

AFGP-2002-0000049

[Page 54 of 240]

262. It is not possible to carry an attack against this type of barrier till after a detailed and thorough reconnaissance, advanced training and continued exercises, where one squad is used against barrier.

263. The most likely method for an organization to launch an attack is:

- A- Fire squad: The first squad plus a platoon command.
- B- Counter-fire squad: the second squad plus available anti-tank weapons.
- C- Clearing squad: the third squad.
- D- Detonation team: no less than 4 people from the engineering team, attached to the second group to prepare and fire the Bangalore torpedo.

264. Proposed attacking method:

- A- The first squad, which is the firing squad, opens concentrated fire on hostile locations, and then mortar fire is launched to blind the enemy's cover fire.
- B- The second squad, together with the combat engineering move to a location near the barbed wire, and the anti-tank group moves to a location on the wing and gets ready to open fire on the barrier. The combat engineering places the Bangalore torpedo in the barbed wire, ignites it, and withdraws.
- C- When the torpedo explodes and makes a hole in the barbed wire, the second squad moves through the gap quickly and takes position behind the barrier, and then kills all enemy soldiers found outside their positions. The mobile engineering group follows them and places charges on the side of the barrier, then joins the second squad. As a result of the Bangalore's explosion, all anti-personnel mines in the gap will explode.
- D- When the charges explode, the clearing squad (the third squad) moves quickly to the barrier and deals with the remaining soldiers who are still alive using hand grenades first, then rifles as they enter the barrier itself.
- E- The first and second squads start firing on enemy soldiers who are trying to escape, or on the hostile group that are trying to interfere with the combat team from the side.

Tunnels:

265. Wide tunnels are handled the same way as the trench systems. The best way to handle small tunnels is to use poisonous gas to pressure enemy soldiers to abandon their locations and come out of them. Flame launchers are also used for the same purpose. Entries and exits should also be covered by a machinegun unit or 2 riflemen. Water barriers are also used to isolate sections of other tunnels. If detonating the tunnel is not planned beforehand or windows were not built, then at least one person has to make sure the tunnel is cleared. In case of using poisonous gas he has to wear a protective mask, and be armed with a foldable rifle if necessary. He will also need a flash light a phone connected to the outer surface by a wire.

266 – 270 Reserved

AFGP-2002-0000049

[Page 55 of 240]

Chapter Eighteen

Mechanized Infantry Platoon in an Offensive

271. Every effort should be made to ensure making use of the benefits offered by armored personnel carriers for the infantry in the attack. They also should not be exposed to the enemy's anti-armor weapons if they are occupied.

Preparations

272. Mechanized offensive preparations are not different from that of a dismounted offensive, with the following additions:

- A- Maintain and fuel carriers.
- B- Inspect the weapons in the carrier. The weight of the ordnance is placed near the carrier's center of mass except for the machinegun's ammunitions, which need to be close to the shooter.
- C- Inspect radio equipment in the carrier and connect the devices that need to be carried by the troops when dismounting.
- D- Inspect packed materials in the carrier.

Planning the Offensive:

273. The following points should be taken into consideration:

- A- Formations.
- B- Tactical procedures including timing, reporting lines, leaps, and separating border.
- C- Reaction of armored personnel carriers towards effective anti-tank fire.
- D- Action during mounting and dismounting, including weapons fitted on the carrier, to insure additional support fire.
- E- Using the carriers during reorganization.

Control:

274. Control over mechanical offensive is gained initially and primarily using wireless radios, but also hand signals, media, cracks in the ground, lighting and colored smoke can be used as different means.

Movement formation:

275. Platoon commander usually should take into consideration control factors, security, firing ability, and observe the ground, knowing all information regarding the enemy including aviation threat during the selection of appropriate forces to carry out the task. This may require changes to the formation when the platoon gets closer to the target, and take a formation that insures pouring a concentrated and quick dose of firepower on these positions.

276. Basic formations used by the platoon have been clarified in figures (18-22). The location of the platoon's carrier will not be fixed due to the changing circumstance. However, before interacting with the enemy, it is preferred that the platoon commander be

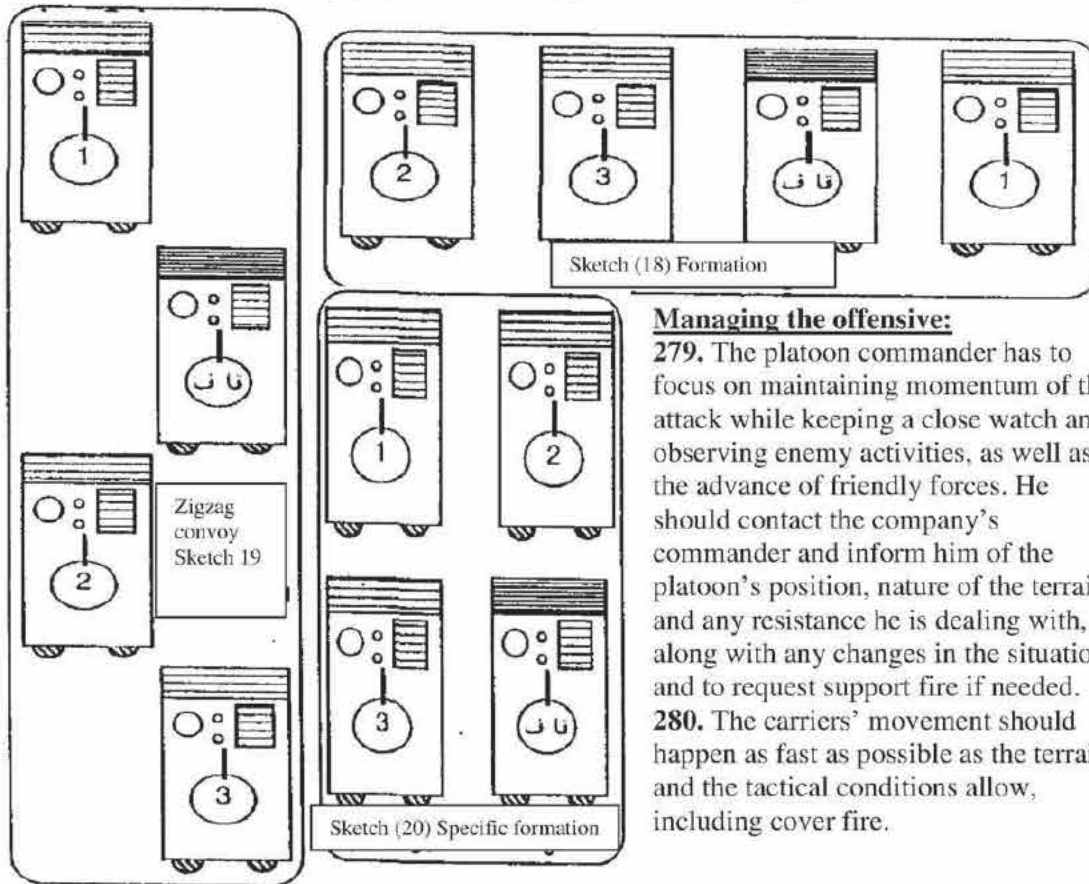
AFGP-2002-000049

[Page 56 of 240]

in the front to gain time and more control. Terrain, extent of visibility and aerial threats determine the distance between the carriers. Flexibility here is important to each commander of a carrier to make use of the appropriate barriers near him to be in good and proper position relative to other carriers.

277. The platoon normally represents an integral part of the combat group. Basic formations of a combat group are similar to that of a platoon. The most senior platoon commander is responsible for the maneuvers of the combat group, while the leader of the combat group is responsible for command during combat.

278. If anti-tank units and mortar squads are under the command of the combat group, the carriers of the anti-tank units take positions on the side, and the mortars are deployed in a safe location allowing them to engage possible enemy positions effectively.



Managing the offensive:

279. The platoon commander has to focus on maintaining momentum of the attack while keeping a close watch and observing enemy activities, as well as the advance of friendly forces. He should contact the company's commander and inform him of the platoon's position, nature of the terrain and any resistance he is dealing with, along with any changes in the situation, and to request support fire if needed.

280. The carriers' movement should happen as fast as possible as the terrain and the tactical conditions allow, including cover fire.

Closing the gaps:

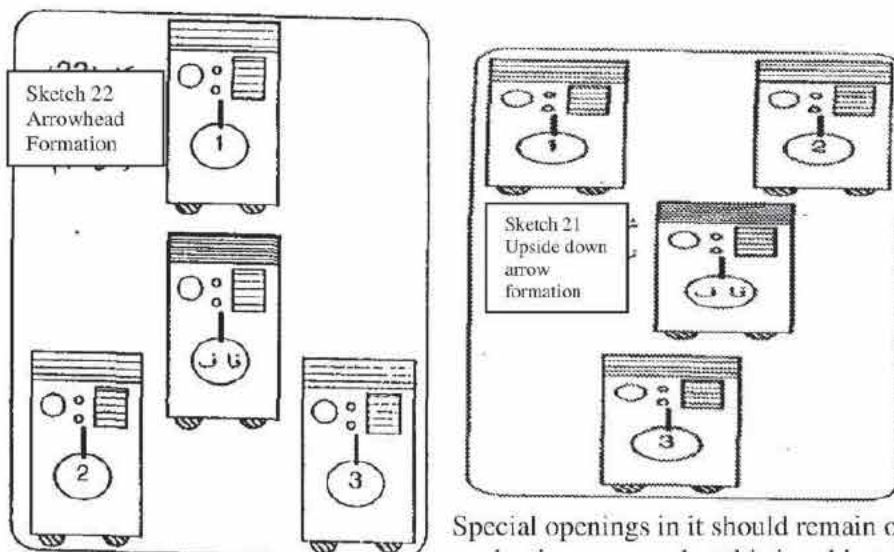
281. The rear door of carriers has to be closed all the time to facilitate maximum protection.

282. Visibility is limited when the commander and driver are inside the carrier, therefore

AFGP-2002-0000049

[Page 58 of 240]

[TC: Pagination of English translation reordered to accurately convey Arabic text]



Special openings in it should remain open for control and navigation purpose but this is subject to how effective the

adversary's fire is. But in case of combat, and when occupants are in the carrier, then typically the openings should be closed because usually the carrier is under direct or indirect enemy fire.

283. In cases of nuclear threat, the openings must be closed all the time.

284. If the personnel armored carriers came under enemy fire before reaching the designated dismounting location, the platoon commander must decide immediately where and when to dismount safely, and what the proper measures are. In fact, it is preferred to take these measures when carriers are surrounded by artillery and light weapons fire.

If the carriers were on a hilltop when it falls under the enemy's effective fire, it will not be difficult to move towards a certain barrier. But if there is no barrier available in an open terrain area, the platoon commander can stop his carriers, dismount his platoon, and start engaging the enemy. Regardless of what measure is taken, it is necessary to make best use of the available fire to impact the source of the enemy's fire. Smoke helps a platoon tremendously in moving towards a barrier and dismounting.

285. The platoon commander should always be prepared for the unexpected, and be able to change his plans quickly to accommodate or change the new condition. In such a case, squad commanders must be briefed with clear and specific orders.

286. Since the nature of the target during mechanized offensive is usually deeper in the enemy's territory than that of a dismounted offensive, it makes the wings and rear of the platoon vulnerable, which highlights the significance of securing all directions.

Dismounting:

287. The dismounting location is determined by a combat group commander after surveying the ground based on the information he gets from all sources. However, the flexibility expressed in good communications in the armored personnel carriers, makes it possible

AFGP-2002-000049

[Page 57 of 240]

[TC: Pagination of English translation reordered to accurately convey Arabic text]

to change the dismounting location with a quick signal or during the movement if needed.

288. The designated dismounting area could be:

- A. Relatively far from the target; beyond the range of light weapons and light anti-tank weapons.
- B. Close to the target; within the range of light weapons and light anti-tank weapons.
- C. By the target, in front of the forward fire trenches.
- D. At the time of passing the target.

289. The commander of the combat group should take into consideration the following factors when determining the dismount location:

- A. The enemy's morale, including his reaction towards previous mechanized attacks.
- B. Enemy's location and power, and his anti-tank weapons, including using mines to impede the attack.
- C. Observing the time factor and keeping the combat infantrymen mounted as long as possible for a swift attack, and for the infantrymen to maintain their vigor.
- D. The terrain through the target that has to be crossed during the combat and the offensive. Dismounting under the enemy's surveillance and within range of his light weapons and short range anti-tanks weapons poses a great risk if not disabled.
- E. Protection of mechanized combat units should be as close as possible to the cover fire.
- F. Shock intensity's impact on an armored combat unit. This is related to paragraph "B" above.
- G. Locations of possible and known defensive fires of the enemy must be avoided as dismounting points to avoid possible losses in the units when they are most vulnerable.
- H. Good guidance and control of dismounted infantry is much easier when dismounting before reaching the target.
- I. In case of dismounting of the main combat unit before reaching the target, the backup should stay mounted in case of emergencies and unexpected events.

290. When deciding on a dismount point, the unit commander of the combat group must take into consideration reasonable and practical reasons for not dismounting before the target. In other words, a well-planned offensive should be the cornerstone of his mission.

291. At the end of the mounted combat "when units still mounted", the combat group takes the same direction by forming two forward squads, and so does the dismounted combat group. The formation of the forward squad depends on the nature of the terrain and the target.

292. In this stage the mortars that reinforce the offensive remain in their locations [TC: Illegible] moves with the company commander or one of the forward platoon commanders. But if the path of the fire is in a fixed position, his duty is to control the initial reinforcement fire.

293. When it is required to carry the combat in 2 stages using three platoons, the second stage can be waged by the backup platoon that usually stays in the rear when forming two front platoons. When there is only one platoon in the front, then one or two of the rear platoons can be used. The combat group commander may decide to leave the backup platoon on the carriers to be used as needed.

294. When it is decided to dismount the combat team on the target, the group commander assigns each platoon to go directly to a designated part of the target, and dismount there under the control and directions of the platoon commander. Only the platoon commander can determine the dismount location, and give

AFGP-2002-000049

[Page 59 of 240]

Swift and decisive decisions in that matter.

295. The responsibility of the squad commander in this case is to stop the carrier at a convenient location for dismounting and engaging the enemy using fire and maneuvering to secure the required protection for the troops, and to direct the soldiers wisely when the carrier is facing the target.

296. When approaching the dismounting area or the target itself, if the dismounting happens by the target, wireless radios that are transported with the infantry should be activated, and the carriers should take a dismount formation.

297. When the passengers dismount, the carriers are usually positioned in pairs at the front with adequate distance between them to allow dismounting of the squads. A distance of 60-80 meters is enough to launch an offensive [TC: Illegible] open area.

298. When the order is given to dismount after the carriers have stopped in the dismounting area, the combat teams should leave the carrier as quickly as possible. The minute the carrier's commander moves, machinegun units should take firing positions to provide cover fire for the squad according to orders.

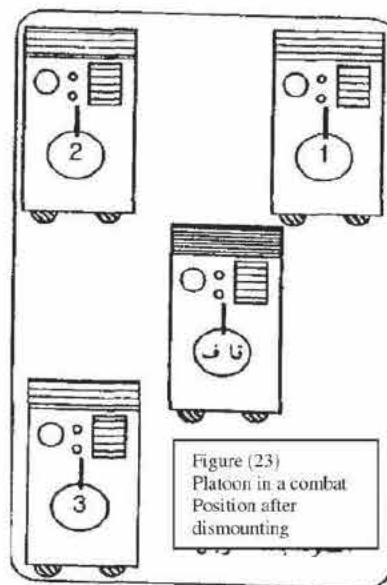
299. Practicing the dismounting should be known to all of the combat troops. Personal equipment, weapons, supplies and communication equipment should be ready for quick use upon dismounting. Everyone should dismount from the rear door if possible, depending on the type of carrier, it could be a side or overhead exit, and the first soldier who exits will be in charge of holding and closing the carrier's door. The door could be difficult to control when the carrier is on a slope; however, the commander is the last one to leave the carrier. Everyone should stay away from the carrier as it may back up or maneuver to a firing position.

300. In case of dismounting away from the target, the normal sequential training is for the squad to dismount and jog forward, and take a combat position at 15 meters in front of the carrier. This will allow the squad commander to regain good control and enables him to give any orders or specific important instruction after surveying the ground in front of him. This method is followed only when far from effective enemy fire and a distance from the target.

But in case of dismounting by the target, the offensive groups take combat formations very quickly immediately after dismounting, and start engaging the target.

301. Figure (23) shows the platoon in a combat position right after dismounting. This is not suitable for all situations. In this formation, anti-tank weapons remains mounted on the carrier in order to be brought to the front quickly when reorganizing. However, it may be needed sooner in other situations.

302. If the situation dictates dismounting by the target, the troops have to install their bayonets while they are inside the armored carrier, and must take all precautions to avoid incidents while dismounting. If dismounting takes place a distance from the target, then



AFGP-2002-0000049

[Page 60 of 240]

it is preferred to mount the bayonets after dismounting.

303. As unoccupied armored personnel carriers, an alphabet is added to their regular call sign to identify them as unoccupied carrier. When these carriers withdraw to a safe area or a gathering area, the area is known as the unoccupied carriers' pooling area.

304. Providing security for the unoccupied armored personnel carriers must be taken into consideration at the pooling area at the time of preparing the plan. Attack orders should include complete details of tasks assigned to these carriers immediately after the troops dismount off of them. The carriers' commanders pass the orders to prepare the machineguns and the drivers. The platoon commander arranges the carriers in the pooling area to provide utmost security and protection.

305. Depending on orders, terrain and impact of the enemy's fire, and upcoming anticipated tasks, armored personnel carriers may be assigned to carry out one of the following tasks:

- A- Maneuver to firing positions and provide reinforcement fire during the offensive or during reorganization, using weapons mounted on them.
- B- Move and join any of the remaining mounted segments of the combat sector that are awaiting reorganization or taking advantage of the victory.
- C- Remain deployed at the dismount area by taking advantage of available cover.
- D- Withdraw to the unoccupied carriers' pooling area.

306. You must practice requesting personnel carriers from the pooling area to the front and directing them to their perimeter units. The most senior platoon commander in the combat group or the command is in charge of them.

The platoon usually gets adequate reinforcement from the tanks, and uses medium size machineguns during the combat. As for the occupants of the armored personnel carrier, they provide fire support using their light machineguns during the dismounting and the beginning of the fighting. This fire is valuable in forcing the enemy to continue hiding himself, and not giving him the freedom to direct his fire with ease towards our troops. That is when the tanks are to move to the side strike because infantrymen are very vulnerable during the dismounting.

307. In order to control the fire of unoccupied armored personnel carriers during the dismounting or at the pooling area, it is necessary to leave the platoon sergeant or one of the deputies behind for this purpose.

Reorganization:

308. Reorganization instructions for a platoon are similar to those of a dismounted offensive (see article 249), except for the need for a method to call the carriers from the unoccupied carriers pooling area and send them to their individual perimeter units.

309-314 Reserved.

AFGP-2002-000049

[Page 61 of 240]

**Section Three
Night Movement**

Chapter Nineteen: Introduction
Chapter Twenty: Training
Chapter Twenty-One: Night Vision
Chapter Twenty-Two: Infantry Night Vision Aids

Firepower and movement

57

Prepare for them what you can

HADI-1-023873

AFGP-2002-000049

[Page 62 of 240]

Chapter Nineteen – Introduction

315- Night movements and night movements training is covered in details in Infantry Regiment in Battle book, and Night Movement Training book.

316- The purpose of this section is to assist the platoon leader in training his men on night movements, and to provide him with basic information on infantry night combat methods.

317- Preparing for night combat means:

- A. Most of our upcoming combat will be at night against an enemy that is equipped with modern monitoring devices, which makes timing his surprise attacks a rarity.
- B. Nighttime must be treated as daytime, and the platoon leaders must learn to use the terrain as if it was daylight, which will limit the impact of the enemy's night monitoring devices.
- C. A platoon is expected to conduct daytime or nighttime reconnaissance, equally.
- D. High quality training, skill, and field proficiency secure a successful nighttime movement

AFGP-2002-000049

[Page 63 of 240]

Chapter Twenty – Training

318- The platoon leader must train his men to enable them to operate efficiently at nighttime as well as daytime. This means the availability of a training curriculum that encompasses all aspects related to the field and battle practices. Nighttime training is a waste of time if it is conducted in the same manner as daytime training and for only a few hours.

319- It is imperative that the training classes be relatively long in order to overcome the unusual initial feeling individuals experience when working at night. If possible, give the platoons full training classes when they change their normal work habits from day work to night work, and sleeping during the day. This basic training must be followed by a diversified intensive nighttime training, which will give the participants additional confidence and ability to depend on one's own self.

320- If possible, a platoon should conduct nighttime training for six or seven hours in segments of an hour each.

321- Some troops find it difficult to sleep during the day but it will become normal once the training continues for a long time. The training must include the following:

- A. Night vision and methods of night vision.
- B. Using night vision aids.
- C. Initial night movement – actions when the enemy fires illuminating bombs.
- D. Using weapons.
- E. Crossing barriers with and without weapons.
- F. Distinguishing sounds at night.
- G. Spotting the enemy by monitoring and listening.
- H. Navigation.
- I. Guarding.
- J. Defense methods.
- K. Platoon's offensives.
- L. Platoon's withdrawal.
- M. Carrying casualties.
- N. Overcoming obstacles.
- O. Operating in mine fields.
- P. Practicing avoiding opposing combat aids.
- Q. Using illumining devices such as flares, illumination bombs, mortars and illumination handguns.
- R. Manning monitoring and listening posts.

322 – 325 Reserved.

AFGP-2002-000049

[Page 64 of 240]

**Chapter Twenty-One
Night Vision**

326- An individual is able to see at night to a certain degree whether his daytime vision is good or not. However, constant training and exercises have an impact on developing nighttime vision.

327- Eyes need a considerable time to adapt to nighttime vision from daytime vision, and this process is called (adapting eyes to nighttime vision). The eye cells need time to adapt to darkness, and this time ranges from 30 – 40 seconds.

328- When the cells are subjected to light, they lose the adaptation mentioned above, and the more intense the light, the greater the loss, thus will require longer time to regain full nighttime vision. One of the eyes should be closed when encountering bright lights at night.

329- Most troops have equal ability to see at night once their eyes adapt to seeing in the dark. What they need to learn is to use their eyes in a manner that allows them to distinguish objects accurately.

230- The clarity of some of the nighttime vision's instructions is very important before any nighttime training.

AFGP-2002-000049

[Page 65 of 240]

Chapter Twenty-Two Infantry Night Vision Aids

331- The platoon leader must have enough information on the capabilities and limitations of infantry nighttime combat equipment so to allow the troops to utilize them in the most efficient manner, and consequently, the platoon and squad formations will adapt in a manner that will diminish the impact of the enemy's equipment.

332- Details of nighttime combat aids and monitoring devices are in part one of appendix (A).

Bright lights:

333- Bright lights are the best means to locate and engage a target, and can be used in two ways:

- A. Direct light: search lights, flares, intense illumination at different ranges.
- B. Indirect: It is accomplished by reflecting search lights against a dark base, and then increasing the perimeter lights.

334- Bright lights have the following properties:

- A. The troops will lose their ability to see at night if they do not close one of their eyes.
- B. It helps tremendously in locating and engaging a target.
- C. Although an individual position may not be detected, but the area where the forces are may be detected, and thus they may lose the element of surprise.
- D. There is a risk of illuminating our positions if used at distances of less than 500 meters from our positions.
- E. Standards for measuring illuminating devices are few, but if used properly it will enhance the ability to focus on the picture.

Infrared:

335- There are two types of infrared, positive and negative. The positive type depends on illuminating the target using infrared, thus reflecting the image on a viewing device. Using infrared in this manner helps to view a precise target, recognize it, and then engage it if it is within range. These types of devices are not usually used in the frontlines of the battle due to the possibility of the enemy detecting them without the user's knowledge.

336- The negative type devices depend on the emission of normal warm body infrared, and warning systems that emit infrared that alerts you that the enemy is using positive infrared such as search lights for example.

Image intensifiers (light focusers):

337- Image intensifiers help to magnify the perimeter lights approximately 100,000 times.

AFGP-2002-000049

[Page 66 of 240]

These devices need a very small power source, and are not subject to detection except when used in close proximities.

Properties of these devices:

- A. They are capable of using lights emitted by stars, moon, blue sky beam, or indirect bright light.
- B. Their efficiency diminishes in rain, fog, steam or smoke.
- C. Intense light sources such as flares cause a momentary blackout in these devices, as well as in the eyes of the user.
- D. These devices are very expensive, and they can easily be damaged or broken if improperly used.
- E. The devices are bulky compared to other equipment.
- F. It is possible to install an image intensifier's monitoring device on a personal weapon or weapons used by armored vehicles units.

Radar:

338- The following are radar's properties:

- A. Advantages:
 - First: It is able to locate and recognize a target in almost all types of weather and vision environments.
 - Second: It is able to measure the range, direction, and speed of a target. And it is possible to obtain accurate coordinates using simple diagrams.
 - Third: It can determine the speed and direction of a target.
 - Fourth: Determining the nature of the target, for example, if it is a mobile vehicle or an advanced personnel carrier, and their numbers as well.
 - Fifth: Ability to guide friendly patrols if not concealed behind covers.
 - Sixth: Ability to adjust mortar fire in bad visibility when the target and the rounds' landing spots are not visible by normal means.
- B. Disadvantages:
 - First: Radar is a dynamic device thus it can be detected. Its location can be determined and dealt with (disable it). In addition to that, it could be fed false information if the enemy sees fit.
 - Second: Radar requires a line of vision free of obstacles.
 - Three: Some Radar requires highly trained operators, and all Radar requires maintenance.
 - Fourth: Radars do not display a clear picture of the target thus the image will need decoding as in Morris code in communications.

Intervention Warning Devices:

339- There are two types of these devices (Infrared Intervention Services) in service. IRIS removes the generated infrared between the source and the sensor.

AFGP-2002-000049

[Page 67 of 240]

The other device captures and generates sound waves that are then sent using ground frequencies. Both devices can change the direction of the motion if the sensor is on because two or more signals will be received in succession from different sensors. The different sensors' source locations must be known.

AFGP-2002-000049

[Page 68 of 240]

Four
Section Three

Chapter Twenty-Three: Defense
Chapter Twenty-Four: Defense Principles
Chapter Twenty-Five: What the Platoon Leader Should Know
Chapter Twenty-Six: Reconnaissance
Chapter Twenty-Seven: Organizing Defensive Positions of a Platoon.
Chapter Twenty-Eight: Platoon's Duties
Chapter Twenty-Nine: Work Priorities
Chapter Thirty: Platoon Leader's Duties
Chapter Thirty-One: Platoon Command
Chapter Thirty-Two: Trenches and Refuges
Chapter Thirty-Three: Digging Time
Chapter Thirty-Four: Alternate Positions
Chapter Thirty-Five: Wire Barriers
Chapter Thirty-Six: Mines
Chapter Thirty-Seven: Firepower Plan
Chapter Thirty-Eight: Managing the Defensive Battle
Chapter Thirty-Nine: Normal Activities During Defense
Chapter Forty: Mechanized Platoon in Defense
Chapter Forty-One: Controlling Sabotaged Locations and Guarding Them

AFGP-2002-000049

[Page 70 of 240]

[TC: **Pagination of English translation reordered to accurately convey Arabic text**]

341- When rear cover fire is missing, cover the close places that are normally close to the position. You may assign administrative tasks to the defense and mortar unit that is tasked with direct support only when each unit has one rear protection task [TC: **Illegible**] direct support or platoon, squad, mortar...etc.

[TC: **Illegible**] rescue fire when not preoccupied with another task. Also, the machineguns [TC: **Illegible**] we continue to follow it when not preoccupied with other tasks.

May fire [TC: **Illegible**] the presence of artillery or weapons.

AFGP-2002-000049

[Page 69 of 240]

[TC: Pagination of English translation reordered to accurately convey Arabic text]

342- The objective of a defensive operation is to repel the enemy's attack or prevent a crossing or a certain area from falling into the hand of the enemy, while preparing for a counter attack to secure that objective.

343- (Offense is the best defense) so the defense should be by attacking, annoying, and harming the enemy. The best case scenario is an actual offensive or a dismounted defense in a tactical context.

344- Principles:

The basic principles the defense relies on are:

- A. Selecting grounds of tactical significance.
- B. Depth.
- C. Mutual support.
- D. Hiding
- E. Defense from all directions.
- F. Administrative affairs.
- G. Good communications.

345- Grounds:

Selecting ground of tactical significance should be the top priority. When taking over a defensive position that is essential for crossing, there are certain considerations, for example the difficulty to hide may sometimes compel the defender to take side roads that lead to grounds that are of tactical significance rather than hold them.

346- Depth:

Depth is essential for the following reasons:

- A. To deny the enemy information about our positions during his preparation for an attack.
- B. Surprising the attacker.
- C. Absorbing the attacker's momentum.
- D. Limiting any infiltration to our defensive positions so to launch a counter-attack and destroy the attacker.
- E. To close the gaps between the forward side units, and secure their perimeter.

347- Mutual support

Each side unit must be able to fire on its adjacent unit's front, perimeter or rear. Machinegun fire within a platoon should crisscross ([TC: Illegible]), and rifle fire should overlap ([TC: Illegible]).

AFGP-2002-000049

[Page 71 of 240]

In other words mutual support between squads means crisscrossing of firing boundaries for the machineguns and rifles, see figure (26). The need for mutual support on this basis determines the combat group front 1 2Km depending on the nature of the terrain and thus on the battle legion 2 4Km.

348- Concealment:

[TC: Illegible] concealment by selecting good locations for the troops. By design, it should prevent:

- A. Aerial reconnaissance.
- B. Ground reconnaissance.

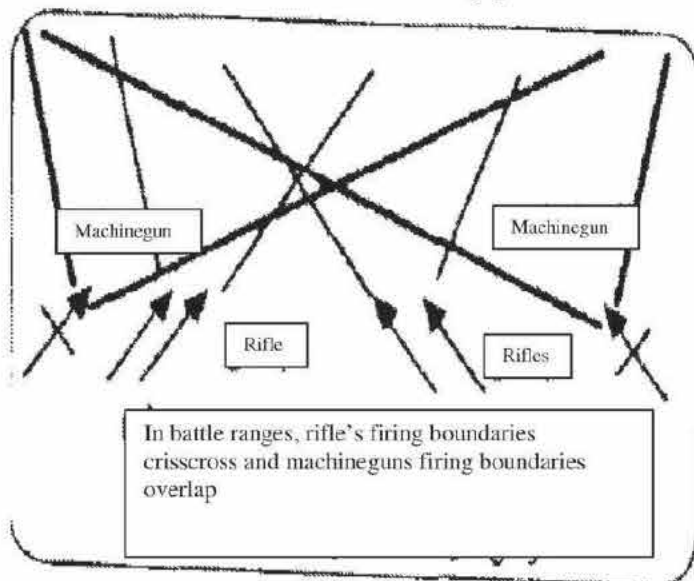
349- If the positions are accurately detected from the air, the artillery sectors should expect an aerial attack, along with artillery and mortar fire.

350- Preventing detection of a hideout is very important because detection from the ground means the possibility of tank fire from long distances, in addition to artillery and mortar fire, and even from ground-controlled aircrafts.

351- A successful hideout depends on good organization of a defensive position. Defensive position could [TC: Illegible] in vast firing fields. One hundred meters is the minimum acceptable firing range for a rifleman, while a range of 25 meter is considered suitable for all other purposes. However, wider firing ranges are desirable for a machinegun in order to attain maximum results from it.

353- When fighting an enemy that is equipped with modern night vision equipment, you must consider the following:

- A. Use straw networks at all times, and when you use local grass, make sure you replace it daily.
- B. You must take the utmost precaution in selecting the proper thermal concealment, and cover everything with straw material; including vehicle engines and anything else that emits heat that can be detected by ground or aerial infrared.



(Crisscrossing and overlapping of fire boundaries)
Figure (26)

HADI-1-023883

AFGP-2002-000049

[Page 71 of 240 continued]

354- Defending All Directions:

Regiments are responsible for vast fronts, and in a case like this, it is not possible to hold on to territories across the front because that will lead to loss of depth, so gaps are acceptable in such a case provided that they are covered by [TC: Illegible]. They must focus their attention and efforts on this direction so they should [TC: Illegible].

[TC: Illegible] face any attack from any direction. And they must also be ready in the last stage [TC: Illegible] defensive position and must convert them to a (battle ground).

Maneuver

68

Infantry platoon in Battle

HADI-1-023884

AFGP-2002-000049

[Page 72 of 240]

355- Administrative Affairs:

The defensive battle could take a considerable time so the defense should be enhanced with the spirit of determination and the will to fight, and this requires, in addition to leadership, proper supply of ammunition, food, water, as well as rest and medical care.

356- The platoon leader should insure administrative organization of his platoon by providing all troops' needs such as materials and rest.

357- Good Communications:

Communications must be enhanced in order to insure a quick and successful management of the battle's responses.

358 – 360 Reserved.

AFGP-2002-000049

[Page 73 of 240]

Chapter Twenty-Five
What Should a Platoon Leader Know?

361- The platoon leader should be familiar with the following:

- A. The enemy, where is he? When is his attack expected? And from which direction?
- B. Locations of cover-fire units and barriers, as well as their withdrawal time and their expected withdrawal paths from the defensive position.
- C. Locations of defensive positions of the adjacent regiment and company.
- D. Locations of the other platoons within the company's area of responsibility, as well as the company's command center.
- E. Duties of his platoon.
- F. Locations of tanks and anti-tanks weapons in the company's area of responsibility.
- G. Duties of artillery and mortar units related to his platoon.
- H. Mine fields' locations and their types in his area of responsibility. He should also know passing lanes and gaps in them.
- I. Work priorities and deadlines.
- J. Challenges in opening fire.
- K. The main tracking plan.
- L. Night vision plan.

362- Once he receives his orders, which should include initial information, he then decides how to carry out his duties. The leader should think minimum when assigning sectors to positions and distributing duties and firing boundaries' areas of responsibilities.

AFGP-2002-000049

[Page 74 of 240]

**Chapter Twenty-Six
Reconnaissance**

363- Protection:

Before the platoon leader goes out for reconnaissance, he must take proper measures to accompany an individual or two for his personal safety, as well as a radio carrying gofer in case he needs to communicate with his platoon. If there are any doubts about the enemy's location, the reconnaissance operation should be covered by a secondary patrol or any other force protection unit.

364- Grounds:

The platoon leader should check out his platoon's position, and when time and circumstances allow, he should view his position from the enemy's perspective. That way he will be able to know his proximity to the enemy and take proper measures to secure his position from aerial and ground detection.

365- As he conducts his reconnaissance, the platoon leader should never leave any unnecessary tracks that may be a factor for the enemy to detect our positions. He also must put a plan for crossing tracks and stick to it.

366- Coordination:

In order for the platoon leader to meet all infantry leader and common perimeter units and their locations, as well as to insure that the entire front is covered, he must visit other platoon leader starting from left to right.

AFGP-2002-000049

[Page 75 of 240]

Chapter Twenty-Seven Organizing the Platoon's Defensive Position

367- Firing Trenches:

In most cases the squad positions and fire boundaries are delegated to the platoon leader by the company leader.

368- The platoon leader must set up each firing trench, and to that, he must lie flat with his face down and make sure the shooter can carry out his assigned duties.

369- Setting up machineguns' and anti-tank launchers' positions is of great significance because the task insures the framework the defensive platoon will be built on, thus their positions must be specified first, and then the rest of the platoon is built around it. If the machineguns' and anti-tanks' positions were not specified within the platoon's area of responsibility, the platoon's position must be re-looked at in order to allow these weapon to carry out their duties properly, and to provide the needed local protection to its members.

370- The battle's trenches must have a good firing field no less than 100 meters, and they should be located in well-covered areas for at least 50 meters. The trenches should be relatively close to the squad leader so he can control his squad during battle.

371- The platoon leader has to supervise the digging of the trenches himself, and if the terrain is suitable, he has to specify their locations and firing boundaries.

372- The platoon leader should choose the command center in a location that will allow him to view and control his squads. In addition to that, the location must be easy to reach day or night by normal visitors such as the company's leader, the doctor, the gofer and others. He also must provide good wired and wireless communications. During the commotion of battle at its fiercest verbal communications is difficult, so there must be an alternate means such as a whistle, illumination, smoke and others, and practice on their use is a must. Selecting a platoon's command is very important; you should take advantage of the experience and consult with the company's leader when making the decision.

373- Medical Facilities:

Medical facilities must be dug and set up as soon as the operation begins. Select their locations as close as you can to 20 – 30 meters from the command center in the direction of the wind. A close by shelter should be prepared to retreat to during enemy bombing.

374- Orders and Briefs:

Final orders to occupy a defensive position are issued once the company leader visits the location and confirms his orders.

357- In addition to issuing orders to his squad leaders, it is preferred for the platoon leader to brief his platoon in a general sense about:

- A. General overview of the company's defensive plan.
- B. The platoon's plan in details, including firing orders.

AFGP-2002-000049

[Page 76 of 240]

C. Night vision plan.

376- The defense should be aggressive and enhanced with a spirit of determination. Also, the soldiers should be aware of the extent, time, and circumstances of when to open fire during daytime or nighttime.

377- A company leader may brief his company in a group.

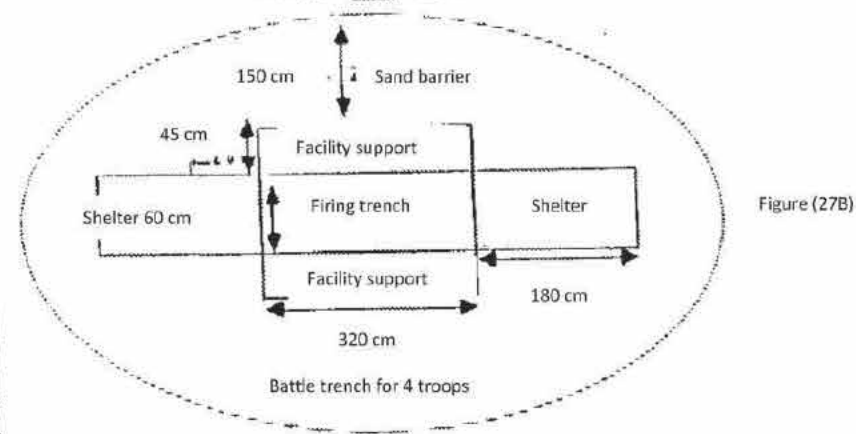
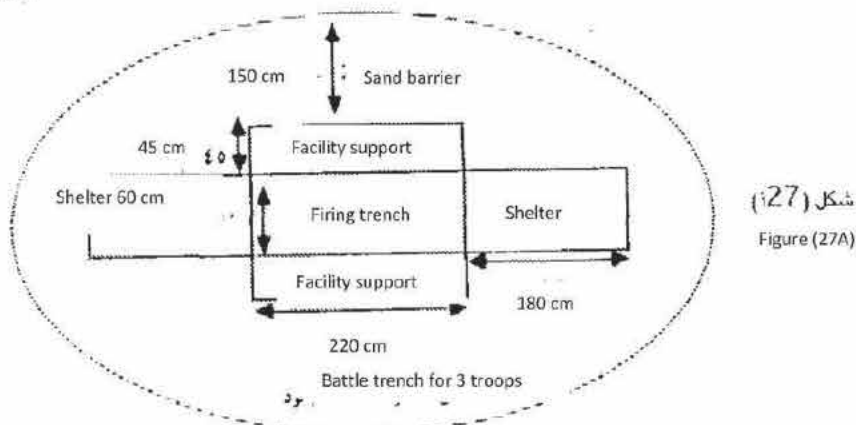
378- Preliminary preparations.

When reaching the positions, the troops will meet their squad leader who will guide them to their positions.

379- Before starting digging, and if the situation allows, it is preferred for the troops to stand at their assigned positions; this will give the platoon leader an opportunity to confirm the distances between the squads and the trenches. Spending two minutes on this will spare us having to change digging location after starting the digging.

It is preferred to set work priorities when preparing a defensive position for the platoon.

Priorities in the order of digging, clearing the firing field, planting mines and laying and setting up barbed wires and flares, improving the trenches, paving and covering shelters, using straw for camouflage, and then digging transport tunnels....etc. For clarifications and guidance, see article 368.



AFGP-2002-000049

[Page 77 of 240]

Completing the trench with an overhead cover
(27C)

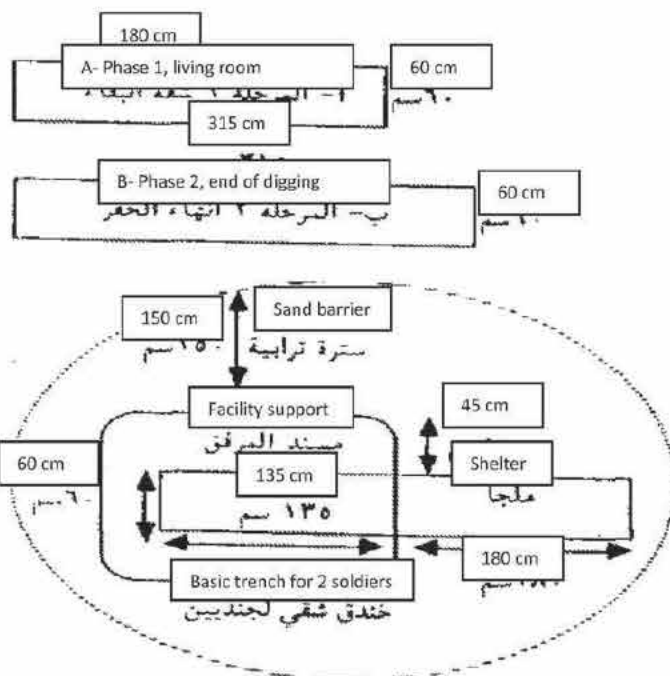
380- When reaching the position and starting to dig, each soldier should put his equipment at an alert post, and place the machineguns and rifles over or next to the equipment facing towards the firing boundaries of each soldier. Metal helmets should be taken off and placed next to the equipment and weapons, and the suitcases of each squad should be collected and placed in a pit. As for safety goggles, they must be carried by the soldiers even when they are digging just in case of a threat of a chemical attack.

381- The purpose behind these procedures is to avoid any confusion if the enemy attacks the position in the dark. Alert posts should be used to secure needed protection until a safe and adequate depth is achieved.

382- Alerts:

Alerts should be practiced as quickly as possible, and insure the following during practice:

- A. Alert posts and guards.
- B. Alert signals for ground, aerial or chemical attack in case of a chemical attack.
- C. Firing boundaries and fixed lines for light machineguns.
- D. Locations of adjacent units.
- E. Order to fire and insure that everyone understands them.
- F. Tracking plan and night vision plan (related to the capability of night monitoring equipment to provide the proper warning).
- G. Landmarks.
- H. Ordnance.
- I. Water.
- J. Belongings (if the soldier or the squad is a backup).



AFGP-2002-000049

[Page 78 of 240]

Chapter Twenty-Eight
Duties of a platoon

383- Duties tasked to a platoon should be distributed fairly between the platoon command and the squads. Duties include:

- A. Watchmen.
- B. Clearing firing fields.
- C. Setting up flares.
- D. Setting up night vision equipment.
- E. Range card.
- F. Laying barbed wires and mines.
- G. Establishing monitoring posts and watchmen.
- H. Digging waste pits for day and night use, as well as trash pits for adjacent shelters.
- I. Helping common units attached to the defensive platoon.
- J. Patrols.
- K. Protecting the engagement group and doing work for the company and regiment command centers.

384 – 385 Reserved.

AFGP-2002-000049

[Page 79 of 240]

**Chapter Twenty- Nine
Work Priorities**

386- It is normal for the sequences of work to differ depending on the situation, so this table should be used only as a guide.

Phase	Duties	Material
1- Command Center	<ul style="list-style-type: none"> A- Decision on the type of firing position. B- Specifying and referencing each trench based on the type of weapon. C- Prior decisions on shelter locations, trenches, and communications trenches. D- Decision on the concealment plan including tracks. Preserving tall brush and soil during digging. Hiding the soil until it is needed for head cover. E- Clearing close by firing fields. F- Digging firing trenches 1 meter deep. G- Thorough cleaning of firing fields. H- Allowing 1.5 meters deep firing trenches and covering them to a height of .15 meters. Closing the trenches and hiding all work traces. I- Paving if necessary in soft grounds. 	<p>Picks and shovels for the straw materials when available.</p> <p>Straw material network or personal protection equipment to use as protection in case of daytime preparation.</p>
2- Preliminary improvements	<ul style="list-style-type: none"> J- When tools for digging shelters are not available, dig basic trenches with a roof. When possible to improve a shelter materials, dig full length shelters with overhead cover. K- Covering shelters with straw material. L- When rain is expected, dig sewer tracks at the top. M- Digging sewer reservoirs and inclined tracks. N- Build an equipment storage at the bases of the firing trenches if necessary. 	<p>Ribbed tin sheets or local materials.</p> <p>Personal protection equipment. Columns, sand bags, stakes, or used boxes.</p>
3- Other improvements	<ul style="list-style-type: none"> O- Start with crawling trenches for firing. P- Expanding and paving firing trenches. Q- Building embrasure for gurards and covering them when necessary. R- Increasing shelters' overhead protection to .9 meters. S- Providing firing bases with overhead protection when finished with essential [TC: Illegible] 	<p>Ribbed tin sheets, branches, wooden stakes, wooden sheets, half circular embrasure or an arched sheet. Sand bags and stakes. Four round columns. Sand babs, nails, boxes, equipment with columns when available.</p>

Maneuver

76

Infantry platoon in Battle

HADI-1-023892

AFGP-2002-000049

[Page 80 of 240]

Chapter Thirty
Duties of a platoon leader

387- The platoon leader should verify the location of the troops, and the squad leader does the same thing by having each soldier [TC: Illegible] on the ground to make sure his position is suitable before starting to dig.

388- The squad leader should insure the following:

- A. The position of the squads' weapons can fire effectively within their assigned firing boundaries.
- B. Take precautions to prevent the enemy from surprising his squad; everyone should be familiar with that.
- C. Everyone should know the alert plan and the password.
- D. Proper digging by his squad.
- E. Concealing his squad well from the enemy's aerial and ground surveillance.
- F. Observance of tracking disciplines by his squad.
- G. Good observance of normal activities and matters.
- H. Create range cards and record all possible targets.

389- In addition to the aforementioned above, the squad leader should know the following:

- A. Duties of the squad.
- B. When to expect an enemy's attack, and from what direction?
- C. If there are any cover sectors in the front.
- D. Defensive position of the platoon, and adjacent positions.
- E. Accurate location of the platoon's and company's command centers, and the location of his squads' members.
- F. When to open fire.
- G. Pre-digging tasks and the time allotted to accomplish the digging.
- H. Any patrols sent on missions and when? As well as their routes going and coming.
- I. Assigning digging equipment to his squad.
- J. Any other additional tasks for his squad such as laying barb wire for example.
- K. Tracking plan.
- L. Night vision plan.

AFGP-2002-000049

[Page 81 of 240]

**Chapter Thirty-One
Platoon Command**

The platoon sergeant is responsible for determining the location of the platoon, the position is specified on the ground by the platoon leader.

The platoon command center is usually comprised of:

- A. The platoon leader occupies a trench along with two soldiers and a gofer/device holder.
- B. The platoon sergeant occupies a two-soldier trench, along with the light mortar unit leader.
- C. A small hole close to the platoon leader should be assigned to the light mortar unit. It is occupied by 1 and 2 60mm mortar.

395 Reserved.

AFGP-2002-000049

[Page 82 of 240]

Chapter Thirty-Two Trenches and Shelters

396- The main threat to the entrenched soldiers comes from conventional artillery and bombs that are equipped with aerial detonation valves. When designing a firing trench or a shelter, you should consider the following facts:

- A. There must freedom to use all types or weapons.
- B. Provide a great deal of protection.
- C. Speed in building trenches.
- D. Concealment.

397- To secure these facts collectively when designing trenches, there will be some type of difficulty because they are somewhat conflicting facts. Thus trenches can be designed as the terrain dictates, and they must be concealed from the enemy's aerial and ground surveillance. They should also have overhead protection no less than .45 meters, and the width should not exceed .62 meters.

398- The different types of trenches are:

Two-soldier battle trench

Four-soldier battle trench

Light machinegun trench (three soldiers)

Eight-soldier shelter

399- Complete details of trenches and their measurements are covered in Field Defenses manual, so review them when needed. Figures 27 and 28 main trenches.

400- Tools that help in the digging operation:

There are three tools that help to expedite the digging operation, and they are:

- A. Explosive materials which are used in smashing the soil thus making the digging process easier using proper types of picks and a shovels.
- B. Using a picks and a shovels to prepare for explosives as alluded to in (A) above.
- C. Light Automatic excavator: this type is an off-roader designed for digging firing trenches for solders, but their main function when available to infantry regiments is to dig command trenches, common weapons' trenches, and shelters.

AFGP-2002-000049

[Page 83 of 240]

**Chapter Thirty-Three
Digging Times**

402- Any time assigned for digging is subject to change due to the following facts, in addition to the general condition of the diggers:

- A. Nature of the terrain.
- B. Tools available for digging and other aids.
- C. Weather.
- D. Is the digging at night or day?
- E. Ease of concealment.
- F. Level of training.
- G. Unexpected opposing threats.

The time below could be considered for planning without using explosives or excavation equipment.

Sequence	Planning time		Time of operation
	Hard soil	Soft soil	
1	2-4 hours	2.5 hours	Two-soldier fire trench
2	4-8 hours	2-4 hours	Two-soldier trench with shelter
3	4-8 hours	2-4 hours	Platoon command center

Planning-time table

402 – 405 Reserved.

AFGP-2002-000049

[Page 84 of 240]

Chapter Thirty-Four
Alternate Positions

406- There might be a need to build alternate positions for the following reasons:

- A. Concealment and camouflaging with straw material against the enemy's aerial and ground surveillance. Alternate positions could be built but they have to be used, and then use the main positions when the main enemy attack develops.
- B. Secondary duties: duties that cannot be covered from the main position.
- C. Occupying a position at night: when occupying a rear survey position, there might be a need to for forward movement at night in order to prevent the enemy from establishing a foothold at the top in the dark.

407- Digging alternate positions is an additional physical stress for the soldiers, so you must not dig alternate positions until after the firing positions have been completed, barriers are erected, and adequate rest is taken. Also, another unit should be assigned this task.

AFGP-2002-000049

[Page 85 of 240]

**Chapter Thirty-Five
Barbed wires Barriers**

408- Barbed wires are considered one of the easiest methods to build barriers against enemy infantry, or to reinforce other natural or man-made barriers. The purpose is to hinder the advance of the enemy and create an opportunity to kill him with firepower. Selection of barbed wires' location should be far enough from the platoon's defensive position and beyond the effective range of the enemy's hand grenades.

409- Non-camouflage barbed wires are worthless.

410- Location selection of barbed wires should insure the element of surprise as much as possible, and for this reason, they should be well concealed in areas obscured by water, fields, and tall grass.

411- You should not set up booby-traps within barbed wires unless necessary, and with specific orders from the regiment leader. And in this case, you must document these traps carefully.

412- Details on barbed wires barriers, their types, and the number of troops required to set up each type can be viewed in the Fielded [TC: Illegible] manual.

413- Appendix B- main types of barbed wires. Also appendix C and D cover [TC: Illegible] and personnel required to build them.

414 - 415 Reserved.

AFGP-2002-000049

[Page 86 of 240]

Chapter Thirty-Six Mines

416- Well-placed and well-camouflaged mines that are covered with firepower are considered a very effective barrier against personnel and vehicles. A mine field can be against personnel, tanks, or both, depending on the desired result. The three types of mine fields utilized by a platoon are:

- A. Defensive mine fields: they are designed to help protect perimeter units by hindering the last stages of an enemy offensive. Their locations are usually selected by the regiment leader and are planted by companies. They should be covered by light weapons and anti-tanks firepower, and must have a safe lane for patrols to cross from.
- B. Tactical (defensive barrier): it is a mine field consistent with the overall barrier plan planted to delay or change the advance of the enemy. Ideal locations for these types are areas where direct or indirect firepower cover is available.
- C. Annoyance: these are planted by the infantry and engineering to confuse and delay the enemy. In these types of fields, all types of mines and other equipment are used. It is not always possible to plant these types of mines when you are being monitored, and cannot be covered with firepower. These mine fields must be documented but not referenced.

417- There is another type of mine that is planted by the engineering. It is the fake mine field, and it is planted to deceive the enemy. Fake mine fields do not have live mines.

418- Mine's details are found in appendix E.

419 – 420 Reserved.

AFGP-2002-000049

[Page 87 of 240]

Chapter Thirty-Seven Firepower Plan

421- Defensive Firepower:

To help a platoon to hold on to its position, a firepower plan needs to be devised, and a number of tasks are assigned to artillery and medium mortars at a regiment or company level.

422- The platoon leader is sometimes authorized to request defensive firepower, but he should always know where this firepower is on the map and on the ground.

423- When a platoon leader requests artillery or mortar fire, he should quickly send the information to the company command center in a form of a report.

It is possible to reference enemy positions relative to the defensive fire without using coordinates, and if the platoon leader or the squad leader wants to direct the fire, they can use the artillery guidance method on the target.

See part one, appendix (S) regarding details of guidance.

424- Armors:

The mission of tanks is to destroy enemy armors, disable them, damage them, or damage some of their capabilities, and to reinforce any counter-attack in the battlefield. They can also provide counter-penetration duties and provide protection to infantry positions. Tanks can also provide direct or indirect firepower support from pre-surveyed positions, and in special cases, they can also carry troop such as backups and counter-attack troops...etc.

425- Tanks are usually concealed in defensive positions, and they move from their positions to the firing positions only when needed.

Defending against tanks:

426- All anti-tanks weapons should be organized in depth within the defensive position, and as part of the regiment's or company's armor resistance plan, the platoon leader issues his orders when he receives orders of the details of firing boundaries for the anti-tanks weapons in his platoon.

427- Some of the regiment's anti-tanks weapons could be part of the platoon's defensive position. The firing boundaries of these weapons should be coordinated with the firing boundaries of anti-tanks weapons of the platoon.

428- The platoon leader is not responsible for assigning positions for these common weapons, but he must maintain coordination with leaders of [TC: Illegible] and be ready for the following:

- A. Securing their protection.
- B. Assistance in preparing positions.
- C. Providing administrative assistance when requested.

429- If additional anti-armor weapons are assigned to the platoon, they are to be placed to cover the roads close to the tanks that are not covered, particularly if these roads are long and the possibility of an enemy threat exists.

430 – 435 Reserved.

AFGP-2002-000049

[Page 88 of 240]

Chapter Thirty-Eight Managing the Defensive Battle

Morale:

436- Remaining in a defensive position for an extended period is a harsh test for morale endurance, and in such environment, the factors below play a significant role:

- A. Good plan: each soldier must have confidence in the plan's competency.
- B. Discipline: discipline must be monitored...you must immediately and decisively deal with any issues pertaining to degree of readiness, fighting spirit, concealment, and medical matters.
- C. Administrative affairs: good administrative affairs are considered essential to any phase of combat phases; however, it is of greater importance in defensive prolonged battles. Good nutritious meals; organized mail from and to soldier; adequate and regular rest; good equipment such as umbrellas, travel tents for shelters and others that will keep the soldiers away from humidity during rain; regular supplies of foot powder and other sanitizers. Morales and administrative affairs go hand in hand. Nevertheless, a person can be comfortable if he desires so if he takes advantage of his awareness of military discipline that is built on believing in the principle.
- D. Adequate communications: adequate communications is as important to a soldier as his weapons.

Communications:

437- The main communications means are:

- A. Radio devices.
- B. Wireless telephones.
- C. Light signals.
- D. The gofer.
- E. Field hand signals
- F. Whistle.
- G. Sound.

438- Radio communications with the company leader is very essential in managing a defensive battle, thus radio devices must be taken good care of, and it is preferred to use long distance antenna to attain good reception.

439- Wires should be covered with sand when in use, and it is assumed that there is always a backup set. If they are destroyed by enemy fire, there is always an available alternative; radios are an alternative to these wires.

440- It is possible to miss or misunderstand light signals, so they must be mastered by the squad leaders [TC: Illegible] requesting defensive fire using light signals. Lighting must be controlled centrally by the company command center.

441- Gofers must be familiar with the road between the squad and platoon command centers, as well as roads leading to company and regiment command centers. Gofers should be more familiar with the roads than others.

AFGP-2002-000049

[Page 89 of 240]

442- Platoon and squad leaders must make sure that their soldiers are able to calmly get ready in case of an alert, and that the guards [TC: Illegible] their squads quickly and calmly.

[TC: Illegible] may result in huge casualties among the gofers when the battle begins.

443- Barbed wires should be used between trenches within the squad, and between the platoon leader's trench [TC: Illegible] previously agreed upon signals.

444- Whistle sound can be heard during the battle's commotion; it is a precious communications tool.

Managing Defense During an Enemy Attack:

445- The sectors present in prepared locations must clearly realize that they must prepare quickly and fight from the trenches they are in; the thought of withdrawing or looking back should never come to mind.

446- Once the enemy is spotted in a battle formation or advancing to attack, the information must be radioed to the company leader, who in turn requests defensive fire from the common artillery fire and other weapons.

447- But within the platoon itself, fire should be controlled in order for it to be effective. Thus the platoon and squads leaders must insure that their orders to open fire are clear and recognized by everyone, and that everyone is adhering to firing disciplines.

448- Control of lighting at night is usually at the hands of the company leader because sometimes one light could compromise the entire position particularly during battle. Platoon leaders may be allowed to fire an illumination round at their discretion, or they may take advantage of night vision equipment as a better alternative.

449- The enemy is in his worst situation when he stops his artillery attack. This is considered the peak of the defensive battle, and he should be attacked and destroyed during this period, or better yet crushed.

AFGP-2002-000049

[Page 90 of 240]

Chapter Thirty-Nine
Normal Activities during Defense

Information:

456- One of the requirements during a continuous battle is attaining information and denying the enemy information.

457- Information is attained by the following methods:

- A. Shelling reports, mortar shelling reports, and chemical reports.
- B. Monitoring and alert posts that are established within the platoon location.
- C. Combat patrols.
- D. Monitoring from weapons' position mainly by watchmen, including chemical watchmen.
- E. Monitoring equipment.

458- The enemy is denied information by:

- A. Good control of fire.
- B. Concealment: pay careful attention to deception, controlling tracks, not moving or creating commotion unless necessary.
- C. Providing early warnings when the enemy gets close, by the fixed patrols watchmen, warning equipment, flares, radars and other night vision equipment.
- D. Patrols: they are tasked with clearing areas close to our positions, particularly covered areas, at the break of dawn and occupying a rear position.

Communications:

459- Wires should be carefully inspected to make sure they are in good and dependable working condition.

Weapons, Equipment, and Searches:

460- The platoon leader should issue clear orders regarding the [TC: Illegible] and equipment required to be worn. He also should issue orders regarding the following:

- A. Prohibit leaving unused equipment outside of trenches, and that they must be packed. [TC: Illegible] for travel bags should be dug inside shelters.
- B. Not to leave any equipment against any facility support column or [TC: Illegible] or anywhere outside the trench.
- C. Hang towels, clothes, and blankets in the air and sun. This is easy in the rear positions but the situation will dictate that.
- D. Disassemble weapons in rotations such as in squads or groups. Do not disassemble more than one machinegun at a time within a platoon.
- E. Inspect feet particularly in hot and humid conditions.

AFGP-2002-000049

[Page 91 of 240]

- F. Any other additional equipment such as excavation equipment, wire hammers, wire cutters, radio [TC: Illegible], telephones, communication with wire or rope, defensive tools...etc.
- G. Inspecting visual tools particularly in hot and humid conditions.
- H. Inspecting backup equipment, [TC: Illegible], water, clothing, personal hygiene, medical facilities and waste pits.

Rest:

461- The platoon leader must make sure that his soldiers get a good amount of rest. The best way to insure that is to set the rest schedule in the same way other task schedules are set. Rest is considered one of the important commodities in wars. Rest usually is given during daytime.

Alerts:

462- Alerts are issued during defense for the leader to confirm the following:

- A. All are present and ready with their equipment.
- B. All weapons are ready and pointed to the right direction.
- C. All proper equipment is within a hand's reach.

463- Alerts are normally issued in the evening when daylight starts to recede and until darkness settles in, and before dawn until the first daylight. In other word, when an enemy attack is more likely to happen. Alerts also change daytime routine tasks to nighttime and vice versa. Alerts could be issued at the local leaders' discretion. For example, when an enemy attack is expected or when the leaders wish to relay important matter from one man to another. Alerts usual last for 45 to 60 minutes.

464- The platoon should always be on alert when the company leader orders it, and for the platoon leader to visit his squads and conduct his final inspection at this time. No activities are allowed outside the position within the platoon during an alert. The platoon leader should confirm the following matters before giving the end of alert signal:

- A. Firing boundaries.
- B. Firing boundaries and fixed paths for machineguns.
- C. Watchmen.
- D. Range cards.
- E. Communications.
- F. Monitoring equipment.
- G. Deception.
- H. Gear and equipment including chemical protection equipment when there is a threat of using this type of weapon.

465- Normal activities for 24 hours. The following are contextual suggestions for activities for 24 hours.

AFGP-2002-000049

[Page 92 of 240]

Normal Activities in Defense

This appendix covers course of events for an entire day in a defensive position, and times change depending on the season.

Sequence	Time	Course of action	Remarks
1	0530	Departure of monitoring posts	We must know these points. Password, along with food and a backup binocular. Camouflage network for the radio equipment, along with its backup [TC: Illegible]. Must also provide security for them in order to arrive safely to their positions.
2	0600	Return of fixed patrols to the main position	For safety, return before the light recedes – in case they are placed at roads near the enemy or at safety lanes of mine fields
		Getting up	Getting up and packing, and getting ready for the morning alert, and inspecting the camouflage.
3	0620	Platoon leader's visit to the trenches before the morning alert	Movement is prohibited for anyone within the defensive position of the company. If crawling trenches are available, the platoon commander may inspect squads' positions. Everyone should have his entire marching gear on. Inspect radio devices.
4	0640 0645	Morning alert	
5	0700	First daylight	Search for any enemy patrols' traces that may have snuck in at night. The search patrols are covered by the rest of the platoon.
6	0715	Departure of search patrols (clearing)	
7	0730	Weapons' cleaning	That is done once the search patrols complete their task and make sure everything is fine. Getting the watchmen out. B. Half a squad will shower, shave, and clean weapons. C. The other half will clean weapons, and then shave and shower
8	0745	Completion of morning alert, showering, shaving	
9	0800	Arrival of breakfast	The other half of the squads in C will bring food to the positions (if cooking is central,) and the rest finish showering.

AFGP-2002-000049

[Page 93 of 240]

Sequence	Time	Course of action	Remarks
10			The first half in (B above) brings in food. Food must be brought in by organized groups. The troops must eat in the trenches not at the distribution point. If the enemy is spotted and a forward defensive position has been occupied, eating must be ended during dark hours and before the morning alert. End breakfast.
11			Washing dishes and cleaning the area. The groups above clean their weapons and the troops check out their equipment, and then clean and pack them. Squad leaders inspect the area.
12	0910	Platoon leader's inspection	Platoon leaders inspect the following: A. Weapons. B. Monitoring equipment. C. Ordnance. D. Radio devices. E. Food, water, ordnance, backups. F. Personal hygiene. G. Cloths and equipment (sewing loose and torn buttons...etc.). Also, inspect an item or two everyday such as dishes, water cups and gloves. H. The area including hygiene facilities and waste pits. I. At this point the platoon sergeant documents troops' needs such as writing paper, [TC: Illegible], shaving gel...etc., and inspects the area, weapons, and equipment ...etc.
13	1100	Visit by company leader	
14	1150	Group (and) company	Issuing orders or new passwords...etc. if necessary

Maneuver

90

Infantry platoon in Battle

HADI-1-023906

AFGP-2002-000049

[Page 94 of 240]

Sequence	Time	Course of action	Remarks
15	1230	Lunch and briefing of patrols	The platoon sends two groups to bring in food. Mail, if any, is collected and distributed.
16	1730	Dinner	As in lunchtime, additional equipment or commissary item are handed out.
17	1800	Preparing for evening alert	
18	1810 1829	Platoon leader's visit to the trenches	
19	1830	Evening alert	Movements are prohibited.
20	1900	Last daylight	
21	1930	End of alert	Two watchmen go out and the rest may sleep if there are no other tasks. Fixed patrols go out.
22	2000	Return of the monitors	Informing the [TC: Illegible] to provide protection for them as they return.
23	2030	Replacing the first watchman	Send a replacement guard.
24	530	Monitors leave their main position.	As in the first sequence.

466 – 470 Reserved.

AFGP-2002-000049

[Page 95 of 240]

Chapter Forty Mechanized Platoon in Defense

471- The notion of defense in a mechanized war changes from a fixed defensive position to that of a mobile positions, but the does not necessarily mean that the mechanized infantry cannot occupy a fixed position. A mechanized infantry should occupy a well dug in position that is protected by sand barriers if possible. This chapter covers the methods used in mobile defense, which are different from that of the previously mentioned in this part.

Battle Phases:

472- A mechanized platoon could go out as part of a combat group to fight the enemy in the different phases of the battle, which complement inflicting the enemy with maximum losses or delay him for as long as possible when he is trying to keep losses to a minimum. Try to push the enemy to an area where you can totally crush him by using conventional or nuclear weapons.

Methods:

473- The main method for a combat group is to occupy a hideout in its area of responsibility, and then move on to one of many previously surveyed positions (that might be already prepared) and engage the enemy from there.

Hideouts:

474- Hideouts should provide the following:

- A. Camouflage against aerial and ground surveillance.
- B. Disbursing is allowed to minimize aerial and nuclear attacks' impacts.
- C. Provide protection from:
 - First: enemy's surprise attack.
 - Second: enemy surveillance.
 - Third: both liquid and gas chemical attacks.
 - Fourth: nuclear attack.

475- Camouflage is fundamentally required. If a hideout is spotted by the enemy, it must be evacuated to avoid aerial, nuclear, or chemical attacks.

476- The burden of organizing defense in a hideout lies essentially on the combat groups' leaders. In the case of a mechanized platoon, along with a convoy of tanks and the combat group's command center, or another platoon in a part of the hideout, the positional organization responsibility in this case is tasked to the platoon leader, and in this case, the orders should include the following:

- A. Camouflage is secured by a track management officer.
- B. Digging shelters: a shelter with a half meter overhead protection will provide protection against gamma rays equal to 25 times that of an armored personnel carrier, in addition to providing other protections.

AFGP-2002-000049

[Page 96 of 240]

- C. Distributing alert posts, and training on the alert plan.
- D. Placing chemical or aerial watchmen, as well as monitoring and listening posts.
- E. Selecting emergency alerts' positions.
- F. Resupply plan, if not put before using the shelter.
- G. Other normal activities such as maintain vehicles and rest.
- H. Placing alert devices in their places.
- I. Discussing battle positions.

477- To minimize defense issues and extend vehicles' lives, and to maintain watchmen, radio devices' watchmen, and monitoring posts; tanks, armored personnel carriers and other vehicles within the platoon's area of responsibility may be placed closer to each other than when in battle positions.. Vehicles and the weapons mounted on them should be facing outward, and fire boundaries should be observed in order to carry out the defensive fire plan.

478- Shelter could be utilized in forests, small villages, or crop fields, and if possible, to place the vehicles inside buildings, that will provide more concealment and protection than that of forests, but they will be more susceptible to a nuclear attack.

Battle Positions:

479- Ideally all battle positions are built in the combat group's area of responsibility, and may be packed with ordnance. But practically, it is doubtful if enough time is available, particularly in the main defensive position. Preparation priority is given by the combat group's leader or the battle legion leader. All squad leaders must personally make sure that each man and vehicle knows the firing position assigned to them within the battle position. This will make it easier to activate the position quickly during daytime or nighttime, and if time allows, prepare range cards, put a defensive fire plan, and inspect communication equipment.

480- The role of the platoon in the open areas of a battle position is to secure a launching base for the tanks and anti-tanks weapons, anti-tanks weapons mounted on armored personnel carriers, and medium weapons to engage enemy defenses from the best possible range. Deploying these weapons at their positions is the highest priority. In covered areas, the platoon plays a conventional defensive role, which is preventing enemy defenses and mounted infantry from creating gaps in the combat groups' defensive areas.

481- But at night during an impediment battle, the platoon is assigned the task of covering close areas and road leading to the combat group's area or responsibility. In this case, a close combat battle in a form of an ambush will ensue. When fire by the ambush is opened on the reconnaissance vehicle or the opposing front armored vehicle, the smaller groups of the ambush will engage the vehicles and tanks, using light and medium anti-tanks weapons.

More details on that in chapter (77).

482- When the decision is made to burn the battle position, it might be necessary to survey it by a dismounted infantry to make sure that it is free of enemy's [TC: Illegible], paratroopers, or survivors of his destroyed tanks and carriers.

The only way to keep the enemy from infiltrating into the main battle position is to secure it with infantry squads and fixed patrols while the combat groups are in their hideouts.

AFGP-2002-000049

[Page 97 of 240]

Monitoring:

483- Prior to visual contact with the enemy and during the first phases of the battle, the battle legion should secure monitoring on the widest fronts possible. This may include a natural or man-made barrier the terrain may not allow...depth by the reconnaissance group, monitoring posts or monitoring units, thus the combat groups' infantry platoons must help in this field.

484- Each platoon should be able to provide 4 self-sufficient monitoring posts. These posts could operate outside their carriers in concealed and well camouflaged locations. These posts should be able to monitor accurately, distinguish target and send reports, and request and correct artillery and mortar fires.

Resupply:

485- A resupply process can be conducted when the combat group goes through a suitable area such as a forest or village. The resupply process could take place in the hideout but you must not ignore camouflage and concealment. The platoon leader must assign a guide to guide the resupply vehicle from one operation to another if the terrain is suitable. Usually each vehicle driver is assigned another person to bring in their vehicle's needs and the needs of other groups from a pre-designated assembly point that a resupply vehicle goes to.

486 – 490 Reserved.

AFGP-2002-000049

[Page 98 of 240]

Chapter Forty-One Controlling and Securing Sabotage Operations

Introduction:

491- Sabotage operations are prepared and detonated by the engineering, but controlling what will be sabotaged and when is not the responsibility of the engineering; this matter is totally the concern of the leader and a special committee. All platoon leaders should learn methods of controlling and securing sabotage operations because they themselves could be responsible for part of it or become part of the operation's security.

What is meant by sabotage here is closing or sabotaging roads utilizing natural or man-made barriers such as bridges, mine fields, and large cavities.

Purpose:

492- The purpose of this chapter is to explain the types of sabotage and the methods used by the leaders to detonate them.

Types of sabotages are as follows:

- 493-** A. Preliminary: they are the type of sabotage that is independent of its tactical movements. The leader usually assigns the detonation of these sabotages to the engineering when they do not pose a threat to the element of surprise or the ongoing operations. It is preferred to detonate these sabotages when tactical time allows so to free engineering and sabotage security units for other tasks.
- B. Delayed: there must be very tight control of detonating delayed sabotages because they play a critical role in the tactical plan.

Delayed Sabotages:

494- Authorized leader: he is the officer authorized by the leader to detonate the delayed sabotage. Authorization could be given to a leader with less seniority in the last phases of withdrawal.

495- Sabotage security: their duty is summarized in insuring that an enemy-controlled sabotage does not take place before it is successfully detonated. Security could be assigned to any type of force but it is usually assigned to a company, a combat group, or a platoon with or without defense. The company's or the combat group's leaders declare that the responsible platoon leader is the sabotage security leader.

496- The sabotage detonation group is technically responsible for the sabotage, and is usually an engineering group lead by a non-commissioned officer.

Technical [TC: Illegible]:

497- A. Empty: a sabotage target prepared for placement of explosive charges but these charges are packed and stored in a safe location.

- B. Full: a sabotage target with explosive charges in place and ready for either of the following states:

First: first ready state (safe). Explosive charges are put in place, and secured. The electrical circuit is ready but not connected to the charge yet.

AFGP-2002-000049

[Page 99 of 240]

Lighter are not connected to the charges yet.

Second: second ready state (armed): sabotage is ready for detonation immediately.

- C. Early detonation: you have to balance the risk of early detonation due to the detonation of a bomb or a sabotage charge when the sabotage is (armed) with the time needed to convert the sabotage from the first ready state (safe) to the second ready state (armed). The time required for that is from 5 to 10 minutes.

Leadership's Responsibilities:

498- Authorized leader: the initial authorized leader is the leader of the formation who is responsible for the tactical plan. The authorized leader does the following:

- A. Classify the sabotage (as delayed).
- B. Issue orders to form a unit to secure the sabotage.
- C. Order the required alert state.
- D. Order the possibility of aborting the sabotage based on the local leader's discretion in case it is suddenly controlled or the inability to do so. he also issues his orders to:
- E. Change alert state as necessary.
- F. Detonating the sabotage.

The authorized leader can in any phase before or during the operation delegate these responsibilities, for example when a formation or unit withdraws, he can assign a leader from another unit that is positioned midway. It is normal to delegate control to a leader of a formation or unit occupying the position, who will become the authorized leader. Delegating control is an important leadership decision (See paragraphs C, D, E of article 503).

499- Engineering leader:

- A. He provides advice to the formation leader regarding technical factors that impact delayed sabotages, including the other available engineering support.
- B. Provide securing for the sabotage detonation group.
- C. Writes instruction for the sabotage detonation group on a special form (see attachment Z).
- D. Orders sabotage preparation.

500- Sabotage security leader: he receives his initial orders on a special form (see attachment Z), and then he does the following:

- A. Lead all sectors in the sabotage location, including the sabotage detonation group.
- B. Insure the safety of the sabotage from attacks and counter-sabotage.
- C. Control [TC: Illegible] and the refugees.
- D. Relay order to the sabotage detonation group in writing on a special form designed to change the alert status or to detonate the sabotage.
- E. Keep the authorized leader abreast of preparations at the sabotage location, and the tactical condition there.
- F. Inform the authorized leader of the effectiveness of the sabotage after detonating it.

501- Sabotage detonation leader, who is the technician that:

AFGP-2002-000049

[Page 100 of 240]

- A. Maintains the required alert status.
- B. Detonates the sabotage when he receives the written orders to do so, and insures success of the sabotage.
- C. Reports the results of the sabotage.

Communications:

502- The authorized leader must insure that there is a reliable channel to pass orders to the sabotage detonation group's leader to change the alert status and detonate the sabotage. This channel usually takes a different path to the sabotage force, which its leadership includes, the sabotage detonation group. Everyone concerned should know and understand it.

To insure success of delivery of orders, a number of means must be used:

- A. Normal leadership network: The presence of numerous stations on the network may lead to delays, but the advantage is that most concerned leaders become automatically aware of the details of the progress at the sabotage location.
- B. A liaison officer with a radio: this is usually useful since the sabotage force leader will be able to tend to his other duties at the sabotage location.
- C. A radio from [TC: Illegible] is assigned to sabotage force leader either on the normal leadership network or on a special network.
- D. Communications of the special artillery attached monitoring post with the sabotage force leader.
- E. An order could be issued personally by the authorized leader from the sabotage location.

Written Orders:

503- Orders to the sabotage security leader: clear standard orders are put on a form for the sabotage security leader. The following points must be specifically noted:

- A. The form can be filled out with the information found on attached suggestion to the movement leaders, but it is not necessary to be finished by the command center that issued these orders. The responsibility of issuing this attachment lies on the staff officer, not on the engineering.
- B. The symbolic name must be expressed in a (code sign) for ease of reference to the work location ([TC: Illegible]) table instead of the bridge in 765892. It must be differentiated from the (code word) that is used to issue executive orders.
- C. You must assign one of the special side sections to issue orders to the force leader, and the authorized leader should make a special decision to authorize the detonation force's leader to detonate the sabotage at his discretion in an actual emergency or otherwise.
- D. Add a code word to the section specific to it on the form to indicate changes in the authorized order. You must pass the authorization to detonate the sabotage, and the new authorization order that uses a code word, including the headlines, to the detonation force leader. You can add the authorization's valid time using codes if needed.
- E. Each possible authorized leader should have a copy of the form, and when authorizing a new leader, the original authorized leader should give his copy to the new authorized leader.

AFGP-2002-000049

[Page 101 of 240]

504- Orders to the sabotage operation's detonation units. Standard orders have been established and put on a special form for the commanders of the sabotage operation's units. These orders are issued by the engineering unit.

These orders take into account the following:

- A. Primary sabotage.
- B. Deferred sabotage with guards.
- C. Deferred sabotage without guards.

Defending a Deferred Sabotage:

505- We apply the normal principles of defending deferred sabotage operations. Consideration should be focused on defense that is closer to the sabotage operation itself. If the defense perimeter is wide, see attached figure (defense of sabotage operations), there is a good possibility that an enemy infiltrating unit could take control of it in a surprise operation, which makes deploying squads and weapons to the sabotage location more difficult than usual particularly if the bridges, rivers and channels the enemy controls are elevated and within the range of tanks and medium machineguns.

506- When the sabotage operation's chief guard arranges for defense, he must consider the following:

- A. There must be effective control on the perimeter leading to both sides of the sabotage operation's location.
- B. The task of guarding the perimeters should be assigned to at least one squad, and if the sabotage operation is a bridge, patrols should be placed at the water edges leading to it.
- C. Completing all required arrangements needed by the forces when the sabotage operation is imminent or when closing the mine field's passageway. This may require some type of boat or watercraft.
- D. Deploying tanks to the forces. It is possible to place a tank by the sabotage location to prevent any enemy armored vehicle from getting close to the sabotage location and closing it.
- E. Assigning a rescue vehicle to the forces to evacuate any damaged vehicles retreating from the sabotage location. Keep a small backup vehicle for emergencies.

507- The command center must be on the side controlled by the forces, and it is preferred that the sabotage unit's location be close to it except when the sabotage involves a passageway in a mine field, in which case it should be at a safe distance from the unit.

508- It should also be:

- A. At least 30 meters away from the side of the street in order to avoid the possibility of indirect misfiring due to high voltage power lines or any other high power device.

HADI-1-023914

AFGP-2002-000049

[Page 101 of 240 continued]

B. At a distance no longer than 200 meters from the charges in order to keep the resistance on the blasting cap at minimum, and to help the technicians to examine the electrical circuit normally.

509- It is customary to set up an alternate detonation point and an alternate command center when the location is close to the enemy. This is done as a precaution so to detonate the location in case it is taken over by an infiltrating enemy force.

510- There must not be a wireless device within 3 meters of the detonation circuit at the command center.

511- If there is a liaison officer assigned by the command, he must remain with the sabotage location's guard unit at all times.

Maneuvers

98

Infantry Platoon in Battle

HADI-1-023915

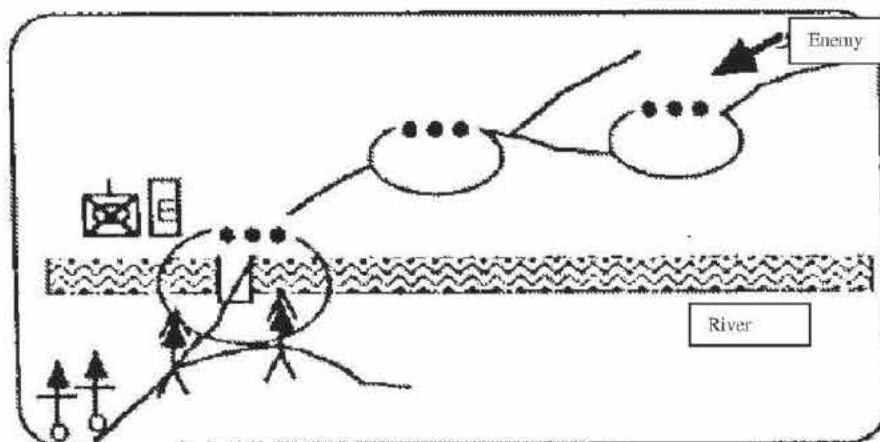
AFGP-2002-000049

[Page 102 of 240]

The units' liaison officers from the units that pass by the end closer to the enemy should submit a (situational report) to the sabotage location's guard chief even though their main task is limited to making sure that they pass by the sabotage location.

So their position is usually around the main axis extending across the sabotage location.

512- The Sabotage location's guards must not withdraw until after the engineering group has searched the sabotage location, increased its impact if necessary, and planted mines in the area around the location to be sabotaged. It is the guard chief's responsibility to submit a report on the impact of the sabotage to the authorized commander.



Illustrative diagram depicting a combat group acting as a sabotage location's guard unit

Remark:

The combat unit is comprised of a mechanized infantry company, less a platoon, along with an engineering platoon with 3 anti-tanks and a medium artillery platoon.

AFGP-2002-000049

[Page 104 of 240]

[TC: Pagination of English translation reordered to accurately convey Arabic text]

Chapter Five

Withdrawal

Section Forty-Two: General Principles

Section Forty-Three: Preparations

Section Forty-Four: Managing Withdrawal

Section Forty-Five: Taking Over New Positions

Section Forty-Six: Automatic Withdrawal

Firepower and movement

100

Prepare for them what you can Series

HADI-1-023917

AFGP-2002-000049

[Page 103 of 240]

[TC: Pagination of English translation reordered to accurately convey Arabic text]

Chapter Forty-Two**General Principles**

513- Withdrawal is the most difficult of combat phases not only because it requires very precise planning and high degree of coordination in itself, but also because of the accompanying false sense of an imminent catastrophe. In most cases it means abandoning the grounds in a state of collapsed morale if not controlled carefully. If it is carried out well by disciplined and determined sectors, it could harass the enemy that is chasing them, and they may succeed in [TC: Illegible] him, in addition to withdrawing with minimum losses possible.

514- The withdrawal unit should strive to avoid detection by the quick advancing enemy in order to pause and respond to him in grounds of their choice, and could possibly have readied themselves to fight even partially. Withdrawing in platoons is usually part of a larger withdrawal scheme, such as a group or a battle legion withdrawal.

515- The fundamental principles of withdrawal are:

- A. Flexibility.
- B. Simplicity.
- C. Counter Attack.

516- The important factors are:

- A. Maintaining morale.
- B. Control.
- C. Security.

517- The above principles and factors were detailed in the Infantry Regiment and Basic Deployment book number 2, and Battle Regiment Deployment book number 351.

518- On a platoon's level, the points below are worth confirming:

- A. Flexibility: you must have an alternate plan that is ready in case the enemy forces changed time, road, barriers...etc. Everyone must be informed of any anticipated changes.
- B. Simplicity: the plans must be simple to understand and execute. You must select the roads leading to the platoon's post, and then to the company, which should be easy to identify.
- C. Counter Attack: an individual should not forget that withdrawal comprises destroying the enemy as stated in the other combat pages. It is preferred to withdraw than to advance, and each withdrawal plan should contain ([TC: Illegible]), for example, grounds that must be held and fought in - Ambushes, booby-traps, mine fields, counter attack areas...etc. Soldiers must be reminded of the nature of (the attack) of any well planned and executed withdrawal.
- D. Morale: The best morale booster is to keep your men abreast of what your plan intends to accomplish.

Maneuvers**101****Infantry Platoon in Battle**

HADI-1-023918

AFGP-2002-000049

[Page 105 of 240]

[TC: **Pagination of English translation reordered to accurately convey Arabic text]**

Do not conceal unpleasant facts, as some highly disciplined soldiers will volunteer their help in containing the situation. But you have to be stern when it comes to suppressing rumors and exaggerations.

- E. Control: Start with a simple plan, plan it carefully and in a straightforward manner, and then supervise the execution of the important parts of it hands on, such as early and good reconnaissance of roads, posts, and inspection points...etc.

Resupplying ammunitions in all phases, securing hot meals whenever possible, time management, and close interaction with the perimeter supporting units.

Security: security must be continuously verified, and any gaps must be dealt with quickly and decisively in order to preserve the safety of the plan and those taking part in it.

Firepower and movement

102

Prepare for them what you can Series

HADI-1-023919

AFGP-2002-000049

[Page 106 of 240]

Chapter Forty-Three Intelligence

519- Remarks

The platoon commander should know the following before withdrawal:

- A. Who will order the withdrawal?
- B. Until when should you deny the enemy his positions?
- C. Time before any activities is allowed except for the reconnaissance group.
- D. Time to start cutting down.
- E. Time to evacuate the position completely.
- F. Time when the platoon should be at a certain location.
- G. Where to withdraw to?
- H. The road to the company's inspection point (combat group) and the post.
- I. Intersection where withdrawal will cross (if any).
- J. Withdrawal plans for vehicles, patrols, supporting tanks, and pieces on the perimeter.

Orders and brevity:

520- Orders must contain the following:

- A. Complete details of withdrawal time, roads and other intersections.
- B. Warning of false rumors.
- C. Warning not to leave anything of value to the enemy, such as equipment, documents, reference maps or any other items.

521- Clear details of addresses of platoon commanders in the unit's orders book.

Reconnaissance:

522- The commander of the unit should inspect the road to the platoon's and company's posts (combat group). Squad commanders should check the roads from their squad locations to the platoon's post. Generally the company commander will select the platoon's post when necessary. The reason for that is to prevent platoons' confusions by selecting their own post.

AFGP-2002-000049

[Page 107 of 240]

Chapter Forty-Four Managing Withdrawals

523- It is normal for the company commander (combat group) to provide the following two times:

- A. Time the company (combat group) should deny the enemy access to the location.
- B. Time before any backward movement is allowed, except for the reconnaissance unit.

Since a platoon withdrawal is usually part of a company (combat group's) withdrawal plan, the platoon commander must understand the significance of the two times above and the role of his platoon in the overall company (combat group's) withdrawal plan.

If he receives an order to deny the enemy the location till 2300 hour, he must maintain firepower in the location till 2300 hour in order to prevent a sweeping attack on his position. And to help him carry out his mission, some supporting units will support him with their firepower.

Withdrawal must not start before the time determined to deny the enemy access to the location is up. Cutting down could start before the denial time, and total evacuation is after the denial time has passed.

524- It is difficult to evade the enemy's detection when you lose the surprise element or the enemy is very close to the frontlines (evading the enemy without his intervention). But this should always be the objective of the platoon commander. The platoon should proceed with its normal activities so not to give any indication of an imminent withdrawal.

525- The patrols should be effective in preventing enemy infiltration, and should give an early warning when the enemy gets close. They usually return back to the main position before the forward platoons begin withdrawing. A firepower plan must be prepared to make the enemy overestimate the firepower of the regiment (battle legion). This is to compensate for any lack of normal capabilities during withdrawal.

Withdrawing at night:

526- When a dismounted platoon withdraws at night, usually the first to leave the position is the squad or the rear squad (reserve), and the platoon's command except for the platoon commander and the radio operator. These units withdraw to the platoon's post and wait for the rest of the platoon. The rear squad's (reserve) commander will be the commander of the platoon until the commander of the platoon arrives. The rear squad's (reserve) is responsible for organizing, protecting, controlling, and leading the rest of the platoon until the commander of the platoon arrives. Control and protection are critical, so everyone must be quiet, and the forward squad or squads proceed with the withdrawal.

The platoon commander must personally pass by each trench and gather all platoon soldiers, and then all move on to the platoon's post.

527- Some times forward squads and rear platoons retreat with firepower and maneuvering, and in such a case, a group of light machinegun unit in the rear will cover the retreat, and the squad commanders will stay behind to oversee the withdrawal battle.

HADI-1-023921

AFGP-2002-000049

[Page 107 of 240 continued]

528- When they reach the platoons post, the squad commander's check out their squads and report.

529- When casualties are suffered during this phase of the withdrawal, on-foot carriers might be needed to carry the casualties to the platoon's post or the company's (combat group) post if possible.

530- The commander of the platoon is always the last one to leave the position. Once he confirms that everyone has left, he joins his platoon at the post and lead it to the company's (combat group) post, passing by the company's (combat group) inspection point.

531- The company's (combat group) inspection point is used to extend control between platoons' posts and companies' posts. The platoon will not stop at the company's (combat group) inspection point.

Firepower and movement

104

Prepare for them what you can Series

HADI-1-023922

AFGP-2002-000049

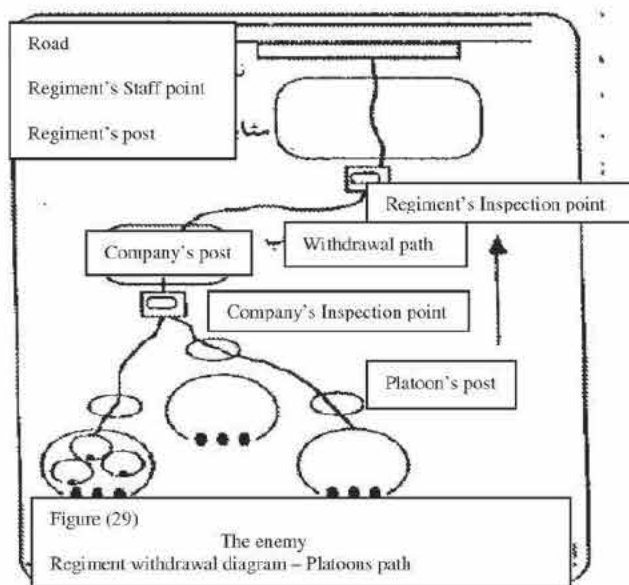
[Page 108 of 240]

The platoon identifies itself verbally to the person in charge at the company's inspection point, who is usually the Master Sergeant of the company.

532- The commander of the platoon inspects his platoon at the company's (combat group) post, and informs the company's commander of that. The first platoon reaching the company's post is usually responsible for its protection.

533- The time spent at the posts should be used only for a quick inspection of squads, platoon, and those who are late. Before moving to its second destination, squads and platoons must adopt a defensive position at all posts prepared earlier.

534- The speed of withdrawal depends on many factors such as terrain, visibility, and enemy fire. The speed should be appropriate to avoid confusion and chaos. Security is very important, and so is speed. A convoy of vehicles moving on the road without paying attention will be subject to a strike by an infiltrating enemy or saboteurs. (Figure 29 is a suggested withdrawal scheme).



535- Common weapons:

- A. A portion of medium weapons (fixed) and mortars usually remain at the position until the position is evacuated. This may require the troops to carry them to the company's (combat group) post, or even further.
- B. The dismounted forward armed troops remain until the forward platoons withdraw.
- C. Anti-tank weapons maybe used at night if lighting is available. The problem of carrying the weapons back to the vehicles must be taken into account, and the units may have to help the rifle platoons.

536- Other weapons:

- A. Tanks' withdrawal depends on the last daylight, withdrawing some a little early or leaving them last depending on the following factors:
 - First:** the required level of element of surprise; if the tanks moved early, they will violate the principle of security.
 - Second:** if the enemy tanks follow our withdrawal, we must leave some tanks with the infantry troops, provided that the troops provide security.
- B. The forward reconnaissance officers leave the position with the last infantry troops, and they must be able to provide firepower support until the position is completely evacuated.

AFGP-2002-000049

[Page 109 of 240]

Daylight Withdrawal:

539- Daylight withdrawal of forward troops is very difficult because they lose sight of the enemy very quickly. Daylight withdrawal is not preferred but sometimes cannot be avoided.

540- Keeping the enemy in sight. The forward platoons withdraw with the rear platoons' available tank and artillery cover. If the firepower is intense, the rear platoons should retreat back to avoid enemy detection, and provide cover for the forward platoons. It is imperative to avoid combat while retreating, it is also imperative to use sufficient firepower to keep the enemy away from the withdrawing sectors while maintain sight of him.

In difficult cases the platoon may retreat back under the cover of the light weapons group. Retreating should be far because control is important in this case. Firepower and maneuvering should only be used to allow the forward platoons to avoid enemy detection, and once the forward platoons are able to move freely, they move to the post in groups of platoons.

541 – 552 – Reserved.

Firepower and movement

106

Prepare for them what you can Series

HADI-1-023924

AFGP-2002-000049

[Page 110 of 240]

**Chapter Forty-Five
Taking Over the New Position**

553- During the evacuation of the forward position, the reconnaissance group retreat back to check the new position's arrangement plan. On the platoon's level, this is usually done by the platoon's Sergeant accompanying the reconnaissance (combat group) lead by the rear platoon's commander. The platoon's Sergeant is accompanied by a soldier from the platoon who acts as a guide. The important thing is that he is accompanied by a guide soldier from each squad.

554- The platoon sergeant operates under the orders of the reconnaissance (combat group) group, and when the platoon arrives to the new position, the platoon commander and the guides meet the platoon and direct them to their position, and the platoon's Sergeant issues orders to the platoon's commander to set up the position that is already marked by tape or fire marks on the ground.

AFGP-2002-000049

[Page 111 of 240]

**Chapter Forty-Six
Mechanized Withdrawal**

555- Armored vehicle's personnel of a company can evade the enemy and conduct a quick withdrawal either during day or nighttime. Mortars and anti-tank artillery can continue their mission to the last minute, and so can the radars.

In the same context, mechanized withdrawal is characterized by good communications and more control. It possible to [TC: Illegible] radios within tanks instead of the practical method.

Checking out the first section of the withdrawal paths [TC: Illegible] for night withdrawal to give a clear reason for its execution.

Firepower and movement

108

Prepare for them what you can Series

HADI-1-023926

AFGP-2002-000049
[Page 112 of 240]

Part Six
Relief in place

Chapter Forty-Seven: Principles
Chapter Forty-Eight: Planning and preparations
Chapter Forty-Nine: Methods of Change
Chapter Fifty: Replacement of a Mechanized Platoon

Maneuvers

109

Infantry Platoon in Battle

HADI-1-023927

AFGP-2002-000049

[Page 113 of 240]

556- Relief in place is considered common in non-nuclear conflicts and internal security operations. At the time change is taking place, all internal and external units will have branch unit in the forward area. This not only enhance [TC: Illegible] but it also makes their command and control very difficult particularly when the enemy attacks. As for morale, entry of pieces to a new area for the first time should be quiet, quick, and adequate.

Relief in place of a mechanized infantry platoon is covered in chapter (50).

Objective:

557 – The objective is to replace the pieces properly and safely without the enemy's knowledge. To accomplish this objective, you must take into account the following:

- A. Security.
- B. Control.
- C. Speed.
- D. Normal activities and noises.

Security:

558- Must not give the enemy any indication that a change is imminent or it has indeed taken place; otherwise the enemy will probably react strongly, which will lead to substantial losses in our sectors.

The most common reasons for losing the security factor are:

- A. Massive movements by the advancing group without observing battle disciplines.
- B. Increase in radio activities.
- C. Change in normal activities before or after the relief.

Control:

559- There must be total control throughout the entire operation, and command change must be specified clearly and precisely so everyone will understand it, in addition to the need for a simple and sound plan that covers all arrangements [TC: Illegible] inspection, road signs, mounted and dismounted activities, patrols, transfers...etc. This is an essential part of control.

Speed:

560- It is preferred to minimize the time the units remain at the same position. Quick relief requires complete information about the procedures of relief on all levels; it also requires a high degree of discipline and assessment by the external units.

Normal Activities:

Firepower and movement

110

Prepare for them what you can Series

HADI-1-023928

AFGP-2002-000049

[Page 114 of 240]

561- You must follow normal daily procedures whether during patrols, guard duty, firing annoying rounds, radio communications, delivering supplies or supply convoys the enemy is used to seeing. You must not do anything that may alert the enemy that it is not a normal day.

Maneuvers

111

Infantry Platoon in Battle

HADI-1-023929

AFGP-2002-000049

[Page 115 of 240]

Chapter Forty-Eight Planning and Intelligence

Warning Orders:

562- The battle legion will usually expect its warning orders 48 hours before the start of the relief in place operation. The platoon commander will receive all available instructions from his company's commander. Once he forwards these instructions to the platoon's sergeant and squad commanders, he must go with the advancing group for an inspection, and it is preferred that the platoon commander along with a gofer and the squads commander go forward to inspect the terrain during daylight if possible.

Composition of the Forward Group:

563- The composition of the forward group is mentioned in a context of a regiment's fixed work, but necessity may dictate changing that depending on the situation.

- A. Normally it is composed of:
 - First: a platoon commander and his gofer.
 - Second: the three squads' guides.
- B. When that is possible, it is composed of:
 - First: platoons' commanders: this is important if the platoon will become a forward platoon within the forward combat group.
 - Second: the platoon's sergeant is not available since he will be leading the platoon at the platoon commander's absence.
- C. In addition to that:
 - First: the patrol units will be requested early to extend the activities of the patrols before, during, and after the relief in place.

The Forward Group's Mission:

564- The platoon commander's mission within the forward group is:

- A. Meeting his counterparts in the platoon to be relieved and remaining with them in the battle area in order to obtain as much information about the situation and the enemy.
- B. Make sure to take necessary measures in order to facilitate the platoon's tasks in a proper and quiet manner during the relief process.

565- At this time, the platoon's reconnaissance group should combine the requirements, and the platoon commander should document anything he can think of, including:

- A. Enemy forces.
 - First: Units / opposing formation across the position.
 - Second: Known locations / including tanks and common weapons.

Firepower and movement

112

Prepare for them what you can Series

HADI-1-023930

AFGP-2002-000049

[Page 116 of 240]

- Third: Mine fields / barbed wires and barriers.
- Fourth: Defensive firing positions and known fixed fronts.
- Fifth: Artillery bombing.
- Sixth: Habits.
- Seventh: Patrol activities.
- Eighth: Monitoring posts and monitoring devices.
- Ninth: Morale.
- Tenth: Anticipated intentions.
- B. Friendly forces (our sectors).
 - First: General distribution of the regiment (battle legion) focusing particularly on platoons and companies (combat group) deployed on the perimeters.
 - Second: Distribution of the platoons in details, including number of firing trenches for each squad.
 - Third: Firing boundaries the squads.
 - Fourth: Fixed fronts and firing boundaries of the light machineguns. During relief of internal units, light machineguns are usually assigned to outer units and firing posts at the position.
 - Fifth: Fire boundaries for rocket launchers (anti-tanks).
 - Sixth: Possible tasks for light mortars.
 - Seventh: Locations of flares.
 - Eighth: Defensive fire positions on the ground, and the tasks of light machineguns (firing within certain boundaries) and how to request it.
 - Ninth: Locations and tasks of available common weapons at the platoon's site, or weapons used by the platoon's front, and how to request this support.
 - Tenth: Range card.
 - Eleventh: Maps and aerial photographs.
 - Twelfth: Monitoring posts and details of outer patrols.
 - Thirteenth: Barbed wires, barriers, mine fields, and gaps and passageways available through them.
 - Fourteenth: Proximities and dead grounds.
 - Fifteenth: Day and night reconnaissance (monitoring) plan including positions and tasks of radars.
- C. Administrative Affairs:
 - First: Reserve ordnance.
 - Second: Defensive supplies such as extra barbwire and mines.
 - Third: Evacuating casualties.
 - Fourth: Provisioning water.
 - Fifth: Arranging for food including reserve food.
 - Sixth: Medical arrangements.

Maneuvers

113

Infantry Platoon in Battle

HADI-1-023931

AFGP-2002-000049

[Page 117 of 240]

D. Command and communications:

First: [TC: Illegible] plan and gofer paths.

Second: Locations of adjacent headquarters of platoons, companies, and regiments (locations of the combat group and the battle legion).

Third: Determining communication cables' layout.

Fourth: Light signals.

Fifth: Internal transportation tunnels network.

Sixth: Password for the outer units.

Seventh: Warning signals for aerial, nuclear, and gas attacks.

Platoon preparations:

566- When the platoon commander is out with the forward group, the platoon sergeant must insure that the administrative preparations have been accomplished. Preparations include shower and securing commissary supplies, and then inspect supplies and other required preparations.

567- The commander of the platoon must give his brief before he departs with the forward group because he usually will not be able to return and give the final brief, which is usually given by the company commander. As for the topics of the brief, they should include the following:

- A. Description of the terrain and clarification of the sequence of the relief, as well as inspection and control of network posts.
- B. What to do when the enemy attacks.
- C. What to do when in case of illumination and artillery attack.
- D. Insure calmness, keep contact with the forward soldiers, and work expeditiously.

568- Relief sequences should be practiced at the platoons' and squads' locations in details.

569 - 570 Reserved.

Firepower and movement

114

Prepare for them what you can Series

HADI-1-023932

AFGP-2002-000049

[Page 118 of 240]

Chapter Forty-Nine
Sequence of Change in Place

Guide and Control Points:

571- There are four control points within the regiment's area that are related to the platoon:

- A. Dismount point:
If the initial movement was in vehicles, the dismount point should be as far forward as possible without compromising security due to commotion of the vehicles. The company arrives with its supporting platoons lead by senior platoon commander, and an officer and a group from the incoming regiment is assigned to carry out the required duties at this point. There is also a guide from the outgoing regiment to guide the company forward or to any deployment point when a pause is necessary.
- B. Regiment's inspection point:
This point is selected where the regiment commander will be able to examine and control the ongoing relief in place process. There is no pausing at this point.
- C. Company's inspection point:
This is at the company's forward group inspection point. This group is usually includes the platoon commander and the gofer awaiting the platoon, in addition to the individuals below:
First: The company commander and his messenger.
Second: The other platoon's forward groups.
Third: A guide from each platoon from the outgoing regiment.
Fourth: Common weapon's non-commissioned officers at the company's area.
Fifth: The outgoing company's master sergeant, who is in charge of this point.
- D. Platoon's assembly area:
This should be close to the platoon's command. The platoon commander and the guides should be familiar with the road to this assembly area from the inspection point of the company. The platoon commander should select an area to deploy to in case of an emergency stop. On the way to the platoon's assembly area, the guide should guide the platoon to it, and the platoon's commander should move behind the forward regiment in order to minimize the possibility of him or the guide falling victims at the same time. As for the platoon sergeant, he should inspect the platoon at the company's inspection point, and remain at the end. The guides from the outgoing platoon at the platoon's assembly area should meet the regiments and guide them to their assigned positions without stopping.

AFGP-2002-000049

[Page 119 of 240]

Operating at the platoon's and squad's positions:

- A. Before the arrival of the platoon, the forward group will provide names of all squads' soldiers to the outgoing platoon's commander, and they will agree on the trenches that will house them. The outgoing platoon's commander will lead the incoming platoon to their trenches in groups of two or four soldiers at a time, as the situation allows.
- B. When reaching the trenches, the incoming soldiers should immediately lie down behind the [TC: Illegible] trenches or refuges, and avoid staying in the open. These refuges should be free of any equipment belonging to the outgoing platoon. The outgoing platoon is in charge of warnings during the relief process.
- C. Both outgoing squads' commanders will brief the incoming segments about their fire boundaries and any other important details, which should be documented by the incoming squad's commander.
- D. Consequently, all incoming squads' commanders will inform the platoon that they are ready to take over their squads' positions, and the platoon commander will request from his company commander permission to conclude the relief in place.
- E. When permission is granted to continue the relief in place, both platoons' commanders remain at the platoon's command ready for any emergency, while the sergeants of both platoons walk through simultaneously issuing order for the relief. This is an opportunity for the incoming platoon's sergeants to examine the position, or issue orders by the incoming squads' commanders as they return from the platoon's command.
- F. When this task is accomplished, and the outgoing platoon commander, along with his command move to the platoons' assembly area, both platoons' sergeants will let their platoons commanders know. His platoon will not wait at the assembly area more than necessary, he will make sure they are assembled before moving on to the company's inspection point and continue the sequence of the relief in place.
- G. When the outgoing platoon departs the position, the incoming platoon commander will inform his company commander that the relief in place has been completed, and the members of the incoming platoon will be in charge of warnings.
- H. When the relief in place is completed, the incoming platoon commander will send two gofers to the company's command, one will remain there and the other will return to the platoon. This will insure that at least two people know the road. The gofer that returns to the platoon is usually the commander of the forward group of the platoon.
- I. The incoming platoon remains in a state of alert until one of the companies' commanders receives orders to cease it.

Communications:

573-

- A. There are three methods of communications during a relief in place process; they should be used in following priority:
 - First: landlines.
 - Second: outgoing company's radio communications.
 - Third: incoming company's radio communications.

HADI-1-023934

AFGP-2002-000049

[Page 119 of 240 continued]

- B. Maintain normal radio frequency so not to alert the enemy, and if it is possible to secure that, use the outgoing regiment's frequencies that are known to the enemy. The incoming unit should monitor this network.
- C. The incoming regiment should maintain radio silence as long as possible. You should also be cognizant of radio silence's violations principles stated in the orders.

Firepower and movement

116

Prepare for them what you can Series

HADI-1-023935

AFGP-2002-000049

[Page 120 of 240]

Policies During Relief in Place:

574- Before conducting the relief in place, the incoming regiment should take protective measures for the dismount and inspection points. The protection for the relief in place itself is handled by the fixed and combat patrols.

- A. It is possible to replace fixed patrols at the companies' positions during the relief process once the incoming platoons have taken their positions. If that is possible, these patrols could go forward with the forward group, and take their positions before the start of the main relief in place, which is the ideal solution.
- B. Combat patrols:
 - First: The responsibility of sending out combat patrols is assigned to the outgoing regiment unless both commanders agreed otherwise.
 - Second: They must spend the night outside, and then join their regiment the next day.
 - Third: if these patrols came from the incoming regiment, the members and commanders of the patrol should advance forward with the forward group, and they should be given the opportunity to monitor and to be briefed. It is useful for the commanders of the patrol to join the outgoing regiment's patrols the night before the relief in places so to get familiar with the terrain.

Change of Command:

575- Timing and arrangements of the relief in place and issuing related order at a platoon's level should be agreed upon between the commanders before the relief commences. The command at all levels usually transfers as follows:

- A. The platoon, when the three regiments have been relieved.
- B. The company, when two or more forward platoons have been relieved.
- C. The regiment, when two or more forward companies have been relieved.

576 – 580 Reserved.

AFGP-2002-000049

[Page 121 of 240]

Chapter Fifty
Relief in place of a Mechanized Infantry Platoon

581- It is rare to conduct a relief in place for a mechanized combat group or platoon in a stable environment when you are in close proximity to the enemy. If it is necessary to do so, the procedures outlined above may be applied when encountering such circumstances.

582- Do not give the enemy a tempting reason to launch a nuclear or aerial attack, so the platoons should carry out the relief in single combat groups where the positions will be more dispersed and the distances to the assembly area will be longer, thus it will be a quick operation.

583- The noise from activities of armored personnel carriers is a problem, and that requires a deceptive plan by the artillery unit.

584- Replacing an independent platoon that has suffered tremendous losses with another platoon is not a relief in place, thus you may run it as a reorganization operation away from the enemy.

585 – 590 Reserved.

Firepower and movement

118

Prepare for them what you can Series

HADI-1-023937

AFGP-2002-000049

[Page 122 of 240]

**Part Seven
Urban Combat**

Chapter Fifty-One: Characteristics
Chapter Fifty-Two: Managing Attack Operations
Chapter Fifty-Three: Preparation and Planning
Chapter Fifty-Four: Clearing Houses
Chapter Fifty-Five: Clearing a Streets
Chapter Fifty-Six: Clearing a Village
Chapter Fifty-Seven: Defending Urban Areas
Chapter Fifty-Eight: Preparing Barrier Areas

Maneuvers

119

Infantry Platoon in Battle

HADI-1-023938

AFGP-2002-000049

[Page 123 of 240]

Characteristics

591- The general defensive and offensive principles are useful in urban operations. In any case, their application is limited by circumstances and the area's design which differs from small to large cities. Defending urban areas is easier than attacking them. A small determined segment is able to defend an urban area for a considerable time except in small villages. Urban areas can be dealt with by a normal attack, destruction and curtailment, bombing and large scale attacks, besiegement or bypassing.

592- The burden of battle in urban areas is mostly on the infantry, and fighting is usually at the level of regiments and platoons so it is essential that the regiment's and platoon's commanders to be knowledgeable of the special environments of this type of combat.

A. Limited Firing and Reconnaissance Ranges:

First: Weapons are stored inside buildings, and are usually used away from windows and special openings. Gunners are provided good cover but the element of surprise is limited by the firing range.

Second: Monitoring is limited except in streets and open areas such as yards. Secure a cover for an attacker or defender in open fire areas.

Third: Common support weapons should be in the front in order to secure support for the attacker.

Fourth: Difficulty in exchanging close support.

Fifth: Difficulty in control which depends mostly on the command and their creativity.

B. Evading fire and Monitoring:

First: Urban areas provide good cover to both the attacker and the defender. The defender holds the advantage because the attacker has to expose himself to enter the area.

Second: The effectiveness of a cover depends on the density of the buildings and the building materials used. A building built with combustible material is easily destroyed, thus its effectiveness is poor for the user.

Third: Buildings built with rocks and concrete and thick walls provide a good cover even if the bombing turns them into rubble.

C. Difficulty in pinpointing enemy fire:

First: It is difficult for the attacker to pinpoint the source of the fire because most firing takes place from windows, special gaps, and embrasures.

Second: It is difficult to return fire because of the generated smoke and dust.

Third: Increased echoes between buildings and streets.

Fourth: It is difficult to aim at a target. In this case, tracer bullets are the most effective.

Firepower and movement

120

Prepare for them what you can Series

HADI-1-023939

AFGP-2002-000049

[Page 124 of 240]

D. Combat in Narrow Alleys:

First: In combat in narrow alleys, the enemy is in the adjacent room or across the street.

Second: Most likely it will be close combat with non-firearms, particularly against a determined enemy.

E. Snipers:

Experience has shown the effectiveness of medium and light anti-tank weapons in dealing with enemy snipers in urban areas. These weapons should be aimed at buildings, lower edges of window and on the side of doors and openings, not through them.

F. Vehicle activities:

Vehicle activities should be limited. Vehicles require protection because they can be easily destroyed from a close distance, and can be ambushed.

G. Common weapons:

First: Artillery support should be limited, but support during certain times is effective.

Second: armored vehicles can provide close and effective support.

Third: Tanks require protection by the infantry from all directions of the battlefield.

H. Communications:

First: Use of high frequency devices should be very limited because to buildings and high voltage lines.

Second: Utilize signal lights, flags, and flashlights for the purpose of communication.

Third: Utilize roofs to erect antennas and repeaters.

I. Civilians:

First: The presence of civilians could hinder the operation particularly in friendly nations.

Second: Dealing with civilians will differs from one region to another, and experience will determine the successful methods of dealing with them while insuring the success of the operation. Always follow the humane way.

J. Sabotage:

Sabotage due to artillery or aerial bombing impacts the movement of pieces particularly offensive pieces.

AFGP-2002-000049

[Page 125 of 240]

**Chapter Fifty-Two
Managing Offensive Operations**

593- Principles:

The principles of an offensive on an urban area at a platoon level are:

- A. Control.
- B. Plan simplicity.
- C. Inspection.
- D. Momentum.
- E. Cover fire.

Control:

594- Control is difficult during combat in urban areas because reconnaissance is very limited and combat is conducted in small operations. Therefore the combat requires spontaneous creativity, offensive spirits at minimum, and decentralized control which requires the commanders of platoons and regiments to be at the frontlines at all times. When clearing streets, they must be divided into segments based on companies (combat groups,) and assign specific targets to platoons and regiments within this sector.

Plan Simplicity:

595- The platoon commander's plan should be simple and clear, and can be summarized as follows:

- A. Choose small hops and specific targets such as a house per hop.
- B. There must be a fixed unit to cover the activities with fire.

Inspection:

596- Do not leave any house or room without making sure that it has been fully searched in details and nothing is left unturned in it. You must check the walls and make sure there are no gaps the men can use to escape or hide, particularly in upper floors and on rooftops.

Momentum:

597- The offensive should be fully planned, and the platoon commander should be in the front so he can view the activities clearly and make prompt decisions to deal with them. You must reorganize quickly after each operation, which will insure continuance of momentum.

Firepower Cover:

598- Open areas such as major streets will be deadly areas so they must be covered with firepower from across the street if possible before crossing them. No regiment should venture out in the open without firepower cover from another group.

Firepower and movement

122

Prepare for them what you can Series

HADI-1-023941

AFGP-2002-000049

[Page 126 of 240]

You must take advantage of smoke and all available weapons in the platoon.

Common Weapons:

599- Artillery and mortars can be used to fire on enemy positions and annoy his targeted forces, but close support is difficult to secure because of the close combat.

In this case, the forward reconnaissance officer and the dismounted gunner should be in the front so they can fire on adjacent buildings and streets. Phosphoric smoke bombs can be used to hinder the defenders' efforts to silence the attack fire, but you must take wind direction and smoke effects into account carefully.

Tanks:

600- Tanks are effective and can be used from close distances. Their cannons can be used to create gaps and their guns can provide cover for the infantrymen. The infantrymen must provide protection for the tanks because tanks provide close support for them. Tanks' protection can be secured by the reserve platoon or regiment. Tanks can provide firepower cover for the infantrymen as they cross open areas.

Engineering:

601- The engineering's mission is to open lanes for the forward vehicles and to remove mines and booby-traps from building that have been taken over.

Anti-tank Platoon:

602- Anti-tanks weapons can be used effectively during an offensive by destroying strongpoints of buildings and by creating gaps that can be utilized to enter buildings.

The platoon can also be used as follows:

- A. To prepare general-purpose machineguns.
- B. To protect troop carriers since the losses are usually considerable.
- C. For ammunitions resupply.

Armored Personnel Carriers:

603- Armored personnel carriers can be used for the following purposes:

- A. To transport reserve troops to the front.
- B. To prepare ammunitions and explosives.
- C. To evacuate casualties.
- D. To operate as a command center.

604 – 605 Reserved.

Maneuvers

123

Infantry Platoon in Battle

HADI-1-023942

AFGP-2002-000049

[Page 127 of 240]

Chapter Fifty-Three Intelligence and planning

Planning:

606- Maps, aerial photographs, patrol reports, city maps and agents are useful in planning for urban areas.

607- The area is divided into segment by the commander and assigned to companies. Buildings are assigned to regiments but if the buildings are large, they are assigned to a platoon, and the offensive is carried out on every sector in a [TC: Illegible] manner.

608- To get close you must avoid streets and open areas as much as possible, and must take advantage of barriers provided by buildings, tunnels, and water sewers.

609- To clear streets, two platoons must go forward in a parallel manner on both sides of the street, and a reserve platoon in the rear ready for any quick intervention.

610- Streets are cleared by advancing forward along the street. And that is done by the regiments advancing from one house to another using roofs, side gaps, courtyards, or water sewers.

Although the offensive must be planned in depth, the reserve regiments and platoons must pass through the forward regiments and platoons when they have to make a non-planned stop.

611- The platoon requires some additional preparations before clearing an urban area, the preparations are:

A. Equipping:

First: The soldier must be properly equipped to allow him to easily maneuver through narrow alleys and windows.

Second: Commissioned and non-commissioned officer should carry with them binoculars, match sticks, chalk, a flashlight and morphine.

Third: A spool of rope if available.

Fourth: Ropes with knots and hooks should be provided to help climb walls.

B. Ammunitions

First: All soldiers must carry with them additional ammunitions and hand grenades in a pouch hooked to the shoulder.

Second: Additional ammunitions such as smoke bombs, mortars and explosives to deal with tanks should be carried.

Third: Transport teams, vehicles or tanks should be assigned to resupply frontlines with ammunitions.

Fourth: All personnel must carry illuminating weapons to use for aiming on the enemy.

C. Medical:

First: Field medical gauze, drugs and painkillers such as morphine and pendine must be carried.

Second: A casualty gathering point must be set up, and the carriers in the company will transport these casualties from these points to the first aid units or ambulances.

Third: Additional drinking water must be secured for the frontline.

AFGP-2002-000049

[Page 128 of 240]

D. Food:

It might be difficult to provide food due to the close combat, but you must work to provide hot food when possible, particularly during quiet times.

- E. You must take proper measures to evacuate prisoners and civilians. Hold the civilians in a location that is secured and far from the battle field, particularly when fighting at a squad or platoon level.**

612–612 Reserved.

Maneuvers

125

Infantry Platoon in Battle

HADI-1-023944

AFGP-2002-000049

[Page 130 of 240]

[TC: Pagination of English translation reordered to accurately convey Arabic text]

Chapter Fifty-Four

Clearing Houses

616- All urban offensives start with an attempt to secure a foothold, and then clear the resistance in a methodical fashion to prevent the retake of the foothold by the enemy when the sectors advance forward.

617- The main perimeter unit for clearing houses is the squad; it is able to clear a small house no more than six room. As for larger a house or a group of houses in one line, that will require the platoon's squads to advance forward in a vertical or lateral line, as the situation dictates.

Teaching a Squad How to Clear a House:

618- The squad is divided as follows:

- A. Squad commander.
- B. Combat unit which is made of :
 - 2 break-in soldiers
 - 2 shooters
 - 1 scout
- C. Support group – squad commander's assistant.
 - Machinegun unit
 - Light launcher

619- After receiving orders, the squad commander reviews the target that is assigned to his squad and sets up the plan, and then he prepares orders that contain the following:

- A. Entry point.
- B. Cover fire (including smoke if necessary).
- C. Any support from other squads or tanks.

620- Instructions for clearing parts of a building are:

- A. Throw hand grenades inside rooms, and then enter upon explosion and engage the enemy with fire or the bayonet.
- B. Fire on any cabinet or possible hiding place. Move furniture to make sure it does not conceal escape openings.
- C. Fire in the direction of the roof and the ground to terrorize an enemy that may be hiding behind it.
- D. Stair should be climbed quickly. Try to engage the upper floors with machineguns or anti-tanks, and then climb the stairs quickly.
- E. In halls, move hugging the walls and take cover when coming to doors and openings.

621- Teaching a regiment to clear a house is as follows:

- A. The support group should be ready to fire in order to cover the entry point, and act as a barrier if possible. The support group may need cover to reach its position.

Firepower and movement

126

Prepare for them what you can Series

HADI-1-023945

AFGP-2002-000049

[Page 129 of 240]

[TC: Pagination of English translation reordered to accurately convey Arabic text]

- B. The two break-in soldiers enter the house after the hand grenade has been thrown by the shooters, and with support by the shooters, they proceed to clear the room by firing at the roof, the floor, and the furniture pieces. One of them will yell "clear" as loud as he can, and then give the agreed upon signal to the squad commander and the support group. Buildings should be entered from the upper floor if possible. Tanks and anti-tank weapons, medium weapons or explosives can be utilized to create gaps suitable for entry.
- C. The squad commander and, the two shooters and the scout enter the house once they hear or see the agreed upon signal. The two shooters proceed to clear the house room by room, floor by floor, from the roof to the rooftop, while the scout remains at the entry point and the two break-in soldiers cover the stairs and their entries. The scout is considered a communications link between the support group and the rest of the squad.
- D. The squad commander reorganizes his squad at the house once it has been cleared. He must protect anything that is close to the enemy including roofs and rooftops. The shooters will protect the most likely or they will take position to protect the next move. The organization process, whether inside the house or outside, depends on the available protection, and in this case, a guard must be placed there to prevent the enemy from reentering the house.

Platoon's exercise to clear a building:

622- The platoon can be organized as follows;

- A. Clearing squad: Carries out their mission as shown in the paragraphs above.
- B. Support and counter-fire group: Made of the rest of the platoon and the clearing squad's support group.
- C. Reserve group: It is usually made of the last two remaining squads.

Initially you provide fire support, and then enter the house with or without machineguns, depending on the counter-fire plan, the size of the house, and the platoon's commander. The platoon's sergeant remains behind to lead the counter-fire and support group.

623 – 625 Reserved.

AFGP-2002-000049

[Page 131 of 240]

**Chapter Fifty-Five
Clearing a Street**

626- To clear a street, two platoons could work together on both sides of the street in a parallel manner, and under the control of the company's commander.

627- The platoons move in a [TC: Illegible] formation in support of each other.

628- The platoon commander should arrange for fire cover for the forward squad as they enter the area to be cleared. The squad should clear the house first, which will serve as a fixed base. Members of this squad should be placed in a position that will allow them to protect the second squad that will be clearing the second house.

The squads should remain close by so to control them by loud voices or signals.

629- The squads should advance forward using gaps, roofs, water sewers, or backyards, and they should stay away from streets that are open to enemy fire.

It is always preferred to enter the house from above and clear it downwards. A reorganization of the house should follow, including side structures and domes, and the organization should take place at the lower floor, not the upper floor. Controlling high-rise building, isolating empty houses, and selecting ideal sniper positions will prevent the enemy from sneaking back into the houses that have been cleared. This is very difficult at night than daylight.

Firepower and movement

128

Prepare for them what you can Series

HADI-1-023947

AFGP-2002-000049

[Page 132 of 240]

630- A small village made up of four to five houses could be assigned to a platoon to clear. Clearing a village is similar to clearing streets except for minor differences.

631- Learning Clearing:

- A. Counter-fire group: The counter-fire group is made up of the platoon's sergeant and the machinegun unit of one of the squads. The counter-fire group takes position in the back and away from the sight of the enemy. It will protect the most likely road for the enemy's withdrawal. The clearing operation will not start until the counter-fire group takes its position.
- B. The cover-fire support: The cover-fire support squad takes a cover-fire position to cover the main street and the open areas.
- C. The combat squad: It will clear from back to front, and the reason for that is to push the enemy to the battlefield in the street or the open area.
- D. Signals: The platoon commander should give the agreed upon signal for the groups to come out once the clearing is complete.
- E. The platoon's position: The platoon's position should be near the cover-fire squad; its task is to protect from behind and provide support.
- F. The platoon commander should take a vantage point position near the cover-fire squad so he can view the situation clearly, deal with it properly, and shift support where it is needed. He should coordinate the clearing operation and never to remain with one squad.

632- Some points to take into consideration:

- A. The enemy may not occupy the building; he may find a more suitable refuge in yards and rough terrains.
- B. Although all hand grenades should be given to the combat group, they must not arbitrarily throw them just about everywhere unless necessary, otherwise they will run out of them when they need them the most. This is a matter of discipline and fire control.
- C. You must fire through doors and wooden walls, and never assume that everyone is taken care of just because it gets quiet after firing. You must search carefully; the enemy may lay flat on the ground or hide behind walls during firing. And remember, there is also the possibility of civilians inside the house.
- D. If the house has a front yard, you must check it out carefully from the upper windows before moving on to the other house, and if necessary, a cover-fire squad should move to clear it.
- E. The cover-fire squad should always advance forward when necessary, and they should always provide cover-fire for the street and the open areas. If they must advance forward under enemy's fire, they advance and fire at the same time under their own cover-fire if the combat squads are not able to cover them.
- F. Remember booby-traps. If there is something tempting, (be careful).

633 – 635 Reserved.

Maneuvers

129

Infantry Platoon in Battle

HADI-1-023948

AFGP-2002-000049

[Page 134 of 240]

[TC: Pagination of English translation reordered to accurately convey Arabic text]

Chapter Fifty-Seven Defense in Urban Areas

Managing Defense:

When defending an urban area, the fortified positions of the platoons and squads are arranged in a posture to defend the company. These positions should be fully manned, and should be arranged to defend from all directions.

637- You must take alternate support positions outside the building whenever possible, but you should take advantage of buildings in large villages and cities because these buildings provide protection unless the bombing has turned into rubble, in which case the streets and open areas become a battle field that should be avoided.

638- You must take control of the streets and protect them with firepower from the nearby houses or other suitable locations.

639- You must maintain a reserve central unit to help expel the enemy that may sneak into the defensive positions.

640- Combat will be in short bursts, and shooters can be taken out as soon as they are seen, so the shooters must continuously change their positions to make it harder for the enemy to spot them.

641- Defense must be aggressive, and the attackers must be chased day and night. That can be accomplished by returning to the buildings that have been abandoned or taken over, or by setting up booby-traps in buildings that cannot be taken over. The tremendous losses will weaken the enemy's morale and make them give up, and this will be the time to strike.

642- In case of a nuclear threat, the defense should be on-foot, and should hardly depend on fortified strong positions. Defending a small village using only buildings will encourage the enemy to launch a nuclear attack, so you must disperse and maintain the defense's purpose in urban areas.

Weapons and their common types:

643- Artillery and mortars: Aerial bombing is very effective against an enemy that is active in an open area. Firepower support can be used in this case when they are close to our positions, granted that our positions are well protected and aerial protection. Mortar's delayed detonation valves are very useful in this case, and annoying firepower is also very useful in shredding reinforcements and resupply.

644- Tanks: The best use of tanks in defense is as an additional mobile vehicle. They can move to a normally pre-checked and readied position. They cannot be used as a fixed barrier but they can be used as launching positions for the combat engineers. The tasks of engineering and combat engineering include:

- A. Sabotage.
- B. Reinforcing fortified positions.
- C. Securing water for the forward segments.
- D. Securing a small segment of infantry (in case of combat engineering).

645- Tank-combat platoon: You can delegate tank-combat to tanks and small and medium ant-tanks weapons. And as in the case of offense, the best use of a tank-combat platoon is to provide additional firepower, as carriers, and as ammunition carriers.

Firepower and movement

130

Prepare for them what you can Series

HADI-1-023949

AFGP-2002-000049

[Page 133 of 240]

[TC: Pagination of English translation reordered to accurately convey Arabic text]

Heavy anti-tanks weapons that fire high intensity rounds are considered very effective weapons in destroying buildings, but you cannot fire them from inside buildings because of the powerful recoil.

Maneuvers

131

Infantry Platoon in Battle

HADI-1-023950

AFGP-2002-000049

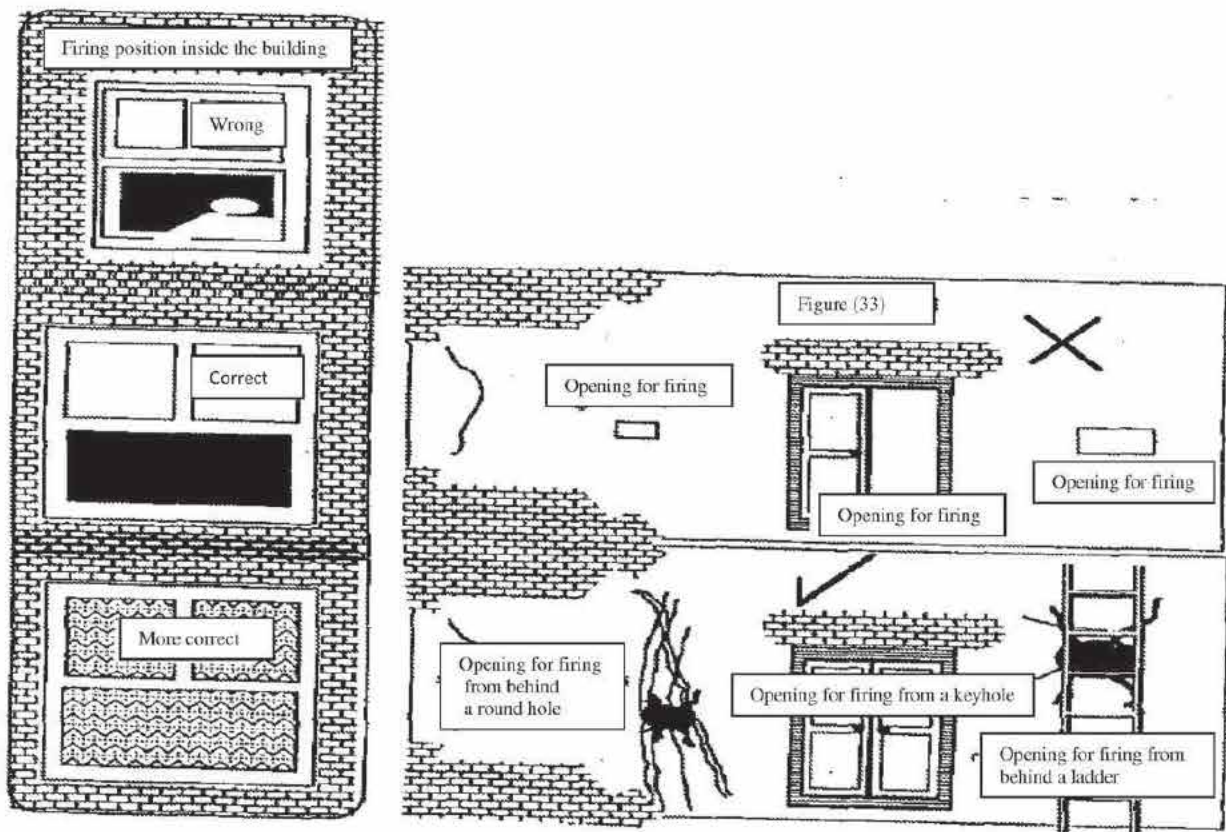
[Page 135 of 240]

**Chapter Fifty-Eight
Setting up Barrier Positions**

647- Setting up a house and its perimeters as a barrier, as well as positioning the weapons is shown in figure 30-33. The additional points that must be observed are:

- A. Must clear firing areas outside the building.
- B. Must remove glass from windows.
- C. Must pay careful attention to sewers and plumbing.
- D. Barricades inside rooms provide protection from hand grenades.
- E. Must prepare secure lanes to the outside positions to use for resupply and evacuating casualties.
- F. Must cut off power from outside.

648 – 650 Reserved.



Firepower and movement

132

Prepare for them what you can Series

HADI-1-023951

AFGP-2002-000049
[Page 136 of 240]

Part Eight
Clearing Small Forests

Chapter Fifty-Nine: Principles
Chapter Sixty: Teaching the Platoon
Chapter Sixty-One: Clearing a Small Forest with an Infantry Squad

Maneuvers

133

Infantry Platoon in Battle

HADI-1-023952

AFGP-2002-000049

[Page 137 of 240]

Chapter Fifty-Nine – The Principles

A platoon could be asked in any type of operation to clear out a normal small forest or a remote area. The enemy's forces can vary from a well-armed and well-trained small infantry squad, to disorganized gangs. Learning how to deal with either type is similar in principle. This section does not cover dealing with attacking a well-coordinated defensive position in a forest, or the process of besieging and searching in forests.

The Enemy:

652- The main concern of an enemy that is fighting small in groups is not to get detected by the opponent, and if he is detected, he should retreat without losses. The opposing forces may setup monitoring posts at the edge of the forest or in the middle of the forest, leaving a small contingent on the edges.

653- The reaction of the enemy depends on its strength, its task, and the weapons in his possession. The enemy could be:

- A. A fixed patrol.
- B. A concealed patrol unit.
- C. A fixed patrol base.
- D. An isolated paratrooper group or and airborne contingent.
- E. A small isolated force during withdrawal.
- F. Groups of carriers or armored vehicles.
- G. Rebels or supporters.

Principles:

654- Speed and thoroughness in searching are essential in destroying or preventing the enemy from escape once he is spotted.

- A. **Speed:** Speed is essential in planning and execution. You must follow the instructions that have been well practiced, which does not require but the minimum of orders and reorganization of the squads. The orders should include as a first step, covering all possible enemy withdrawal routs.
- B. **Thoroughness:** The density of the forest dictates the distance between the clearing troops in order to insure not missing any opposing forces. The maximum distance between one man and another in a dense forest is six meters, which means clearing a dense forest is always vertical verses lateral.
- C. **Direction:** If the enemy position or the terrain does not dictate the direction of clearing, it is easier to start from the higher points and go down. Also, force the enemy to withdraw towards the anticipated withdrawal routes.
- D. **Battle grounds:** Try to force the enemy to a good battle grounds outside the forest. These grounds should be open areas where you can use light weapons with maximum results possible.

Firepower and movement**134****Prepare for them what you can Series**

HADI-1-023953

AFGP-2002-000049

[Page 138 of 240]

655- There might be between the principles above a certain situation, particularly between (C and D). The most important principle is the speed in covering all possible enemy withdrawal routes.

Organizing a platoon:

656- The platoon should be divided into three groups:

A. Counter-fire

First: Commanders...commanders of the machinegun unit.

Second: Individuals...machinegun unit with radio devices, tanks and armored personnel carriers, drivers, and shooters if they are available.

B. Clearing elements:

First: Platoon commander.

Second: Individuals...both the first and second squads, less the machinegun unit. Platoon command, less the platoon's sergeant and the light mortar unit.

657- If more than two rifle groups are needed, the clearing unit will increase at the expense of the combat or the chasing unit.

658 -661 Reserved

Maneuvers

135

Infantry Platoon in Battle

HADI-1-023954

AFGP-2002-000049

[Page 139 of 240]

Chapter Sixty
Teaching the Platoon

662- Clearing a forest can be divided into six phases:

- A. Planning and preparations.
- B. Deploying counter-fire elements.
- C. Getting a foot hold.
- D. Clearing the forest.
- E. Actions when encountering the enemy.
- F. Reorganization.

Planning and preparations:

663- The platoon commander should do a quick check of a position that he can see the forest from. He should discuss the following factors in order to assess the battle position:

- A. Strength and distribution of the enemy.
- B. Anticipated enemy withdrawal routes.
- C. The type of forest and where to start the clearing process.
- D. Battle grounds.
- E. Wind if he is to use smoke.

664- The platoon's sergeant should reorganize the platoon while the platoon commander is doing reconnaissance.

Deployment of counter-fire members:

665- The counter-fire elements move to concealed positions using nearby covers. If the safety factor allows, armored personnel carriers and helicopters help in deploying counter-fire elements as they disperse. The element of surprise may not be a factor if the counter-fire units took their positions quickly and simultaneously. The counter-fire units will fire on any person coming out of the forest until the all clear signal is given. The clearing elements advance to the formation location using any available cover while the counter-fire units take their positions.

Getting a foot hold:

666- If the enemy is in sight or occupying the edges of the forest, the clearing elements must get a foothold by using fire and maneuvering in order to secure a gathering place. The engineering elements should take a position that will allow them to initiate a cover-fire. For the clearing elements to clear the clearing launching point, they must get a foothold.

667- The clearing elements should disperse in coordination with the central command, and on both sides of the platoon's commander, granted that they keep in visual contact by looking towards the command center. During the dispersing process, each individual must have another individual to cover him until the final formation is set up.

Firepower and movement

136

Prepare for them what you can Series

HADI-1-023955

AFGP-2002-000049

[Page 140 of 240]

As soon as the clearing elements take their position, the combat unit should hurry up and take their positions behind and at the center of the clearing elements, and the squad commander should be behind the platoon commander, and his squad directly behind him.

Clearing a forest:

668- When the orders to advance forward are given, the clearing elements advance forward in pairs, covering each other. The move should be from one tree to another where the forward soldier carefully checks out the grounds in front of him, focusing on spots with thick growth, and the other soldier covers him by carefully monitoring the treetops and looking sideways and forward. Silence during the clearing process is very important.

669- Specific points that should be noted:

- A. The clearing elements move at the speed of the slowest, who is usually the one going through thick growth.
- B. If a clearing element is forced to stop, they all must take the firing position, monitor, and listen. The combat elements should always monitor the grounds that have been cleared.
- C. The two clearing soldiers should maintain communications with the counter-fire unit during the clearing process, using signals.
- D. The clearing elements should never leave the forest before an all-clear signal is given to the counter-fire unit.
- E. The combat elements should follow the clearing elements 10 – 15 meters behind them.

Actions when encountering the enemy:

670- If the clearing elements were fired on by a close by single weapon, the closest pair to the source of fire should return fire, and the combat unit should return fire on the source. This is if it was just fire from a guard. If the enemy is a group and fired from a further distance, all should take cover and the soldiers who are able to see the enemy should return fire normally.

671- The combat unit commander and the platoon commander should move quickly to a vantage point to see what is going on. The platoon commander issues a quick order, for example (the enemy is there) and points to surround them from the right. The combat element launches a quick attack with support from the clearing element, using firing and maneuvering between his group methods when necessary. When the enemy is eliminated, caught, or flees, the combat unit commander yells (all clear), and the platoon commander issues orders to the clearing elements to go forward through the combat group and resume his previous formation, while the combat group reorganizes and gets ready for the next round.

Points that should be noted:

- Hand grenades are not to be used unless you are sure you can throw them precisely in the intended place or through a gap. The personnel close by should take cover because it may ricochet as it hits the tree. The best way to control this is to allow only the squad commander to use them.
- If the enemy tries to flee, do not follow him, engage him with firepower.
- If he exit the forest, the counter-fire will stop him.

Maneuvers

137

Infantry Platoon in Battle

HADI-1-023956

AFGP-2002-000049

[Page 141 of 240]

- The injured are to be treated by the combat group. This is usually tasked to the mortar units and light launchers.

Organization:

Once the combat element reaches the far end of the forest after clearing it and giving the all clear signal, the platoon should reorganize itself in an agreed upon spot as follows:

- With cover by the counter-fire units, the platoon commander leads all elements of the platoon in the forest to the spot.
- The counter-fire units then join the platoon at the spot.
- The platoon takes an all-around defensive posture.
- The platoon commander confirms the injured and the ammunition, and reorganizes them if needed.
- He sends a report via radio to the company (combat group).

Once the forest is cleared of rebels and their supporters, it may be necessary to go back to the forest and do a fine search for weapons' caches and belongings. In this case, the counter-fire units remain in their positions until the search is over.

Firepower and movement

138

Prepare for them what you can Series

HADI-1-023957

AFGP-2002-000049

[Page 142 of 240]

Chapter Sixty-One
Clearing a small forest with Mechanized Infantry Platoon

675- Clearing small forests and cover will be a common task for a mechanized infantry platoon within the combat groups, and this could happen to assist armored vehicles after the tanks had advanced forward in open areas to clear a hideout or a battle position before taking it over. To do this, the platoon must dismount from its carriers and conduct the clearing process on foot.

676- It is easily possible to make some modifications to the method above to suit the mechanized infantry platoon. The main differences are:

- A. The speed in deploying counter-fire is more important than achieving the element of surprise.
- B. The drivers and shooters of the carriers can act as counter-fire, and reinforce the clearing and combat groups with their all-purpose machineguns once they dismount them. Tanks can support the initial entry to the forest.
- C. The platoon commander will have radio communications with the counter-fire so there will not be any need for hand signals between the clearing and counter-fire groups.
- D. It is possible to clear large forest with large passageways or fire prevention spaces after taking advantage of these areas and using them as combat fields.

677 – 680 Reserved.

AFGP-2002-000049

[Page 143 of 240]

Part Seven

Chapter Sixty-Two: Combat During Crossing barriers

Chapter Sixty-Three: Crossing Water Barriers

Chapter Sixty-Four: Crossing Rivers in Armored Personnel Carriers

Chapter Sixty-Five: Wire Barriers

Chapter Sixty-Six: Mines

Firepower and movement

140

Prepare for them what you can Series

HADI-1-023959

AFGP-2002-000049

[Page 144 of 240]

**Chapter Sixty-Two
Combat During Crossing Barriers**

Barriers:

681- Planning for crossing main barriers is usually done at a regiment level (battle legion) but the commanders of platoons and squads must know the different methods of crossing or penetrating the following barriers:

- A. Rivers and creeks: patrols may need to cross rivers and creeks in the course of their duties.
- B. Wires.
- C. Mine fields.

682- Barriers will not stop dismounted infantry but they will slow their movements and subject them to enemy fire.

683- This part covers the subject of crossing and penetrating barriers during combat at a platoon's level.

Maneuvers

141

Infantry Platoon in Battle

HADI-1-023960

AFGP-2002-000049

[Page 145 of 240]

**Chapter Sixty-Three
Crossing Water Barriers**

Water Navigation:

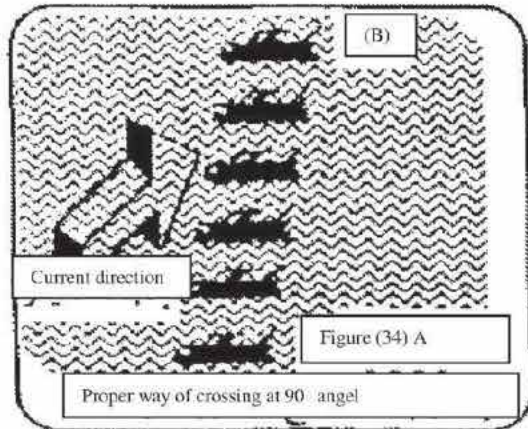
684- It is the art of using a boat or a raft. It requires a great deal of training and practice in different environments in order to attain a good level of mastery that will secure crossing water barriers successfully.

685- The movement of a boat in water is affected by the following:

- A. Speed and current direction of the water.
- B. Strength and direction of winds.
- C. Strength of the operators

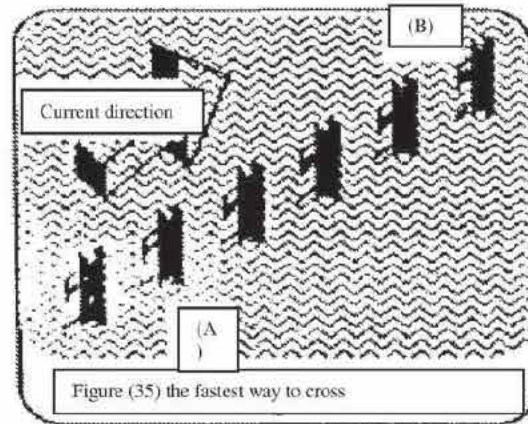
686- The commander of the operators can control the impact of the operators, and he must issue orders regarding the impact of currents and winds.

687- Figures (34, 35, and 36) depict movement of a boat across a water barrier with a straight stream. If the bow of the boat is towards the docking area (B), the current will propel it and make it cross against the current. The proper method is to face the bow against the current relative to the docking area so the boat will sail in the direction shown in figure (34).



688- If it is imperative to cross the river as fast as possible, and there is an opportunity to choose the docking area, then you should launch the boat from a more elevated area than that of a docking area, and cross at a 90 degree angle relative to the current as shown in figure (35).

689- It is very difficult to cross a fast moving current in a turn. The current's speed in this case is greater near the outer bank of the turn, and there could be an opposite current near the inner bank of the turn. If we want to cross from the inner bank of the turn, it is better to go up a little and then cross in a straight manner to the other bank and turn the bow in the direction of the current at the last moment to dock parallel to the bank (see figure 36).



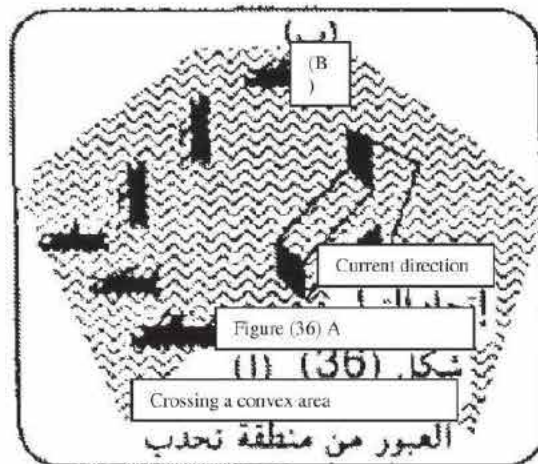
HADI-1-023961

AFGP-2002-000049

[Page 145 of 240 continued]

Wind Effects:

690- Wind effects are relative to the frontal area of the boat or raft facing the wind, and its load. Its effects are always opposite.



Firepower and movement

142

Prepare for them what you can Series

HADI-1-023962

AFGP-2002-000049

[Page 146 of 240]

Selecting opportunistic crossing areas:**691-** When selecting crossing areas and boats are not available, you must note the following:

- A. Individuals who do not know how to swim should use slow moving shallow and wide areas of the river.
- B. Crossing is easier from an elevated area of the stream (bump) where the direction of the current is towards the far bank.
- C. An elevated far bank may indicate deeper waters thus it will be difficult for the men to leave water. Deep water in the near shores is not a problem.
- D. Utilize shallow areas and islands within the stream for rest and reorganization, and for the men to persevere if they failed the initial attempt.
- E. Crossing should be at a 45° angle in the direction of the current.
- F. If one of the individuals runs into trouble in the water, he should swim with the current and try to reach the proper bank. He should never, under no circumstance, swim against the current because of the possibility of tiring and drowning.

Crossing Methods:**692-** The Russian combat boat DL10 is a foldable boat because its hidden outer rings are equipped with rubber joints. Capacity of the boat is 13 soldiers including the three operators. Its total capacity is ½ ton.

These boats can be connected together in pairs and used as one boat. This configuration is useful particularly when transporting groups following the initial combat group. The total capacity in this case is 25 soldiers, each five of them make an operator group.

693- There are other additional crossing methods in the Field Engineering manual.**694-** Starting: when a soldier starts, he should move to the top of the stream against the current during his lateral movement across the stream. It might be useful to use a stick for balance particularly when crossing streams with slippery gravel bottom. The best way to deal with slippage is to try to reach the bottom with one of your hands and find something to hold on to for support, and then get a foothold and get up. Do not attempt to get a foothold in the bottom while trying to stay relatively above the water level.**695-** Hand rope: when the current is strong or the water is deep, starting is risky. You can tie a number of knotted ropes to make a hand rope. You can use rifle straps or normal ropes for this purpose as well. This method prevents the soldier from slipping into the water and getting swept by the current, and it also gives confidence to soldiers that are weak swimmers.**696-** Floats can be used to either help the soldiers to cross water barrier, or as a means to transport equipment and keep it from getting wet.**Swimming:****697-** It is essential to teach the soldiers how to swim during basic training. It will give them high confidence when crossing water barriers, and will also save a lot of time when encountering a serendipitous crossing.**Maneuvers****143****Infantry Platoon in Battle**

HADI-1-023963

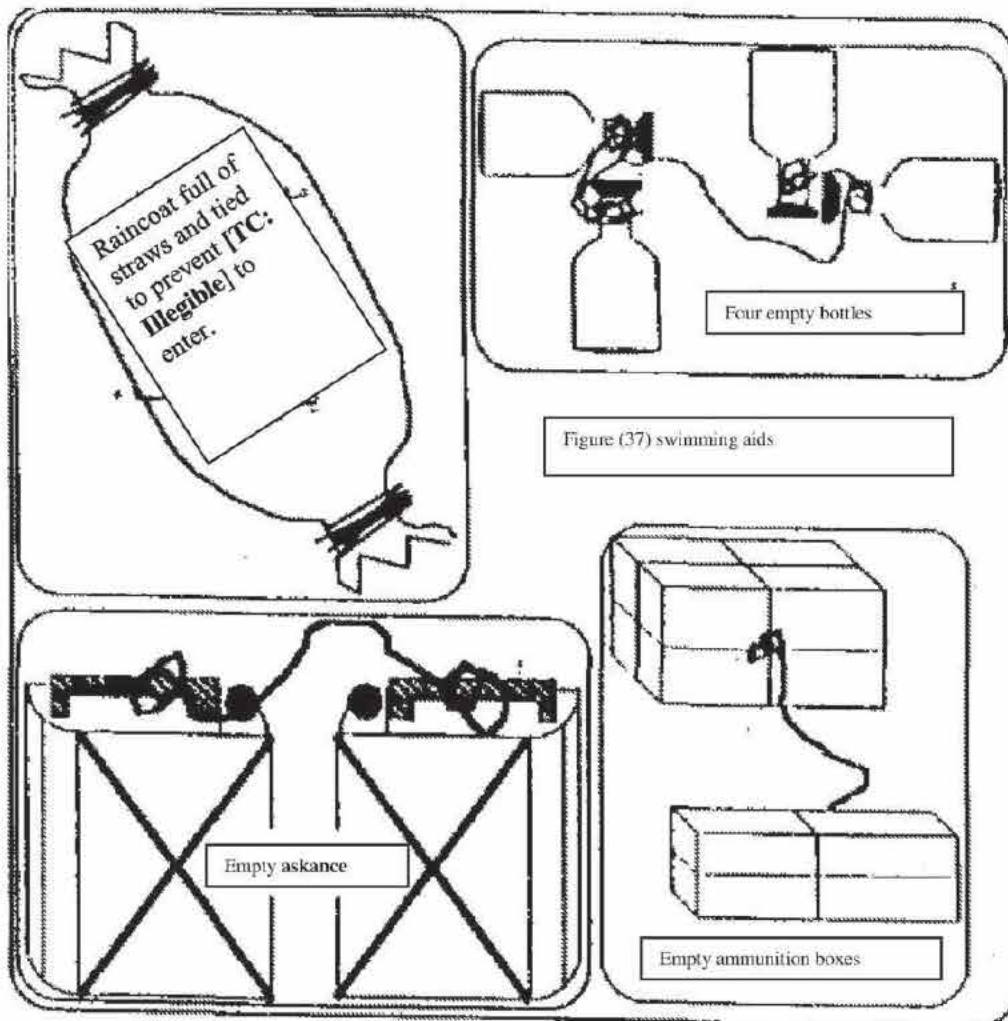
AFGP-2002-000049

[Page 147 of 240]

Swimming Aids:

698- There are several methods to mount on a swimming aid. The purpose of mounting on a swimming aid is to assist in crossing a wide water barrier with minimum effort possible by the swimmers who are equipped with dry clothes and equipment that will be used once they reach the other bank. The other purpose is to help the weak swimmers.

699- Figure (37) depicts some of the mounting methods. These are not the only methods of mounting, you may use other locally created methods. The art in this is to utilize all available resources for this purpose.



AFGP-2002-000049

[Page 148 of 240]

Chapter Sixty-Four
Crossing Rivers with Armored Personnel Carriers

700- It is not possible to use armored personnel carrier in the initial combat unless there is no resistance whatsoever.

- A. Because there is absolutely no way for an armored personnel carrier to come out of a river in a deployable formation.
- B. Because of the need to restore the carrier to its normal state after crossing the river due to the installation of wave breaker at the front of the carrier which greatly limits the vision scope of the driver. There is no way of doing that when there is resistance.

701- The initial crossing is usually conducted by combat boats, followed by the essential armored personnel carriers for the combat segment. The crossing is done at safe and carefully selected areas, and possibly using bridges or crossing platforms.

702- Preparing the carriers to navigate is the responsibility of the operators, which requires most the members of the squad to participate. Most of the preparation should be done by the soldiers if possible before they depart their carrier.

703- As was eluded to in chapter sixty-three, winds and currents have an impact on armored personnel carriers. Select the entry point at the top or the stream, and exit points should be at least 100 meters wide.

407- Exit points are the most difficult, and will be a source of difficulty.

- A. Banks with steep edges are difficult for the carrieres ot climb.
- B. If the carrier was unable to get out of water, the soft or muddy bank grounds used by the armored personnel carriers should be readied for the dismont on the bank or the water's edge.

705- Safety measures should be put in place when training for water barriers with armored personnel carriers. The most importanat to note is:

- A. There should be a rescue boat on stand by.
- B. Everyone must wear a floating vest.
- C. All crossing equipment must be removed from the body, and the process should not hinder the operation.
- D. Procedures for emergency evacuation of the carrier should be well understood and practiced. Details and procedures of deploying combat river crossing are in the Infantry Regiment Manual, Deployment Section Number 2.

706 – 710 Reserved.

AFGP-2002-000049

[Page 149 of 240]

**Chapter Sixty-Five
Wire Barriers**

711- Wire barriers are normally destroyed with firepower, and they are usually encountered in the early stages of an offensive.

Some of the methods of creating openings in wire barriers are:

- A. Artillery and mortars: The impact of artillery and mortars is limited; they may be able to create openings but these opening are not expected to be wide enough for a combat infantry.
- B. Bangalore torpedo: A rifle squad using a Bangalore torpedo could create 4 meters wide and 8-15 meters deep opening in a wire barrier.
- C. Wire cutter: They are very useful and can be used by patrols to create openings in wire barrier prior to the main crossing of the barrier. They are also useful in cutting leftover wire when using other methods.

712- Types of barriers are included in appendix (B), details of wire barriers of all types.

Firepower and movement

146

Prepare for them what you can Series

HADI-1-023966

AFGP-2002-000049

[Page 150 of 240]

Chapter Sixty-Six Mines

713- The combat segments may encounter a mine field at the far front or near enemy's defensive positions, and these mine fields will be covered. It is possible for these segments to encounter small mine fields and other annoyances anywhere. These mines may not be marked with anything, and there may be booby-traps with them as well. The enemy may place unmarked mines near its position as a quick defensive tactic. To cross large mine field you must devise a crossing plan but you can cross an anti-tank mine field on foot without prior planning.

Crossing tools:

714- Little snake blaster:

- A. A rifle squad can operate one little snake blaster. Six soldiers will carry the blaster's hoses boxes; another soldier will carry the generator, while the squad commander carries the rest of the accessories and the launcher. The snake blaster will clear a lane 180 meters long and 3 meters wide.
- B. It is possible for a two-squad platoon, one with a snake blaster and one with Bangalore torpedo to open a lane for the infantry, granted that the mine field is no more than 150 meters deep, and the wires within this mine field are no more than 15 meters deep. In addition to that, the platoon may be asked to secure radio communications for each lane. These tasks will leave little time for local protection until some of the squads get free after placing the snake blasters in their places.
- C. If the depth of the mine field is more than 150 meters, then the situation will call for two snake blaster teams working in succession. In this case the rifle platoon can participate as well by using the third squad as a team for the second snake blaster.

Manual clearing:

715-

- A. A rifle squad and a combat engineering squad can form two main clearing groups, and each main group can open a lane two meters wide at a rate of one meter per minute. Each group will be equipped with a mine detection device.
- B. To clear a lane eight meters wide for vehicle, we will need an entire rifle squad to help the combat engineering squad. The platoon's command will lead the operation and provide transportation and local protection.

716- Preparations and methods of opening lanes are in appendix, as well as details of preparation and methods of opening lanes for infantry.

- A. Methods of using the big snake blaster to open a lane 8 meters wide is the specialty of field engineering and armored engineering.

Maneuvers

147

Infantry Platoon in Battle

HADI-1-023967

AFGP-2002-000049

[Page 151 of 240]

- A. Mechanical method, using rollers mounted on tanks, clears a 65 centimeters wide lane.
- B. Eastern method, rushing the minefield and accepting the losses.
- C. Crossing the minefield using helicopters.
- D. Other electronic, chemical, mechanical and physical methods which ensure the same result.

718 720 Reserve

Firepower and movement

148 Prepare for them what you can Series

HADI-1-023968

AFGP-2002-000049

[Page 152 of 240]

Unit Ten

Chapter Sixty-Seven: Patrols, Sniper over-watch, Patrol objectives

Chapter Sixty-Eight: Patrol Types

Chapter Sixty-Nine: Coordination and Planning

Chapter Seventy: Reconnaissance

Chapter Seventy-One: Patrol orders and drills

Chapter Seventy-Two: Weapons and Equipment

Chapter Seventy-Three: Patrol management

Chapter Seventy-Four: Patrol Base

Chapter Seventy-Five: Observation posts

Chapter Seventy-Six: Snipers

Firepower and movement

149 Prepare for them what you can Series

HADI-1-023969

AFGP-2002-000049

[Page 153 of 240]

Chapter Sixty-Seven
Patrols, Sniper over-watch, Patrol objectives

721 Patrol Objectives:

- A. Obtain Information
- B. Control the terrain and the gaps between the units and formations.
- C. Destroy or harass the enemy forces.

722 It would be impossible for a commander to put a successful battle movement plan without accurate and timely tactical information. Patrols are one of the means used to obtain such information.

723 When we establish control over the terrain, build/ maintain morale, and control the forward defensive positions of both sides, we enable our patrols to move easily and safely in order to collect information. On the other hand, the enemy's effort will become harder and more dangerous. We should patrol the gaps between the units to prevent large enemy formations from infiltrating or organizing a surprise attack.

Effective patrol requirements:

724 Patrols are conducted by both sides, night and day and throughout the battle stages. Effective patrols require the following:

- 1. Good planning.
- 2. High level of individual training.
- 3. Good teamwork.
- 4. Individual creativity.
- 5. The determination of the patrol leader, it can positively affect the morale of the unit and negatively affect the morale of the enemy.

725 Patrols help in operating an offensive defense. Patrol training is easy during peacetime because it lacks suspense and makes the training more realistic. Full mobilization is the essence of a good patrol.

Maneuvers

150

Infantry platoon in battle

HADI-1-023970

AFGP-2002-000049

[Page 154 of 240]

Chapter Sixty-Eight Patrol Types

Terminologies:

726 In the past, the name of the patrols varied according to the unit's task (Ambush, cavedropping, or roaming patrols). However, these designations affect the morale of the unit and have an opposite effect on the enemy.

- A. Reconnaissance patrols.
- B. Stationary patrols.
- C. Combat patrols.

Reconnaissance patrols:

727 A reconnaissance patrol gathers information through surveillance and snooping. It avoids combat unless in the cases of self-defense or to take advantage of unusual circumstances. For these reasons, a reconnaissance patrol is composed of the minimum individuals needed to accomplish the duty. Usually it is composed of a patrol commander and two soldiers.

728 The reconnaissance patrol duties are as follows:

- A. Collect topographical information regarding obstacles, roads and the nature of the land.
- B. Acquisition of the enemy's locations.
- C. Gather details about the enemy's minefields and boundaries.
- D. Pinpoint the enemy's sounds, habits and patrol routes.
- E. Inspect the communication wires and minefields at dusk and dawn.
- F. Conduct a chemical survey of the areas contaminated by the enemy's chemical attack.

Stationary patrols:

729 These patrols warn about the enemy's movement, prevent or hinder its infiltration. A stationary patrol should be composed of at least 3-4 individuals. Their duties are as follows:

- A. Observe and survey the potential enemy approaching routes.
- B. Cover the terrain in front and between the defensive positions.
- C. Protect the minefields and positions that are hard to cover from the main post, to include the minefield corridors.
- D. During mobile defense, it prevents infiltrations to hideouts and unprotected positions.

730 A stationary patrol covertly abandons its position and tries to remain hidden until it is ordered to fight or retreat. This is the main difference between a patrol and the covering team. These patrols should have a wireless radio in order to request artillery, mortar or fixed machine gun fire, when needed.

731 Surveillance positions consists of tactical guards arranged around the defensive position in order to give an early warning about

AFGP-2002-000049

[Page 155 of 240]

the approaching enemy, by eavesdropping at night and conducting surveillance during the day. Eavesdropping is not needed when night vision equipment is available, but the guards should always use their eyes and ears.

Combat patrols:

732 These patrols are organized to conduct specific duties and they are manned and equipped adequately to fight. Combat patrols are used for the following duties:

- A. Prevent enemy patrols from operating freely.
- B. Interfere in the effort of the enemy work groups.
- C. Divert the enemy's attention as a part of a deceptive plan.
- D. Conduct raids
- E. Kidnap individuals and capture equipment in order to identify their identities.
- F. Hunt tanks
- G. Conduct ambushes
- H. Protect surveillance units and other tasks.

733- Combat patrols are rarely composed of less than an officer and 8 soldiers. This corresponds to the number of soldiers that one officer can control at night. It also relates to the enemy's patrol size and the nature of the mission. A combat patrol becomes larger when it is tasked to form one or more reconnaissance patrol bases.

734 735 Reserved