

Section Battle Drill

3

Location of Enemy

Location of enemy fire is usually difficult. Failure to locate the enemy may prevent the section moving without suffering heavy casualties. It may lead rapidly to loss of initiative by the section and the halting of the platoon advance.

There are three stages in this drill:

Observation

Look in the area from which the thump came. The time between the crack and the thump gives a clue to the range. Look for movement, smoke, radio antennae or anything unusual. If nothing is seen after about 30 seconds or so, it is unlikely that the enemy will be located by looking.

Fire

The section commander will give a fire order to two riflemen to fire two shots into likely cover. The rest of the section will keep a careful watch on their arcs of observation. If there is no answering fire the section commander should try another likely target.

Movement

If there is still no reaction by the enemy the section commander will order two riflemen to get up and double forward about ten metres to different cover. The section commander may do this again if no fire is drawn the first time. A cadet getting up and dashing ten metres is a very difficult target to hit. If there is still no enemy reaction the section commander must carry on with the advance.

If a cadet should locate the enemy before the section commander, the cadet will indicate the enemy position to the section commander by using one of the methods for target indication

Quick Revision Methods of Target Identification

Direct
Clock Ray
Reference Points

Summary

Observation – Fire – Movement