

# ANTI-TANK Tactics for Infantry Units

**When fighting armor, every infantry echelon—from squad, to platoon, to company—needs an organic anti-tank (AT) capability.** Against tanks, infantry without AT weapons are withdrawing, hiding, or being overrun. The tank is invulnerable to infantry without AT weapons.

## Close Terrain

*Infantry can only fight tanks in close terrain.* Use broken terrain, vegetation, and urban areas to deny enemy tanks their key advantages of mobility and standoff range.

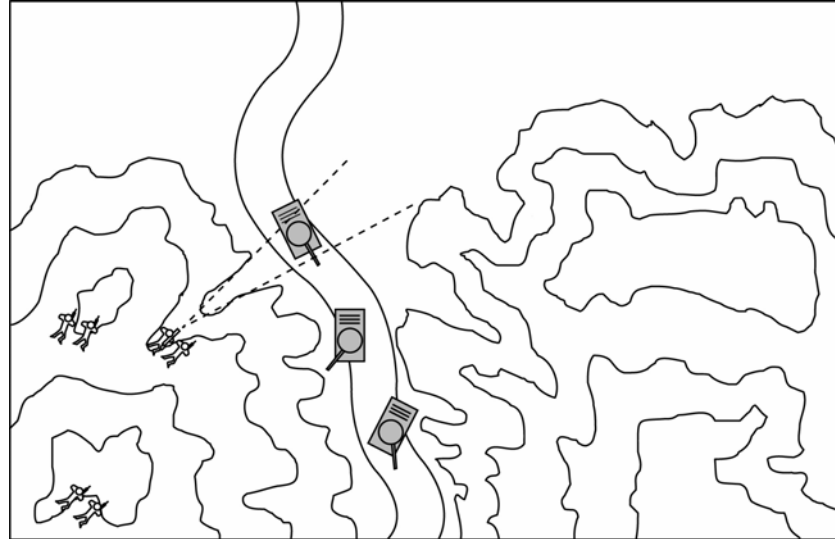
## AT Positions

Positions with deep and narrow sectors of fire—'keyhole' positions—are best for AT missiles. Your AT positions should have defilade protection on *both* sides, with a narrow sector of fire limited to *one* tank.

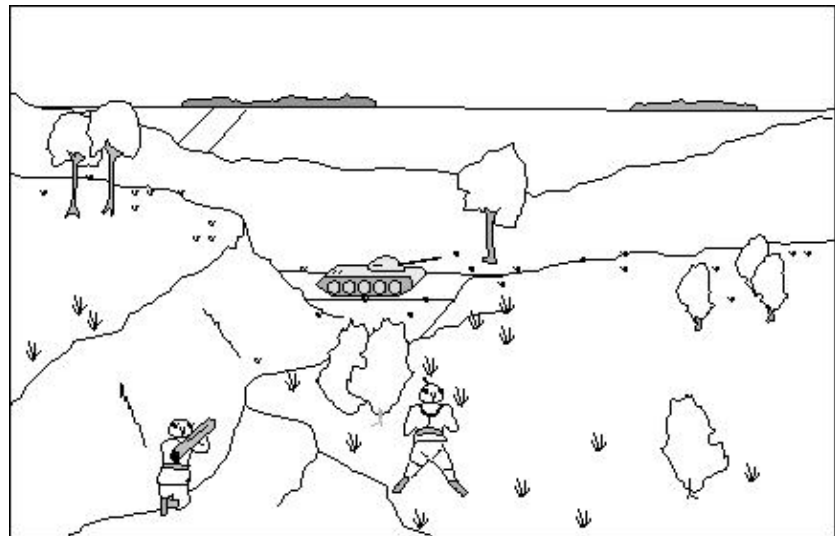
This protects you from the return fire of multiple enemies. If only one tank is engaged, only that tank might see you to return fire. When enemy vehicles cannot overwatch each other and concentrate their fires against you, their mutual support is defeated.

The strongest positions are *over-runnable*—structures or entrenchments that protect you from intense direct and indirect fire and can be overrun by tanks. The enemy *will* target your AT positions.

Observers and flank defenders need wide visibility, but AT missiles need the concealment and protection of narrow keyhole sectors.



**The keyhole sector is one tank wide.** This provides concealment and protection. The other enemy tanks cannot see you or focus their fires on you.



A panoramic view of the same AT position. Information on the enemy's approach is relayed from a separate observation post with good visibility.

## Keep yourself hidden

The enemy cannot respond if he cannot find you. Camouflage your positions well. Shoot at the tank's vulnerable flank or rear whenever possible to reduce your risk of detection. Use keyhole positions to mask your firing signature. When you are detected, *move*. Use smoke to mask your withdrawal.

# ANTI-TANK Tactics for Infantry Units - continued

## Techniques of Fire

A single position, firing one or more missiles, is easier for the enemy to find and attack. Multiple missiles fired nearly simultaneously from multiple locations—*volley firing*—is the best technique for increasing kills, decreasing your chance of detection, and weakening the effectiveness of the enemy's response.

## Enemy Tank and Infantry Coordination

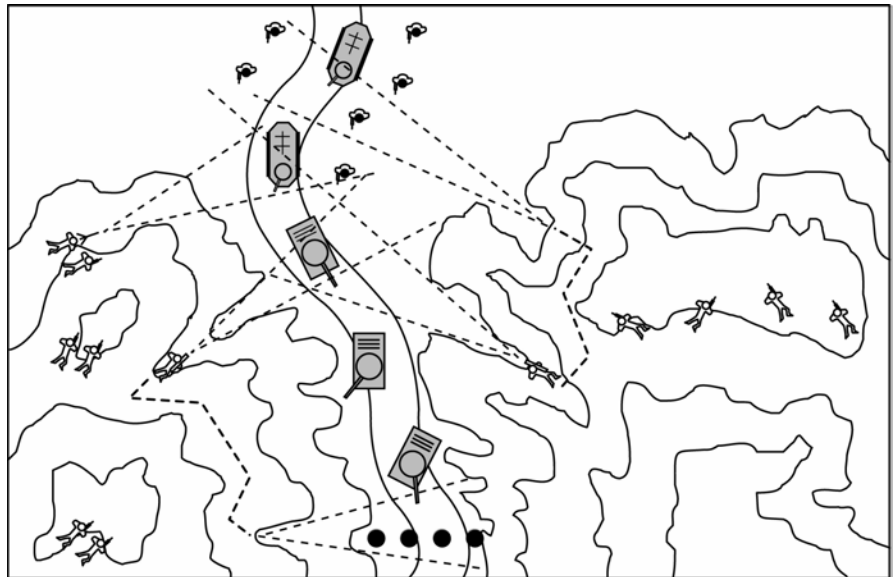
Fighting against well-coordinated enemy armor and dismounted forces is challenging. If you attack the infantry, the tanks counterattack. If you attack the tanks, the infantry counterattacks.

Separate the tanks from the infantry then *kill the tanks first*.

AT teams are especially vulnerable to enemy infantry. Protect their flanks. AT teams should withdraw when discovered and attacked by enemy infantry. Establish supplementary positions to attack tanks in different sectors.

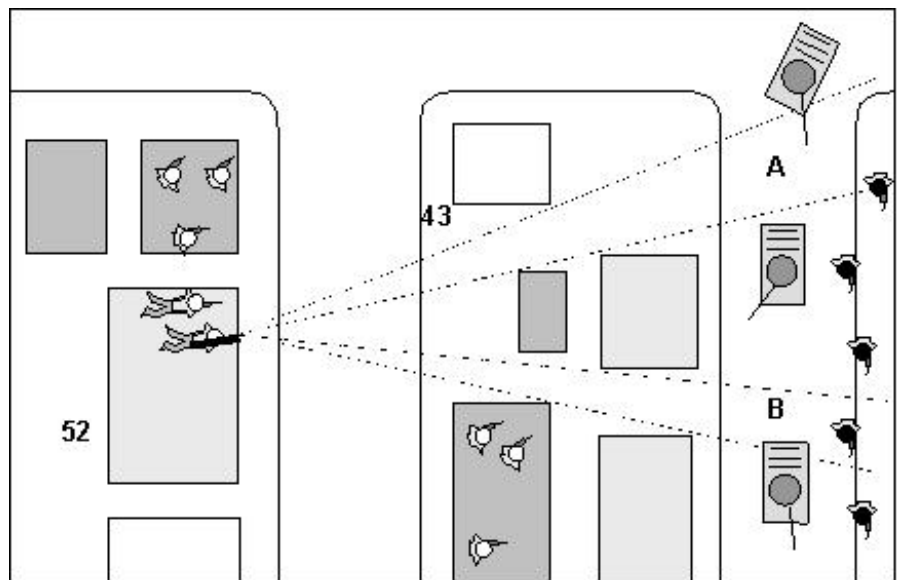
## AT Missiles

When the enemy has no armor, AT missiles can be used to attack bunkers, buildings, entrenchments, or other vehicles.



This integrated AT defense is strengthened by a number of combined arms techniques. The third tank is a victim of volley firing—multiple missiles from multiple locations. Dismounted enemy troops and APCs are engaged by machinegun fire and indirect fire. Rifle squads protect the flanks of key weapons.

Additional attacks are made from supplementary AT positions—dotted lines show the routes. Mines, covered by fire, slowed the column to trigger the attack.



A double keyhole AT sector in urban terrain reduces the enemy's ability to see or concentrate fires on Building 52. Building 43 is not occupied because the enemy's response when a tank is hit in zone A will be to concentrate fire on Building 43.

Dismounted enemy soldiers are a danger to AT positions. Friendly rifle squads are emplaced to avoid enemy tank fire while still protecting the AT positions.