



Assault Force Dragons

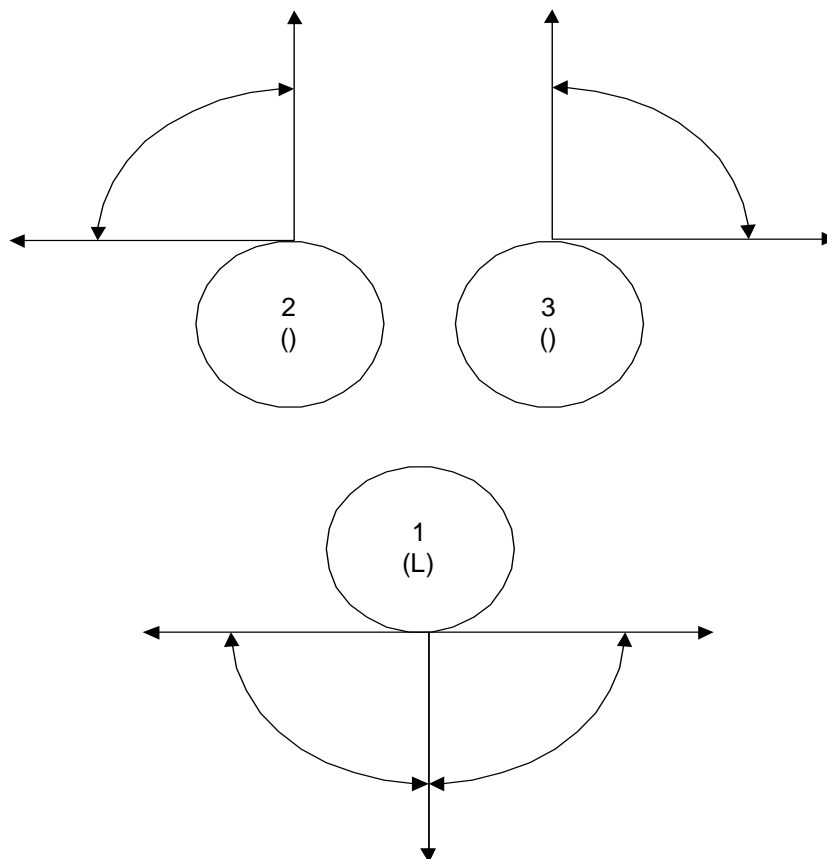
Advanced Squad Movement Training

This manual is intended to assist squad leaders/assistant squad leaders with implementing advanced squad movement techniques. The information in this manual has been collected throughout various organizations and has been noted where we have been able to. Though most of the information in this manual is not original AFD information or tactics we are treating it as such when it comes to security. The information contained herein is for authorized use only, no material may be copied, reproduced, translated, or otherwise given to anyone. The material discussed herein should not be discussed with members outside of the Assault Force Dragons.

Squad Movement & Tactics:

Basic V formation,¹ wherein position 1 is leader (L) responsible for command (squad leader, SL, or platoon leader, PL) and rear security, 3 to 9 o'clock, position 2 is assaulter (A), demo (D) or sniper (Sn) responsible for 9 to 12 o'clock, and position 3 is A, D, Sn or support (Su) responsible for 12 to 3 o'clock.

Notes: In-game, all members, but SLs, vote for PL, and SLs vote for themselves. Squads A, B, and C log into respective TS channels, TSA, TSB, TSC. Squads A, B, and C assign respective "whisper" commands in TS for respective TS channels, TSA, TSB, and TSC. *All* messages begin with call sign, e.g., "Alpha 2 to Alpha 1 <message>," or "Alpha 2 <message>," and *all* commands are acknowledged, e.g., "Alpha 1 copy, (or roger)."

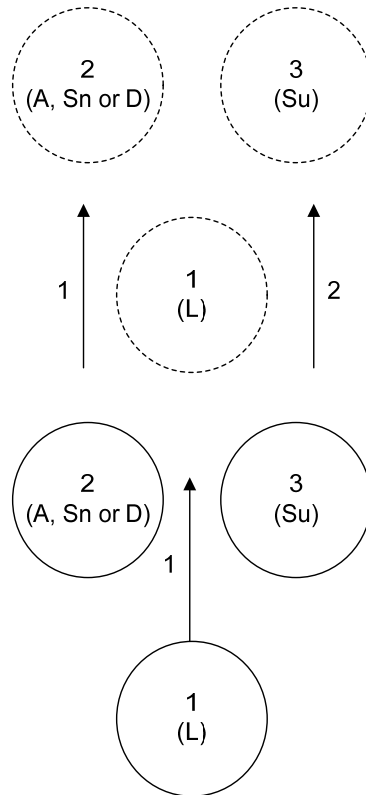


V formation forward movement *with* Su in position 3,² wherein (1) on *command* from leader positions 1 and 2 move forward together with *whisper* acknowledgment, e.g., "Bravo 2 moving out," as position 3 lays *prone* and *covers* or *suppresses* while positions 1 and 2 move, and (2) on *command* from leader position 3 *runs* forward to new location *without* acknowledgment and goes *prone* and *covers* or *suppresses*.

¹ As used by Hunt Coop (www.huntcoop.net)

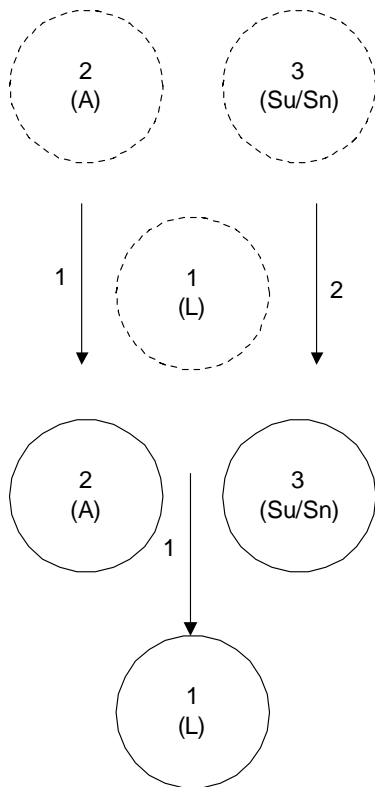
² As used by Hunt Coop (www.huntcoop.net)

Notes: Su *always* fires in *short* bursts while *prone*. Once in position (and while moving), all squad members check their zones for tangos and acknowledge to their leader via *whisper*, e.g., "Bravo 1 clear," "Bravo 1 set," "Patrol of three tangos at 5-5 moving west," etc., on their respective TS channel, TSA, TSB, TSC.



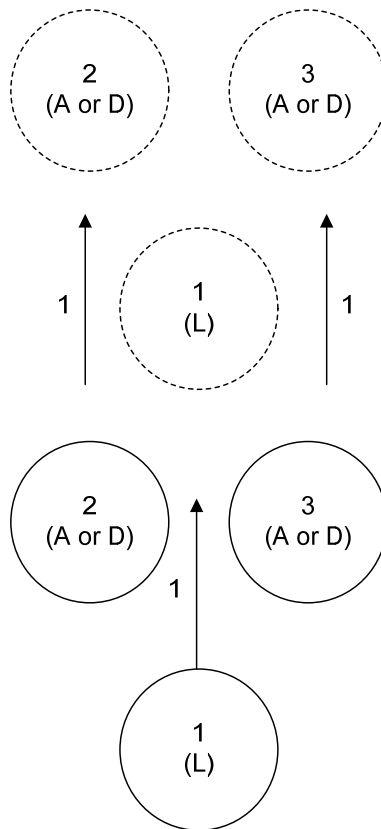
V formation backward movement *with* Su in position 3, ³ wherein (1) on *command* from leader positions 1 and 2 move together backwards with *whisper* acknowledgment, e.g., "Bravo 2 moving out," as position 3 lays *prone* and *covers* or *suppresses* while positions 1 and 2 move, and (2) on *command* from leader position 3 *runs* back to new location *without* acknowledgment and goes *prone* and *covers* or *suppresses*.

Notes: Su *always* fires in *short* bursts while *prone*. Once in position (and while moving), all squad members check their zones for tangos and acknowledge to their leader via *whisper*, e.g., "Bravo 1 clear," "Bravo 1 set," "Patrol of three tangos at 5-5 moving west," etc., on their respective TS channel, TSA, TSB, TSC.



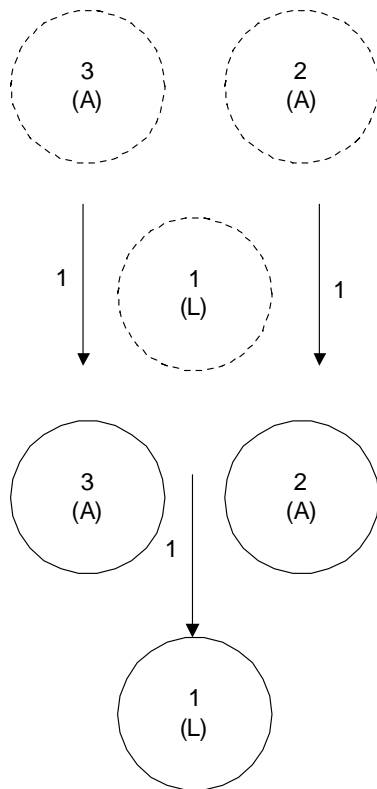
V formation forward movement *without* Su in position 3, ⁴ wherein (1) on *command* from leader positions 1, 2, and 3 move forward together in formation *slowly*, with *whisper* acknowledgment from SL to PL, e.g., "Bravo 2 moving out," while *covering* their respective zones.

Notes: Once in position (and while moving), all squad members check their zones for tangos and acknowledge to their leader via *whisper*, e.g., "Bravo 1 clear," "Bravo 1 set," "Patrol of three tangos at 5-5 moving west," etc., on their respective TS channel, TSA, TSB, TSC.



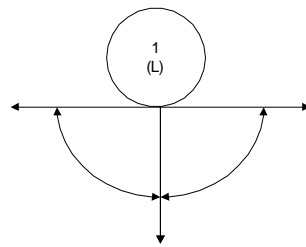
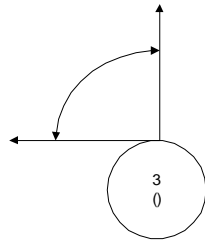
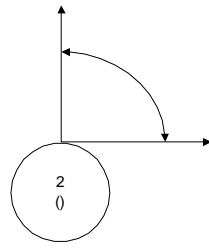
V formation backward movement *without* Su in position 3, ⁵ wherein (1) on *command* from leader positions 1, 2, and 3 move together backward in formation *slowly*, with *whisper* acknowledgment from SL to PL, e.g., "Bravo 2 moving out," while *covering* their respective zones.

Notes: Once in position (and while moving), all squad members check their zones for tangos and acknowledge to their leader via *whisper*, e.g., "Bravo 1 clear," "Bravo 1 set," "Patrol of three tangos at 5-5 moving west," etc., on their respective TS channel, TSA, TSB, TSC.

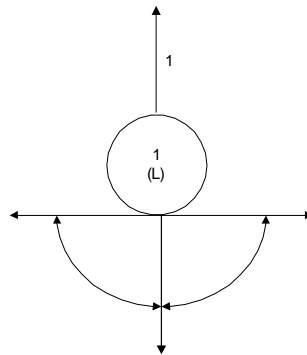
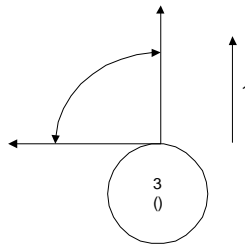
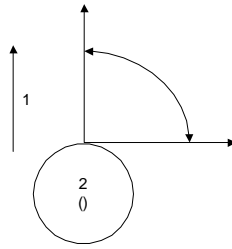


Basic File formation,⁶ wherein position 1 is leader (L) responsible for command (squad leader, SL, or platoon leader, PL) and rear security, 3 to 9 o'clock, position 2 is assaulter (A), demo (D) or sniper (Sn) responsible for 12 to 9 o'clock, and position 3 is A, D, Sn or support (Su) responsible for 12 to 3 o'clock.

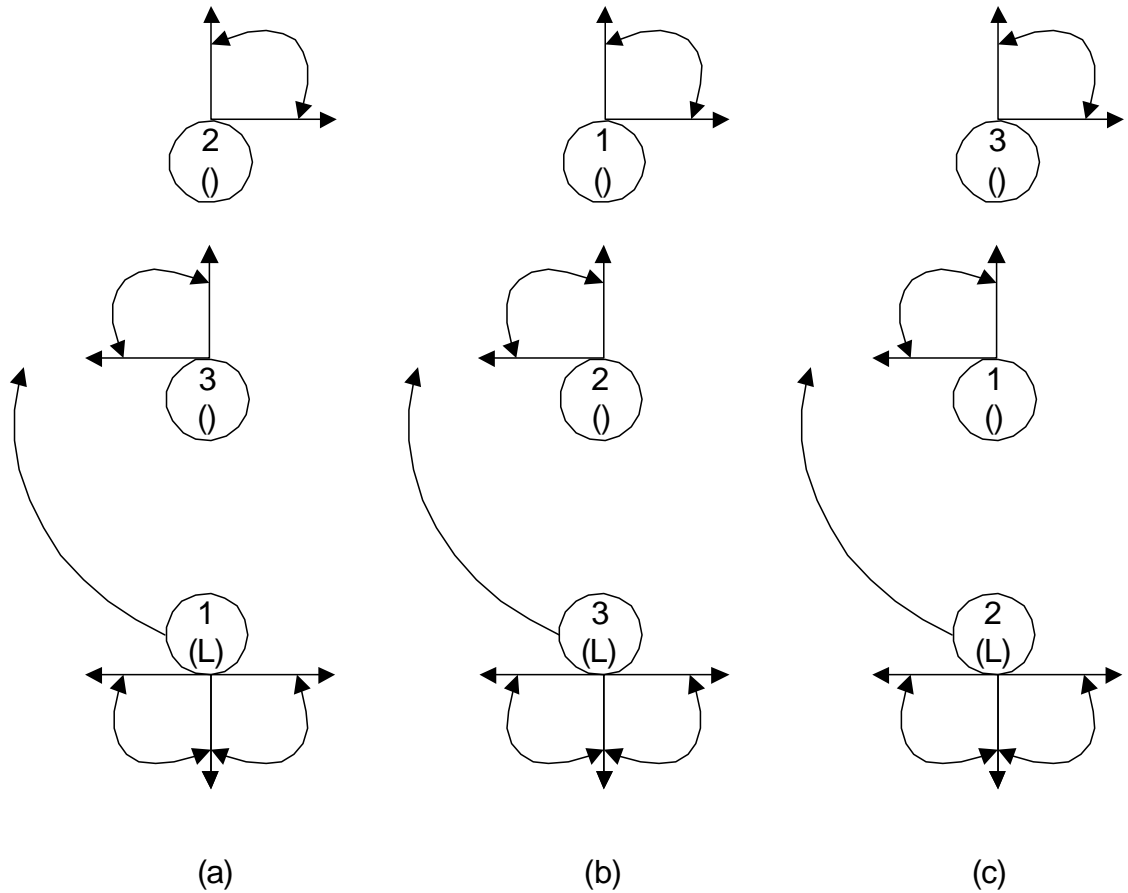
⁶ As used by Hunt Coop (www.huntcoop.net)



File formation forward movement, wherein (1) on *command* from leader positions 1, 2, and 3 move forward together in formation *slowly*, with *whisper* acknowledgment from SL to PL, e.g., "Bravo 2 moving out," while *covering* their respective zones.



Basic leapfrog forward movement, ⁷ wherein (a) position 1 moves in front of position 2 and takes 12 to 3 o'clock and position 3 switches to rear security, 3 to 9 o'clock, (b) position 3 moves in front of position 1 and takes 12 to 3 o'clock and position 2 switches to rear security, 3 to 9 o'clock, and (c) position 2 moves in front of position 3 and takes 12 to 3 o'clock and position 1 switches to rear security, 3 to 9 o'clock (a).

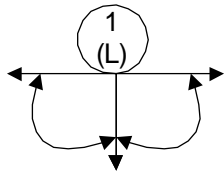
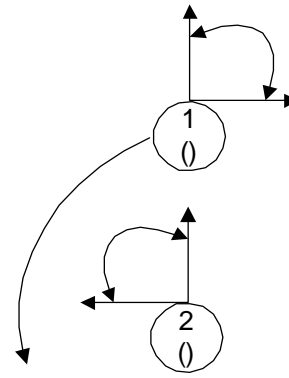
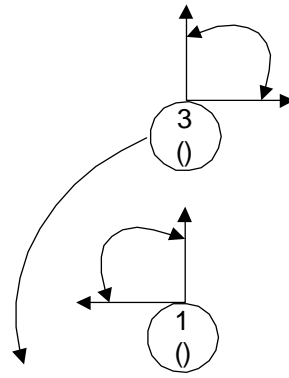
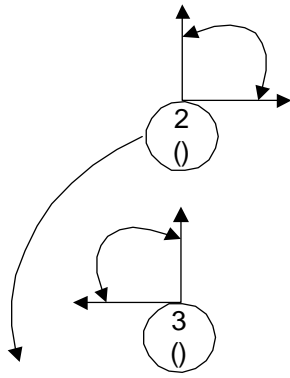


Basic movement for breaking contact, ⁸ wherein (a) position 2 moves behind position 1 and takes rear security, 3 to 9 o'clock, while position 3 switches to 12 to 3 o'clock, (b) position 3 moves behind position 2 and takes rear security, 3 to 9 o'clock, while position 1 switches to 12 to 3 o'clock, and (c) position 1 moves behind position 3 and takes rear security, 3 to 9 o'clock, while position 2 switches to 12 to 3 o'clock, (a).

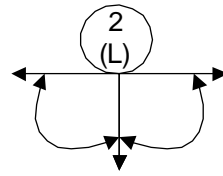
Notes: When breaking contact, maximum rounds are directed downrange towards contact while moving backwards until contact is broken.

⁷ As used by TAW (www.theartofwarfare.net)

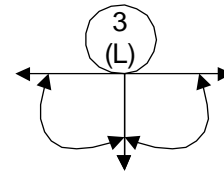
⁸ As used by Navy SEALs (www.sealchallenge.navy.mil/seal/default.asp)



(a)



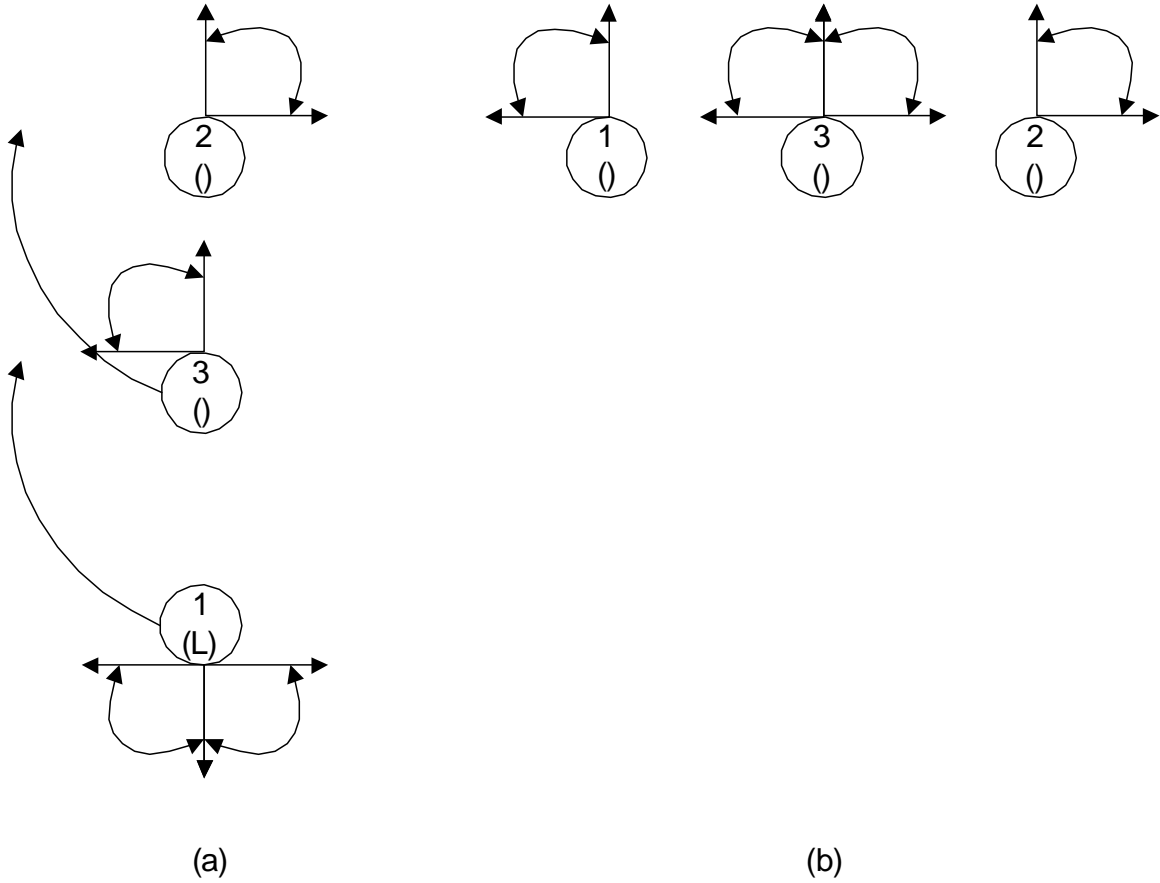
(b)



(c)

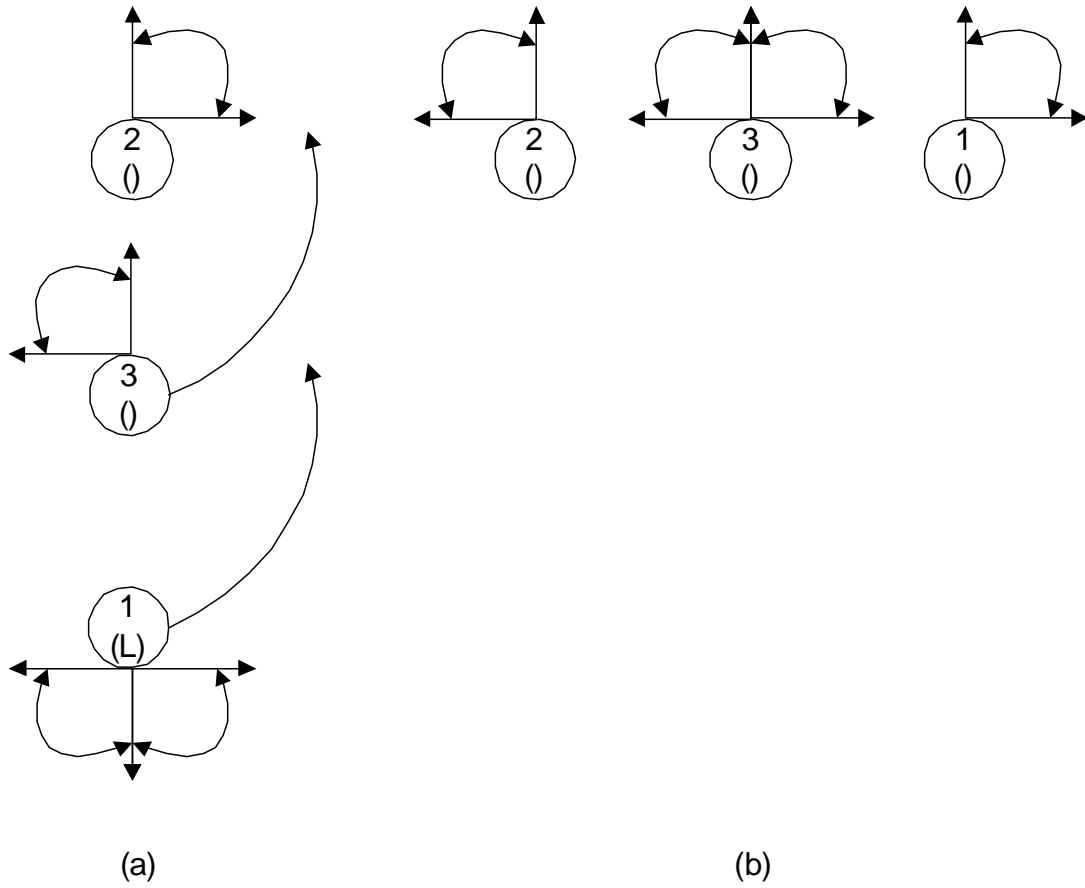
Contact front right movement, wherein (a) positions 1 and 3 move adjacent position 2, and (b) position 1 takes 9 to 12 o'clock, position 3 takes 9 to 3 o'clock, and position 2 maintains 12 to 3 o'clock.

Notes: When contact front right, maximum rounds are directed front right towards contact.



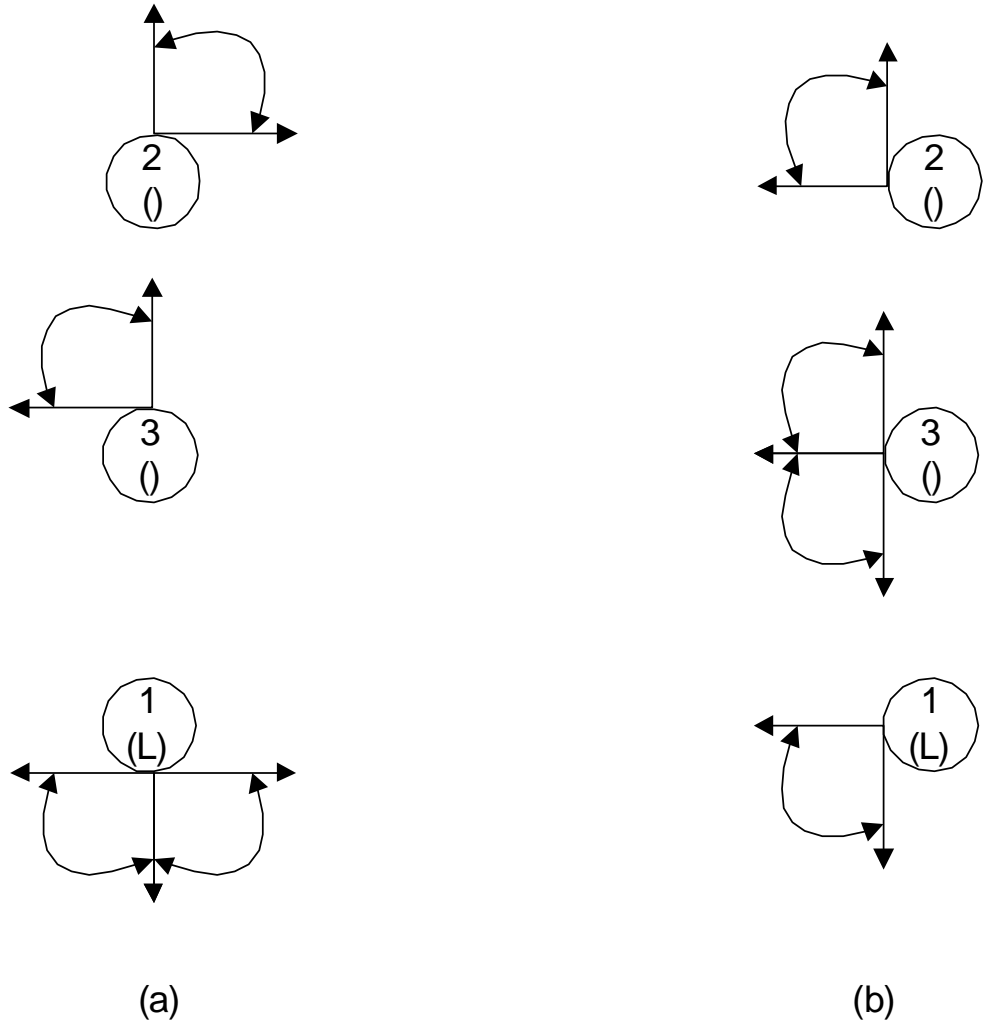
Contact front left movement, wherein (a) positions 3 and 1 move adjacent position 2, and (b) position 1 takes 12 to 3 o'clock, position 3 takes 9 to 3 o'clock, and position 2 takes to 9 to 12 o'clock.

Notes: When left front contact, maximum rounds are directed left front towards contact.



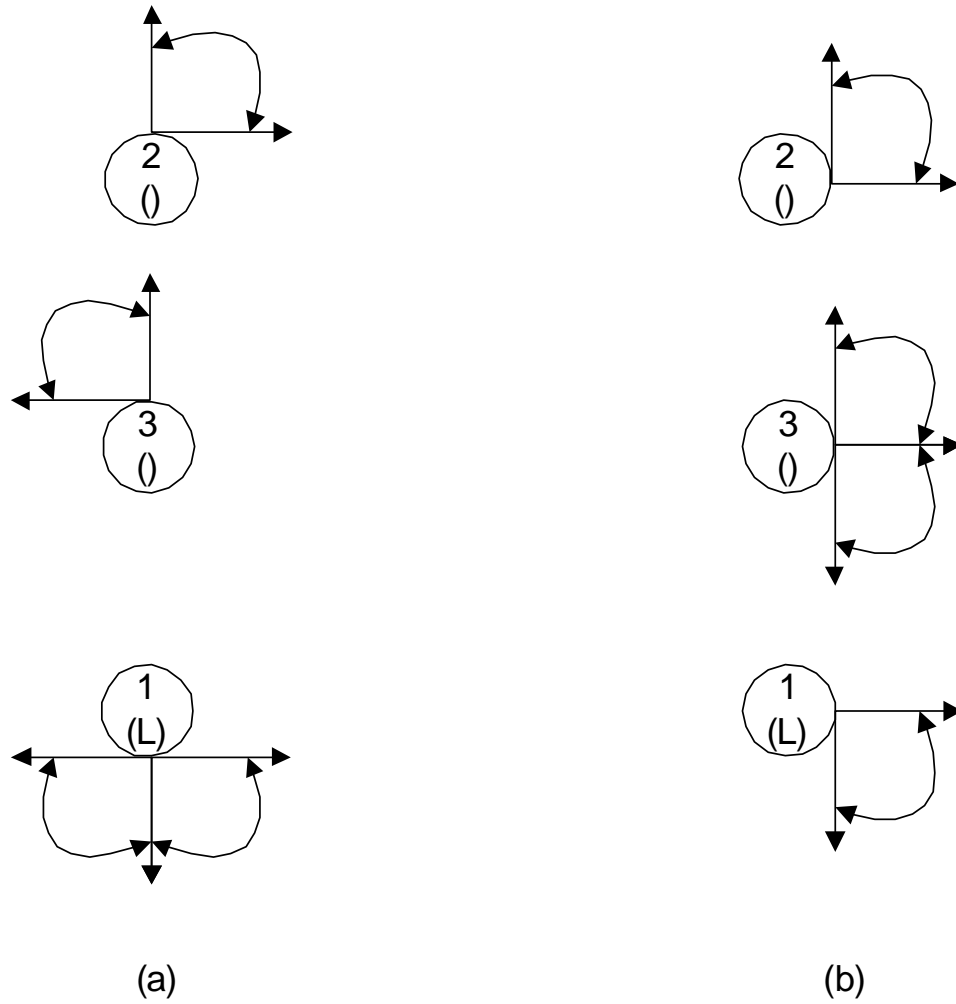
Contact left movement, wherein (a) position 2 switches to 9 to 12 o'clock, position 3 switches to 6 to 12 o'clock, and position 1 switches to 6 to 9 o'clock.

Notes: When left contact, maximum rounds are directed left towards contact.



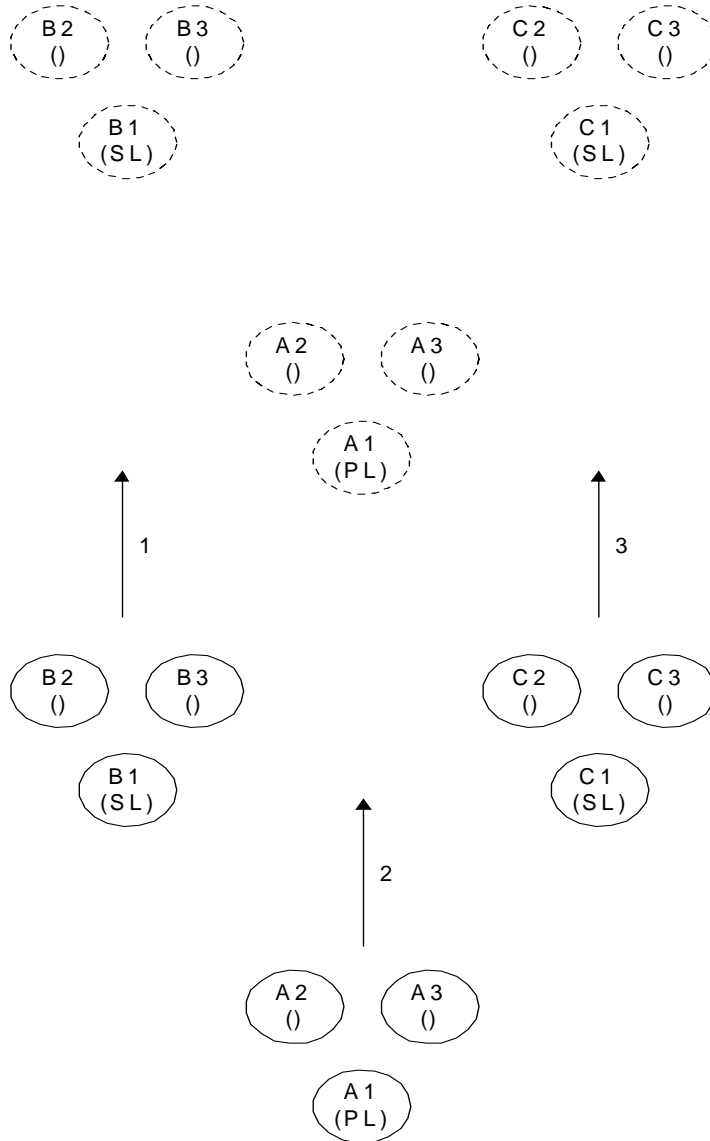
Contact right movement, wherein (a) position 2 maintains 12 to 3 o'clock, position 3 switches to 12 to 6 o'clock, and position 1 switches to 3 to 6 o'clock.

Notes: When left contact, maximum rounds are directed left towards contact.



Platoon forward movement, wherein squads A and B are on *point*, squad C is platoon leader (PL) and rear security, and (1) on *command* from PL squad B moves with squads A and C covering, (2) on *command* from PL squad A moves with squad C covering, and (3) on *command* from PL squad C moves.

Notes: Upon insertion all squads go prone, find cover if necessary, cover their respective fire zones, and clear all tangos from 360 degrees. PL is responsible for battle tactics and assigns *waypoints* for squad A, B, and C movement, and SLs are responsible for command and tactics for their respective squads during movement and when in position. Once in position, all squad members acknowledge to their SLs via *whisper*, e.g., "Bravo 1 clear," "Bravo 1 set," etc., on their respective TS channels, and all SLs acknowledge their squads to PL, e.g., "Bravo in position," "Bravo receiving fire from 5-5 request suppress fire," etc.⁹



⁹ As used by Hunt Coop (www.huntcoop.net)

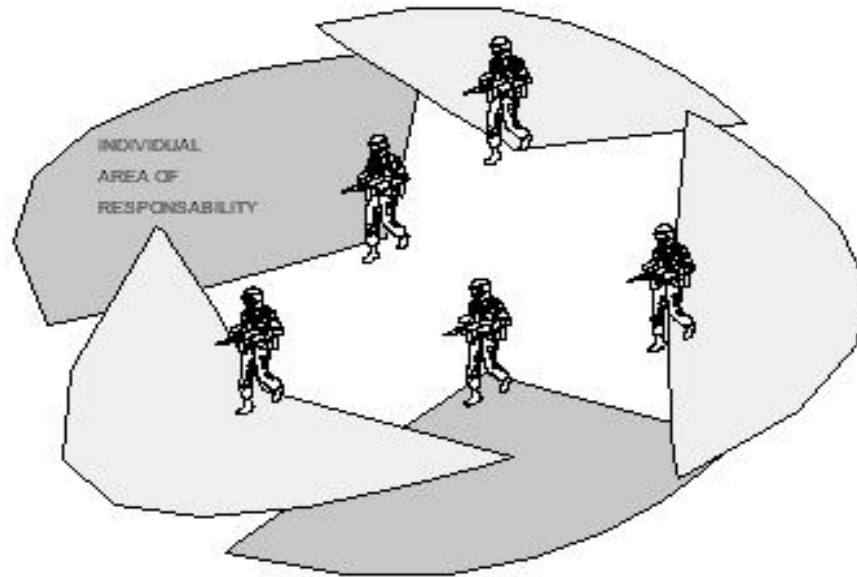
TACTICS: ¹⁰

The Cimmerians rely on a common terminology for standard and unified tactics. Cimmerian team work is based on certain Core Tactics, and every Cimmerian is under obligation and duty to memorize these tactics before attending each operation.

Everyone has seen plans of movement and attack fail or succeed on the cohesion of the combatant unit. What are the basic forms that are used by Cimmerians to maximize success and minimize losses?

The basic Cimmerian formation is the **Fire Team Wedge**:

¹⁰ From Cimmerians (www.cimmerians.org/index.html)

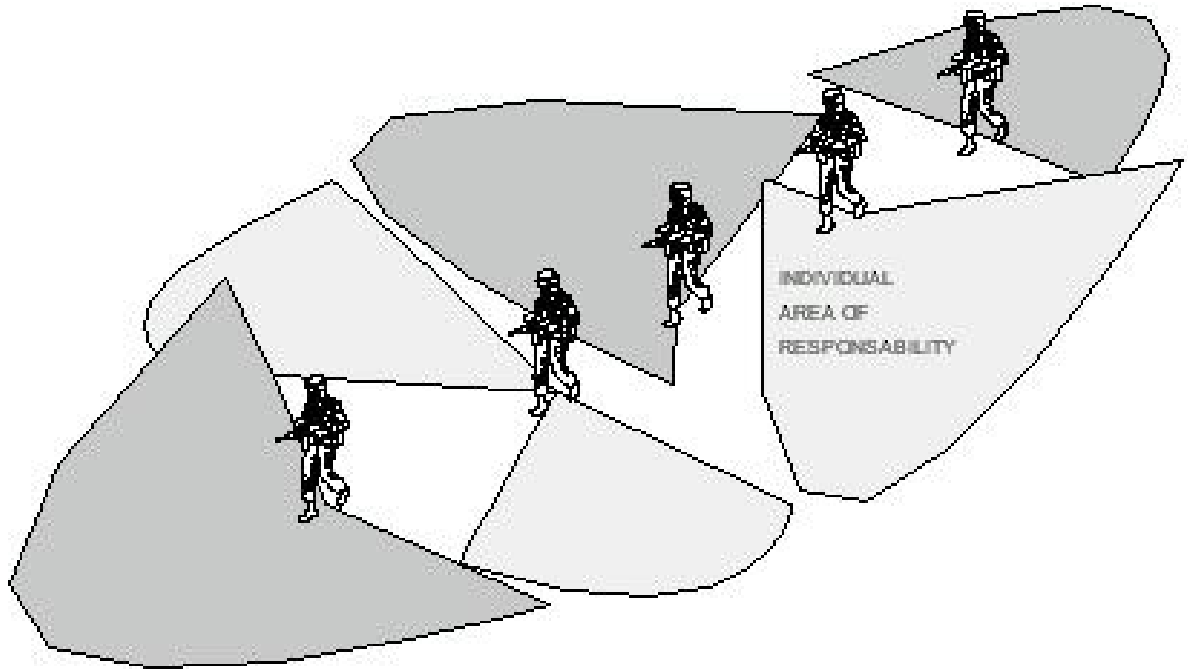


FIRE TEAM WEDGE FORMATION

I

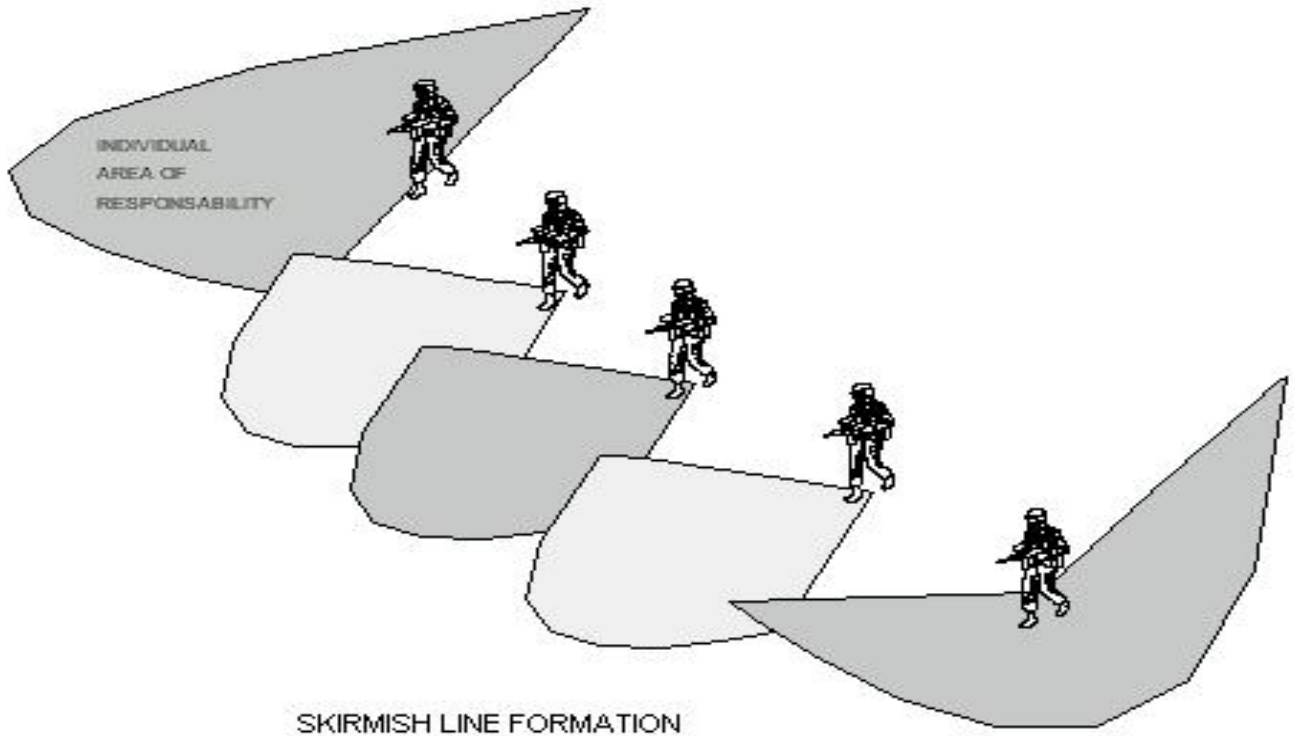
This formation is very effective when contact is eminent and the direction of attack is unknown. The wedge allows the point to make contact and the flankers to either encircle the enemy or cover the retreat of the point element. The wedge is a natural formation. When the team forms up, a team leader pushes ahead and the two flanks of the wedge follow on either side. The availability of cover and terrain may disrupt the form but the essence of the wedge is there. Each team member should concern himself with a specific area of responsibility. The POINT has the greatest responsibility and risk. He is out front and in position to make first contact with the enemy. The rear flankers have the added responsibility of rear security as well.

The **Single File Formation** is used for movement when contact is less likely and the enemy is at some distance. Fire support for the point man is minimal. This formation works well in deep penetration moments where contact is to be avoided. The main body of the team moves behind the shadow of one point man. If contact occurs the file can easily disappear and regroup into a wedge formation to attack the enemy positions. There is some degree of vulnerability to flank ambush.



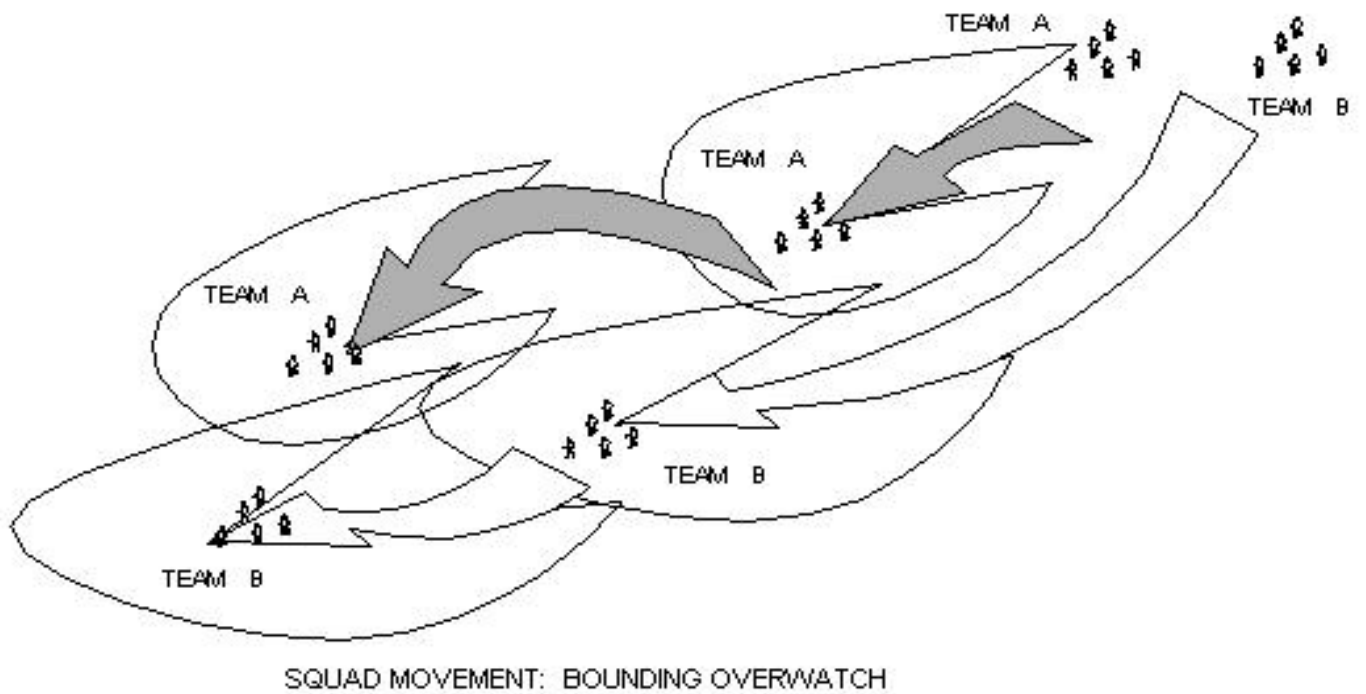
SINGLE FILE FORMATION

The **Skirmish Line Formation** is used when contact is desired and the enemy numbers are believed to be inferior. The team advances with a moving front of fire power sweeping the terrain for enemy individuals. The formation affords excellent overlapping fields of fire.

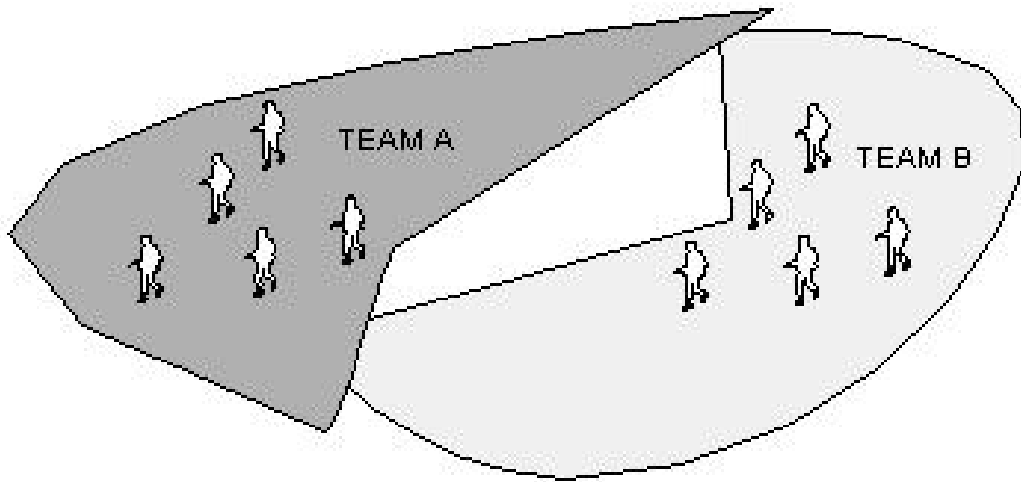


Bounding Overwatch

When two teams move into enemy territory the fire teams can move in support of each other just as team members cover each other. When moving together in hostile territory the teams use the **Bounding Overwatch** method to make a controlled and well-defended advance. Each team advances to a good distance and takes positions while the alternate team comes up and moves ahead to cover the first team.



All Cimmerians have all seen the effectiveness of Capt. Kirk's **Silent Circle Around Maneuver**: This style of play is the best example of Cimmerian tactics. The objective is achieved through clever application of movement through the terrain. The enemy's attention is focused in the forward direction and we circle around and hit them (or maybe just the objective) from behind. Moving to the Objective without losing focus on THE MISSION is most important and a high level of cohesion makes a big contribution toward victory.

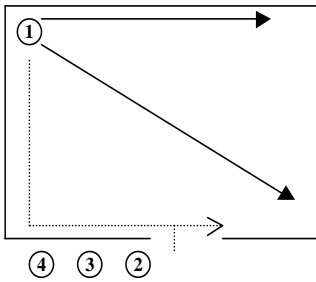


TEAM FIELDS OF FIRE
DURING SQUAD MOVEMENT

SINGLE TEAM CENTER-FED ROOM

Figures 14-5-1a - d

Figure 14-5-1a, #1 Man

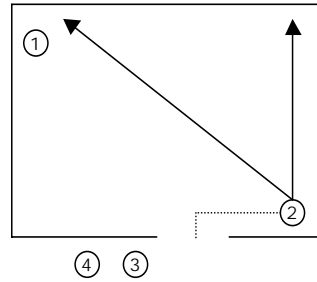


STEP 1: Visually clear immediate threat, if no threat, buttonhook.

STEP 2: Visually clear far corner before arriving at corner.

Note: The #1 man makes a decision on which way to go based on enemy, obstacles, and his intuition.

Figure 14-5-1b, #2 Man

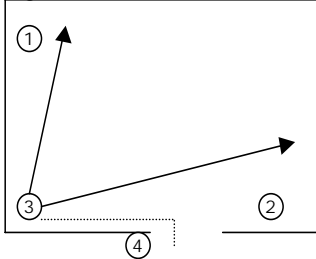


STEP 1: #2 man goes opposite #1 man.

STEP 2: Visually clear near corner, clearing to the left. Clear far corner before arriving at near corner. (Point of Domination)

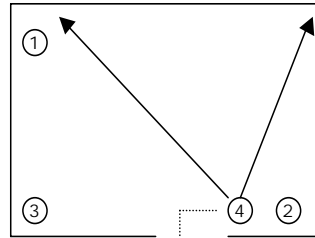
STEP 3: Move to point of domination, clearing to the left. Sector is one meter off the #1 man.

Figure 14-5-1c, #3 Man



STEP 1: #3 man clears the immediate threat, moves opposite #2 man, clears doorway, and stops at his point of domination.

Figure 14-5-1d, #4 Man



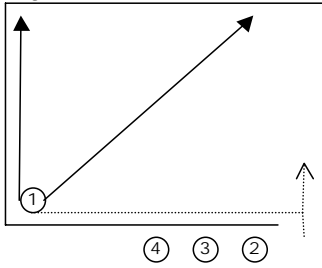
STEP 1: #4 man clears immediate threat, moves opposite #3 man, stops at his point of Domination.

¹ From Army Ranger Handbook (www.benning.army.mil/rtb/ranger/HDBOOK/TABLEOFCONTENTS.htm)

SINGLE TEAM CORNER-FED ROOM

Figures 14-5-2a-d

Figure 14-5-2a, #1 Man



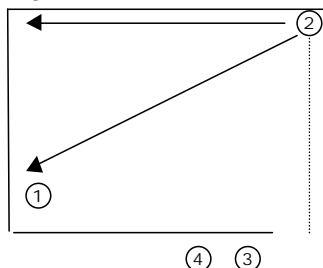
STEP 1: Visually clear immediate threat and right corner, no threat, buttonhook.

STEP 2: Visually clear left corner.

Visually clear far corner before arriving at corner.

Note: The #1 man makes a decision on which way to go based on enemy, obstacles, and his intuition.

Figure 14-5-2b, #2 Man

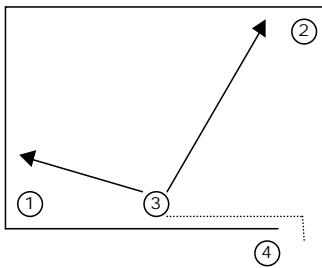


STEP 1: #2 man goes opposite #1 man.

STEP 2: Visually clears near corner, clearing to the left. Clears far corner before arriving at near corner. (Point of Domination)

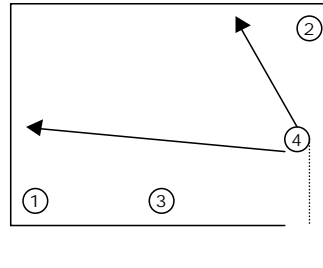
STEP 3: Move to Point of Domination, clearing to the left. Sector is one meter off the #1 man.

Figure 14-5-2c, #3 Man



STEP 1: #3 man clears the immediate threat, moves opposite #2 man, clears doorway, and stops at his point of domination.

Figure 14-5-2d, #4 Man



STEP 1: #4 man clears immediate threat, moves opposite #3 man, stops at his point of Domination.

MULTIPLE TEAM / MULTIPLE ROOM

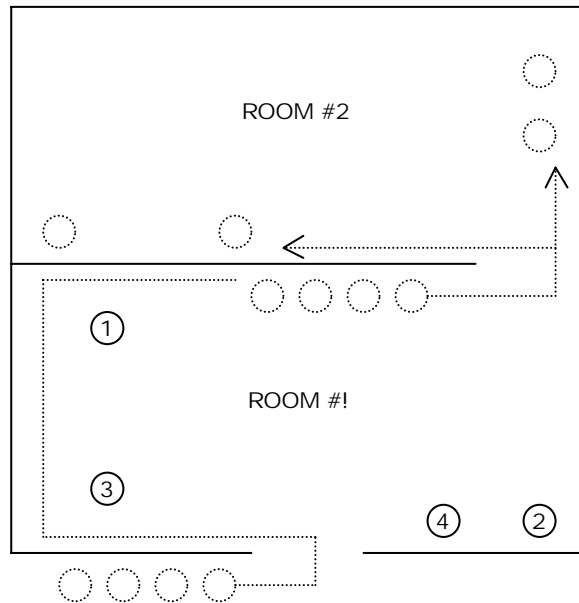


Figure 14-5-3

STEP 1: First team enters and clears Room #1.

STEP 2: Squad Leader determines direction the second clearing team must enter Room #1 based on location of Room #2 entry point.

STEP 3: First team collapses inward to allow the second team to move into the room.

STEP 4: Second team “stacks left” and prepares to enter Room #2.

OPEN STAIRWELL

Open Stairwell: Gap between flights of stairs that allows a person to visibly look up / down between flights of stairs. Figure 14-5-4 depicts an open stairwell.

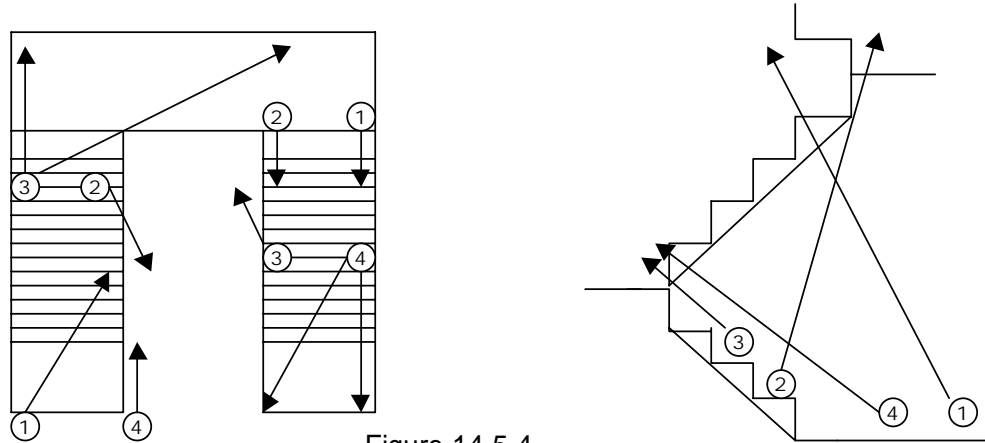


Figure 14-5-4

STEP 1: The #1 man pulls security on the highest point he can see / engage.

STEP 2: The #2 man moves up the stairs on the inside with the #3 man to a point that he can see / engage the next landing, where he turns around and continues to move up to the next landing.

STEP 3: The #3 man moves up the stairs with the #2 man on the outside and engages the threat on the immediate landing.

STEP 4: The #4 man moves up the stairs with the #1 man, on the squeeze, the #2 man turns around to engage the next landing.

STEP 5: The flow continues with the #2 man picking up the sector of the #1 man had. The #3 man picks up where the #2 man was. The #4 man picks up where the #3 man was. The #1 man picks up where the #4 man was.

NOTE: Most stairwells will require a second team.

CLOSED STAIRWELL

Closed Stairwell: Any Stairwell separated by walls between flights of stairs. Figure 14-5-5 depicts a closed stairwell.

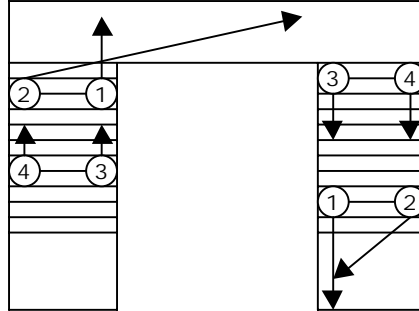
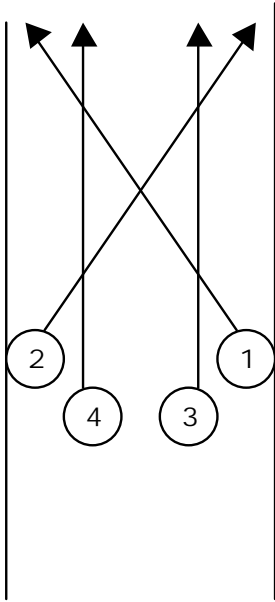


Figure 14-5-5

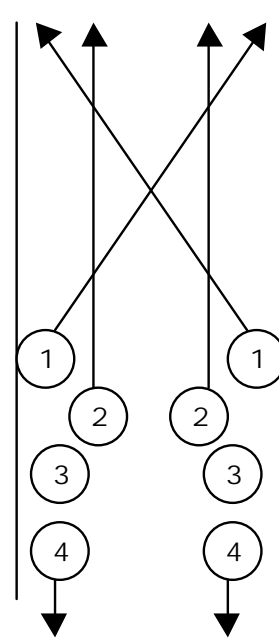
- STEP 1:** The #1 man checks high to insure there is no opening on the landing or between the stairs.
- STEP 2:** The #2 man pulls long security to the next bend or landing.
- STEP 3:** The #1 man or #3 man with the #2 man move up the steps. As they approach the corner the #2 man will tap the #1 man on the shoulder signaling that he is with him.
- STEP 4:** Keying off the #1 man's movement, they will both simultaneously break around the corner.
- STEP 5:** If no fire is received #2 man will move to the opposite wall and continue to move up until they reach their objective.
- STEP 6:** The #3 and #4 men will continue to move 3 to 4 steps behind.
- NOTE:** Do not get locked into security position. (e.g. Inside stairwell)
Do not get spread out thin or separated by more than one floor of stairs.

HALLWAY MOVEMENT

Hallway Movement: Clearing team(s) move down the hallway utilizing the frontal security (cross cover technique). See Figure 14-5-6.



Single Team Hallway Movement



Multiple Team Hallway Movement

Figure 14-5-6

T-Shape Intersection

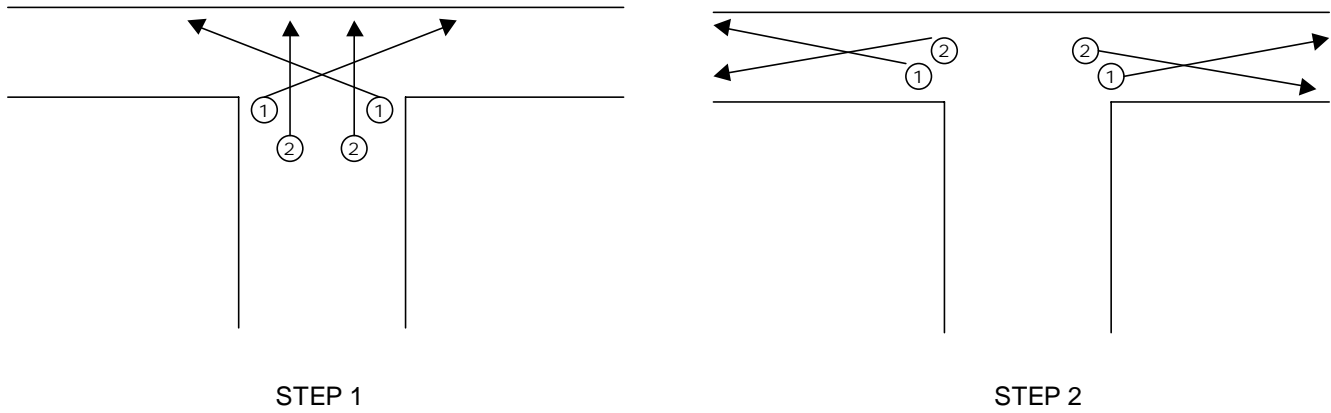


Figure 14-5-7

STEP 1: Each #1 man goes to a knee covering his sector.

STEP 2: On a predetermined signal each two man team will break the corner picking up their sectors of fire.

NOTE: This technique can incorporate the Dynamic Corner Clear.

Dynamic Corner

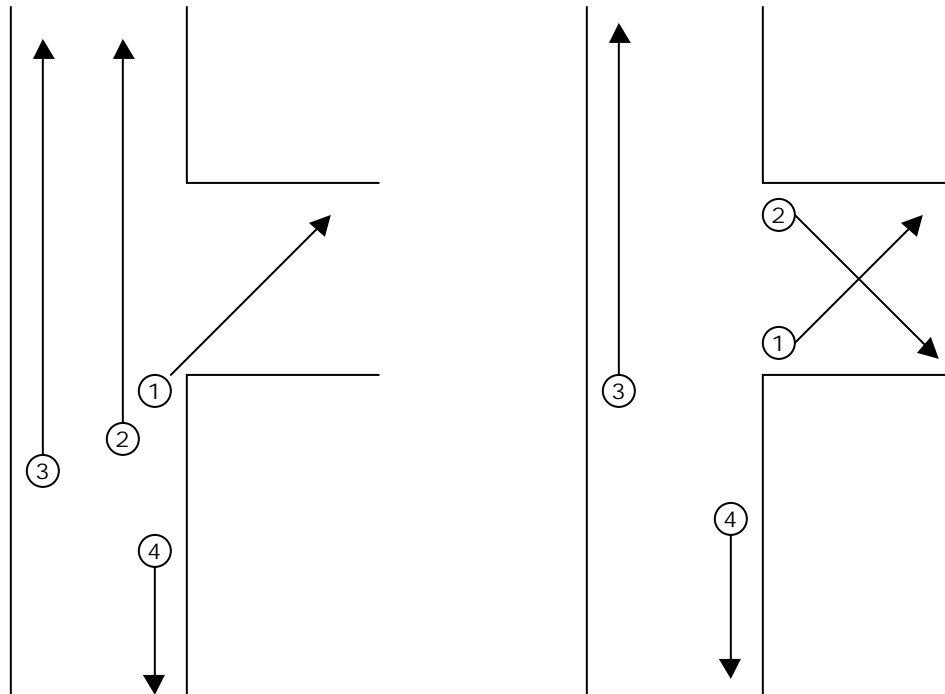


Figure 14-5-8

- STEP 1:** The #1 and #2 man as they approach the corner they have to clear do not slow down.
- STEP 2:** The #2 man will tap the #1 man on the shoulder about 2 - 3 meters away from the corner letting the #1 man know the #2 man is with him.
- STEP 3:** Keying off the #1 man's movement they both break the corner simultaneously.
- STEP 4:** The #1 man goes to low to a knee, the #2 man stays high.
- STEP 5:** If the Rangers are not receiving fire the #2 man rabbits / moves to the far side.
- STEP 5:** The #1 and #2 man take up sectors of fire.
- STEP 6:** The #3 and #4 man take long security in the direction of movement.

Three Way Intersection

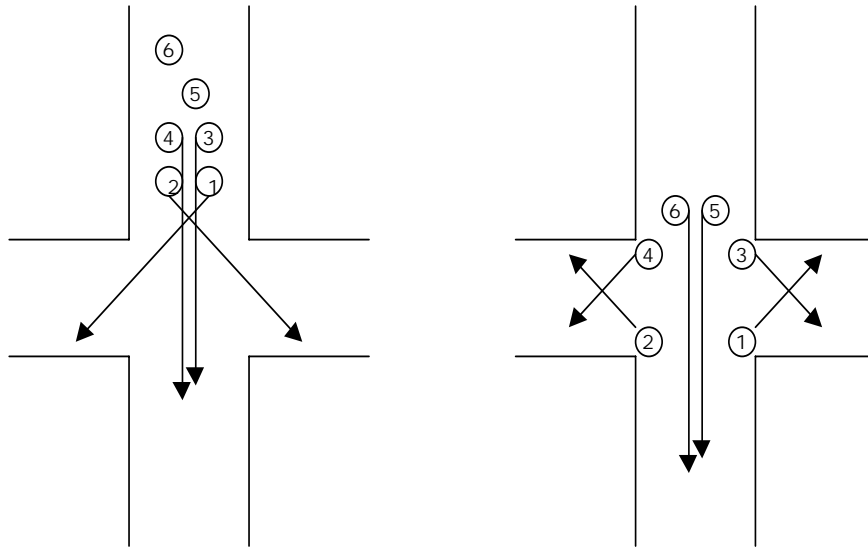


Figure 14-5-9

STEP 1: The #1- 4 men will use one of the corner clearing techniques to clear the corner that they have.

STEP 2: The #5 and #6 man move through the intersection and enter the room as the #1 and #2 man or pick cross coverage if they are entering more hallway.

STEP 3: The #3 and #4 man will then follow into the stack as a four man team, or they will become the rear flank security if entering more hallway.

STEP 4: The #1 and #2 man will provide security where needed unless they are needed in the room.

If entering more hallway the #1 man will become center ling security and the #2 man will become rear or floater.