

“Field Craft & Battle Craft”



FIELD CRAFT AND BATTLE CRAFT

WHAT IS FIELD CRAFT

It's an art of making the best use of the available ground. while applying fieldcraft soldiers can attack the enemies in a smarter way

ADVANTAGES OF FIELD CRAFT

useful in tackling minor tactical problems without confusion but the basic knowledge of field signals section and platoon formation is essential

PARTS OF FIELD CRAFT

1. Judging distance
2. Covers
3. Camouflage and concealment
4. Indication and recognition of targets
5. Fire and movement
6. Field signals

1. JUDGING DISTANCE

As we know ,every weapon has a shooting range and impact of its own. therefore,it is essential to determine the distance between the weapon and its target for appropriate firing. the distance can be find out by the following methods:

1. Unit of measurement method
2. Appearance method
3. Bracketing
4. Section average method
5. Key range method
6. Halving method

1. Unit of measurement method

In this method we take any of the simple and convenient unit and determine the distance between the target and the shooter in multiples of hundred yards

2. APPEARANCE METHOD

In this method seem object may appear differently at different distances. A human being may appear:

At a distance of :-

200 yards : the full man visible with all parts

250 yards : person at a kneeling position is covered by the foresight blade

300 yards : face turns diminished

400 yards : face can't be recognised, the foresight blade covers a standing person

500 yards : the body over the shoulders looks comparatively taper .

600 yards : the human head appears like a point and body below the shoulders look taper.

3. BRACKETING METHOD

In this method we take the maximum and minimum estimation of distance and then take its average.

4. SECTION AVERAGE METHOD

In this method distance is judged by each soldier these distances are summed up and then divided by the total number of soldiers to get the average.

5. KEY RANGE METHOD

In this method anything whose distance is non is taken for help to determine the distance like milestones ,telephone poles etc.

6. HALVING METHOD

In this method the half distance of an object is guessed and when it is made double to find the desired distance.

COVERS

Cover symbolises a place where a soldier can hide himself and attack the enemy easily without being captured this is the place where moments are easily conducted and which is an ideal destination for rest and relaxation for a long time.

It mainly of two types :-

1. Cover from view
2. Cover from fire

CAMOUFLAGE AND CONCEALMENT

CAMOUFLAGE :-

It's an art of making use of artificial articles to achieve concealment.

CONCEALMENT :-

It's a method of hiding oneself from enemies view and fire with the help of natural background.

PRINCIPLES OF GOOD CAMOUFLAGE AND CONCEALMENT

1. Conceals shine and shape
2. Make use of shadow
3. Avoider Skyline
4. Slow movement it
5. Merge with natural colour and surroundings
6. Avoid unnecessary movements
7. Avoid reflections in water
8. Change the camouflauge articles according to the sweet ability of time and circumstances

INDICATION AND RECOGNITION OF TARGETS

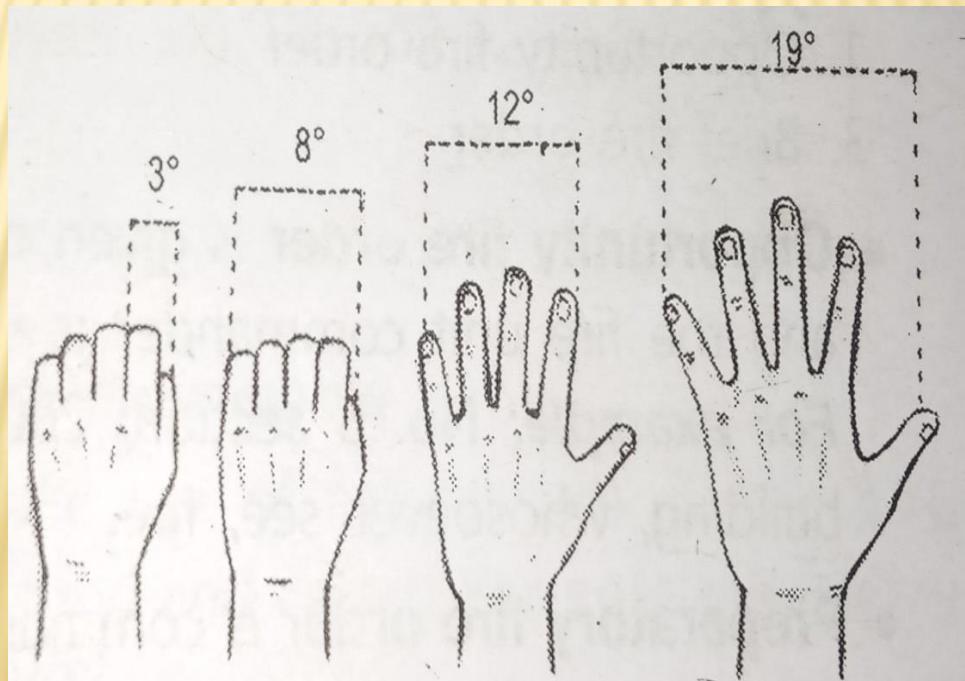
In the battlefield it is essential to make a where the soldiers about the surface symbols and other marks of indications so that the soldier me fire on the appropriate target but sometimes it becomes difficult because there can be many things of similar shape which make the indication really tough before indicating the target a soldier is made aware about the types of ground limits of section and the famous landmark of the place.

TYPES OF GROUND

1. Broken ground
2. Dead ground
3. Open ground
4. High ground
5. Low ground
6. Sloppy ground

HAND ANGLES

This is a rough method which is sufficiently accurate for practical purposes the various degree measurement are given in the diagrams remember to keep the left hand fully stretched and tilt in the required direction as the size of hand where is considerable measure the figure given or approximate only each candid with the help of a degree scale should check his hand for degrees.



FIRE AND MOVEMENT

The objective behind fire discipline is to produce an efficient and wise fire unit commander so that he may achieve the target fire discipline with more result in less time.

FIRE UNIT :

It's a small body of men usually a section firing under the command of a man.

FIRE UNIT COMMANDER :

The man who commands the men or section to fire is called the fire unit commander.

FIRE CONTROL :

It's object is to enable commander of a fire you need to direct fire of his unit to the enemy to achieve maximum effect.

PRECAUTIONS ,WHILE GIVING 'FIRE CONTROL ORDER'

1. Brief and clear.
2. This much loved that each and every soldier may hear it properly.
3. In the form of "order".
4. given one after another with a little pause so that everybody may follow them easily and appropriately.

MOVEMENTS

At the time of war soldiers use variety of movements to escape from the vigil of enemy on knowledge of how to move correctly and how to use ground is important to enable soldiers and group of soldiers to close in with the enemy.

IT'S OF MAINLY TWO TYPES :

1. Movement without arms
2. Movement with arms

POINTS TO BE REMEMBERED WHILE MAKING MOVEMENTS

1. Move from cover to cover and make use of natural camouflage.
2. Watch your front and flanks
3. crawl slows the movement and Hindus observation therefore crawl only when you must
4. Weapons must always be kept ready for use.
5. Look carefully and all round for enemy.
6. Double across small gaps.
7. If shot at drop and crawl away to a side.
8. Check equipment for noise.
9. Always considered an alternative route.
10. Do not disturb the birds if this can be helped.

FIELD SIGNALS

Sometimes in the battlefield there needs a complete silence then signals are applied in place of verbal communication the signals are thrown with the help of hands , rifles and whistling sounds etc.

POSITIONS OF HAND SIGNALS



QUICKMARCH



POSITION



AS YOU WERE



ADVANCE



SPREAD OVER



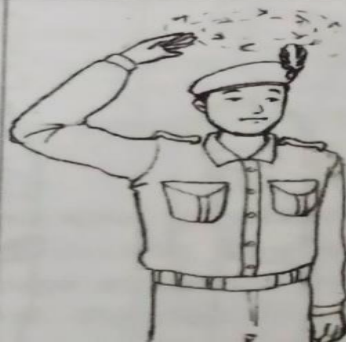
HALT



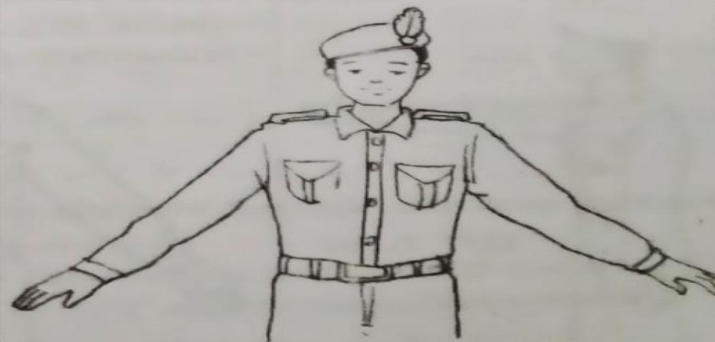
FOLLOW ME



DOUBLE MARCH



ABOUT TURN



ENEMY RETIRING



SIGNAL UNDERSTOOD



CLOSE FIRE



ENEMY APPROACHING



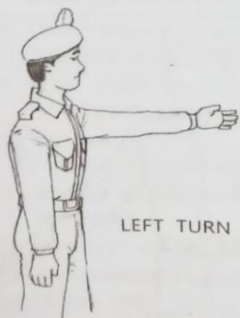
NO AMMUNITION LEFT



ENEMY IN LESS NUMBERS



ENEMY IN LARGE NUMBERS



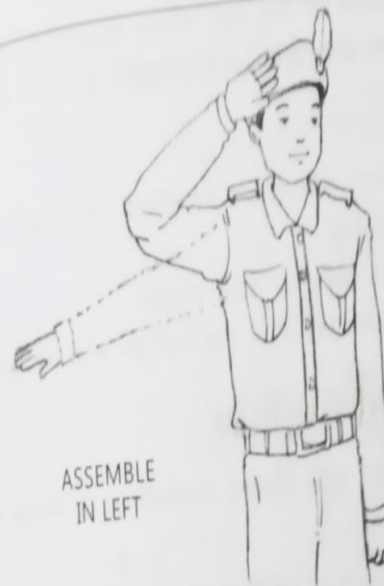
LEFT TURN



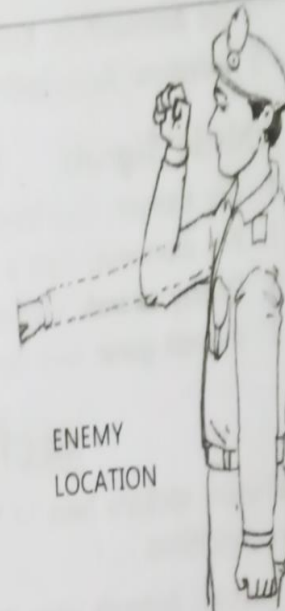
SINGLE FILE FORMATION



FILE FORMATION



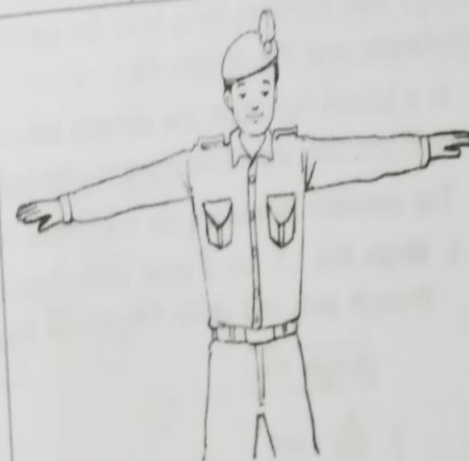
ASSEMBLE IN LEFT



ENEMY LOCATION



ARROW HEAD FORMATION



EXTENDED LINE FORMATION

SECTION FORMATION

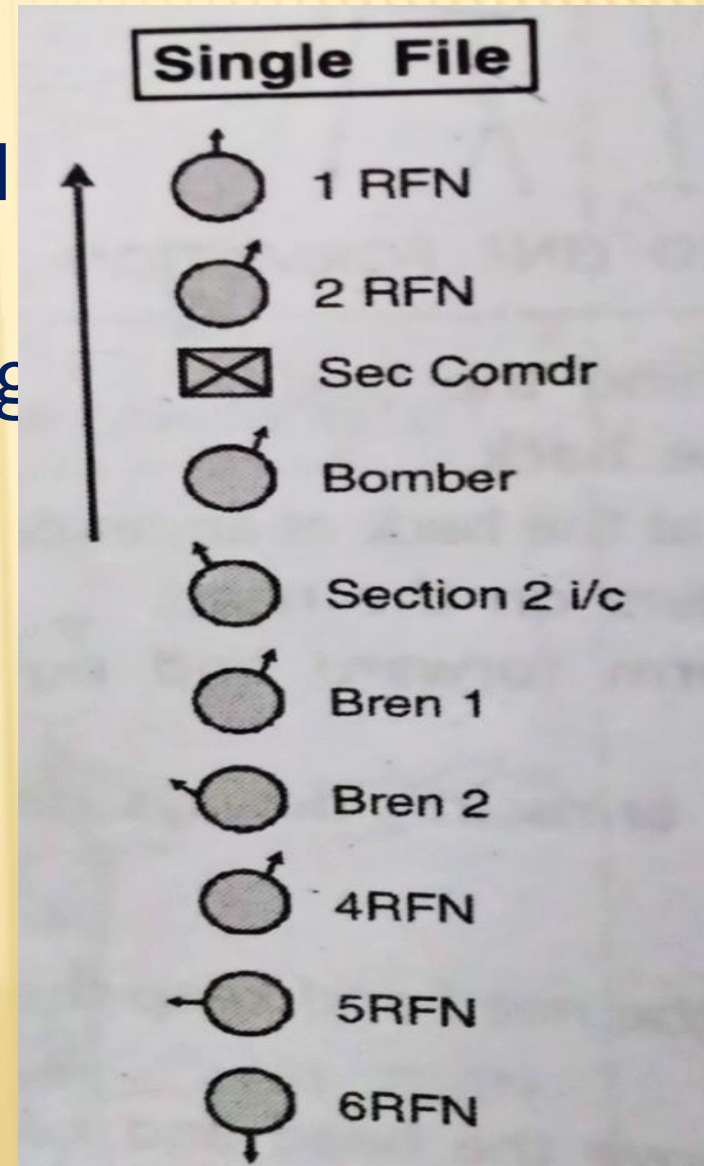
The different sections have to be divided into several formations are shapes in certain conditions. It physically depends upon the conditions of soldiers on land firing from the enemy side excessive finding from the counterpart and the control of section commander over the section.

In a section formation the distance between the two soldier should at least v 15 to 25 yards they should not move in the line but should spread in a zigzag manner.

COMMON FORMATIONS ARE

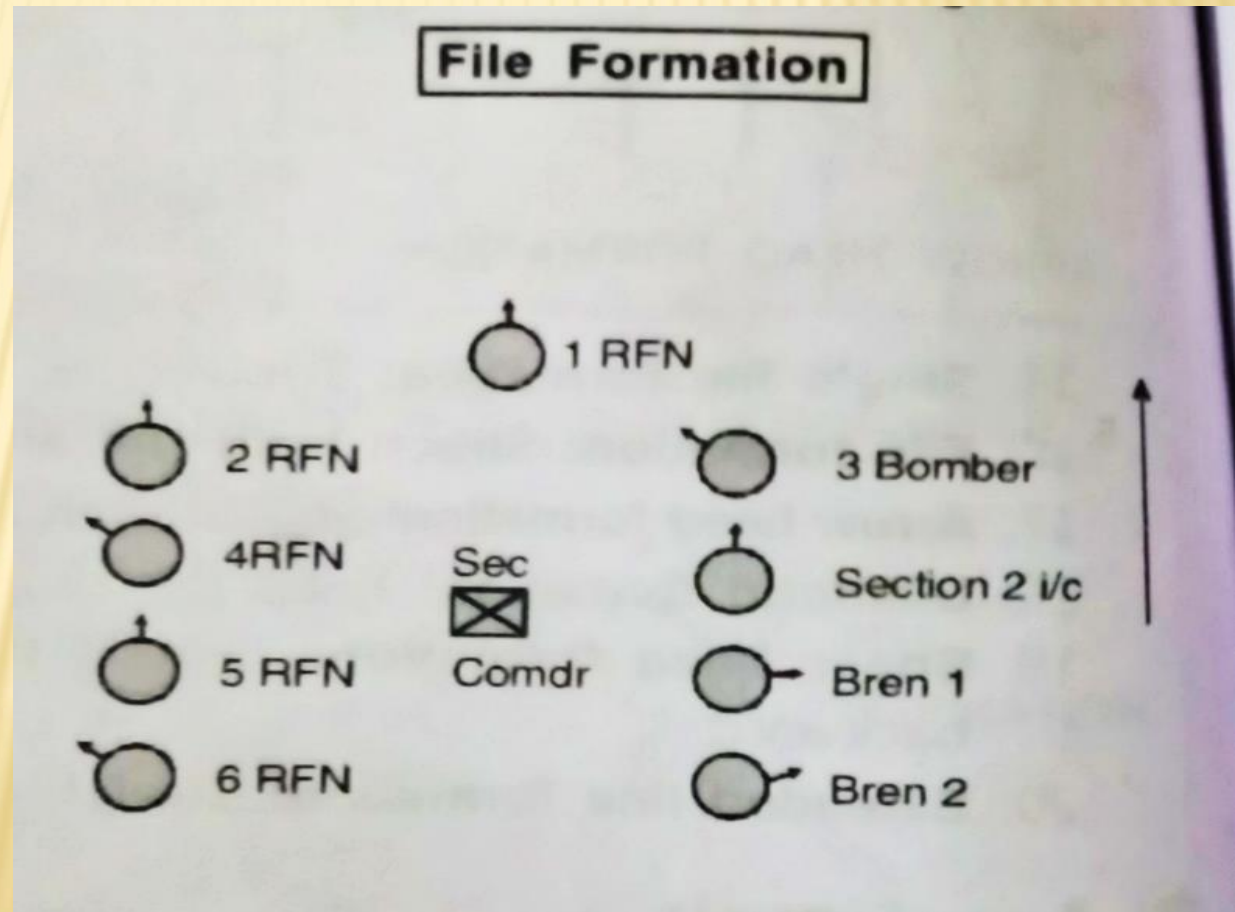
1. SINGLE FILE FORMATION :

it has a good control good speed and suitable for fighting through pass and the file the frontal firing leads to more damage.



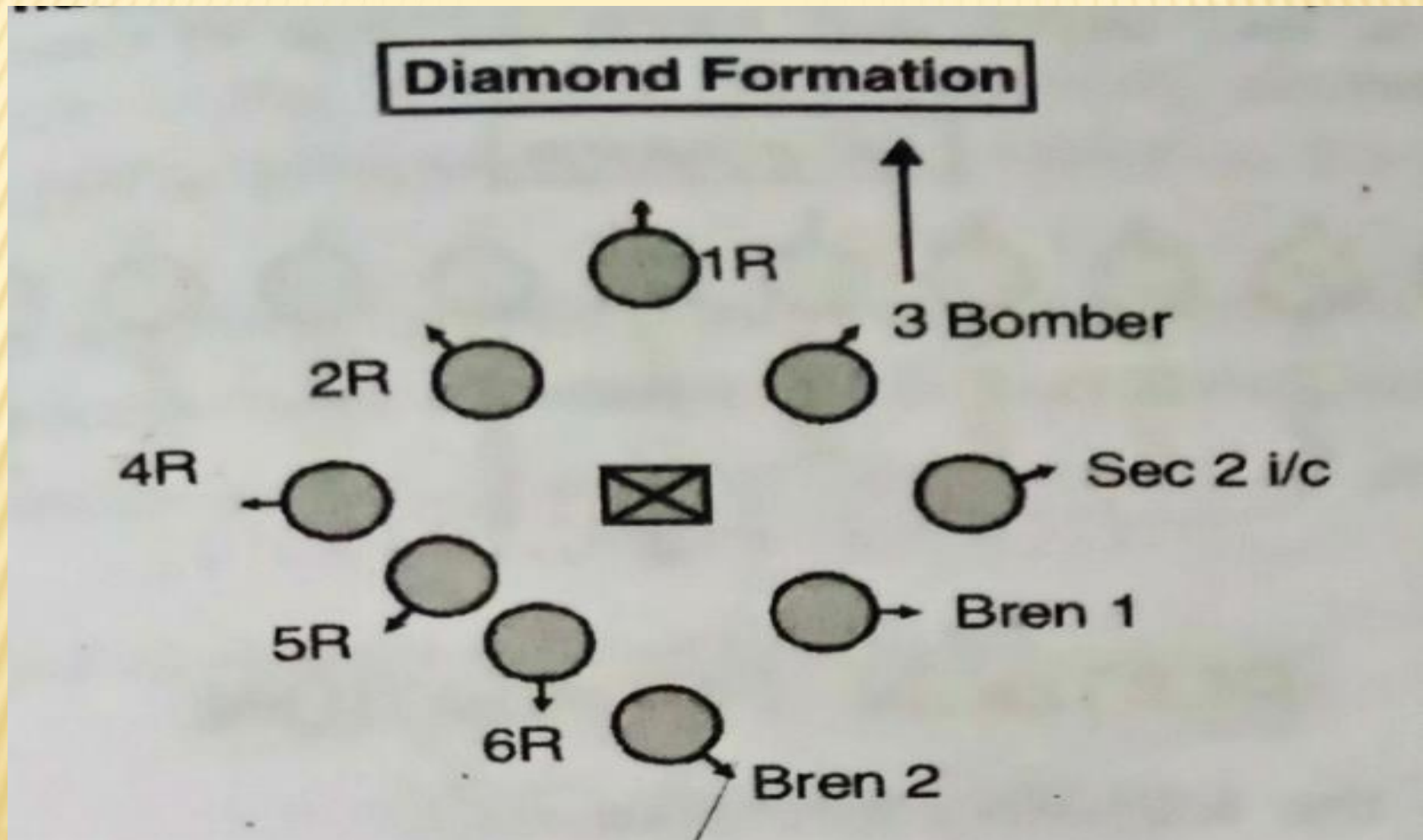
2. FILE FORMATION :

good control and good for moving through the roads and banks of the streams frontal firing leads to excessive destruction not suitable to fire on the enemy.



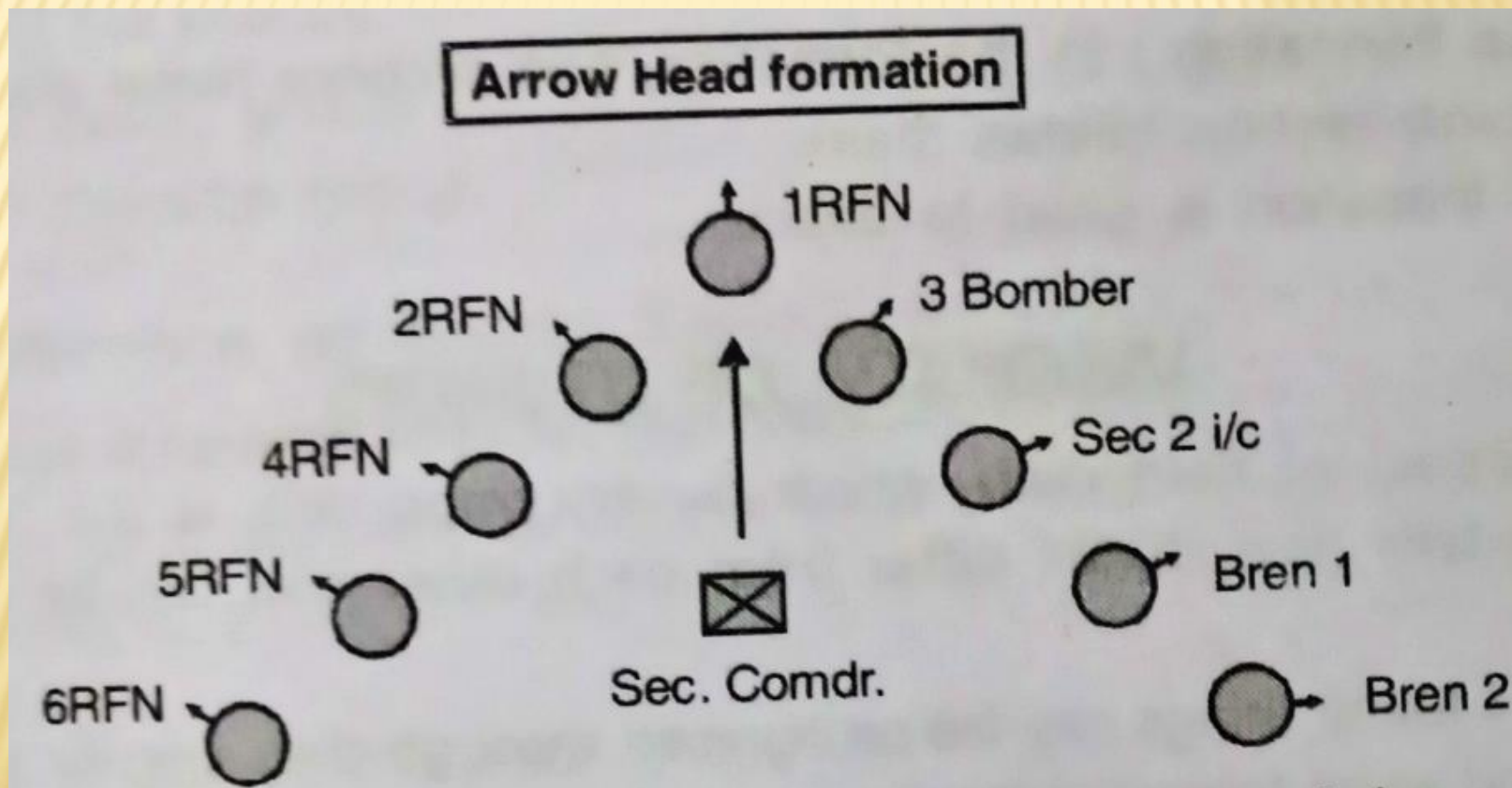
3. DIAMOND FORMATION :

Good control ,proper security, easy to fire



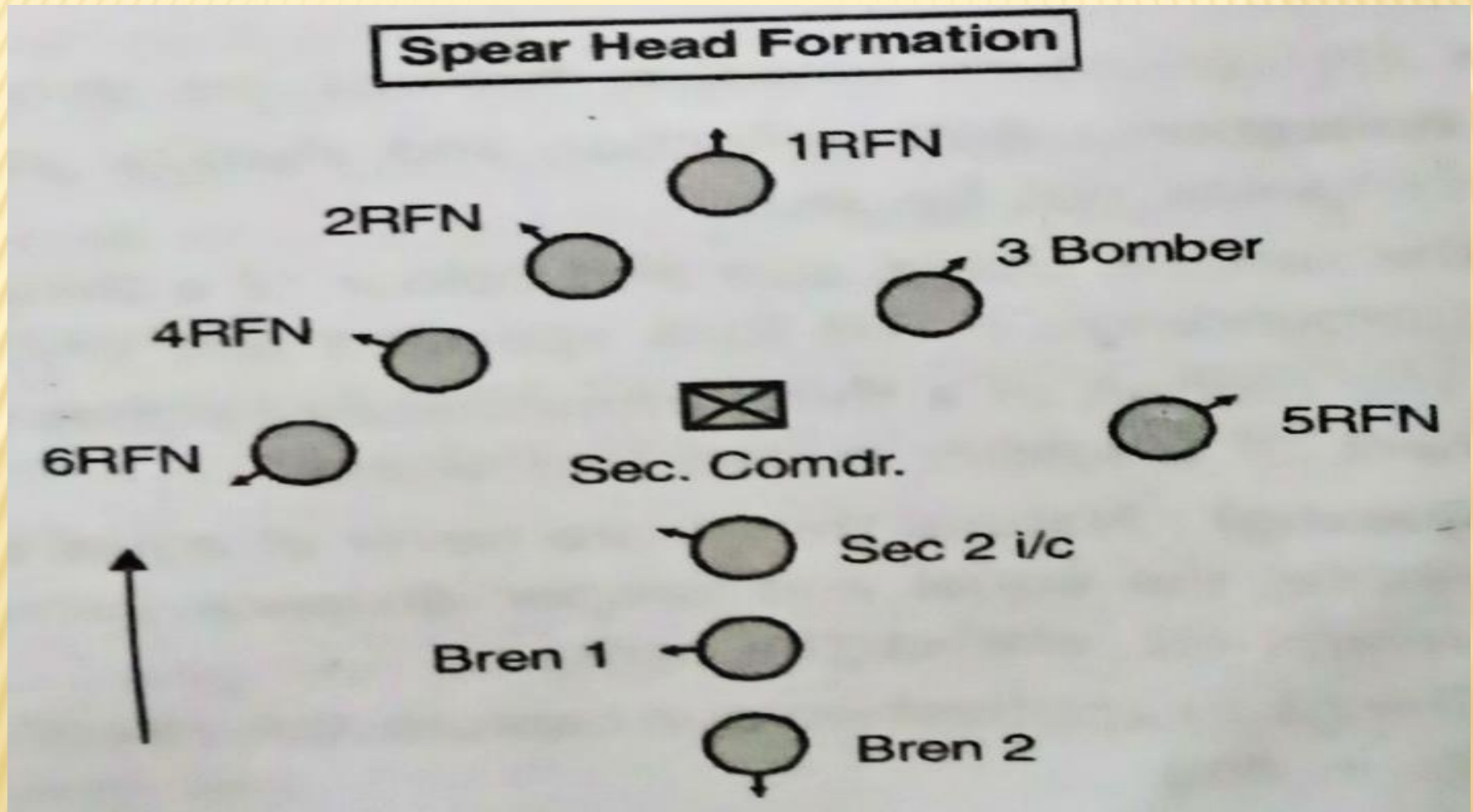
4. ARROW HEAD FORMATION :

Good to move in open space good death suitable to fire on enemy less destruction from the frontal firing control lesser than in diamond formation.



5. SPEAR HEAD FORMATION :

Good depth difficult control less vulnerable.



6. EXTENDED LINE FORMATION :

Use in final attack good for severe war, difficult control less depth and more damage in case of side firing.

