



323rd Parachute Rangers Squadron, FJS

# PHASE 2 COMBAT TRAINING

Issued: 29/10/2023



# SITUATIONAL AWARENESS

## BASIC RULES

- Head on a swivel
- Own your sector
- Kneel and watch while halted
- Avoid tunnel vision
- Check the map

## WHAT TO LOOK FOR... AT ALL TIMES

- Friendly positions
- Likely enemy positions
- Cover and Concealment
- Teammates' observation sectors



# SITUATIONAL AWARENESS CONT.

## WHAT TO LOOK FOR... WHEN EXPECTING CONTACT

- Trees and trunks, bushes and shrubs
- Rocks, boulders, fallen fences and fallen trees
- Large structures and rooftops
- Edges of windows, corners of walls and buildings

## WHAT TO LOOK FOR... DURING COMBAT

- Muzzle flashes and muzzle smoke
- Tracers
- Smoke screens
- Dead bodies



# SITUATIONAL AWARENESS CONT. 2

## WHAT TO LOOK FOR... AFTER COMBAT

- Stragglers
- Incapacitated enemies
- Explosives
- Abandoned weapons

## WHAT TO LISTEN FOR

- Combat sounds
- Vehicle sounds
- Movement sounds
- Voices



# AVOIDING FRIENDLY FIRE

- TRIGGER DISCIPLINE
  - ◆ Keep your finger off the trigger
  - ◆ *Be careful when Alt-Tabbing*
- THINK BEFORE FIRING, ESTABLISH POSITIVE ID
  - ◆ If unsure, consult the Section Leader
  - ◆ Look at uniforms, gear and weapons
  - ◆ Do not give your position away unless engaged or spotted
- KNOW WHERE FRIENDLY ELEMENTS ARE
- LET YOUR TEAM KNOW WHERE YOU ARE



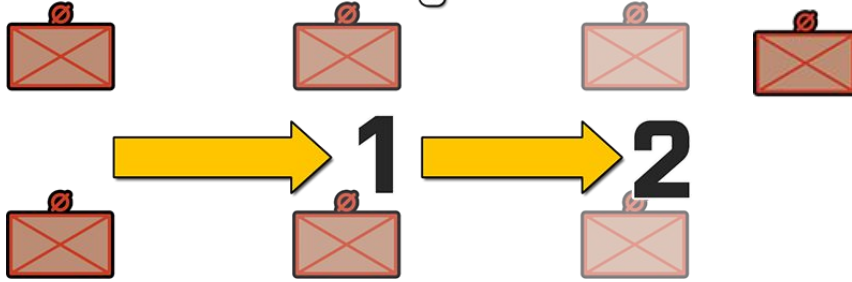
# INDIVIDUAL MOVEMENT

- Move between covers and concealments
- Maintain good spacing with your teammates
- Conserve stamina
- Pick an appropriate speed (follow Section Leader's)
- Take a knee or go prone when halted
- Know what to do and where to go if fired upon
- Use individual rushes when no cover is available
- Avoid skylining yourself

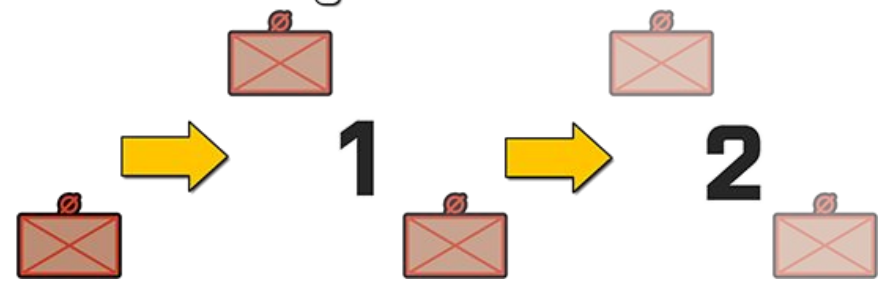


# TEAM MOVEMENT

Traveling



Traveling Overwatch



Successive Bounding Overwatch



Alternating Bounding Overwatch





# RELOADING

- USE COVER WHEN RELOADING
- IF APPROPRIATE, LET YOUR TEAM KNOW
- KNOW WHEN TO RELOAD:
  - ◆ DRY RELOAD: reloading when empty is acceptable when firing upon a target as part of an element with heavy firepower
  - ◆ TACTICAL RELOAD: reloading when partially empty is appropriate during CQB, clearing rooms in a building, or when about to assault an objective

**DO NOT DISCARD HALF OR EMPTY MAGAZINES, REPACK WHEN OUT OF DANGER**

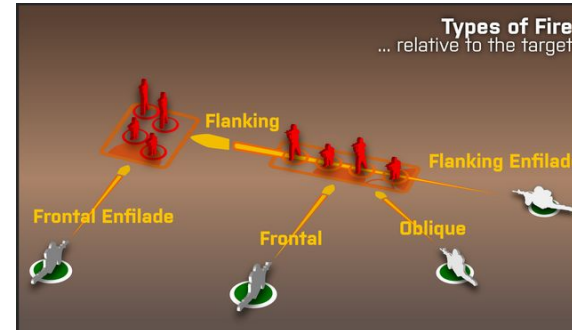
**DO NOT PICK UP ENEMY WEAPONS WITHOUT SECTION LEADER APPROVAL**





# FIRES

- POINT FIRE: deliberate fire onto targets you can aim at directly, you should aim each shot
- AREA FIRE: against obscured enemies or at ineffective range, high volume of fire but less than suppressive
- SUPPRESSIVE FIRE: to force the enemy to take cover, high rate of fire and volume
- INDIRECT FIRE: on locations that require a steep trajectory, using grenade launchers or mortars.





# LIGHT MACHINE GUNS

Great for suppressing enemies, but require great positioning.

- Use bursts of 6 to 8 rounds, occasionally longer if the enemy is close
- Be mindful of overheating, control the rate of fire to keep the barrel cool
- Return as heavy of a volume of fire as possible upon receiving enemy fire
- Achieve fire superiority and allow the rest of the team to reposition
- Always look out for better positions and lanes



# ANTI-VEHICLE WEAPONS

Light Anti-Tank weapons can be used against light vehicles or the wheels/tracks of heavier or armoured vehicles.

- BACKBLAST CLEARING: many AT Weapons expel hot gas from the back in a cone shape which can incapacitate or kill teammates
  - ◆ Gunners are responsible for ensuring the area is clear by yelling “clear backblast” and visually checking that the area is clear. Before firing, yell “firing”.
  - ◆ Teammates should let the gunner know “backblast is clear”.
  
- ENCLOSED SPACES: unless firing a weapon designed to be safe in enclosed spaces, never fire inside rooms or out of windows.