The Stages of the Attack
(Adopted from the Infantry manual)

1. **Quick battle orders** - The section commanders will give a set of QBO's, briefly outlining how the section will achieve its mission.
> - Section Mission — *"Destroy that en posn"*.
> - Concept of Operations — *"Section left/right flanking"*. Left or right flanking merely indicates which side of the fire support team the assault fire team is to work.
> - Fire Team Tasks — *"C assault, D fire sp"*.
> - Limit of Exploitation — *"Pointed out later, if necessary"*.
> - *"Any Questions? — Move now"*.

2. **The assault** - Fire and movement will be used to enable the section commander to move from the point of contact to the objective

The commander of the fire support team needs to keep a method of communication and eyes on the rest of section while they move onto the target area.

When moving riflemen across sections, half of the section should put fire down onto the target area.

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'.

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 its fire onto the assault troops and to call for indirect fire.

Fighting through - When the assault team reaches the objective it must destroy enemy positions. The fire support team must be prepared to prevent enemy interference from the flanks or depth to the objective. They must also be ready to move forward soon as the assault team is established on the objective.

3. Exploitation - As soon as the objective is taken the section commander will seek to exploit his success by continuing the assault onto depth positions or by providing fire support for other attacks.

Giving Commands during the Attack
You don't need to shout "fire team" nor do you need to shout "fire", the following is far simpler:

Delta, go firm
Charlie, prepare to left flank.
.....MOVE

This gives everyone all the information they need and is easier to hear. Stress the fire team, so DELTAAAA, then pause, then shout the command. "Go Firm" lets

them know they need to find cover and give covering fire, because someone is going move.

Don't use "Move", use "Prepare to move *direction*/Prepare to Left/Right Flank" Then "Move" this way you give more time for them to get ready, and also it makes the order clearer