANISATION

» Grouping

02129 All ambush parties are subdivided into smaller groups with their own leaders. The type of group required and the number of cadets in each group will depend on the operating habits of the enemy and the terrain in which the ambush is set. These groups are:

a. Killing Group.

(1) Task. To cover the chosen killing area and to spring the ambush.

(2) Size.

(a) Section ambush, four cadets.

(b) Platoon ambush, a minimum of one section. More could be used but this will depend on how many other groups are needed and whether there is an ambush base.

(3) Composition. The killing group should contain the ambush commander and whatever weapon mix is deemed most suitable, remembering that maximum use of firepower is a key principle of ambushing.

b. Cut-Off (Flank) Groups.

(1) Tasks.

(a) To give warning of enemy approach from the flanks.

(b) To hinder enemy escape.

(c) To give flank and rear protection to killing group.

(d) To defeat enemy flanking counterattack.

(e) To protect the remainder of the ambush party during a hasty withdrawal.

(2) Size.

(a) Section ambush, a total of four cadets (two cadets on each flank).

(b) Platoon ambush, one section (one fire team on each flank).

c. Rear protection. Consideration must be given to an FRV/rear protection group, possibly commanded by the platoon sergeant.



» Layout of Groups

02130 Groups may be employed in two ways, bearing in mind the principles of layout:

- a. Basic Ambush.** When, because of the ground, there is only one likely approach, a group may be sited in depth with all-round defence at a place on that route which gives good concealment. This is a basic ambush. It is used when the area ambush is impossible or as part of an area ambush along a very likely approach track. There are three main types of basic ambushes:
 - (1)** Triangular (see Fig 2.10 and Fig 2.11).
 - (2)** 'T' (see Fig 2.12).
 - (3)** Linear (see Fig 2.13).

- b. Area Ambush.** When there is more than one approach all must be covered. Approaches should be covered in depth to catch the enemy scattering from the ambush position. Such an ambush is called an area ambush (see Fig 2.14). It consists of a series of basic ambushes, each with its own commander, sited as part of an overall plan to trap a particular enemy party. The ambush party moves to a dispersal point, which normally is the FRV, from where groups move by selected routes to their positions. The ambush commander must take great care to ensure:
 - (1)** Each group is positioned in the correct place.
 - (2)** Each group knows the locations of all the other groups.
 - (3)** There is no risk of groups being in each other's arcs of fire.

- c.** The choice of a basic or area ambush depends mainly on the enemy habits and tactics. These have already been mentioned in previous sections. In general, the triangular ambush formation is the most useful and most secure method of ambushing. Working as two half-platoons, each of three fire teams, a rifle platoon can provide a limited short-term area ambush covering up to four killing areas.

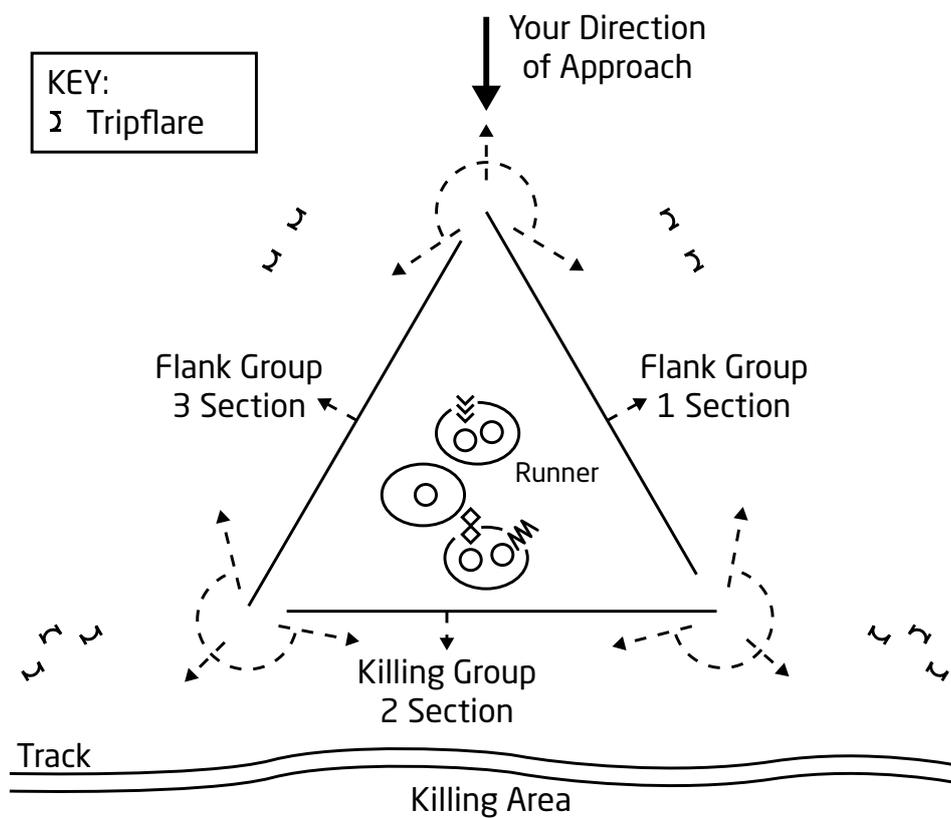


Fig 2.10 A Triangular Ambush (Short Term)

Notes:

- a. The end riflemen's arcs, as shown, are their primary ones but they can fire in any direction as depicted by the dotted lines.
- b. The signaller and runner are interchangeable.
- c. The sighting of tripflares will depend on availability, terrain and safety but should, if possible, cover all approaches.
- d. The distance between cadets and groups will be dictated by the ground and conditions.
- e. In certain circumstances this formation can be used to cover two killing areas, i.e. track junctions.
- f. Section grouping may be varied to reinforce the killing groups with people from other sections.

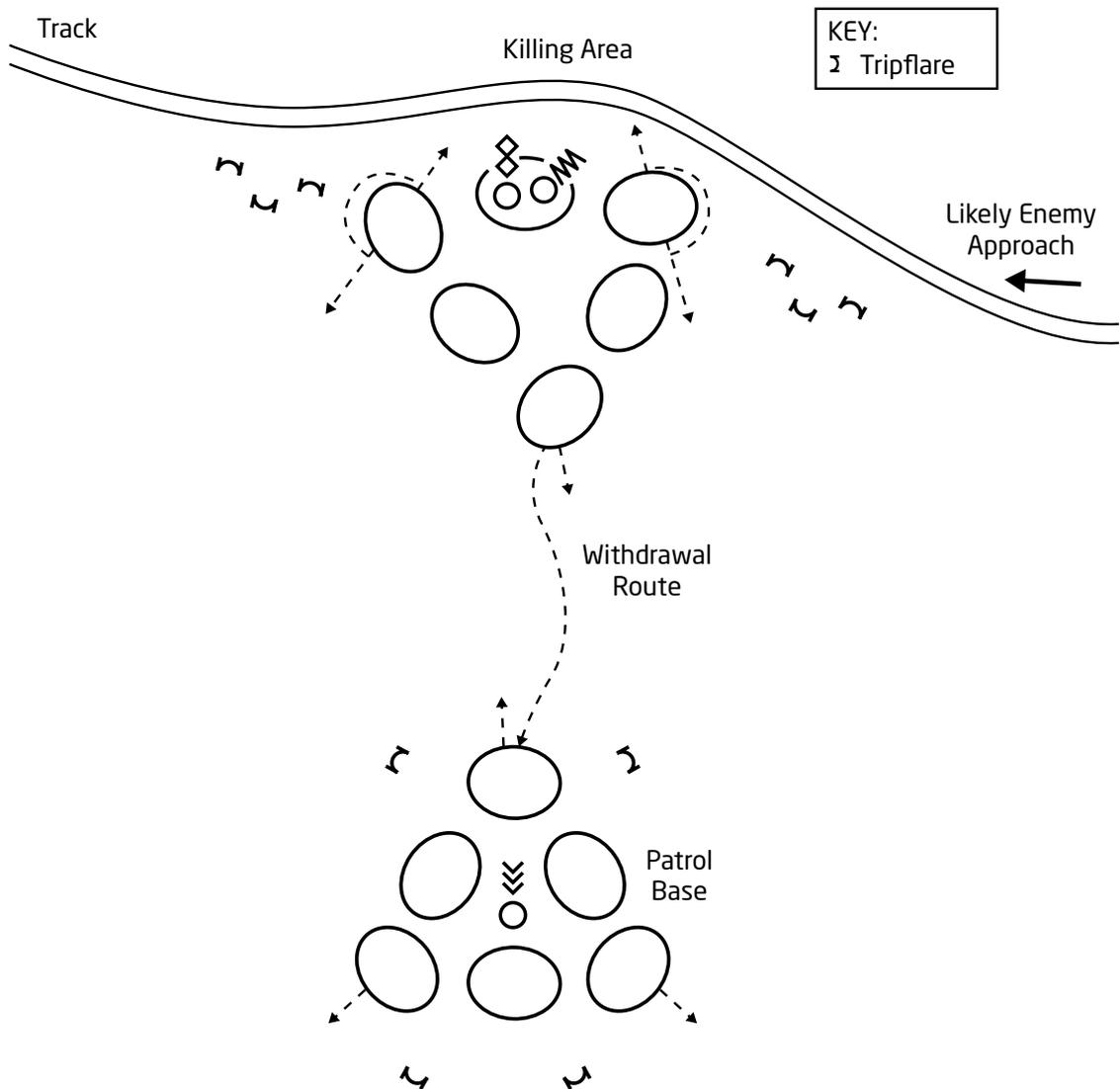


Fig 2.11 A Triangular Ambush (Long Term)

Notes:

- a. The end riflemen's arcs, as shown, are their primary ones but they can fire in any direction as depicted by the dotted lines.
- b. The sighting of tripflares will depend on availability, terrain and safety but should, if possible, cover all approaches.
- c. The distance between cadets and groups will be dictated by the ground and conditions.

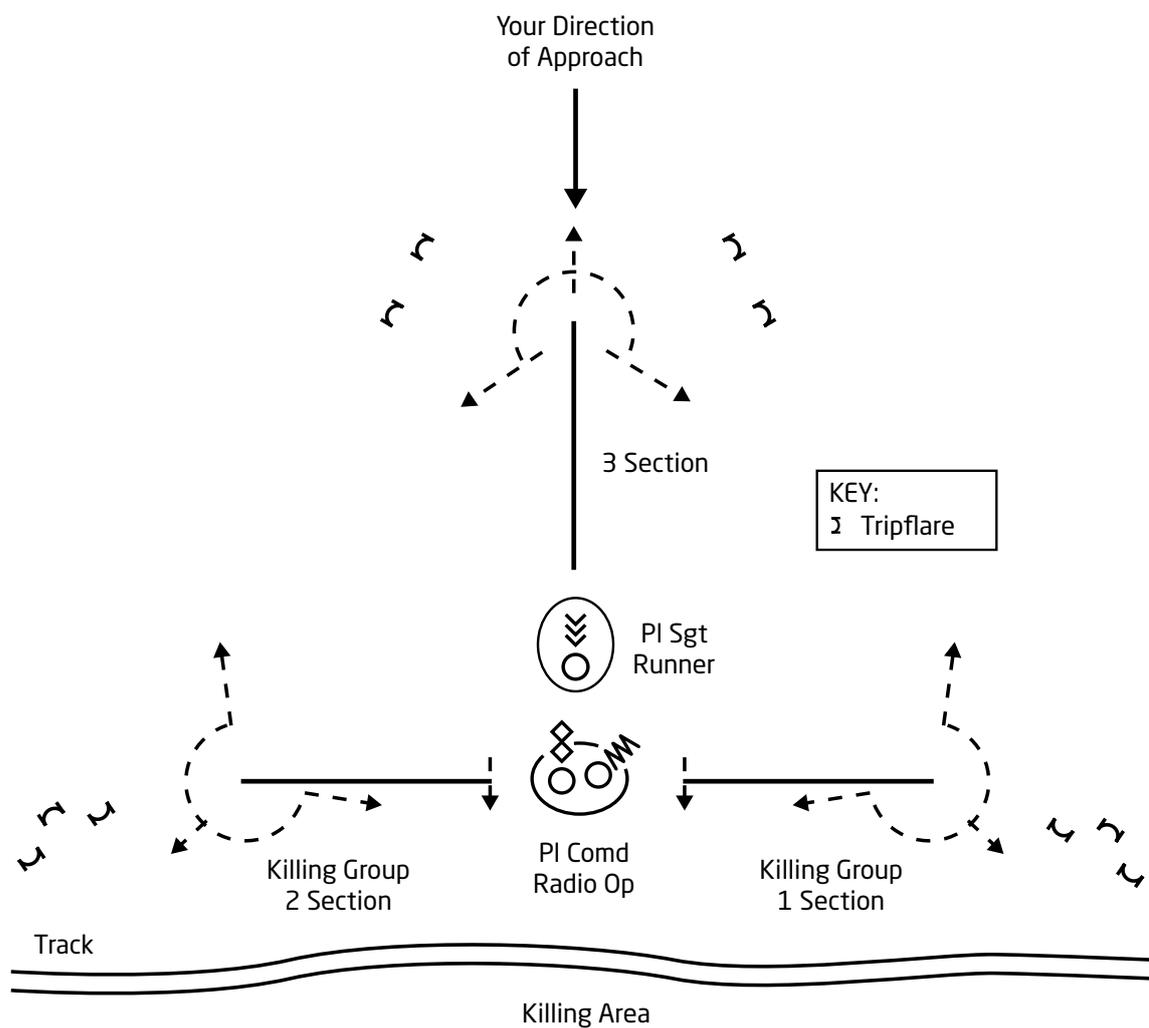


Fig 2.12 A T-Shaped Ambush

Notes:

- a. The 'T' ambush differs from the triangular ambush as follows:
 - (1) Composition.** Two thirds of the ambush party are in the killing group.
 - (2) Sequence of Occupation.** The killing group move in, followed by the headquarters, followed by the flank protection group.
 - (3) Withdrawal.** Groups withdraw in reverse order to occupation.
- b. The distance between cadets and groups will be dictated by the ground and conditions.

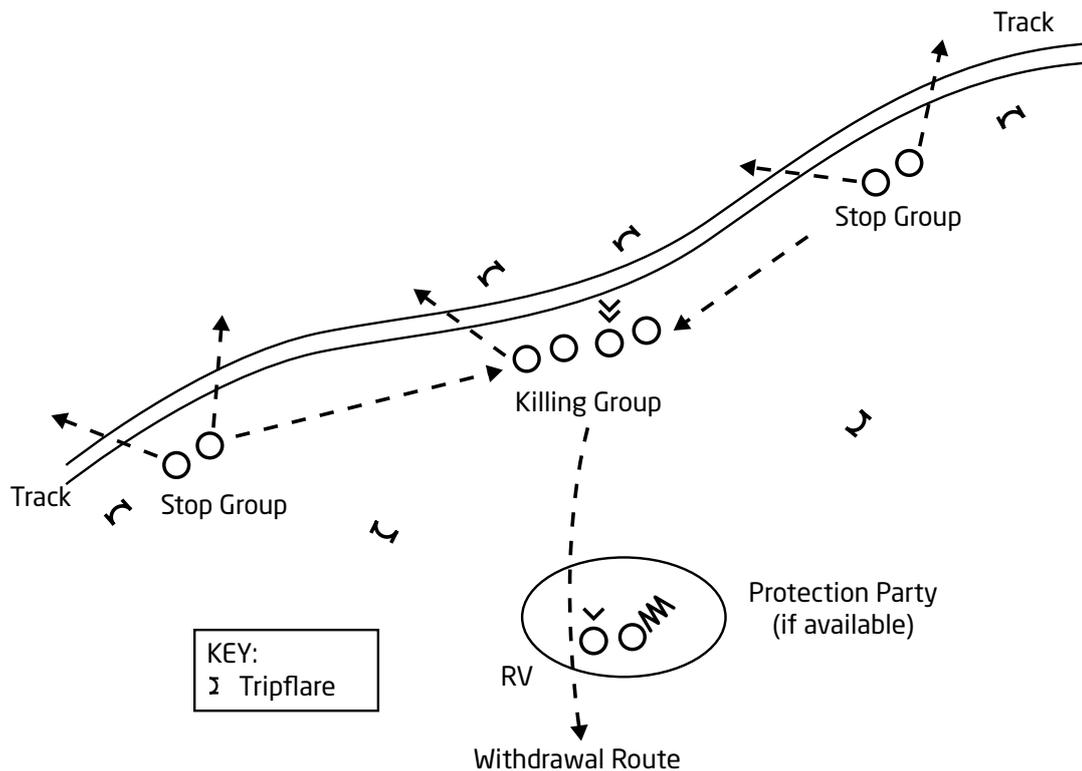


Fig 2.13 A Linear Ambush (Section Level)

Notes:

a. The linear ambush differs from the triangular ambush as follows:

(1) Composition. Instead of flank groups there are cut off/ stop groups (each with its own commander).

(2) Sequence of Occupation.

(a) Reconnaissance. The ambush commander takes with him the cut off/stop group commanders, their signaller and a sentry from each group. They place the sentries in their respective locations and they remain in position throughout.

(b) Occupation. The cut off/stop group commanders are sent back to bring forward the rest of the party. They move in cut off/stop groups, followed by killing group, and finally cover group. They all enter on the same route.

(c) Setting Up. When all groups are in position, the commander confirms that the cut off/stop groups are set, then signals for the parties from each group to commence setting up. They set up communications, tripflares, etc.

(d) Ambush Set. When all cadets are back in positions they give the signal for 'ambush set.'

b. Withdrawal. The normal sequence for withdrawal is Cut off, Killer Command.

c. The distance between cadets and groups will be dictated by the ground and conditions.

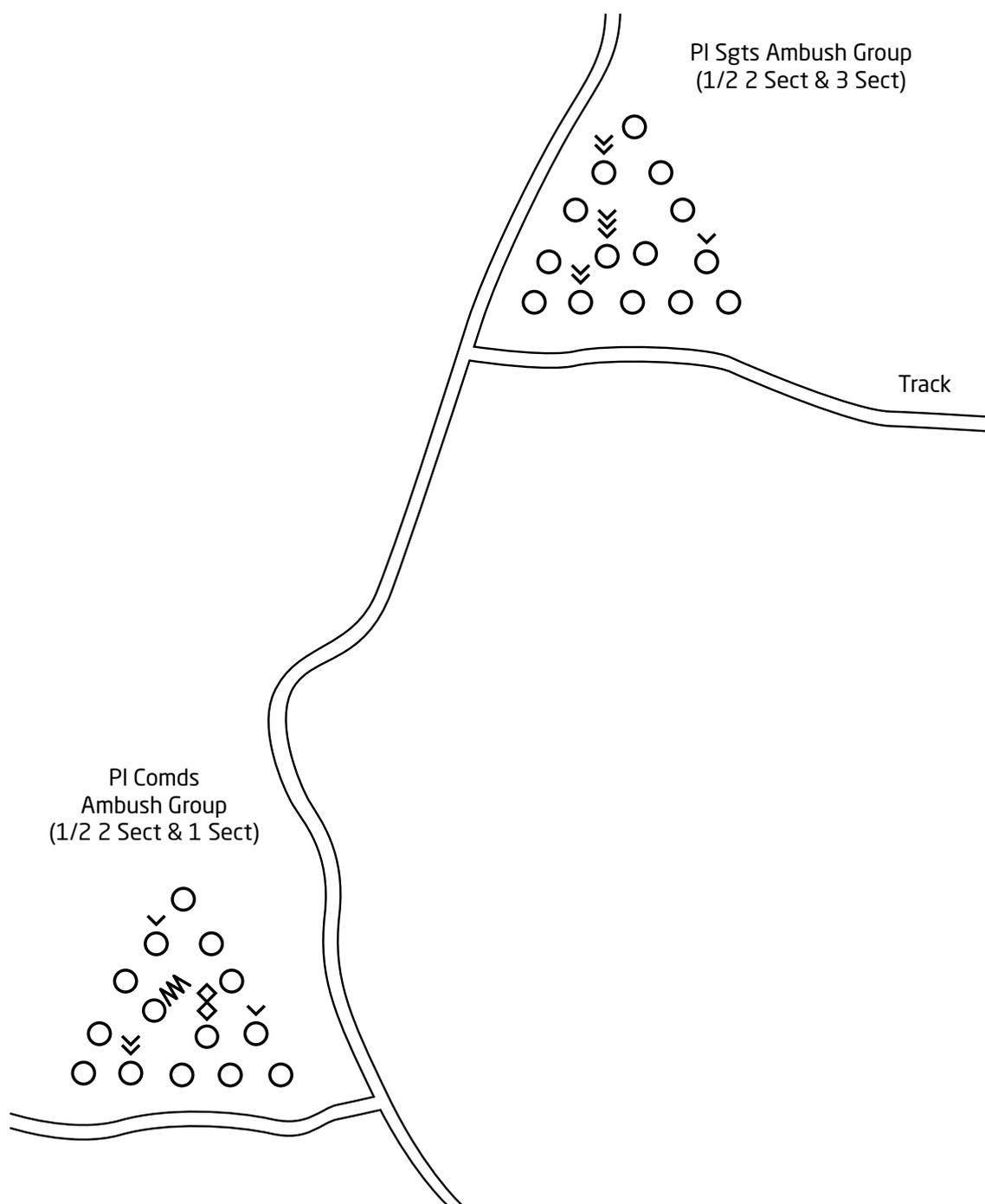


Fig 2.14 An Area Ambush

SECTION 7B PLANNING AND PREPARATION

» General

02131 The ambush commander will be given the aim of the deliberate ambush. They may be told or decide themselves the strength, general location and duration of the ambush.

02132 The strength of an ambush must be kept to the minimum required to achieve the aim. A prolonged ambush will need reliefs and will raise the overall size of the ambush force but not the strength of the ambush party. An increase in weapons, ammunition or intelligent use of other devices, e.g. tripflares, might allow a reduction in strength of the ambush party.

02133 The amount of planning and preparation an ambush commander can carry out before leaving their base will depend upon the availability of information, their knowledge of the ground, and whether they have been able to carry out a preliminary reconnaissance. Their planning will not be complete until they have carried out a detailed final reconnaissance. It is quite possible that this final reconnaissance will be the only one the ambush commander will be able to undertake for security reasons.

» Planning Factors

02134 There are many factors to be considered when planning an ambush. All of them are directly related to the principles of ambushing:

- a. **The Mission.** Normally will be: "To destroy enemy by ambush at Grid 123456 in order to ..."
- b. **The Enemy.** The following information must be known:
 - (1) Habits, organisation, state of training, uniforms and arms.
 - (2) The aim of patrols, their size, individual and group spacing, their routes.
 - (3) Tactics and counterambush action.
 - (4) Artillery or mortar support, including response time and efficiency.
 - (5) If they are vehicle-borne or on foot.
- c. **Friendly Forces.**
 - (1) Area clearance (area out of bounds to other patrols).
 - (2) Location of other patrols.
 - (3) Location of back-up forces to reinforce or to assist withdrawal. This includes transport if required.
 - (4) Location of own bases.
 - (5) Artillery or mortar support and response time.

- d. Ground.** It may be possible to select a site by careful study of maps, air photographs and recent patrol reports. Detailed reconnaissance is essential to select:
- (1)** An FRV.
 - (2)** A covered route into the ambush site.
 - (3)** Enemy approach routes.
 - (4)** The killing area.
 - (5)** Positions for sentries/OPs.
 - (6)** Cover from view in the ambush area and fields of fire.
 - (7)** Positions for all tripflares and other illuminants.
 - (8)** Suitable base area if ambush is to be long term.
 - (9)** Withdrawal routes, check points, ERVs and emergency HLS.
 - (10)** Enemy escape and counterattack routes.
- e. Obstacles.** Maximum use should be made of both natural and artificial obstacles to channel the enemy, hinder their counterattack, and delay their flight. Suitable places for obstacles are:
- (1)** On likely enemy lines of withdrawal.
 - (2)** In dead ground beyond the killing area and to the flanks of the ambush site.
 - (3)** In areas outside the killing area where the enemy main body is likely to halt and form up for a counterattack.
 - (4)** On likely enemy counterattack routes.
- f. Planning, Reconnaissance and Rehearsal.**
- (1)** Study the enemy so that their tactics and counterambush techniques can be used to the ambusher's advantage.
 - (2)** Plan the reconnaissance and make it detailed and thorough.
 - (3)** Ensure that all the ambush party know exactly what to do. Do not plan several variations.
 - (4)** Rehearse all possible actions by day and, if applicable, by night. A withdrawal to avoid the enemy counterambush drill could prove disastrous if it has not been rehearsed.



g. Good Control.

(1) All members of the ambush must know the plan in detail and the exact location of all groups.

(2) Have clear signals for "Cease Fire", "Search" and "Withdraw". Do not attempt a complicated system of 'string tugging' signals. Communications cord is useful for alerting groups and individuals. Keep the system simple otherwise confusion will arise and the enemy will be alerted by rustling and moving vegetation. The signals and the method of sending them should be standard within a company, so cadets can learn them by heart:

(a) The signal for 'Ambush Set'.

(b) The method of relieving groups and sections of the ambush.

(c) The method of alerting the ambush party on the approach of the enemy force.

(d) The signal for opening fire.

(e) The signal for cease fire.

(f) The signal for the search (if situation allows).

(g) The signal for withdrawal.

(3) Control can easily be lost if the enemy proves too strong for the ambush. Ensure that all members of the ambush know:

(a) The location of the FRV.

(b) The withdrawal routes from their positions to the FRV.

(c) The order in which groups withdraw to the FRV.

(d) Action in the FRV.

h. Battle Discipline.

(1) There must be no noise and the minimum of movement in the ambush.

(2) All must be prepared to live on cold rations for the duration.

(3) A high standard of alertness must be maintained. Only cadets nominated by the commander can relax.

(4) Reaction to signals must be fast.

(5) All in the ambush must clearly understand the drills.

(6) Weapons must be ready to fire at a moment's notice.

i. Equipment. The equipment required depends on the task and duration of the ambush. Special items which might be needed include:

(1) Illumination devices.

(2) Nylon cord for communications cord.

(3) Battery-operated ambush lights.

j. Grouping An ambush is made up of a number of groups. The size of these groups will vary but each group must be self contained and have a nominated commander. If a preliminary reconnaissance has not been possible a broad allocation of groups can be made during the preliminary orders. The actual deployment will then be confirmed after the final reconnaissance when the ambush force reaches its area.



A large ambush will need good radio communications.

Photo: Peter Russell

» Communications

02135 The organisation of communications within an ambush area so messages and orders can be passed easily, and yet do not betray the position, poses a difficult problem. Communications are required:

- a. From the ambush commander to all their groups.
- b. From the ambush commander to their ambush base.
- c. From the ambush commander to their main base.
- d. Within groups.

02136 A large ambush will need good radio communications and possibly line. A small ambush will depend on hand signals, hand taps and cord for all communications within the ambush. The whistle blast remains one of the most effective forms of communication post contact.

» Layout of an Ambush

02137 In laying out an ambush there are three basic principles to observe:

- a. All possible approaches must be covered. Information may often give the destination of the enemy but will seldom give the exact route they will take. No matter how good the information, the enemy may arrive from an unexpected direction.
- b. The ambush must have depth. The type of depth will vary with the enemy tactics:
 - (1) If the enemy usually scatters and flees at the first burst of fire, the chances of getting a second burst from the same position are small. In this case the depth is outwards to cover escape routes and to get another shot at the enemy.
 - (2) If the enemy counterattacks then this type of depth will make control difficult and could result in the loss of stop groups. In this case the depth must be to the rear and flanks of the killing group, to cover the ambush party's withdrawal and to block the enemy counterattack.
- c. The ambush must have all-round defence. No matter the type of enemy or the type of ambush, all ambushes – and if possible each group within an ambush – must be sited with all-round defence. The main firepower is directed towards the killing area and to guard against enemy counterambush moves.

02138 An ambush is normally set on one side of the killing area only so control is easier. However, some of the enemy may escape on the opposite side. To prevent this, stops may be placed in dead ground on the opposite side of the killing area.

» Action after Springing the Ambush

02139 The action after springing the ambush must be planned in great detail.

» The Withdrawal

02140 The route and method of withdrawal will have a bearing on the selection of the ambush site and frequently on the detailed layout. Detailed plans for the withdrawal must be made. This will involve specifying the movement of all groups. When an ambush is sprung, and it is quite obvious that the aim of the ambush cannot be fully achieved, the ambush commander must make full use of the surprise and confusion among the enemy to inflict the maximum number of casualties and, at the same time, to achieve a clean break. Small parties may be left behind to cover the withdrawal and to ambush any enemy follow-up or relief force. Withdrawal plans must cover the following circumstances:

- a. When no enemy enter the ambush area and the ambush is not sprung.
- b. When a superior enemy force either approaches the ambush site or is ambushed and counterattacks.
- c. Withdrawing with a number of casualties hampering the speed and silence of your movement.

SECTION 7C CONDUCT

» Sequence

02141 An ambush is a fighting patrol and thus the sequence of the operation will be as for a patrol. The overall sequence of actions for occupying an ambush:

- a. Reconnaissance.
- b. Issue of preliminary orders in a secure area.
- c. Preparation, rehearsal and ROC drills in a secure area.
- d. Move to the ambush area.
- e. Final reconnaissance by ambush commander and group commanders.
- f. Confirmation by ambush commander.
- g. Occupation of the position.

» Reconnaissance

02142 The ambush commander should, if possible, carry out a reconnaissance of the ambush site prior to the issue of preliminary orders. This, however, may often be impossible for security reasons and the only reconnaissance will be limited to a study of air photographs, maps and patrol reports.

02143 During their reconnaissance the ambush commander must try not to walk in the killing area as footprints or disturbed earth may warn an alert enemy. Therefore reconnaissance must usually be completed from the rear of the selected ambush site. Observing the ground from the enemy point of view, though desirable, may prejudice security. The commander will select or confirm the following:

- a. **Killing Area and Ambush Position.**
A killing area of 30–50m for a section ambush and 60–100m for a platoon ambush is desirable. This will, of course, vary according to terrain.

- b. **Position of Each Group to be Deployed.** These must offer:

- (1) Concealment (including entry).
- (2) A good view of the killing area or enemy approach routes, depending on the task of the group.
- (3) All-round defence.

- c. The FRV and routes to and from it.
- d. Ambush base area (if applicable).
- e. Withdrawal route.

02144 The site selected should:

- a. Be easy to conceal so that, from the enemy point of view, it appears unoccupied.
- b. Not offer an early and easy escape to any of the enemy.
- c. Allow certain groups to give early warning before the first enemy enters the ambush.
- d. Be capable of being covered by all weapons.
- e. Have a good covered approach, avoiding contact with known enemy positions.

02145 Detailed Sighting After deciding on the general layout, the ambush commander must consider the following points in detail:

- a. Careful selection of positions covering enemy approaches to alert the ambush before the enemy reaches the killing area.
- b. Likely enemy escape routes which should be covered by fire.

» Orders, Preparation and Rehearsals

02146 Orders. Orders should be given as early as possible to allow the maximum time for preparation. If a reconnaissance has been possible then orders can be given in full and a quick confirmation given on the ground before final occupation. If no reconnaissance has been possible, preliminary orders will be given and a fuller set of confirmatory orders issued on the ground.

02147 Preparation. Thorough preparation is essential for success:

- a. All weapons must be thoroughly cleaned.
- b. Any special equipment should be tested.
- c. Camouflage of cadets, clothes and weapons is to be completed.

02148 Mission Rehearsals. Mission rehearsals should be very thorough and include night rehearsal of night action. They must:

- a. Show individual cadets their positions in the groups and then the groups their position relative to each other.
- b. Show how reliefs, if any, will take place.
- c. Test signals and communications.
- d. Cover the alerting of the ambush and the method of springing.
- e. Cover the evacuation of casualties.
- f. Practise the withdrawal in detail.

02149 Move to the Ambush Area. The ambush party should not move directly into the ambush positions; it should stop short of the position at the FRV, which may also be the patrol base, and form a tight defensive triangle. If they have not been on the initial reconnaissance, the ambush commander with their group commanders – and in the case of ambushes of platoon strength, three sentries and the signaller/runner – should then go forward for the final reconnaissance.

02150 Final Reconnaissance. The amount of reconnaissance undertaken from the FRV depends on the extent of the initial reconnaissance, the time available and the tactical picture. If an initial reconnaissance has been done all the group commanders should have seen the ground and their positions. All that will be necessary will be to check that no enemy has moved into the area. If no initial reconnaissance has been possible then the final reconnaissance must cover the 'ground factors' mentioned earlier in the Section under Planning and Preparation. In a platoon ambush, following the final reconnaissance the two sentries remain in position.

02151 Confirmation. This should be no more than a confirmation of those orders already given. Where minor changes are deemed necessary after the final reconnaissance, the patrol commander must brief those concerned in the FRV before occupying the ambush site.

02152 If the force has arrived at the ambush site by night, the final reconnaissance should be confirmed and deployment adjusted, if necessary, at first light.

» Occupation

02153 Individual camouflage must be checked and ammunition distributed before moving forward to occupy the position. Since the enemy may move into the killing area as the ambush is being laid, occupation must be carried out stealthily from the rear, with groups moving one at a time. It is vital that the ambush commander gives an 'Ambush Set' signal. After this, signal movement forward of the ambush must cease and all other movement must be restricted and only made when absolutely necessary until the ambush has been sprung and the order for search has been given.

» Lying in Ambush

02154 Cadets should be taught to select a comfortable position and to remain in it without undue movement or noise for the whole of the time they are in the actual ambush site.

02155 Weapons must be made ready before moving into position.

02156 Springing the Ambush. When someone sights the enemy they will, if possible, signal as ordered. Group commanders must alert all the cadets in their group, and the ambush commander must ensure the ambush base is warned so that a relief party does not arrive at the wrong moment. Signals should be passed with a minimum of noise and movement.

02157 When the enemy appears in the killing area, each cadet will be ready to fire and must understand the actions to be carried out on the signals for springing the ambush.

02158 Action after Springing. The action after springing must be planned in detail and rehearsed thoroughly as it is at this stage that control can be lost. It is governed by:

- a. The nature of the task.
- b. The anticipated enemy strength and their likely reaction.
- c. The ground.

02159 Withdrawal. On the signal for withdrawal, groups move quickly back to the FRV where they regroup. The time spent in the RV should be short. The force must be checked, formed up so the casualty parties and prisoner escorts are protected, and move off as quickly as possible. A normal sequence for withdrawal is:

- a. Cut-off groups.
- b. Killing group.
- c. Command group (so the commander knows the area is clear of own troops).

02160 Note. The sequence above can change according to the direction from which there is a likely enemy threat.

02161 During the withdrawal, groups must be moved and routed so there is no risk of a group still in position mistaking a moving group for enemy. A plan must be made and orders given for the recovery of any equipment. Ideally all groups should pass by the commander so they are aware of their position at all times.

02162 Casualties. Arrangements must be made before occupation for the evacuation of both our own and enemy casualties. Lightweight stretchers can be placed at the FRV so that time is not lost on the withdrawal.



Photo: Lieutenant Simon Crossley

SECTION 8 THE ATTACK

» General

02163 Attacks can take place by day or night. They may be executed quickly during the advance, utilising organic fire support; or they may be deliberate attacks planned, rehearsed and executed with the maximum amount of supporting fire from all available resources. Whatever the type of attack there are six distinct phases at platoon level:

- a. Planning and preparation.
- b. Suppressing the enemy.
- c. The assault.
- d. The fight through.
- e. Exploitation.
- f. Reorganisation.

02164 At section and platoon level there are battle drills to assist a commander to attack an enemy position quickly and effectively. These drills are part of battle procedure and aim to ensure commanders and cadets react positively and instinctively to enemy fire; they are not a template for the attack to be applied to all situations. Commanders must consider the situation and subsequently give orders for the assault and fight through, having assessed the effects of ground, enemy and own resources. Commanders must continually re-evaluate the situation as the fight through progresses, in the light of discovery of new enemy positions and own casualties. Further battle orders will be given at each stage of the fight through.

SECTION 8A PRINCIPLES

02165 Offensive operations involve both the hasty attack and the deliberate attack. The principles for both hasty and deliberate attacks are:

- a. **Surprise.** Surprise is achieved by the speed, timing or direction of the attack.
- b. **Concentration of Fire.** The rapid and synchronised fire from available weapons.
- c. **Maintenance of Momentum.** This is essential for retaining the initiative and preventing the enemy from launching a counterattack. In a dismounted attack, momentum will be achieved by:
 - (1) Attacking in depth (echeloning).
 - (2) Maximum fire support.
 - (3) Keeping as close to fire support as possible during the assault.
 - (4) Rapid exploitation of enemy weakness and loss of balance.
 - (5) Accurate and rapid passage of information to commanders on enemy and ground.
- d. **Security.** The line of departure (LD) must be secured and the flanks of the assault protected against mutually supporting enemy positions.
- e. **Simplicity.**

02166 Advance to Contact. Either type of attack may be preceded by an advance to contact. The tactical doctrine for the advance to contact is described in Section 8G.



Platoon and section commanders must be looking constantly for positions where they can take cover and return fire.

SECTION 8B FIRE AND MOVEMENT (F & M)

SECTION 8B FIRE AND MOVEMENT (F & M)

02167 Cadets moving in contact, advancing to contact or withdrawing from contact must maintain tactical balance. This is normally described as keeping 'one foot on the ground'. Before an individual or a group moves, another individual or group must be in a fire position providing, or ready to provide, fire support. It may be seen as mobile mutual support. Ground is used to provide protection from enemy fire when on the move, and fire from a static group is used to suppress enemy fire directed at the moving group. Fire and movement (F & M) is practised at all levels.

» Selection of Fire Positions

02168 In the advance and the attack, platoon and section commanders must be looking constantly for positions where they can take cover and return fire should they come under effective enemy fire. The selection of positions calls for knowledge of the characteristics of weapons and the use of ground.

» Characteristics of Weapons

02169 The commander should place each weapon where it will be most effective. The following points should be considered:

- a. Weapon range.
- b. Weight and rate of fire.
- c. The shape of the ground.
- d. Ammunition consumption.
- e. The characteristics, advantages and disadvantages of each weapon system.

02170 Once commanders are familiar with the characteristics of weapons, a rapid estimate will ensure they are used to best effect. The characteristics of cadet weapons are as follows:

- a. **GP.** The characteristics of the L98A2 are:
 - (1) It can produce:
 - (a) Quick and accurate fire at short-range opportunity targets.
 - (b) A high rate of accurate, rapid fire at ranges up to 300m and accurate deliberate fire at longer ranges.
 - (c) Effective section fire up to 600m.
 - (2) With its self-loading capability and a 30-round magazine, a high standard of fire control is necessary to prevent wastage of ammunition.



» Target Effects

02171 Target Effect Categories. If a target is engaged effectively it will be unable or unwilling to fire, move or observe. Target effect is dependent on accuracy, ammunition nature, range and rates of fire. Commanders will need to decide which weapon systems in a section are best able to deliver the target effect they require. Target effect is divided into two categories:

- a. **Incapacitation.** An incapacitated target is one that is unable to carry out its task.
- b. **Suppression.** A suppressed target is one that is unable or unwilling to carry out its task.

» Rates of Fire

02172 Different systems employ different rates of fire to achieve the same effects. A more accurate system may be designed to achieve suppression or incapacitation at longer ranges over a shorter time with a lower rate of fire, but may be unsuitable for engaging multiple targets in rapid succession. A less accurate system would require a higher rate of fire to achieve the same effect in the same time, but being designed for a higher rate of fire may be better suited to multiple, shorter-range engagements. Commanders must consider the capabilities and ammunition scales of the various systems when allocating tasks.

» Fire Control

02173 Fire control is the task of the section commander and their 2ic. To control their section's fire and obtain the best fire effect, the section commander must know:

- a. How to locate and indicate targets.
- b. How to estimate range quickly and accurately.
- c. Which weapon to use.
- d. What type of fire to order.
- e. How to position themselves in order to control the fire of their section.

02174 The section commander must keep a constant watch on the ammunition supply and on the maintenance of an adequate reserve.

02175 The purpose of fire control orders is to bring fire to bear on the enemy as quickly and as effectively as possible. The most difficult part of any fire control order is usually the indication of the target; this is particularly true in the attack. The ground is usually unknown and sections are constantly moving. Ranges will be changing and it will not always be possible to give reference points. The enemy may be dug in and well concealed, so targets will be difficult to locate. The section commander will not always be the first to see the enemy; it will often be a cadet in the section.

02176 It is essential that every cadet understands the requirement for fire control in order to conserve ammunition. During F & M it may be necessary to fire without seeing the individual enemy but this fire must be the minimum necessary to suppress the enemy.

» Movement

02177 Movement requires practised skill to suit the ground and the tactical situation. A crucial part of any attack is the movement of cadets towards their objectives. Suppressing fire is an obvious aid, but the effective use of ground will enable assault groups to close successfully with the enemy.

02178 A section comprises a commander and a Zic and the remainder riflemen divided into two fire teams called by their callsign indicator Charlie (C) and Delta (D). The detailed organisation of each fire team within the section will reflect such factors as the task and the threat. Some options are at Fig 2.15. This can be changed by the commander to fit the situation.

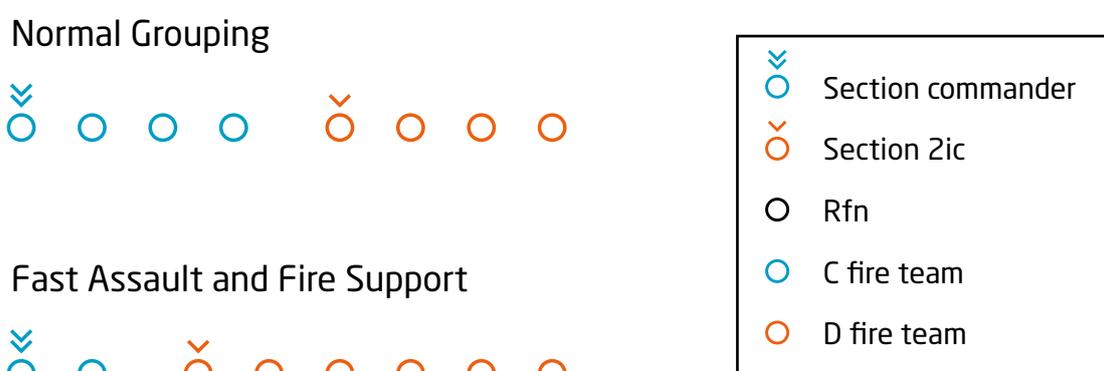


Fig 2.15 Some Possible Groupings of the Section

02179 Whatever the chosen grouping, fire teams must move as an entity or divide into pairs which can fire and move in support of each other (see Fig 2.16 and Fig 2.17 in Section 8C). The fire team organisation allows a platoon commander to communicate by radio and voice with all elements of their platoon through NCO commanders.

02180 At all stages of movement it is the sensible use of ground which will lead to success. Concealment from the enemy cannot be replaced by covering fire.

» Control of the Platoon

02181 A cadet's effectiveness in a fire fight can be reduced by excessive load carriage. Alternative methods of carrying mission-essential equipment (including reserve ammunition, water, food and specialist equipment) should be used. This includes a platoon-level vehicle under the control of the ECO.

Cadets should not carry more than CEFO during an attack exercise and must not be expected to carry the same scales of ammunition as regular soldiers. Care must be taken to ensure cadets are not over-exerted on this type of exercise.

02182 The platoon commander must be able to exercise control over their platoon at all times using radio, whistle, voice or field signals. Over-control must be avoided and whatever means of control is selected it must not inhibit tactical initiative within the platoon. Opportunities for decisive action may be fleeting and must be grasped by section commanders and riflemen, without necessarily waiting for further orders.

The commander must be close enough to read the situation but should not get involved in the initial fire fight and will need to continually assess the changing situation. Cadets should look in and linkmen should be appointed. Platoon HQ may either be kept together or be split.

02183 To assist a section or platoon in the advance prior to the attack, there are a number of standard formations which may be used, depending upon the type of ground being crossed and the task at hand. These formations are described in Section 3B.

SECTION 8C HASTY ATTACK: SECTION BATTLE DRILLS

02184 The section hasty attack may take place from the line of march (a meeting engagement) or as part of a contact when the lead section may be required to mount a hasty attack to overcome a pocket of resistance or determine the strength of the enemy. There are six section battle drills:

- a. Preparation.
- b. Reaction to effective enemy fire.
- c. Locating the enemy.
- d. Suppressing the enemy.
- e. The attack.
- f. Regroup.

» Section Battle Drill 1 - Preparation

02185 Preparation for Battle. Preparation for battle will take place prior to the start of the advance to contact. Section commanders must ensure:

- a. Personal camouflage is satisfactory.
- b. Weapons are clean, serviceable and properly oiled. Set sights at 300.
- c. Ammunition is clean and magazines are properly distributed.
- d. Functional checks are carried out on any radios available.

02186 Section Commander's Orders. The section will number-off before orders are given. The section commander's orders will usually be given in an assembly area. It is essential that the section commander understands the company and platoon concept of operations. However, at platoon and section level, sometimes complex schemes of movement will be replaced by simple descriptions of how the operation will be conducted.

02187 Preparation for battle is a continuous consideration while in the field. It is a generic part of fieldcraft training, not just in the context of a hasty attack. It can be remembered by the acronym P.A.W.P.E.R.S.O:

- a. **P**rotection
- b. **A**mmunition
- c. **W**eapons
- d. **P**ersonal camouflage
- e. **E**quipment
- f. **R**adios
- g. **S**pecialist equipment
- h. **O**rders



Photo: Kate Knight



02188 Reference points and anticipatory orders. During the advance to contact, the section commander will plan and give their anticipatory orders:

- a. Positions giving cover in the event of effective enemy fire, e.g. "If we come under fire, Charlie take cover in scrub, Delta line that bank"
- b. Reference points for fire control orders. Two or three should be picked out. These must be given when a section is firm on a bound, not while it is moving.

» Section Battle Drill 2 - Reaction to Effective Enemy Fire

02189 Sections must be trained to continue the advance in spite of the noise of fire directed at someone else. Effective enemy fire is fire which is causing, or would cause, significant casualties if the section continued on its course.

02190 The reaction to effective enemy fire must be for the whole section to remove itself from the killing area immediately.

02191 They should move to the nearest cover, then every cadet in the section should observe and return fire. If the enemy is not seen, the third battle drill to locate the enemy should be used. It is important to note that if the enemy is not located, fire should still be put down in their general direction. No movement of cadets should take place without covering fire unless it is in dead ground to the enemy.

02192 The initial drill, remembered by the acronym R.T.R, is:

- a. **R**eturn fire
- b. **T**ake cover
- c. **R**eturn appropriate fire.

02193 It is recognised that the initial return of fire will be largely inaccurate. However, it assists with locating the enemy and will disrupt enemy fire. Even after this individual drill has been completed it may be necessary for the section commander to organise further extraction of their section from the killing area under the cover of smoke and F & M, especially if casualties have been taken.

» Section Battle Drill 3 - Locating the Enemy

02194 Failure to locate the enemy may prevent the section from moving without suffering heavy casualties. It could lead rapidly to loss of initiative by the section and the halting of the platoon advance. There are three stages to this drill:

- a. **Observation.** Look in the area from which the fire came. Look for movement, smoke, radio antennas or anything unusual. If nothing is seen after 30 seconds or so, it is unlikely the enemy will be located by observation.
- b. **Fire.** The section commander should give a fire control order to two riflemen to fire shots into likely cover. The rest of the section should keep a careful watch on their arcs of observation. If there is no answering fire, the section commander should try some other likely target.
- c. **Movement.** If there is still no reaction by the enemy, as a last resort the section commander should instruct two cadets or a fire team to get up and double a short distance to different cover. They might do this again if no fire is drawn the first time; a cadet getting up and dashing 10m is a very hard target to aim at. If there is still no enemy reaction, the section can be deemed to be out of contact, so the section commander must consider continuing the advance cautiously, with a fire team in position to provide covering fire.

02195 Target Indication. Any member of the section can do this using the correct format.

» Section Battle Drill 4 - Suppressing the Enemy

02196 As soon as the section commander has identified the enemy position of greatest threat to the section, they must give a fire control order to bring concentrated fire to bear onto that position. The aim of this fire is to suppress the enemy and thereby regain initiative prior to mounting an attack at either section or platoon level. Suppressive fire will also provide cover for withdrawal of casualties, movement off exposed ground or to better fire positions and regrouping.

The immediate use of local smoke should be considered to reduce the effectiveness of the enemy's fire. If fire has been opened by the section, the section commander must regain control by shouting "Stop!" before they give their fire control order. This will allow them to allocate tasks to fire teams.



02197 While suppressing the enemy, the section commander must decide whether or not the position can be attacked, rather than breaking contact, and if so how best to approach the enemy position. Consideration must be given to the ground between the section and the enemy and what cover is available to be used to the section's tactical advantage. The section commander must consider the characteristics of weapons and how best to concentrate maximum firepower on the enemy.

02198 Although the section commander will use the section's organic weapons to suppress the enemy, they may also be able to call on or make use of suppressive fire from another section as part of a platoon attack.

» Section Battle Drill 5 - The Attack

02199 Attack Briefs. Attack briefs should be as concise as possible and should, as a minimum, consist of the following:

- a. Section mission – "Destroy enemy position at GR123456."
- b. Concept of operations – "Section left/right flanking breaking down into assault and point of fire pair." Left or right flanking merely indicates which side of the fire support team the assault fire team is to work.
- c. Fire team tasks – "C assault, assault team is ... / Point of fire is ... D fire sp."
- d. "Any questions? – Move now."



As the assault closes, the fire support team should fire at the objective for as long as possible before switching its fire onto other enemy positions.

02200 The Assault. F & M will be used to move the section from the area where contact is made onto the objective which, at section level, is likely to be a single trench, sniper or bunker. Although all movement in the open must be covered by fire and must be carried out as quickly as possible to conserve ammunition, casualties should not be risked needlessly.

a. Pairs F & M. The movement of pairs in the assault must be done in the following way: while their partner suppresses their objective with fire, the cadet crawls or rolls out of their old fire position, gets up and zigzags forward for 5–10m to their next fire position. Only when they are there and firing should their partner move. When fighting through a heavily defended position all movement from fire position to fire position is likely to be at the crawl.

b. Fire Team and Section F & M. The method of movement employed by the fire team and section in the assault will depend on the ground, the section strength and the nature of the enemy resistance. The method chosen will be a key decision for the section commander to take. There are three methods:

(1) Method 1. As a complete section with F & M in pairs. This method is the simplest, allowing the section to close rapidly with the enemy and deliver the full manpower of the section simultaneously onto the objective. Control is easier for the section commander. However, as the complete section is involved in assaulting, it is more vulnerable to fire from other positions. This method will, therefore, depend on the enemy being effectively suppressed from other sources and is best suited for use against an enemy with little depth to their position.

(2) Method 2. As two separate fire teams with F & M either as teams or pairs. Method 2 has most of the advantages of Method 1 but allows the section commander to create a fire support team more easily if one is needed. It is therefore more balanced. This method provides maximum flexibility and is suitable for assaulting a stronger enemy position which is likely to have some depth.

(3) Method 3. With an assault team and a fire support team. Method 3 is suitable for assaulting an objective which has not been fully suppressed and where the section needs to gain its own freedom of movement. Groups can be either two balanced fire teams or a smaller fast assault team and larger fire support team. The ground, flanking enemy positions, and other friendly force activity are likely to severely limit the angle of attack between the fire support team and the assault team.

Certain objectives, such as a bunker with loopholes only facing the front, may dictate the angle of fire support. Command and control between the section commander and their fire support may be difficult and the provision of a fire support team reduces the section manpower immediately available for close combat. Assuming balanced fire teams, the tactics used by the assault and fire support teams in Method 3 can be further developed as follows:

(a) Assault team. The assault fire team could either assault as an entity or it can break down into pairs. In certain circumstances, it may be appropriate for one pair to provide local fire support for the other. The fire support pair is then known as the 'Point of Fire'. Care must be taken, however, with ammunition conservation.

(b) Fire support team. As the assault closes, the fire support team should fire at the objective for as long as possible before switching its fire onto other enemy positions. The section 2ic must be alert to deal with any previously unseen enemy positions which may be concentrating fire onto the assault team, and to call for indirect fire.

02201 Fighting Through.

- a. When the assault team arrives on the objective it should fight through using F & M. The section commander will need to reassess the situation and issue further snap orders before assaulting depth positions.
- b. As individual enemy positions are assaulted, fire support must be provided. The assaulting team must be aware of threats to their flanks and be prepared to go firm to provide fire support to other assaulting teams who can clear these threats. The use of local smoke should be considered.
- c. The fire support team must be prepared at this stage to prevent enemy interference from the flanks or beyond the objective. It must also be ready to move forward automatically as soon as the assault fire team is established on the objective.
- d. During the fight through, the section commander must continually re-estimate the situation and issue orders to reflect the changing fire fight.

02202 Exploitation. As soon as the objective is taken, the section commander should immediately seek ways to exploit their success either by continuing the assault or by providing fire support for other attacks. The tempo of the attack must be sustained. A limit of exploitation should only be given if there is a danger of the section running into another assault; it should never be given as a routine control measure. It is likely, therefore, to be allocated on the ground by the platoon commander to prevent a friendly fire incident. Rapid and accurate passage of information will be essential to successful exploitation.

» Section Battle Drill 6 - Regrouping

02203 Regrouping will only take place when the section can assault no further due to enemy resistance, casualties, lack of ammunition or the platoon commander's mission being achieved. Regrouping is not to take place as an automatic drill once an objective is taken; the section commander is to continue the assault in line with their platoon commander's intent. When regrouping becomes necessary the following actions should happen:

- a. The section commander will:
 - (1) Allot arcs and fire tasks to each rifleman, paying particular attention to key weapon systems.
 - (2) Check on casualties and ammunition, then report details to the platoon sergeant.
 - (3) Arrange for redistribution of ammunition.
 - (4) Ensure any captured enemy intelligence or equipment is sent to platoon HQ.
 - (5) If necessary, check with the platoon commander and confirm their future intentions.
- b. The fire support team will:
 - (1) Rejoin the assault fire team as quickly as possible (unless otherwise ordered) once the section has gone firm on the objective. Often the section commander will give a prearranged signal for the fire support team to close up if they have not done so automatically.
 - (2) Check the weapons and redistribute ammunition.
- c. Riflemen should:
 - (1) Check weapons and equipment.
 - (2) Check ammunition.
 - (3) Recharge all magazines.
- d. In principle the section commander is responsible for the tactical disposition of the section (arcs, positions, etc), while the Zic deals with administrative reorganisation (ammunition, casualties, etc).

02204 It should be stressed that during the fight through the completion of the mission is critical. Casualties are therefore left until the whole position is cleared.

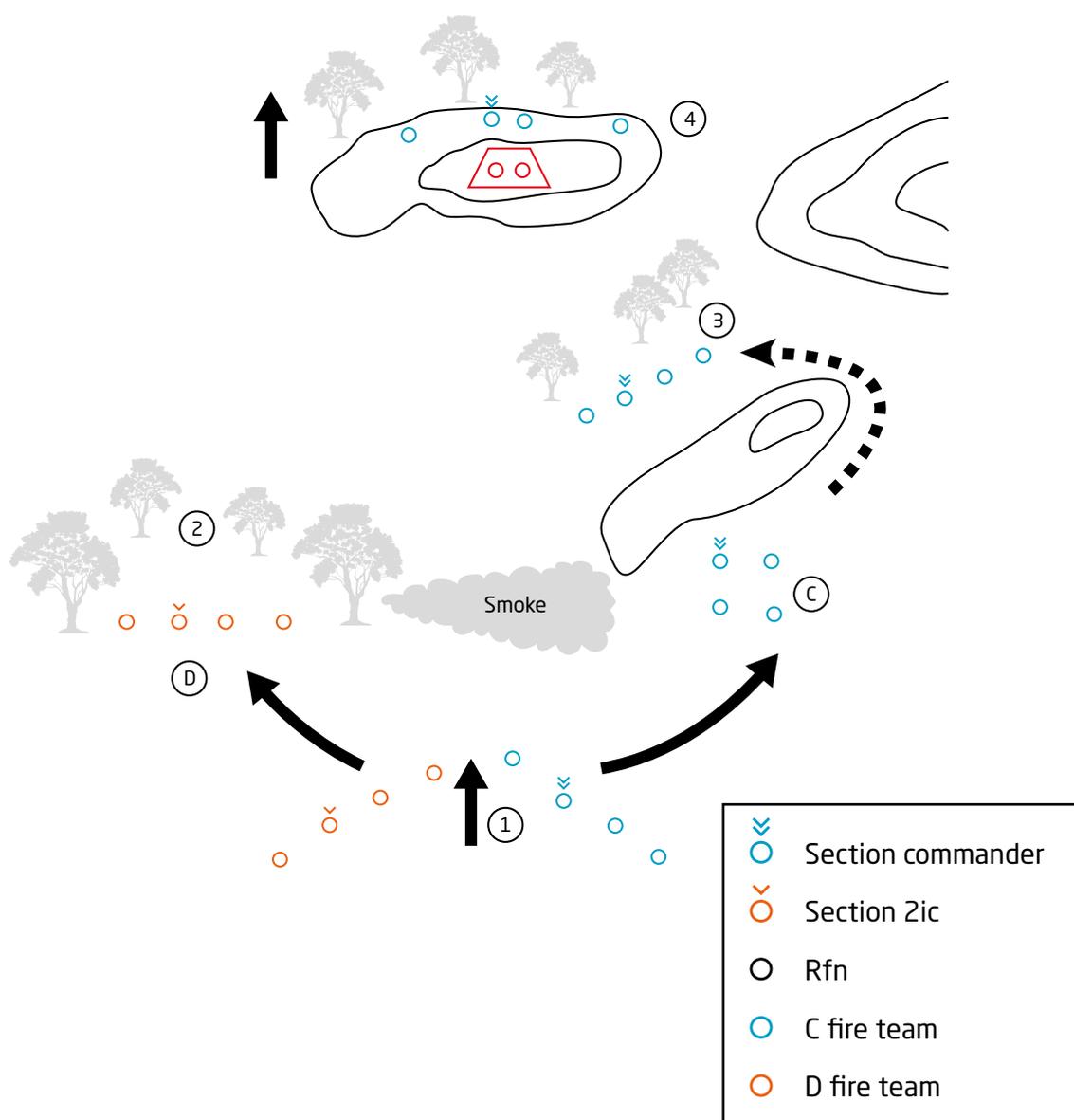


Fig 2.16 Stages of Movement by Fire Teams (Normal Grouping)

Notes:

- Section under effective fire, fire returned. Under cover of smoke and suppressive fire from C fire team, D fire team move to fire support position at A. Then C fire team moves to dead ground ready to assault.
- D fire team suppresses the enemy position. C fire team commander issues QBOs.
- C fire team moves to assault position using cover or F & M in two groups.
- C fire team assault covered by D fire team. Position cleared and checked by cadets working in pairs. D fire team rejoin using the same route as the assault team or a direct route if appropriate.

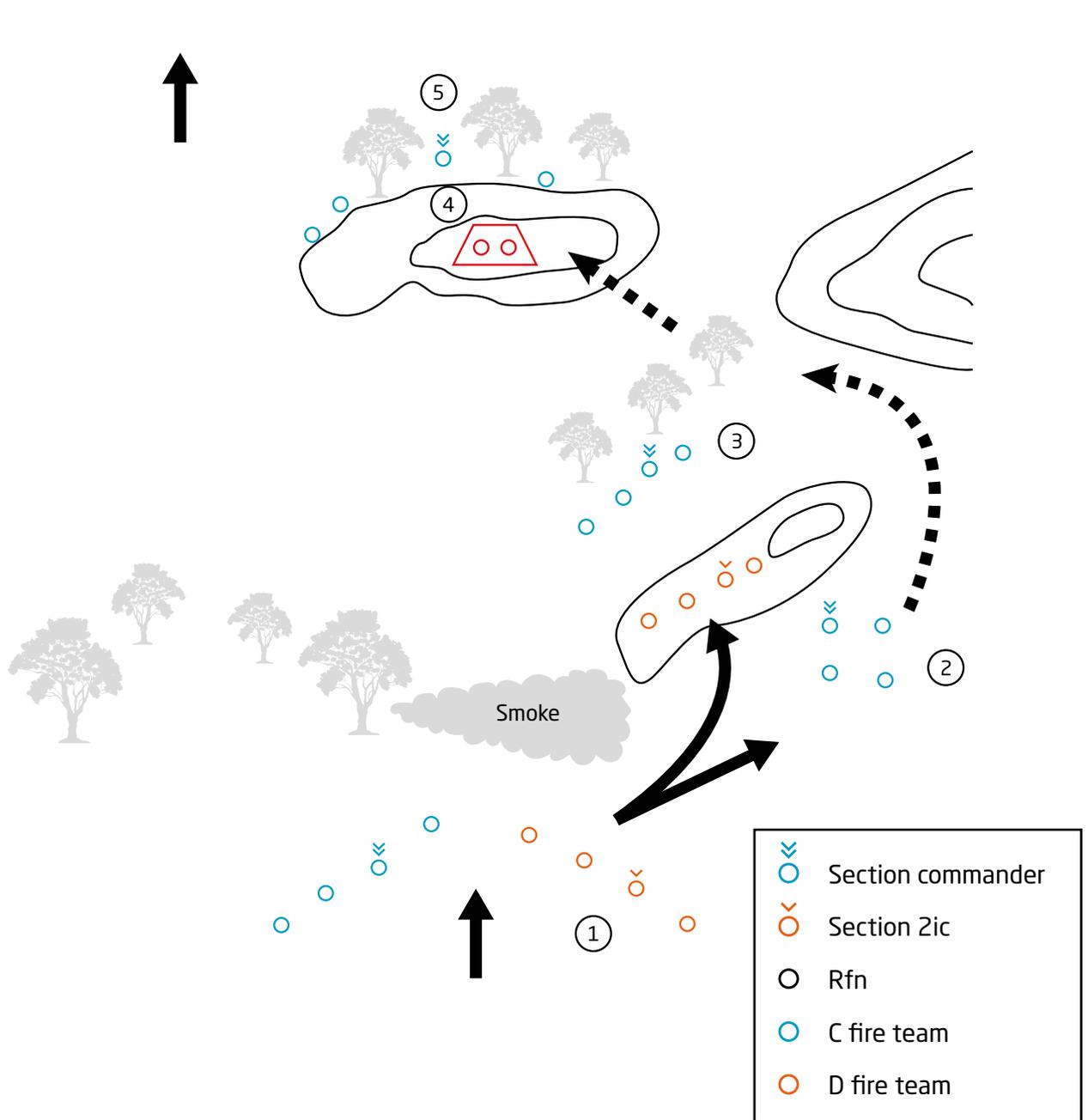


Fig 2.17 Stages of Movement by Fire Teams (Assault and Fire Support Groups)

Notes:

- a. Section under effective fire, fire returned, section moves to dead ground under cover of smoke.
- b. D fire team moves forward to fire position. C fire team commander issues QBOs.
- c. C fire team moves forward to assault position using cover or F & M in two groups.
- d. C fire team assault covered by D fire team, position cleared and checked by cadets working in pairs. D fire team to rejoin using either the same route as the assault team or a direct route if appropriate.
- e. Reorganise on line of advance.

SECTION 8D HASTY ATTACK: PLATOON BATTLE DRILLS

02205 Section battle drills remain applicable within the framework of the platoon battle drills set out below.

» Platoon Battle Drill 1 - Battle Preparation

02206 Signals. Confirm the signals to be used for communication within the platoon. One cadet in each section should be detailed as linkman to watch the platoon commander at all times.

02207 Formations. Ground and enemy dependent.

02208 Control. The platoon commander must always be able to exercise control and their actions must ensure that each element of their platoon is mutually supporting. Platoon HQ could be kept together but is normally split to preserve command capacity and to allow the platoon sergeant to either step up or anticipate logistic tasks for the reserve.

» Platoon Battle Drill 2 - Reaction to any Section Coming Under Effective Enemy Fire

02209 This drill is carried out in three stages. It is triggered by a section coming under effective fire and moving off the killing area to cover. If the section requires help, the platoon commander should be prepared to provide smoke cover or fire. The whole platoon then prepares for an attack as shown below.



02210 Stage One.

- a. The platoon commander sends a contact report to the company commander.
- b. They then move into a position of observation. In particular they should try to locate depth or supporting positions.
- c. The platoon sergeant moves the rest of the platoon as far forward as possible but keeps them out of the fire fight.
- d. As soon as the rear sections have been placed behind cover by the platoon sergeant, they should summon the two section commanders and hold them ready to go to an O group. The platoon sergeant should use battle procedure intelligently and attempt to read the battle. They should seek to anticipate, but not second guess, the platoon commander. Tactical dispositions should be balanced but positioned to effectively transition quickly into the attack. This is key to achieving tempo.

02211 Stage Two.

- a. When the platoon commander realises the enemy position is too strong for the section to attack, they should carry out a quick estimate.
- b. Having gained situation awareness they should send the runner to the platoon sergeant with a warning order giving:
 - (1) **S**ituation – details on enemy and ground.
 - (2) **M**ission – as much detail as known.
 - (3) **T**imings – H hour in particular.
 - (4) **O** group RV and time.
 - (5) **C**SS – essential matters only.
 - (6) **A**cknowledge – acknowledgement will be by radio (easily remembered by acronym S.M.T.O.C.A).
- c. He might then order the point section to act as fire section or extract it to give greater depth.
- d. He should then report their intentions to the company commander.

02212 Stage Three.

- a. As soon as the runner arrives with the sections out of contact, the platoon sergeant should:
 - (1) Send the two rear section commanders to the O group RV with the runner.
 - (2) Move the rest of the platoon to the platoon RV using the most suitable tactical formation.
 - (3) Ensure protection of platoon and push out linkmen for returning commanders.
 - (4) Implement the administrative/grouping changes given in the warning order.
 - (5) Organise the platoon into the correct order of march.
- b. The platoon commander is simultaneously moving to the O group RV, where they will issue battle orders.

» Platoon Battle Drill 3 - The Attack

02213 The platoon commander should give quick battle orders (QBO) to their O group. QBO must only contain information essential to the mission and cover essential changes to any previous orders.

02214 At the end of their orders, the platoon commander with their O group rejoins the rest of the platoon in the platoon RV where they should give the platoon sergeant quick orders while the section commanders are giving orders to their sections.

» The Approach

02215 The action to be taken for the approach will be given in the warning order. There are numerous variations possible, depending on ground and situation. Some are given below and further examples are at Fig 2.18:

- a. The platoon sergeant may lead the assault sections to the RV; the platoon commander's O group will then rejoin the platoon in the RV.
- b. The platoon sergeant controls the reserve until it is committed by the platoon commander and a new reserve is constituted.
- c. The platoon commander will lead the move personally, preceded by a rifleman for protection. Alternatively, in close contact with the enemy, a section may lead the approach move to the FUP after careful briefing by the platoon commander.
- d. On arrival at the FUP the main body should 'peel off', adopting the assault formation where possible. This may be with one section up or two sections up depending on the platoon commander's orders.

02216 Action in the FUP will depend on the tactical variation employed for the approach move. A possible method in an FUP where the assault will be with two sections up is as follows:

- a. When moving into the FUP, the platoon commander will usually lead the platoon. At the near edge of the FUP they will send their command group to the centre and then indicate to the first section commander the position for their first cadet. The first section then peels in between the first cadet and the platoon commander's group. The platoon commander rejoins their group in the centre of the FUP and then indicates the position for the first cadet of the second section to the section commander as they pass the command group. The second section then peel in from their first cadet to the far end of the FUP. The platoon sergeant's group at the rear forms up behind the platoon commander's group (see Fig 2.18).
- b. If a section leads, the whole platoon may arrive in order of march and adopt assault formation immediately.
- c. In the move to the FUP, platoon HQ (with or without the platoon commander) will move behind the leading section. In the assault, the platoon commander should be accompanied by their runner and signaller while the rest of the platoon HQ move in rear under the platoon sergeant.

02217 Should the platoon meet further enemy positions during the move to the FUP, the drill should be for the leading section to drop off a fire team to neutralise them. If the platoon meets the enemy directly in the covered approach, they must be cleared before the attack can continue. The drill is for the leading section to act as it would when point section in the advance. If this section cannot overcome the enemy, the platoon commander should order it to act as another fire section while they assault the new enemy with their third section. It may well be that an unplanned hasty attack has to take place due to flank interference on the move forward. This cannot be planned in detail and much will rest upon QBO.

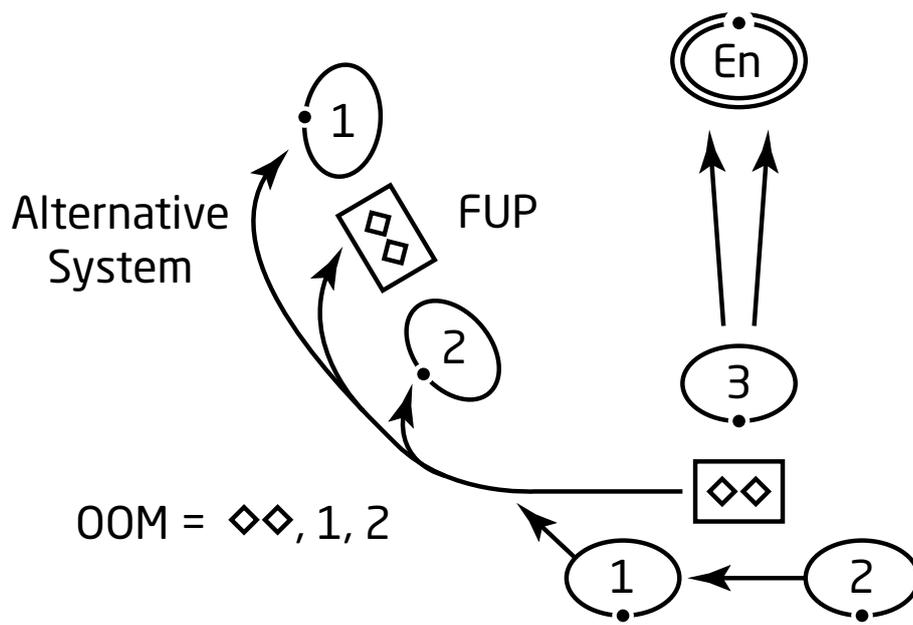


Fig 2.18 Movement to the FUP (A)

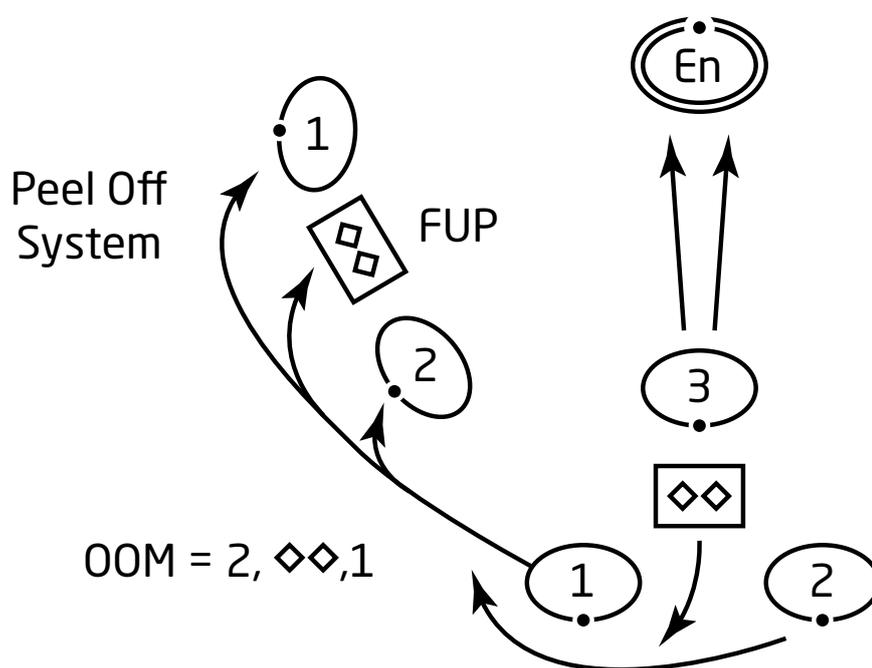


Fig 2.18 Movement to the FUP (B)

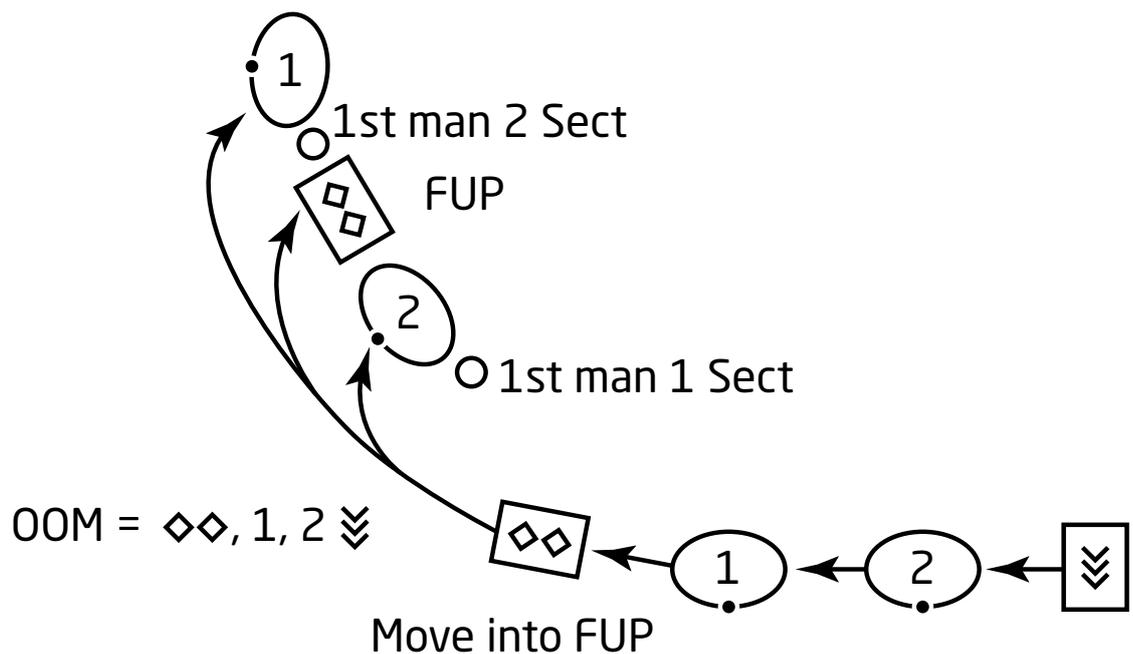


Fig 2.18 Movement to the FUP (C)

» The Assault

02218 When the assaulting sections arrive in the FUP, the platoon commander should quickly check that all their cadets know the objective by pointing out the axis, give the order to assault, and direct their platoon on to the enemy position. As the assault closes with the enemy, sections will again meet effective enemy fire. All enemy positions must then be suppressed with fire so individual enemy positions can be assaulted. If a fire support section is deployed as the assault closes with the enemy, the section will increase its rate of fire at identified positions; as individual positions are captured, fire will switch to suppress any enemy depth positions.

02219 When the assault sections have arrived on the objective they must overcome all remaining enemy resistance by fighting through the objective. It must be remembered that the position is likely to be mutually supporting and held in greater depth than any position a section is likely to assault. This is a critical stage of the battle requiring courage, determination and control by both the platoon and section commanders to ensure the momentum of the assault is maintained and that the position is completely cleared of enemy. The assault and fight through are described in detail in Section 8D. It must be emphasised that all enemy positions must be effectively suppressed with fire for the attack to be successful. Commanders must continually re-estimate the situation and issue orders to control the fight through as a series of individual fire team attacks.

02220 An example of a standard platoon attack from the flank is shown in Fig 2.19.



Photo: Peter Russell



» Platoon Battle Drill 4 - Reorganisation

02223 Reorganisation is not to take place as a drill once a platoon objective is taken; it is only to take place when the platoon can assault no further due to enemy resistance, casualties, lack of ammunition or the mission has been achieved. Once their objective is taken, the platoon commander should seek ways to continue to assault, support other attacks or exploit opportunities in line with their higher commander's intent.

02224 Reorganisation should be in two parts. The platoon and section commanders concentrate on the urgent task of the tactical reorganisation. The platoon sergeant, section 2ics and the working party carry out all the administrative tasks once the tactical reorganisation is complete. The purpose of reorganisation is to:

- a. Protect the platoon against possible counterattack.
- b. Redistribute manpower, weapons and ammunition.
- c. Treat and evacuate casualties.
- d. Search the position.

02225 The resupply of C sups (ammunition and water) during the reorganisation, and the movement of casualties to treatment or the CASEVAC RV will be manpower-intensive and tiring.

02226 There are many factors which will determine where the platoon should/can reorganise in relation to the enemy position. The main factors will be the ground and the remaining capabilities of the enemy, but in sighting the reorganisation position as many of the principles of sighting a defensive position should be applied as are practicable. As soon as possible, the platoon commander, platoon sergeant and section commanders must start to go through their checklists as given in subsequent paragraphs. Sections should take up position as shown in Fig 2.20.

02227 Reorganisation on the enemy position allows occupation of the enemy trenches and prevents the platoon from becoming over-extended. Reorganisation is quick. However, the following points should be kept in mind:

- a. There will not be enough enemy trenches for everyone.
- b. Enemy trenches will face the wrong way to defend against counterattack.
- c. The enemy can be expected to bring down pre-registered, accurate indirect fire onto their old position.
- d. Conversely, reorganisation off the position is slower yet avoids the above disadvantages.

02228 On reorganisation, the platoon commander should:

- a. Ensure the fire support section rejoins the platoon and allocate section arcs (unless it is in a position of overwatch).
- b. Establish platoon HQ in the centre of the position and identify locations for their group and their platoon sergeant's group.
- c. Send a situation report (SITREP) to the company commander.
- d. Confirm sighting of sections to include arcs for primary weapon systems.
- e. On receipt of the platoon sergeant's report, send full SITREP on enemy, casualties, ammunition and equipment.

02229 The platoon sergeant should:

- a. Organise a party of cadets from the sections under 2ics who report to him, automatically bringing with them the section ammunition, casualty, PW and equipment states.
- b. Using the working party and any available vehicles:
 - (1) Treat and evacuate casualties. Casualties may be given immediate first aid during pauses in the battle; they will only be evacuated when the tactical engagement is complete or during an appropriate tactical pause.
 - (2) Redistribute and replenish ammunition.
- c. Give ammunition and casualty SITREP to the platoon commander as soon as possible.

02230 Section commanders on reorganisation should:

- a. Allot arcs to riflemen, primary weapon systems, and await further confirmation of these by the platoon commander.
- b. Liaise with flanking sections on arcs.
- c. Send 2ic and cadets to the platoon sergeant to act as a working party, and to convey the section ammunition, casualty and equipment SITREP.

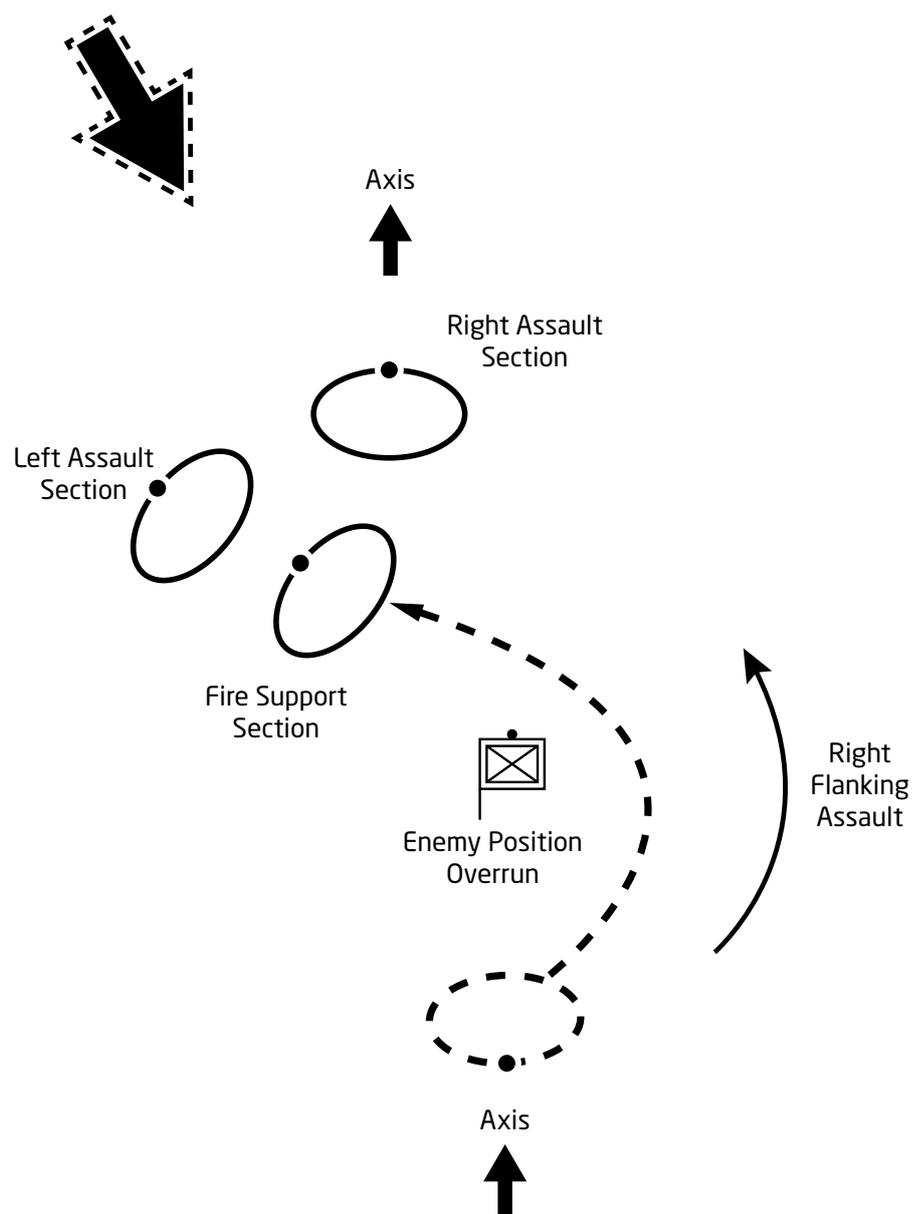


Fig 2.20 The Reorganisation

Note:

- a. See Platoon Battle Drill 4 for advantages/disadvantages of reorganisation on or off the enemy position.

SECTION 8E THE DELIBERATE ATTACK

» General

02231 A deliberate attack is mounted against well-organised and strong enemy defences which are normally known to the attacker and where ideally eyes-on is maintained. Assaulting groups will often have little room in which to move but this handicap is offset by additional time for reconnaissance and the preparation and coordination of the supporting fire of battlegroup support weapons, tanks, artillery and aircraft (these factors are clearly not available to cadets but can be incorporated into the orders to add realism and excitement). Most deliberate attacks are planned at battlegroup or company group level and the platoon will operate as part of a larger force. However, an independent, deliberate platoon attack may take place, e.g. a raid on a small but well-prepared and strong enemy outpost or the culmination of a fighting patrol.

02232 In a deliberate attack the same drills will be carried out as in the hasty attack but the stages of the attack are likely to be more prolonged. The stages of the deliberate attack are:

- a. Preparation.
- b. Movement to FUP and LD.
- c. Assault.
- d. Fighting through the objective.
- e. Exploitation.
- f. Reorganisation.

» Battle Procedure

02233 In the deliberate attack, the preparatory stages during battle procedure (in chronological order) are:

- a. Warning order from company HQ.
- b. Time analysis.
- c. Mission analysis.
- d. Issue of warning order to sections and platoon sergeant.
- e. Receive company commander's orders.
- f. Conduct second mission analysis if mission has changed from warning order. Conduct quick estimate as necessary.
- g. Extract, write and deliver own orders.
- h. Conduct reconnaissance (depending on circumstances, reconnaissance may be conducted elsewhere in the preparatory stage).



02234 Platoon commanders will receive their orders from the company commander and upon these they base their own orders to section commanders. Battle preparation takes place in the assembly area and involves:

- a. Final check of weapons, equipment and ammunition.
- b. Camouflage.
- c. Feeding or issue of rations.
- d. Check of communications.
- e. Rehearsals and ROC drills.

» Orders

02235 In a deliberate attack, full orders are given using sketches or models to explain the ground and the plan. Platoon and section commanders may view the ground from OPs or during a patrol.

» Move to the FUP and LD

02236 At a set time, the assaulting groups move forward from the assembly area to the FUP.

02237 Formation for the move from the assembly to the FUP will depend on:

- a. The speed of movement required.
- b. The degree of control required.
- c. The likelihood of enemy interference.
- d. The ground.

02238 In a company attack, a platoon may be required to move ahead of the remainder of the assault groups to secure/mark the FUP and LD. In a platoon attack, it may be necessary to use a section for the same purpose.

02239 In the deliberate attack, the move into the FUP follows the completion of the preparatory stage. The platoon should peel off into the FUP as described in Platoon Battle Drill 3.

02240 The platoon should stay in the FUP for as short a time as possible because the area could be registered as an enemy DF task. Final orders or briefing may be carried out in the FUP but will normally be restricted to a final quick orientation. Even though the platoon should only pause in the FUP, primary weapons systems should be positioned to cover the main threat, i.e. forward, flanks and rear.

02241 The FUP is normally as close to the objective as possible but should not be under direct fire or enemy ground observation. Smoking and noise must not be permitted in the FUP.

» The Line of Departure

02242 The LD is the line the assaulting cadets cross at H hour. It must be clearly recognisable. It may be artificially marked by tape, or be a natural landmark such as a road or hedgerow. If possible, it should be at right angles to the objective and must be secure from enemy interference. It is normally the forward edge of the FUP; a platoon might be tasked to secure the LD if the enemy threat is high. Cadets will cross the LD in the formation best suited for ease of control, speed of movement, the ground and the tactical situation. Extended line is the most likely formation.

» The Assault

02243 In a deliberate attack, the maximum possible direct and indirect fire support must be used; assaulting groups move as close as possible to their supporting fire. Artillery and mortar fire plans after H hour should be flexible and 'on call' rather than rigid timed sequences.

02244 Supporting fire will cover the move forward. If it fails to neutralise the enemy fire and the platoon or section comes under effective aimed small arms fire, the platoon commander should take one or more of the following actions:

- a. Move the platoon or section forward by F & M.
- b. Call for smoke to neutralise the enemy's visibility and/or fire.
- c. Request support from direct and indirect battlefield engagement systems and continue the attack.

02245 Artillery and mortars should continue to neutralise the objective until the last possible moment but, when this fire lifts, the attacking cadets could still be as much as 250m from the objective. They must close with the enemy as soon as possible after the indirect fire has lifted, using their own F & M.

» Fighting Through the Objective and Exploitation

02246 Once on the objective, suppressive fire must be coordinated to neutralise all enemy positions and allow movement forward. There may be a pause in the area of the enemy forward positions where commanders regain control, reassess the situation, coordinate further suppressive fire and issue orders for the next phase of the fight through.

02247 Once the fight through is complete, exploitation may take place in a position suitable for reorganisation.

» Reorganisation

02248 The reorganisation may be the prelude to occupying the position for several days or longer. Orders will have been clearly given for reorganisation, and support weapons will be brought forward as cadets prepare a full defensive position if necessary.

i During the advance to contact, boldness and surprise greatly enhance security.



SECTION 8F ADVANCE TO CONTACT

SECTION 8F ADVANCE TO CONTACT

» General

02249 An advance to contact is conducted to make or regain contact with the enemy under the most favourable conditions. It is always conducted in preparation for a subsequent operation. A platoon will normally be given an advance to contact mission as the lead platoon for a company group advance.

02250 Principles. There are three principles for the advance to contact:

- a. **Security.** Security must be considered to reduce the vulnerability of the advancing force to enemy attack. Flanks are particularly vulnerable. Boldness and surprise will greatly enhance security.
- b. **Maintenance of Momentum.** Maintaining the momentum will keep the enemy off balance. It is achieved by:
 - (1) The use of mission command to provide clear direction to enable junior commanders to use their initiative.
 - (2) Balanced grouping and deployment.
 - (3) Sensible anticipation at all levels, and timely preparation to counter likely obstacles and enemy resistance.
 - (4) Urgency and quick reaction throughout the platoon.
- c. **Surprise.** Concentration of firepower at unexpected times.

02251 Terminology. At platoon level, the following terms are used in the advance to contact:

- a. **Axis of Advance.** An axis is a general line of advance astride which a platoon or section moves. Boundaries may be imposed to limit lateral movement. The lead platoon is not responsible for clearing the axis unless ordered to do so.
- b. **Bound.** A bound is movement between features of tactical significance.
- c. **Report Line.** A report line is an easily recognisable feature, at right angles to the axis, which is used to report progress. It need have no tactical significance.

» Forces and Tasks

02252 Components. An advancing force will generally be organised to meet the effects. It will usually comprise three components: a covering force (consisting of a screen, guard and flank protection), the main body and a reserve. Although the screen will be provided by the battalion's reconnaissance platoon, a platoon could be nominated to be a guard, be in the main body or provide flank and rear protection for the company group. If the platoon is deployed as the company guard it will, in turn, deploy its own guard, while the remainder of the platoon will be the platoon's main body.



- a. **Covering Force.** The covering force will always lead an advance. Reconnaissance assets within the covering force normally lead unless there is a specific threat. Anti-tank assets can be used to protect flanks. The covering force might be expected to conduct the following tasks:
 - (1) Facilitate movement of the main body.
 - (2) Provide security to the front.
 - (3) Identify the enemy.
 - (4) Destroy small pockets of enemy.
 - (5) Fix the enemy for subsequent assault.
- b. **Main Body.** Whether at company or platoon level, the main body reacts to the situation based on the actions of the covering force. The main body must be prepared to bypass obstacles and the enemy as necessary or deal with isolated pockets of enemy. The position of the main body in relation to the guard will be based on the ground, the enemy and the platoon's mobility.
- c. **Reserve.** A reserve should be retained wherever possible in order to react to unforeseen events. The reserve should also be able to provide an element of security to the rear.

» Planning and Preparation

02253 The route the advance will take, and the way in which the advance will be conducted, will be driven by the ground and the enemy. The advancing force commander will make a plan before crossing the LD.

» Forces and Tasks

02254 Components. An advancing force will generally be organised to meet the effects. It will usually comprise three components: a covering force (consisting of a screen, guard and flank protection), the main body and a reserve. Although the screen will be provided by the battalion's reconnaissance platoon, a platoon could be nominated to be a guard, be in the main body or provide flank and rear protection for the company group. If the platoon is deployed as the company guard it will, in turn, deploy its own guard, while the remainder of the platoon will be the platoon's main body.

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» Planning and Preparation

02255 The route the advance will take, and the way in which the advance will be conducted, will be driven by the ground and the enemy. The advancing force commander will make a plan before crossing the LD.

02256 Control Measures. There are a number of control measures which must be clearly understood by platoon-level commanders:

- a. **Bypass Policy.** An important element of the advance is the commander's bypass policy. Bypass policy is necessary to maintain the momentum of the advance, thereby increasing the rate of tempo. The bypass policy may relate to the size of the enemy or a particular type of ground feature.
- b. **Axis, Boundaries and Report Lines.** Adherence to the nominated axis and boundaries is essential for reducing the risk of fratricide. Report lines must be clearly marked on maps.



**SECTION 9 BATTLE PROCEDURE,
FUNCTIONAL GROUPING AND ORDERS**

SECTION 9 BATTLE PROCEDURE, FUNCTIONAL GROUPING AND ORDERS

» Battle Procedure

02257 The aim of battle procedure is to ensure cadets prepare themselves without waste of time and with the minimum fuss, knowing exactly what they have to do, how they are going to do it and what support they are going to be given.

02258 Good battle procedure ensures a commander commits their force to battle with the maximum preparation having taken place in the minimum time. It is achieved by observing the following principles:

- a. **Anticipation.** Commanders and staff at all levels must think and plan ahead beyond their immediate tasks.
- b. **Efficient Drills.** Well-practised drills, based on good SOPs for all activities, make quick reaction possible.
- c. **Concurrent Activity.** Concurrent activity must happen at all levels, and should be initiated by a Wng O. It ensures the best use of time is made and that cadets start the activity rested and as well prepared as possible.
- d. **A Thorough Knowledge of the Grouping System.** Everyone in a company and platoon must know the make-up and function of the Functional Grouping System.

» Functional Grouping

02259 In preparation for an operation a company is divided into functional groups. These are as follows:

- a. Recce Group (R group).
- b. Orders Group (O group).
- c. Harbour and Rear Reconnaissance Parties.
- d. The Main Body.



02260 The R Group.

- a.** The R group provides a commander with advice, communications and protection. Its composition varies at every level but numbers should be kept to a minimum to aid concealment.
- b.** At platoon level, the R group consists of the platoon commander, a runner for protection and the section commanders, if required or allowed. Representatives of support platoons attached to the platoon may be included to give specialist advice. There is usually no requirement to take a platoon radio operator as, almost certainly, a platoon R group will be part of a larger group, i.e. company O group, and communications will be provided by the company commander's operator.
- c.** At section level, it is unlikely there will be a section R group although section commanders may find themselves part of a platoon R group. If a section is to undertake a patrol, and there is time for a look at the ground from an OP, the section commander should take a good rifleman with him but not their 2ic.

02261 The Orders Group.

- a.** The O group includes all those who must directly receive the commander's orders. When speed is essential, the O group does not assemble but receives orders by radio.
- b.** The platoon O group will normally consist of the platoon R group plus:
 - (1)** The section commanders.
 - (2)** The platoon sergeant (if available).
 - (3)** The radio operator.
 - (4)** Any attached personnel.
 - (5)** Whenever possible, the platoon sergeant should attend but their duties may prohibit this. If they do not attend they must be given orders later.
- c.** At section level, the O group should comprise the whole section, but cadets may be away on fatigues or sentry. If so they must be given orders on their return.

02262 Harbour and Rear Reconnaissance Parties.

- a.** These parties are formed when required to reconnoitre for and receive the main body in new harbour areas or defensive positions.
- b.** A company rear reconnaissance party would normally consist of the company 2ic, platoon sergeants, platoon guides and support weapons platoon representatives.

02263 Main Body. The Main Body comprises the remainder of the company or platoon required for the operation.

» Types of Orders

02264 The main types of tactical orders at company level are:

- a. **Warning Orders.** These are orders providing early warning of future intentions, issued to allow timely preparation for the future task.
- b. **Formal Orders.** These are given personally by the commander and give him the opportunity to put their wishes to all their subordinates at once and deal with their questions immediately.
- c. **Quick Battle Orders (QBO).** QBO are issued when very immediate action is required. They are most likely to be used at section and platoon level. They comprise hasty attack and hasty defence orders.
- d. **Radio Orders.** These are brief orders given over the radio.
- e. **Operation Orders.** These are detailed, comprehensive orders usually issued either in writing, as a signal, as a map overlay or using the grid line trace system.

02265 There are orders which are given to an entire subunit. Held in a secure area, these are normally given at platoon level or higher. They enable a commander to talk to all cadets, can save much time and ensure shared understanding and unity of effort. Subordinate commanders will still need to extract the details relevant to them and subsequently to issue their own orders to their subordinates.

» The Sequence of Orders

02266 Orders are always given in a standard sequence and, whenever possible, with the aid of a model or a schematic. This standard format helps everyone to understand because the pattern is familiar. It also helps to prevent important matters being forgotten and aids subordinates in their extraction of orders.

02267 The main headings for warning orders are:

- a. Situation – details on enemy and ground.
- b. Mission.
- c. Timings – H hour in particular.
- d. O group RV and time.
- e. CSS – essential matters only.
- f. Acknowledge – by all receiving order.



02268 The main headings for formal orders are:

- a. Prelims (including task org and ground).
- b. Situation.
- c. Mission.
- d. Execution.
- e. Service support.
- f. Command and signals.

» Orders Process

02269 A commander has to:

- a. **R**ecieve orders.
- b. **E**xtract from them the details relevant to their command.
- c. **E**stimate and make a plan.
- d. **P**repare orders for their subordinates.
- e. **I**ssue orders to their subordinates.

02270 Remembered by the acronym R.E.E.P.I.

02271 Receiving Orders. Before receiving orders, a commander should:

- a. Study the Wng O from their superior HQ.
- b. Complete their time and mission analyses and a map study.
- c. Issue own Wng O.
- d. Arrive early at their superior's O group to study traces, air photographs and models of the ground, and to mark their own maps.
- e. They must take with them to the O group:
 - (1) A map.
 - (2) A notebook (prepared with standard orders headings for the forthcoming operation), pencil and map-marking pens.
 - (3) Binoculars and compass.
 - (4) A torch (if applicable).
 - (5) Communications – radio and/or a runner.

02272 While receiving orders, as much detail as possible should be marked directly onto the map with notes taken only on matters affecting the commander's own subunit. The remainder of the orders must be listened to carefully and understood.

02273 Extraction of Orders. Commanders at all levels have to extract the information relevant to them from the orders they receive from their superior commanders. These orders should follow the normal orders format and include details specific to that subunit.

02274 Issuing Orders. *'No plan survives contact with the enemy,'* so said Field Marshal Count Helmuth von Moltke. Orders must be capable of being understood by tired commanders. The need for conciseness, clarity and simplicity in the issue of orders is, therefore, paramount. If procedures and drills are well known, the need for detailed instructions covering such matters as grouping, order of march, assaulting formation and actions-on can be largely eliminated, with only variations to normal procedures being given as necessary.

02275 The following points should be remembered when issuing orders:

- a. **Protection.** The need to post a sentry.
- b. **Distractions.** The need to keep away from vehicles and radios.
- c. **Concealment.** Particular care is required if maps are to be spread out, or if it is dark and lights are required.
- d. **Comfort.** Some form of shelter and warmth is required whenever possible.
- e. **Brevity.** Remember, the longer commanders are concentrated together the more vulnerable they are.
- f. Do not give detailed instructions covering every possible contingency.

» Method of Delivery

02276 An indifferent plan delivered to subordinates with enthusiasm, commitment and confidence stands as much chance of success as a tactically flawless plan indifferently delivered. The 'selling' of the plan to subordinates is, therefore, a vital skill and one which must be practised.

02277 Orders should be delivered clearly and fluently. The delivery should not be too fast and should be in a logical sequence, following the standard format. The commander may have to adjust their manner to take account of the following factors:

- a. The standard of training of their subordinate commanders.
- b. How well they know them.
- c. How long they have worked together as a team.
- d. How tired their cadets are.

02278 Preliminaries. Before issuing formal orders, a commander must ensure certain preliminaries are carried out. It is recommended that their O group is seated in the formation required for the task. They should also issue map coordinates so that maps may be folded correctly, and issue any air photographs that are available. If a model or schematic is used, they must describe them and give the scale and the direction of north. They should then issue any relevant meteorological information such as first and last light timings, moon state, etc.

- a. **TASKORG.** The commander should give the TASKORG of the subunit, including any attachments and detachments.
- b. **Ground.** Ideally the commander should try to point out the main features of the ground from an OP, though in most operations this will be impossible and they will have to rely on a model or a schematic. The ground should be described in relation to the operation about to be carried out. Prominent objects and features to which reference will be made in the orders should be pointed out. All reference points must be named with the reason for their significance, e.g. "Hill Wood (Grid 123456) – our assembly area".

02279 Situation. The following must be included:

- a. Enemy Forces.** The enemy should be described in detail and at a level appropriate to the subunit receiving orders. The detail in this paragraph should be drawn heavily from the deductions derived from the consideration of the enemy and ground in the estimate process. Known or estimated enemy dispositions and strength and tactics, which might affect the completion of the subunit mission, should be described in as much detail as possible. The assessment should also include a prediction of the enemy's future actions and the effect these may have on the subunit's operations. During the description of the enemy, care must be taken to differentiate between fact and assessment.
- b. Friendly Forces.** The primary purpose of the Friendly Forces sub-paragraph is to set the context for the commander's mission. This should include the intent of the commander two levels up, followed by the mission and concept of operations of the commander's own superior in detail (including their main effort). In addition, the role of flanking subunits, supporting arms, support weapons and the concept of fire support may be covered here.
- c. Attachments and Detachments.** If a commander has not included a TASKORG then they may include Attachments and Detachments (Atts and Dets) in their orders. However, TASKORGS should be used in preference to the Atts and Dets sub-paragraph.

02280 Mission. The mission stated by a commander in their orders is that given to them by their superior. A subunit commander would not normally seek to modify the mission statement given to them by their superior and must not do so without their commander's express permission. The mission must include a unifying purpose starting with the phrase '... in order to...'

02281 Execution. The following headings should be included in the execution paragraph:

- a. Concept of Operations.** The Concept of Operations represents the most important element of orders after the mission. It is an account of how the commander intends to carry out their plan and the situation they wish to prevail once the mission is accomplished. Specifically, within the concept of operations, the commander must:
 - (1)** State the intent (what overall effect they intend to achieve and why). It should normally be focused on the enemy.
 - (2)** Give a succinct summary of the Scheme of Movement: what, where, when and how their command will achieve its purpose in relation to the enemy. The expression 'Scheme of Movement' is not mandatory below company level and may be discounted in favour of a clear description of how the commander intends to fight the battle. At the end of this section their subordinates must, however, have a clear idea of the role they have to play in the operation.

At company level and below it would be unusual for a commander to describe their Scheme of Movement in terms of phases as these may impose unwanted breaks in the tempo of operations. Only if they are required to synchronise the actions of the complete subunit to allow force to be concentrated at the correct time and place may they legitimately be used.
 - (3)** State the Main Effort. The ME is expressed as the activity which the commander considers crucial to the success of their mission at that time. It is mandatory for subordinate commanders to support the ME. An ME will probably still be appropriate at platoon level but is not required at section level.
 - (4)** In addition, the commander may include key timings (e.g. H hour), priorities for fire and other combat support, and an outline of other supporting plans they deem critical to their Concept of Operations (such as reserve options or deception).
- b. Missions to Subordinates.** A commander must assign a mission with a unifying purpose to each of their subordinate subunits. A mission is defined as 'a clear, concise statement of the command and its purpose'.

(1) There are broadly three types of mission statement: single task and unifying purpose, multiple task and unifying purpose, and a list of tasks with the purpose contained in the Concept of Operations (usually used for reserves). Only those tasks vital to the completion of their mission should be given to a subordinate; others, such as liaison tasks, should be included in coordinating instructions. Although a commander should strive to give the minimum of tasks to each subordinate, single task mission statements will normally be the preserve of companies and platoons at the very highest states of training. Any possible subsequent tasks should be covered in the Concept of Operations and any tasks not related directly to the purpose of the mission statement given in Coordinating Instructions.

(2) Formulation of Missions. In formulating mission statements, maximum use should be made of defined doctrinal terms to afford consistency in approach and to avoid misunderstanding. For example, when appropriate, the mission to subordinates should include verbs that reflect the end states they are to achieve (clear, hold, destroy). The purpose within a mission statement should be quite clear and consistent with the Concept of Operations. At platoon level the phrasing of the mission statement should reflect the character of the audience and should make use of aggressive terminology, which reflects the ultimate requirement to close with and engage the enemy.

(3) Clarifying Tasks. The nature of conflict at company level and below is often confusing. In order to minimise the problems this can cause, mission statements should be accompanied by a list of clarifying tasks. Tasks should be kept to a minimum and should take the form of short statements, which allocate the tasks a subordinate must do in order to achieve their mission. Any possible future tasks can also be listed and introduced by the phrase 'be prepared to'. A completed company level mission statement for a platoon could be:

(a) 1 Platoon Mission. 1 Platoon is to destroy the enemy in the area of GR 445679 in order to allow the company to defeat the enemy on objective BLACK.

(b) Tasks.

(i) Clear two paths through the wire obs.

(ii) Be prepared to provide suppressive fire to allow 2 Platoon to destroy the enemy on the right of the objective.

(4) Missions for Reserves. A subunit held wholly in reserve to exploit unexpected success or unforeseen setbacks should normally be given planning tasks (options) rather than a mission (e.g. 'be prepared to conduct A, B or C'). Before being committed, such a reserve should be given a specific mission. Once committed, it is no longer a reserve but becomes an echelon.

c. Coordinating Instructions. The purpose of coordinating instructions is to set out control measures, which are necessary for the execution of the mission and to detail solutions to problems that could or may arise. Maximum use of SOPs and drills should be made in a determined effort to reduce the amount of detail in this sub-paragraph. Some examples are:

(1) Timings. These must be listed chronologically from the beginning of the operation.

(2) Fire plan. The detailed fire plan must be given in coordinating instructions if not covered earlier.

(3) Limit of Exploitation.

(4) Boundaries.

d. Summary of Execution (essential). A summary of execution may be given at the end of coordinating instructions. It is not a substitute for a detailed concept of operations, but serves to refocus the O group on the overall plan, now in a more detailed context.



02282 Service Support. The Service Support paragraph gives the administrative arrangements required to ensure the accomplishment of the mission. This is usually given by the CSM/PI Sgt/2ic.

Standard items covered are:

- a. **D**ress.
- b. **E**quipment and tools.
- c. **W**eapons.
- d. **A**mmunition.
- e. **R**ations and water.
- f. **M**edical arrangements, including location of aid posts.
- g. **P**risoners of war (PW).
- h. **T**ransport location, loading, release point.

02283 Note. These headings can be remembered by the acronym D.E.W.A.R.M.P.T.

02284 Command and Signal. The purpose of the Command and Signal paragraph is to explain how the exercise of command is to be maintained. The locations of headquarters are listed, an alternate commander nominated and liaison arrangements, if appropriate, are specified. Radio information will be given including the frequency group, additional call signs on the net, codewords, etc, plus any other signals to be used, i.e. lights and whistle blasts. Finally, the passwords that will be in force during the period of the operation will be given.

02285 Synchronisation of Watches. Before an O group disperses, all watches must be synchronised to GPS time.

02286 Questions. After issuing orders, time must be given for consideration, then each member of the O group must be allowed to ask questions in their turn. Finally, questions from the commander will ensure individuals have correctly understood their orders. For a complicated operation, such as a patrol, it is often better to give the opportunity for questions at the end of each section.

02287 Back-Brief. Following orders, if time and circumstances permit, subordinate commanders can brief their superior commander and fellow commanders on their own plans. This session, known as a back-brief, is not designed to seek approval for a plan but rather to increase mutual knowledge in, and understanding of, each others' plans. A back-brief must not be allowed to develop into a conference, but provides a useful forum for commanders and subordinates to discuss future operations in a less formal atmosphere than the O group. It is probably more applicable to the company rather than platoon level.

» Quick Battle Orders

02288 There will be many occasions in battle when very immediate action is demanded and it will be necessary to issue quick orders that contain essential information only. For example, a platoon commander can limit their orders for a hasty dismounted attack to:

- a. TASKORG (any alteration to original).
- b. Situation; enemy/ground, friendly forces.
- c. Mission.
- d. Left or right flanking.
- e. Route to FUP (possibly just "Follow me").
- f. Order of march.
- g. Assault tasks.
- h. Details of fire and movement (F & M).
- i. Tasks for light mortar.
- j. Limit of exploitation.
- k. Fire plan.
- l. H hour.



**SECTION 10 TRAINING IN WOODS
AND FORESTS (TIWAF)**

SECTION 10 TRAINING IN WOODS AND FORESTS (TIWAF)

INTRODUCTION

» General

02289 Training in woodlands is a basic function of cadets on exercise. The tactical emphasis will fall on sections and platoons operating within the framework of a company group.

02290 This section will start by introducing the types of woodland that may be encountered, then discussing the characteristics, factors and Concept of Operations in complex terrain.

» Types of Woodland

02291 Woods may vary in size from a small copse to a large forest which extends for several kilometres in all directions. These large forested areas have a profound effect on tactical planning.

02292 Woods and forests will vary considerably, depending on the type and size of the trees. Deciduous trees will obviously offer less concealment in winter than conifers. Young woods will often be dense, affording accessible cover from view but not from fire. Visibility and freedom of movement may often be poor. Mature woods will be an obstacle to vehicles but will give cover from the air. Visibility, however, will be greater at ground level, and infantry will be able to move relatively freely.



» Characteristics and Factors

02293 Characteristics. Operations in forests have the following characteristics:

- a. The tempo of operations is greatly reduced.
- b. Fields of observation and fire are limited and, therefore, fighting often takes place at short range.
- c. Concealment afforded by the trees increases the possibility of surprise.
- d. It also increases, at all levels, the problem of command and control which is further added to by a degrading of radio communications. This may call for decentralisation of command and increased liaison.
- e. During periods of dry weather, the increased possibility of forest fires must be considered.
- f. Forests reduce the effectiveness of firepower. Consideration must therefore be taken when positioning fire support.

02294 Factors. The following factors must also be considered:

- a. **Density.** In a wood the density of trees and undergrowth will reduce the area a platoon can hold. Good fields of fire and mutual support will be difficult to achieve, and in dense woodland a platoon's frontage may only be 100m.
- b. **Mobility.** Vehicles have reduced mobility in woods and will of choice use roads and rides, only moving off them when tactically necessary. These limitations will make vehicles vulnerable to ambush. The movement of dismounted infantry will also be impeded by forests. Navigation in particular may become more difficult, and progress on foot will be determined by the nature of the terrain.
- c. **Cover from the Air.** Cover afforded by the canopy of foliage will vary according to the types of trees and the season; nevertheless, it will usually provide a significant measure of protection from view. Accordingly, infantry moving on foot can exploit the advantage of surprise which this cover gives them.

SECTION 10A OFFENSIVE OPERATIONS

» Fundamentals

02295 Exercises in large wooded areas tend to favour the defender. An attack through forests will be a slow operation and advance-to-contact techniques will usually have to be employed. The commander will have to keep a strong reserve to go to the point of main effort. The direction of the attack is likely to be governed by the existence of routes, but this is exactly the area where the enemy is likely to have their strongest defences; the indirect approach should not be ignored. Gaps between the defenders' positions should be found and their positions bypassed. Quick attacks from an unexpected direction will be the norm and deliberate attacks will only be mounted if it is vital to dislodge the enemy from the area after the failure of a quick attack.

» Considerations

02296 Once the general position of the enemy is located, speed and thoroughness of searching are essential to destroy them, or prevent them from escaping.

02297 Speed. This is vital both in planning and in execution. A well-rehearsed drill which requires the minimum of orders and reorganisation of sections must be used to achieve it. This drill will include the preliminary action of covering all possible enemy lines of withdrawal.

02298 Thoroughness. The thickness of the wood or natural cover will dictate how close the cadets clearing it must be to ensure they do not miss any enemy; 6m between cadets will be the maximum in a thick wood. For many woods this means the cadets available are insufficient to clear it in one sweep. In that case, some adaptation is necessary such as clearing it along its length, so the frontage matches the cadets available. It may even be necessary to clear it in more than one sweep, but this is undesirable. In this circumstance arrangements will have to be made to ensure the enemy do not move from an uncleared to a cleared area of the wood.



02299 Conduct.

- a. General.** Initially forces will be echeloned in depth on a narrow front, preceded by combat reconnaissance operating on a wide front to identify enemy locations and possible axes of advance. Where possible, forests of limited depth should be penetrated by one attack. In extensive forests, the attack will be launched to seize a succession of short-range intermediate objectives. It will be impossible to plan in the detail which would be possible in open terrain, because the overall picture of the ground and the disposition of enemy forces will be incomplete. Much will depend on the results of the initial phase of the attack.
- b. Reconnaissance.** Reconnaissance in forests is difficult and time consuming. Air photographic reconnaissance and detailed ground reconnaissance prior to the operation will be of increased importance. Since, in many cases, complete reconnaissance results may not be obtained beforehand, and since a wide variety of surprise actions by the enemy must be expected, the attacking cadets will be forced to employ security/reconnaissance elements forward and to their flanks.
- c. Direction of Attack.** The general direction of attack is governed primarily by the existence of routes. Even though they are where strong enemy defences may be expected, such routes must be cleared to allow all elements of the attacking force to move.
- d. Commitment of Forces.** Redeployment of forces is time consuming and difficult in this type of terrain.
- e. Initiation of the Attack.** The attacker should seek to penetrate the perimeter defences as quickly as possible in order to maintain the momentum of the attack.
- f. Fighting Through the Forested Area.**
 - (1)** When attacking through a forest, the leading elements will try to avoid roads, tracks and fire break areas which will normally be blocked by the enemy and covered by fire.
 - (2)** Enemy positions should be bypassed using gaps, attacking them from the rear and subsequently continuing to advance deeper into the enemy-held area. This can also be achieved by infiltration. If neither method is feasible, the forces should be concentrated and launched in a deliberate attack.
 - (3) Reorganisation.** If it is intended to continue the attack beyond the forest, cadets should be reorganised for this purpose while still under cover of the forest. Terrain permitting, the forces should attack from the forested area on a wide frontage, using the cover provided to achieve surprise.
- g.** No further consideration will be given here to large-scale offensive exercises in woods. Platoon and section tasks in such exercises will be varied and, like training in built-up areas, will be very demanding both physically and mentally.

» Wood Clearing Exercises

02300 Another task will be the clearing of small woods and isolated areas of close, natural cover such as are found in mixed terrain in the following circumstances:

- a. In an advance to contact, when clearing an open area with small pockets of woodland.
- b. To clear a position before occupation.
- c. To search for enemy who may have infiltrated into previously cleared areas.
- d. During counterinsurgency operations.

02301 The level of enemy that may be anticipated in this context is:

- a. A standing patrol.
- b. A reconnaissance patrol lying up.
- c. A patrol base.
- d. A small enemy force which has been cut off.
- e. Part of a larger enemy force which is attempting to infiltrate.

02302 Such enemy may well be dug in and very well concealed, or may be in hastily prepared positions. Their aim may be to remain concealed, or to defend themselves aggressively. Especially in the latter case, deployment throughout the wood/natural cover could range from single snipers to section ambushes/positions concealed at, under or above ground level.

PLANNING AND PREPARATION

» Drills

02303 The drills for clearing a wood can be broken down into six stages:

- a. Planning and preparation.
- b. Deployment of stops.
- c. Gaining a foothold.
- d. Sweeping the wood.
- e. Action on meeting enemy.
- f. Reorganisation.



» Factors

02304 The platoon commander must first complete a quick reconnaissance from a position where they can see the wood. In making their estimate they should consider the following factors:

- a. Strength and disposition of the enemy.
- b. Likely enemy lines of withdrawal.
- c. Shape of the wood and in which direction to clear it.
- d. Killing area.
- e. Positions for stops.
- f. Wind, if smoke is to be used.
- g. Fire team grouping within the platoon.

02305 While they are doing this, the platoon sergeant should be reorganising the platoon as described in the platoon commander's task organisation.

02306 Direction. If the choice of direction is not dictated by the location of the enemy or the shape of the wood, it is easier to clear downhill and also to make the enemy retreat in the direction of their own lines or along their chosen withdrawal route.

02307 Killing Area. Try to drive the enemy into a good killing area outside the wood. This will be an open area where the platoon weapons can be used to the best effect.

02308 Organisation of the Platoon.

02309 The platoon could be organised several ways; this is just one suggestion (see Fig 2.21):

a. Stops.

(1) Commanders. Section 2ics.

(2) Personnel. A rifleman from 1 and 2 Sects with radios if available.

b. Sweeps.

(1) Commander. Platoon commander.

(2) Personnel. Remainder of 1 and 2 Sects, PI HQ, (less PI Sgt).

c. Assault (Follow-up) Group.

(1) Commander. Platoon sergeant/section commander.

(2) Personnel. 3 Sect.

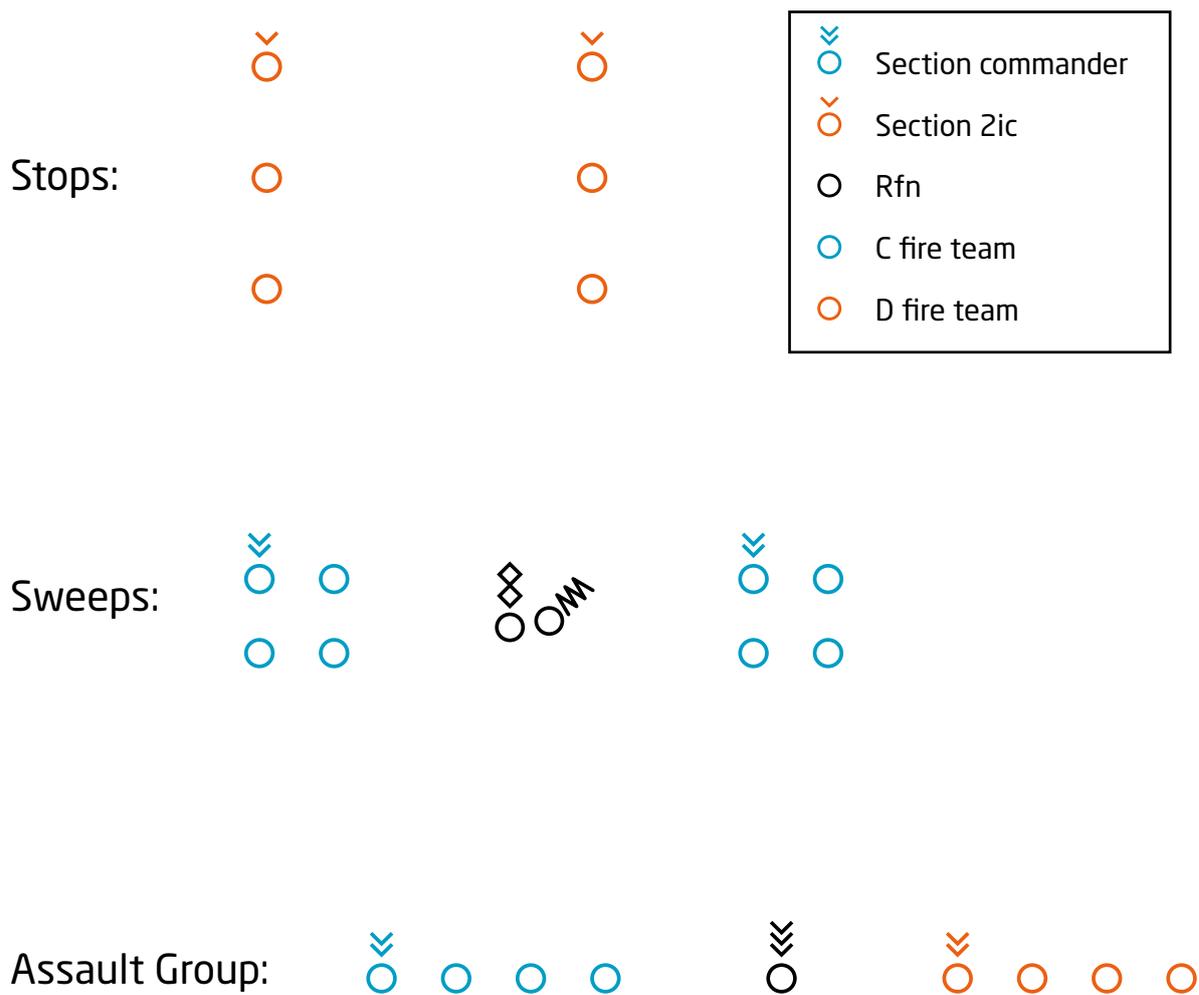


Fig 2.21 Wood Clearing – Suggested Organisation of the Platoon

CONDUCT

» Deployment of Stops

02310 The stops will move into concealed positions via the best covered approaches and using the fastest means available consistent with security. Providing all stops can be positioned quickly and more or less simultaneously, loss of surprise may not be critical. Vehicles may be useful to insert cadets if suitable tracks are available. The stops should engage anyone emerging from the wood before the success signal is given.

» Gaining a Foothold

02311 The sweeps deploy to an FUP under cover at the same time as the deployment of stops. If the enemy has an OP or is holding the edge of a wood, the sweeps will have to gain a foothold by F & M from the FUP; the assault group should be positioned to give covering fire.

02312 The sweeps should spread out from the centre on either side of the platoon commander, remaining in visual contact with the cadet on their inside flank. Once the sweeps are in position the assault group moves forward and forms up in the centre rear with the commander close to the platoon commander and their group close behind him.

» Sweeping the Wood

02313 When the order to advance is given, sweeps advance in extended line with cadets working in pairs, one covering the other forward (see Fig 2.22). Movement should be from tree to tree or cover to cover. The leading cadet should search the ground in front of him carefully, paying particular attention to thick undergrowth; the cadet covering him should observe and listen intently, looking up into the trees as well as forward and sideways.

Cadets in the assault group should observe forwards and upwards, and also check backwards. It is important that all move as silently as possible, no less for the purpose of detecting the enemy as for control by the platoon and section commanders. Particular points to note are:

- a. The pace must be that of the slowest pair, which will probably be those moving through the thickest undergrowth.
- b. If the sweeps have to halt, all should take up fire positions to observe and listen. The ground already cleared should be kept under observation by the assault group.
- c. The sweeps on the two flanks must indicate progress to the stops, taking care not to expose themselves outside the wood.
- d. When the sweeps reach the far end of the wood they must not under any circumstances emerge from it until the success or all-clear signal is given to the stops.
- e. The assault group should follow as close behind the sweeps as the undergrowth dictates.

» Action on Enemy

02314 As mentioned earlier in this section, the enemy will have a wide variety of options and each contact will be different. In all cases the platoon commander must make a quick estimate and deal with the enemy using F & M. Two important factors are range and control.

02315 Once in contact, the platoon commander must not permit the line of their sweeps to be disrupted. Assault on the enemy must be controlled to avoid the platoon becoming separated and unbalanced, and to ensure all areas of the wood are cleared. Two situations are likely, offering different contact drills:

- a. The enemy may be detected or may engage one pair of the whole line of sweeps at very close range (10-30m).
- b. Alternatively, the enemy may be seen or may engage at longer ranges (50-100m) depending on the density of the wood and undergrowth, thereby halting further progress until their position is cleared.

02316 In either case above, prior orders and rehearsal must have made it clear to all which contact drill should be carried out. The enemy must be overcome by effective F & M. Speed, coordinated suppressive fire and control will be vital.

02317 Two simple examples of possible contact drills are described below, although action to be taken will always depend on initial casualties, the ground and the enemy situation:

- a. **Short Contact.** If only one pair in the line of sweeps is engaged at very close range by a small group of enemy (2-3 people), all in view should immediately take cover and return fire. It may then be possible for the closest pair to rush the enemy position using M.

Once the position is cleared, the assault pair take cover on the enemy position, shout F & "Clear" and continue to observe. Meanwhile the assault group and those not in contact will automatically have taken cover and be observing their allotted arcs. On hearing "Clear" the platoon commander orders the advance to be continued and the line of sweeps will then pick up the pair who dealt with the enemy as they pass through. The assault group will then clear thoroughly the enemy position dealing with any casualties.

- b. **Long Contact.** More frequently it will not be possible to rush the enemy position, due to the number of enemy. It is likely the enemy will open fire at longer ranges (50-100m). In these circumstances, the whole line of sweeps should take cover and those who can see the enemy should return fire (see Fig 2.23). NCOs may need to give fire control orders, to pinpoint the enemy and conserve ammunition. The assault group commander should always move with the platoon HQ; along with the platoon commander, they should then move to a position where they can see and make a plan.

Quick battle orders are issued giving the commander an objective, a limit of exploitation and what fire support they will receive. The assault group will then mount a quick attack while the platoon commander coordinates additional suppressive fire from those of the sweeps who can see. Sweeps not in contact should take cover and observe their allotted arcs. On capturing the enemy position, the assault group go firm on a line with it; at this stage they do not pursue any enemy escaping from the position.

On hearing the report "Clear", the platoon commander orders the sweeps to continue the advance through the assault group, which then reorganises and resumes its former position in centre rear.

02318 These examples represent two possible options and there are many other situations which could arise. In all cases the platoon commander must:

- a. Exert effective command and control, while ensuring the sweeps maintain a continuous line.
- b. Limit each objective.
- c. Employ the assault group against longer-range enemy positions.
- d. Ensure constant observation is maintained.

02319 Other points to note are:

- a. When advancing, the direction(s) in which the sweeps and assault group may fire must be controlled to minimise the chance of hitting own cadets.
- b. The effects of indirect fire will be reduced.
- c. The position of the stops must be continually monitored to ensure they do not get in front of the sweep, line thereby restricting the arcs.
- d. Wounded should be made the responsibility of the assault group.

» Reorganisation

02320 When the sweeps reach the far end of the wood, it should be cleared and the success signal given. The platoon will reorganise as follows:

- a. The platoon takes up an all-round defensive position at the LOE.
- b. The platoon sergeant checks on casualties and on ammunition which will be redistributed if necessary.
- c. A report will be sent to the higher commander by radio.
- d. The reorganisation should be as silent as possible. This will allow enemy moving within the woods to be heard.

» Combat Service Support

02321 General. The nature of the terrain will make it easier for the enemy to interdict supply lines and attack rear area facilities. This will impose a requirement for additional attention to their security. Routes and choke points may also have to be secured and additional security forces provided for convoys.

02322 Resupply. Because main routes can be easily blocked, units and formations must be prepared to fight for prolonged periods without supply. This will involve the build-up and maintenance of forward stocks. Supply points may have to be located further forward than normal.

» Summary

02323 The successful wood-clearing operation will be based on a number of important factors.

- a. Proper reconnaissance, estimate and orders by the platoon commander.
- b. Efficient regrouping and contact drills.
- c. Rehearsal, so that all know the plan and their role.
- d. Speed, with efficient command and control at all levels.
- e. Contingency plans for casualties.
- f. Good snap shooting and F & M to minimise casualties.

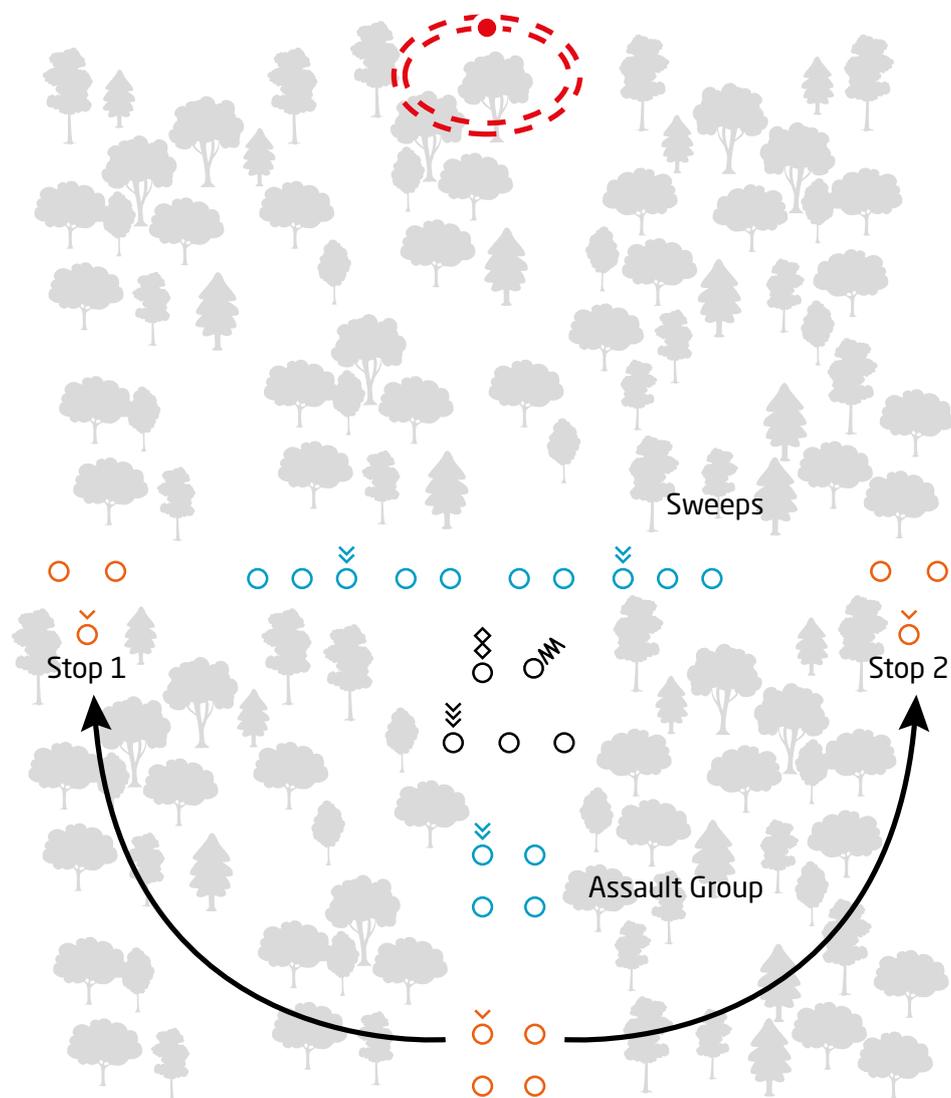


Fig 2.22 Wood Clearing – Initial Deployment

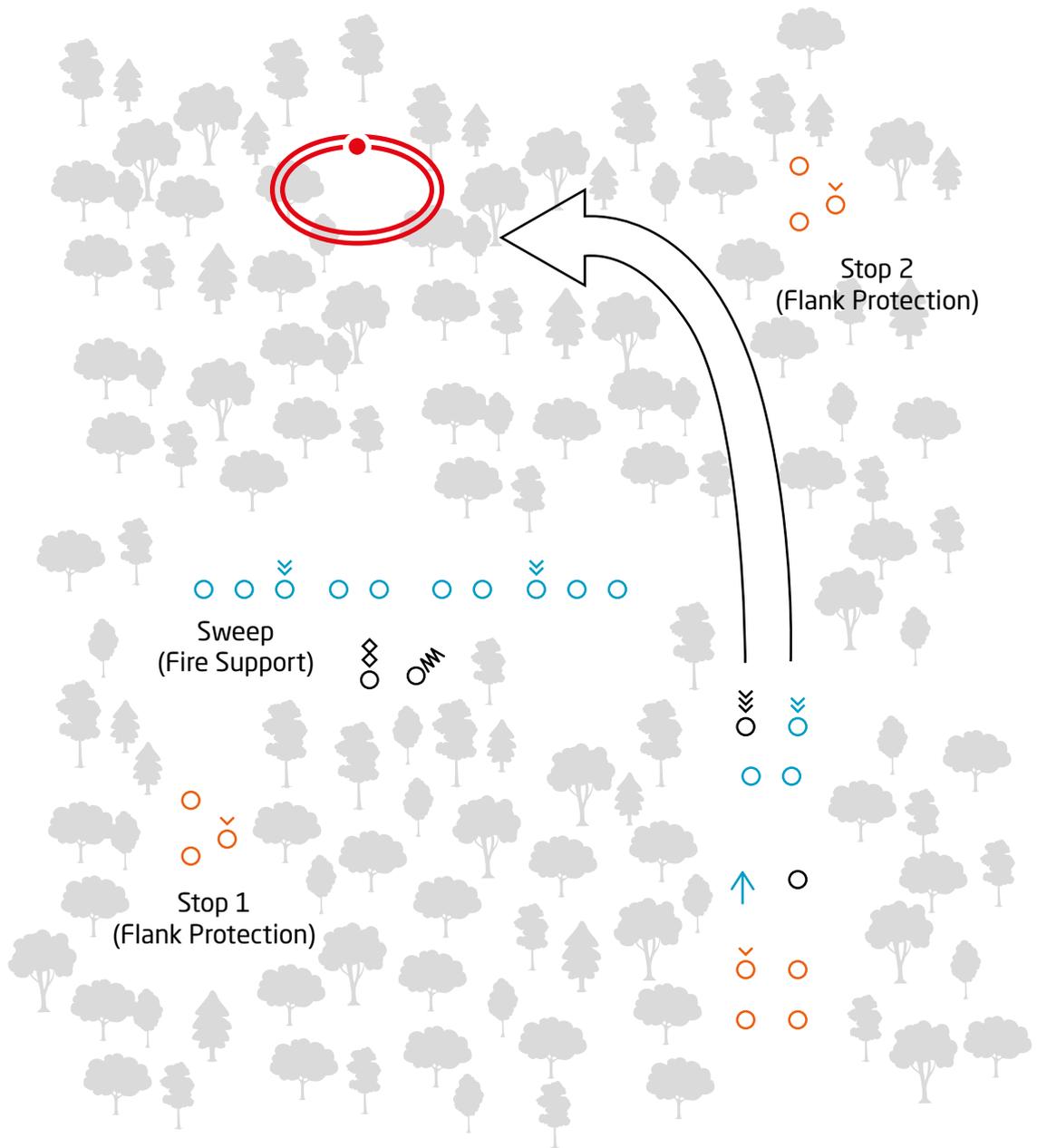


Fig 2.23 Wood Clearing – Longer Range Contact Drills

SECTION 10B DEFENSIVE AND DELAY OPERATIONS

» Fundamentals

02324 Defence. The defence of a wooded area is an ideal task for cadets. The tactics employed will depend on the forces available, the ground and the mission. If the mission is to hold, then the defence is likely to be based on well-prepared defensive positions from which mobile operations and ambush patrols can be mounted. For a delaying operation, a series of ambushes combined with obstacles, mines and craters on routes is likely to be used. Defensive positions can be sited on the edge of forests where the enemy can be engaged at long ranges forcing them to deploy. However, much of the advantage to the defender of the short-range surprise engagement is lost and forest edges are likely to be subjected to heavy indirect fire as a preliminary to an attack.

02325 Delay. The nature of forested areas makes them effective for use in delaying operations. Delaying forces usually focus their efforts on areas that the enemy is likely to use to make quick raids (roads, tracks and firebreak areas). Coordination between the different elements of the force involved in the delay is more difficult. It requires careful control to prevent elements from being cut off or bypassed.

02326 The success of operations in forests depends on:

- a. Detailed reconnaissance.
- b. Simple plans and clear orders.
- c. A coordinated fire plan, integrating both direct and indirect assets.
- d. Thorough preparation of positions.
- e. Aggression and determination to hold the initiative.

02327 Organisation. The main effort should be directed against the most likely enemy approaches, although the defender must be organised for all-round defence to avoid being outflanked or bypassed.

02328 Planning Planning must take into account that ground reconnaissance, particularly at lower levels, will require more time than in open terrain. Attention must be paid to the road/track network, clearings and the depth of the forest, all of which will influence the selection of positions. The defender should consider the following factors in their planning:

- a. **Positions.** The bulk of the positions should be established away from forest edges because they attract fire and observation. Forces must be positioned so that they are capable of all-round defence and, where feasible, of achieving mutual support.
- b. **Gaps.** In forests, it is difficult to control gaps between defensive positions. When gaps have to be accepted, they should be where there is little likelihood of an enemy attack, because of the nature of the terrain or because they can be easily obstructed or interdicted by observed fire. Surveillance of gaps will be enhanced by patrolling, outposts and the use of ground sensors.
- c. **Barriers and Obstacles.** The defender should exploit the numerous opportunities that forests provide to prepare barriers. Obstacles are particularly useful in impeding a frontal assault or an attempt by the enemy to bypass the defence and advance through gaps. They may also be used to set an ambush. At the same time, the manoeuvrability of the defending forces in order to counterattack or withdraw should not be impeded.



02329 Conduct

- a. General.** The commander's ability to exercise control is more restricted than in other environments; subordinate commanders must expect to conduct operations independently.
- b. Security.** As the effectiveness of reconnaissance equipment and forces is restricted in forests, there is an increased requirement for security elements. Consequently, the defending forces must always be prepared for enemy elements appearing unexpectedly.
- c. Cohesion.** A major consideration is the maintenance of cohesion of the defence. Wherever possible, positions should be selected which offer all-round defence and mutual support. Maintenance of cohesion will depend on holding these positions; giving them up involves the risk of losing contact with adjacent forces and of creating gaps which are not easily closed. If the enemy succeeds in overrunning or bypassing a position, commanders at the lower level must react immediately to restore the situation. The same principle applies to situations when the enemy attacks in areas which are only kept under surveillance.
- d. Counterattacks.**
 - (1)** Counterattacks will be undertaken by local reserves, as quickly as possible, to prevent the enemy from consolidating their penetration.
 - (2)** Should the enemy succeed in achieving a penetration into the defence area, elements still in position must be prepared to move to attack the enemy flanks, exploiting the opportunities offered by the forest.
- e. Concept.** In general outline, a defensive concept envisages:
 - (1)** A number of OPs sited forward of the wood.
 - (2)** Reconnaissance groups deployed well forward and to the flanks.
 - (3)** The forward edge normally left undefended as a deception. Cadets there will be extremely vulnerable to both direct and indirect enemy fire.
 - (4)** In the wood itself, a number of roads and rides being left clear for the enemy to advance. These routes will all lead to the main defensive position which will be sited well back in the wood and concealed from both ground and air observation.
 - (5)** The defenders successively ambushing the enemy along the routes left open and eventually falling back to the main position.

PLANNING AND PREPARATION

02330 General. The preparation of any defensive position requires detailed reconnaissance and much work in preparing the position. It will be seen in this concept that the defence of a wood requires even more work; track plans will take longer to prepare. The main position must be sited in the same way as for conventional defence. The sighting of the ambush positions and the preparation of obstacles on the blocked rides and roads within the wood must also be completed.

02331 Reconnaissance. Commanders must reconnoitre all routes and selected ambush positions in their area. Although this will take time, it is the only effective way of ensuring all routes that may be passable for the enemy are either ambushed or blocked; also it will be most important to obtain a general mental picture of the layout of the forest with a view particularly to the defenders moving as fast as possible between ambush positions. The platoon commander must prepare a sketch map of their area as these and air photographs will be used more than maps. The initial reconnaissance could well take several hours and must select:

- a. The method of making selected rides impassable. The enemy must not be able to bypass the block except by going down another ride which is ambushed.
- b. Ambush positions which should be sited in defilade if possible. Obvious sites such as track junctions should be avoided.
- c. The killing area of the ambush which must be such that a knocked-out vehicle cannot be bypassed.
- d. Good withdrawal routes for the ambush parties.
- e. The main defensive position.
- f. The OP positions forward of the wood and their withdrawal routes.
- g. The best methods for communications.

02332 Preparation. Time allowed for preparation of ambush positions should include time to prepare fire positions. The list of tasks is given below, but the priority will vary according to the situation:

- a. Reconnaissance.
- b. Preparation of main position and forward OPs.
- c. Blocking of routes.
- d. Initial preparation of ambush positions.



OPs will be sited forward of the wood. They must be well concealed and have overhead protection.

Photo: Kate Knight



CONDUCT

» Observation Posts (OPs)

02333 OPs will be sited forward of the wood. They must be well concealed and have overhead protection. The assessment of cadets to tasks is likely to result in the necessity to man many OPs. OPs will report the advance of the enemy towards the wood and on which routes they are advancing. OPs will be required to stay until the enemy launches their main attack and only then will they withdraw. Withdrawal routes avoiding main rides must be reconnoitred previously and will lead directly to the main defensive position. Such routes must be closed on withdrawal to prevent exploitation by the enemy.

» Ambushes

02334 Ambushes will be laid between the forward edge of the wood and the main defensive position. They will generally be established on lines: a first line consisting of section strength ambushes, a second line of platoon strength, and finally the main company group position. Alternatively, the first line ambushes may be of half platoon strength. Whatever the ambush group strength, a reserve is essential to help extricate ambush parties which are outflanked and to counter enemy infiltration.

02335 The emphasis on the first line should be on a brief, aggressive delaying engagement followed by a withdrawal to the next prepared position. This will probably be on the second line and manned initially in section strength, to be reinforced by withdrawing sections up to platoon strength.

02336 The number of ambush positions in the overall defensive plan will depend on the cadets available, the depth of the wood and time available for preparation. Deception, in the form of dummy positions, may delay the enemy further as they become more wary after initial contact.

02337 Ultimately the enemy will be channelled onto the main defensive position. By this stage the position will be fully occupied by the sections and platoons which have withdrawn from the intermediate ambush lines.

» Command and Control

02338 Exercises involving small groups, combined with limited visibility and the probability of degraded radio communications, will impose severe problems of command and control.

02339 Each 'open' route may be allocated to one ambush party which will fall back on every ensuing ambush position by moving parallel to it. Alternatively, two or more ambush parties may leapfrog each other on the same route. In either case, speed of movement between ambush positions will be critical, necessitating a detailed knowledge of withdrawal routes avoiding main rides and the capability to report progress. In a leapfrog withdrawal the operating mechanics are fundamentally more complex. The difficulties of moving back through dense woods, possibly at night and under fire, should not be underestimated. The need for rehearsals and marked withdrawal routes is paramount.

» Administration and Morale

02340 Administration. In many ways administration may be simpler in a wood because concealed movement is easier. As in any defensive position a certain amount of stockpiling is required, especially as a number of positions are to be occupied (main and ambush). OPs must be completely self-contained.

02341 Morale. Morale will be an especially important factor. Many woods are dark, damp and disorientating places, even if offering some degree of safety. OPs will feel isolated and most of the remainder will be operating in small groups during the ambush phase of the action. Platoon commanders must ensure they visit frequently before the action begins and that everyone is thoroughly briefed. Cadets are not to be left in OPs unsupervised.



TIBUA can be applied to a town or a single farm building on a training area.



SECTION 11 TRAINING IN BUILT-UP AREAS (TIBUA)

SECTION 11 TRAINING IN BUILT-UP AREAS (TIBUA)

INTRODUCTION

» Characteristics

02342 Training in Built-Up Areas (TIBUA) is an excellent tool for training cadets. It encourages teamwork and highlights the need for clear, concise communication in both offensive and defensive exercises. The tactical doctrine in this section provides an outline for urban cadet training and is to be used to help formulate more inspiring and imaginative exercises for cadets.

02343 TIBUA takes many different forms and can be applied to a town or a single farm building on a training area. Thus a regular forces Fighting in Built-Up Areas (FIBUA) village is not always required for conducting TIBUA.

02344 For the individual cadet, TIBUA exercises the following skills and factors:

- a. Firing from other positions.
- b. Cover from view and fire.
- c. Situational awareness.
- d. Communication.
- e. Command and control.

02345 While it is an excellent tool for training, it must be limited for cadets due to safety implications.

- a. Cadets must be wearing suitable protective clothing (as decided by Training Area Standing Orders, Cadet Training – Ranges, EASPs and risk assessments) when conducting TIBUA.
- b. Cadets are not to enter buildings via windows above ground floor level or rooftops, etc.
- c. Entry to buildings is to be via established entry points only.
- d. Exercises must be carefully planned to allow for weapon safety distances as cadets will be operating in confined areas.

02346 Cadets cannot use the grenades or pyrotechnics which are vital for entry in real situations. Therefore a great deal is left to the imagination of the ECO and exercise staff regarding how to simulate the concept of using such devices as a distraction when entering a building.

02347 Care must be taken if simulated casualties are imposed.



GENERAL

02348 TIBUA can be conducted as part of a county/contingent level exercise (representative of a company or battlegroup operation) but is mainly carried out at platoon and section level within the company group. It is, therefore, important that platoon and section commanders have a good knowledge of the special characteristics of this type of exercise. These characteristics are:

a. Restriction of Tactical Mobility.

- (1) Tactical mobility is reduced. However, infiltration and bypass become easier.
- (2) Contacts will occur in different directions using doors, windows, etc, as entry points and firing points.

b. Restricted Fields of Fire and Observation.

- (1) Inside buildings, weapons will be sited well back from windows thereby giving concealment to the firer; fields of fire are sacrificed to achieve surprise and protection.
- (2) Observation will be limited except for streets and open areas such as squares and parks. The attacker and defender will both cover these open areas by aimed fire.
- (3) Direct fire weapons will have to be much further forward to support the attacker.
- (4) Close mutual support can be difficult, but is vital for success.
- (5) Control will be difficult and much will depend upon the leadership, initiative and expertise of junior commanders.

c. Cover from View and Fire.

- (1) A built-up area offers excellent cover and concealment for both the attacker and the defender; the defender has the advantage as the attacker must expose themselves to move through the area.
- (2) The effectiveness of cover depends upon the density of the buildings and the nature of their construction. Buildings constructed of flimsy or inflammable materials are easily destroyed or burned and may prove a problem for those using them. Internal partitions can provide little or no cover from the effects of small arms fire.
- (3) Buildings built of heavy stone and concrete with thick walls and cellars, such as banks and civil buildings, give excellent cover even when bombardment has reduced the outer walls to rubble.

- d. Difficulty in Locating Enemy Fire.** The attacker will have difficulty in locating fire as the majority of weapons will be sited back from windows and doors and, in a number of cases, they will be fired through small slits or loopholes which are easily concealed and very difficult to pinpoint.
- (1)** Observation will be difficult because of the smoke and dust which collects and hangs in the streets.
 - (2)** Sound is magnified and echoes between buildings and streets.
 - (3)** Indication of targets will be difficult.
- e. Close Quarter Fighting.** The fighting will be at very close quarters. The enemy may be in the next room, the next building, next floor or the other side of the street.
- f. Vehicle Movement.** Vehicle movement is restricted by rubble and debris and is subject to ambush and close-range attack. Vehicles may give valuable support but will require protection.
- g. Communications.**
- (1)** Effectiveness of radios will be considerably reduced due to screening by buildings and interference from high tension wires.
 - (2)** Use will have to be made of light signals, flags and torches, line, runners, civilian telephone systems and linkman.
- h. Civilians.** The presence of civilians may hamper cadets' ability to operate, as the enemy will try to integrate with the local community. However, a large percentage of the civilian population is likely to remain in their homes.
- i. Media.** When operating in built-up areas, encounters with the media are far more likely to happen. Commanders at all levels must be aware of this.
- j. Combat Supplies (C Sups).** C Sups, in particular ammunition, are usually consumed at a higher rate and can be far harder to resupply to forward areas.
- k. Casualties.** The treatment and CASEVAC of casualties is difficult in built-up areas. The location of casualties must be marked by a yellow marker, flag or cylume, together with safe routes for their evacuation. Medical supplies to assist in the provision of immediate first aid are essential.

SECTION 11A OFFENSIVE OPERATIONS

02349 The components of a TIBUA attack at any level are as follows:

- a. Phase 1 - The Investment.** When tactically possible, the area should be isolated to prevent the defender's withdrawal and to hamper reinforcement and resupply thus setting the conditions for the break-in. This is more likely to be done at battlegroup level (meaning it may be present in the scenario and mentioned in orders without actually requiring a large amount of cadets).
- b. Phase 2 - The Break-In.** A deliberate attack to gain a foothold and to secure firm entry points for the subsequent clearance phase. The defender is likely to have good surveillance, fields of fire, cover and concealment. Therefore the break-in should have limited objectives with the maximum direct and indirect fire support. It is best launched at night or under the cover of smoke.
- c. Phase 3 - Securing the Objectives.** Systematic fighting conducted on narrow axes, in order to seize intermediate objectives, will be necessary. It is simpler and often more sound to clear on parallel axes so a measure of mutual support can be given. The phase should culminate in the clearance of the main objectives, which may be key enemy positions, dominating buildings or a major route. The maintenance of momentum is the key to this phase.
- d. Phase 4 - The Clearance.** Based on secure objectives, the clearance operation will be conducted by sectors and designed ultimately to destroy remaining defended localities and strongpoints.
- e. Phase 5 - Reorganisation.** After the main objective has been cleared, mopping up and exploitation to the limits of the area is to be carried out to ensure the enemy do not infiltrate or recapture the cleared objectives.

02350 The general tactical principles for the attack apply equally to TIBUA, varied to suit the size, layout and construction of the town or village. Normal attack procedures will be used to seize limited objectives on narrow frontages. Movement in short bounds must be covered by fire and seized areas must be thoroughly cleared to ensure no snipers or ambush parties are left behind, or reinfiltration occurs.

02351 At platoon level, the considerations for attacking a built-up area are:

- a.** Simple planning.
- b.** Control.
- c.** Thoroughness.
- d.** Momentum.
- e.** Covering fire.
- f.** Resupply.

02352 Simple Planning. Platoon and section commanders must make simple plans. They will achieve this by:

- a. Choosing short bounds and limited objectives, a room or house at a time.
- b. Having a firm base from which all movement must be covered by fire.

02353 Control. Control in street clearing is difficult because of restricted observation, and it tends to be by small independent actions. It therefore demands initiative and aggression at the lowest level and decentralisation of control. Platoon and section commanders must always be well forward and must consolidate before assaulting each objective.

In clearing streets or a village the area will be divided into sectors, together with building numbering, on a company group basis and platoons and sections given limited objectives within these sectors. Bounds and report lines will be clearly laid down and inter-platoon boundaries will be carefully defined to ensure thorough clearance and avoid confusion of friendly forces with enemy. Key points, important buildings, main streets, etc, will be allocated nick numbers to assist clear reporting. RVs will be established by each company group as it completes the clearance of its allotted sector; resupply, casualty and PW evacuation will be through these RVs. Ideally, such exercises won't take place at night when the problems of control are multiplied creating potential safety implications.

02354 Thoroughness. Each objective must be cleared thoroughly and consolidated. Every building, room, cellar, garden shed, and all large drains and sewers must be checked. Walls must be checked for 'mouse holes' (holes of about 0.75m diameter through which people can pass).

02355 Momentum. The attack must be planned in depth and the platoon commander must be well forward to take quick decisions and issue snap orders. The key to maintaining momentum is sound understanding of well-rehearsed TIBUA drills allowing orders to be kept to a minimum. As each objective is taken, reorganisation must be carried out rapidly. This will ensure the momentum of the attack is maintained and pressure on the enemy kept up. Control must not be sacrificed for speed.

02356 Covering Fire. Open spaces, particularly main roads, will be killing areas covered by enemy fire. Before crossing these spaces there must be covering fire, whenever possible, from the other side. If sections must move across open ground, the movement must be conducted in pairs with maximum use of smoke and covering fire. Fire support from the flanks is effective against enemy withdrawal or counterattack routes. Fire from the enemy's depth positions must be suppressed effectively before any movement takes place.

02357 Resupply. TIBUA is highly demanding on the resupply chain, with both water and ammunition being used at a far higher rate than in rural operations. In addition, resupply will be difficult with limited channels available to push C Sups forward. Supply lines should follow the line of advancing platoons being pushed as far forward as possible behind the assaulting teams. Commanders at all levels must have a robust resupply plan as enemy counterattacks are likely to be swift and mounted to prevent consolidation. CSMs and platoon sergeants must quickly designate locations that can be used for ammunition dumps.

02358 Casualties. Platoon sergeants must designate rooms off the main axis for casualties. Casualties should be evacuated as quickly as possible along cleared routes, with transport being brought as far forward as possible.

PLANNING AND PREPARATION

» Planning

02359 Clearing a built-up area will be planned in detail from maps, air photographs, town plans, patrol reports and the local knowledge of civilians.

02360 The commander will divide the area into sectors which will be allotted to company groups. Each sector will be attacked systematically with platoons having limited objectives. Buildings may be given as objectives to sections or, if a building is large, to a platoon.

02361 If possible, cadets should avoid approaching streets and open areas, and should take advantage of the cover offered by buildings, ditches and underground systems or under cover of a fire support group.

02362 Streets should be cleared along their length, with sections advancing from house to house using established entry points or through back gardens or sewers. Although the attack will be planned in depth, reserve sections and platoons will be passed through as leading platoons and sections are halted and not to a fixed plan.

02363 In this type of exercise, two platoons should operate in parallel on opposite sides of the street with the reserve platoon held close to hand.

» Battle Preparation

02364 Additional preparations for battle are required before a platoon begins clearing a built-up area:

a. Equipment.

(1) Equipment carried needs to be of the minimal amount for the task. Any equipment worn needs to allow for maximum freedom of movement.

(2) Coloured markers are required to mark cleared buildings:

- (a) Red – FLOT (forward location of own troops)
- (b) Blue – Booby traps
- (c) Yellow – Casualty
- (d) Green – Entry points

b. Ammunition.

(1) All personnel should carry additional ammunition.

(2) Smoke is essential to mask movement **but is not to be used in buildings and must only be used by qualified CFAVs.**

c. Medical.

(1) Personal first aid kits should be carried.

(2) Casualty collecting points should be arranged.

d. Feeding. Feeding will be difficult due to the close-quarter fighting. Every effort should be made to get hot food forward during a lull in the battle. Extra drinking water should be available as far forward as possible.

HOUSE CLEARING

02365 All attacks on built-up areas involve gaining a foothold and then clearing the area systematically to prevent its reoccupation by the enemy as the advance progresses. The basic assault group for clearing a house is a section as part of a platoon. The complexity of the building, the enemy positions and defensives will all affect how far the section can exploit. At all times cadets must be aware of overextending and leaving themselves vulnerable to counterattack. Commanders must set realistic targets that can be achieved.

» Section Drill for Clearing a House

02366 The section will be organised as follows:

- a. Command group.
- b. Fire support group.
- c. Assault groups.

02367 On receipt of orders the section commander will reconnoitre their objective, make out their plan and issue orders to include:

- a. Point of entry.
- b. Position for covering fire.
- c. Route to assault.
- d. Method of entry.
- e. Sequence of room clearance.
- f. Flank support.

02368 The drill for a section clearing a house is:

- a. Fire support group deploys to a position to cover the point of entry (the group may need covering fire and smoke during their move).
- b. The point of entry is made by use of established entry points such as doors, ground-floor windows, etc.
- c. After a grenade has been 'posted' through the entry point the assault group enter and clear the first room. A prearranged signal will be made to the section commander outside, once this is done. [See para 02345 \(in the Introduction\)](#).
- d. Command group and remaining assault groups enter the cleared room, leaving a linkman to the fire support group and the platoon commander. The section commander then indicates next objective.
- e. The assault groups alternately clear remaining rooms under the direction of the section commander, until the whole building is secured.
- f. The section should keep going until it has run out of manpower or has reached the limit of exploitation. A message must be sent to the platoon commander that either the area is clear, or the next section needs to be echeloned through and continue the clearance. Radios will remain the primary method of communication if available to the cadets but must be backed up by linkmen.
- g. Reorganisation by the section may take place either inside or outside the house depending on the tactical situation. The section must cover likely enemy counterattack routes or take up a new position to cover the section's next move forward.

» Platoon Drill for Clearing an Isolated Building

02369 The platoon will be organised as follows:

- a. Assault Section.** They will assault the house and clear it as explained previously. Each section should be given an LOE but must be prepared to exploit success if necessary.
- b. The Fire Support Group.** This may initially consist of a section and the fire support group from the assaulting section.
- c. The Reserve.** This will be the remaining section which will be a dedicated reserve until they are launched into the assault. At this time the first assaulting section should be nominated as the dedicated reserve. It may be necessary for some part of the reserve to be used for bringing forward extra ammunition and evacuating casualties. The platoon sergeant normally commands this group.
- d. Command Group.** This will normally be the platoon commander and their signaller and any other attached personnel. The position of the command group needs to be out of direct contact but far enough forward to influence the exercise and maintain situational awareness.

02370 In planning for the platoon house clearing task the commander must consider the following:

- a.** Points of entry.
- b.** Positions for fire support.
- c.** Route for assault section.
- d.** Method of entry.
- e.** Limit of exploitation.
- f.** Reorganisation.
- g.** Boundaries.
- h.** Evacuation of casualties, PW, etc.
- i.** Actions to be taken with civilians.
- j.** The company plan.
- k.** Ammunition resupply.

STREET CLEARING

02371 In clearing a street, two sections may work in parallel along opposite sides. In such circumstances their advance will be controlled by the platoon commander.

02372 The sections will move forward alternately, giving fire support to each other.

02373 Section commanders are to liaise with the platoon commander prior to launching onto a new building in order to coordinate adequate fire support and de-conflict the direction of attack. During the clearance, additional manpower may need to be flexed to support individual sections. Each cleared building must have sufficient manpower dedicated to it to secure vulnerable points preventing enemy counterattacks.

02374 Sections advance from house to house by working through buildings or back gardens and keeping away from the open street exposed to enemy fire. Safe routes must be marked by the lead sections and followed by the remainder of the platoon. Each house is entered and cleared systematically. There must be thorough reorganisation in each house as it is cleared, including outhouses and cellars. Reorganisation should be based on the ground floor. Holding dominating buildings, isolating empty buildings by fire will help to stop enemy infiltrating into houses already cleared.



Photo: Kate Knight

SECTION 11B DEFENSIVE OPERATIONS

» Fundamentals

02375 The tactical principles for the defence apply fully to defensive operations in built-up areas. In line with the Manoeuvrist Approach, defence should always be made as aggressive as possible with plans for local attacks and ambushes as well as the defence of strongpoints.

02376 The defence must ensure that the attackers are harried by day and night. This can be achieved by re-infiltrating buildings previously evacuated or captured. Counterattacks must be rehearsed and practised.

02377 There are four main components for defence in urban exercises:

- a. Perimeter force.
- b. Disruption force.
- c. Main defended area (MDA) force.
- d. A central reserve.

02378 Perimeter Force. The task of the perimeter force is to provide early warning and an aggressive recce guard well away from the urban area.

02379 Disruption Force. The disruption force will attempt to cause attrition, disrupt the attack and draw the enemy towards selected killing areas. It may employ rifle platoons and sections to mount ambushes and patrols. Patrols will be highly mobile and always offensive in nature.

02380 MDA Force. The MDA will comprise a series of defended localities ideally manned by the majority of the company or platoon. The MDA force aims to destroy the enemy, break up their momentum and prevent their break-out. Individual platoons or sections will be employed to hold buildings within a defended locality.

02381 Reserve. The reserve will be located centrally and should ideally consist of mobile forces.

» Command and Control

02382 Command will need to be personal, close and aggressive. Because of the difficulty in communicating once battle is joined, commanders at all levels must thoroughly understand their superior's intent.

02383 Control must be maintained by simple plans and clear areas of responsibility. Commanders will need to liaise closely with other strongpoints and defended localities to tie up the detail of mutual support.

PLANNING AND PREPARATION

» Planning

02384 Information. The defender has the advantage of local knowledge and every attempt must be made to increase this with the acquisition of town maps, building plans, sewer maps and information from local inhabitants and public services. Commanders must carefully reconnoitre the ground and ensure that all ranks are fully aware of its detail.

02385 Obstacles. The effectiveness of the obstacle plan will be a key component of a successful defence. Obstacles must be sited to not only slow enemy progress but must also channel them into killing areas. All obstacles must be covered by fire.

02386 Time. Preparation of obstacles and strongpoints will be a labour-intensive and time-consuming task and clear priorities of work will be required.

» Preparation

02387 General. A platoon-strength defended locality will comprise a number of section strongpoints so sited as to be mutually supporting and to give depth to the locality. The localities must be capable of all-round defence and contain a reserve to act as a counterattack force within that locality. Deception and concealment should be used where possible – placing external defences around unoccupied houses for example.

02388 Strongpoints. Strongpoints should not be restricted to one building which can be easily isolated and destroyed. Defensive strength can best be achieved by grouping a strongpoint around an intersection, with positions in two or three different buildings providing interlocking and mutually supporting fire. Strongpoints may be of platoon strength.

02389 Tactical Requirements. The first consideration is that a house or building must satisfy the tactical requirements, which may be to provide a firm base from which the reserve can operate, to withstand assault, to cover an obstacle, to support another building, to provide a link in a chain of communications, or to deny a particular approach. Any tactical requirement must also be balanced against the protection afforded by different types of building construction. It follows that the size and location of the buildings chosen are of equal importance:

- a. **Size.** The size of the building being considered as part of a potential strongpoint is an important and frequently difficult consideration. Some buildings are too small, affording insufficient space for the cadets who must occupy them or so concentrating them that a single direct hit will destroy them all. Other buildings will be too large, forcing too wide a distribution of defenders to ensure coverage of all approaches and an adequate concentration of firepower on those approaches, or the utilisation of only a portion of the house, thus providing uncovered approaches and the requirements to defend within the building. The selection of buildings for use as strongpoints ranks among the most difficult decisions that a subunit commander engaged in TIBUA must make.
- b. **Surroundings.** Adequate fields of fire are essential in order that tactical offensive requirements may be met, but buildings must also be considered from the point of view of their own defence. A house may be rejected, even if half the area round it is flat and open, if the other half has approaches that are difficult to guard and therefore more likely to be used by the enemy. A house selected for defence should not be open to observation from a dominating feature. Covered approaches to and from a building should be available. Where possible full use should be made of weapons sited in trenches and gardens and outside areas surrounding the strongpoints. Fire positions outside should be linked to the strongpoints by communication crawl trenches. Outside trenches will also usually be necessary for local protection of strongpoints.



02390 Tactical Factors. When considering the selection of buildings for use as strongpoints, the following tactical factors should be considered:

- a. Cadets must never occupy rooms in a building singly; they should be stationed at least in pairs.
- b. Every ground approach to the building must be either covered by surveillance and fire or blocked off either internally or externally, so as to render it unusable. Approaches over roofs and up through sewers must be similarly catered for.
- c. Cadets must not be concentrated in small buildings where a single hit from a large shell would be likely to incapacitate them all. On the other hand they must not be deployed in any building in less than fire team strength, to avoid their being overrun piecemeal.
- d. Cadets should be deployed in tactically adjacent buildings so as to provide mutual support or a firm base for a counterattack.
- e. Any buildings selected for occupation should have a covered access route, either for escape or for resupply or reinforcement.

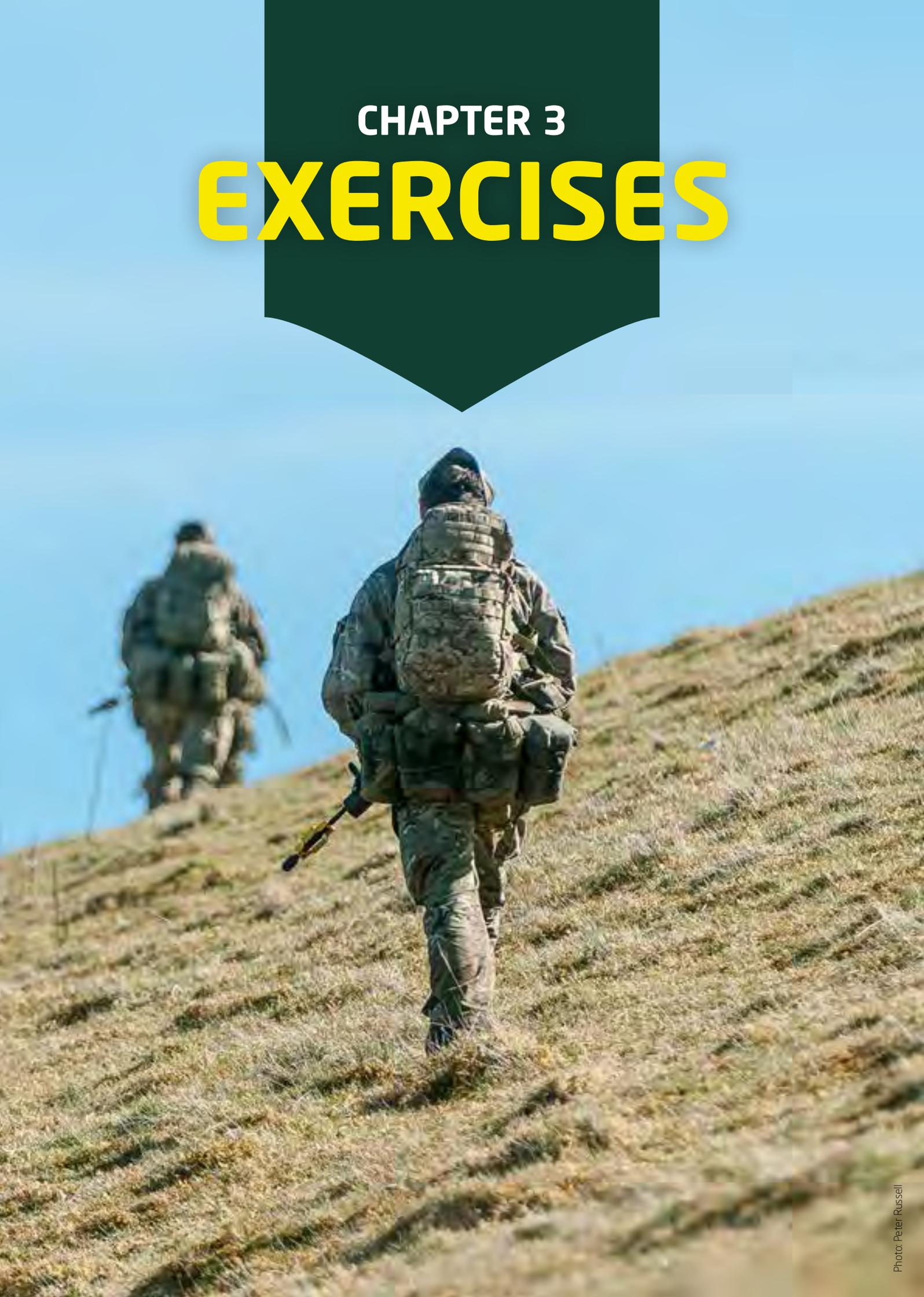
» Sighting of Weapons

02391 For the defence of the building itself, weapons should generally be sited near ground level. Alternative positions should be provided so that fire can be switched as required, and each building must be prepared in depth so that defence from room to room can take place.

All weapons should be used as far back from a window or other aperture as is possible, consistent with their fields of fire having sufficient width and depth. When using a window, a firer should normally have a kneeling or standing position prepared on either side of the window and protected by the wall. As they will need to fire downwards, this position should be raised well above the level of the sill upon a table or similar object, and sufficiently far away to prevent their rifle protruding through the window. A lying position does not always allow sufficient freedom for firing at widely varying angles, especially in elevation.

CHAPTER 3

EXERCISES



Introduction



» Aim

0301 The aim of this chapter is to give guidance on the planning, preparation and conduct of battle lessons and battle exercises.

» Definitions

0302 The Battle Lesson. A Battle Lesson combines previously taught individual skills of fieldcraft, weapon handling and minor tactics into one. It may be given using demonstration troops followed by practice or as a tutorial, but always stopping at various stages to emphasise weaknesses in a particular aspect by individuals or the squad as a whole. It should always be progressive. Battle Lessons can be conducted 'dry' or with the use of blank ammunition and/or pyrotechnics.

0303 The Battle Exercise. A Battle Exercise is a test to confirm that a Battle Lesson has achieved its aim. It may be run in the form of a competition, but should be allowed to run its course before debriefing individuals or the squad as a whole.

0304 The Tactical Exercise Without Cadets (TEWC). A TEWC is a useful method of teaching minor tactics to commanders at all levels. They are conducted in realistic settings and may take the form of a discussion exercise broken into phases or an assessment of a commander's choices. They are useful to conduct with CFAVs and cadet NCOs before they have to lead cadets.

0305 Model Exercises. Used similarly to TEWCs but conducted on a model of an area instead of in situ. Especially useful for teaching minor tactics when access to training estate is limited.

» Scope

0306 This chapter sets out to give guidance to officers and CFAVs, who have responsibility for cadet training, which will be needed to achieve particular training objectives in the following areas:

- a. The handling of personal or section weapons in various tactical situations.
- b. Basic individual skills and drills, e.g. judging distance.
- c. Minor tactics.

0307 It seeks to bridge the gap between the information and skills contained in Chapter 1 and the tactical doctrine in Chapter 2.

0308 It explains how the tactical skills/drills should be taught initially as a Battle Lesson and gives some examples. Later it shows how these Battle Lessons can be practised and cadets tested in a Battle Exercise to confirm previous lessons and assess performance standards.

0309 Examples of Battle Exercises are also given. The examples are illustrative and do not attempt to cover all the subjects that need to be taught and tested.

0310 The information in this chapter forms part of the syllabus that is both progressive and safe. The information contained in *Cadet Training – Ranges* must be read in conjunction with this chapter whenever the use of blank ammunition or pyrotechnics is planned. The standards and rules given in the above pamphlet govern what may or may not be undertaken. WHTs have been completed within the previous six months by all exercise staff and exercising cadets.

0311 Night Training. Night training provides a greater challenge for the cadets than training in daylight. Although no particular Battle Lesson or Exercise is designed specifically for night training, selected lessons or exercises may be used. As this form of training carries more constraints than training in daylight, planning and conducting officers must be familiar with all the safety aspects applicable to it.

» Layout

0312 This chapter is divided into four sections as follows:

- a. Section 1 – Planning for a Battle Lesson or Battle Exercise.
- b. Section 2 – Preparation of a Battle Lesson or Battle Exercise.
- c. Section 3 – The Battle Lesson.
- d. Section 4 – The Battle Exercise
- e. Section 5 – The Tactical Exercise Without Cadets (TEWC) and Model Exercises.

SECTION 1 PLANNING FOR A BATTLE LESSON OR BATTLE EXERCISE

0313 The scope and success of each lesson or exercise will depend on the imagination, ingenuity and initiative of the Planning and Conducting Officers. For a lesson/exercise to be successful it must be realistic, interesting, progressive and demanding, both physically and mentally. The essentials are:

- a. Clear Aim.** The aim of each lesson/exercise should be kept simple and its purpose borne in mind throughout the planning, preparation and conduct.
- b. Precise Training Objectives (a clear appreciation of the lessons to be learnt).** In order for the aim to be achieved, various aspects of the cadets' training must be exercised. The lesson/exercise should be constructed or geared so that these aspects are emphasised.
- c. Thorough Preparation.** There are no shortcuts when preparing a lesson/exercise. Its value will usually be in direct proportion to the amount of planning and preparation put into it. The tactical and administrative preparations are equally important. If administration is not sound, the lesson/exercise will not flow properly and valuable lessons and time will be lost.
- d. Simplicity.** A complicated lesson/exercise is difficult to organise and conduct, and only serves to confuse those being taught or exercised.
- e. Realism and Interest.** The lesson/exercise should be made as realistic as possible but always within the regulations imposed by *Cadet Training – Ranges*. Correct use of pyrotechnics or live enemy is of major importance.
- f. Supervision.** The enemy and supervisory staff need to be fully briefed on all aspects of the lesson/exercise and must know what to do in any situation. Cadets will learn by their mistakes if they are properly supervised and are not allowed to get away with faults in fundamental drills such as weapon handling, use of cover and movement.
- g. Qualifications and Standards.** Planning and/or Conducting Officers must be aware of the qualifications they need in order to plan and conduct any lessons/exercises involving blank ammunition and pyrotechnics. They must also be aware of the qualifications required for all safety supervisory staff; the regulations are to be found in *Cadet Training – Ranges*.
- h. Written Instruction.** Unless the lesson/exercise is an exceptionally simple 'dry' one, some form of written instruction is essential, and is mandatory when blank ammunition or pyrotechnics are to be used (see *Cadet Training – Ranges* for guidance and examples). Planning Officers should also be aware that in other settings where risk is involved, for example all forms of planned water obstacle crossing, written safety instructions are mandatory.

SECTION 2 PREPARATION OF A BATTLE LESSON OR A BATTLE EXERCISE

0314 Preparation should be considered in the following sequence:

- a. The Aim.** This should have been established at the planning stage and may well have been stated by the Exercise Director. If a broad aim has been given to cover a training session where several Battle Lessons/Exercises are to take place, the person responsible for the planning and preparation must ensure that each Battle Lesson/Exercise is given its own clear and simple aim.
- b. Considerations.** Think how you will achieve the aim or aims and consider the following factors:
 - (1)** An area suitable for the lesson/exercise. Then, in sequence, a briefing/administrative area, a battle preparation area and a re-exercise area.
 - (2)** The training objectives that need to be covered to achieve the aim. Consider how certain situations may be incorporated in the lesson/exercise to bring out these points.
 - (3)** The standard and number of cadets to be exercised.
 - (4)** Where applicable, the availability and qualifications needed for any safety staff.
 - (5)** Time available.
 - (6)** Dress, weapons, ammunition, pyrotechnics, equipment and other stores that may be required.
 - (7)** Enemy (DS or supervised cadets).
 - (8)** What part you are to play; that is whether you act as part of the battle picture or separate from it as well as supervising the exercise.
- c. Reconnaissance.** The following guidelines are given and should receive consideration where applicable:
 - (1)** The area should be:
 - (a)** Realistic and suitable for the lesson/exercise.
 - (b)** Away from distractions.
 - (2)** Arrange your area or route so that you retain as much flexibility as is possible. For example, try to select a different return route so that, provided it does not detract from realism or infringe on safety, the next run of the lesson/exercise can start immediately once the previous one has finished.
 - (3)** Ensure that:
 - (a)** None of the background areas affect the lesson/exercise by sight or sound.
 - (b)** You are able to see faults, front to rear, without detracting from realism or constraining those being exercised.

- (4) Select sites for:
 - (a) An administrative/briefing area.
 - (b) A battle preparation area.
 - (c) An ammunition point (if applicable).
 - (d) A concurrent activities area.
- (5) Assign instructor/supervisory/administrative staff as necessary.
- (6) Work out a system of work for the various stands; that is, how the rotation of those being exercised will be organised.
- (7) Walk the route/s and have a dry run of the lesson/exercise. From the information you have collected, jot down sufficient notes so you can subsequently write a brief to cover the practical phase/s of the lessons/exercises.

- d. Briefing/Written Instructions.** To ensure all personnel involved are fully conversant with their responsibilities, either a written instruction should be produced and/or a verbal briefing given. Where the use of blank ammunition or pyrotechnics is being used it is mandatory (see *Cadet Training – Ranges* for guidance and examples) that a written instruction is issued. In any other setting where a risk assessment is involved (e.g. any planned water obstacle crossing) a written instruction is also to be produced.

The amount of detail to be included in a written instruction will depend on the training and administrative complexity of the Battle Lesson or Exercise concerned. It should contain sufficient detail to allow another CFAV, in exceptional circumstances, to take over and run the exercise/lesson at short notice. Where safety is concerned it must, as a minimum, include a comprehensive set of safety orders. For a very simple 'dry' lesson/exercise where only a verbal briefing is considered necessary it should contain, as a minimum, the aim and lessons to be learnt and the method in which it is to be conducted.

- e. Post-Lesson/Exercise Considerations.** After the lesson/exercise is over, and in order to ensure that training is progressive, the instructor should consider:
- (1) To what extent the aim/training objectives have been achieved.
 - (2) If not, what further lessons/exercises are necessary to achieve them and what aspects must be covered in greater detail?
 - (3) Could the lesson/exercise have been organised better, or could the subject matter have been better presented to make the learning process easier?

SECTION 3 THE BATTLE LESSON

INTRODUCTION

» General

0315 The definition of the Battle Lesson is given in the introduction to this chapter which, together with Sections 1 and 2, should be read before studying this Section.

» Examples

0316 Examples of two Battle Lessons are given at the end of this section. These are for illustrative purposes only and do not cover all skills that should be taught. It is the responsibility of the instructor to ensure that the drills and/or tactical doctrine are updated where necessary.

» Conduct

0317 The length of each lesson/demonstration will vary with the subject being taught and the time available.



The teaching phase can be conducted using normal lesson/lecture techniques or by a demonstration.

0318 Each Battle Lesson is split into two phases:

- a. **Phase 1.** The teaching phase can be conducted using normal lesson/lecture techniques or by a demonstration. On some occasions a combination of both may be applicable. It is often best to teach a stage of the subject then confirm by practice before moving on to another stage.
- b. **Phase 2.** The final practice should be run once all the stages of instruction have been completed. The importance of the final practice must be emphasised. It serves as a confirmation of the subject taught and ensures that the cadets' or subunit's skills are sufficient to tackle a Battle Exercise in the same subject.

» Sequence

0319 The sequence of a battle lesson should be, where applicable, as follows:

- a. **Preliminaries.**
 - (1) On arrival of demonstration, troops:
 - (a) Lay out stores and ammunition.
 - (b) Carry out normal safety precautions – demonstration troops, enemy and weapons.
 - (c) Brief and rehearse demonstration troops and enemy.
 - (2) On arrival of firers:
 - (a) Carry out normal safety precautions.
 - (b) Check all weapons and blank firing attachments.
 - (c) Issue safety brief applicable to the lesson.
 - (d) Give out the squad organisation and detail command appointments. Number off, if it is a team lesson.
 - (e) Describe how the instruction will progress, how it will be covered in stages and, if applicable, how a scoring system will work.
 - (f) Distribute stores and ammunition (if required at this stage).
 - (g) Carry out initial battle preparation if required.
- b. **Revision.** Revise only those skills or knowledge that have a direct bearing on this lesson.
- c. **Introduction.** This must include:
 - (1) The aim – the subject matter to be taught.
 - (2) The 'reason why' – which should be related to the purpose on a tactical exercise.
 - (3) An incentive – something that will affect the cadets personally.
- d. **The Lesson.**
 - (1) **Phase 1 - The Teaching Phase.** Teach each stage of the lesson in the following sequence:
 - (a) Explain and demonstrate the new knowledge or skills (the squad imitating).
 - (b) Confirm by practice by means of a walkthrough/talkthrough and/or questions.
 - (c) If necessary, carry out a short quick-time practice to confirm and fault check.

(2) Phase 2 - The Final Practice. This is confirmation of all stages of the lesson as an exercise. The following considerations apply:

- (a)** Re-issue stores and ammunition if required.
- (b)** Confirm squad organisation and brief on the conduct of the final practice.

(c) Initial Battle Picture. To introduce realism into the exercise. This should give a brief background to the forthcoming operation and give the following details to assist in battle preparation:

- (i)** Place – where battle preparation is to take place.
- (ii)** Time – how long they have to complete it.
- (iii)** Threat – the direction of the enemy.

(d) Final Battle Preparation. Carried out in the preparation areas. This allows refurbishment of camouflage and preparation of the group, their weapons and equipment issued specifically for the final practice.

(e) Final Battle Picture. This should be given as a tactical brief, informing the cadets of the task they are to carry out. It should be given from a concealed position overlooking the exercise area.

(f) Exercise. This confirms your lesson. Consider:

- (i)** Control – enough to ensure the exercise runs smoothly.
- (ii)** Fault checking – only when repeated faults are made.
- (iii)** Interference – never, unless safety is involved.

(g) Criticise. At the end of exercise stage cadets should:

- (i)** "Stop."
- (ii)** Clear weapons (where applicable).
- (iii)** Be reminded of the aim.
- (iv)** Have their faults discussed from the critique sheet. Don't forget the enemy.
- (v)** Be given encouragement and praise where due.

(h) Re-Exercise. It is unlikely there will be time to carry out a re-exercise phase. If there is, it should be carried out on a new area with a new battle picture. Criticism should again be given comparing both exercises, noting good and bad points.

» Conclusion

0320 End of Lesson Drill

- a. Questions from and to the squad.
- b. Unload, clear weapons, empty magazines and centralise ammunition (where applicable).
- c. Carry out normal safety precautions (where applicable).
- d. Pack up all stores.
- e. Declaration (where applicable but only if not done as a central declaration – see paragraph below).
- f. Summary and look forward.

0321 Concurrent Lessons. When lessons are running concurrently, the following drills are to be carried out at the end of the training period in addition to the individual lesson sequence:

- a. Normal safety precautions and declaration (where applicable).
- b. Pack up all stores.
- c. Summary by OIC on lessons as a whole.
- d. Look forward to Battle Exercises on the subject.



SECTION 3A BATTLE LESSON EXAMPLE NO. 1 - FIRING FROM COVER AND REACTION TO EFFECTIVE ENEMY FIRE

SECTION 3A BATTLE LESSON EXAMPLE NO. 1 - FIRING FROM COVER AND REACTION TO EFFECTIVE ENEMY FIRE



A. CONNECT

0322 Aim

To teach the section how to handle and fire a rifle from behind cover and how to react to effective enemy fire.

0323 Personnel, Stores and Aids

Dress (*CEFO*)

Weapons (*Rifles with BFAs*)

Ammunition (blank and pyrotechnics)
(*Smoke as available*)

Demonstrators (*x 2, will act as enemy later*)

Targets:

4 Fig 11 (Stick in)

4 Fig 12 (Stick in)

0324 Preparation

- a. Reconnoitre and select ground with various types of cover such as banks, ditches, bushes, trenches, walls and trees.
- b. Put out figure targets in suitable positions relative to the cover so the demonstrators may engage the targets from a number of positions.
- c. Select an area about 500m long to practise reaction to effective enemy fire while moving as a section.
- d. Be fully aware of the relevant lessons in Chapter 1 and Pamphlet No. 5-C.
- e. Rehearse the demonstrations.

0325 Miscellaneous

- a. Do not teach the lesson as a drill but encourage the cadets to improve their positions by suggestion and reasoning.
- b. The use of various types of cover may be taken in any sequence.
- c. Use demonstrations to illustrate the correct use of cover (demonstrators are to be camouflaged).
- d. Show all the firing positions before practising.
- e. Order "Load" and "Ready" before beginning practice.
- f. To practise the squad, give them an area in which to select their firing positions covering an allotted arc. Split the cadets into pairs and make them select a fire position. Then ask the squad to comment on each fire position in turn.



B. DEVELOPMENT

Preliminaries

0326 On arrival of demonstration troops:

- a. Lay out stores and ammunition.
- b. Carry out normal safety precautions and checks.
- c. Brief and rehearse demonstration troops/enemy.

0327 On arrival of firers:

- a. Carry out normal safety precautions.
- b. Check all weapons and blank firing attachments.
- c. Issue safety brief applicable to the lesson.
- d. Give out squad organisation and detail command appointments.
- e. Distribute stores and ammunition.
- f. Carry out initial battle preparation.
- g. Allocate arcs of fire.

0328 Revision

Revise firing from other positions.

» Introduction

0329 EXPLAIN

In defence, firing is normally carried out from a fire trench or purpose-built position. In attack or when patrolling, cadets make the best use of cover to conceal themselves from view, to protect them from enemy fire, and to provide a firing position.

On exercise the enemy presence is usually indicated by their fire. The speedy reaction and efficient use of cover by cadets can help survival and bring about the success of the mission.

» Firing From Behind Cover

0330 How to Use Cover.

EXPLAIN

- a. Always try to rest the forearm and elbows.
- b. When the forearm cannot be rested, rest the back of the hand on the cover. If the cover is either too hard or sharp, rest the rifle on the cover as close to the hand as possible.
- c. Do not rest the barrel as this would displace the shots fired.
- d. Adapt firing positions previously taught to suit the particular cover used.
- e. No matter how the cover is used, the four marksmanship principles are to be applied.

0331 Fire Positions.

EXPLAIN AND DEMONSTRATE

- a. The ideal fire position offers:
 - (1) Free use of personal weapons.
 - (2) Protection against HE and small arms fire.
 - (3) Cover from view and a concealed route in and out.
 - (4) An unobstructed view of a wide and deep arc of fire.
- b. Cover from view can be obtained by the skilful use of buildings, trees, bushes and crops. Permanent defensive positions require camouflage placed carefully so as to appear natural.
- c. In selecting a fire position for use at night, the danger of dead ground near the position itself and the places where the enemy will be silhouetted against the skyline should be considered.

0332 Muzzle and Ejection Clearance.

REMIND

The sight line on the rifle is high in relation to the axis of the bore. It is possible to achieve a clear line of sight to the target and at the same time have the barrel obstructed by cover. Obstruction may be less apparent a few metres in front of the position than directly in front of the muzzle. When adjusting for muzzle clearance, the firer must be aware of exposure to the enemy. If solid cover close to the weapon obstructs clear ejection, the cases may bounce up into the face of the firer or back into the weapon causing injury or stoppage.

0333 Bushes, Trees and Buildings.

EXPLAIN AND DEMONSTRATE

- a. Fire round the right side of cover unless better concealment is available on the other side due to shadow.
- b. If the cover is narrow, get directly behind it and keep the legs together.
- c. Cover from view is not bulletproof should you be observed.

0334 Scrub.

EXPLAIN AND DEMONSTRATE

- a. When firing from scrub, the kneeling position may be used for short periods.
- b. If the position is to be used for some time use the sitting position as this is the least tiring.

0335 Low Banks and Folds in the Ground.

EXPLAIN AND DEMONSTRATE

To obtain maximum protection in the position, muzzle clearance is kept as close to the top of the bank or crest of the fold as possible. The shape of the ground may necessitate lying at a greater angle to the line of fire than is normal.

0336 Walls and Houses.**EXPLAIN AND DEMONSTRATE**

- a. In TIBUA, walls and houses provide good cover for fire positions.
- b. A wall with a thickness of one brick does not give protection from fire but it is useful for concealment.

0337 Confirm by practice.

Photo: Kate Knight

» Reaction to Effective Enemy Fire

0338 Taking Cover.

EXPLAIN AND DEMONSTRATE

While advancing, the cadet continues to advance until ordered to take cover. On the command "Take cover":

- a. Return fire, dash towards the nearest cover or the cover previously indicated by the section commander.
- b. Get down and crawl into the position and observe. Keep the weapon behind the cover.
- c. Check the sight is correctly set and fire at any visible enemy or target indicated by the section commander. It may be necessary to alter the fire position after the initial return of fire if the enemy fire is still effective.
- d. Actions on the words of command "Ready", "Fire", "Watch and Shoot", "Go on", "Make Safe" are the same as firing in the open. Keep behind cover as much as possible and vary your position.
- e. During any lull in the firing, empty magazines are to be filled behind cover.
- f. On the command "Prepare to advance (or move)":
 - (1) Check the safety catch is at Safe (S).
 - (2) Move back behind cover. Make sure that magazines are complete and that there is sufficient ammunition in the magazine fitted to the rifle, pouches are fastened and sights are set to the battle setting.
 - (3) After rapid firing the working parts will be held to the rear and the chamber clear. On the command "Prepare to move" act as (1) above and operate the bolt release catch to allow the working parts to go forward.
- g. On the command "Advance (or move)", break cover from a different place from that in which firing took place, and advance in the direction and formation indicated.

0339 Confirm by practice. Plan for five to seven incidents including one on an open forward slope requiring cadets to run back using cover of smoke (as available). The use of live enemy in the later incidents will add to the realism of training.

C. CONSOLIDATION

» Conclusion

0340 End of Lesson Drill

- a. Questions from and to the squad.
- b. Unload, clear weapons, empty magazines and centralize ammunition.
- c. Carry out normal safety precautions.
- d. Pack up all stores.
- e. Declaration.
- f. **Summary.** Emphasize three or four main points from the practice. For example: "Today an important skill has been covered. The actions learnt are basically the same for all personal weapons, whether advancing or moving forward on patrol."
- g. **Look forward.** The next stage will be the pairs fire and movement.



**SECTION 3B BATTLE LESSON EXAMPLE
NO. 2 - FIGHTING THROUGH THE OBJECTIVE**

SECTION 3B BATTLE LESSON EXAMPLE NO. 2 - FIGHTING THROUGH THE OBJECTIVE



A. CONNECT

0341 Aim

To teach the section how to fight through the objective.

0342 Stores and Aids

Dress (*CEFO*)

Weapons (*Normal Section Scale with BFAs*)

Ammunition (blank and pyrotechnics)
General (*as available*)

Demonstrators (*Sect strength*)

Models:

Enemy defensive pos, arcs and fire teams

0343 Preparation

Select a piece of ground suitable for sighting positions in depth where defensive positions should be made. A model should be made to assist in the initial teaching of the basic moves.

0344 Miscellaneous

- a. **Enemy.** At least one person per position will be required and should be dressed and equipped as far as is possible like the enemy. A separate briefing is required and should include the following:
 - (1) When to open fire.
 - (2) Signals.
 - (3) Action when their location is attacked.
 - (4) Faults to look for.
- b. **Section Commander.** An instructor should act as the section commander for all phases of the lesson, first explaining the mechanics of the 'fight through' using a model. During the second stage the section is talked through the tactical sequence, and in the third stage the section is given a short exercise designed to confirm the instruction.
- c. The following points should be highlighted throughout the lesson:
 - (1) Speed.
 - (2) Momentum.
 - (3) Control.
 - (4) Thoroughness.
 - (5) Initiative.
 - (6) Covering fire.

Preliminaries

0345 On arrival of demonstration troops:

- a. Lay out stores and ammunition.
- b. Carry out normal safety precautions and checks.
- c. Brief and rehearse demonstration troops.

0346 On arrival of firers:

- d. Carry out normal safety precautions.
- e. Check all weapons and blank firing attachments.
- f. Issue safety brief applicable to the lesson.
- g. Distribute stores and magazines.
- h. Load magazines if there is to be firing during Stage 2. This will depend on availability of ammunition.

0347 Revision

- a. Battle preparation.
- b. Reaction to effective enemy fire.
- c. Locating the enemy.
- d. Winning the fire fight.
- e. The FUP drills and methods of assaulting a position.

0348 Note. The revision of sub-paragraphs a-d above may be carried out by question and answer, but sub-paragraph e is best done practically. The time available will be the dictating factor.

» Introduction

0349 EXPLAIN

The 'fight through' is the term used to describe the systematic clearing of the enemy positions. Without doubt, it is the most difficult stage of any attack as it is unlikely that all enemy positions will have been located. The key to success in this type of operation is teamwork – both within the section and platoon.

B. DEVELOPMENT

» Phase 1

0350 Fight Through Sequence.

EXPLAIN

Use model.

- a. When the assaulting group has arrived on the objective they have to overcome all remaining enemy resistance.
- b. Fire and movement will be necessary to overcome individual enemy posts. Cadets must be alert and prepared to use their initiative as the scope for movement will be limited and much of the engagement will be at close quarters.
- c. As each individual trench is tackled, fire support from a flank must cover each assault to deal with enemy in depth and cover any open flank likely to be exposed to the enemy.
- d. The movement will consist of a fire team containing up to four people who will move using ground, where possible, with covering fire from a second fire team. They will move to a position close to the enemy post then assault the trench as a team.
- e. The fire teams could change roles at any stage and after attacking each position may have to be regrouped to compensate for any casualties before engaging the rest of the enemy position.
- f. Smoke grenades may be used by qualified CFAVs to great effect, especially against dug-in positions, but their use must be controlled by the fire team commander.



0351 Grouping

EXPLAIN

- a. The grouping within the section for this phase of the attack will depend on:
- (1) The strength of the enemy.
 - (2) The depth of the position.
 - (3) Method of movement.
 - (4) The capabilities of the enemies' weapons.
- b. The use of fire teams, however, is generally suitable for most types of attacks, as each team is capable of producing a considerable volume of fire. This is most important when operating against an enemy with automatic weapons. This system also makes overall control easier for the section commander and therefore helps to maintain momentum.
- c. One possible organisation of fire teams for a section with eight people is:

Fire team C	Fire team D
Sect comd	Sect 2ic
Rifleman	Rifleman
Rifleman	Rifleman
Rifleman	Rifleman

0352 Fighting Through - Method.**EXPLAIN****Use model.**

- a. Appreciation.** The section commander, once they have located their first enemy position, will normally give a quick fire control order to engage the enemy. They will then make a very quick appreciation, considering the enemy and the ground, and select the best course open to them. Their next step will be to make their intentions known to the rest of the section, by either voice or hand signals or a combination of both.
- b. First Move.** The initial action, once the section commander has made their intentions known to the section, may well be movement of their fire team D.
- c. Method of Movement.** It is unlikely that any movement of fire teams will be successful on the position if the enemy is not being suppressed by fire. Once this has been achieved it will normally be advisable to move first teams as whole units in order to maintain momentum and conserve ammunition. Bounds should be kept to the minimum, again for the same reasons.
- d. Action by Covering Group Fire Team D.** Once they have moved into position to give covering fire, the 2ic must use their fire team to suppress enemy positions in depth by fire as quickly as possible, as well as the position that is about to be assaulted. Once fire team C has started to close on the enemy position, fire will obviously have to be switched. The 2ic should anticipate this but, at this stage of the battle, each individual must be prepared to use their own initiative.
- e. Action by the Assaulting Fire Team C.** Once the enemy position has been neutralised by fire team D, fire team C will move, normally as a team, as close as possible to the enemy position. The team will be led by the section commander, using cover, if available, and being careful not to impede the covering fire too soon.
Once the assault position has been reached the section commander will probably have cut off their covering fire or be very close to it. The section commander should then send two cadets on to the enemy position, covered by the remainder of the fire team. The first cadet to reach the positions should fire into them. Once this is done they should follow through and clear the position. The fire team should then quickly deploy in the area of the position just taken. If no depth positions have been located prior to the assault, the section may come under fire from a mutually supporting position. Therefore speed at this stage is vital and every cadet must be prepared to use their initiative.
- f. Fighting Through.** Having captured their first enemy position, the section must then quickly regroup and be ready to take on the next task and continue until they reach their limit of exploitation (LOE). It is possible that very little resistance may be encountered if the initial fire fight or mortar/artillery fire have been effective. If this is the case, the 'fight through' should be conducted in much the same way, checking and clearing every enemy position.
- g. Smoke Grenades.** The advantages and disadvantages of the use of smoke should also be explained.

0353 Confirm by questions.



» Phase 2

0354 Practice. Using the dry training area, practise all the detail covered in Phase 1 so that each individual understands the drills on the ground. Each fire team should be practised in each role (a live enemy could be used).

0355 Confirmation. Comment on any outstanding faults and give time for the section to ask questions before the next phase.

» Phase 3

0356 Final Confirmation.

- a. Battle Preparation.** Move the section to the battle preparation area, issue a warning order, and indicate the direction of the enemy and the time allowed for preparation. Then leave the 2ic to carry out battle procedure.
- b. Battle Picture (given on the line of departure).**
 - (1)** "We are No. 2 section of No. 2 platoon. Nos. 1 and 3 sections, supported by the movement support section, have just carried out an attack on an enemy position to our rear. We were the reserve section and have now been given the task of capturing two enemy trenches to the front of 1 and 3 sections. Our mortars pounded this position prior to the initial attack and since then there has been no firing from that area. However, movement has been seen in the nearer of the two trenches. I want you to imagine the section has now moved to this location with covering fire from the remainder of the platoon."
 - (2)** Confirm grouping and shake out the section. Start the exercise by giving a brief fire control order and act as section commander.
- c. Criticism.**
 - (1)** Order "Stop" to end the exercise.
 - (2)** Collect points from enemy.
 - (3)** Close in the section to overlook area.
 - (4)** Remind the section of the aim of the lesson.
 - (5)** Discuss faults (use criticism sheet).
 - (6)** Give encouragement where due.
- d.** Re-exercise, if required and if time and ground permit.

C. CONSOLIDATION

» Conclusion

0357 End of Lesson Drill (Administrative Area)

- a. Questions from and to the squad.
- b. Unload, clear weapons, empty magazines and centralise ammunition.
- c. Carry out normal safety precautions.
- d. Pack up all stores.
- e. Declaration.
- f. **Summary.** Stress the following:
 - (1) The section has covered one of the most vital points of the attack battle drills.
 - (2) The importance of teamwork, initiative, covering fire, control, thoroughness, speed and momentum.
- g. Look forward.



Reviewing the lesson with the squad is an opportunity to stress the importance of teamwork, initiative, covering fire, control, thoroughness, speed and momentum.



Photo: Peter Russell



SECTION 4 THE BATTLE EXERCISE

SECTION 4 THE BATTLE EXERCISE

INTRODUCTION

» General

0358 The Battle Exercise is the logical follow-on from the Battle Lesson. It gives individual cadets, the team, or group, opportunities to show their ability and use their initiative in realistic situations.

0359 The key to success when planning the Battle Exercise is realism. Realism depends upon the imagination, involvement and planning of the ECO and planning officer and other CFAVs concerned.

0360 The definition, detailed planning considerations and preparation of a Battle Exercise is explained in the introduction and in Sections 1 and 2. These should be read before studying this section.

» Examples

0361 Examples of Battle Exercises are given at the end of this Section. It is stressed that these are for illustrative purposes; it is the responsibility of the planning and/or conducting officer to ensure the detail is both current and safe.

» Conduct

0362 The Battle Exercise may be conducted at two different levels:

- a. **The Practice Exercise.** This is designed to improve the cadets' performance in a particular skill or tactic. The following aspects are to be noted:
 - (1) Concurrent activity may be related to the exercise.
 - (2) The 'remind' phase is to be included in the initial brief, indicating to the cadet what is expected of them during the exercise.
 - (3) The exercise should be run on a competitive basis and the cadets' progress assessed.
- b. **The Test Exercise.** This is designed to assess the cadets' performance in an aspect of training which, if satisfactory, will enable them to progress onto the next stage. The following aspects are to be noted:
 - (1) Concurrent activity must be planned so it does not affect the fair assessment of all cadets.
 - (2) There is no 'remind' phase.
 - (3) The cadets must be made aware that the exercise is a test of their skills and that they are to be assessed throughout.

0363 Sequence. The sequence of the Battle Exercise is as follows:

a. Preliminaries.

(1) On arrival of demonstration troops/safety supervisors:

- (a) Lay out stores and ammunition.
- (b) Carry out normal safety precautions and checks.
- (c) Brief and rehearse demonstration troops/enemy/safety supervisors.

(2) On arrival of firers:

- (a) Carry out normal safety precautions.
- (b) Check weapons and blank firing attachments.
- (c) Issue a safety brief.
- (d) Give out squad organisation, command appointments and number off (if it is a team exercise).

EXPLAIN

(e) Where applicable, explain:

(i) The layout of the exercise, ammunition point, battle preparation area, line of departure, administrative area, concurrent activity area.

(ii) **The System of Work.** Who will be exercised first, who will start concurrent activity first and how the changeover will work.

(iii) **The Competition.** Outline the subjects to be exercised and tested, and the scores to be attained.

(f) Distribute stores.

(g) Carry out initial battle preparation.

b. Revision. Remind and revise points applicable to the particular exercise. This does not apply if the exercise is being conducted as a test.

c. Introduction. To include:

(1) The 'reason why' which should be related to the tactical purpose.

(2) **Incentive.** Plan something that will affect the cadets personally, such as part of their syllabus subject pass.

(3) **Aim.** The aim of the exercise.

d. Battle Picture. Include orders/brief.

e. Final Battle Preparation.

f. Conduct Exercise or Test. Include individual debrief.

g. End of Exercise Drills. As per the Battle Lesson – see Section 3.

h. Re-Exercise. Only if necessary and preferably on a new area.

» Battle Preparation and the Battle Picture

0364 Battle preparation and the battle picture stages help to introduce realism into the exercise, which must be maintained throughout. As a general rule remember that the battle picture is often the method used for explaining the situation to the cadets. The following factors should be considered when carrying out these stages:

- a. **Battle Preparation.** A separate area should be designated for battle preparation. When briefing cadets for the battle preparation phase, include the following:
 - (1) Indicate the area where the preparation is to be carried out.
 - (2) Say how long is available.
 - (3) Point out the direction of the enemy.
 - (4) State the time and place for orders/brief.
- b. **Assessment.** If the cadets' or subunit's battle preparation is to be marked as part of the overall performance competition, it is recommended that the marks allocated for this subject be divided in half. Half should be awarded prior to the exercise and the remainder at the end. This allows the cadets' preparation to be tested under exercise conditions and will reveal weaknesses such as the attachment of camouflage and serviceability of weapons and equipment.
- c. **Battle Picture.** In all situations, especially for subunit exercises, the battle picture should be given from a concealed position overlooking the exercise area, so it can be related to the ground.

» Duties of the Instructor During 'Dry Training' Exercises (No Blank Firing)

0365 The duties and role of the instructor will vary with the type of exercise being run. Where the exercise is conducted as a 'dry' run practice, they will be primarily concerned with giving encouragement and advice to the cadets. However, reminders should only be given when strictly necessary as cadets should be allowed the maximum scope for making their own decisions and mistakes.

» Duties of the Exercise Conducting Officer (ECO) and Safety Supervisor During Blank Firing Exercises

0366 For all exercises involving blank firing and pyrotechnics the regulations contained in *Cadet Training – Ranges* are to be followed. During such exercises the ECO controls the exercise where their primary concern is that of safety. The safety supervisor's role may vary, depending on the type of exercise. For example, the ECO may decide if a safety supervisor is to be detached from the exercise setting and used as a role player as part of the battle picture, such as a section commander.



Reminders should only be given when strictly necessary as cadets should be allowed the maximum scope for making their own decisions and mistakes.

Photo: Kate Knight



0367 In all cases the ECO's role can be summarised as follows:

a. Briefing and Preliminaries.

- (1) Check or mark preparation for battle.
- (2) Repeat the vital safety points.
- (3) Supervise the loading and 'making ready' of the cadets' weapons.
- (4) Briefing of enemy and safety staff.

b. Controlling the Exercise.

- (1) Ensure the safety of the exercise.
- (2) Channel the cadets along the correct route.
- (3) Check faults. This may be done verbally during a practice Battle Exercise but it should be kept to a minimum. During a test exercise the points should only be noted for the debrief.
- (4) Encourage and advise but only in the case of the instructional exercise.
- (5) Order "Unload" and clear all weapons before moving to the debrief area.

c. Debrief Cadets.

- (1) Remind them of the aim.
- (2) Discuss faults and award scores as necessary.
- (3) Encourage and praise where due.
- (4) Summarise.

» Competition

0368 Whenever possible, all exercises should be made competitive by awarding or deducting marks in accordance with the instructor's or safety supervisor's assessment of the performance achieved. For the majority of exercises a selection of the following headings may be used:

- a. Battle preparation.
- b. Weapon handling.
- c. Fieldcraft.
- d. Observation.
- e. Tactics.
- f. Use of cover.
- g. Reaction.
- h. Fire positions.
- i. Control. Use of hand signals and communication.

0369 Instructors (or safety supervisors) should allocate points for a cadet's performance under several selected headings. A suggested balance for marking is given below:

0370 Headings	Points
a. Battle preparation	15
b. Weapon/equipment handling	15
c. Fire position and movement	15
d. Skills/technique to be achieved/tested	50
e. Instructor's discretion e.g. bonus points	5
f. Total	HPS 100

0371 Standards.

- a. Pass standards are as laid down in the syllabus or as decided by the planning officer.
- b. Cadets are to achieve pass standards under each heading/ stage in order to pass the whole test/exercise.



Photo: Kate Knight

SECTION 4A BATTLE EXERCISE EXAMPLE NO. 1 - ATTACKING AN ENEMY POSITION

A. CONNECT

0372 Aim

To exercise the section in attacking an enemy position using fire teams.

0373 Personnel, Stores and Aids

Dress (*CEFO*)

Weapons (*Normal Section Scale with BFAs*)

Ammunition (blank and pyrotechnics) (*30 per rifle, SBS as available*)

Demonstrators (*Sect strength + en + safety*)

Model for revision (*x 1*)

Mock en pos (*as required*)

Camouflage cream (*as required*)

0374 Preparation

- a. **Ground.** Walk through each area to be used and test it for suitability, i.e. fire position, cover, tactical soundness.
- b. **Enemy.** Arrange for cadets or CFAVs to be dressed as enemy. Two smoke grenades and SBS are required (as available).
- c. **Safety.** Take note of the safety rules for the pyrotechnics used as laid down in *Cadet Training – Ranges*.
- d. **Critique Sheet.** Personal critique tick sheet of possible faults.
- e. **Orders.** Write out a set of quick attack orders for capturing the bunker and brief the Zic.
- f. **Observation Position.** The instructor should take up a position from where they can check faults.
- g. **Miscellaneous.** The instructor need not act as section commander but should introduce realism after handing over to the Zic in battle preparation. They should then watch and use the critique sheet.

B. DEVELOPMENT

Preliminaries

0375 On arrival of demonstrators:

- a. Lay out stores and ammunition.
- b. Brief and rehearse demonstration troops/enemy.
- c. Carry out normal safety precautions and checks.
- d. Lay out model and practice area.
- e. Position for smoke across front of position.
- f. Explain scoring system for assessment of pass standards.

0376 On arrival of cadets:

- a. Carry out normal safety precautions.
- b. Check all weapons and blank firing attachments.
- c. Issue safety brief applicable to the exercise.
- d. Organise the squad and brief them.
- e. Explain layout, system of work, battle preparation area and administrative area.



0377 Revision. Carry out revision of:

- a. Principles of Fire and Movement (F & M).
- b. Hand signals.
- c. Theory. Discuss the drills with the aid of a model kit.
- d. Practical. Walk-through – talk-through of the drill (non tac).
- e. Faults must be corrected during revision. On completion, organise cadets into groups.

Introduction

0378 Approach

It is inevitable that some enemy strongpoints will have to be destroyed using small arms fire alone. In such cases, therefore, a tactic allowing cadets to close with the enemy has been devised.

Aim

The aim of this exercise is to practise the section in attacking an enemy position.

» Battle Preparation and Battle Picture

0379 Battle Preparation. Tell the section:

- a. How long they have to prepare.
- b. Where they are to prepare.
- c. The direction of the enemy.

0380 Battle Picture.

EXPLAIN

“During this attack the section were held up by that strongpoint over there (indicate position to section). The platoon cannot make any progress until it is destroyed. Working under the section 2ic you are to knock out this strongpoint as quickly as possible.”

» The Exercise

0381 Initiation. By the enemy or the instructor.

- a. Throw SBS to simulate mortar firing.
- b. Once smoke covers the position, nominated fire team opens fire.
- c. **Instructor's points.** The instructor must not be positioned within the section. From their fault-check position they must be able to see the whole exercise and every group.

0382 Faults. The following are the most likely faults to occur:

- a. Bunching.
- b. Bad fire positions.
- c. Failing to utilise point of fire to best effect.
- d. Poor stoppage drills.
- e. Lack of fire control.
- f. Poor personal fieldcraft skills.

0383 End of exercise.

- a. "Stop, make safe". Close into a position overlooking the exercise area.
- b. Debrief the enemy (away from the section).
- c. Debrief the section on bad and good points.

C. CONSOLIDATION

» Conclusion

0384 End of Lesson Drill

- a. Questions from and to the squad.
- b. Unload, clear weapons, empty magazines and centralise ammunition.
- c. Carry out normal safety precautions.
- d. Pack up all stores.
- e. Declaration.
- f. Summary.
- g. Look forward.

SECTION 4B BATTLE EXERCISE EXAMPLE NO. 2 - USE OF HAND SIGNALS (PATROLLING)



A. CONNECT

0385 Aim

To practise two cadets in the use of hand signals while patrolling.

0386 Personnel, Stores and Aids

Dress (*CEFO*)

Weapons (*Normal Section Scale with BFAs*)

Ammunition (blank and pyrotechnics) (*20 per rifle, SBS as available*)

Demonstrators (*x 2 to act as enemy*)

Model for revision (*x 1*)

Mock en pos (*as required*)

Cam cream (*as required*)

Mine tape (*20m if no stream available*)

0387 Preparation

The ground chosen should offer a variety of obstacles in order to exercise the cadets fully. If possible the exercise, administrative, briefing and re-exercise areas should be separated.

B. DEVELOPMENT

Preliminaries

0388 On arrival of demonstration troops:

- a. Lay out stores and ammunition.
- b. Carry out normal safety precautions and checks.
- c. Brief and rehearse demonstration troops/enemy.

0389 On arrival of firers:

- a. Carry out normal safety precautions.
- b. Check all weapons and blank firing attachments.
- c. Issue safety brief applicable to the exercise.
- d. Organise the squad and number off.
- e. Explain layout, exercise area, administrative area, start line and system of work.
- f. Plan concurrent activity for remainder of squad.
- g. Explain scoring system:

(1) Standards.

- (a) Battle preparation (*HPS 5 points*)
- (b) Hand signals (*HPS 20 points*)
- (c) Reaction to hand signals (*HPS 15 points*)
- (d) Fire position (*HPS 5 points*)
- (e) Teamwork (*HPS 5 points*)
- (f) HPS (*50 points*)
- (g) Pass total (*25 points*)

0390 Revision

If it is not a test exercise, ask the squad the following questions and revise where necessary:

- a. What are the methods of communication within a section?
- b. What groups might be used in a section strength patrol?
- c. What is the signal for the O group?
- d. What is the signal for the section commander?
- e. What is the signal to indicate a reconnaissance?
- f. What is the signal for the scout group?

Introduction

0391 Approach

The success of a patrol depends a great deal upon the stealth with which it is carried out. In spite of this, information and instructions still have to be passed within the patrol. However, the use of voice is seldom possible because of proximity to the enemy. The alternative is to use hand signals which can prove most successful with sufficient practice and knowledge.

0392 Aim

The aim of this short exercise is to practise silent hand signals.

» Battle Preparation and Battle Picture

0393 Battle Preparation. Indicate the area and allow two minutes for cadets to work as a battle pair. Point out the direction of the enemy and the place to RV with the instructor.

0394 Battle Picture.

EXPLAIN

"You are members of No. 1 section of No. 1 platoon and were engaged in a reconnaissance patrol in the early hours of this morning (point out objective a realistic distance away). On moving into the final RV we were ambushed. Having broken clear, we are the only members to arrive at the emergency RV. The allocated 30 minutes has expired so I intend to make our way to the forward edge of our battle area as quickly as possible. The first leg back coincides with a line in that direction so I want you to act as scout group and move ahead in bounds. I will watch the rear and keep track of our location. Any questions? It is probable that the enemy will follow up the ambush so play it safe; off you go."

» The Exercise

0395 Conduct. On receiving the battle picture the group should move off. The instructor has the opportunity to pass on fresh instructions as they progress and to observe for the correct reactions. The fact that the ground to be crossed contains obstacles, buildings, etc, allows for information to be passed back as well as making best use of hand signals.

0396 End of Exercise. This procedure continues until the enemy is sighted, when the reaction should be to lay an immediate ambush. When the ambush is sprung, the instructor is to:

- a. Shout: "Stop, make safe".
- b. Move the group to a position where they can observe the area.
- c. Collect any comments from the enemy (away from the section).
- d. Remind the group of the aim of the exercise. Assess their performance using a critique sheet.

0397 Faults. The following are the most likely faults to occur:

- a. Poor camouflage and weapon handling.
- b. Inaccurate hand signals, arm waving, etc.
- c. Poor understanding and reaction to hand signals.

C. CONSOLIDATION

» Conclusion

0398 End of Lesson Drill

- a. Questions from and to the squad.
- b. Unload, clear weapons, empty magazines, and centralise ammunition.
- c. Normal safety precautions.
- d. Pack up all stores.
- e. Declaration.
- f. **Summary.** Summarise the lesson as a whole and give scores.
- g. Look forward. Give details of the next Battle Exercise.



**SECTION 4C BATTLE EXERCISE EXAMPLE
NO. 3 - INDIVIDUAL FIRE AND MOVEMENT**

SECTION 4C BATTLE EXERCISE EXAMPLE NO. 3 - INDIVIDUAL FIRE AND MOVEMENT

A. CONNECT

0399 Aim

To exercise a pair of cadets in Fire and Movement.

03100 Personnel, Stores and Aids

Dress (*CEFO*)

Weapons (*Normal Section Scale with BFAs*)

Ammunition (blank and pyrotechnics) (*20 per rifle*)

Model for revision (*Sect strength + en + safety*)

Mock en pos (*as required*)

Camouflage cream (*as required*)

Fig 11 targets (x 2)

Fig 12 targets (x 2)

03101 Preparation

- a. **Ground.** Select a training area that can be divided into an administrative, exercise and a concurrent activity area. The administrative area should be closest to the debussing area.
- b. **Exercise Area.** The exercise area should consist of a battle preparation area, start line, the Fire and Movement circuit, and the debriefing area.

c. **Concurrent Activity.** The staff should deal initially with the revision of skills related to the exercise. They should then practise skills connected with the type of exercise in progress, e.g. observation, movement and target indication.

d. **Briefing.** Prepare notes for a short tactical briefing of cadets on arrival and brief orders for the pair to be exercised.

03102 Miscellaneous

- a. This exercise is a practice of skills learnt in previous lessons, therefore cadets are being assessed. The weak ones will be given a chance to relearn and be exercised again.
- b. A separate circuit for a re-exercise should be reconnoitred.
- c. Keep those waiting to be exercised away from those who have completed the test.
- d. The initial briefing and battle preparation should take place in the concurrent activity area.

Preliminaries

03103 On arrival of staff and demonstrators:

- a. Lay out stores and ammunition.
- b. Brief and rehearse staff and demonstration troops.

03104 On arrival of firers:

- a. Carry out normal safety precautions.
- b. Check all weapons and blank firing attachments.
- c. Issue safety brief applicable to the exercise.
- d. Pair off the cadets for the exercise, number off the pairs and establish the senior cadet in each pair in command.
- e. Brief on the exercise:
 - (1) Layout of exercise area, ammunition point, battle preparation area, start line, administrative area and concurrent activities area (indicate these on the ground).
 - (2) Detail of pairs to their first activity and where they should go on the changeover.
 - (3) Method of changeover.
 - (4) **The Competition.** Each pair is to be assessed on:

(a) Standards.

- (i) Battle preparation (15 points)
- (ii) Weapon handling (15 points)
- (iii) Fire position (15 points)
- (iv) Pairs fire and movement (50 points)
- (v) Bonus points (5 points)
- (vi) HPS (100 points)
- (vii) Pass total (50 points)

(5) Initial Battle Preparation. "General situation. Our battalion has been in a defensive position in this area for the last 48 hours. We are dug-in and expecting the enemy from that direction (indicate). You have now got three minutes for your initial battle preparation. After that the concurrent activity staff will revise you on the essential skills required for the exercise. The first pair will then report to the battle preparation area."

f. Revision

Briefly revise the use of cover, fire positions, reaction to effective enemy fire and F & M in pairs.

» Introduction

03105 Approach

A basic principle in battle is 'No movement without covering fire'. At its lowest level, this means two cadets must work as a team with one providing the covering fire while the other one advances or moves to a better position.

03106 Aim

The aim of the exercise is to practise Fire and Movement in pairs.

B. DEVELOPMENT

» Battle Preparation and Battle Picture

03107 Battle Picture. Meet the first pair of cadets at the battle preparation area and brief them as follows:

- a. **Ground.** "We are now in the platoon defence area. The platoon has been here for 48 hours. The enemy are that way (indicate direction of exercise area)."
- b. **Situation.** "Late-night enemy activity was reported close to our front."
- c. **Mission.** "Your mission is to clear the ground to our front for 250m."
- d. **Execution.** "You will move out from the line of departure there (indicate). Finalise your battle preparations and camouflage now and report to me at the line of departure in two minutes."
- e. "Any questions?"

03108 Battle Preparation. When the pair report to the line of departure:

- a. Inspect camouflage and equipment.
- b. Issue 20 rounds 5.56mm blank ammunition each.
- c. Brief on route to include (any markings) boundary, type of targets and remind cadets to work as a team.
- d. Order: "Load, ready, advance".

» The Exercise

03109 Conduct. Conducting staff move behind the pair to watch their actions, see the enemy and, when necessary, to initiate the contact.

03110 Assessment. At the end of the circuit, assess and mark the action. A suggested breakdown of the marking for a pair's Fire and Movement is as follows:

- a. Teamwork (20)
- b. Observation (10)
- c. Fighting through/clearing action (10)
- d. Aggression (10)
- e. Total (50)

03111 Debrief. Conduct individual debrief on the way back to the administrative area.



C. CONSOLIDATION

» Conclusion

03112 End of Lesson Drill

- a. Questions from and to the squad.
- b. Unload, clear weapons, empty magazines and centralise ammunition.
- c. Carry out normal safety precautions.
- d. Pack up all stores.
- e. Declaration.
- f. Summary.
- g. Look forward.

SECTION 4D BATTLE EXERCISE EXAMPLE NO. 4 - TEAM FIRE AND MOVEMENT



A. CONNECT

03113 Aim

To practise the section's ability to carry out Fire and Movement in fire teams.

03114 Personnel, Stores and Aids

Demonstrators (*Section Strength and enemy*)

Dress (*CEFO*)

Weapons (*Normal Section Scale with BFAs*)

Ammunition (blank and pyrotechnics)
(*40 per rifle, SBS sect strength + en + safety*)

Model for revision (*as required*)

Mock en pos (*as required*)

Camouflage cream (*x 2*)

03115 Preparation

- a. **Ground.** Select a piece of ground with limited cover which allows for an advance of 200m and enemy sited out to 300m.
- b. **Enemy.** Rehearse the enemy confirming signal to initiate, etc.
- c. **Safety.** Ensure sufficient safety staff are nominated.

B. DEVELOPMENT

Preliminaries

03116 On arrival of staff and demonstration troops:

- a. Rehearse appearance of targets and check communications and effects weapon being used.
- b. *Carry out normal safety precautions and checks.*
- c. Lay out ammunition (on cover) and any stores.
- d. *Brief safety staff and enemy and walk the exercise.*

03117 On arrival of firers:

- a. *Carry out normal safety precautions. Check pouches, clear weapons, give thorough safety brief.*
- b. Cadets should secure ammunition and stores.
- c. **Organisation and Brief.** Explain layout of ammunition points, administrative, exercise and battle preparation areas, and concurrent activity.
- d. Explain who will be exercised first and how the change round will operate (if required).
- e. Explain the scoring system and pass standards. This can be used in an exercise if it is to be part of a competition or test. It is not essential but does add considerably to interest when used.

03118 Revision

- a. Fire and Movement.
- b. Selecting lines of advance.
- c. Taking and breaking cover.
- d. Breakdown of groups within the section.
- e. Practise team Fire and Movement.

» Introduction

03119 Approach

If caught in the open with limited cover available, it is vital that the section is capable of firing and manoeuvring as a team in order to close with the enemy. If this is not carried out in an efficient manner the task will not be achieved.

03120 Aim

The aim of this exercise is to practise team Fire and Movement using blank ammunition.

» Battle Preparation and Battle Picture

03121 Battle Preparation. This must include:

- a. Location of the battle preparation area.
- b. The time allowed for preparation.
- c. The direction of the enemy.

03122 Battle Picture.

EXPLAIN

"You are the point section of No. 1 platoon. Intelligence reports suggest that small pockets of enemy, each no more than two strong, have been left behind to delay our advance. Should you contact any of these you are to report their presence and if possible remove them."

» The Exercise

03123 Conduct. Depending on the standard, small fire teams (i.e. pairs) should be exercised first, working up to the complete section as progress is made. The exercise should be allowed to take its course but the instructor must be prepared to stop the action and correct any bad errors as they occur and while they are evident to those taking part.

C. CONSOLIDATION

» Conclusion

03124 End of Lesson Drill

- a. Questions from and to the squad.
- b. Unload, clear weapons, empty magazines and centralise ammunition.
- c. Carry out normal safety precautions.
- d. Pack up all stores.
- e. Declaration.
- f. **Summary.** Stress the need for movement in short bounds and, therefore, fitness.
- g. Control at all times is essential and fire must be effective before any movement.
- h. Look forward.

SECTION 5 TACTICAL EXERCISE WITHOUT CADETS (TEWC) AND MODEL EXERCISES

» General

03125 Tactical Exercises Without Cadets (TEWCs) and Model Exercises are both useful for educating and testing cadets and CFAVs in tactical principles.

03126 The principles of both types of exercise are the same but a TEWC is conducted on ground realistic to the lesson, whereas model exercises are not.

03127 With the exception of the procedures required when using blank ammunition and pyrotechnics, the same level of preparation and planning should be applied as to a Battle Exercise to ensure maximum training value.

» Tactical Exercises Without Cadets (TEWC)

03128 The fact that tactical principles are applied to the ground in this type of exercise means that not only must the appropriate piece of ground be chosen to bring out the lessons decided by the instructor, but that the problems set – and the discussions and arguments which they promote – must be related to the ground in every case. A problem which can equally well be discussed indoors from a map or a model has no place in this type of exercise.

03129 Realistic but simple narratives are required and marked maps should be used to explain them. The ground and climate for the purpose of the exercise are as they are found on the day.

» Model Exercises

03130 For these exercises to be successful they must still be thoroughly prepared. The model will take time to prepare and must be of a high quality if it is to be used to maximum effect.

03131 Model exercises will not have the necessary detail to discuss tactics at as low a level as during a TEWC or a Battle Exercise but there are some distinct advantages:

- a. A model can be designed to present more than one solution to each problem, promoting discussion between cadets. This will emphasise the lessons that are being taught.
- b. As a model exercise can take place indoors it can be conducted regardless of weather and daylight.
- c. Model exercises can also be useful for teaching cadets of all levels about tactics (Section Battle Drills, etc) if a blank firing demonstration is impractical.

» Conduct of the Exercise

03132 Once the preparation has been completed, the conduct of both TEWCs and model exercises is the same.

03133 Having arrived at the start point, or having described the model, the instructor is to:

- a. Give out the narrative and problem and allow the cadets to consider it for an allotted time (maybe as one group, as syndicates, or as individuals, depending on the level of cadets and training objectives of the exercise).
- b. Assemble the syndicates and get them to present their solution one at a time. Cadets should be encouraged to outline the reasons which influenced their answers. This will give the instructor a better idea of the cadets' understanding and will also provoke discussion.
- c. Having discussed the problem fully and highlighted the key learning points, one or more solutions will have been identified. The next stage will be moved onto and the same sequence followed.

03134 Continuity. The problem of maintaining a logical sequence of events when moving from one problem to another can be dealt with by:

- a. Using the instructor's own solution to the previous problem as a basis for the next. This is the easiest method and ensures the required lessons are brought out.
- b. Using a syndicate solution. This can work well as cadets take an interest in following up their own solutions and learn from their own mistakes. However, there is a danger of losing sight of the lessons which are to be taught as the instructor may have to improvise instead of working from prepared notes.

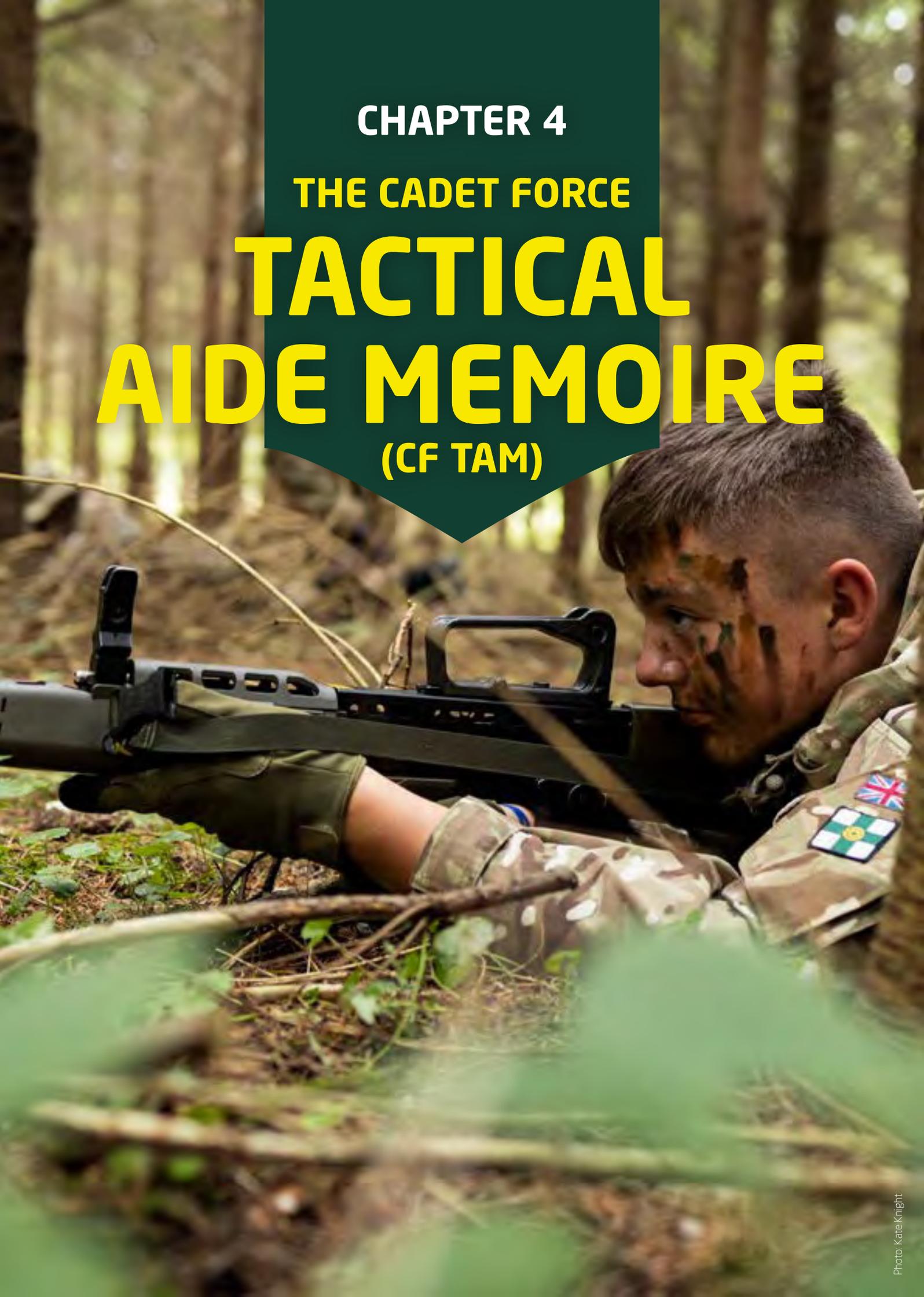
03135 Setting separate problems with no continuity. This is not logical or realistic and should be avoided.

03136 Further Action (TEWCs). Having formulated a plan of action, the cadets should then be run through the exercise again, going through the action as if commanding cadets, in order to practise them in the drills required for putting the plan into action.

CHAPTER 4

THE CADET FORCE

**TACTICAL
AIDE MEMOIRE
(CF TAM)**



Introduction



» Aim

0401 The aim of this chapter is to act as both a source of training aides when conducting Fieldcraft and Tactics lessons, and also to be carried by senior cadets in the field so it can be used as a TAM.

» Issue

0402 As well as being issued as a part of the Army Cadets Fieldcraft and Tactics Training Manual this chapter can be reproduced to assist in training. Individual pages can be printed off or photocopied to assist with individual lessons, or the entire chapter can be reproduced and issued to senior cadets (ideally kept within a waterproof folder) so that it may be used on exercise.

SECTION 1A CHARACTERISTICS OF CADET FORCE WEAPONS

» L98A2 Cadet General Purpose (GP) 5.56mm Rifle

Serial	Characteristic
1	<p>The 5.56mm Cadet GP Rifle is a magazine-fed weapon capable of firing single rounds producing:</p> <ul style="list-style-type: none"> a. Quick and accurate fire at short-range opportunity targets. b. A high rate of accurate, rapid fire at ranges up to 300m and accurate deliberate fire at longer ranges. c. Effective section fire at ranges up to 600m.
2	A number of individual parts including the magazine, which holds 30 rounds.
3	With its self-loading capability and a 30-round magazine, a high standard of fire control is necessary to prevent wastage of ammunition.

SECTION 1B CLEANING AND MAINTENANCE OF CADET FORCE WEAPONS

» Frequency of Cleaning and Maintenance

When in a harbour or patrol base, commanders will decide the number of weapons to be cleaned at any one time. This is so the group is still able to defend itself if needed.

» Cleaning

To clean, carry out the following:

Serial	Characteristic
1	Ensure the weapon is unloaded and stripped.
2	Use the GP soft brush to remove any loose fouling or debris from the weapon and its components.
3	With a piece of lightly oiled flannelette, clean the outside of the weapon then wipe dry.
4	Use the chamber/barrel extension brush and cleaning rod to clean the chamber and barrel extension. Oil can be applied to the brush to assist in cleaning.
5	Use the barrel extension cleaner to clean the fouling from inside the barrel extension.
6	Use the GP soft brush and flannelette to clean the inside of the body.
7	Wipe clean the piston, the gas cylinder and the gas plug. Carbon fouling is removed by the GP wire brush, gas block cleaning brush and scrapers on the combination tool.
8	Pull the barrel through with a well-lubricated bore brush. Pull it through a number of times, alternating between dry and oily swabs until the barrel is clean, then finish with a dry swab.
9	Dry clean the whole of the weapon.
10	If magazines are to be stripped and dry-cleaned, abrasive materials should not be used, i.e. Scotchbrite, as this will remove the coating on the magazine body.

» Lubrication and Inspection for Damage

Prior to lubricating the weapon, inspect the following for any damage.

For normal daily use, lubricate the weapon as shown below and on the lubrication chart.

Serial	Component	Inspection Checklist	Lubrication Checklist
1	TMH	<p>Check the TMH for damage or wear. Pay particular attention to:</p> <ol style="list-style-type: none"> 1. Bolt release catch. 2. Safety catch. 	<ol style="list-style-type: none"> 1. Lubricate the outside of the TMH. 2. Place a few drops of oil on the safety catch, front locking pin, magazine release catch, holding opening device and change lever. 3. Move them a few times to spread the lubrication. 4. Place a few drops of oil on the springs in the trigger mechanism.
2	Bolt and Carrier	<ol style="list-style-type: none"> 1. Bolt. Cracks or fractures, especially in the cam stud recess area. 2. Firing Pin. Bent, cracked, blunted. 3. Cam Stud. Cracked or chipped. 4. Firing Pin Retaining Pin. Bent or badly worn. 5. Extractor/Extractor Spring. Check the extractor for chipped or broken edges in the area of the lip that engages the cartridge rim. 6. Recoil Rod Assembly. Check the springs are not bent or damaged and the recoil rod and control rods are not damaged. 7. Cocking Handle. Check for cracks or fractures and that the locating pin is not bent or damaged. 	<ol style="list-style-type: none"> 1. Lubricate the firing pin and firing pin recess in the bolt, cam stud area and the outside of the bolt body. 2. Place a few drops of oil under the extractor and move it a few times to spread the lubrication. 3. Lubricate the base of the bolt carrier. 4. Lightly lubricate the cocking handle. 5. Lubricate the recoil rod assembly.

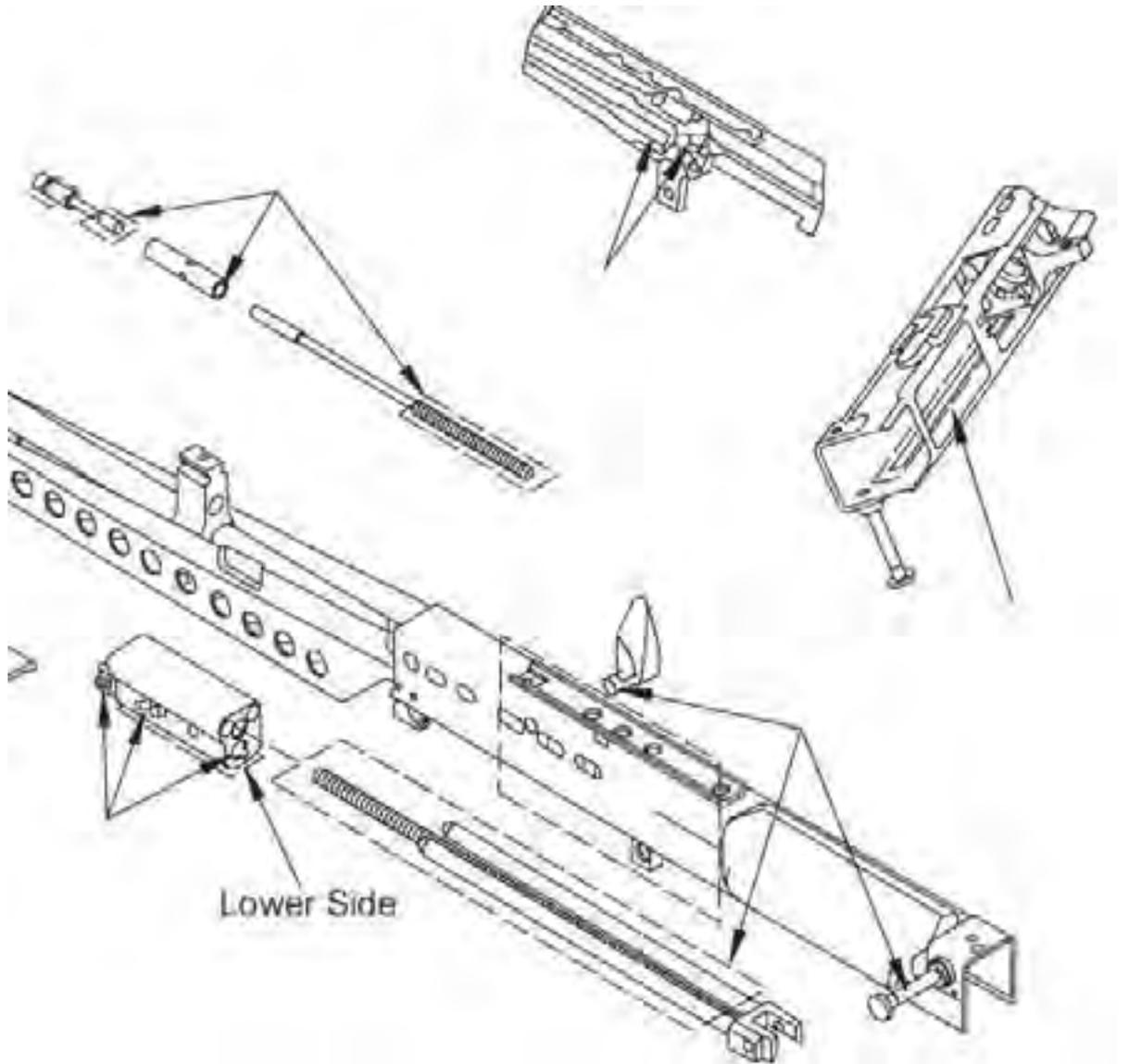
Serial	Component	Inspection Checklist	Lubrication Checklist
3	The Gas System	<ol style="list-style-type: none"> The Piston and Spring. Check for cracks or fractures. Ensure the spring is not bent or damaged. The Gas Plug. Check for cracks or fractures. Check the plunger operates freely and is not bent. Gas Cylinder. Check for cracks or fractures, particularly around the area of the gas escape holes. 	Lubricate the gas piston spring, gas plug and gas cylinder.
4	The Body	Check for damage or wear.	<ol style="list-style-type: none"> Lubricate the inside and outside of the body. Use the swab and a drop of oil to lubricate the barrel extension. Oil the barrel and chamber. Place a few drops of oil on both locking pins and move them a few times to spread the lubrication. Place some oil on the cocking guide. Oil the joints of the bipod to allow it to move freely.
5	Magazines	<ol style="list-style-type: none"> The magazine lips: are they distorted or bent? The body of the magazine: is it dented? The platform: is it distorted or dented? The spring: is it loose, distorted or stretched? 	<ol style="list-style-type: none"> Lubricate the inside spring. Wipe down the outside with a slightly oily cloth.

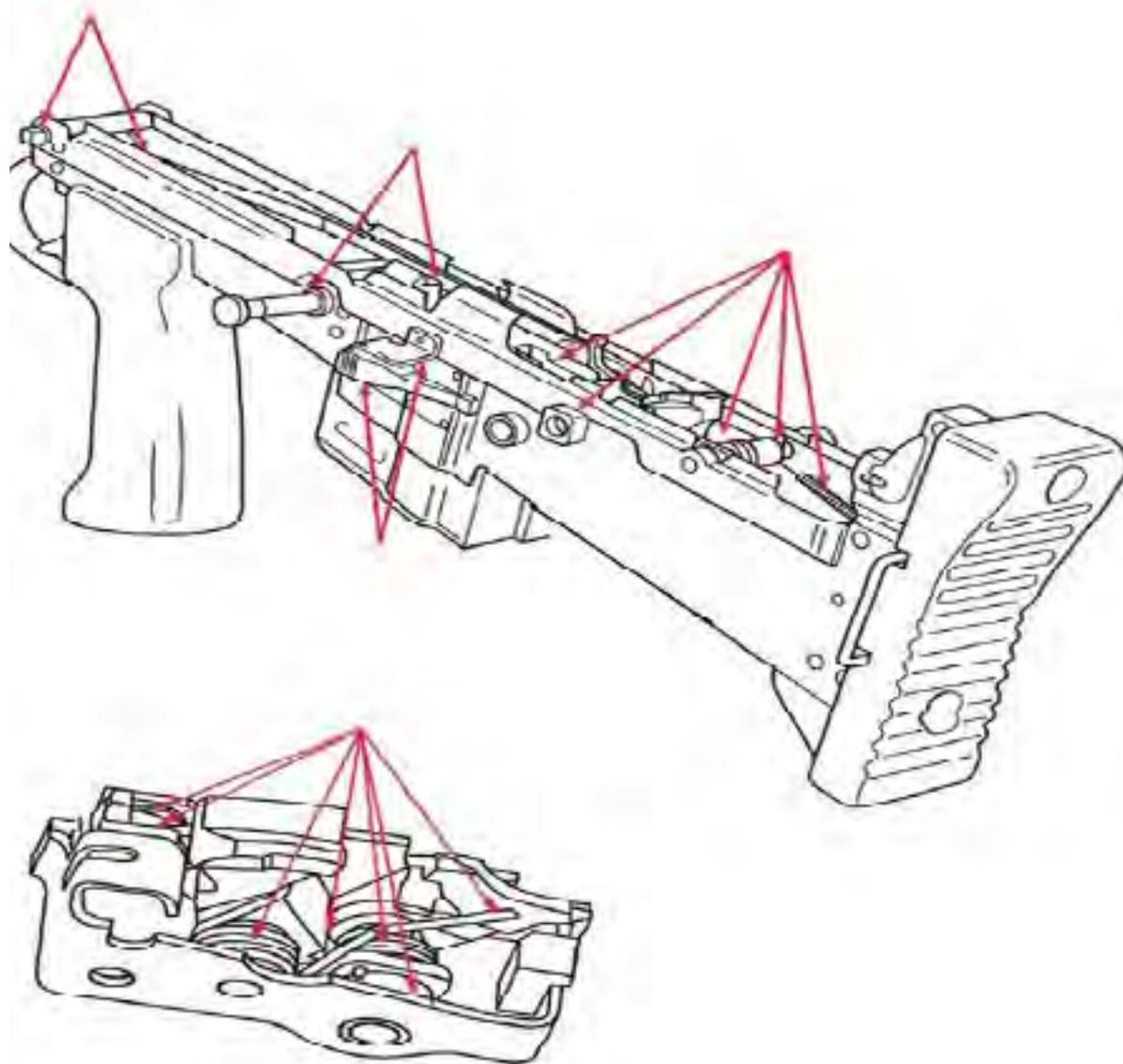
» **NOTE.** If any damage or excess wear is found, it must be reported to an adult instructor who will ensure the weapon is taken to the armourer for remedial action.



» Lubrication Chart

Fig 4.1 Lubrication Diagram





» During Firing

During firing, the procedures below are to be followed:

Serial	Conditions	Action
1	Before Firing	Inspect the rifle to determine if it requires additional lubrication. If so re-lubricate, as previously taught, before operational deployment.
2	During Firing	While firing, if any opportunity exists, lubricate as for cleaning and maintenance regime in a harbour or patrol base.
3	After Firing	Carry out the procedures taught in cleaning and maintenance in detachment.

» Cleaning in Adverse Conditions

Serial	Conditions	Action
1	Heavy Rain and Damp Conditions	Inspect frequently for rust and remove it as normal.
2	Dry, Sandy or Dusty Conditions	<ol style="list-style-type: none"> 1. In such conditions the rifle must be kept dry; this will be best achieved by sweating it in the sun and wiping off any exuding oil. 2. If rust appears, remove it as normal but take care to remove any oil that may have been used. 3. Occasionally empty magazines and tip out any grit. 4. Do the same with the TMH, first removing it from the rifle but only when ordered to do so.

SECTION 1C DESCRIPTION, CARE AND CLEANING OF AMMUNITION

» Description of Ammunition

Three natures of ammunition are issued to cadets:

			
Serial	1	2	3
Type	Ball	Blank	Drill
Description	Has a smooth brass cartridge case, a jacketed bullet with a percussion cap in the base.	Has a brass case but no bullet. The top of the case is closed by crimping with a percussion cap at the base.	A silver coloured grooved case, a copper jacketed bullet and no percussion cap.

» Care of Ammunition and Magazines

Serial	Rule
1	Always look after ammunition; keep it clean, dry and free from oil.
2	Never let it lie in the direct rays of the sun as this can cause inaccuracies.
3	Never use a round as a tool.
4	Tampering with ammunition is dangerous and is forbidden.
5	If a round is damaged, do not attempt to fire it. Place it to one side and hand it to one of the adult instructors.
6	Magazines are to be inspected regularly. Damaged magazines will cause stoppages.

» **Safety.** Only blank rounds are to be used during fieldcraft training. Every round fitted into a magazine must be inspected to ensure it is a blank round.

SECTION 2 BATTLE PREPARATION

» Suggested Packing Lists

The type of training will dictate what is packed, but the standard requirement is shown below. The flexibility of the equipment allows a variation on the pouches that can be worn on the waist belt. The additional yoke can be used to take one side pouch (rucksack) if extra packing space is required.

Serial	Order	Equipment
1	CEFO	<ol style="list-style-type: none"> 1. Magazines 2. Water bottle 3. Tool roll 4. Rations 5. Gloves 6. Comms Cord
2	CEMO	<p>In addition to CEFO:</p> <ol style="list-style-type: none"> 1. Mess tins/knife, fork and spoon (KFS) 2. Hexamine cooker 3. Remainder of rations 4. Boot cleaning kit, spare laces 5. Socks, foot powder 6. Spare shirt 7. Two pairs of spare pants 8. ECW kit/issued fleece 9. Waterproofs 10. Groundsheet/poncho (with tent pegs and bungees) 11. Sleeping bag 12. Sleeping mat, rolled and on top of the rucksack 13. Washing and cleaning kit, towel 14. Cover sleeping bag (as available) 15. Sandbag/plastic bag for rubbish

» Tactical Checklist

Serial	Factor	Checklist
1	Personal Camouflage	<ol style="list-style-type: none"> 1. Exposed skin camouflage 2. Clothing and equipment 3. Weapons and equipment usable 4. Maintenance of camouflage 5. Use of shadow
2	Concealment	<ol style="list-style-type: none"> 1. Fire positions 2. Observation 3. Cover 4. Trench dimensions 5. Observation of arcs 6. Engagement of enemy 7. Track discipline 8. Hide drills/discipline
3	Weapons	<ol style="list-style-type: none"> 1. Carriage 2. Correct ammo scales 3. Sights checked 4. Serviceable and clean 5. Ancillaries and cleaning kit 6. Security and daily checks
4	Clothing and Equipment	<ol style="list-style-type: none"> 1. Correct dress 2. Webbing fits properly 3. Ammo readily available 4. Equipment packed correctly and noiseless 5. Items carried as per SOP 6. Ancillary equipment secure
5	Signals	<ol style="list-style-type: none"> 1. Equipment serviceability 2. Battery state, spares 3. Frequencies, address groups 4. Callsign known 5. Correct signals instructions 6. Security and carriage 7. Radios properly manned 8. Use of BATCO

SECTION 3A GENERAL

» Harbours Checklist

Serial	Consideration	Checklist
1	Sequence	<ol style="list-style-type: none"> 1. Selection 2. Occupation 3. Clearance patrols 4. Sentries 5. Work routine
2	Selection	<ol style="list-style-type: none"> 1. Mission 2. Map/air photos/patrol reports 3. Air/ground recce 4. Distance from habitation 5. Access to water 6. Easily defended 7. Max cover from ground and air 8. Routes in and out 9. Good comms
3	Occupation	<ol style="list-style-type: none"> 1. Break track if necessary 2. Snap ambush 3. Recce 4. Loc of 6 and 12 o'clock 5. Test comms 6. Lay perimeter wire 7. Sects occupy 8. Adopt fire positions/cover arcs of fire 9. Pl Comd checks position 10. Select ERV
4	Clearance Patrols	<ol style="list-style-type: none"> 1. Patrol per sect deploy to cover arc 2. Patrol out through neighbouring sentry point, in through own 3. Limit of visibility and sound 4. Report to Pl Comd on return

Serial	Consideration	Check List
5	Sentries	<ol style="list-style-type: none"> 1. Daylight. Posted beyond limit of noise during work routine. One sentry min. May require cover/ backup sentry on apex in position (2) on diagram 2. Night. Two sentries at each apex scrape. Comms to PI HQ (radio, cord, line) 3. Rosters for sects and PI HQ
6	Work Routine	<ol style="list-style-type: none"> 1. Prep stand-to positions, shell scrapes 2. Clear perimeter path/fields of fire 3. Sighting of tripflares, arc markers 4. Dig latrines 5. Comms cord from sentries to Sect Comds 6. Comms cord Sect Comds to PI Comd 7. Confirmatory Orders by PI Comd 8. PI Sgts point – feeding/sleeping 9. Sentry rosters, track/battle disc 10. Resupply, rubbish, weapon cleaning, water ptls/resupply, admin for future ops
7	Hasty Harbour	<ol style="list-style-type: none"> 1. Occupied for short periods for admin, orders, during recce phase prior to occupying a hbr/ambush site, or as an FRV 2. Clearance ptls not deployed 3. Sentries remain within perimeter 4. No perimeter wire, scrapes or shelters
8	Threat	<ol style="list-style-type: none"> 1. High. All admin/sleeping takes place in scrapes 2. Low. Admin can take place inside track plan

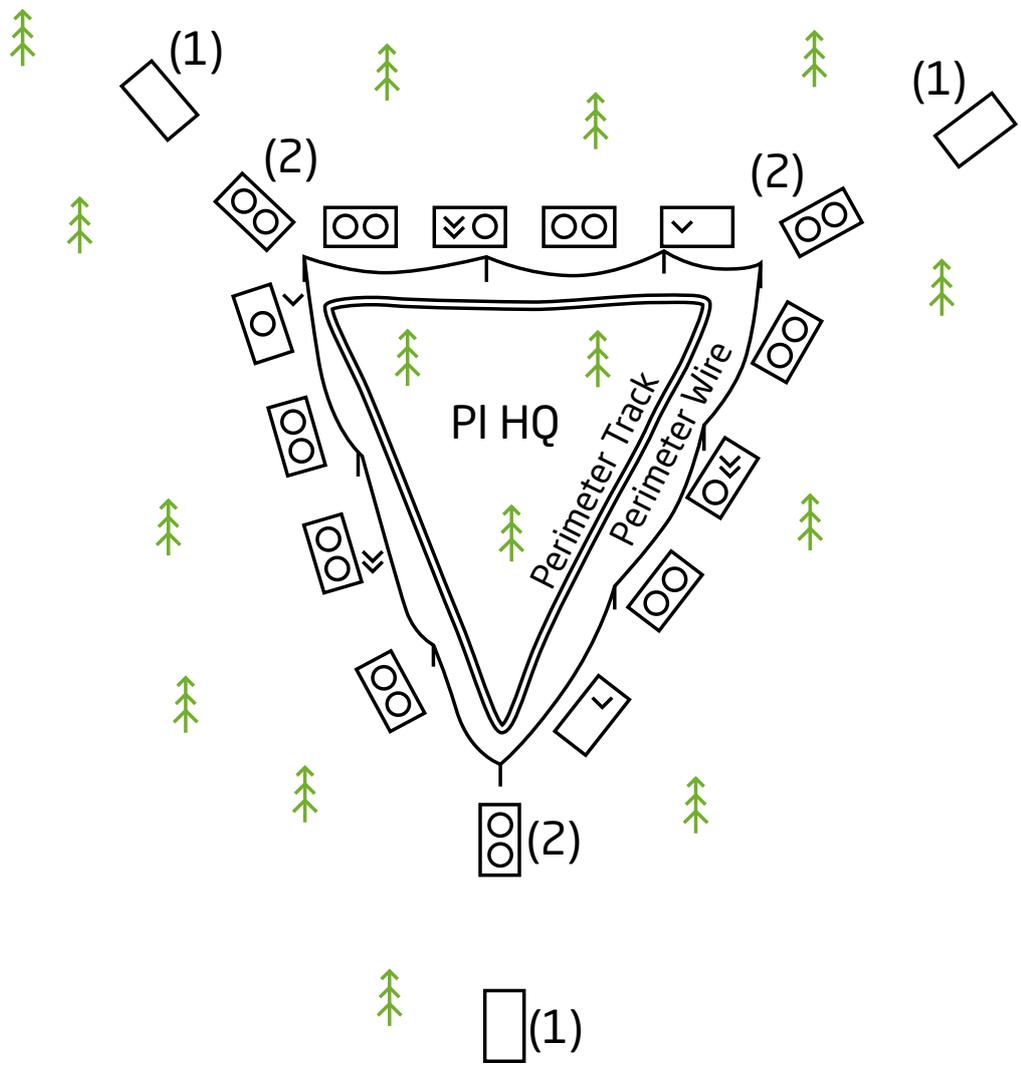


Fig 4.2 Triangular Harbour

NOTE

1. Daytime sentry locations at limit of sound.
2. Night sentry locations and stand to location for D Team during day.

SECTION 3B SENTRIES

» Orders for Sentries

All sentries must be briefed as follows:

1. Location of post and neighbouring posts if known.
2. Tactical situation, including current alert state.
3. Names of landmarks/reference points.
4. Length of duty and time of relief.
5. Route in/out.
6. Method of relief.
7. Method of alerting commander/own troops.
8. Reporting chain.
9. Concealment.
10. Dress.
11. Equipment:
 - a. Binoculars, compass and torch.
 - b. Communications and alarm system.
 - c. Map, notebook and pen.
 - d. Range card
12. Arc of observation and fire.
13. Action on suspicious movement.
14. Method of challenging.
15. ROE/orders for opening fire.
16. Friendly patrols – times out and in, strengths.
17. Location of tripflares, wire, etc.
18. Password and time it changes.

» Sentry Procedure and Challenging

Serial	Action by Sentry	Action by Person or Group Challenged
1	Alerts their immediate commander of the approach of a person/group and covers movement with their weapon.	
2	Waits until the person/group approaching is within audible range, but not so close that the position can be rushed, and then orders them to stop with the command: "HALT - HANDS UP."	Halts, raises hands.
3	Orders by voice or sign for one person to approach: "ADVANCE ONE."	Person or group leader advances towards the sentry position.
4	Allows the unknown person to approach close enough for visual recognition, or to give the challenge in a quiet voice, and then orders them to stop: "HALT."	Halts.
5	Gives the challenge quietly, e.g. "BRAVO BRAVO" (1) if they do not recognize the person. Only repeat if circumstances warrant, e.g. windy night.	Gives the reply, e.g. "ECHO ECHO."
6	If doubtful of the response, ensure the individual/group keep their distance and then rechallenge.	Gives the reply e.g. "ECHO ECHO."
7	Calls the remainder of the group forward, either as individuals: "ADVANCE ONE" or altogether: "ADVANCE" as the situation or their orders dictate.	Second unknown person, or the remainder of the group, advance to be recognised by the sentry, assisted by the group leader who stays with the sentry until all have passed.

» **NOTE.** Passwords are changed every 24 hours at 1200 hours ZULU (GMT) daily.

» Sentry Roster

Time of Duty	Sentry
0001 - 0100	
0100 - 0200	
0200 - 0300	
0300 - 0400	
0400 - 0500	
0500 - 0600	
0600 - 0700	
0700 - 0800	
0800 - 0900	
0900 - 1000	
1000 - 1100	
1100 - 1200	

Time of Duty	Sentry
0001 - 0030	
0030 - 0130	
0130 - 0230	
0230 - 0330	
0330 - 0430	
0430 - 0530	
0530 - 0630	
0630 - 0730	
0730 - 0830	
0830 - 0930	
0930 - 1030	
1030 - 1130	
1130 - 1200	



Time of Duty	Sentry
1200 - 1300	
1300 - 1400	
1400 - 1500	
1500 - 1600	
1600 - 1700	
1700 - 1800	
1800 - 1900	
1900 - 2000	
2000 - 2100	
2100 - 2200	
2200 - 2300	
2300 - 2359	

Time of Duty	Sentry
1200 - 1230	
1230 - 1330	
1330 - 1430	
1430 - 1530	
1530 - 1630	
1630 - 1730	
1730 - 1830	
1830 - 1930	
1930 - 2030	
2030 - 2130	
2130 - 2230	
2230 - 2330	
2330 - 2359	

SECTION 4A ORDERS GROUP (O Group)

DO:

1. Make your orders concise, clear and simple.
2. Consider use of aids (model, op overlay, photos, etc).
3. Give a clear and thorough description of your intent.
4. Explain the Mission and Concept of Operations of your immediate commander.
5. Give subordinates their Mission (or tasks and a single unifying purpose), and not just a list of tasks.

DO NOT:

1. Try to give detailed instructions covering every possible contingency.
2. Read orders from a prepared script.
3. Use complex terminology or language to impress.

SECTION 4B WARNING ORDERS



Situation	
Mission	
Timings	
O Group	
CSS	
Acknowledge	



» Sketch Map

SECTION 4C HASTY ATTACK PLANNING

» Planning Guide

1. MISSION

- a. Destroy/Capture.....in order to.....

2. FACTORS

a. Enemy and Ground.

(1) **Enemy.** Strength, weapons, locations, types of position, arcs, tactics.

(2) **Ground.**

	Left	Centre	Right
Position of Last Bound			
Route to Last Bound (inc point of fire)			
Position of Fire Support			
Route to Fire Support			
Obstacles			

- b. **Surprise/Time.** E.g. smoke, extra fire support from PI, time of H hour, time is ammo.

3. COURSES OPEN

	Left	Centre	Right
Advantages			
Disadvantages			

4. DECISION (PLAN)

5. QBOs

Section Mission	Destroy/Capture _____ in order to _____
Concept of Operations	
Fire Team and Individual Tasks	
Questions?	

SECTION 4D ORDERS SEQUENCE

» PRELIMINARIES

Security of Orders Group	Location	
	Sentries	
	Action on Attack	
Administration	Introductions (if necessary)	
	Seating Plan	
	Map Folds	
	Model Description	
Weather	First Light	
	Last Light	
	Forecast	
	Moon State	
	Visibility	
TASK ORG		



Ground	General	
	Detail	

» Situation

Enemy Forces		Friendly Forces	
Deductions from en & ground in est process:		2 up Comd's Intent	
Strength		1 up Comd's Msn & Concept of Ops (incl Intent & Main Effort)	
Routine		Locs & future actions of neighbouring forces which may affect the op	
DFs			
Locs		Outline Fire Sp Plan	
Weapons		Air	
Equipment			
Morale			
Obstacles			
Future Intentions			

» Civilians and Refugees

Friendly/ Unfriendly	
Locations/ Tasks	

» Mission

TO.....

IN ORDER TO.....



» EXECUTION Concept of Ops

Intent	
Scheme of Movement	
Main Effort	
Outline of Phases (PATROL ORDERS ONLY)	<p>This will be a..... phase operation.</p> <p>E.g. Prep Moves / Route Out / Action in FRV / Action on Obj / Withdrawal (to FRV) / Route Back /Extraction.</p>



» Missions/Tasks

Subunit	Mission/Task

Phase	Group	Composition	Task	Execution	Actions On
Prep Moves				Method of Move: OOM: Load Plan: Time of Rehearsals: Time Out: Route to DOP: Location of DOP: Arcs:	Ambush: Breakdown: At DOP: Enemy:

Phase	Group	Composition	Task	Execution	Actions On
Route Out				Navigation (Explain Route Card): OOM: Formation: Arcs RV Drills: Action at Stop Short: Confirm & Occupation of FRV:	Enemy Pre-Seen: Contact: Obs: PW: Casualty: Separated: Lost:

Phase	Group	Composition	Task	Execution	Actions On
Action in FRV	Recce			Position: Route in: OOM: Formation:	Contact: Loc by Enemy: Enemy Pre-Seen: FRV Group Contacted by Enemy:
	FRV Protection			Arcs: Signal to Open Fire:	Contact: Recce Gp Contacted: Enemy Pre-Seen: Recce Group no Return:

Phase	Group	Composition	Task	Execution	Actions On
Action on Obj				Method of Occupation: Route in: OOM: Formation: Position: Arcs: Action When in Position:	Enemy Pre-Seen: Contact: Enemy: Enemy Counterattack: Abort: Approach of Civ: Cas: PW:

Phase	Group	Composition	Task	Execution	Actions On
Action on Obj				Method of Occupation: Route in: OOM: Formation: Position: Arcs: Action When in Position:	Enemy Pre-Seen: Contact: Enemy: Enemy Counterattack: Abort: Approach of Civ: Cas: PW:

Phase	Group	Composition	Task	Execution	Actions On
Action on Obj (Cont)					

Phase	Group	Composition	Task	Execution	Actions On
Route Back				Nav (Explain Route Card): OOM: Fmns: RV Drills: Obs Drills: Action at Stop Short/PUP: Action at Base:	Enemy Pre-Seen: Contact: Cas: Lost: Separated:

Phase	Group	Composition	Task	Execution	Actions On
Extraction				Action in PUP: Load Plan: Route Back: Action at DOP: Snap Ambush: Action at Base (inc Debrief):	Enemy Pre-Seen: Contact: Cas: Veh Separated: Veh Lost: Veh Breakdown:

Leg	From		To		Bearing		Dist	Remarks
	Grid Ref	Location	Grid Ref	Location	Grid	Mag		
1								
2								
3								
4								
5								
6								



» Coordinating Instructions

Timings	
Movement	
Constraining Factors	
Fire Plan	



SUMMARY OF EXECUTION

» Service Support

Dress	
Equipment	
Weapons	
Ammunition	
Rations	
Medical	
Prisoners of War	
Transport	

» Command and Signal

HQs	Location	
	Alternate Commanders	
	Movement	
Communications	Changes to CEI	
	Reporting Procedure	
Codes	Codewords	
	Nicknames	
	Nick Numbers	

SECTION 5 PATROL REPORT

To		Report Number
From		
Title		
As at (DTG)		
1	Patrol Designation	
1A	Callsign or Nickname	
1B	Parent Unit/s Unit B	
2	Composition of Patrol	
3	Task/Mission	
4	Departure (DTG)	
5	Return (DTG)	
6	Route Out/In	

7	Enemy	
7A	Location (GR)	
7B	Time Activity Observed (DTG)	
7C	Strength	
7D	Activity/Attitude	
7E	Weapons and Equipment	
7F	Disposition	
7G	Intentions	
7H	Additional Observations	
7I	Command Posts Identified	
8	Miscellaneous Information	
9	Results of any Encounters	
10	Condition of Patrol	
10A	Casualties	
10B	Missing	
10C	Captured	
11	Additional Information and Conclusions	

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