

Infantry DEFENSE

A strong defense is tied directly to the terrain. Learn to analyze and use your ground.

1. Try to envision the enemy's attack. Select the ground where you will stop his attack. Tentatively emplace your key units so their primary sector fires interlock on this ground.

2. Envision the enemy's response to your fire, an alternate scheme of attack, or a secondary thrust. Select the ground where your forces will stop this attack.

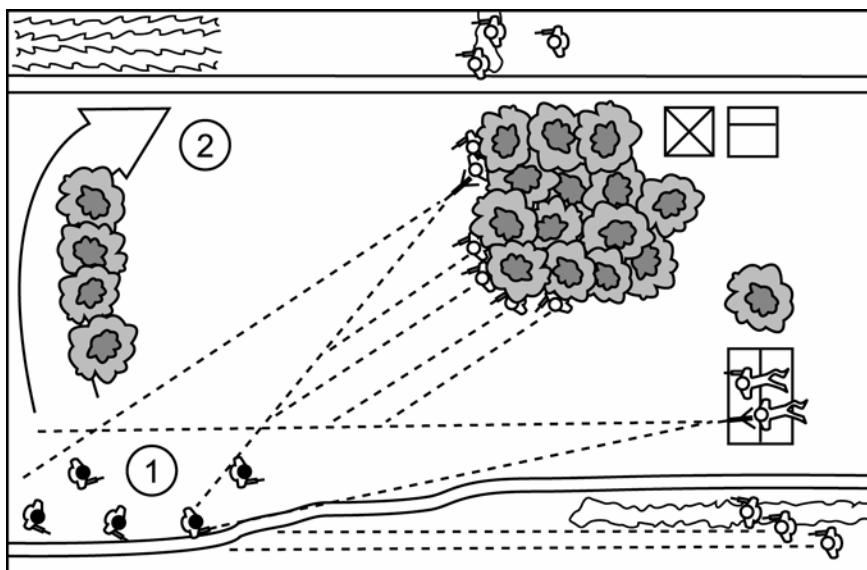
3. Now modify you tentative positions to cover both possible attacks.

- a. Give key weapons primary and supplementary positions to cover the two approaches. Select a covered route between positions.

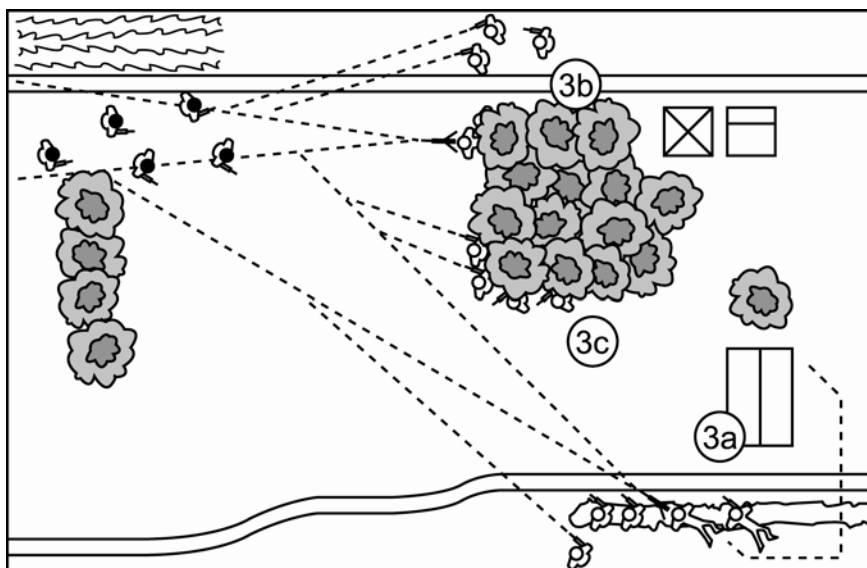
- b. Emplace rifle squads to observe and protect the flanks of your key weapons. Insure squad sectors contribute to the fire plan.

- c. Some units will not support both approaches but will continuously cover a single sector.

4. Be elastic. The enemy *will* do something unexpected. You will need *multiple positions*, a *reserve*, and a *withdrawal plan*.



Primary positions cover the enemy's expected route.



Supplementary positions cover a separate sector.

Multiple Positions. Every position has a primary sector of fire. Some have a secondary sector of fire. Alternate positions cover the primary sector from a different location. Supplementary positions cover a separate sector. Use alternate and supplementary positions to deceive the enemy about your strength, to react to enemy moves, and to disperse the enemy's ability to effectively respond to your defense.

Defense in Depth. Some supplementary positions should cover friendly positions. How will you engage the enemy that overruns your former left flank position?

Infantry DEFENSE - continued

The Reserve

A reserve force is kept back to respond to unexpected enemy actions or take advantage of opportunities. Squads and platoons are not large enough to designate a reserve. All commanders should keep in mind what unit they will pull out of contact to execute a potential reserve mission.

The Withdrawal Plan

All your units must be able to withdraw. This is an important skill, essential to minimize your casualties. The goal is to delay the enemy, withdraw rapidly and secretly, and suffer no casualties.

Think through the withdrawal: what circumstances, what routes, what overwatch positions, and in what sequence will units move? An unplanned withdrawal can lead to disaster. Withdrawal plans should be decentralized so separate elements can withdraw on their own and still support the unit.

Move machinegun teams first, and have them establish overwatch positions. Rifle squads have better observation skills and can move faster than machine gun teams, so they should bring up the rear. Use smoke to obscure the enemy's observation.

If the enemy does not realize that a position has been withdrawn, he wastes time and energy assaulting empty positions.

When you are first establishing your defense, do not select exposed positions for your units. Find positions that have at least one covered route of withdrawal.

Defense Against Enemy Tanks

Fighting enemy tanks is far more difficult than fighting an unarmored enemy. Large, open sectors of fire, which are an asset when fighting enemy infantry, are the primary danger when facing tanks. **See *ANTI-TANK Tactics for Infantry Units*.**

Squads and Fire Teams

Ideally, each member of a fire team covers the entire fire team sector. Fire teams should collectively engage one target at a time. **See *CONTROL of FIRES*.** Squads are the smallest unit capable of tactical combinations. In defensive positions, squads can cover multiple sectors, one team per sector. A squad can assign each team a different mission, one to fire, and one to maneuver. When squads suffer significant casualties, and they are no longer capable of multiple tasks, use them as single-task fire teams.