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	<p style="text-align: center;"><u>LESSON PLAN</u> <u>ARMED FORCES 4:</u> <u>TASK AND ROLE OF FIGHTING ARM</u></p> <p>Code - AF-4</p> <p>Period - Two</p> <p>Type - Lecture/video</p> <p>Term - II</p> <p>.....</p> <p><u>Training Aids</u></p> <p>1. OHP, Computer slides, pointer, screen, black board and chalk.</p> <p><u>Time Plan</u></p> <table><tr><td>2.</td><td>(a)</td><td>Introduction.</td><td>-</td><td>05 mins</td></tr><tr><td></td><td>(b)</td><td>Part I- Infantry</td><td>-</td><td>25 mins</td></tr><tr><td></td><td>(c)</td><td>Part II-Armour</td><td>-</td><td>25 mins</td></tr><tr><td></td><td>(d)</td><td>Part III-Mechanised Infantry</td><td>-</td><td>20 mins</td></tr><tr><td></td><td>(d)</td><td>Conclusion</td><td>-</td><td>05 mins</td></tr></table> <p>(a) <u>PART I- INFANTRY</u></p> <p><u>INTRODUCTION:</u></p> <p>3. In the ultimate analysis, defeat of the enemy implies the destruction or disarmament of his fighting forces and physical occupation of his territory and coordinated effort of the land, sea and air forces but ultimately it is infantry that captures and occupies ground and destroys the enemy in his fortifications.</p> <p><u>ROLE OF INFANTRY:</u></p> <p>4. Infantry is essential an arm of close combat. Its role in attack is to close with enemy and destroy or capture him; in defence it is to hold against all forms of attacks by the enemy.</p> <p><u>CHARACTERISTICS:</u></p> <p>5. <u>Self Reliance:</u> This is the basic and most important characteristic of the infantry.</p>	2.	(a)	Introduction.	-	05 mins		(b)	Part I- Infantry	-	25 mins		(c)	Part II-Armour	-	25 mins		(d)	Part III-Mechanised Infantry	-	20 mins		(d)	Conclusion	-	05 mins
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Although maximum support by other arms will normally be available, there will be numerous occasions when infantry will have to close with the enemy with no support other than the provided from within the battalions.

6. **Ability to Hold Ground:** Infantry is the arm best suited for this task. The more support it can be given, the more efficient and economically it can carry out this task.

7. **Adaptability:** Infantry is highly adaptable and can operate over any type of ground, by day or by night and under almost any climatic conditions. The infantry soldier and his equipment are readily transported by land, sea or air to the battlefield.

8. **Mobility:** Infantry mobility should not be measured in terms of marching speeds over easy country. The characteristics of the infantry in this respect is that, unlike other arms, it has a degree of mobility over almost any kind of country and given appropriate transport, it can travel as other arms.

9. **Vulnerability:** Infantry is responsible for its own protection at all times. It is vulnerable to the following: -

(a) **Ground Action:** To tank and small arms fire especially machine guns. Protection against artillery and small arms fire is obtained by careful siting, concealment, dispersion, digging, skilful use of ground, by utilising periods of poor visibility and darkness and by maximum neutralising fire including smoke. When dug in, infantry is capable of defending itself against tanks with its integral antitank weapons. When on the move and during initial reorganization, it normally requires the support of armour against a tank threat.

(b) **Air Attack:** Infantry in the open is vulnerable to air attack. Casualties can, however, be reduced by dispersion, concealment and digging. If adequate measures are taken, infantry is less vulnerable than other arms, for example, armour and artillery.

(c) **Anti Personnel Mines:** A minefield with a density of three blast type of anti-personnel mines will cause about 10 percent casualties and a minefield of similar density consisting of blast and fragmentation types of mines laid in the ratio of 3:1 will cause approx 25% casualties. Though Infantry will normally be provided engineer resources, when anti-personnel mines are encountered in large numbers, it should be trained to negotiate a minefield either by rushing through it or after creating a lane by its own effort.

Employment And Tactics:

10. **Employment:** Infantry may be employed in any operation of war but whatever the nature of the operation, with the possible exception of withdrawal, the basic role of infantry remains the same, that is, to close with the enemy to destroy or capture him and to hold ground.

11. **Tactics:** Fire and movement is the basis of all infantry tactics. Infantry organisations from section upwards are based on this principal. To cover its movement, the infantry requires supporting fire from within its own resources and from other arms. Infantry units and sub units must, however, be trained to continue their movement in the face of enemy opposition without entirely depending on support from other arms, by skilful use of ground entirely depending on support from other arms, by skilful use of ground or by movement under cover of darkness, smoke or fog.

Infantry Weapons

12. The basic infantry weapons are the rifle and bayonet, the light machine gun and grenades. In addition certain personnel are armed with the carbine or pistol. Support weapons are the 2 inch and 81 mm mortars, machine guns and infantry anti-tank weapons.

Training

13. The basic training of the infantryman must be more flexible than that of any other arm. The training of infantry must cultivate skill at arms, endurance, courage, initiative, adaptability and skillful use of ground.

(b)

PART II-ARMOUR

Role of Armour

14. The role of armour is to destroy the enemy by relentless, mobile, offensive action, both in offensive and defensive operations.

Principles of Employment

15.. **General.** The basic principles of war equally apply to the employment of armour. Certain principles, however, assume greater emphasis in view of the characteristics of armour which must be fully exploited to achieve success in battle.

16. **Offensive Action.** Armour is primarily an offensive weapon and it must be used as such. This offensive characteristic is achieved by a combination of mobility, flexibility, fire power and armour protection of tanks. Even in those operations of war which are basically defensive. The tasks given to armour should be offensive in nature and concept. Armour must be employed as

aggressively as possible, accepting calculated risks where necessary.

17.. **Concentration.** Armour used concentrated, produces decisive results. For maximum shock effect it should be used in mass in depth. The shock action produced by armour increases greatly as the number of tasks employed is increased. At the same time own tank casualties are reduced in view of the heavier volume of fire available to deal with hostile tanks and antitank weapons and by making target acquisition difficult for the enemy. In the words of FM Slim, "the more you use, the less you lose". However, concentration does not imply that tanks must be concentrated in space at all times. Initial dispositions of a force may require armoured units and formations to be dispersed. But they must be concentrated at the decisive time. Thus concentration is required in time and not so much in space.

18. **Economy of Force.** The principle is a corollary to the principle of concentration. If tanks are frittered away on nonessential tasks, concentration at the decisive point suffers. The temptation to employ tanks everywhere is great and must be guarded against. Equally, indiscriminate and continued use of armoured units causes deterioration in their equipment resulting in such units not being at the peak of their battle worthiness when required for a really worthwhile task. The tendency to assign a multitude of tasks, to an armoured unit or subunit particularly during a defensive battle should be curbed and it should be borne in mind that once committed in an action, the same units may not be available for subsequent tasks in terms of time or battle worthiness. Armour should, therefore, be used when its employment will have a decisive effect on the battle.

19. **Surprise.** Armour achieves surprise mainly by weight, violence and direction of its attack combined with the speed with which the operation is executed. This is achieved by skilful use of ground and overcoming of obstacles, both nature and artificial. Due to engine noise, clatter of tracks and dust which tanks create, it is not always easy to conceal their presence. Concealment of large armoured forces is difficult because of the improved surveillance devices, based both on the ground and air, available these days. Nevertheless surprise can be achieved by holding armour back until the last moment, by moving it at night or during bad weather and by the employment of deceptive measures such as the creation of tank noises in areas where it is not intended to employ them. With night fighting aids becoming increasingly more effective, imaginative use of armour at night will assist in gaining surprise. It must be remembered that mere achievement of surprise is not enough; it is the exploitation of the opportunity created by achievement of surprise that will pay rich dividends.

20. **Flexibility.** Sound organization, good physical mobility and excellent means of command and control allow a high degree of flexibility. This enables pre-arranged plans to be altered to meet changing tactical situations and unexpected developments. By virtue of this flexibility and the speed with which armour can come into action, armour is extremely responsive to

command which makes it an ideal weapon for seizing fleeting opportunities in battle. The armour commander must therefore be allowed the maximum possible initiative and freedom of action in execution of plans.

21. **Cooperation.** The full potential of armour can only be developed when it is organised into closely knit battle groups which should include tanks, mechanised infantry, self propelled artillery, assault engineers, attack helicopters and is provided with close air support. The composition of these combined arms teams should be need based and will depend on the troops. Common doctrine and joint training should ensure that such groups operate smoothly with complete mutual confidence and understanding.

22. **Speed.** In mobile warfare speed is of the utmost importance. It implies the following :

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- (a) Speed in decision.
- (b) Speed in issue of orders.
- (c) Speed in execution.

23. **Speed in Decision.** This will invariably decide the final outcome of a battle. Commanders must therefore, operate well forward so that they can assess a situation and take decision on the spot. Reconnaissance and intelligence reports must reach a commander by the fastest possible means. The fundamental tactics of mobile warfare are speed in judgement and action and to create situations for the enemy faster than he can react to them.

24. **Speed in Issue of Orders.** In mobile operations there is no place or time to issue bulky and detailed written orders. The best method is for a commander to issue verbal instructions to his subordinates. The next best method is to issue orders on the radio. Sometimes very brief written orders may be sent through liaison officers. Such orders should cover the tasks and terms of reference, if any. Detailed execution should be left to the subordinate commanders.

25. **Speed in Execution.** Quick response to command, complete coordination and speed of maneuver are vital to success. The main criterion for a commander is to ensure that the allotted mission is completed within the duration stipulated for it. Speed in execution is also achieved by sound and well rehearsed battle drills. The battle drills should cater for mixed battle groups. These should be so devised that there is no rigidity in the mode of fighting and that the troops deploy for battle automatically from the line of march.

26. **Initiative.** The side that has the initiative, automatically gains an advantage over the opposing force. In simple terms, he who acts has the initiative, than the one who reacts. Retention of initiative implies retention of the power of maneuver thereby enabling a commander to create

situations rather than reacting to the ones created by the enemy. It is therefore, imperative that the initiative must be seized and retained from the outset.

(c)

PART III: THE MECHANISED INFANTRY

Introduction

27. The concept of mechanized infantry is based on the need to provide protection, added mobility, radio communications and firepower to enable the infantry to operate effectively in mobile operations. The Infantry Combat Vehicle provides the infantry with these basic needs of protection, mobility and firepower so as to enable it to operate effectively in close coordination with armour.

Role of the Mechanized Infantry

28. **Primary Role.** The primary role of the mechanised infantry is to close with the enemy in coordination with armour and destroy or capture the enemy.

29. **Secondary Role.**

- (a) Mop up ground over-run by armour.
- (b) Hold ground temporarily.
- (c) Reconnaissance.
- (d) Establish a bridgehead across an anti-tank obstacle for rapid exploitation by armour.
- (e) Could be used for spoiling attack or a deliberate counter attack.
- (f) For counter infiltration and against para and heliborne landings.

30. **General.** Mechanised infantry should not be considered something distinct or different from other infantry. Mechanized infantry, while retaining all the characteristics and capabilities of infantry has been endowed with certain additional characteristics, which make it more versatile and particularly suitable for mobile operations with armour. The special characteristics possessed by mechanized infantry are discussed in the succeeding paragraphs.

31. **Mobility.** Mechanised infantry units have been provided sufficient armoured personnel carriers to lift the 'F' echelon. The Armoured personnel carriers give them the capability to move cross country and because of the amphibious capability of the armoured personnel carriers, infantry can cross canals or rivers without dismounting-which makes the mechanized infantry particularly suitable for opportunity or encounter crossings. Availability of suitable approaches and exits from the water obstacle may, however, restrict the use of armoured personnel carriers. In such an eventuality, which should be rare, if planning and reconnaissance have been thorough, mechanized infantry must be prepared to establish the bridgehead by dismounted action.

32. **Protection.** The light armour of the armoured personnel carrier provides protection against small arms fire and shell splinters, which enables the infantry to close with the enemy. The armoured personnel carriers, however, are vulnerable to enemy anti-tank weapons and direct hits from artillery.

33. **Fire Power.** Mechanized infantry is able to muster considerable firepower due to the machine guns mounted on the armoured personnel carriers. Though mechanized infantry will normally operate with armour, they have been provided with their own organic anti-tank weapons to make them self-reliant and to give them the capability to hold ground or establish a bridgehead across obstacles.

34. **Communications.** Radio is the primary means of communication in a mechanized infantry unit. To meet the requirement of receiving and passing orders quickly while on the move and for close and intimate cooperation with armour, mechanized infantry units have been provided with additional radio communication facilities for both mounted and dismounted action and for communication with tank units/sub units.

35. **Flexibility.** Increased mobility and better signal communications have given mechanized infantry greater flexibility. Mechanized infantry units and sub units can quickly form composite groups with armour for a variety of missions and can be rapidly switched over from one mission to another. They can remain self-contained on a cross-country axis for limited periods and when conditions of ground prevent the use of the armoured personnel carrier, they can fulfill their mission by dismounted action.

36. **Shock Action.** Mechanised infantry by rapidly closing with the enemy, mounted in armoured personnel carriers and bearing upon the enemy its concentrated fire power, produce a shock effect much greater than an equivalent or even a larger quantum of infantry attacking on foot. The shock effect is maximum when the mounted mechanized infantry along with armour over-runs the objective.