

Section Battle Drills

Charlie & Delta Fire Teams



Come on the "Micks"



Section Battle Drills

1. PREPARATION FOR BATTLE
2. REACTION TO "EFFECTIVE" ENEMY FIRE
3. LOCATING THE ENEMY
4. WINNING THE FIRE FIGHT
5. THE ATTACK
6. RE - ORGANISATION



Section Battle Drills

- Experience has shown the need for a well understood method of tackling minor tactical problems
- The section attack is broken down into 6 section battle drills
- Each is a logical sequence of action to enable us to overcome minor opposition



All cadets should know these 6 Section Battle Drills

- “When understood” all cadets should know the sequence of a section attack
- Only when known will a section attack be successful



Come on the "Micks"



Fire Teams

C = CHARLIE D = DELTA

FIRE TEAMS

MADE UP OF 2 TEAMS OF 4 MEN

THIS INCLUDES

Section Commander

SECOND IN COMMAND

4 X RIFLEMEN

2 X LSWs

Section Battle Drill 1

Preparation for Battle

Battle Preparation

- **Weapons:** check that weapons are clean and serviceable
- **Personal camouflage:** break up the outline of the shoulders and equipment using local foliage typical to the area to be used
- **Ammunition:** check that ammo is clean and the magazine works properly



Battle Preparation

- **Orders:** Section Commander will give his orders for the advance
- **Reference and anticipatory points:** On the advance to contact the Section Commander will look out for :
- New reference points for Fire Control Order's



Battle Preparation

- Pick 2 or 3 within 400 meters within wide arcs to his front
- Describe as the section advance
- Each cadet will acknowledge by hand signal
- Positions where section can take cover upon coming under effective enemy fire



Battle Preparation

- These are call “anticipatory orders”
- E.G: *if we come under effective fire “D” fire team take up supporting fire position under the group of trees, “C” fire team move into the ditch on the left*
- Unnecessary shouting should be avoided, it only alerts the enemy



FORMATIONS ON THE ADVANCE



AXIS

C FIRE TEAM

Sect.Comd

LSW

2X

3X

D FIRE TEAM

2 I/C

6X

LSW

8X

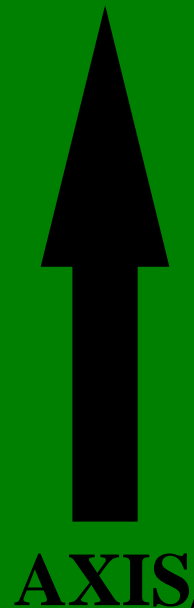
Section Battle Drill 2

Reaction To

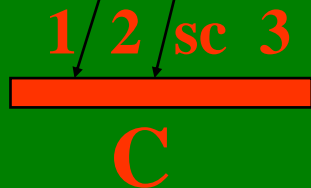
Effective

Enemy Fire

Enemy Position's



Effective
Enemy Fire



Reaction to Effective Enemy Fire

- Section must move on regardless of sounds or events directed at others around them
- Effective enemy fire is fire which would cause the section heavy casualties
- Once fired on, the Section Commander must shout "Take Cover"



Reaction to Effective Enemy Fire

- Do "not" drop where you are
- Increase speed and get to cover
- Make yourself a difficult target
- Don't move any more than 10 meters at a time



When diving for cover he must:

- Crawl into new fire position
- Be able to observe the enemy position
- Move so that you can hear the Section Commander



Reaction to Effective Enemy Fire

- If the enemy is spotted return fire on to enemy position without waiting for Section Commander's order
- When contact is made, no one should be idle



Everyone should be doing one of the following

- Observing
- Firing if the enemy is seen
- Moving to a new position to observe
- Moving to a new fire position
- Do not bunch up to less than 4 meters apart



"Take Cover"

Dash,
Down,

Crawl,
Observe

Sights,

Fire

Section Battle Drill 3

Locating The Enemy



Using Fire Control Orders

Locating the Enemy

- Location is usually difficult
- Failure may cause you to take casualties and stop you moving
- It will lead to loss of momentum and halt the platoon advance
- **There are 3 stages in this drill**



Observation

- Look in the area the **thump** came, the time between the **crack and thump** gives a clue to the range (1 second = 600m)
- Look for movement
- Smoke from weapons
- Anything unusual
- If nothing seen after 30secs it will be difficult to spot the enemy this way



Fire

- The Section Commander will order 2 riflemen to fire at likely enemy positions
- The remainder will watch their arcs for enemy movement and reaction
- If no answering fire to this a different method should be employed



Movement

- If still no reaction the Section Commander will order 2 riflemen to move about 10 meters to new cover
- If no reaction the first time the Section Commander will repeat this move
- A cadet dashing 10 meters is a difficult target to hit



Movement

- If still no enemy reaction the Section Commander will order the section to move
- One fire team should be left in a supporting fire position for the time being



Target Indication

- *All cadets should know how to use all methods of target indication to indicate the enemy position*

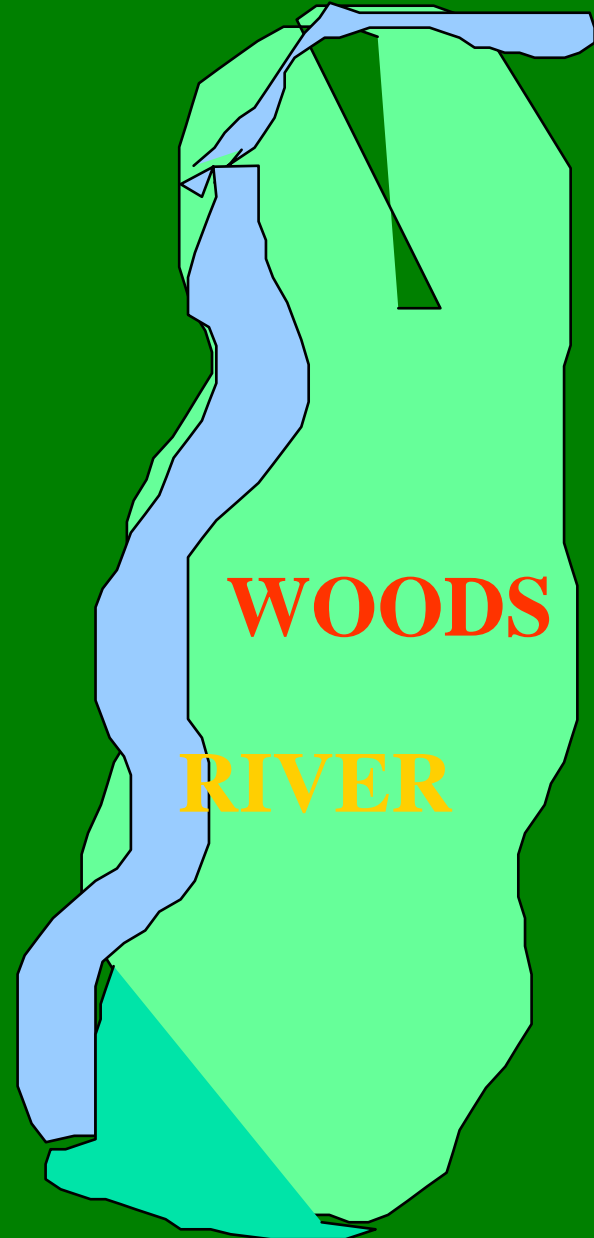
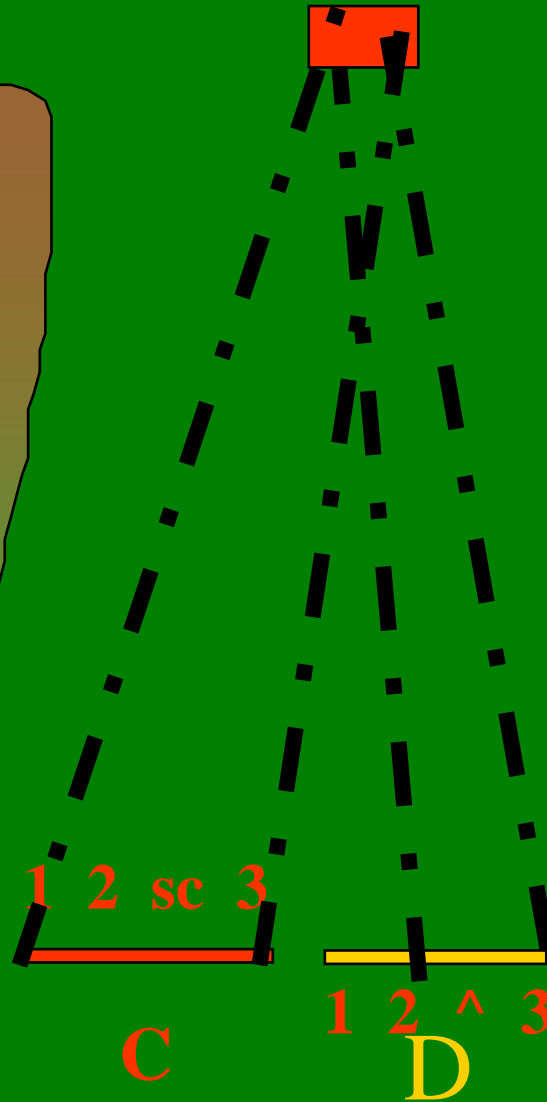
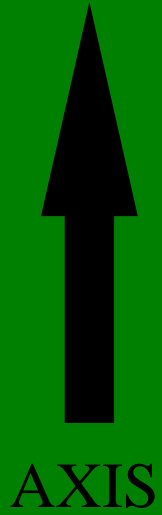


Section Battle Drill 4

Suppressing The Enemy

SUPPRESSING THE ENEMY

Enemy Position



Suppressing Fire

- As soon as the Section Commander knows the enemies position he must:
- Ensure sufficient volume fire is brought down on the enemy to stop them tying his section down
- Shout "STOP" to regain control



Suppressing Fire

- Controls volume of fire by fire control orders
- Section Commander starts battle estimate whilst suppressing the enemy
- The initiative must be retained by keeping a steady stream of fire on the enemy position



Battle Estimate




Section Battle Drill 5

The Attack

"LEFT" - "RIGHT" or FRONTAL
ATTACK

Issue Quick Battle Orders (QBO)

 Tell "D Fire Team" what to do.

 e.g. Delta Prepare to give supporting fire

 Tell "C Fire Team" what to do.

 e.g. Charlie prepare to go "Left Flanking", **peel off from the right**



Quick Battle Orders

Show Fire Team where **Point of Fire**
is located

e.g. Drop of LSW +1
to Suppress en. position



Come on the "Micks"



Section Commander +1
move forward to enemy position.

Drop of Section Commander
as close cover man

Grenadier (bomber)
drops in grenade
shoots up trench
occupy trench area

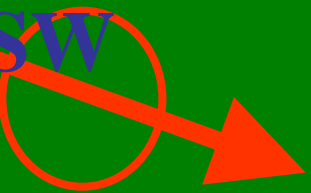


Come on the "Micks"



One Stage Attack

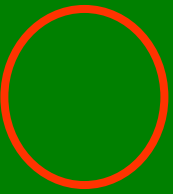
LSW



Section
Comd



Assault
Team




ENEMY






Fire Support

LSW



2I/C



THE ATTACK

Drop of Coverman

Coverman & Bomber

Bomber

Point of Fire

Suppressing Fire

Line of Advance

WOODS

RIVER

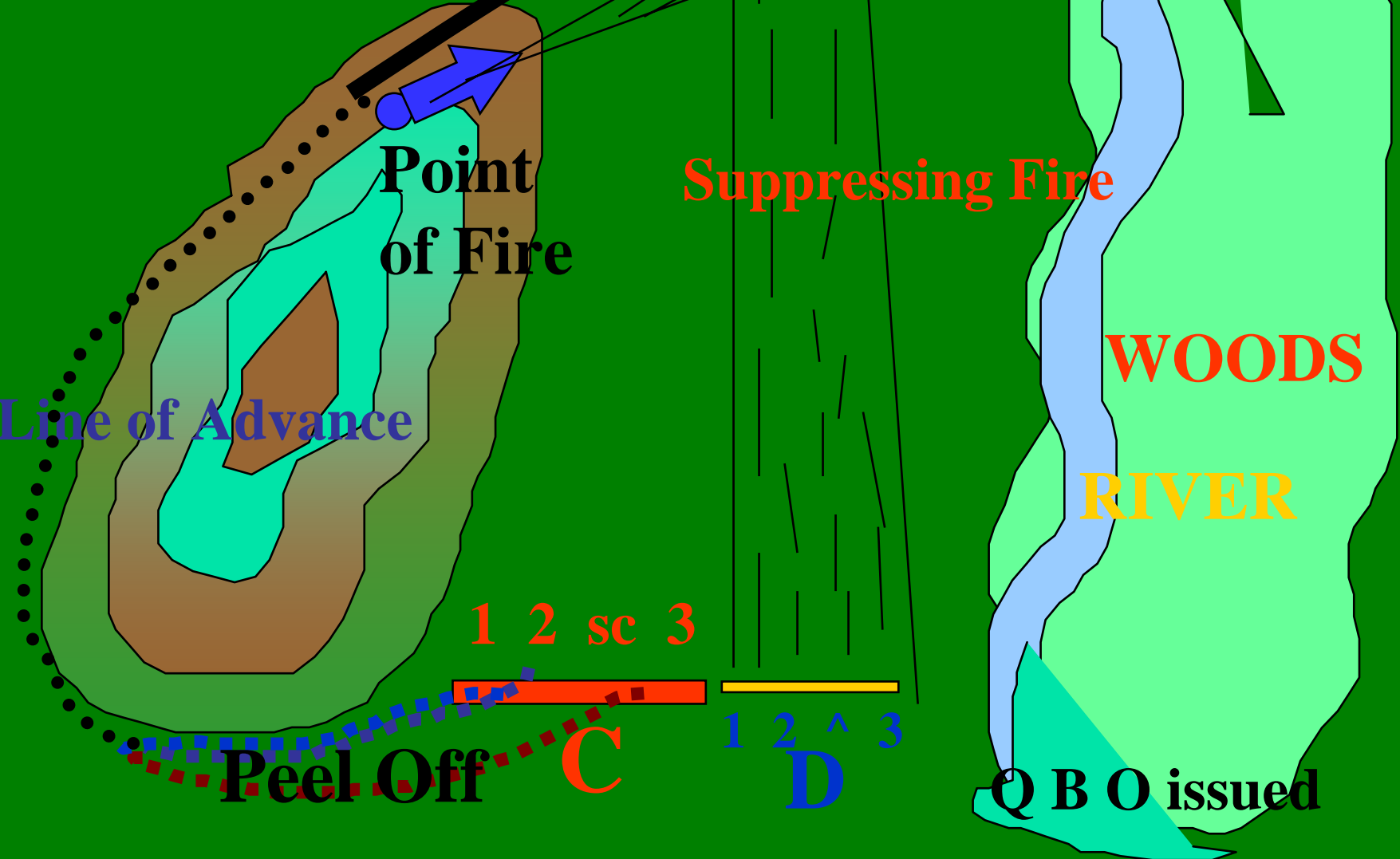
1 2 sc 3

1 2 ^ 3

Peel Off C

D

Q B O issued



The Attack

- When attack goes in Delta Fire Team **must** switch fire away from enemy position
- Ensure fire is switched at last minute
- Enemy must be suppressed until bomber is upon them



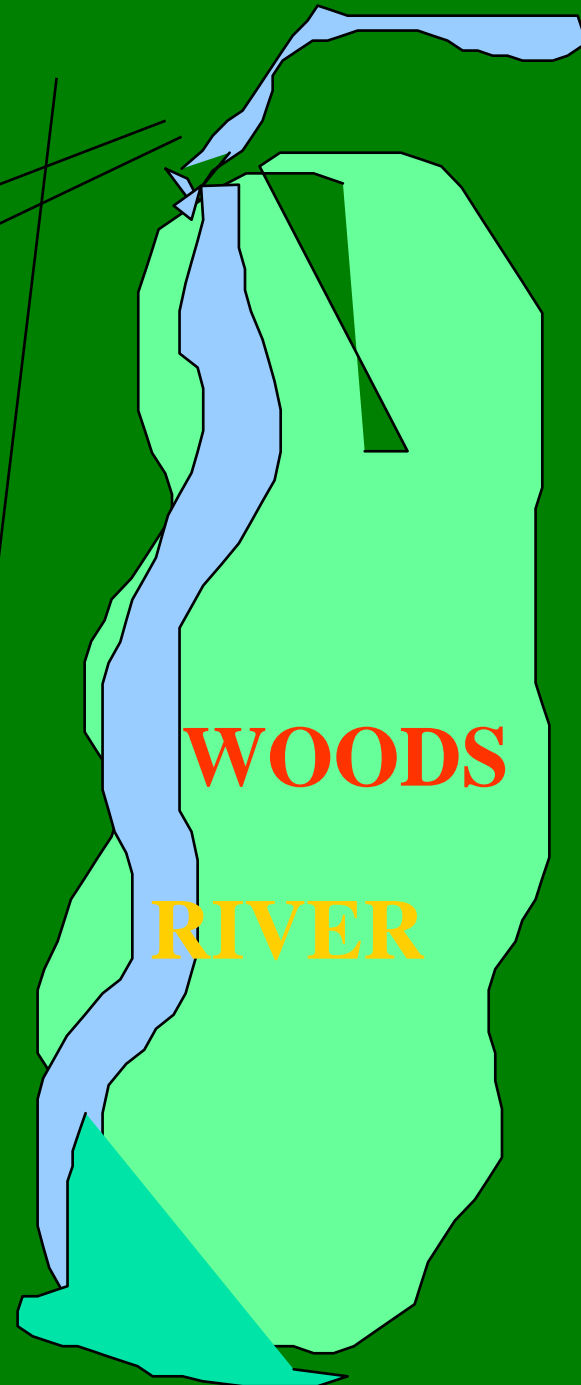
Switch Fire



OBJ.



1 2 ^ 3
D



The Assault

- Can be adopted in many ways
- All depends on the terrain and cover
- Can be 2 stage attack:
- Each fire team moves to different position before the assault
- Can be adapted to strengthen one fire team by only leaving 1 x LSW Can be adopted in many ways
- All depends on the terrain and cover



The Assault

- Can be 2 stage attack:
- Each fire team moves to different position before the assault
- Can be adapted to strengthen one fire team by only leaving 1 x LSW



Movement During the Attack

- Only move 10m at a time
- Running and crawling are tiring only use for surprise by unexpected approach
- Can be used on final assault
- Move quickly when fire starts
- Don't stop for cover



Movement During the Attack

- When small space have to be crossed whole group moves before enemy spots them
- All must be aggressive and determined to overcome the enemy



The Advance (2 I/C Duties)

- The Section Commander will lead C fire team into the attack
- 2I/C and D fire team must be given clear orders
- Act on his own initiative keeping an eye on all events
- Watch out for a quick change of plan
- All movement must be covered at all times



The Advance (2 I/C Duties)

- Delta must move when Charlie is in position to cover them
- 2 I/C must be on the ball:
- Watching C fire team and their movements
- Listening for orders from Section Commander
- Vary fire slow to rapid as required
- Ensure ammo is conserved as much as possible
- Ensure fire is maintained even if LSW has stoppage



The Assault and Fighting Through the Objective

- On arrival at the FAP (*Final Assault Position*)
- Section Commander gives orders for assault
- Regain strict control of fire team
- Must be done very quickly



The Assault and Fighting Through the Objective

- Assault must go in as quickly as possible under supporting fire
- Section Commander gives silent order to start the assault
- Fire team breaks down into pairs for fire and manoeuvre in bounds of 5 to 10 meters



The Assault and Fighting Through the Objective

- As assault goes in **Delta Fire Team** will fire as long as possible on to the position the switch their fire across the position
- When **Charlie Fire Team** arrives on the objective this is known as:
fighting through the objective
- *Fire & Manoeuvre will be needed to overcome individual enemy positions*



Section Battle Drill 6

Re-Organisation

Re-Organisation

- Give out **arcs of fire** to each cadet
- Detail and post sentries
- Check on casualties and ammunition
- Redistribute ammunition
- Dig shell scrapes



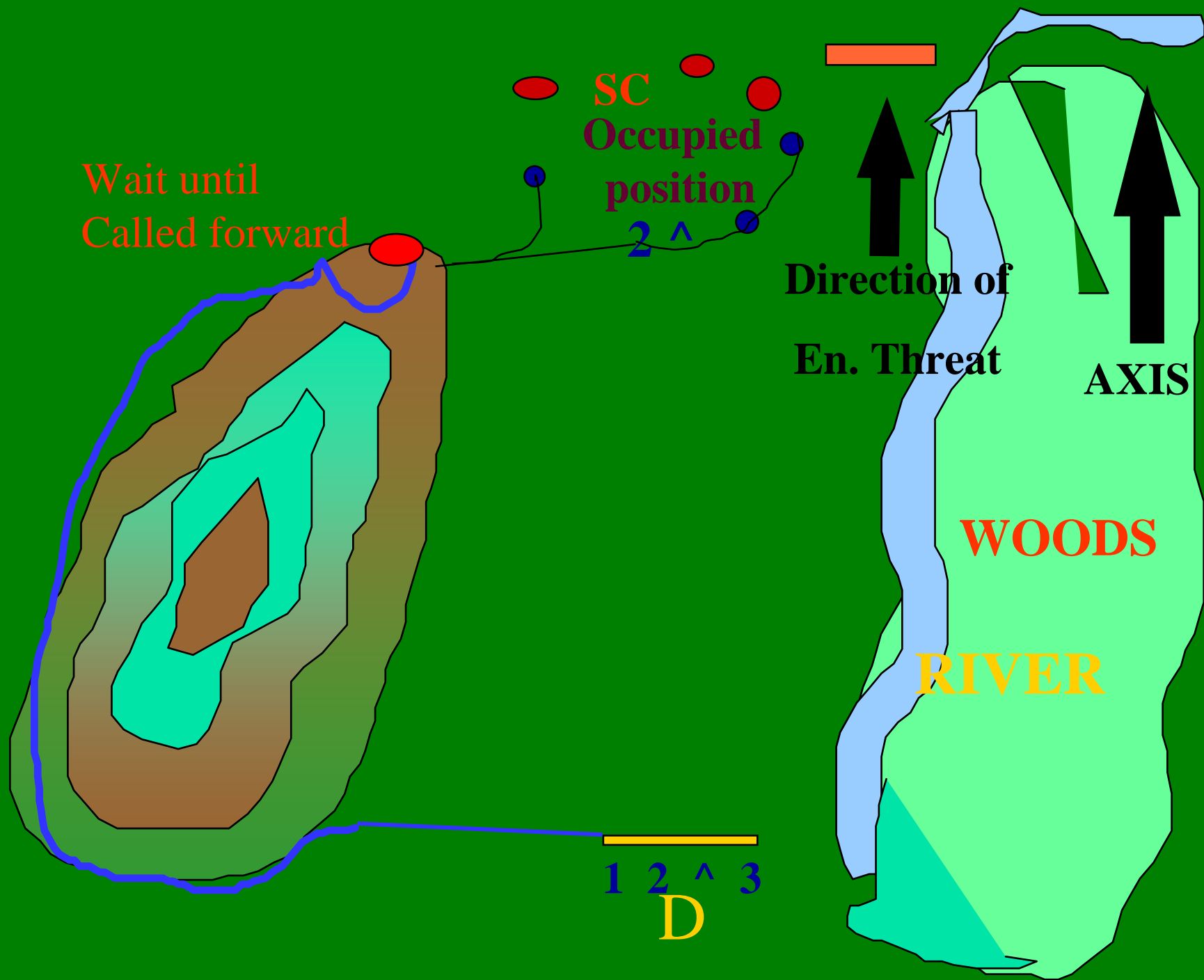
Come on the "Micks"







Re-Organisation

- Escort prisoners to rear
- Report to platoon commander for new orders
- All cadets check weapons and ammo and equipment



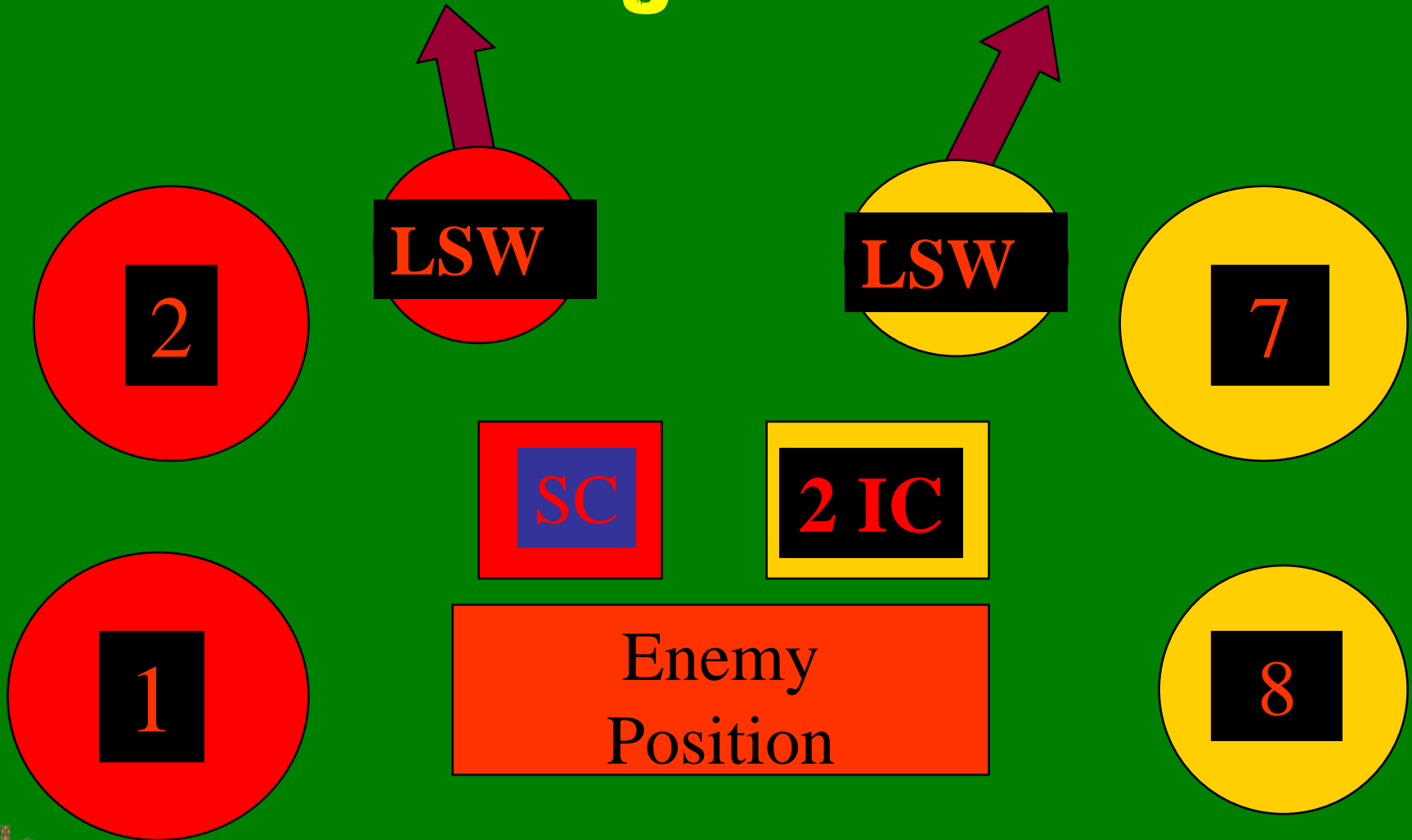


RECALL D FIRE TEAM

-  Rejoin Charlie Fire Team as quickly as possible
-  Take up all round defence
-  Cover all arcs
-  Check and refill magazines



Re-Organisation



All Round Defence

Come on the "Micks"



"D Fire Team"
prepare to take on
next objective

C Fire Team
prepare to give
covering fire



The End

The End



Presented by

"Come on the Micks"