

MS1

Intro to Tactics

OBJECTIVES

- Review individual movement techniques(IMTs)
- Learn and know when to use different formations
- Develop an understanding of contingencies and battle drills
- Apply tactics as a leader
- Develop basic understanding of IMTs and battle drills and tactics leading into MSII year

Knowing Tactics as a Leader

- Why is it important?
 - Every Officer is expected to know basic tactics
 - YOU are the one who leads troops into battle
 - Must know for planning missions

IMTs

- High Crawl
 - Support the body on your elbows and knees
 - Move on your elbows and knees
 - Weapon cradled in arms
 - Body lifted off the ground
 - Quicker movement for maintaining a low silhouette



IMTs

- Low Crawl
 - Lie flat on the ground
 - Push with legs
 - Pull with arms
 - Sling weapon across arm
 - Face away from the muzzle suppressor



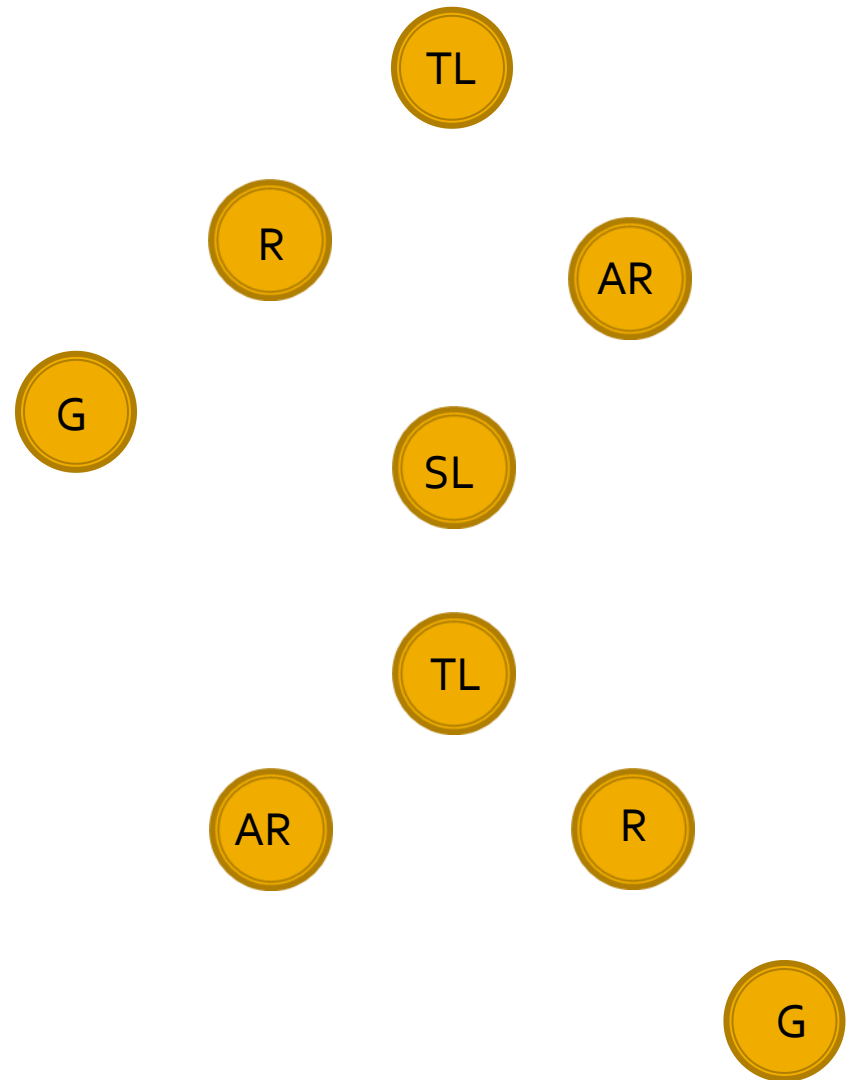
IMTs

- 3-5 Second Rush
 - Move under fire
 - “I’m up, they see me, I’m down”
 - Use with buddy teams to cover one another



Formations

- Squad Column Fire Team Wedge
 - Basic formation
 - Good dispersion laterally and in depth, without sacrificing control



Formations

- Squad File
 - Use in restricting terrain/vegetation
 - Provides the squad leader with most control but not ideal for enemy contact

TL

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TL

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Formations

- Squad Line
 - Provides maximum firepower to front
 - Used to assault or as a pre-assault formation



Battle Drills

■ Important to know...

- All contacts will require you and your unit to perform some form of immediate “react to contact”
- Upon contact, you and your Soldiers will first immediately return fire, hit the ground (except in near ambush) and then seek to cover and concealment
- Success in all your battle drills will depend on your unit’s ability to gain and maintain suppressive fires
- Getting out of or avoiding the enemy’s kill zone will maintain your combat power
- Maintaining communication up and down the chain of command, throughout the contact, is essential
- To maintain your unit’s combat effectiveness, you must consolidate and reorganize after each direct-fire contact

Battle Drills

- Cover and Concealment
 - Cover – Something that protects you as well as conceals you
 - Concealment – Hides you but does not protect you
- Suppressive Fires
 - “cover fire”
 - Reduces enemy performance
 - Keeps them in a defensive position

Battle Drills

- Individual Weapons
 - M16, M4, etc.
 - Individually operated
- Crew-served Weapons
 - Operated by two Soldiers
 - Firer, Assistant Gunner (A-Gunner)
 - Assistant gunner assists with feeding ammo

Battle Drills

- React to Contact
 - Squad/Platoon receives fires from enemy individual or crew-served weapons
 - Return fire immediately, take up nearest covered positions, continuing fire in direction of contact
 - Team/Squad Leaders locate and engage known or suspected enemy positions and pass info to squad/platoon leader
 - Control fires using standard fire commands
 - Alert, Direction, Description of Target, Range, Method of Fire, Command to Commence Firing
 - "3 D's" (DISTANCE, DIRECTION, DESCRIPTION)
 - "Enemy bunker, 1 o'clock, 200 meters, suppressive fire"

Battle Drills

■ Break Contact

- Squad/Platoon is under enemy fire and must break contact
 - Squad/platoon leader directs one fire team/squad (alpha/bravo, assault/support) in contact to support the disengagement
 - Squad/platoon leader orders the first fire team/squad to move in a distance and direction to a terrain feature (ORPs, RPs)
 - Direct base-of-fire element to move to it's next close location
 - Continuing to suppress the enemy as it breaks contact, the squad/platoon continues to bound away from the enemy until: it breaks contact, passes through a higher-level of support-by-fire position or fire teams/squads are in position to continue next mission
 - If disrupted move and meet at next rally point
 - Consolidate and reorganize

Battle Drills

■ React to Ambush

- Squad/platoon enters kill zone and the enemy initiates an ambush with a high volume of fire that produces casualties
 - Near Ambush
 - Soldiers in kill zone Immediately return fire
 - Soldiers not in kill zone – Identify enemy positions, initiate immediate suppressive fires, take up covered position, shift fires as Soldiers in the kill zone assault the ambush
 - Far Ambush
 - Soldiers receiving fire immediately return fire, take up covered positions, and suppress the enemy by eliminating mass casualty producing weapon, obscuring the enemy (smoke), sustaining suppressive fires
 - Soldiers not receiving fires move by a covered and concealed route to a vulnerable flank of the enemy and assault using fire and movement techniques
 - Soldiers in kill zone continue suppressive fires and shift fires as the assaulting team/squad fights through the enemy position
 - FO calls for and adjusts indirect fires
 - Consolidate and reorganize

Battle Drills

- **React to Indirect Fire (Dismounted)**
 - Squad is moving through open terrain, when suddenly you heard incoming rounds and shells exploding in the vicinity of your position
 - Any Soldier announces “incoming”
 - Immediately assume prone position or move to immediate available cover
 - Squad leader orders the squad to move to a rally point by giving distance and direction
 - Analyze the situation
 - Soldiers will look for your additional instructions
 - Creates a single line of command and prevent mass confusion cause by too many people trying to determine proper location
 - After the impacts, Soldiers move rapidly in the distance and direction to the designated rally point.
 - Squad/platoon leader contacts higher headquarters
 - Issue a situational report (SITREP)
 - Report attack in SALUTE format (size, activity, location, unit, time, and equipment)
 - Continue mission

Squad Tactics

- Characteristics
 - Surprise – under cover and concealment to avoid detection by the enemy
 - Concentration – massing of overwhelming combat power to achieve a single purpose
 - Tempo – rate of military action (violence of action)
 - Audacity – boldly executing your plan of action – getting results

Squad Tactics

■ Attack

- Hasty – seize opportunities to destroy the enemy or seize initiative. Usually occur during movements to contact and defensive operations to take advantage of agility and surprise
- Deliberate – Highly synchronized operations by detailed planning and preparation. Use when enemy cannot be bypassed or over come with a hasty attack.
- Other kinds of attacks: Raid and ambush.

Squad Tactics

- Movement to Contact
 - Offensive Operation used to develop the situation and establish or regain contact with the enemy
 - Two methods
 - Search and attack – enemy forces are dispersed; expect enemy to avoid contact or quickly disengage and withdraw or to deny movement
 - Approach march – expect enemy to deploy using relatively fixed offensive or defensive formations

Squad Tactics

- Recon
 - Use to gain specific information on enemy (PIR or IR)
 - Three kinds
 - Area – obtain info about specific location and area around it
 - Zone – obtain info about enemy, terrain, and routes within a specified zone
 - Route – obtain detailed info about one or more routes and all the adjacent terrain, or to locate sites for placing obstacles
 - Methods
 - Fan
 - Box
 - Cloverleaf

Squad Tactics

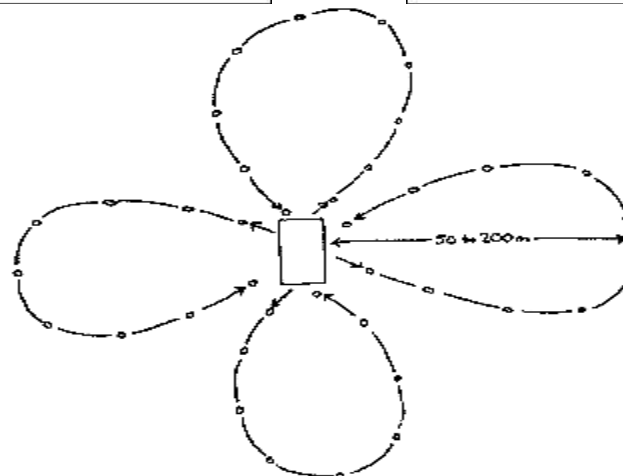
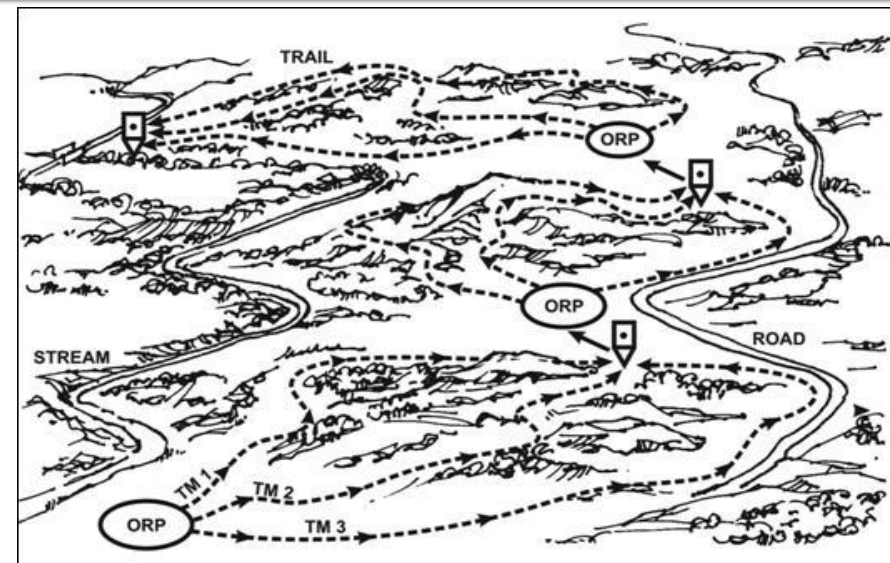
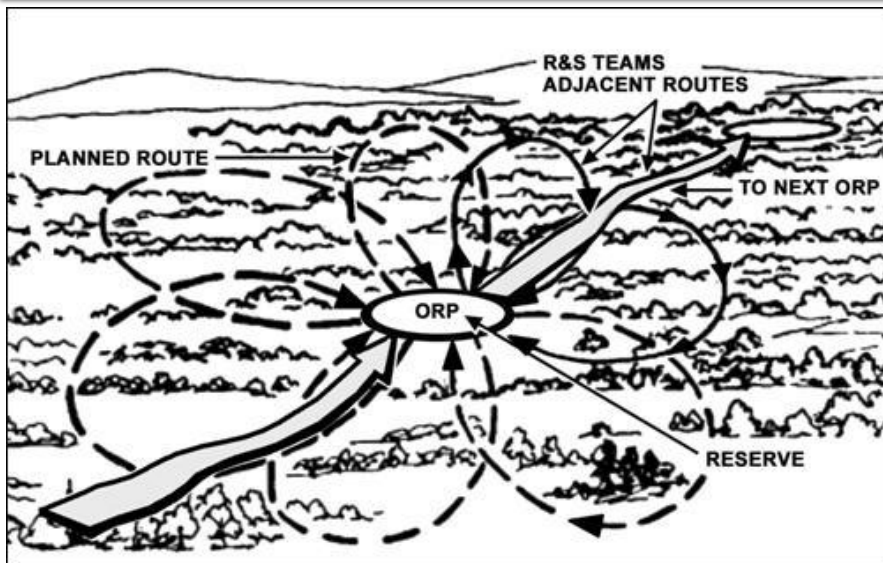


Figure 8-5. Clover-leaf search technique.

Squad Tactics

- Ambush
 - Used to disrupt enemy movement
 - Two Categories
 - Hasty – conduct when enemy has not detected your patrol
 - Deliberate – conduct against a specific target at a predetermined location

Squad Tactics

■ Ambush Cont'd

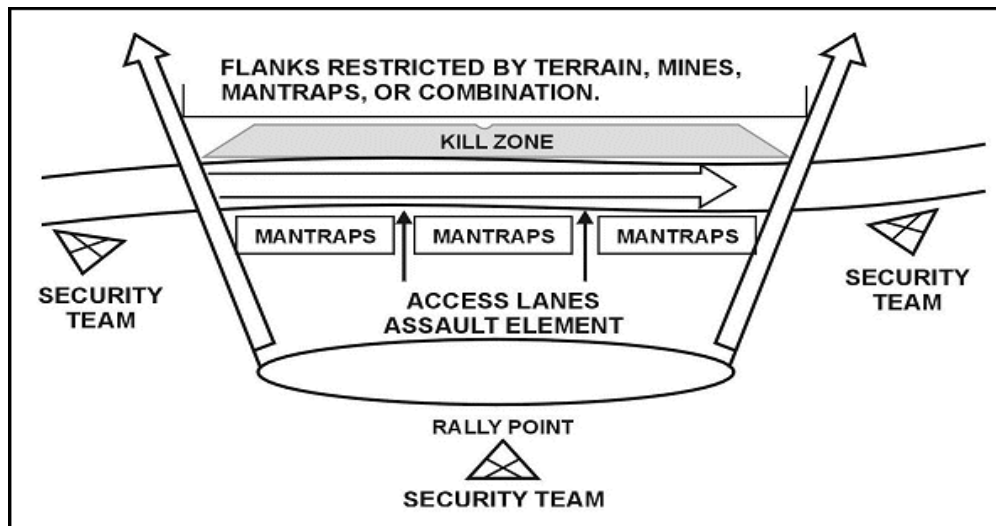
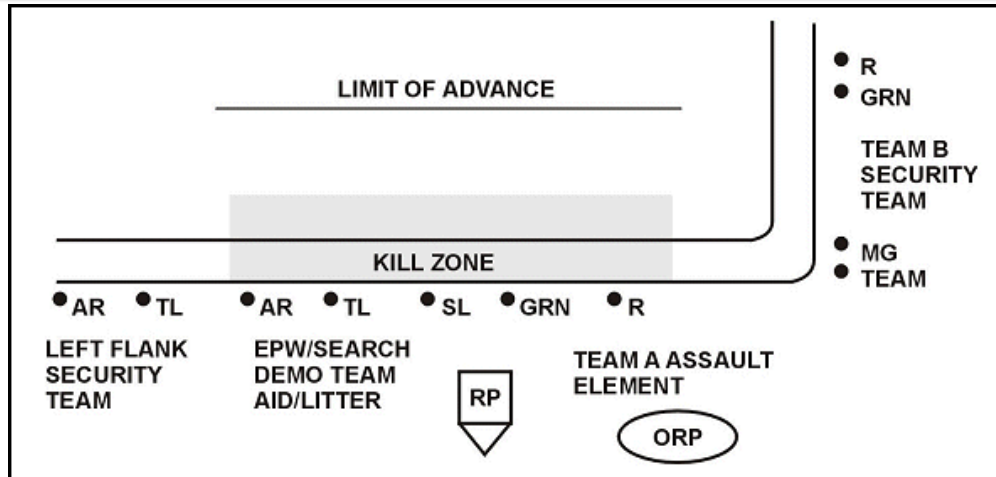
■ Types

- Point – deploy to attack enemy in a single kill zone
- Area – two or more related point ambushes

■ Formations

- Linear – assault and support elements deploy parallel to the enemy's route
- L-Shaped – assault element forms the long leg parallel to the enemy's direction of movement along the kill zone. Support element forms the short leg at one end of and at right angles to the assault element

Squad Tactics



Questions?
