



**Ministry of Defense of the Russian Federation**

**METHODOLOGICAL RECOMMENDATIONS ON  
THE SPECIFICS OF URBAN WARFARE  
AND FOREST PROTECTION ZONE AS PART OF AN  
ASSAULT SQUAD (COMPANY, PLATOON)**

MINISTRY OF DEFENSE OF THE RUSSIAN FEDERATION  
MAIN DIRECTORATE OF COMBAT TRAINING

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METHODOLOGICAL RECOMMENDATIONS ON THE  
SPECIFICS OF URBAN WARFARE  
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ASSAULT SQUAD (COMPANY, PLATOON)

Moscow  
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The methodological recommendations are developed for the purpose of brief and accessible presentation of material on the peculiarities of organization and conduct of combat by assault units (companies, platoons/ hereinafter referred to as assault units), taking into account the experience gained during a special military operation, are a supplement to the training manual "Combat in a populated area" and give recommendations to commanders in preparation for the conduct of combat operations by assault units.

Methodological recommendations are intended for commanders of units assigned to conduct assault operations, as well as for study by teaching staff, students and cadets of military educational institutions of the Ministry of Defense of the Russian Federation.

The material of the methodological recommendations was prepared by the Main Department of Combat Training of the Armed Forces of the Russian Federation, the teaching staff of the Department of Airborne Troops of the VUNTS SV "OVA" of the Armed Forces of the Russian Federation and the Department of Tactics of the RVVDKU under the guidance of Deputy Minister of Defense of the Russian Federation, Colonel-General Yu-B.B. Evkurov.

## INTRODUCTION

Analysis of combat operations of units in a special military operation has shown that successful combat should be preceded by thorough preparation, based on a comprehensive study of the nature of the terrain (populated area), assessment of technical equipment, fire capabilities of his unit, the opposing enemy and the possible nature of his actions, determining the strengths and weaknesses of the enemy.

**A pattern of action is unacceptable and even destructive.**

The enemy **in a populated** area is characterized by constancy and the execution of unit actions **according to a pattern**: replacement of personnel, ammunition and materiel transport (to be carried out at night, accumulation of personnel at the observation point (NP). In a populated area, he equips observation posts and fortified strongholds, as a rule, on the upper floors of high-rise buildings. Active aerial reconnaissance is conducted by UAVs of various types (Bayraktar TB-2, "Furia", quadcopters of various modifications). Technical and agent reconnaissance means are used (surveillance cameras installed on buildings and power transmission towers, local population transmitting intelligence via Internet, left radio tags in the form of smartphones with geolocation). In case of abandonment of their positions and occupation of them by our troops, artillery fire on them (including friendly fire for their troops) is carried out. For counterattack, the approach of reserves from the depth is carried out within **30-40 minutes**.

In a **forest protection strip** (hereafter referred to as a forest plantation) the enemy builds maneuverable defenses, as a rule, on 2-3 defensive lines (positions). Firepower is located at well-fortified individual positions, located both on the outskirts and in the depths of the forest belt. At least 2 fortified firing positions are prepared at each boundary (position) for firing from large-caliber machine guns (wood-and-earth, sometimes concreted DZOTs (DOTs). Detection of advancing troops (combat vehicles (tanks) and other firepower) is carried out at long-range approaches by UAVs. Aerial reconnaissance assets accompany the advancing units until they reach the range of aimed fire from the firepower available at the position. In addition, advancing units may be escorted by means of

"Photo traps", small video cameras mounted on trees, grass and various buildings. Video (photo) recording equipment operates in online mode, and when the unit reaches the sighting range, the electronic-optical equipment of the fortified firing position allows the shooter to fire from inside the ZOTO while observing the target on the monitor.

Artillery is located in shelters using bunkers of various construction, at a distance of up to **8-10 km** from the line of contact, and is brought to pre-prepared firing positions only if confirmed information about the nature of the target, its location and coordinates is received. Artillery units are used platoon by platoon (gun by gun). Movement to a new firing position is accomplished by single vehicles (SAU). The time of being in a firing position is **not more than 15 minutes**, opening fire only after guaranteed opening of the target. After each firing raid, a thorough debriefing on the execution of the firing task as a whole is carried out with the artillery units (in the shelter areas).

Nomadic firepower (tanks, guns, mortars and ATGMs) is widely used. At night, the observation and protection of the stronghold is carried out by on-duty firepower, personnel are usually in shelters (resting places) located in rear areas at a distance (up to 500 meters), which provide access to firing positions in the shortest possible time.

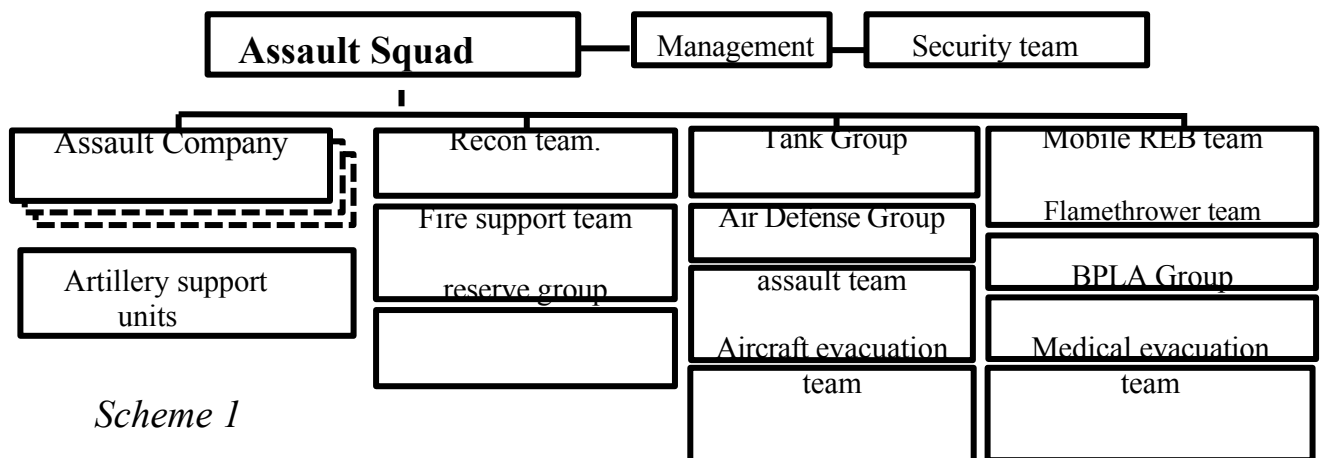
## 1. Composition, tasks of the variant of the combat order

Based on the analysis of the actions of AFU units and assigned tasks, military units and subunits must form assault units to conduct offensive operations in forested areas and populated areas, which consist of assault detachments (assault companies (platoons)).

**The assault detachment consists of a reinforced motorized rifle unit (paratrooper, paratrooper-assault) battalion.**

**The task of an assault squad** is to capture important objects, enemy stronghold (positions) or a piece of terrain, block and destroy large structures, and sometimes one or two blocks in a populated area. For this purpose, depending on the object and the situation, the commander is assigned the task of the day.

Based on the tasks to be accomplished, **an assault unit** may consist of the following **structure**: command, 2-3 assault companies, reconnaissance group, tank group, mobile REB (Electronic Warfare) group, flamethrower group, UAV group, air defense group, artillery support units, fire support group, engineer-assault group, reserve group, medical evacuation group, and WWTP evacuation group (scheme 1).



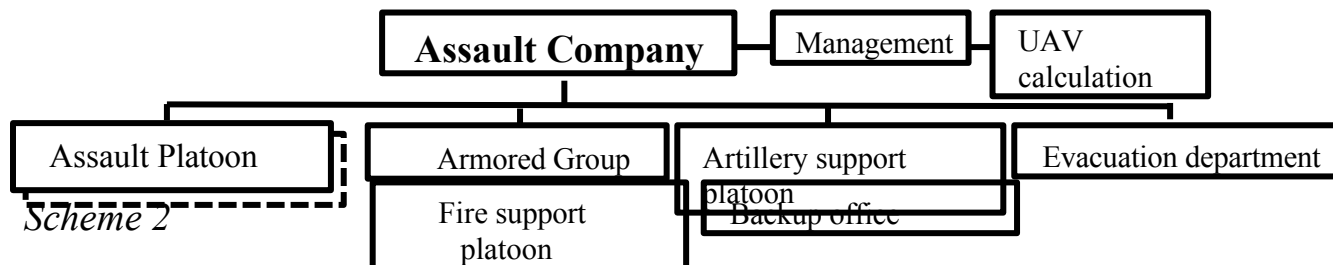
*Scheme 1*

### **The main armament of reinforcement units:**

1. Tank group of the detachment - T-72 - 3 units.
2. Detachment air defense group - ZU-23 - 2 units, MANPADS - 3 units.
3. Flamethrower group of the detachment - RPO flamethrower gunners - 12 units.
4. Artillery support units of the detachment - sabatr (2S9) - 6 guns, gabatr (D-30) - 6 guns.
5. Fire support group of the detachment - AGS-17 - 2 units, machine gun "Kord" - 2 units, ATGM - 2 units, sniper pair - 2 units.
6. Aircraft evacuation group -BREM-L (2) - 1 unit.

**Task assault company (platoon)** - capture object of attack (quarter, building) or its part, area (territory).

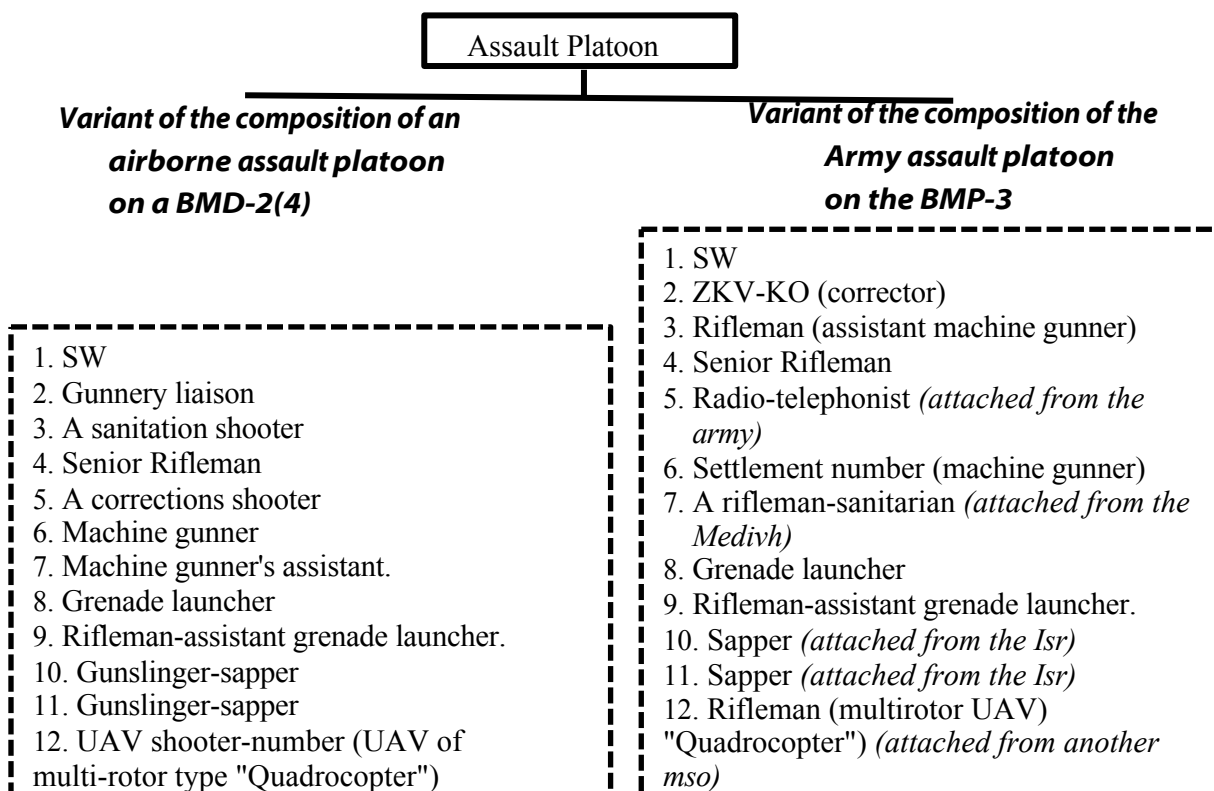
**An assault company** may consist of: command, UAV calculation, assault platoons, fire support platoon, armor platoon, reserve platoon, artillery support platoon, and evacuation platoon (scheme 2).

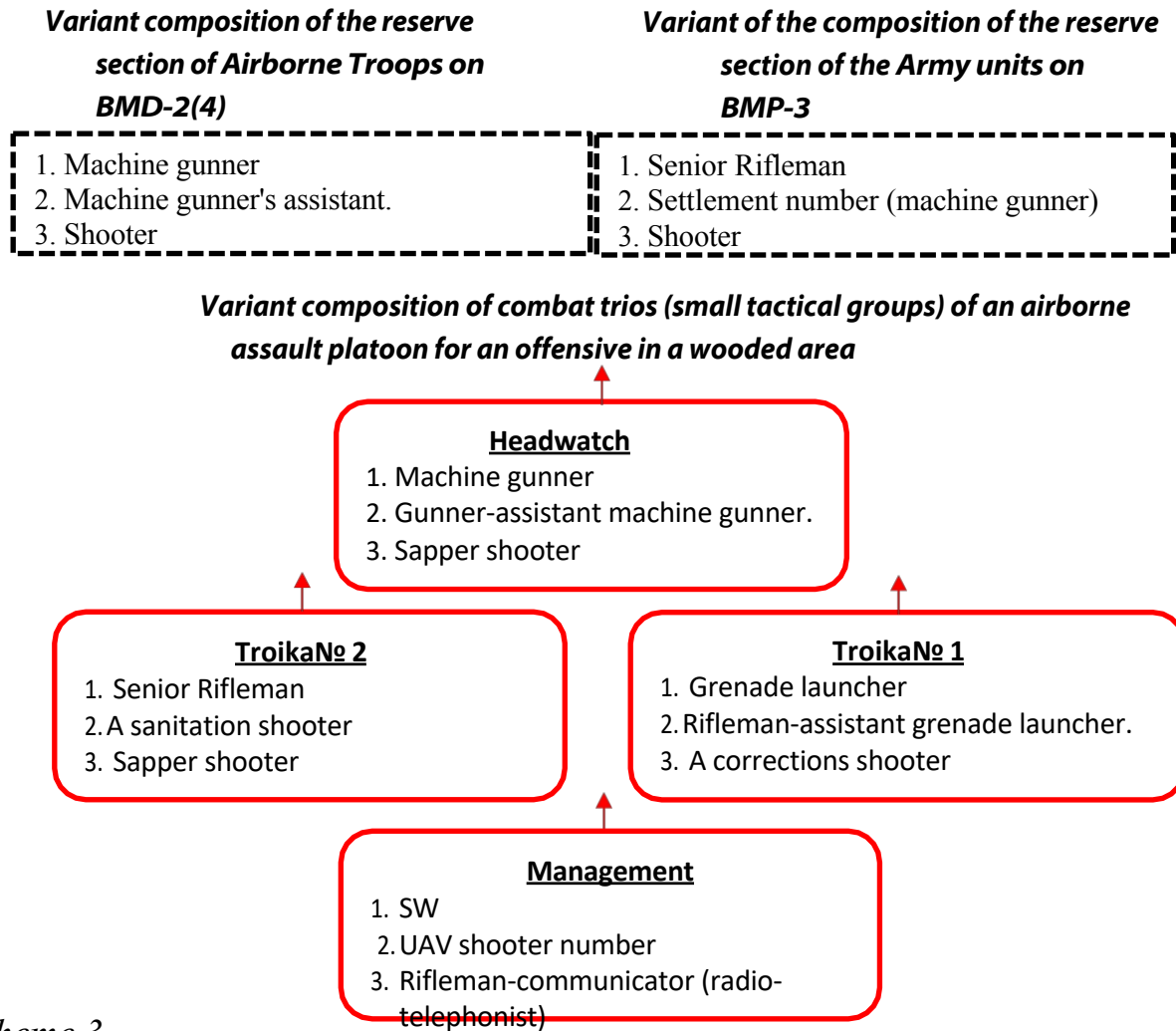


**The main armament of reinforcement units:**

1. Company armored group - BMP (BMD-2(4)) - 4 units, T-72 - 1 unit.
2. Company fire support platoon - AGS-17 - 2 units, "Kord" machine gun - 2 units, ATGM - 2 units, sniper pair - 2 units.
3. Company artillery support platoon - 82(120)mm mortar - 2 units, D-30 (2S9) - 1 unit.

**An assault platoon** may consist of 12-15 men divided into combat triplets (small tactical groups), the composition and armament of which varies for a particular task (assault on a building, assault on a wooded area, etc.). In order to increase efforts or make up for losses, a reserve squad can be reinforced with a machine gunner, a machine gunner's assistant, or a rifleman (scheme 3).





*Scheme 3*

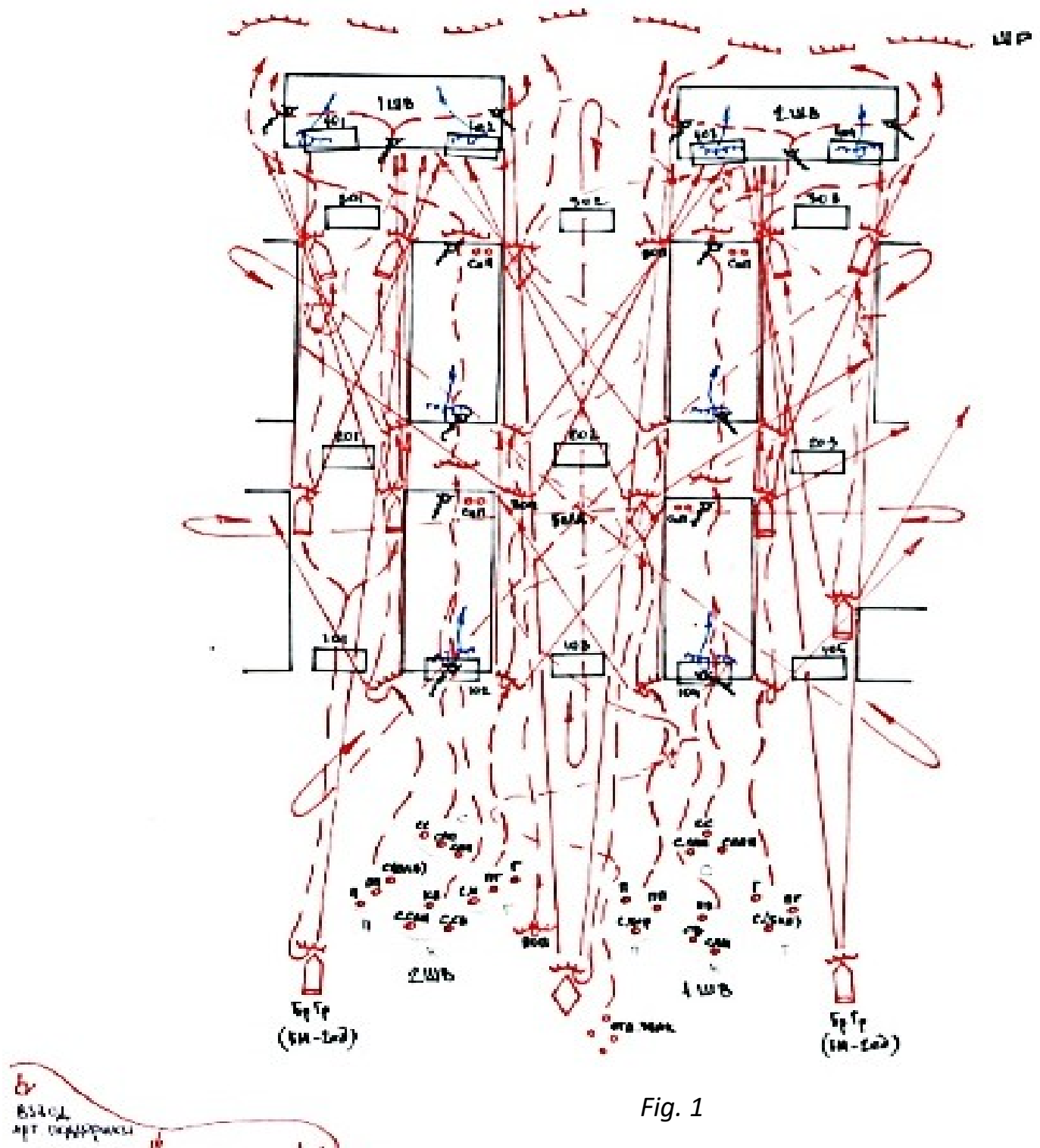
**The main armament of the assault platoon** is small arms and grenade launchers.

The combat order is determined depending on the task at hand and may be changed by decision of the company (platoon) commander.

The combat order of an assault squad may consist of 2-3 assault companies (operating simultaneously or sequentially, in one or different directions, may act as attack, capture, entrenchment, maneuver and support units), reconnaissance groups (by the commander's decision may be divided between assault companies and act in the interests of artillery), a tank group (acting as a whole or divided between companies), a mobile REB group (acting as a whole), flamethrower team (may be divided between platoons), UAV team (operates as a whole), air defense team, medical evacuation team, engineer assault team (may be assigned to an assault company by the commander), fire support team (may be assigned to assault companies), an airborne equipment evacuation team, artillery support units (may operate as a whole or be attached to assault companies), and a reserve team (operates as a whole or is attached to assault companies to augment their efforts and make up for company losses).



The combat order of an assault company may consist of 2-3 attacking assault platoons, an armor platoon (operating as a whole or divided between platoons), an artillery support platoon (mortars may be distributed to the assault platoons, while the artillery gun remains under the direct command of the commander), fire support platoon (firepower is allocated to assault platoons at the commander's discretion), evacuation platoon (operating as a whole or divided platoons), reserve platoon (to augment efforts and make up for platoon losses), Figure 1.





## **1.1 Features of the organization and preparation of the offensive in a populated area and forest plantation**

The commander should be given **at least three days** to organize and prepare the unit for the offensive. In addition to the provisions specified in the Combat Regulations of the types (branches) of troops, it is recommended that the following **peculiarities** be taken into account when organizing combat:

### **In making a decision:**

During the clarification of the task - to provide for the actions of the assault squad for up to two days. The assigned combat mission should be detailed on a 24-hour basis and may be refined by the end of the day (night). There should be no templates; it is recommended that actions begin at different hours of the day and night (e.g., at morning twilight or 2-3 hours before darkness falls, and other variations).

During the assessment of the situation, commanders should carefully study: the terrain and its main characteristics (size, configuration, layout, density and number of floors, size and materials of buildings, roads, fences, the presence of underground structures and communications, rivers, canals, as well as ravines that can hide the approach of enemy reserves); the object of mastery (capture) and its layout, as well as the routes of advance to it. Assess the enemy (numbers, firing points and observation posts, order of operations). The study is carried out also with the help of UAV (multirotor type "Quadrocopter"). Correctly assess your unit's ability to accomplish the task at hand.

### **Setting tasks for the divisions:**

Combat tasks for subordinate units are specified in the unit - company - platoon - reinforcement units link by setting tasks for a day (if necessary for a day (night)). Reinforcement units assigned to an assault company (platoon) are operationally subordinate to the assault unit commander.

In an assault squad, tasks are detailed to each company and separately to each squad reinforcement unit.

For assault companies, tasks are detailed to the assault platoon and reinforcement units of the company for all phases of operations up to the designated boundary (object).

In the platoon, tasks are set in detail for each combat trio (small group) and firepower intended for reinforcement in all phases of action up to the designated boundary (object), and the order of operations on it, including when conducting a counterattack of the enemy.

### **Organization of reconnaissance and interaction:**

A reconnaissance of the upcoming tasking location is conducted to refine the decision to engage.

Reconnaissance is organized from platoon upwards (with detailing down to the firing unit, individual specialist), and is conducted a **day** before the start of offensive (assault) actions. All routes, areas, lines and positions are checked mainly on foot, with subsequent decision-making on their occupation and use.

In the course of interaction, control signals during the battle in the platoon (company, detachment, attached (supporting) reinforcement units), ranges (task for the day), main landmarks, questions on the order of application of aviation, etc., are clarified.

### **Combat Planning:**

When planning the seizure a (object, terrain), the assault squad commander determines the units to storm the object (terrain) and the units to consolidate on the achieved line. For fire support and artillery groups, it is necessary to assign planned targets in advance on the front edge of the enemy's defense and in its depth, on the flanks and possible routes of the enemy's reserves. Determine the order of operations of the squad's armored group, its composition, advance routes, and firing sectors. Determine the procedure for artillery support units.

The commander of the assault company (platoon) organizes the actions of his own and attached units in a similar manner. If necessary, requests from the squad leader units for reinforcement.

When planning offensive actions in a wooded area, it is advisable to plan the formation of the assault platoon's combat order the form of a "rhombus" (scheme 3).

On a wide offensive front in a wooded area, it is advisable for the company commander to distribute the company platoon by platoon, based on the emerging situation and terrain (in line, ledge, staggered, etc.).

When a turning point in the outcome of a battle is reached, a reserve must be brought in to achieve success.

### **Organizing a :**

The fire system must be created in an echeloned manner, with the distribution of firepower by task, direction and range, and, when planning an assault on a building, by floor. During the offensive assault units artillery squad applies types of fire: "fire on a separate target", "successive concentration of fire", "fixed (mobile) barrage fire", etc., with the mandatory assignment of planned targets on possible lines of counterattack of the enemy. For this purpose, firepower calculations are carried out and the boundaries for opening and transferring fire are assigned.

For artillery and AGS-17 calculations of a company (platoon) at each line and direction, flanks and objects of capture (takeover)

planned targets are assigned. Apply barrage fire from AGS-17 to replace the maneuvering group (side outpost). It is advisable to spread artillery means at a distance from each other - up to 2 km (depending on the peculiarities of the task area).

When gaining (capturing) the specified boundary (object), **a fire system is immediately established at all levels** (platoon, company, detachment), which must ensure the use of all available firepower. When organizing the fire system, planned targets for artillery (mortar) firepower (up to 5 targets per platoon) and areas of fan fire from AGS are reassigned. On-duty artillery and AGS firing units are assigned to engage targets that appear suddenly.

When organizing a firing system, planned targets are shot in advance, if possible, which makes it possible to quickly fire at the target in a short period of time after receiving information about the target.

#### **Comprehensive provisioning and management:**

The assault platoon (company) and reinforcement units are controlled by closed radio communication channels from sheltered command and observation posts, with the current situation plotted on a map. Control of the assault platoon's combat triplets (small groups) and reinforcement firepower is accomplished in the platoon's combat order. Combat triplets (small groups) and reinforcement firepower are controlled by closed radio communication channels, and combat vehicles by means of additional radios through open communication channels, using established control and interaction signals.

For more convenient control of the actions of the assault detachment (company) and correction of artillery and AGS fire, as well as in order to mislead the enemy about the actions of assault detachments (companies), it is advisable to **carry out their own numbering of houses**, and streets to assign **their names**. This will make it possible to covertly control the enemy's fire defeat and maneuver units through open communication channels.

Reconnaissance is predominantly visual and by UAVs. The integrated use of surveillance, air and ground reconnaissance, small arms fire, AGS, combat vehicles (tanks), artillery and the designation of planned targets based on reconnaissance results allows the enemy's manpower and equipment to be hit with unadjusted fire. In addition, it prevents the accumulation of the enemy in the front line and in depth, disrupting the possibility of counterattacks. Quadrocopters should be used for reconnaissance of the enemy, not for controlling the actions of their troops.

Assaulting units stop only when they have reached the specified boundary (position) and immediately begin equipping firing positions. Simultaneously with the assaulting units' transition to defense, reinforcing units, in order to prevent the

counterattack of the enemy must continue to inflict fire damage (on planned targets) by **all firepower** for up to **60-90** minutes, then, after consolidation, begin to conduct disturbing fire (by fire observation) at various intervals.

During preparation and during combat, elements of tactical camouflage must be observed, and to deceive the enemy, false positions of firepower must be created and false intentions must be demonstrated. Aerosol cover is to be used only on a wide front, or indoors. Water and ammunition should be delivered to the combat formation of assault platoons only at night, and when capturing the specified boundary (object) within **30-40 minutes**. The wounded are to be evacuated in armored vehicles by the forces of the evacuation squad, and ammunition is to be delivered on the way back.

### 1.2 Peculiarities of conducting an offensive in a populated area

The movement routes of assault companies (platoons) should, if possible, exclude movement along roads and long straight streets. For the safe movement of the assault company (platoon), **passages are made in fences and walls of houses**. Tank fire is used for this purpose. Each soldier in the assault platoon must also have and know how to use engineering blasting equipment (designed for the thickness of the walls) to make passageways inside buildings (Figure 3).



Fig. 3

All nearest (separate) structures located on the approaches to the city (populated area) should be scouted (by visual observation, technical means reconnaissance, UAVs, engineering, etc.).

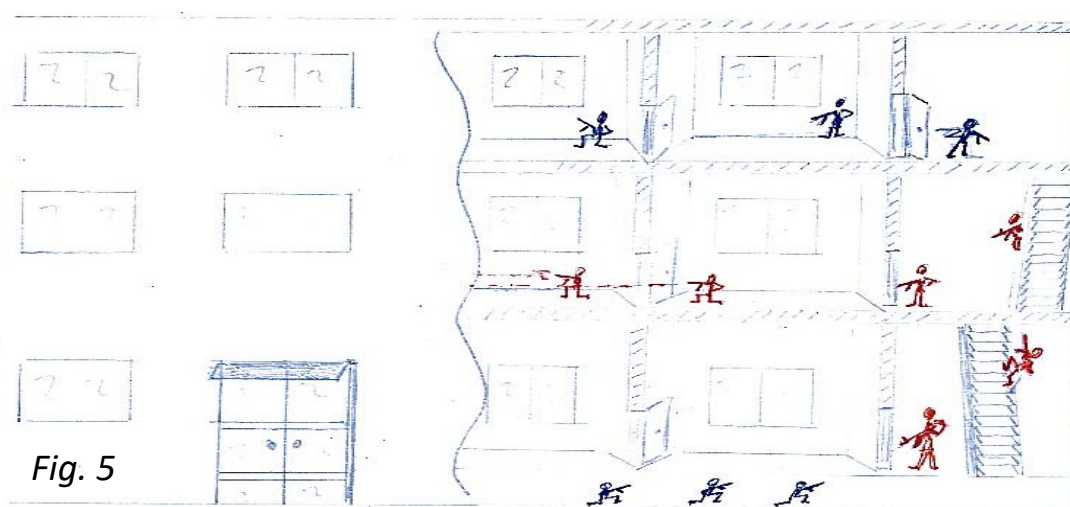


*Fig. 4*

In a multi-storey house (building) well protected by the enemy, if there is no possibility of seizing it from the start, the **squeeze method** must be used (do not try to block it). It is necessary to **maximize** the use of fire support platoon's firepower and artillery fire (AGS units) on planned targets, while the personnel of the assault unit should take cover in the nearest buildings. Thus, the enemy gets the opportunity to withdraw the blocked group and under artillery fire suffer losses, and the assault unit can continue the offensive. **The cleared buildings must be marked with an established sign, and on the map (scheme) - in green color.**

When penetrating a multi-story (multi-door) building, it is recommended that the assault platoon proceed in the following order (Figure 5):

1. A combat guard (1 man) is posted on the 1st floor of the entrance, with the task of preventing enemy attack from the basement and street.
2. The platoon starts moving down the stairwell in combat triplets (small groups) to the upper floors, with the soldiers covering each other.
3. Cleaning is carried out on an apartment-by-apartment basis on each floor, depending on the number of rooms in the apartment (one-room, two-room, three-room, etc.). Three people are enough for a one-room apartment.
4. When clearing a floor, a combat guard (1 to 2 men) is posted in the common corridor (stairwell) with the task of preventing an enemy attack from a non-cleared apartment or stairs from the upper floors.
5. After sweeping all floors of the entryway on the 2nd floor, the apartment wall to the neighboring entryway is penetrated (with TNT or plastic).
6. The stairwells of the upper floors are mined to prevent enemy penetration into the rear of the assault platoon.
7. Infiltrate the neighboring second floor apartment and carry out the sweep in a similar manner.





In order to prevent disruption of the assigned task, **the removal of the wounded** by the personnel **personnel advancing (assaulting)** units **B the rear is prohibited.** The unit commander hands over to the evacuation unit the location of the wounded in the "yellow" zone, while the assaulting units continue to carry out their assigned tasks after first aid.

Variants of ways to fulfill combat tasks by assault units.

**Option 1:** When approaching a city (populated area), fire is used to destroy enemy facilities in the front line with the involvement of all forces and means, achieving the withdrawal (squeezing) of the enemy from the occupied positions, followed by the withdrawal of the assault company to the predetermined strongholds. With the beginning of simultaneous movement of assault companies along the entire line of contact, artillery fire is transferred to the depth and to the paths of possible approach of enemy reserves. In the event of fire contact, the assault platoon destroys the enemy independently, while the fire support platoon restrains the enemy with its fire, preventing him from maneuvering.

**Option 2.** Phased offensive. Use artillery fire to force the enemy to withdraw the bulk of his units to the second line of defense. After the enemy has withdrawn from the first line of defense, the assault company (platoon) goes on the offensive on one of the flanks after artillery fire has been applied. At the same time, artillery fire is transferred deep into the territory, firing on possible ways of advancing enemy reserves from the depths of neighboring districts (quarters). The enemy is forced to transfer additional forces from other strongholds, thereby weakening them or leaving neighboring areas without cover, which allows assault units to enter them, meeting weak resistance, or enter the areas without fighting. In this case it is advisable to organize ambushes on the enemy's advance routes.

**Tips to the commander for organizing an assault on a facility.**

During an assault, the **AGS-17** gun should be used **from a closed firing position** (canopy trajectory firing at planned targets) and harassing fire. Correcting fire using UAVs.

**Use mortar crews in a dispersed** manner (one mortar per platoon). The commander of the assault platoon **controls** the mortar **fire**.

When in a building (basement) to ensure stable communication, provide an **extended feeder cable** (6 to 12 meters) to carry the antenna on the roof.

To combat low-flying enemy quadcopters, use hunting rifles, shoot shotguns or buckshot (if available), and use trophy electronic tablets (smartphones) for terrain orientation.

When the enemy blocks the assault companies (platoons) **withdrawal of units** to be carried out **at night**.

The stronghold should be selected in a group of buildings, taking into account the strength of the walls and the possibility of circular defense, organization of observation posts and remote firing positions with routes of covert advance to them (trenches, communication routes).

In the course of defense preparation, it is necessary to use mine and explosive barrages, which are installed in both guided and unguided versions.

**It is prohibited to place** observation posts **on the roof of buildings**. In addition, at the post to determine the separate presence of personnel, to limit movements, to **exclude the accumulation of the unit** in one building.

Use quadcopters to conduct reconnaissance, identify concentrations of enemy forces and assets, assign planned targets, and develop tactically sound and competent solutions for further actions. The UAV operator must always stay close to the commander in the shelter.

### **1.3 Peculiarities of conducting an offensive in a forest plantation.**

The deployment of assault units begins after the **of guaranteed firepower** against the enemy.

The assault company (platoon) advances to the designated line (stronghold) **only inside the forest belt**, excluding access to open terrain (edges), supported by fire from combat vehicles (tanks), ACS and mortars. When moving forward, the personnel carefully inspect not only the terrain (ground, trees, bushes) for the presence of mine-explosive barriers, but also for the presence of enemy surveillance equipment.

The unit advances under cover of artillery fire along the lines, with successive transfer of fire (to the next line) at the command of the assault platoon (company) commander. If necessary, the commander calls in AGS fire, mortars, combat vehicles and tanks on newly identified targets. To call for air support, the assault platoon (company) commander contacts the assault platoon (company) commander with the exact coordinates and target orientation.

**Tips for the commander to organize an offensive in a tree line.**

Support of assault units by AGS calculations is conducted from **closed firing** positions at pre-assigned planned targets. When firing it is necessary to take into account "dead space" (up to 600 meters), the most effective fire is from 600 to 1700 meters.

In the course of aerial reconnaissance to conduct not only to identify and defeat the enemy, but also to study the routes of their movement.

Attack the enemy positions in the wooded area immediately (no later than 1 minute) after a fire attack by their artillery (AGS calculation).

After reaching the specified boundary (stronghold), the personnel **are forbidden to occupy positions (trenches) left by** the enemy, since the enemy has the coordinates of all his positions and they may be mined.

If necessary, aerosol cover is deployed along the entire front against the wind direction (**single** use of RDGs **is prohibited**, it facilitates accurate enemy orientation and artillery targeting).

At an observation post or stronghold it is necessary to exclude a large concentration of personnel in one place. Ensure their dispersal in trenches (communication routes). Require personnel to equip shelter slits (fox holes) for 1-2 people.

Prolonged presence of personnel in open areas (forest edges, glades) **is prohibited**.

When arriving at firing positions, maximize concealment and camouflage of combat vehicles and transports from enemy air surveillance and other technical means of reconnaissance.

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