

Section Battle Drills

1. Battle Preparation:

Remember to use PAWPERSO:

Protection – Do your preparation in a safe area: dead ground, cover, sentries

Ammunition – How much, what type?

Weapons – What do you have? What do you need?

Personal cam and concealment – Cam cream, local foliage, netting

Equipment – What do you have? What do you need?

Radios – What do you have? What do you need? Frequencies and passwords

Specialist equipment – Do you need wire cutters, a raft, a length of rope?

Orders – See other factsheet

2. Reaction to Effective Enemy Fire:

Effective enemy fire: Fire close enough for you to worry about!

Dash, Down, Crawl, Observe, Sights, Fire

3. Locate the Enemy:

Best to look for shape, shine, silhouette, shadow, sound or sudden movement.

If you can't see the enemy try firing a few shots into likely enemy positions.

If you still can't see the enemy get one rifleman to run for a few yards while everyone else in the section remains vigilant. This will (hopefully) draw enemy fire and show the enemy location. A quick running rifleman is unlikely to be hit!

4. Win the Fire Fight:

Lay as much heavy fire on the enemy position as possible using fire control orders and target indication (see other factsheet).

5. The Attack:

Two parts: the *advance* and the *assault*.

Advance – two fire teams or sections, one on the left the other on the right. One gives covering fire while the other moves and vice versa. Advance on the target making full use of available cover en-route. Dominate high ground when providing covering fire.

Assault – both fire teams / sections lay heavy fire / grenades / mortar on the enemy position before charging through.

6. Reorg:

All round defence. Sit reps. Replenish ammunition. Treat wounded. Search bodies (beware booby-traps). Plan next move.