

TACTICS

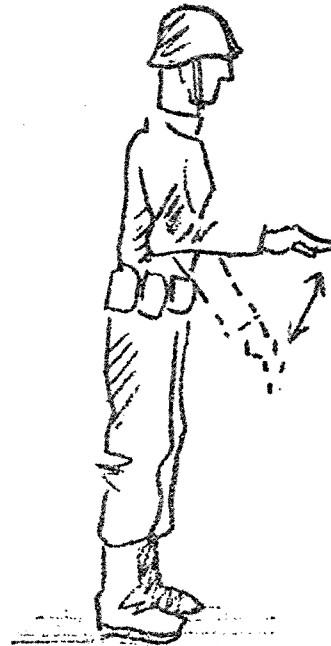
ARM SIGNALS



FORWARD



HALT



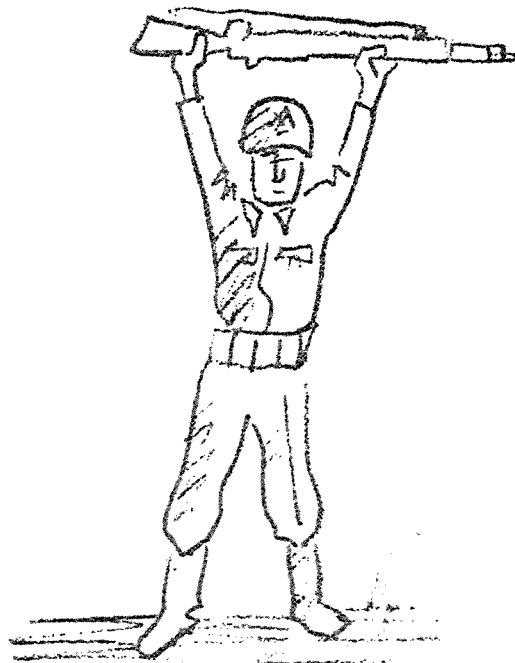
DOWN



DOUBLE
TIME



ASSEMBLE
(ASSEMBLE ON
ME)

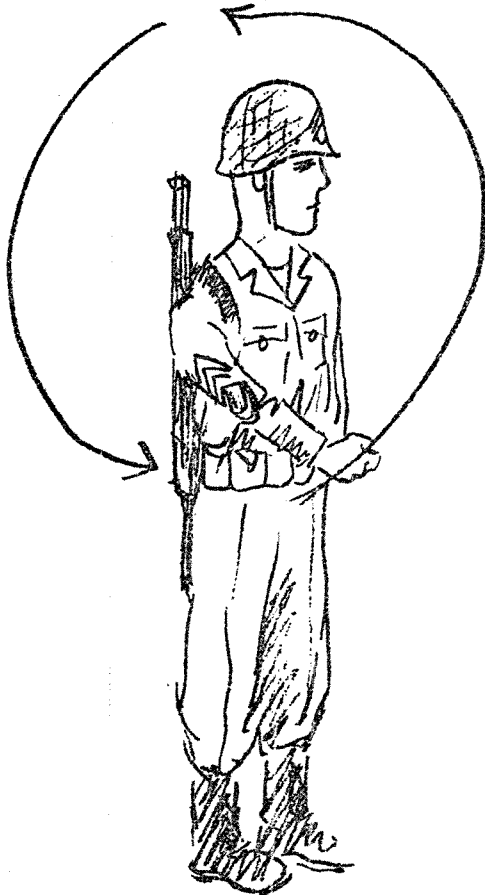


ENEMY IN SIGHT

THE SQUAD COLUMN

This formation offers the maximum control. It is used when a unit must be moved quickly or at night. It is generally used in the woods or in rear areas. It is a poor fighting formation with little power to the front.

HAND SIGNAL



SQUAD OR PLATOON COLUMN

② Scout

① Squad Leader

④

⑤ AR
Cover men
Support your
movement

⑥ AR
Cover men
Support your
movement

⑦

⑧

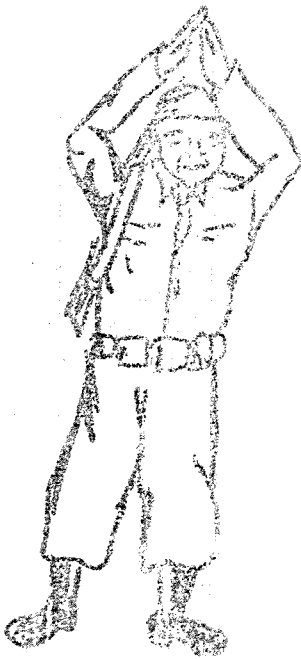
⑨
Asst. squad
leader
Covers
the
rear



SYMBOL

THE SQUAD DIAMOND

It is the best ~~formation~~ formation for patrols and other situations where the position of the enemy is not known. It gives all round security and gives good fire power in all directions. It is also easily controlled. Excellent for use in woods or very broken ground.

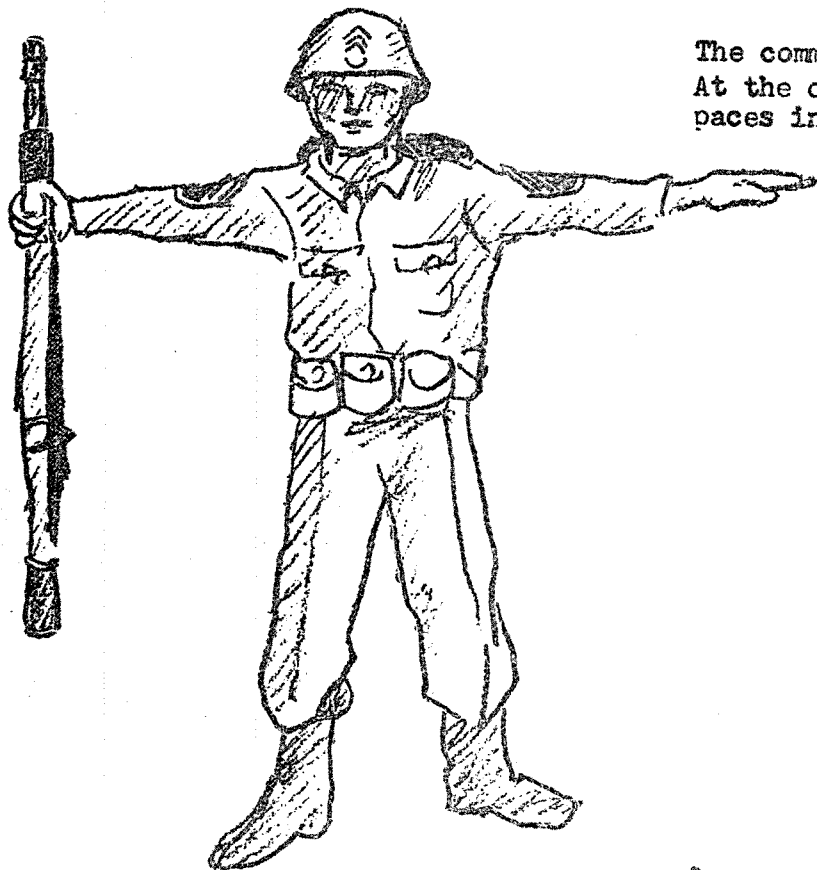


Squad Diamond



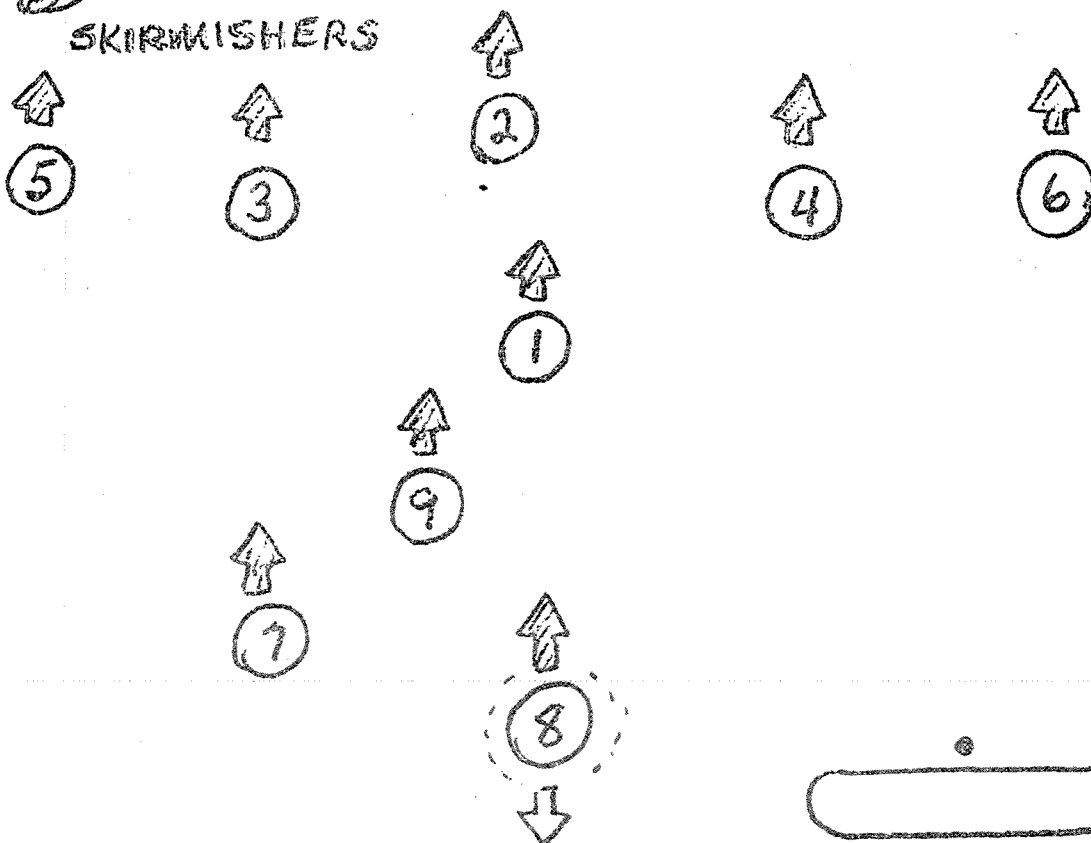
SKIRMISHERS

This formation is used after the enemy has been contacted. It is a fighting formation. It has good all round protection and is not vulnerable to frontal attack.

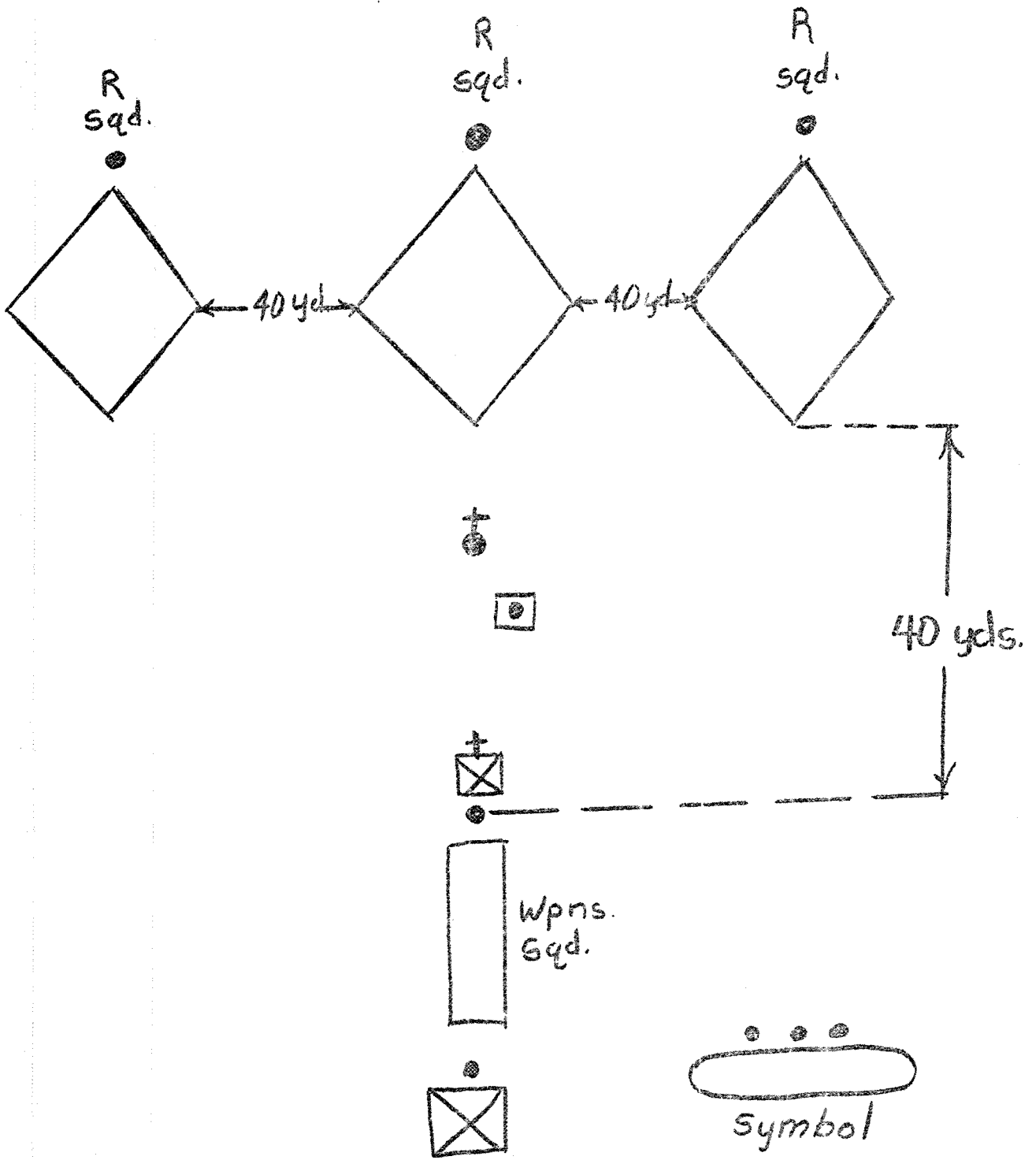


The command: "As skirmishers - Move"
At the command the nrs. 2 man moves forward 10-15 paces in front of the Sqd. Ldr. the rest assume their correct positions.

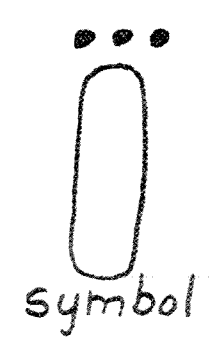
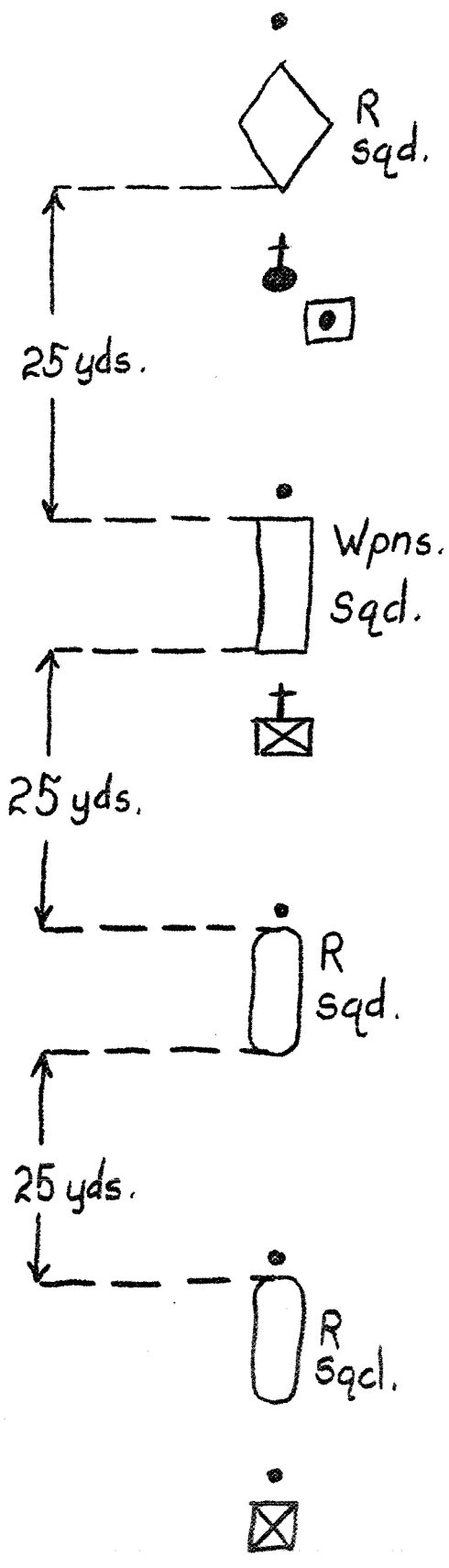
SKIRMISHERS



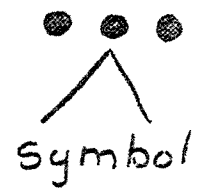
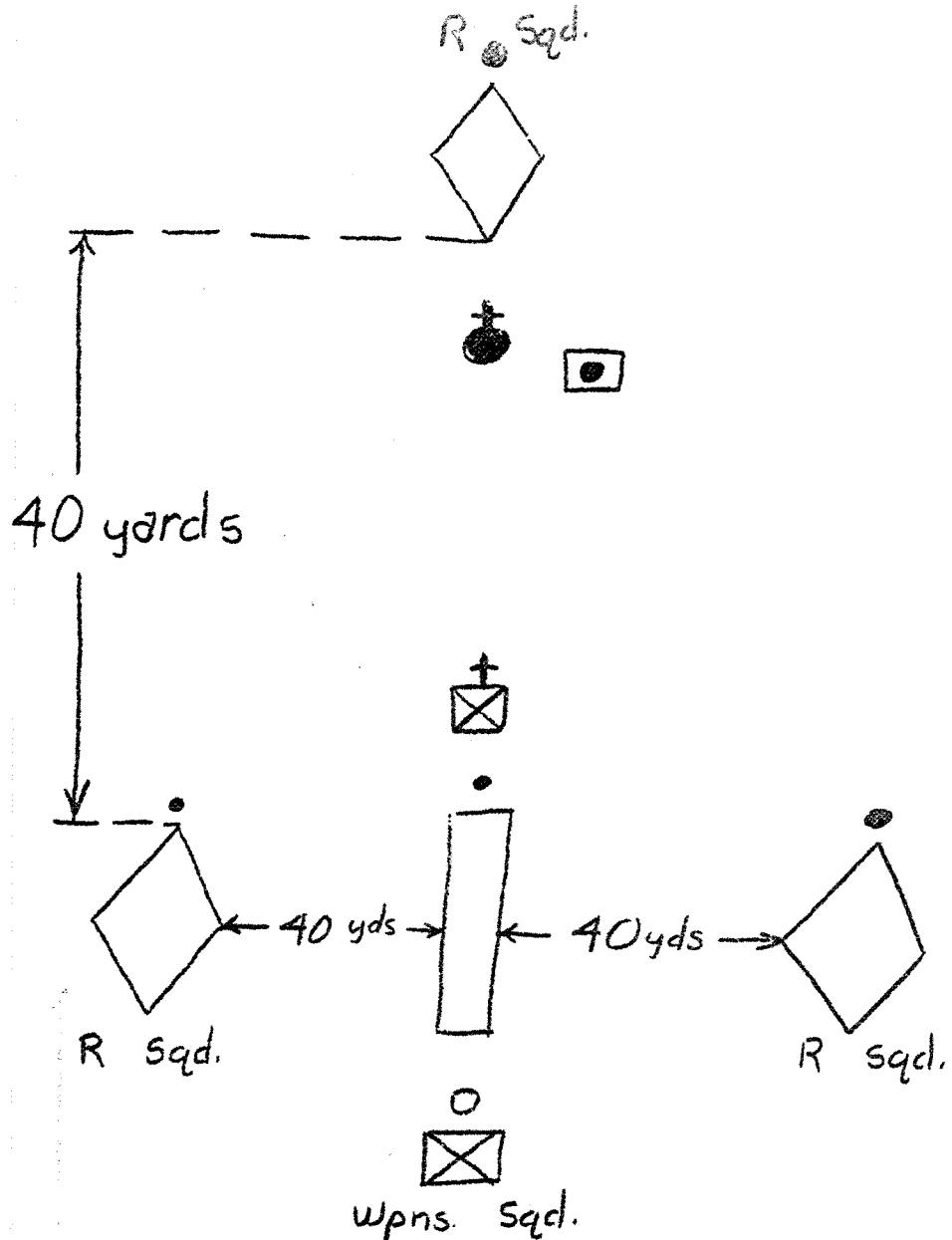
SYMBOL



Platoon
line

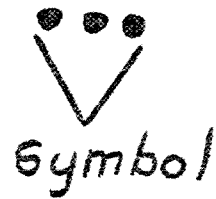
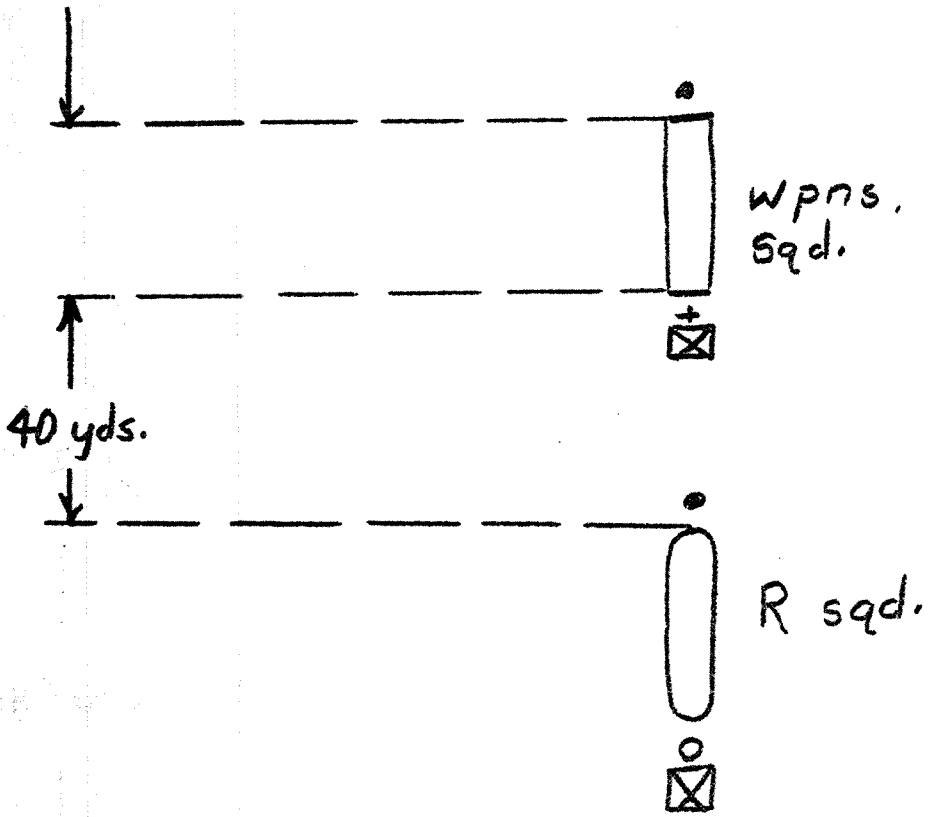
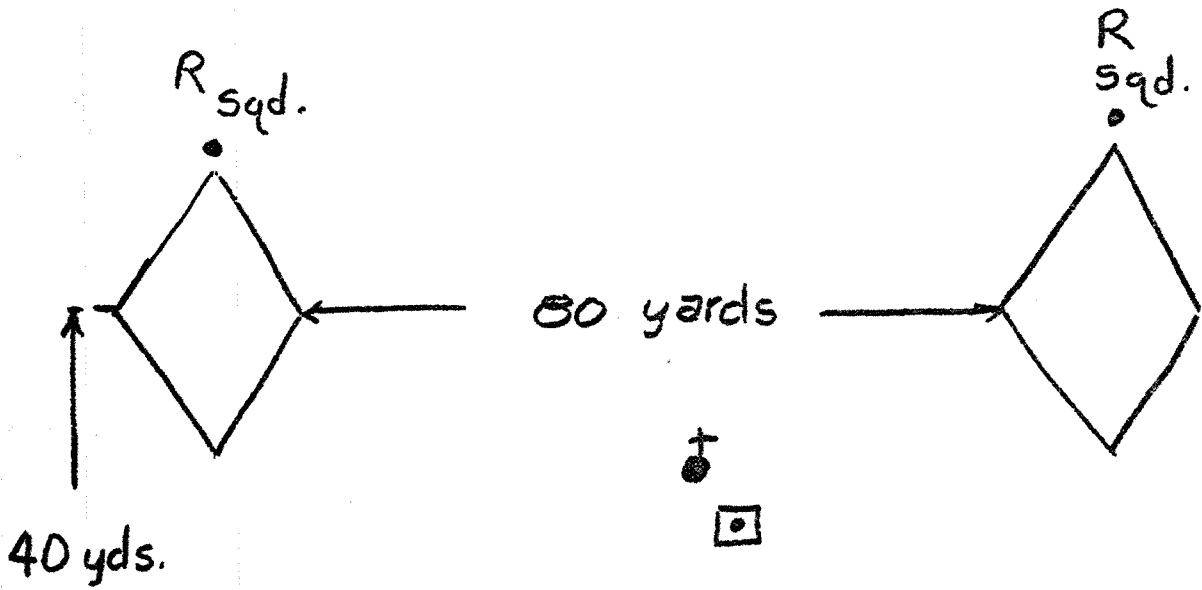


Platoon
column



Symbol

Platoon Wedge



Platoon Vee

TACTICS

I. Outwitting the enemy is basic tactics
A. use good common sense

II. Fire-Maneuver

A. cover me is basic meaning
B. purpose:

1. fire power

2. directed maneuver so your men
can maneuver to destroy the
enemy or the objective

III. Communications

A. very important part of tactics

B. conditions will make communica-
tions different but you must
always have good communications
regardless!