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	<p style="text-align: center;"><u>LESSON PLAN :FC & BC 9</u> <u>FIRE AND MOVEMENT</u></p> <p>Period - One</p> <p>Type - Lecture/Practice</p> <p>Code - FC & BC 9</p> <p>Term - III</p> <hr/> <p><u>Training Aids</u></p> <p>1. Computer Slides, Pointer, Charts, Black board & Chalk.</p> <p><u>Time Plan</u></p> <p>2. (a) When to use Fire & Movement tactics. - 3 Min</p> <p>(b) Basic consideration for Fire & Movement. - 5 Min</p> <p>(c) GroundAppreciation. - 5 Min</p> <p>(d) Types of cover. - 5 Min</p> <p>(e) Dead Ground. - 3 Min</p> <p>(f) Command Mistakes. - 5 Min</p> <p>(g) Map and air photographs. - 3 Min</p> <p>(h) Selection of fire position. - 3 Min</p> <p>(j) Fire Control in attack &defene. - 4 Min</p> <p>(k) Movement. - 2 Min</p> <p>(l) Conclusion - 2 Min</p> <p>(a) <u>INTRODUCTION</u></p> <p>3. The primary aim of infantry is to close in with the enemy & destroy him. The aim of getting close is achieved by making skilful use of ground. A clever enemy will however, deny you the use of such ground which you may need. When such a cover is denied by the enemy, we may have to movement in open.</p> <p>4. Once we are forced to movement in open, a part of our force will have to fire on en position</p>

& force him to keep his head down. This would render the en incapable of bringing down aimed fire at us while we are on the movement. This process of keeping one element on the ground to give covering fire, while the other element is on movement, is called fire & movement. This is the basic tactics of all infantry & mechanised ops.

AIM

5. The aim of this lecture is to teach basic infantry fire & movement tactics.

PREVIEW

6. This lecture will be conducted in following eleven parts: -

- (a) Part I. When to use Fire & Movement tactics.
- (b) Part II. Basic consideration for Fire & Movement.
- (c) Part III. Ground Appreciation.
- (d) Part IV. Types of cores.
- (e) Part V. Dead Ground.
- (f) Part VI. Command Mistakes.
- (g) Part VII. Map and air photographs.
- (h) Part VIII. Selection of fire position.
- (j) Part IX. Fire Control in attack & defence.
- (k) Part X. Movement.

(b)

PART I : WHEN TO USE FIRE AND MOVEMENT TACTICS

7. Fire & movement tactics may be used in following circumstances: - (a) The enemy has opened SA fire which is effective.

- (b) When own troops have seen the en first - within 400 to 700 meters.
- (c) When the enemy is known or suspected to be in a certain area, then fire & movement tactics may be adopted when the troops reach within the effective range of en weapons/observation. (Instructor to explain as to what could be the effective range of enemies personal weapon)
- (d) To cross obstacles by day or by night, e.g. nullahs/rivers.

(Instructor should explain the meaning of effective en fire. Details of the same are provided in the chart and demo part of this script)

(c)

PART II : BASIC CONSIDERATIONS

9. There are five basic considerations for fire & movement. These are as under:-

- (a) **No movement on exposed ground without covering fire.** Cadet, the advantages of covering fire are obvious, but this does not mean that fire will be brought down continuously when you are movement. Whenever you have ground providing you cover, you must use it. Whenever you have to movement in open, fire must be brought down on the en in small bursts to keep his head down.
- (b) **Control by the commander.** The sec can remain a viable force only when it is under the control of its commander. Otherwise, it is likely that the required fire support will not be brought down at the required place & time. In a section, Gentlemen, control is ex by voice command & hand signals. As a rule, sec commander must keep his section within range of voice or visible control.
- (c) The angle of covering fire from direct firing weapons should be as wide as possible w/o loss of control or time. It is to ensure that own troops are not coming under effective fire of own fire sp. It also ensures that the fire support is provided till as late as possible so that assault troops are able to close in with the en.
- (d) **Full use of available cover.** Full use should be made of cover provided by the ground. Various types of cover have already been taught to the cadets.
- (e) **Optimum use of all available weapons.** All available weapons should be used for producing covering fire.

(d)

PART III : APPRECIATION OF GROUND

10. In battle, fire & movement is applied according to the type of ground over which we are op. In open country, the problem is to find cover; in close country, there is difficulty in finding positions with good observation & field of fire. Skillful use of ground can help achieve surprise & save lives. It is therefore required to develop an eye for ground. Ground should be considered from the enemies point of view & it should be appreciated for the following :-

- (a) Fire positions.
- (b) Observation positions.
- (c) Cover from fire.
- (d) Cover from view.

(e) Obstacles.

(Instructor to explain that while movement, sec commander & every member of the sec is responsible to continuously look for nearest cover which he may have to take once en opens effective fire. He is also responsible to appreciate various fire positions & types of cover being provided by that particular cover)

(e)

PART IV : TYPES OF COVER

11. Cover from view is often not cover from fire, especially if the movement to cover has been seen by the enemy. Concealment from enemy air and ground observation is the chief means of gaining surprise. Some of the main types of cover are:-

(a) Undulating ground which is the least obvious form of cover; when skillfully used, it protects from direct fire and gives no ranging marks to the enemy.

(b) Sunken roads, beds of streams and ditches which give good cover from view and often from fire as well. However, there is always a danger that the enemy may pay special attention to them; they may be mined or booby-trapped and precautions against ambush must be taken. If the roads or ditches are straight, the enemy will be able to fire down them in enfilade.

(c) Hedges and bushes give cover from view but not from fire. In open country they may make good ranging marks for the enemy.

(d) Standing crops give cover from view but movement through them can generally be detected.

(e) Woods which give cover to men and vehicles from enemy air and ground observation. They give some protection from small arm fire but HE bombs and shells will explode in the branches of trees and will cause heavy casualties unless troops are dug in and have overhead protection.

(f) Buildings and walls afford concealment and protection from small arms fire and shell splinters. When isolated they make good ranging marks for the enemy.

(f)

PART V : DEAD GROUND

12. Ground which a soldier cannot see from his position is called dead ground. Platoon and section commanders should be able to recognise ground which is likely to be dead to the enemy. Ground can only be described as dead in relation to the position of an observer. Troops under cover or in dead ground are safe from enemy observed fire but not from indirect fire. These areas are always likely to be selected by the enemy as defensive fire tasks for his artillery and mortars. Dead ground is also safe from detection by battle field surveillance radars, as these have line of sight limitations.

(g)

PART VI : COMMON MISTAKES

13. The wrong use of ground may lead to casualties and loss of surprise; some

common mistakes are:-

- (a) Carelessness by troops while making a reconnaissance, such as unfolding a map in the open or not using a covered approach to an OP.
- (b) Unnecessary movement in a position overlooked by the enemy.
- (c) Using conspicuous landmarks such as isolated trees, bushes or cottages.
- (d) Halting troops near road or track junctions or other mapped features which are always registered as targets by the enemy.
- (e) Bad track discipline.
- (f) Failure to guard against enemy air observation.

(h)

PART VII : MAPS AND AIR PHOTOGRAPHS

14. Maps and air photographs should be used together to obtain the best picture of the ground. The two aids are complementary as is shown by listing the advantages and limitation of air photographs:-

(a) Advantage.

- (i) Are more up-to-date.
- (ii) Gives more detail.
- (iii) Show the size and shape of features accurately.
- (iv) Allow gradient to be seen in relief with a stereoscope.

(b) Limitations

- (i) Complete geographical cover almost impossible.
- (ii) Expensive to produce.
- (iii) Scales vary.
- (iv) Details of heights not given.

15. Only the topographical information given by air photographs needs to be understood. The interpretation of the details of enemy defences is the task of the experts. Very little time need be spent in mastering the theoretical knowledge of map reading but a great deal of practice is required. The use of the prismatic compass and the protractor must also be mastered by sub-unit commanders. Navigation is a science and never a guess. An officer must have complete trust in his compass; this only comes with practice.

(i)

PART VIII : SELECTION OF FIRE POSITIONS

16. The ideal fire position should:-

- (a) Provide cover from fire.
- (b) Provide cover from view.
- (c) Afford a good view of the ground to be watched or target to be engaged.
- (d) Provide room in which to use the weapon freely.
- (e) Have a covered approach.
- (f) Be easy to advance from.

17. The selection of fire positions requires a knowledge both of the characteristics of weapons and of the use of ground. A direct firing weapon must be sited with an eye at the level from which it is to fire. A target which is clear to a man standing may be invisible to one lying down.

18. Sometimes it may be necessary to site fire positions on trees, rooftops, haystacks or walls to produce fire effect. This may result in plunging fire, but this must be overcome by accurate shooting. Cunning concealed fire positions will puzzle the enemy, protect the troops from observed fire and safeguard them against air attack.

(j)

PART IX : FIRE CONTROL IN ATTACK AND DEFENCE

19. There is a big distinction between fire control in attack and in defence. In attack men should be allowed a great deal of latitude in opening fire. Speed and immediate fire effect is what is required. With a well concealed enemy it will often be necessary to "neutralise" an area by fire since few definite targets will be visible. In defence, the vital factor in fire control is that early opening of fire may give away positions to the enemy and jeopardize concealment. Normally, a section commander will lay down a line in front of his section post beyond which fire will not be opened without his orders. This is particularly important where a long field of fire is available. In any case fire will normally be opened on the orders of the section commander.

(k)

PART X : MOVEMENT

20. Movement in the face of the enemy should be covered by fire. This does not mean that it is impossible to movement unless a heavy weight of fire is brought down on the enemy. An important part of an attack is the movement towards the objective, supporting fire is one of the aids to that movement. A knowledge of how to movement and how to use ground for movement is essential to enable troops to close with the enemy with minimum casualties, undetected in the zone of arc of battle field surveillance radars.

CONCLUSION.

21. Usually, troops advancing by day in action will move at a brisk walking pace until they make contact; in the final stages of the assault, they will double. They may have to double or crawl at other times; for example if attacking troops move into enemy defensive fire, it is usually best to double forward and through it; to lie down is often dangerous as well as useless. Doubling and crawling are both tiring however, and should only be used in short spells in critical situations particularly for crossing open ground in full view of the enemy. The commander must himself decide on his pace from his personal knowledge of the state of fitness of his men. In general the aim must always be to keep movement determinedly towards the enemy at the best possible speed.