

Section Battle Drill

1

Battle Preparations

- Check Camouflage** - Break up the outline of the webbing and shoulders using local foliage typical of the country over which the section is to operate.
- Check Weapons** - Make sure they are clean and serviceable. Set sights at 300.
- Check Ammunition** - Make sure it is clean and that magazines are properly distributed.
- Receive Orders** - The section commander will number off the cadets before giving them orders.

Reference Points and Anticipatory Orders

In the advance to contact, the section commander should be on the lookout as the section moves for new reference points for fire control orders and positions where the section can take cover if it comes under effective enemy fire.

Quick Revision Orders Headings

Ground
Situation
Mission
Execution
Service Support
Command and Signals

Unnecessary shouting should be avoided while advancing to contact; it only serves to alert the enemy.

Summary

Camouflage - Weapons - Ammunition - Receive Orders

Section Battle Drill

2

Reaction to Effective Enemy Fire

On the command *“Take cover”*

Dash

Dash towards the nearest cover or the cover previously indicated by the section commander.

Down, Crawl

Get down and crawl into the position. Keep the weapon behind cover.

Observe, Sights

Observe, check that the sight is correctly set and fire at any visible enemy or target indicated by the section commander.

Fire!

Actions on the commands *“Ready”*, *“Fire”*, *“Watch and shoot”*, *“Go on”*, *“Make safe”*, are the same as for firing in the open.

Keep behind cover as much as possible and vary your position.

During any lull in firing, refill magazines from behind cover.

On the command *“Prepare to advance”* or *“Prepare to move”*, the weapon is to be *‘Made safe’*. Make sure that magazines are complete and that there is sufficient ammunition in the magazine on the rifle, pouches are fastened and that sights are at 300 metres (the battle setting).

On the command *“Advance”*, or *“Move”*, break cover from a different place from that in which firing took place, and advance in the direction and in the formation indicated.

Summary

Dash – Down – Crawl – Observe – Sights - Fire

Section Battle Drill

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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

Section Battle Drill

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Winning the Fire Fight

As soon as the section commander knows the enemy's position, the section commander must give a fire order to bring sufficient weight of fire on the enemy to neutralize them. If one or more cadets, who have spotted the enemy, have begun firing the section commander regains control by shouting "**Stop**" before giving the fire order.

While winning the fire fight, the section commander must make a battle appreciation.

Having won the fire fight, the section commander must keep the initiative by continuing to bring fire down on the enemy while the section closes for the assault.

Quick Revision Fire Control Orders	
Group	Clear
Range	Loud
Indication	As an Order
Type of Fire	With Pauses

Summary

Stop – Fire Control Order – Battle Appreciation

Section Battle Drill

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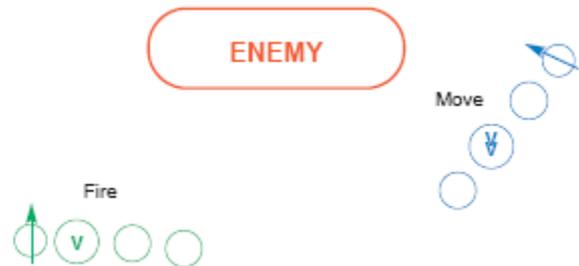
The Attack

Battle Orders

Battle orders will be as brief as possible. There is no need to mention the enemy position if this is known to all concerned. The mission will have been given out before the attack began but may need modifying. The battle order will always be one of the following, depending on the number of stages in the attack.

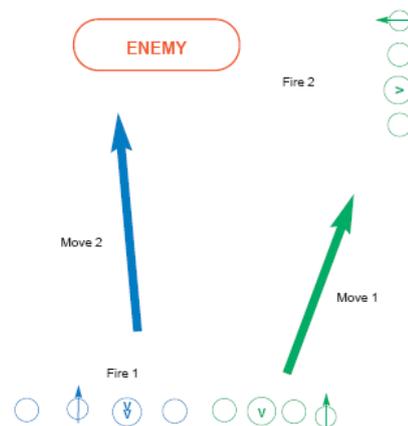
One Phase

- “Left (or right) flanking”
- “Fire Team C prepare to assault”
- “Fire Team D — Fire”
- “Fire Team C — Move”



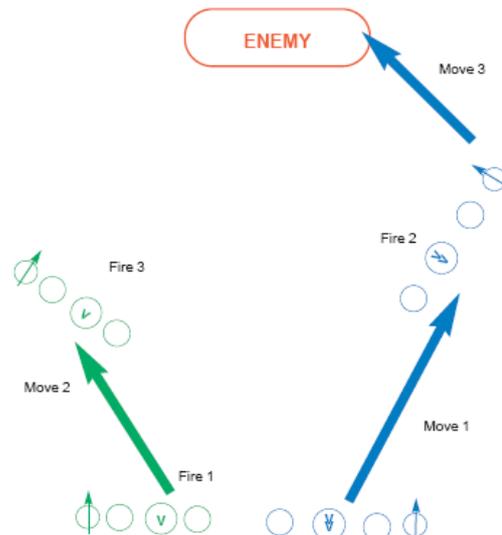
Two Phase

- “Left (or right) flanking”
- “Fire Team D move first to “
- “Prepare to move”
- “Fire Team C — Fire”
- “Fire Team D — Move”
- “Fire Team C Prepare to Assault”
- “Fire Team D — Fire”
- “Fire Team C — Move” “Left (or right) flanking”
- “Fire Team C prepare to assault”
- “Fire Team D — Fire”
- “Fire Team C — Move”



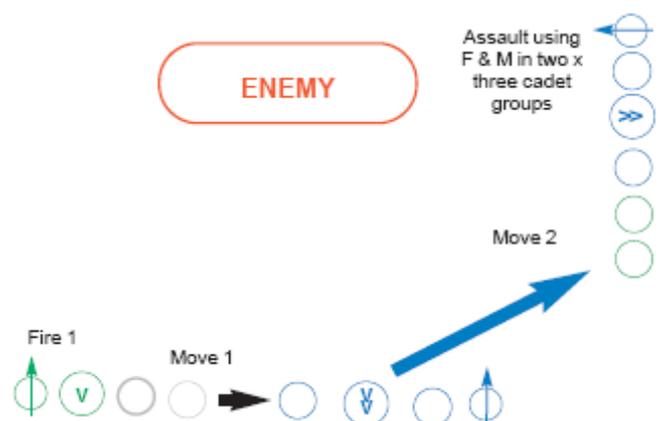
Three Phase

- “Fire Team C moves first to”*
- “Prepare to move (Fire Team D fire)”*
- “Fire Team D move to prepare to move (Fire Team C fire)”*
- “Fire Team C prepare to assault (Fire Team D fire)”*



Moving Men across to the Charlie Fire Team

- “Fire Team D move two men to Fire Team C remainder Fire Team D fire”*



The section commander will lead Fire Team C in the assault. At the same time the section commander will keep Fire Team D under control throughout this phase of the attack. The 2IC (D Commander) must be given clear initial orders and must then act on with initiative keeping an eye on the section commander for signals in case of a change in plan.

Cadets must be MADE SAFE before any movement.

All movement in the open by either group must be covered by the other. The angle between the two groups will be as near a right angle as possible to get the closest possible fire support.

Summary

All movement in the open by either group must be covered by the other.

Section Battle Drill

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The Reorganisation

When the objective has been cleared of the enemy, the section commander must regain close control over the section and position them ready to beat off any enemy counterattack.

The section commander is to:

- Swing back on to the axis.
- Allot arcs to each cadet within the section arc.
- Detail and post sentries.
- Check on casualties and ammunition.
- Arrange for redistribution of ammunition.
- Supervise digging of shell scrapes.
- Despatch prisoners and captured equipment to the rear.
- Report to platoon officer for further orders.

Fire Team D will:

- Rejoin Fire Team C as quickly as possible along the route taken by Fire Team D if the situation permits.
- Check and refill magazines.

The riflemen will check weapons, ammunition and equipment.

Summary

The drill for reorganization must be swift and efficient. If it is not, all ground gained will be quickly lost.