

The Infantry ASSAULT

Long, unsupported assaults across open ground are deadly. A single enemy soldier with an automatic rifle can destroy a squad crossing 100 meters of open ground. Assault for *short distances*, from *broken terrain*, against *weak or well-suppressed* enemy positions, under the protection of *suppressive fire* and *obscuration*.

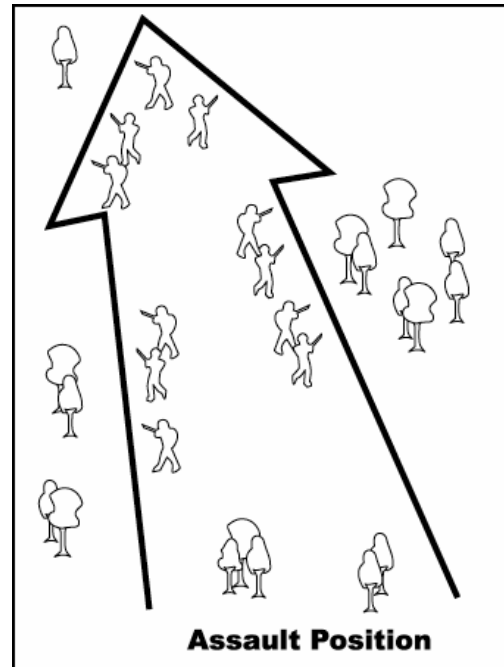
Assault only under the protection of suppressive fire. Self-generated suppression, *fire and movement*, is not sufficient. A dedicated support element, firing from an established SBF position, can focus entirely on suppressing the positions that most endanger the assault. Maintain suppressive fire right up to the point when the assault element enters the enemy position. Shift or cease fire meters in front of the assault element.

Assault only across short distances. Select the closest covered assault position available. Choose a covered and concealed approach to this position. *A long covered route is always better than a short open route.* A covered approach keeps you protected and concealed. The enemy, unaware of your intentions, is slow to react. Short assaults from nearby assault positions *surprise* the enemy. Be careful of approach routes that cannot be covered by an overwatching unit. Camouflage well to maximize your concealment.

Long assaults exhaust your men, leaving them vulnerable when you enter the enemy's position. Long assaults expose you to increasing enemy observation and fire. The enemy has time to react with reinforcements and supporting arms. The accuracy of his fire is increased. Casualties increase yet evacuation is difficult. Failed assaults have to withdraw under fire. Long assaults by fire and movement require more suppressive fires and are critically vulnerable when suppression stops early.

Assault only with obscuration. Smoke grenades and mortar smoke save lives. Every assault should be obscured by *darkness*, *fog*, or *smoke* to reduce the enemy's ability to see and react. Obscuration reduces casualties and increases the morale of the assaulting force.

Assault only against small, lightly armed, demoralized, or well-suppressed positions. Avoid mutually supporting positions.



Assault Techniques. The Assault Element:

- Should be **small**. Bigger is *not* better. 60 to 70% of your unit should *support* the assault. A small assault element is quicker, easier to control, and suffers fewer casualties.
- Should be **prepared to breach** enemy obstacles.
- Uses a **wedge formation** to balance rapid movement with maximum firepower. Terrain is critical. Formations are not.
- Needs a **deployment drill** to pass through a breach in column and rapidly spread out to maximize firepower to the front.
- Needs very **few signals** with the support element. The assault element needs to focus on the assault.
- Needs SOPs to **control fires**, especially grenades.
- Needs a **fire and movement** drill for when overwhelming suppression does *not* permit the assault element to close the objective standing up. Use the *base unit* technique. Unit leaders bound forward leading their men, using micro-terrain for cover.