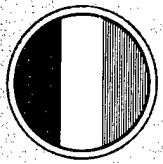
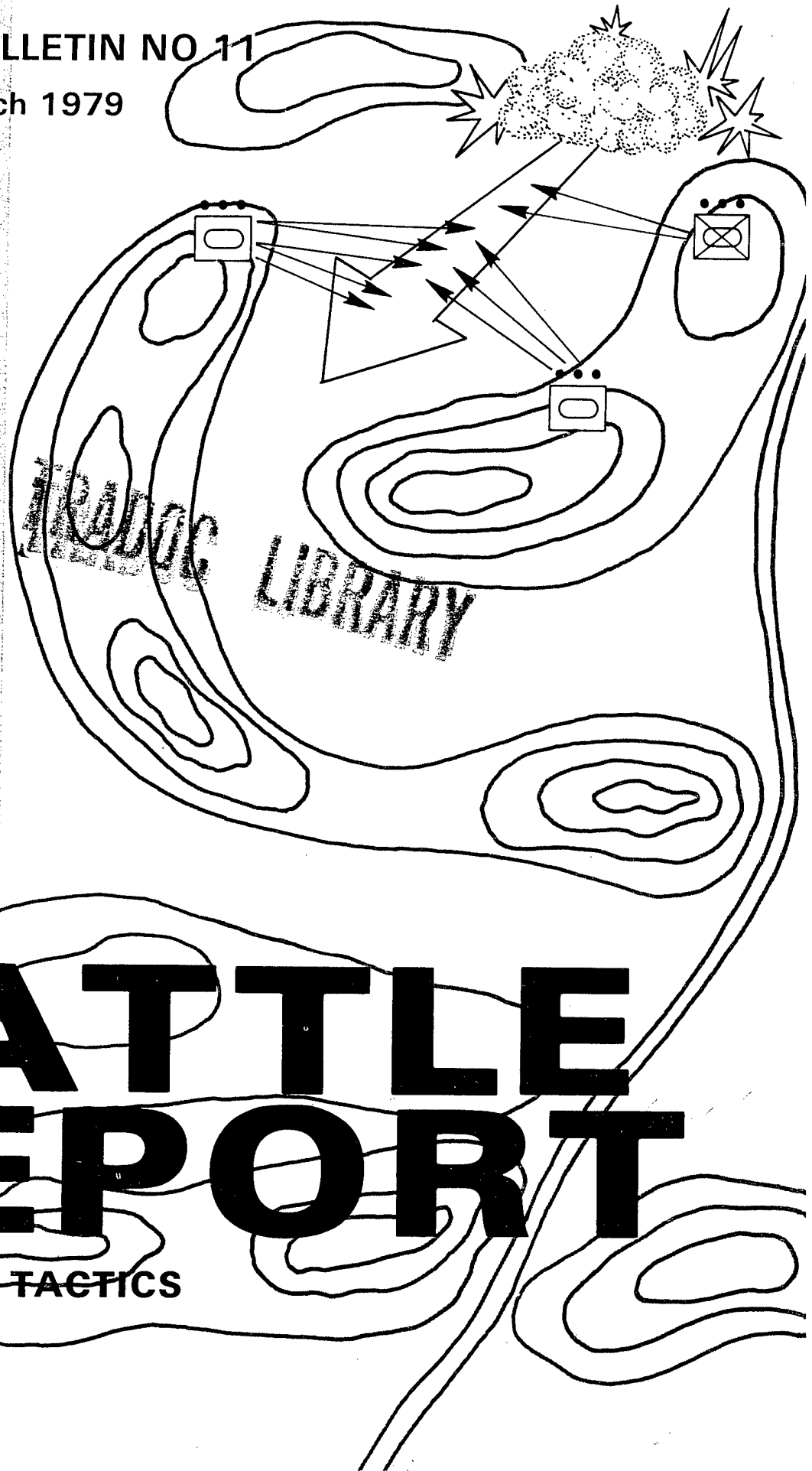


TRADOC BULLET

TRADOC BULLETIN NO 11

2 March 1979



BATTLE REPORT

SMALL UNIT TACTICS

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The word "he" or "his" in this publication is intended to include both the masculine and feminine genders and any exception to this will be so noted.

**UNITED STATES ARMY
TRAINING AND DOCTRINE COMMAND**

**BULLETIN NO 11
2 March 1979**

**BATTLE REPORT:
SMALL UNIT TACTICS**

INTRODUCTION

From time to time, TRADOC will disseminate lessons learned about how to fight on the modern battlefield. Data derived from observations, simulations, tests, and/or other evaluations are in the form of TRADOC bulletins entitled "Battle Reports." These reports convey important developments of immediate interest to TRADOC agencies and to field commanders. They provide interim guidance until their content can be integrated into appropriate How-To-Fight, How-To-Support, or other doctrinal publications.

TRADOC centers, schools, agencies, and field commanders are encouraged to submit material for inclusion in future battle reports to HQ TRADOC, ATTN: ATCG-T, Fort Monroe, VA 23651.

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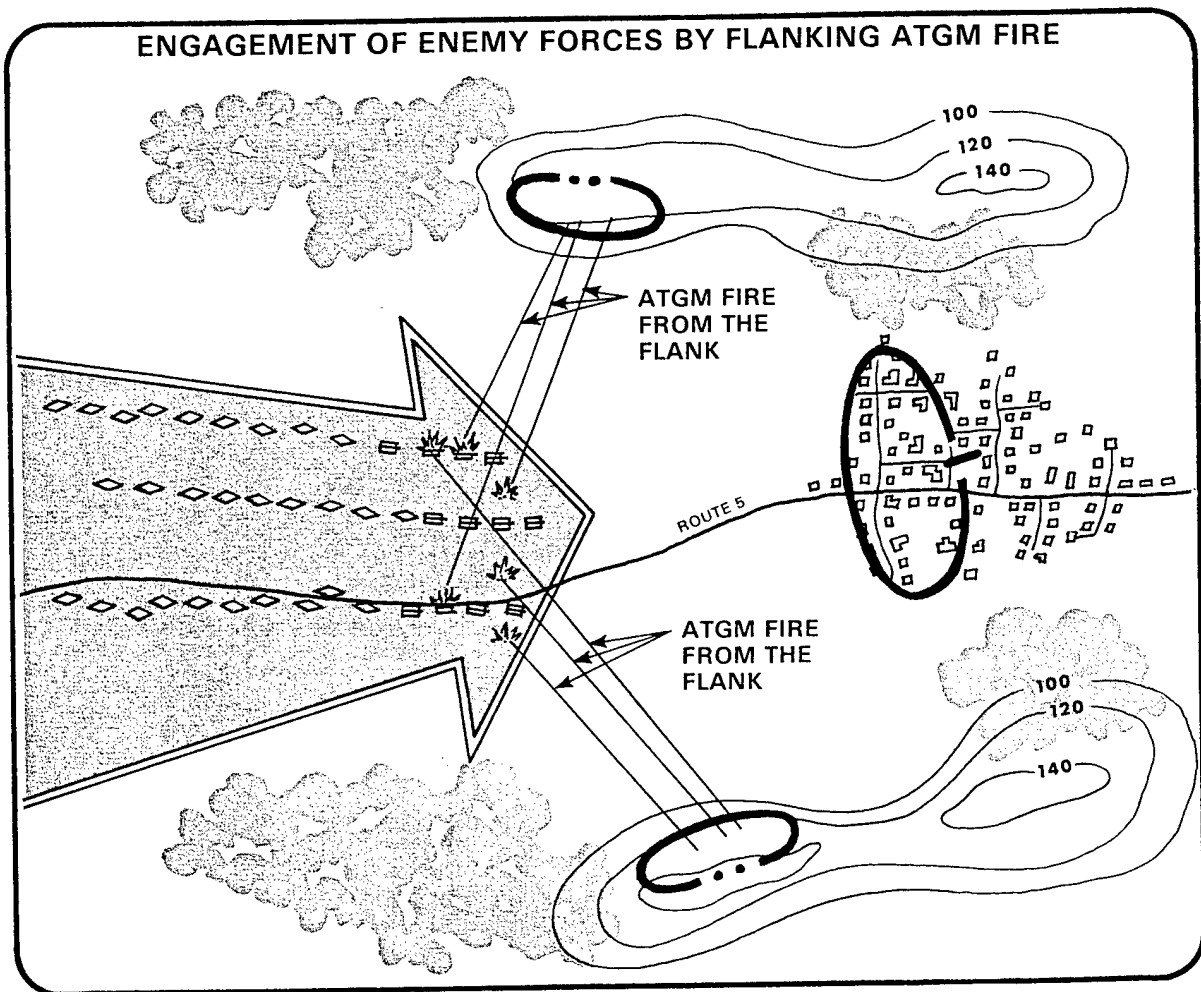
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This battle report provides information derived during battle simulations. It includes lessons learned with regard to:

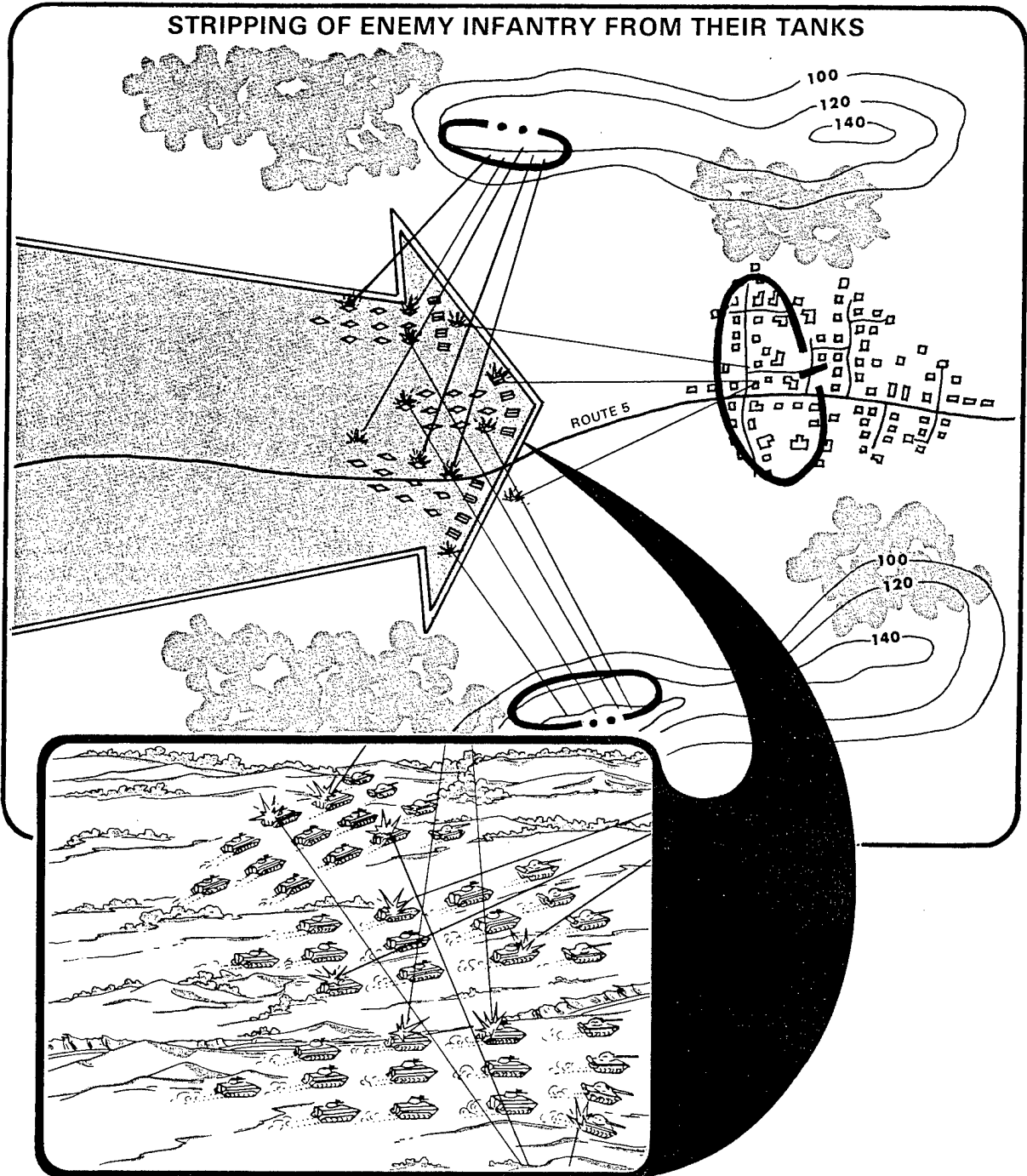
- Operations in urban areas.
- Defense tactics.
- Smoke operations.

Operations in Urban Areas

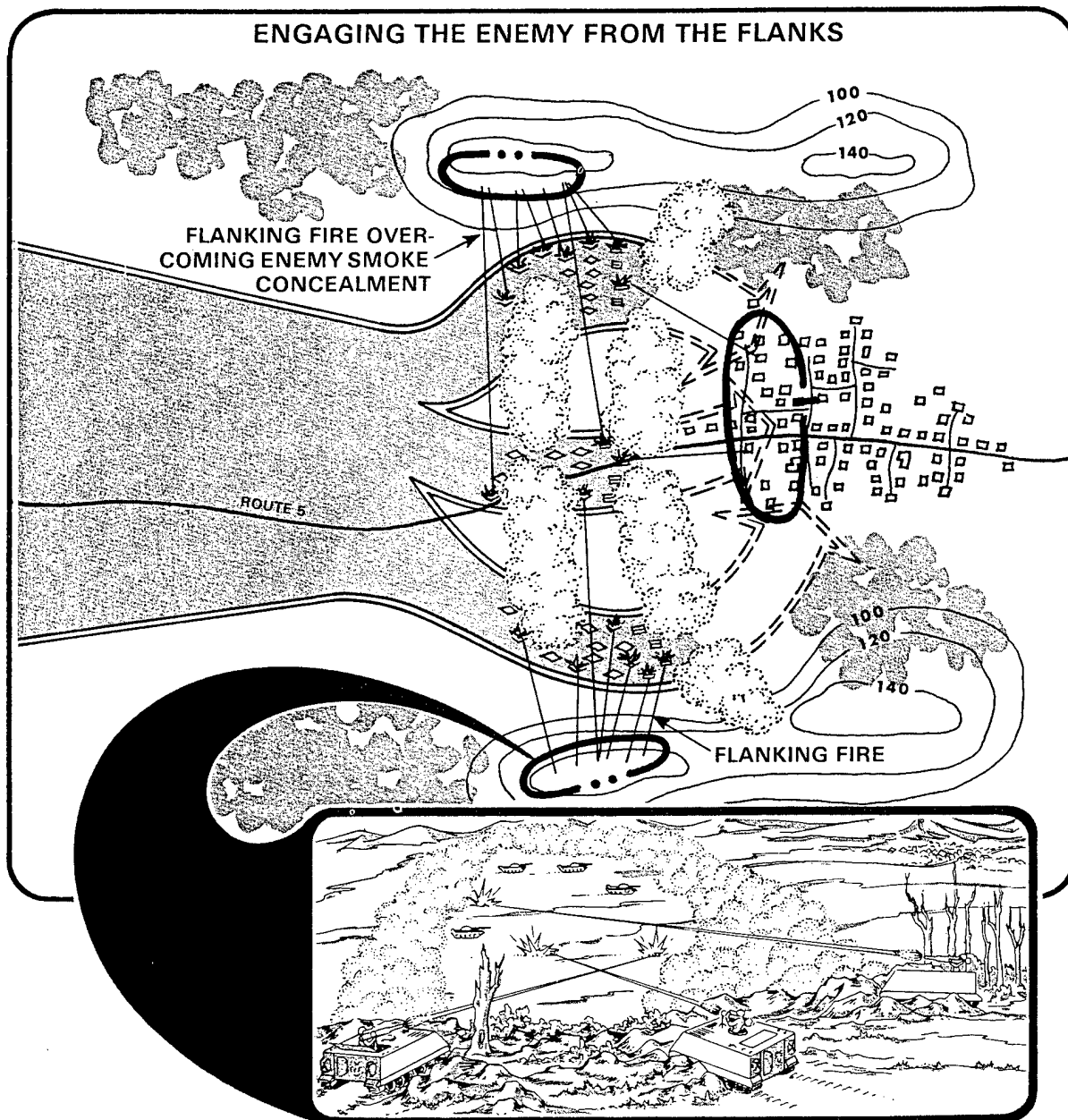
Forces occupying a village strongpoint should engage enemy forces before the enemy enters the village. Once the enemy enters the village, use of weapons is hindered by line-of-sight obstructions. Effective ranges in villages may vary from point-blank range to 350 meters. Antitank guided missiles (ATGM) should be sited to enfilade enemy avenues of approach, permitting flanking shots as the enemy approaches the village.



Infantry fighting vehicles (BMPs) should also be engaged early to strip infantry away from tanks. Since fighting on urban terrain is usually an infantry battle, it is desirable to eliminate as much enemy infantry as possible before it can dismount and enter the village.

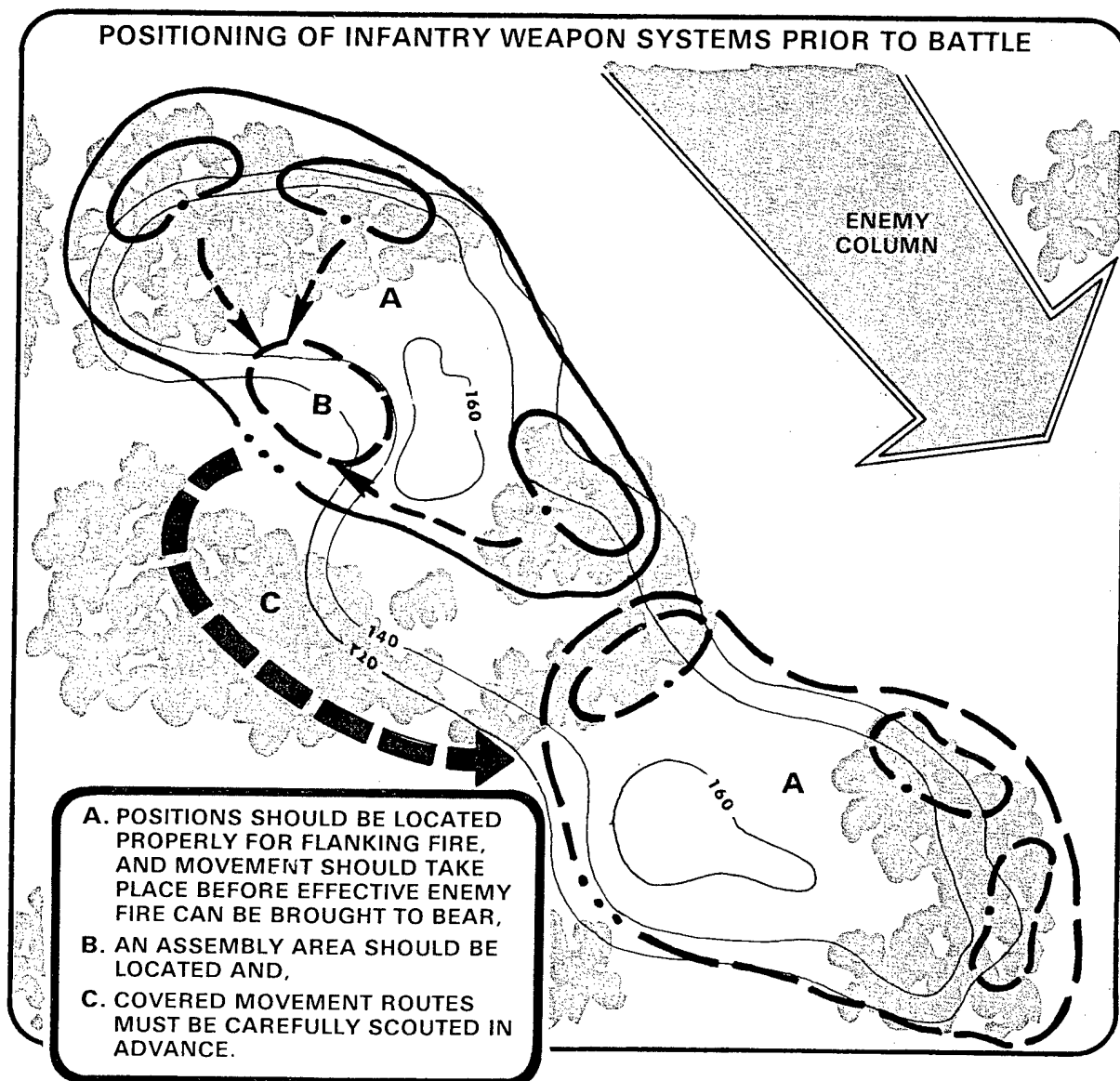


To prevent engagement of tanks and BMPs, Threat forces use massive amounts of smoke to conceal an attack. The defender should anticipate large blinding smoke barriers, particularly during breakthrough operations. Under smoke concealment, the Threat commander attempts to enter a village with few casualties. He withdraws from heavy smoke concentrations, moves to the flanks, attempts to avoid direct fires, and engages the defender with crossfire. By planning to engage the enemy as he attempts to move between positions, friendly units located on the flanks can bring accurate, deadly fire to bear, overcoming the enemy tactic.

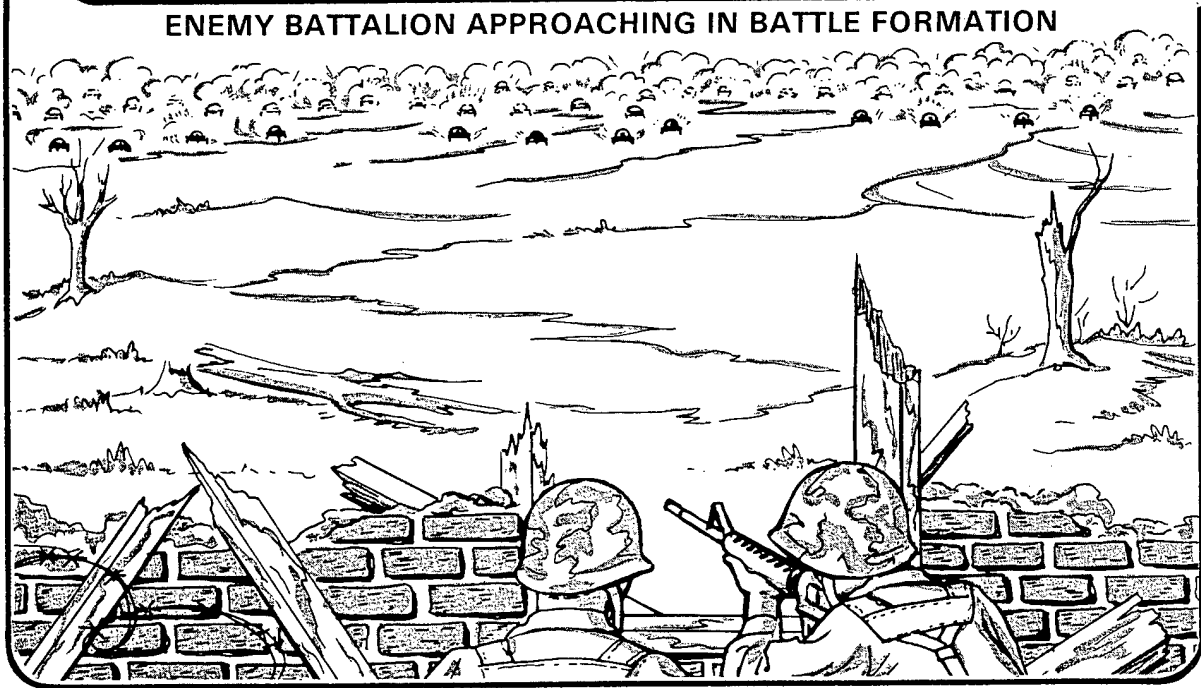
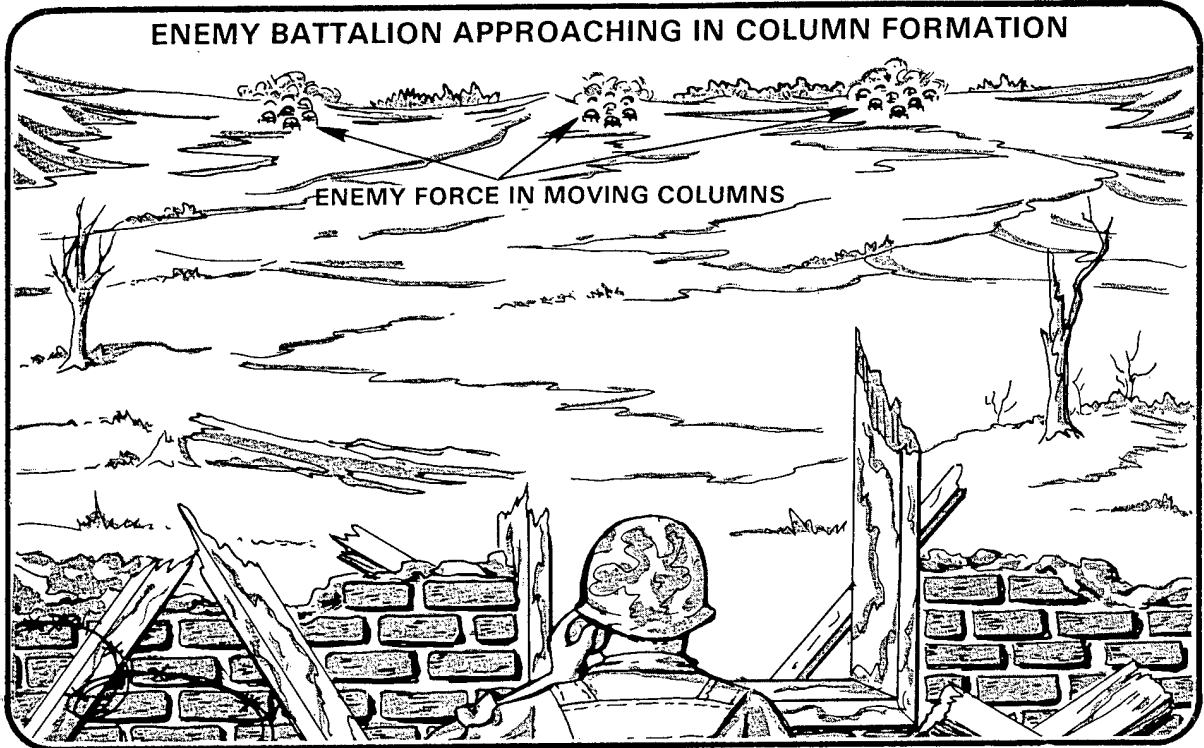


Defensive Operations

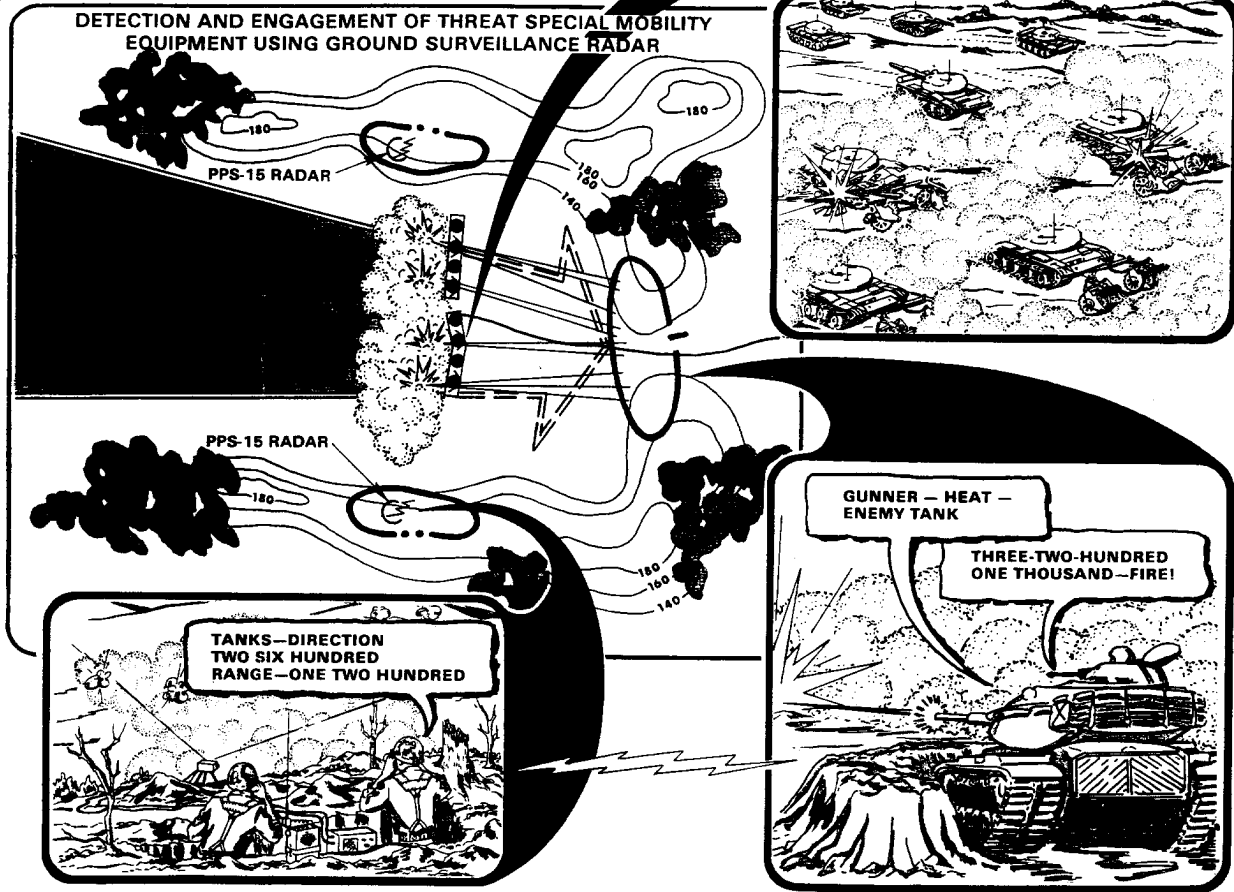
The defense must be organized to achieve and maintain depth with direct fire systems. In-depth organization is one of the most difficult tasks facing a maneuver commander. It is very difficult to move laterally during battle, especially at or near the forward edge of the battle area (FEBA). Therefore, *lateral maneuver should take place before the enemy can bring effective direct fire to bear.* Weapon systems must be positioned properly prior to battle. To reduce vulnerability and allow for movement after firing, weapon systems should be positioned to engage the enemy from the flank whenever possible. *Covered movement routes to deeper positions must be carefully scouted in advance.*



The best time to engage an enemy force is while it is moving, preferably in column formation. Once deployed, the number of weapon systems that can be employed against the defender will increase manyfold.

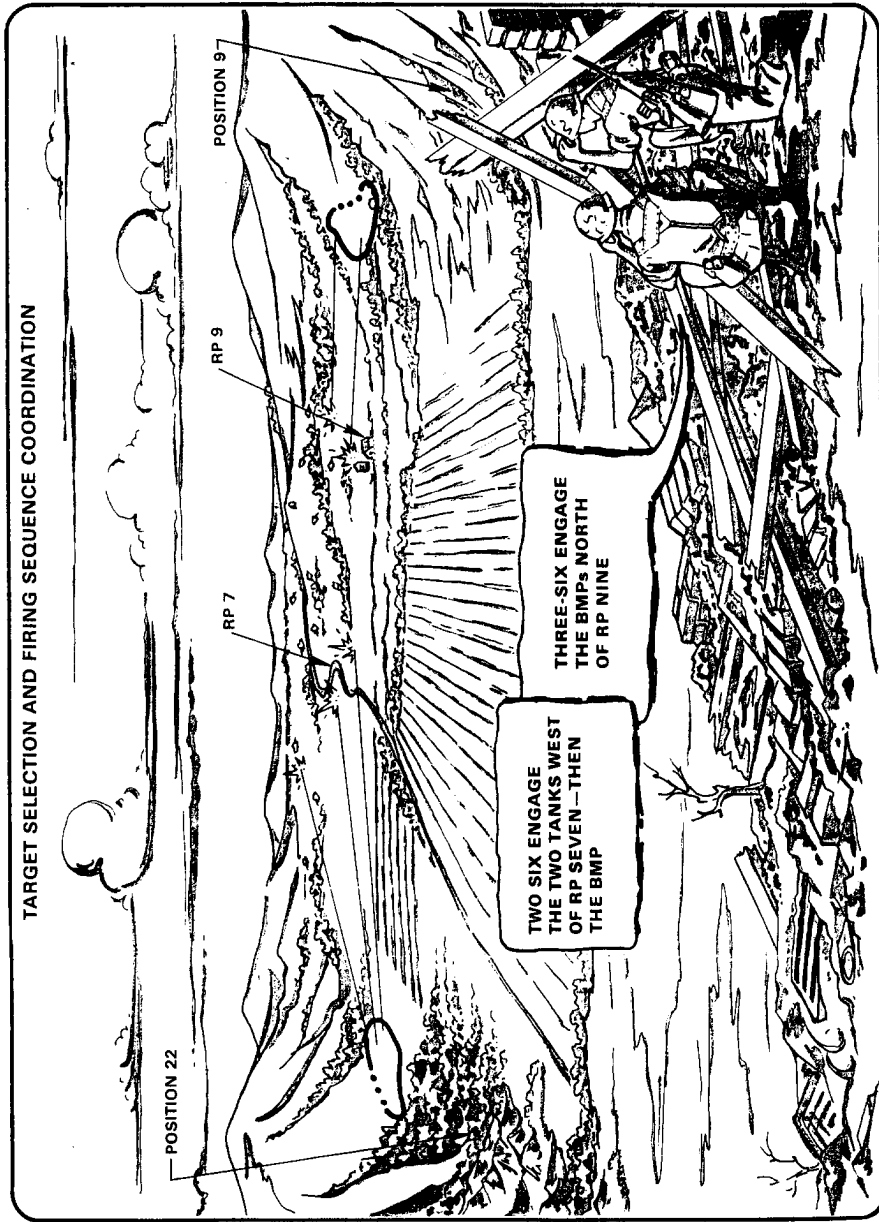


Threat equipment used to breach obstacles should be engaged early at maximum range. Mine rollers, PT 55 plows mounted on tanks, and breaching equipment can be concealed by artillery smoke and onboard tank smoke emitters. Defenders can use ground surveillance radars to help locate targets under or behind smoke.



7withcatefold

Range-to-target, lethality, and probability-of-kill data must be considered when positioning units. Target selection and firing sequence must be coordinated between positions and units. *The best exchange rate occurs if the maximum number of Threat weapon systems is engaged early at long ranges.*



When fighting under conditions of reduced visibility or at ranges less than 1,000 meters, the following should be considered:

- Tanks have staying power over unarmored weapons (TOW).
- It is necessary for infantrymen and tankers—as well as fire support teams (FIST)—to call for and adjust indirect fires. The 4.2-inch mortar is the means of delivering smoke most responsive to the battalion task force commander. Preregistered fires take time to plan but are more easily called for and adjusted.
- TOW effectiveness is limited in proportion as its standoff capability is lost. A tank must be between 1,500 and 2,000 meters to kill a TOW; the TOW can kill a tank at 3,000 meters. In reduced visibility, the TOW gunner cannot see the target until it is within tank range, thus losing its standoff capability.
- In order to compensate for some loss of depth and overwatch capability during a short violent fight, it is sometimes desirable to leave forces in place to fight even though the enemy's second echelon has passed them by. When this is done, ammunition should be positioned to support the fight, since it is unlikely that supply vehicles will be able to accomplish normal resupply.

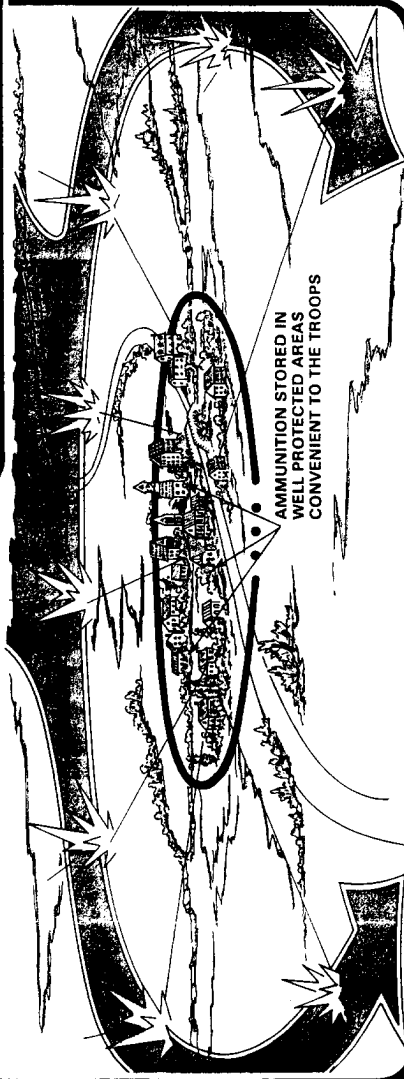
TOW VS TANK - 100% VISIBILITY

TANK 1500-2000 M

TOW-3000 M



FIGHTING IN PLACE AFTER BEING PASSED BY



Offensive Operations

During movement to contact, a battalion task force may have to conduct a hasty attack against a reinforced mechanized rifle unit. The task force commander must select a course of action allowing rapid movement to the objective with sufficient force to destroy the enemy. But, *an avenue of approach rarely exists that allows both high-speed movement and room to maneuver.* The attacking task force may be exposed to enemy tank and ATGM fires and will need to suppress them. Once enough forces have been provided to overwatch and suppress enemy gunners, there may be too few forces left to mount an attack. One solution to such a problem is to use a *smoke envelope* during the attack to screen the task force.

Adequate smoke must be available to maintain the envelope throughout the attack. If not, the technique will not work. *A smoke envelope for a 3,000-meter attack will require about 500 rounds of 155-mm HC and 200 rounds of 4.2-inch WP.*

To use the *smoke envelope*, the direction of attack selected should:

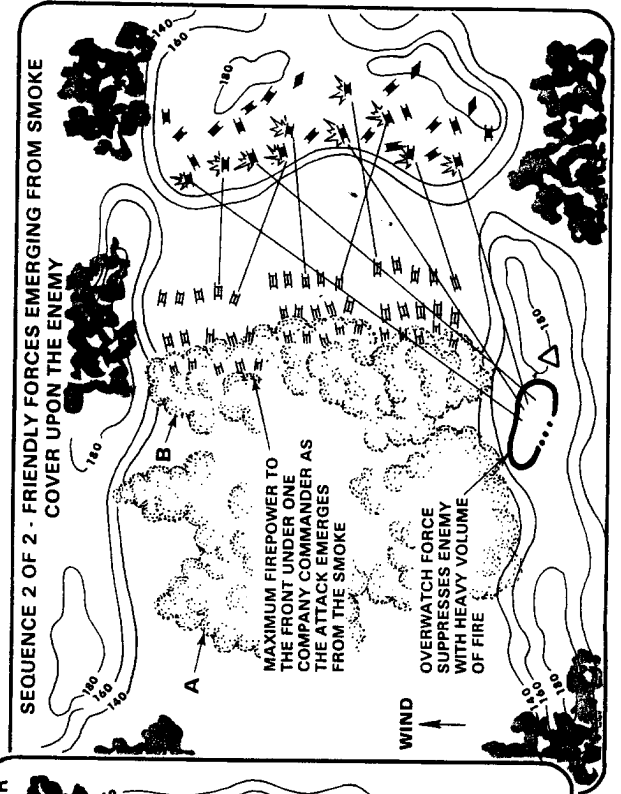
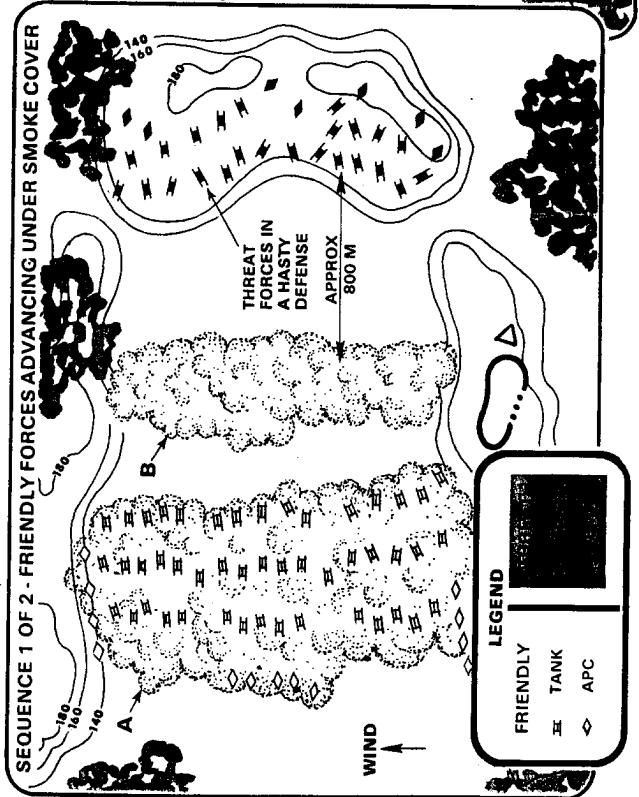
- Allow maximum cross-country speed, more than 275 meters (or two football fields) per minute. At slower speeds, the attacking force is a good artillery target.
- Get the task force to the objective fast, deployed to assault without pause through the smoke screen.
- Be at least 600 to 800 meters wide to minimize confusion and reduce exposure to air and artillery attacks.
- Have recognizable landmarks on the flanks or perpendicular to the attack.
- Be independent of wind direction.

Preplanned smoke will be more responsive than on-call missions once the attack is underway.

Concealing smoke (A) is fired on the windward flank of the task force and drifts across the task force as it moves along the direction of the attack. Blinding smoke (B) is fired between the enemy and the attacking force, approximately 500 to 800 meters short of the objective. *The FSO is located where he can best observe and maintain smoke concealing the task force.*

The task force moves in assault formation occupying an area 600 to 800 meters wide. The assault formation provides maximum firepower to the front under one company commander as the attack emerges from the smoke. As the force engages, crews will be disoriented and vehicles will be silhouetted against the smoke. A heavy volume of suppressive fire is needed. *The overwatch force, made up of TOW and/or a minimum number of tanks should be located upwind from concealing smoke so that it has an unrestricted view of the objective area.* The overwatch force:

- Destroys or suppresses enemy weapon systems.
- Prevents enemy relocation of forces.
- Engages enemy forces that attack into the smoke.
- Provides information to the maneuver force on enemy action. Attack helicopters can be held in nearby assembly areas to be employed against enemy threat to the flanks.



Ordering TRADOC Bulletins

A series of TRADOC Bulletins is being published by HQ TRADOC to provide commanders with timely technical information on weapons, tactics, and training techniques. The bulletins are not intended to supplant doctrinal publications, but to supplement how-to-fight material with data derived from tests, intelligence, or other sources which probe "why?"

TRADOC Bulletins are developed by HQ TRADOC, using the most comprehensive and current military and civilian data available. Army Training and Evaluation Programs (ARTEP), Field Manuals (FM), and Training Circulars (TC) continue to be the primary training references. TRADOC Bulletins supplement them with an explanation of why we are training in a given manner. TRADOC Bulletins should enable commanders to better stimulate and motivate subordinates to understand why we train the way we do.

TRADOC Bulletins are cataloged in DA Pamphlet 310-3 (Index of Doctrinal, Training and Organizational Publications). The series is numbered consecutively, and each TRADOC Bulletin is announced at the time of printing in the information bulletin distributed to all pinpoint account holders by the US Army AG Publications Center.

Additional copies can be requisitioned from the US Army AG Publications Center, Baltimore, MD 21220.

DA Pamphlet 310-10 explains the pinpoint distribution system and how to establish or update an existing account at the US Army AG Publications Center.

TRADOC BULLETIN 11

2 MARCH 1979



DONN A. STARRY
General, United States Army
Commanding

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