Come on the "Micks"

Section Battle Drills

Charlie & Delta
Fire Teams

The SIX Section Battle Drills

1. PREPARATION FOR BATTLE

2. REACTION TO "EFFECTIVE" ENEMY FIRE

3. LOCATING THE ENEMY

4. SUPPRESSING THE ENEMY

5. THE ATTACK

6. RE - ORGANISATION
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- 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

Fire Teams

C = CHARLIE & D = DELTA

FIRE TEAMS

MADE UP OF 2 TEAMS OF 4 MEN

THIS INCLUDES
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Section Commander

SECOND IN COMMAND

4 X RIFLEMEN

2 X LSWs

Section Battle Drill 1

Preparation for Battle

- **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
- **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
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
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
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**FORMATIONS ON THE ADVANCE**

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**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

- 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.
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- Once fired on, the Section Commander must shout “Take Cover”
- 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
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"Take Cover"

Dash,  Down,

Crawl,  Observe

Sights,  Fire
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Section Battle Drill 3

Locating the Enemy

Using Fire Control Orders

Effective Enemy Fire
 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:
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
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**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
- 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 or Winning the Fire Fight
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**Suppressing Fire**

- As soon as the Section Commander 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
- Knows the enemy's 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

**Battle Estimate**

ISSUE Quick Battle Orders before moving

1 2 sc 3

C 1 2 ^

1 2 D

WOODS

RIVER
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

Section Commander +1
move forward to enemy position

Drop of Section Commander as close cover man
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Grenadier (bomber)
- Drops in grenade
- Shoots up trench
- Occupy trench area

One Stage Attack

ENEMY

Fire Support

LSW

Section
Comd

Team
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**THE ATTACK**

Drop of Coverman

Coverman & Bomber

Point of Fire

Suppressing Fire

Line of Advance

1 2 sc 3

Peel Off

C

1 2 ^ 3 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**
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Switch Fire

Point of Fire

WOODS RIVER

1 2 3

D

- 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
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**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
- 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.
- 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.
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

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**
- Give out **arcs of fire** to each cadet
- Detail and post sentries
- Check on casualties and ammunition
- Redistribute ammunition
- Dig shell scrapes
- Escort prisoners to rear
RECALL  D FIRE TEAM

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

D Fire Team" prepares to take on next objective

C Fire Team prepare to give Covering fire