

Fire Team Fighting Positions

Fire Team positions consist of two mutually supporting fighting holes. Both holes are hidden to avoid enemy observation and fires. Both holes use frontal cover to defeat enemy suppression.

How to Build a Team Position

Given a sector of fire, you and your team:

1. **Select two blocks of natural cover** that protect your team from enemy direct fire.
2. **Establish team sectors of fire.** The team's left lateral limit is covered by the left sector of the left hole (a). The right lateral limit is covered by the right sector of the right hole (b). Sectors should not exceed 45 degrees. Both holes are mutually supporting – each hole protects the other by firing across their front (c). The left sectors of both holes interlock (d) to close the dead space in front of the left hole (e). The right sectors of both holes interlock (f) to close the dead space in front of the right hole (g).
3. **Dig team fighting holes armpit deep.** Build flank and rear parapets. Build overhead cover. **Camouflage your positions.**

Requirements of a Team Position

Once the sector is covered by fire, the position:

- Must be invisible

- Must provide frontal cover
- Must consist of two mutually supporting holes
- Must mutually support adjacent teams

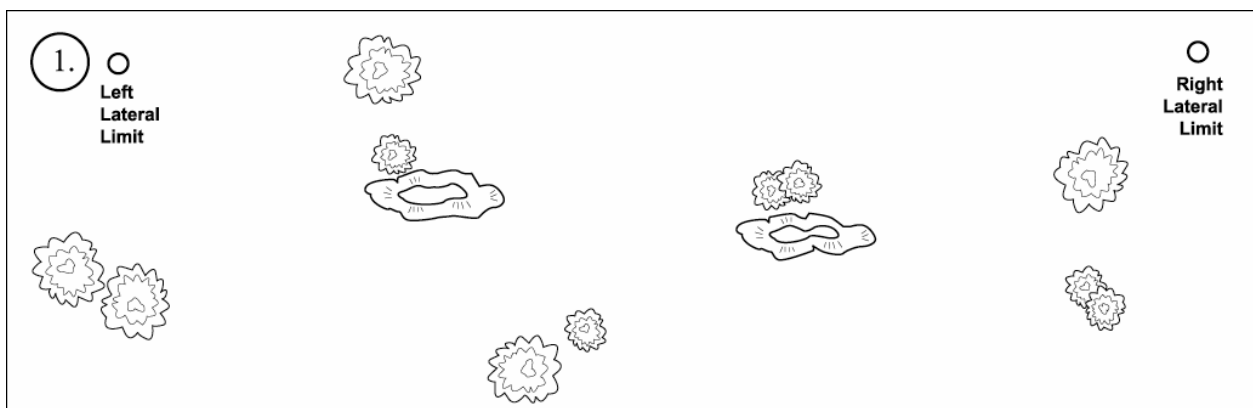
Selecting good ground best meets these requirements.

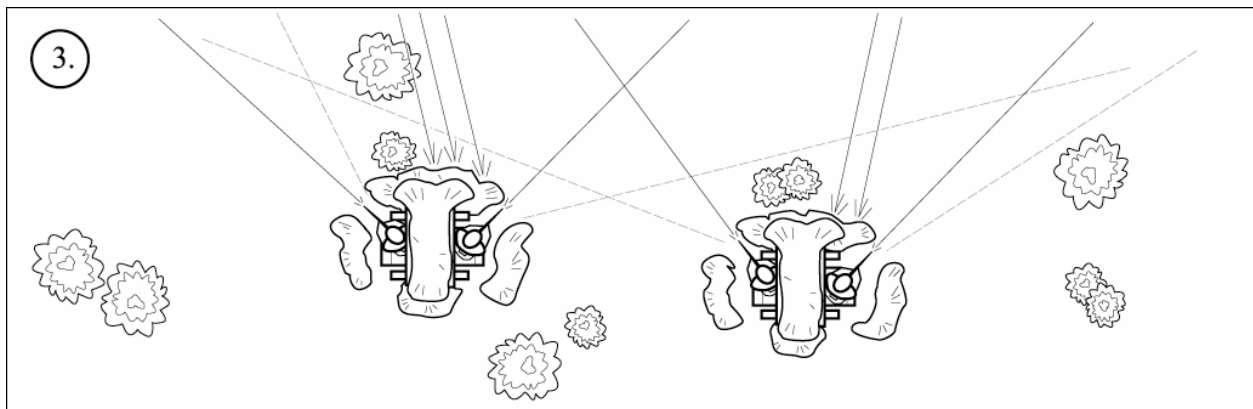
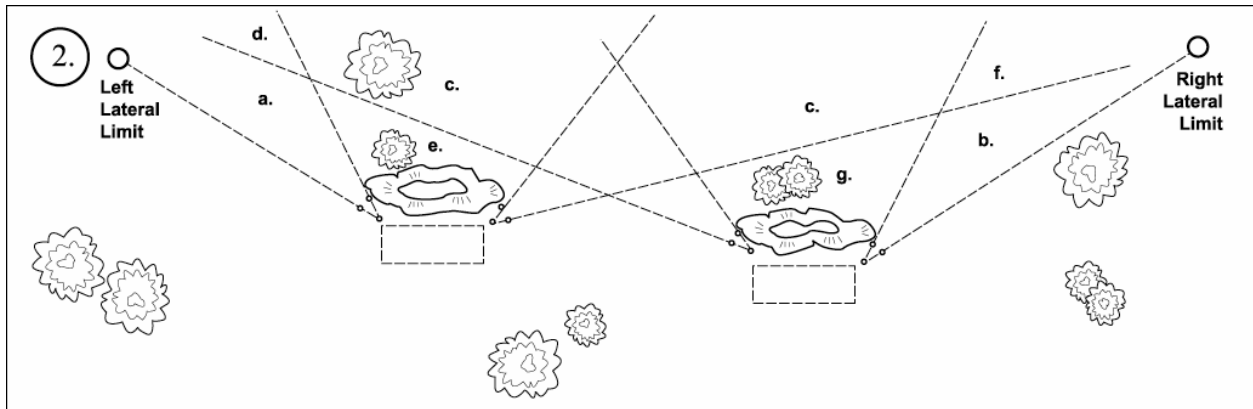
Your team fighting position must be invisible. Natural cover is the best camouflage. Invisible positions protect you from direct fire, indirect fire, and observation. Use invisible positions to engage the enemy before he knows your location.

Your team fighting position must provide frontal cover. This lets you to fight while being suppressed. Oblique fire from behind frontal cover defeats the enemy's mutual support, overwatch, fire and movement, and assault fires.

Your team fighting position must consist of two mutually supporting fighting holes. Each hole protects the other by interlocking fields of fire across their fronts.

Your team fighting position must mutually support adjacent teams. Flank fires protect adjacent teams by firing across the front of their positions. Unit leaders coordinate the fires of multiple fire team positions.





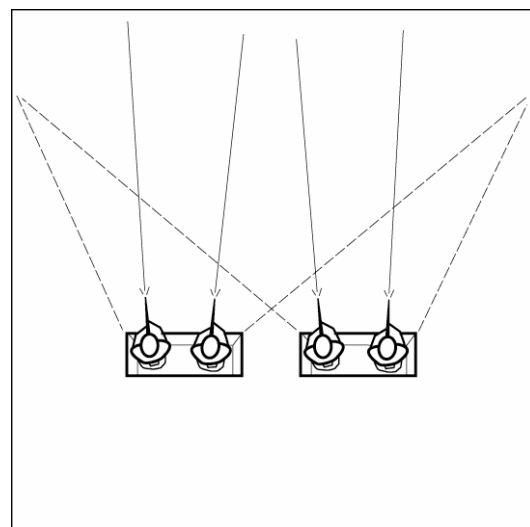
Weapons

- **The automatic weapon** covers the most important sector. A PDF is laid on the enemy's most likely avenue of approach.
- **The grenade launcher** is prepared to shoot dead space in the team sector and reinforce the PDF.
- **Hand grenades** are used to cover dead space immediately in front of each hole.

Challenges

- **Avoid firing to the front.** Frontal fire cannot be sustained against effective enemy direct-fire suppression.
- **Every man cannot shoot the entire team sector.** Do not attempt, as is shown in some manuals, to assign each man the entire sector. This results in overly wide sectors and a requirement for frontal fire.

- **Both holes do not need to be on line, or a fixed distance apart.** Focus on effective sectors of fire.
- **A 3-man team can build one or two holes.**



Exposed, front-firing, open-sector positions.

See Individual Fighting Positions