

The Red Orchestra

Tactical Manual

Release 2.0

The Red Orchestra Tactical Manual V2.0

Red Orchestra

A Total Conversion Mod for UT2004

Release 2.0

May 2004

Tactical Manual

Author: Alan "Wilsonam" Wilson
Artist: Philipp "Solitaire" Steinhauer

This manual is intended to provide background reading for the mod and all contents are © "The Red Orchestra", except where stated otherwise in the text. This does not provide details on controls, performance tweaking or any technical issue - for that, please refer to the Game Manual, either via the Red Orchestra [website](#) or in the folder with the game itself.

*Authorised for release by the People's Commissariat of Information
Dissemination, 16th May 2004.*

INTRODUCTION	1
THE MOD	1
DISCLAIMER.....	1
OVERVIEW	1
BASIC TRAINING	2
PURPOSE.....	2
BASIC WEAPON TRAINING	3
Weapon types.....	3
<i>Pistols.....</i>	3
<i>Rifles</i>	3
<i>MP/SMG.....</i>	3
<i>Automatic Rifles.....</i>	3
<i>Grenades</i>	3
Loading and Reloading your weapon.....	4
Light Machine Guns	4
Aimed fire	5
<i>Iron sights</i>	5
<i>Basic Ballistics</i>	6
<i>Judging Distance.....</i>	7
<i>Bullet "spread".....</i>	9
<i>Damage.....</i>	9
Un-aimed fire – from the hip	10
Hand-to-hand combat.....	10
Grenades	10
Anti-Personnel Mines	11
Picking up weaponry.....	11
THE INFANTRY PLATOON – AND YOUR ROLE	12
History of the platoon	12
Platoon Structure	12
<i>Leadership and communications.....</i>	12
<i>Squads</i>	12
<i>Support</i>	13
<i>Your roles</i>	13
BASIC FIELD CRAFT.....	13
Posture	13
Speed	13
Wounds	14
Friendly Fire	14
Communications	14
GERMAN FIELD TRAINING	15
WELCOME.....	15
WEAPONS TRAINING.....	16
Parabellum P1908 "Luger"	16
Walther P38	16
Mauser C96 "Schnellfeuerpistole"	17
Colt M1911.....	17
Mauser Karabiner 98kurz	18
ZF4 Sniper Scope	18
MaschinenPistole 40 and 41.....	19

The Red Orchestra Tactical Manual V2.0

Gewehr 43	20
Sturmgewehr 44 (MP43)	21
Maschinengewehr 34 (MG34)	22
Steilhandgranate 39	23
Soviet Mines	23
ROLES.....	24
Schütze	24
Stoßtruppe	24
Stoßtruppspioniere [Stürmpioniere].....	24
MG-Schütze.....	24
Scharfschütze	25
Gruppenführer	25
TACTICS	26
The Gruppe in the fire fight	26
The Offensive	26
On the defensive.....	27

SOVIET FIELD TRAINING **29**

WELCOME.....	29
WEAPONS TRAINING	30
Tokarev M TT33	30
Mosin-Nagant 91/30	31
PU Sniper Scope	31
Mosin-Nagant 91/38	32
Pistolet Pulyemet Degtyarev PPD-40	33
Pistolet Pulyemet Sudarev PPS-43	34
Pistolet Pulyemet Shpagin PPSH-41	35
Tokarev SVT40	36
Degtyarev DP1928	37
F-1 Grenade	38
German Mines	38
ROLES.....	39
Strelok [Стрелок]	39
Avtomatichik [Автоматчик]	39
Saper [Сапер]	39
Pulemetchik [Пулеметчик]	39
Sniper [Снайпер].....	40
Komandir otdeleniya [Командир отделения]	41
TACTICS	42
Fire and Maneuver of the Infantry	42
The <i>Otdeleniye</i> in the attack	43
The <i>Otdeleniye</i> on the defense.....	43

MODERN TACTICS..... **45**

INFANTRY MISSION	45
COMBAT POWER.....	45
Manoeuvre	45
Firepower.....	45
Protection.....	45
Leadership	45
ORGANISATION.....	46
Symbols in use	46
MOVEMENT.....	47
Fire-team formations	47

The Red Orchestra Tactical Manual V2.0

Wedge 47
File..... 48
Squad formations..... 49
Column 49
On line..... 50
File..... 50
Key technique: bounding overwatch 50
Individual movement..... 51
Basic Movement Techniques 51
Movement around corners..... 52
Movement past windows 53
Movement parallel to buildings..... 53
Use of doorways 54
Crossing of open areas 54
OFFENCE..... 55
Movement to contact 55
Deliberate attack..... 55
Squad Attack 56
Knock out bunkers 56
Enter/clear building 56
Enter/clear a trench..... 57
DEFENCE 57
React to contact..... 58
React to ambush 58
SNIPERS IN THE URBAN ENVIRONMENT..... 58
Use of snipers..... 58
Countering urban snipers 59

AND FINALLY... ..60

REFERENCES61

Figures in main text

Fig 1 Iron Sights 5
Fig 2 Bullet drop - MN Rifle..... 6
Fig 3 Bullet drop - MP40..... 6
Fig 4 Target at 50m range..... 7
Fig 5 Target at 40m range through scope..... 8
Fig 6 Target at 50m range over iron sights 9

Figures in modern tactics section

Modern Fig 1 German Squad, 1943 46
Modern Fig 2 Soviet Squad, 1944..... 46
Modern Fig 3 German Fire Team "Wedges" 47
Modern Fig 4 Soviet Fire Team "Wedges" 47
Modern Fig 5 Soviet File 48
Modern Fig 6 German Files 48
Modern Fig 7 German Squad Column 49
Modern Fig 8 Soviet Squad Column 49
Modern Fig 9 German Squad On line..... 50
Modern Fig 10 Soviet Squad On line 50
Modern Fig 11 Move on covered and concealed routes 51
Modern Fig 12 Movement around corners 52
Modern Fig 13 Movement past windows 53
Modern Fig 14 Covered movement from doorway 54

Introduction

The Mod

Red Orchestra [RO] is a modification for Unreal Tournament 2004, published by Epic. Therefore, all UT2004 components used are ©Epic throughout this document and the mod itself. All those components produced by the RO team are ©The Red Orchestra Team. Any other material is considered to be in the public domain and has been used by the team on the understanding that this is the case.

Disclaimer

Red Orchestra is produced by the RO team to be a realistic representation of the infantry combat taking place on the Eastern Front during WWII. Therefore, period uniforms, equipment and insignia will be included in the game. Also, period terminology and slang is included both in the game and this manual, in order to produce a more immersive end result. This does not reflect any political views of the team in any shape or form, nor does it indicate any belief on our part in any of the causes they fought for, except for that of the freedom of the individual to live and die as they choose. The mod has nothing to do with the extremist politics of the followers of Hitler – nor those of Stalin.

Overview

The mod represents infantry combat of the 1940s on the Eastern Front, between the forces of the Axis and the Soviets. At this release, the Axis forces are represented by the German *Heer* (the standard army troops of the *Wehrmacht*) and the *Waffen-SS*. The Soviets are represented by the infantry of the *RKKA* (the "Peasants and Workers Red Army") the rifle formations of the *RKKF* (the Navy) and the *NKVD*.

This part of WWII – known as "The Great Patriotic War" to the Soviets – was fought with unparalleled brutality and with massive casualties on both sides. The combat losses to the Soviets estimated as 11,000,000 dead and missing and another 18,000,000 wounded; for the Germans 5,000,000 and 6,000,000. At the Axis "high-water" mark, the Germans controlled an area of some 3.3 million square kilometres of the USSR. Together with the original German Reich of 1941, this equates to over half the landmass of the continental USA.

Contrary to popular belief, this was not solely a war of tank vs. tank, of "Blitzkrieg" and of "human wave" assaults. The infantry made up over 70% of both armies. While combined-arms operations can encircle enemy forces, it needs infantry to destroy them – or to prevent that destruction and to hold ground. This is why RO reflects that core infantry combat – infantry/rifle platoons facing off against each other in cities, towns, villages and trenches; in all weather; in the day or the night.

The roles included in the game are those of the infantry platoon and its direct support from within an infantry battalion of the 1940s. No "special forces". No Rambo-style heroics. The game is about infantry squads and platoons operating as close-knit teams, to achieve their objectives, with the basic infantry weapons of the period.

Basic Training

Purpose

Before I send you to your basic weapons instruction, I will deal with the overall purpose of your existence. You are infantrymen. Combat infantry. The role of the infantry is to take ground from the enemy, to hold that ground and prevent the enemy gaining control of it and, ideally, to destroy the enemy in the process.

These are known as Objectives. Every time you enter combat, you will be assigned one or more Objectives. These will range from the simplest "prevent the enemy from taking control of X", through to a series of more complex Objectives.

The key Objective – to take ground or withhold it from the enemy – simply requires you to get a strong enough force – expressed as a percentage of your platoon – on to the Objective and keep it there until the Objective is captured. When denying such an Objective to the enemy, this may require you to keep a percentage of your platoon on the Objective and to prevent the enemy from getting his "strong enough force" on to the Objective.

It is that simple. You, as part of a platoon, will enter combat. You will have a number of Objectives. If you achieve them all, then you will win. If you fail – and the enemy achieves his – then you will lose. There are times when you will achieve "some" of your Objectives. This can be considered a partial success – but certainly NOT an ideal outcome!

Now – please move on to your weapons instruction.

Basic Weapon Training

Good morning, gentlemen. I suggest you listen very carefully to what I have to say, then practise on the target range, before you try to charge into combat. If you do not, then you will be nothing other than moving targets for the enemy to practise on!

Weapon types

Here you will find all the weapon types available to the infantry soldier of World War II on the Eastern Front. Your chosen Nation will train you fully on the specific weapons you will use in combat. Here I will, very briefly, introduce you to the types of weapons you will use.

Pistols

These are basic single-handed weapons usually carried as a back-up weapon. They come in two principal forms – revolver or automatic. The revolver is heavier to use, as each pull of the trigger has to bring the next round into line to fire. They are also slower to reload, as they have to be loaded one round at a time. Automatics are much simpler, chambering a new round after each shot and being reloaded in one movement with a magazine.

Rifles

The bolt-action rifle is the single most common weapon you will find. You are required to work the bolt in order to chamber the next round ready for firing and they are reloaded from magazines and stripper-clips or by manual insertion, although some very old variants only hold one round at a time. In the hands of a trained infantryman they are very accurate. Some rifles are equipped with telescopic sights for sniping.

MP/SMG

Known variously as “machine pistols” or “sub-machine guns”, these are relatively light fully automatic weapons, with a high rate of fire from various forms of magazine. They are designed for relatively close work and are rapidly gaining in popularity, although most of them lack accuracy and fire a lighter round than rifles.

Automatic Rifles

A recent innovation is the introduction of the automatic, or “self-loading” rifle. These act like ordinary rifles, but automatically chamber the next round, with no requirement for working a bolt. This makes them simpler to use and provide greater firepower. Some are now being made with a selective-fire capability, allowing them to fire in full automatic mode.

Grenades

Grenades are simply hand-thrown explosive devices. They come in two basic forms – “blast” (also know as “concussion”) and “fragmentation”. Fragmentation grenades can cause significant casualties, as they throw shrapnel out as they detonate. This makes them very destructive but potentially very dangerous to the thrower as well as the enemy. Blast grenades are far less lethal, but much safer for the thrower, as they rely solely on the explosive impact of a few ounces of TNT.

Loading and Reloading your weapon

One absolutely basic and immutable law of combat: when your magazine is empty, you cannot fire. It is no good desperately pressing the trigger, listening to that dry "click" of firing pin against emptiness, when the enemy is bearing down on you.

Listen carefully for that click as you fire. As soon as you hear it, reload! Ideally, duck into cover and reload – but whatever else you do, reload! With some guns, with small magazines, you may be able to count the rounds so that you know what you have left. With automatic weapons, this is nearly impossible. This is yet another reason for teamwork – when one of you is reloading, others should still be firing.

Also consider the fact that a weapon has to be re-cocked when reloading, *unless* you reload before the magazine is empty. This is because, on an automatic (or semi-automatic) weapon, the gun will re-cock itself after each shot, so long as a shot was fired when the trigger was pulled. So – change the magazine before it is empty and it will be slightly quicker. You will also achieve "plus-one" loading – a full magazine, plus one round already chambered. Of course, the downside is that you will have a partly full magazine. That partly full magazine will, of course, be in your magazine pouch and, if you use all the other magazines (partially or fully) will return to your hands to be re-used. There is a careful balance needed in your thinking here – quicker reloading, versus the risk of using magazines that are only partially full later!

Light Machine Guns

The light machine gun (LMG) is the key support weapon of all infantry squads. It was introduced during WWI, as a lighter weight alternative to the standard machine gun, with the aim of allowing the infantry to carry that firepower with them as they moved. Modern LMGs are powerful and accurate, with a high rate of fire. They are designed for ease of use, but do differ in a number of ways to the standard personal weaponry of the infantry.

Because of the amount of ammunition consumed, they are fed either by some form of drum magazine, or by a belt. Reloading is more complex, involving opening the weapon, removing the old magazine or belt, inserting the new one and closing the weapon. It is very easy to use ammunition at far too high a rate. Apart from running quickly out of ammunition, this also runs the risk of overheating the barrel and causing stoppages. For this reason, on some LMGs, there is the facility to change the barrel very quickly.

Also because of the high rate of fire, the LMG is provided with a bipod to stabilise it. While they can be fired while standing, those with higher rates of fire are very difficult to control: hence this should really only be a method used in emergencies. In general, the LMG needs to be deployed, the bipod resting on a firm – and reasonably flat – surface, in order to fire with any degree of accuracy. Of course, the LMG will only pivot a certain amount around the bipod before it needs to be picked up and redeployed, if the next target is outside its covered arc of fire. Take note of this covered arc: check it when you deploy the gun as, if an enemy appears outside this arc, you will be at risk.

Note that light machine guns are normally loaded with some tracer ammunition, in order that friendly units can tell where the machine gun is firing. It can also be used to "mark" targets for other fire. German tracer rounds are a dark orange, while Soviet tracers are a bright green.

Aimed fire

Iron sights

There are a number of ways that you can use every weapon in your armoury. The way that you will achieve the best effect from your weapon is to use it in "Iron sights" mode. This requires you to halt, ideally going prone or crouching to steady yourself, with the weapon raised to your right shoulder. Lower your head and raise your arms such that you can sight the weapon, aligning the front and rear sights on your designated target and then shooting. In actual fact, you can move when upright or crouched, with the weapon held in the aim position – just very slowly.



Fig 1 Iron Sights

When shooting a single shot weapon, such as the K98, you will need to lower the weapon, chamber the next round and then take up the aim position again before firing. With automatic weapons this is not required, obviously. Again, when your magazine is empty, you will need to lower the weapon and change the magazine before resuming firing.

When firing aimed fire, there are a number of other points to remember:

1. The weapon's recoil will naturally drag it off-target. The more you fire, the more the weapon will drag off-target – therefore concentrate on your aim and minimise the number of rounds you fire in automatic fire, in order to be accurate.
2. The ballistic effects of each weapon are quite different and depend on factors such as muzzle velocity and the weight of the round. Simply put, this means that the round will drop as it flies towards its intended target. As the round moves through the air it slows and, in some cases, loses stability in flight. Therefore, when aiming, you must make allowance for the drop of the round in flight and will need to aim "high" to allow for this.
3. In addition, your target is likely to be moving. Only a dolt will provide you with a stationary target. Your bullets take time to reach the target, during which time the target will have moved. Therefore, you will need to "aim off" to allow for this movement.

Basic Ballistics

Experience will teach you how best to use each weapon and its characteristics. For instance, the K98 drops far less than the MP40. An MP40's bullet will drop a theoretical 4 inches [10 cm] at a range of 50 yards/metres and more than a foot [30 cm] at 100 yards/metres. In contrast, the K98 will only drop 3 inches [7 cm] at 100 yards/metres and 8 inches [20 cm] at 150 yards/metres. These are approximate figures and vary subtly with the humidity and ambient temperature of the air, as well as the quality of the ammunition.

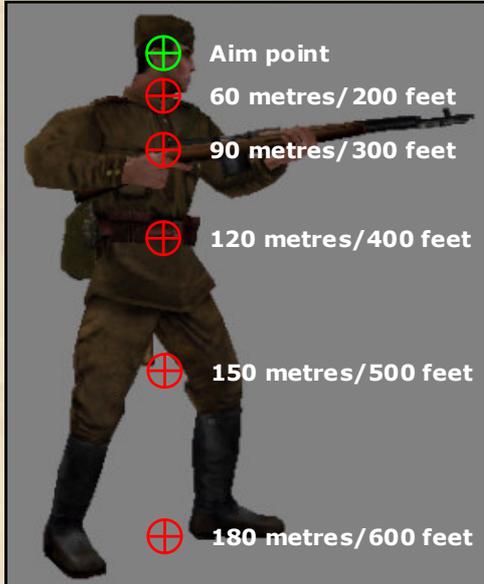


Fig 2 Bullet drop - MN Rifle



Fig 3 Bullet drop - MP40

Bullet drop over distance: if you aim at the green point, the red markers show the results at various distances. For example – aim for the head with the MP40 and the round will strike the chest at 90 metres/300 feet.
Left, for the MP40, right, the Mosin-Nagant rifle.

Judging Distance

One of the hardest things to do, for the inexperienced soldier, is to judge distance. Remember that most combat will actually occur at ranges under 100 metres and, frequently, at a lot less than that! To illustrate the point, here is a picture taken from your viewpoint of an enemy soldier at 50 metres distance:



Fig 4 Target at 50m range

As can be appreciated, even at a range as close as 50 metres, the enemy seems to be at quite a distance! Of course, when viewed through the sniper scope, he seems much closer:



Fig 5 Target at 40m range through scope

As a final comparison, here is a view of the enemy at 50 metres once again, looking down the sights of a rifle:



Fig 6 Target at 50m range over iron sights

Again, please notice how small the enemy soldier appears. Referring back to the ballistics instruction above, we can see just how important it is to judge distance well. At the 50 metre range, even a light-weight weapon like the MP40 will only see the round drop by 4 inches – quite accurate enough to be able to hit the torso!

Therefore, it is important to practise on the ranges, to learn to judge distances. An enemy soldier at 50 metres holding a sub-machine gun is quite capable of shooting at you accurately – remember this.

Bullet "spread"

Another topic to understand in shooting is that some weapons, especially SMGs, are inherently less accurate, having a shorter barrel – as well as the relative instability of the lighter weight rounds used. This leads to some weapons "spreading" their fire more than others – notably the SMGs. Thus, the shorter-barrelled weapons – the pistols and SMGs will spread their bullets far more than rifles and high quality semi-automatic weapons.

Damage

A final point to consider is the relative damage done by the various rounds in use. This is, very simplistically, related to the speed of the round and its mass. In general, rifle rounds will cause the most damage, followed by the slower/lighter SMG and pistol rounds. Obviously, the rate of fire of the SMGs is intended to compensate for this, by putting more than one round into the target!

Un-aimed fire – from the hip

Obviously, when you are the move at any speed, you cannot maintain your weapon in the "aimed" position. You will simply trip and hurt yourself – as well as never seeing the enemy soldier appear slightly to one side.

So – when you are on the move, you will hold the gun in the "ready" position. Obviously, when you are sprinting across a street, the gun will not even be in this position and it is pointless to fire it. However, with the gun in the "ready" position, it will be pointing approximately to your front and can be fired from the hip, although it is very hard to judge exactly where the barrel is pointing.

Clearly, firing from the hip is highly inaccurate and should not even be considered at any range over about 10-20 yards/metres. As always, there will be the effects of recoil and ballistics, although the latter hardly matters at such close ranges. This fire mode is really only recommended for automatic weapons, as the volume of fire is likely to compensate for the inaccuracy.

If you are surprised by the enemy at close range, you need to make a snap tactical decision whether to retreat unseen, open inaccurate fire – or close in for hand-to-hand combat. If you have a bolt-action rifle, or semi-automatic rifle, this last is the recommended course of action.

Hand-to-hand combat

When caught at very close range, or if you surprise the enemy, it is often expedient to engage in hand-to-hand combat. This can be done in two main ways:

1. If you already have a bayonet fixed to your weapon – use it! This will be the quickest and most efficient method of dealing with the enemy.
2. If you have no bayonet, or have not fixed it – then set about the enemy with whatever you have in your hands. Use your rifle butt to bash him, or pistol to hit him, or your entrenching tool. The key is to get the first blow in.

An obvious lesson – if you have a bayonet, then attach it when you are closing with the enemy. It is recommended that you do not attach your bayonet when moving in a close group with your squad. Poking your compatriots with your bayonet, as you all crouch behind cover, is usually poorly received. It is said that, in some units, NCOs will simply shoot people who are so careless!

Grenades

These are very simple weapons. Pull the pin or chord, pull back your arm and throw at your target. To increase the distance thrown, pull back a bit longer, and/or aim higher. It is also worth noting that certain types of grenades can be "cooked" – running off some of the fuse while still in your hand – in order to reduce the time the enemy has to react to it, or to achieve an air-burst.

Obviously, be careful of dropped grenades – if one of your comrades is shot while holding a primed grenade, it will be likely to detonate at your feet! Another point of note is that grenades can be unreliable – a small percentage will not explode.

Anti-Personnel Mines

Anti-personnel (AP) mines come in many different forms, but all with the same primary aim – to deny access to an area. A minefield will achieve this by the simple expedient of being full of AP mines that are buried, or otherwise hidden, such that any soldiers entering the area are likely to trigger them, killing or disabling themselves and, possibly, their comrades. AP mines also have a secondary function – they can be hidden in an area recently vacated by the enemy as booby-traps. This may consist of mines buried as normal – or set up using trip-wires or other means of triggering them. Mines are often very small and, therefore, may not cause fatal injuries. However, they are likely to cause severe wounds even if they don't kill you. The moral of the story is simple – avoid minefields at all costs, unless you know the area has been cleared by your engineers!

Picking up weaponry

Gentlemen – we are all well aware that soldiers have a tendency to acquire things. You forage. You search out items with which to improve your lot. One of the most popular items to acquire seems to be a better weapon. If you really must do this, you will need to spot a weapon that has been dropped, run to it and then pause while you discard your own weapon and grab the new one. There are occasions when this may be appropriate – if you are running low on ammunition, for example. Of course, you will need to keep in mind that you may not be as accurate and efficient with a “borrowed” weapon as with the one you have been trained on.

However, it is my duty as an instructor to remind you that the battlefield is a dangerous place. If you insist on “souvenir-hunting”, consider this: you will likely have to run out into the open, in full view of the enemy and pause there while you pick up the weaponry. I would encourage you to think very carefully before you turn yourself into a sniper-magnet! After all, how did that soldier get to be dead in the first place?

Thank you for your attention. You will now receive basic training in the nature of the Infantry Platoon and Infantry Combat.

The Infantry Platoon – and your role

Thank you. Now that you have learnt the basics of your weapons and had your reason for existence explained to you, I will deal with the most basic elements of organisation. For you, this means the Infantry Platoon.

History of the platoon

The infantry platoon is one of the most basic units of organisation in any army and has been since the mid-17th Century, when it was used to describe the firing units in a musketry "company". For the pedants it is apparently derived from the French "*peloton*", itself a derivation from the French for "little ball".

By 1940, the rifle platoon (German "*Zug*", Soviet "*взвод*" or "*vzvod*") consists of some 30-40 men at full strength, usually made up of a Platoon HQ and 3 or 4 Squads. The Platoon belongs to a company, which belongs to a battalion, which belongs to a regiment in German/Soviet organisations, which, finally belongs to an Infantry Division.

The platoon, when properly led, should be capable of independent action and short-term tasking under their own initiative. However, these are unlikely to be more than simple tactical missions, following completion of which the platoon will need re-tasking by Company or Battalion command.

Platoon Structure

Leadership and communications

The platoon HQ is made up of the commander – a junior lieutenant or senior NCO – plus any communications gear or, more likely, a runner or two. On the Eastern Front, it is extremely unlikely that any platoon will have any radios; they just might, when dug in to a heavily defended location, have field phones running between the squads and the platoon HQ.

In general, the platoon consists of 3 or 4 squads, with the basic set of infantry weapons. Any further support weapons are provided from higher organisations in the Infantry/Rifle Division structure. Here we are just looking at that core infantry unit – the platoon.

Command is exercised by a junior Lieutenant, or a senior NCO. Once the platoon is fully engaged in combat, it would be true to say that the leader's role changes. Once on the battlefield, the Platoon Commander's role is to lead from the front if he has to – but to see to it that the Platoon's mission is achieved.

Squads

Each platoon is made up of up to 4 squads at full strength. However, given the ferocity of the war, it is rare for the platoon to be at anything like full strength. Here we are likely to be working with platoons made up of 2 squads.

Each squad has a squad leader – usually a junior NCO – plus around 7 men. Each squad will normally contain 1 or 2 Light Machine Guns, manned by its gunner, and the rest made up of infantrymen. The type of infantry will vary depending on the unit between ordinary riflemen and some form of more heavily armed assault troops.

The squad will normally operate as a coherent unit, led by its Squad Leader, working towards the overall platoon objectives.

Support

A number of types of support may be assigned to the infantry platoon. One of the most common will be Assault Engineers. They may be assigned as a couple of extra men – or, for very stubborn and strong defences, a whole platoon of Engineers may be sent in. This may include the use of infantry trained in the use of Flamethrowers and/or demolition charges of one sort or another.

The other common supporting role is that of the sniper. This is an infantryman trained in camouflage and marksmanship, who, when present, can provide specialist firepower to “reach out and touch” the enemy at long ranges.

Your roles

As can be seen, there are a number of roles to be filled in order to put an infantry platoon into the field. The basics are:

- Rifleman
- Assault troops
- Machine-gunner
- Squad Leader
- Platoon Commander

These may be supplemented with:

- Combat Engineer
- Sniper

Basic Field craft

Some final advice for you, before you move on. While your different instructors may well offer you subtly different advice, there are some simple basics about the battlefield that I can tell you about here.

Posture

The most basic rule of the battlefield: if the enemy can see you, he can certainly kill you. There are times to remain upright – for speed and ease of movement, for example. There are other times when it is much wiser to crouch behind cover and fire round it, or to move in a crouch, presenting a smaller target. And there are still other times when the best place is with your face in the dirt. You are much harder to see and hit when prone.

Of course, there is another point to this: how accurately you shoot. The key is to ensure that your weapon is as stable as possible before firing. If you crouch and take careful aim, you will be more accurate than you would be standing up. Similarly, firing from a prone position will be even more accurate. And, as you would expect, firing while on the move – walking, running or jumping – can be expected to be wildly inaccurate.

Speed

As with posture, there are suitable times for different speeds of movement. Crossing a small open space, from cover to cover, can either be achieved at a flat-out sprint, to minimise the time the enemy can target you – or can be done crouched or even crawling, in order to present the smallest target. And think before you sprint – there is no point getting to a doorway and trying to sprint across a road, when you have just sprinted up a street. All that will happen is that you will be breathing too hard, moving too slowly in the target zone. This is a Bad Idea!

Wounds

It is an inevitability of combat that people get hurt. You try not to – but it will happen. When it does – and if you survive and are still capable of movement – check the damage. While it may only look like a small wound to the leg, it may well slow you down. So check – and think before you try and sprint to that next shell-hole. The wound may slow you down in the target zone. Again – a Bad Idea.

Friendly Fire

A final point – all injuries will hurt, regardless of who causes them. Machine-gunning every single thing you see move, regardless of the uniform they are wearing, is a quick route to finding a “friendly” bayonet embedded in your intestines. Be sure of your targets before you throw grenades or start shooting. Your bullets will hurt your fellow soldiers as much as they hurt the enemy.

And, of course, your comrades’ bullets will also hurt *you*. Running wildly in front of your own squad-mates while they are engaging the enemy is both foolish, annoying – and likely to be suicidal.

Communications

So – to avoid all these mistakes and mishaps – communicate with your squad and platoon. Let them know where you are, what help you need – and what you can see. They, in turn, will communicate back with you.

Squad leaders are taught extra commands to use on the battlefield, to direct their troops – make use of them!

At this point, I will hand you over to your respective national trainers, weapons experts and armourers, who will take over from here.



German Field Training

Welcome

Willkommen meine Herren, Ich bin Oberfeldwebel Reuter. Sie werden mich "Herr Oberfeldwebel" nennen. This is the 215th *Feld-Ersatz Battalion*, stationed in the General Government. This area was known as "Poland", before it was stolen by the Bolsheviks in 1939. It was liberated by the *Wehrmacht* in 1941 and remains now as part of the Third Reich, under our protection and jurisdiction.

You have completed your 12 weeks of basic training and are now stationed temporarily here, until we can move you all further East to your assigned units, your new Platoons [*Züge*] and Squads [*Gruppen*]. Obviously, you all already know your unit assignments, as you will have completed your basic training with the home elements of those units. This means, of course, that you are unlikely to see each other again after you move up the line – but consider this to be good training for future roles in ad-hoc *Kampfgruppe*! Those of you who are joining *Waffen-SS* units will have received less basic training, but we will ignore that oversight for now.

While you are here with us, we will take the opportunity to teach you more about the environment you are being sent in to. This will include detailed weapons training, further explanations of the roles you will fill in your units and modern battle tactics as required of you here on the Eastern Front.

Before you move on, I will say this: keep in mind at all times that we are fighting an implacable enemy. The Reds are staunch defenders when properly led and are capable of surviving great hardships. However, as you all know, the Bolsheviks are led by dissolute and cowardly leaders, willing to sacrifice millions of their people for their own self-serving political ends. Therefore be sure that every Red you fight dies. Do not risk leaving any in your rear. There is no room in this war for the niceties. The enemy are not "civilised" as we would understand it. There are no depths they will not stoop to, in order to bring down our civilisation. Given the chance, they will rape, loot and plunder their way across Europe – and the infantry of the Third Reich are all that stands between Europe and barbarism!

Now - I will start by handing over to your weapons instructor. *Auf Wiedersehen. Erfüllen sie ihre Aufgabe für das Vaterland!*



Weapons training

Guten Morgen, meine Herren ... on the table in front of you, you will see a selection of weapons. These are the weapons of the infantry "Züg". You will learn to use these weapons individually – and in your "Gruppe" and "Züg".

Parabellum P1908 "Luger"

In Service	1908	
Number Built	4,000,000+	
Loaded Weight	0.94 kg	
Length	222 mm	
Length of barrel	103 mm	
Muzzle velocity	320-381 m/sec	
Effective range	50 m	
Ballistics (drop)	1" at 25m, 18" at 100m	

This is the old-fashioned *Wehrmacht* pistol. It is well made and very reliable, but is being withdrawn from service due to the complexity of its manufacture. It uses an 8-round magazine, housed in the pistol grip, firing the standard 9mm pistol cartridge, effective to a range of 50 metres. Pistol usage I will describe with the more modern P38.

Walther P38

In Service	1938	
Number Built	Millions	
Loaded Weight	0.84 kg	
Length	212 mm	
Length of barrel	127 mm	
Muzzle velocity	350 m/sec	
Effective range	50 m	
Ballistics (drop)	1" at 25m, 18" at 100m	

This is the standard-issue, modern pistol of the *Wehrmacht*, replacing the outdated P1908. It uses an 8-round magazine, housed in the pistol grip, firing the standard 9mm pistol cartridge. As with the P1908, it is accurate out to 50 metres in ideal conditions.

Pistols are issued to leaders and to those carrying support weapons, such as machine-gunners. Use is very simple: extend the arm, aim and fire. Of course, it is realistically a weapon to be used for very close range defence. It is also suggested that you will need to put more than one round into a Bolshevik to stop him.



Mauser C96 "Schnellfeuerpistole"

In Service	1938 (<i>Waffen-SS</i>)	
Number Built	Ceased 1937	
Loaded Weight	1.78 Kg	
Length	311 mm	
Length of barrel	140 mm	
Muzzle velocity	480 m/sec	
Effective range	50 m	
Ballistics (drop)	1" at 35m, 11" at 100m	

The Mauser C96 is an obsolete pistol which, for some reason, has become popular again. It is heavy, unwieldy and inaccurate. However, old stocks were issued to the men of the *Waffen-SS* before the war started and has since become something of a collector's item. It has a large 10-round magazine and these have all been converted to the modern standard 9mm round. They have been modified to prevent full automatic fire, as this has been demonstrated to be a worthless addition only used by inferior troops to boost their own morale.

Colt M1911

In Service	1940 (<i>Waffen-SS</i>)	
Number Built	10,000	
Loaded Weight	1.36 Kg	
Length	215 mm	
Length of barrel	127 mm	
Muzzle velocity	253 m/sec	
Effective range	25 m	
Ballistics (drop)	1" at 20m, 32" at 100m	

This is a weapon made in the newly-liberated Kongsberg Arsenal in Norway, brought to the *Waffen-SS* by the volunteers of the SS-Wiking Division. While the weapon is stamped with a calibre of 11.25mm, it actually fires an 11.43mm round.

I understand that this has come into favour with *Waffen-SS* officers as it has great ability to put down a Bolshevik with a single round. However, it should be remembered that this is not as accurate as the standard-issue German pistols, so you are likely to empty the whole 7-round magazine in order to hit. Obviously, there are significant issues also with procuring the different rounds for this weapon, so its use is officially frowned on in the *Wehrmacht*.



Mauser Karabiner 98kurz

In Service	1935
Number Built	Millions
Loaded Weight	3.9 kg
Length	111 cm
Length of barrel	60 cm
Muzzle velocity	720-755 m/sec
Effective range	800 m
Ballistics (drop)	4" at 100m, 18" at 200m, 90" at 400m



This is the standard primary weapon of all those serving in the *Wehrmacht*. You will all learn to use it, before you are permitted to use any other weapons.

The weapon is a simple bolt-action rifle, carrying a 5-round magazine. It fires the 7.92mm round accurately out to 800 metres, in the hands of a skilled rifleman. Aiming is achieved simply by lining up the front and back sights, making allowance for windage, movement of the target and the drop of the bullet over the distance.

The K98k will be issued to all *Schützen* as the basic weapon. Note that you can attach your bayonet for close combat – bayonet drill was discussed in your basic training.

ZF4 Sniper Scope

The K98 can be provided fitted with the *Zielfernrohr 4* sniper scope, with which it is issued to the *Züg's Scharfschützen*. Otherwise the weapon operates exactly as the standard K98. Sniping will be described on the Sniping course.



MaschinenPistole 40 and 41

In Service	1935
Number Built	Millions
Loaded Weight	4.7 kg
Length	83 cm (62cm stock folded)
Length of barrel	24 cm
Muzzle velocity	365-390 m/sec
Effective range	200 m
Ballistics (drop)	4" at 50m, 16" at 100m, 72" at 200m



This is the standard-issue machine pistol of the *Wehrmacht*. It is designed and built by *Erfurt Maschinenwerk*, known as ErMa. It actually has nothing to do with *Herrn Schmeisser*, after who it seems to have become known. The MP40 is an improved version of the earlier MP38. It uses a 32-round box magazine that also forms the forward grip of the gun and fires the 9mm Parabellum round, accurate to 100 metres – out to 200 metres if aimed and fired carefully. The weapon can, of course, be fired from the hip, rather than aimed, but this expedient is highly inaccurate and is only to be used in emergencies or close-quarter combat. It will fire at a nominal rate of 500 rounds per minute. The MP41 is a stopgap weapon, produced using the stock and butt of the old MP34, and combined with the workings of the MP40. It is to be used exactly like the MP40, although it is rather rare.

It is the main weapon issued to *Gruppenführeren*, as well as to more lightly armed *Stoßtruppen*. Obviously, it is intended for relatively close-range firing.



Gewehr 43

In Service	1943
Number Built	~200,000
Loaded Weight	4.4 kg
Length	112 cm
Length of barrel	56 cm
Muzzle velocity	745-775 m/sec
Effective range	800 m, single shot
Ballistics (drop)	4" at 100m, 17" at 200m, 85" at 400m



The G43 was introduced during 1943, to provide better firepower for the standard *Schützen* in the infantry *Gruppen*. It is based on the less-successful G41. You will know it as a semi-automatic rifle. This means that, while it has the accuracy of the K98, firing the same 7.92mm round, at the same velocity, it does not require any bolt movement between shots. This provides the key advantage that you can continue aiming at a target, without having to dismount the gun from your shoulder or take your eye from the sights, between shots. Firing at full rate, you can empty the magazine in a little over a second.

It is being issued, where available, to *Schützen*, as an alternative to the K98.



Sturmgewehr 44 (MP43)

In Service	Late 1943
Number Built	~120,000
Loaded Weight	5.2 kg
Length	94 cm
Length of barrel	42 cm
Muzzle velocity	650-685 m/sec
Effective range	500 m, single shot
Ballistics (drop)	5" at 100m, 20" at 200m, 100" at 400m



The Stg44 is a considerable advance in weaponry and (following initial trials as a machine-pistol) is now formally designated as an "assault rifle". It has been available to the *Wehrmacht* since 1944 (it was trialed as the "MP43" in late 1943). It carries a 30-round box magazine, firing the new shortened 7.92mm cartridge, with an effective range of up to 500 metres. It can not only be used as a semi-automatic rifle, as with the G43, but can also be used on full automatic – recommended for the last stages of attack or defence. To switch between semi-automatic and full automatic, simply flick the selector switch on the left side of the weapon, by the thumb position. On full automatic, the Stg44 will fire a nominal 500 rounds per minute.

Apart from issue to the standard *Schützen*, it is also the ideal weapon for our *Stoßtruppen*.



Maschinengewehr 34 (MG34)

In Service	1934
Number Built	~250,000
Loaded Weight	14.6 kg
Length	122 cm
Length of barrel	63 cm
Muzzle velocity	755 m/sec
Effective range	750 m
Ballistics (drop)	3.5" at 100m, 16" at 200m, 80" at 400m



And now, *meine herren*, the MG34. This weapon is the first of the general-purpose machine guns that you will encounter with the *Wehrmacht*. You will be issued with it in its light MG form – with bipod and 50-round drum magazine. Whilst it is relatively heavy, it is highly accurate when used properly and will form the base of your *Gruppe's* firepower.

It has a rate of fire of around 850 rounds per minute. This means that care must be shown, as it is therefore possible to empty the whole magazine in just under 4 seconds. When used against specific infantry targets, it is recommended that bursts of 5 rounds are fired – no more.

Clearly, the MG34 can be fired in more sustained fashion but, even on the bipod, it will become inaccurate due to the recoil, which can be hard to control. The other key consideration is over-heating. This is an air-cooled weapon. Firing heats the barrel rapidly. When in use for sustained fire, the regulations recommend changing the barrel every 250 rounds. In general use, be aware of the risk of over-heating and consider changing the barrel in quiet moments. If the barrel starts to over-heat, you may see shimmer from the heat, giving you the warning sign that you are risking stoppages or barrel failure.



Steilhandgranate 39

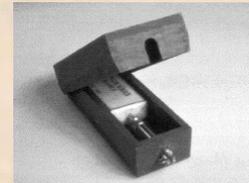
In Service	1935	
Diameter	60 mm	
Loaded Weight	480 g	
Length	356 mm	
Filling	200 g TNT	
Delay	4 – 5 seconds	
Casualty radius	Blast only – 10 metres is the likely limit	

This is the "stick" hand-grenade, the basic design of which has not changed in nearly 30 years. This grenade is primarily a blast weapon – there is very little shrapnel produced by the detonation. It is only lethal to a radius of a few metres, while it can be thrown as far as 50 metres. The lack of shrapnel makes it ideal for house- and bunker-clearance work, as you can follow in very closely behind the blast.

To use, unscrew the plate on the base, allowing the bead-and-string to drop loose. Grasp the string firmly and pull out, igniting the fuse. You now have approximately four-and-a-half seconds of fuse before the grenade will explode. If you are concerned about the Soviets picking up your grenade and throwing it back – or seeing it coming and taking cover, then hold it in your hand a little longer before throwing. The grenade will be issued to all troops, as required.

Soviet Mines

At this point it is worth mentioning the standard Soviet anti-personnel mine – the PMD-6. This is a small mine, weighing just under 1 lb/500 grammes and is made of wood. It is usually buried under a thin layer of soil and is triggered when you step on it. Being a simple blast-effect weapon, it is possible, if you are lucky, to get away with simply being wounded.





Roles

Schütze

The role that you have learnt as the basic is that of *Schütze*. Yours is the key role of taking and holding ground. The standard rifle will reach out accurately a good distance, although longer ranges are best left to the squad LMG. The *Schütze* is expected to close with the enemy, with rifle fire, grenade, bayonet and whatever other close-combat weapons come to hand and defeat him. To do this, you will need to operate in teams – a lone rifleman is an easy target for the enemy.

Standard weaponry will be the rifle or automatic rifle, bayonet, grenades and entrenching tool.

Stoßtruppe

Some of you who have proved yourselves as *Schützen* will be given additional training as *Stoßtruppen* – our specialist assault troops. You will be equipped to take on heavily defended positions. The equipment allows you to lay down heavy fire when close to the enemy, although you are potentially vulnerable at medium range. This was one reason for the introduction of the *SturmGewehr 44*, with its mix of firepower and range.

Standard issue will be the MP or Assault Rifle, grenades and entrenching tool.

Stoßtruppspioniere [Stürmpioniere]

The *Stoßtruppspioniere* is an important element in the support of the core infantry. You will be trained in the basics of engineering skills, as it applies to areas such as demolitions and the use of very specialized weapons. You will eventually be trained in the use of demolition charges and flamethrowers and will move forward with the infantry to assist in breaking through particularly stubborn defensive positions. This will either involve infiltrating into position to destroy some specific obstacle, or using specialist weapons, such as flamethrowers, to help clear heavily-defended positions.

You will be issued with standard infantry weapons, plus whatever engineer weapons are required for the task in hand.

MG-Schütze

Those of the *Schützen* who show coolness under fire and intelligence in the use of their weapons may be selected to operate as the *MG-Schütze* for their squad. You will be trained in the use of the squad light machine gun – the MG34 or MG42. This will include loading, deploying and barrel changing, as well as the ways to make best use of the LMG in both the offensive and defensive roles. Study the relevant tactics described later to ensure you understand how to be most effective in this role.

Be very aware of your ammunition usage – the LMG will use it at a frightening rate if you are not careful. You may have to look to your squad for support and to provide extra ammunition.

You will be issued with the squad LMG, plus a pistol and grenades for personal protection.



Scharfschütze

Those of the *Schützen* who demonstrate particular marksmanship abilities will receive training as *Scharfschützen*. You will become a specialist in marksmanship and camouflage, with the task of identifying enemy leaders and other key personnel and eliminating them. It is important that, in this role, you avoid close contact with the enemy at all costs and will quietly slip away rather than engage at close quarters.

Therefore, targets should be chosen very careful, or at the direction of one of the leaders. You are looking for shots whereby you can either achieve your aim and have your location remain undetected by the enemy, or have them at a suitable distance such that you can slip away before they can retaliate accurately. This means that the ideal targets are those who are alone, or at a distance where it is very unlikely that any surviving enemy can accurately return fire.

Sniping requires high skill with the scoped weapon. In basic training, you were made aware of the effect of ballistics on your shooting. Clearly, fire from any other position than prone or with the rifle rested or without using the correct "iron sights" mode is strictly frowned upon. Remember that, at 150 yards/metres the round from a K98 will drop some 8 inches [20 cm]. In addition, the round will take about 0.2 seconds to reach the target. Even at this range, shooting for the head is tricky – and it is unnecessary, as a good hit on the torso will be more than adequate to incapacitate your target. At this range, of course, enemy riflemen can return fire relatively accurately.

So – fire at greater ranges. This will take practise on the target range. At 250 yards/metres, the round will now drop some 30 inches [75 cm] and take approaching half a second to reach the target. During this time, a man dashing across open ground is likely to cover 2 or 3 yards/metres. This implies great skill in judging the amount to aim off, as well as allowing for the drop of the round – which is nearly half the height of a man at this distance.

Standard issue weaponry will be a rifle with sniper scope, plus grenades and a pistol in case you are forced into close quarter combat.

Gruppenführer

Those of you who demonstrate leadership and tactical abilities may end up being promoted in rank and achieving the position of *Gruppenführer*, leading your *Gruppe*. Your role will then be to direct the squad in combat, especially the fire of the Light MG and to see to the completion of the squad's objectives, providing direct personal support.

You will be equipped with an SMG or Assault Rifle, grenades, entrenching tool and a compass.

I will now hand you back to *Oberfeldwebel Reuter*, who is an experienced combat infantryman, who will consider modern *Gruppe* and *Züg* tactics.



Tactics

Welcome back. This final section of the day will deal with wisdom deriving from the combat experience of the *Wehrmacht* during the fighting in Russia. It is NOT the wisdom of one man, but the accumulated wisdom of numerous excellent soldiers, now enshrined in our Combat Manuals.

Listen carefully: the *Gruppe* and the *Züg* operate as teams. While you will evolve your own detailed tactics and battle drills within your assigned unit, these will serve as the base, from which all else is learnt.

The Gruppe in the fire fight

In general, the *Gruppe* is employed as a single unit, combining their firepower, in order to overwhelm the enemy. On occasion, the *GruppenFührer* may use a single, good rifle marksman, if the target is small and the range short. In general, it is the responsibility of the *GruppenFührer* to spot and designate targets for the *Schützen*. The employment of the light machine gun in the fire fight emphasizes the heaviest concentration of fire against the more threatening and most dangerous targets.

When firing, the *Schützen* will not lie on the field of battle merely as targets. Sufficient cover is imperative. Given a choice, the *Schütze* should fire upon the target that interferes most with the accomplishment of the overall Objective.

Fire discipline is important. *Schützen* are NOT to open fire at difficult targets unless ordered to do so. It is far wiser to remain concealed until such time as the target can be engaged with a reasonable degree of success, rather than shoot wildly, giving away the location of a defensive position.

Surprise fire must be executed from cover and, if necessary, position changed after the fire is concluded. That change of position must itself be accomplished under cover or it is worthless. Victory comes to the one who fires the largest number of WELL-AIMED shots against his opponent in the shortest time.

The Offensive

In general, the *GruppenFührer* receives his mission from the *ZügFührer*. Often, however, he will have to act independently within the limits of the *Züg's* Objectives. Whatever else, the *Züg* will be divided into distinct *Gruppen* in order to achieve the Objectives.

In the advance, fire and movement must be coordinated and the terrain used in a skilful manner. Movement when out of sight of the enemy, the *Gruppe* advances at a walk. Under fire, the *Gruppe* rushes as a unit or by individuals, takes cover where the terrain permits, or opens fire. Movement will then be by short bounds from cover to cover, in small groups or singly, covered by the LMG or by other *Schützen*.

The faster the leader brings his *Gruppe* forward, within the mission of the *Züg*, without exposing it to unnecessary losses, the greater will be his success. The guiding principle is this: work forward as far as possible without firing, so long as the terrain offers a covered advance. The *Gruppe* does NOT engage in a firefight until the terrain no longer offers sufficient cover. When covered advance is no longer possible, fire by the *Gruppe* is usually opened first with the light machine gun. Finally, at the closer ranges, the *Schützen* are employed in the firefight, in heavy bursts of short duration.



For the final penetration into the enemy positions, the whole *Gruppe* rushes or fires as a unit, to scatter the enemy defensive fire. If possible, this is carried out by several *Gruppen* from different directions as indicated by the *ZügFührer*. It may be advantageous to throw grenades just before the assault; the throwers will be designated by the *GruppenFührer*.

This moment is summed up in the Combat Manual thus:

'With hand grenades, machine pistols, rifles, pistols and spades and shouting "Hurra!", the men charge the last enemy position. The whole *Gruppe* takes part in the hand-to-hand fighting.'

With the enemy position taken, the *Gruppe* must immediately consolidate and prepare for enemy counter-attacks.

On the defensive

The front of the *Gruppe* should be 30-40 metres. The *GruppenFührer* assigns the *Schützen* their places and all have alternative fire positions to move to. The *Schützen* are located so that the whole forward terrain can be swept with fire, principally at CLOSE and VERY CLOSE ranges. As a rule, *Schützen* should operate in pairs. Conspicuous terrain features should be avoided as they give the enemy a good landmark and quickly draw fire.

Good observation posts, as well as favourable fields of fire for the light machine guns are the chief factors in determining the framework of the position. The machine guns must be in front of the position with effective frontal and flanking fire.

The firefight is only carried out at appropriate and effective ranges. The *Schützen* must not give their positions away to no avail. Machine pistols are fired only at VERY CLOSE range. When the enemy attacks, every *Schütze*, without regard to cover, must use his weapon.





Soviet Field Training

Welcome

Dobro Pozalovat, Tovarischi. Menya zovut Starshiy Serzhant Antonov. "Tovarischa Serzhant" k Vam.

Comrade *soldati*, you are currently assigned to the 437th Rifle Training Company, near Gorkiy, in the Moscow Military District. You have all now been soldiers of the People and Peasant's Red Army – the *RKKA* – for more than 4 weeks. Some of you have spent much of that time travelling from your homes in far-flung Republics of the Soviet Union just to get here. So – listen and learn very carefully to what we have to say here today. For some of you, the next opportunity to learn will be in combat with your units. I also understand that some of you are Naval personnel of the *RKKF* in transit to the front, or reinforcements for the *NKVD* border guard and rifle units. We are comrades in arms and all are welcome!

When we finish here today, you will be given your postings to your future units, your papers and travel documents. Some of you will go on to further training, some to newly-forming Divisions and others forward immediately as reinforcements for our glorious Rifle formations already engaged in driving the Fascist invaders from Mother Russia.

Today you will receive additional training to prepare you for your new Platoons [*Vzvod*] and Squads [*Otdeleniya*]. You will have the latest weapons produced by our factories demonstrated to you and the roles in the modern Rifle unit will be explained. With that finished, I will address you on the subject of battlefield tactics, working from the "Combat Instructions for the Infantry of the Red Army, Part I/Soldier, Squad, Platoon and Company" by order of the People's Commissar for Defence N^o 347, dated 9th November 1942. These supersede the Combat Instructions for the Infantry of the Red Army 1938/BUP-38 that some of you may have seen while completing your basic orientation.

Before we continue, Major Bessonov will address you briefly. Comrade Major!

Spaseeba, Tovarisch Serzhant.

Soldiers of the Soviet Union! In June 1941, the Hitlerite invaders launched an unprovoked and unwarranted attack on our land. Since that time they have burnt, pillaged, murdered and looted their way east. Comrade Stalin and the Supreme STAVKA have led us valiantly at first to hold the invaders and then to repel them. They will be made to pay for what they have done!

They have about them this aura of invincibility. Be quite clear on this: they are no match for even one resolute Russian. It is true that their treachery in breaking the Non-Aggression Pact caught us by surprise and has cost us huge loss of life. But now we are ready for them. The time has been bought with the blood of Soviet heroes for us to be able to train you and prepare you to tackle the Fascist beast.

We will have our revenge – we will burn the beast in his lair in Berlin! *Urrah!*

Thank you, Comrade Major. You will now receive your weapons instruction. *Do svidaniya i udachi. Pod liderstvom Tovarischa Stalina my vitolknem fashistskogo zahvatchika iz nashej Rodiny!*



Weapons training

Dobroe utro, Tovarishi... on the table in front of you, you will see a selection of weapons. These are the weapons of the infantry "vzvod". You will learn to use these weapons individually – and in your "otdeleniya" and "vzvod".

Tokarev M TT33

In Service	1933	
Number Built	Unknown	
Loaded Weight	0.83 Kg	
Length	20 cm	
Length of barrel	11.6 cm	
Muzzle velocity	420 m/sec	
Effective range	50 m	
Ballistics (drop)	1" at 30m, 14" at 100m	

This is the standard-issue automatic pistol for use by all Soviet forces. It replaces the obsolete Nagant M1895 revolver. It is manufactured by the Tula State Arsenal. It uses an 8-round box magazine, with a much higher muzzle velocity than equivalent Fascist weaponry. This does mean, however, that it is quite violent to shoot. The weapon is admirably simple – point and shoot. They are issued to leaders and, sometimes, to machine-gunners.



Mosin-Nagant 91/30

In Service	1931
Number Built	Millions
Loaded Weight	4 Kg
Length	123 cm
Length of barrel	73 cm
Muzzle velocity	810 m/sec
Effective range	800 m
Ballistics (drop)	3" at 100m, 14" at 200m, 70" at 400m



This is the standard rifle for all arms of the Soviet forces. It is the first weapon you will learn to use.

It is a standard bolt-action rifle, with a 5-round magazine. It is accurate, in the hands of experienced soldiers, to a great distance.

Aiming is achieved simply by lining up the front and back sights, making allowance for windage, movement of the target and the drop of the bullet over the distance.

The 91/30 will be issued to all *Streloki* as the basic weapon. Note that you can attach your bayonet for close combat – bayonet drill was discussed in your basic training.

PU Sniper Scope

Those of you who qualify as Snipers will be issued the 91/30 with the attached telescopic sight. The gun operates exactly as the basic 91/30. The correct mode of operations of a Sniper will be the subject of a separate course.



Mosin-Nagant 91/38

In Service	1931
Number Built	Millions
Loaded Weight	4 Kg
Length	101 cm
Length of barrel	52 cm
Muzzle velocity	810 m/sec
Effective range	800 m
Ballistics (drop)	3" at 100m, 14" at 200m, 70" at 400m



This is an updated version of the 91/30, with a shortened barrel. While this removes slightly from the accuracy of the weapon, it does make it easier to handle, with the reduced length – although it also prevents attachment of a bayonet. Otherwise, it should be treated as the 91/30.



Pistolet Pulyemet Degtyarev PPD-40

In Service	1931
Number Built	Small number only
Loaded Weight	5.4 Kg
Length	79 cm
Length of barrel	26.7 cm
Muzzle velocity	490 m/sec
Effective range	100 m full automatic
Ballistics (drop)	2" at 50m, 11" at 100m, 54" at 200m



This was the standard sub-machine gun prior to the introduction of the PPSH-41. It operates near enough exactly as the PPSH. While now rare, you may encounter some old stocks of the weapons in your units. This is a simple weapon, using the standard 35-round box magazine and firing the standard 7.62mm round. It has a rate of fire almost as high as the PPSH, firing at some 800 rounds per minute.



Pistolet Pulyemet Sudarev PPS-43

In Service	1942
Number Built	Small number only
Loaded Weight	3.9 Kg
Length	82 cm
Length of barrel	25.4 cm
Muzzle velocity	490 m/sec
Effective range	100 m
Ballistics (drop)	2" at 50m, 11" at 100m, 54" at 200m



This sub-machine gun and its predecessor, the PPS-42, were produced as emergency measures during the heroic siege of Leningrad. Their production has been ceased, on the orders of the Supreme STAVKA, following the lifting of the siege. However, given the numbers produced, I will still describe it for you.

It is a very simple SMG, firing on full automatic only, at a rate of about 700 rounds per minute. It uses a simple 35-round box magazine that can also be used as a forward grip. It fires the standard 7.62mm round. Usage of all SMGs will be discussed with the PPSH.



Pistolet Pulyemet Shpagin PPSH-41

In Service	1931
Number Built	Over 4,000,000
Loaded Weight	5.4 Kg
Length	83 cm
Length of barrel	27 cm
Muzzle velocity	490 m/sec
Effective range	100 m full automatic
Ballistics (drop)	2" at 50m, 11" at 100m, 54" at 200m



This is the standard SMG of the Soviet forces, by order of the Supreme STAVKA. While you may find other weapons still in use, this is the key personal weapon of the *Avtomatchik* and is used for all close-quarters work, as well as being carried by leaders of *vzvod* and *otdeleniya*.

It fires the standard 7.62mm round from a 71-round drum magazine (although it can be used with the 35-round box magazine). It is a remarkably accurate weapon, given its high rate of fire (around 900 rounds per minute) and is the perfect example of the success of straightforward Soviet design over the over-complicated Fascist alternatives.

It can be used for careful aimed fire, or fired from the hip while on the move. It is an ideal weapon in either instance. It is considered accurate to 200 metres on semi-automatic fire or 100 metres on full automatic. However, its normal mode of use is in full automatic mode.



Tokarev SVT40

In Service	1931
Number Built	Unknown
Loaded Weight	3.9 Kg
Length	122 cm
Length of barrel	62 cm
Muzzle velocity	770-830 m/sec
Effective range	800 m
Ballistics (drop)	3.5" at 100m, 15" at 200m, 77" at 400m



This weapon was introduced in 1940 to provide the *Strelak* with more firepower. It is important to note that it is a more complex weapon than the basic 91/30 and requires more careful maintenance. Given that care and attention, it is a highly successful product of Soviet design under Comrade Stalin.

It will be issued to those *Strelaki* who demonstrate the care and attention to detail needed to maintain it. It is as accurate as the 91/30 in the hands of an experienced soldier, while being capable of semi-automatic fire, and has a 10-round magazine, which can be emptied in about 2 seconds rapid fire. It will also take a bayonet. This means that it will provide a good soldier with the capability of firing at a rate of more than 10 highly accurate shots in a 30-second interval. It is NOT an SMG and is for use by careful and accurate soldiers.



Degtyarev DP1928

In Service	1928
Number Built	Unknown – probably millions
Loaded Weight	9.3 Kg
Length	128 cm
Length of barrel	60 cm
Muzzle velocity	850 m/sec
Effective range	750 m
Ballistics (drop)	3" at 100m, 13" at 200m, 62" at 400m



This is the standard infantry model light machine gun, with its visually distinctive flat drum magazine, designed by Vasily Alekseyevich Degtyarev. It has seen combat continuously since its introduction to the Republican forces in the recent war against the Fascist oppressors in Spain, through Poland and Finland. Where possible, you will be issued with two of Vasily Alekseyevich's finest for every squad.

It is a highly reliable and accurate weapon, not prone to the stoppages typical of the German's machine guns. While the drum magazine will hold a nominal 49 rounds, we currently restrict to 47 or less to guard against stoppages. It does have the facility to change barrels if the weapon overheats. However we do not usually find this to be a problem when the weapon is properly used, so you are unlikely to be issued with a spare barrel.



F-1 Grenade

In Service	Late 1930s	
Diameter	40mm	
Loaded Weight	570 g	
Length	100 mm	
Filling	45 g TNT	
Delay	4 – 5 seconds	
Casualty radius	Fragmentation effect – shrapnel will travel out to 30m	

This is the standard defensive grenade of the Soviet forces. It is considerably more lethal than the German "stick" grenade. It has a potential lethal radius of 20 metres and can cause casualties out to 50 metres, given the fragmentation effect on detonation. This means that it is important that the thrower is in cover when the grenade detonates. Of course, it is also used on the offensive.

To use, pull the pin from the grenade. Remember to hold the grenade tightly, ideally with dry hands, as the handle flies off from the top and may slip from your hand if you are careless. In correct usage, the handle will fly off when the grenade is thrown, initiating the 4-second delay fuse. However, if you want to make sure that the enemy doesn't get time to hide, or you wish to have the grenade air-burst above an enemy position, you can release the handle while the grenade is still in your hand. Simply pull the pin, draw your arm back to throw, then allow the handle to fly off – you then have about four seconds before the grenade explodes. The F-1 is issued to all troops, as instructed by your leaders.

German Mines

There are two main anti-personnel mines in use by the Germans at the moment – the S-Mine and the Schü-Mine. The Schü-Mine is very similar to our own PMD-6, albeit marginally larger. It also is triggered by the pressure of a soldier's foot and is likely to cause serious injury.



The S-Mine is the less-common bounding fragmentation mine. On triggering, it will be shot up into the air to a height of about 1 or 2 metres before detonating and spraying shrapnel all around. Obviously these are to be avoided at all costs, as one of them can, if everyone is unlucky, kill everyone within a range of 20 metres.





Roles

Strelok [Стрелок]

The role that you have learnt as the basic is that of *Strelok*. Yours is the key role of taking and holding ground. The standard rifle will reach out accurately a good distance, although longer ranges are best left to the squad LMG. The *Strelok* fights with fire, with the bayonet, with hand grenades and fire bottles. It is key that the *Strelok* operates as a team-member in the *Otdeleniye*.

Standard weaponry will be the rifle or automatic rifle, bayonet, grenades and entrenching tool.

Avtomatchik [Автоматчик]

Only the best, specially selected soldiers can be *Avtomatchik*. Quick, bold, sudden and independent activity must always distinguish the *Avtomatchik*. The customary combat technique of the *Avtomatchik* is to make a quick and sudden surprise attack, inflict losses with fire, create a panic and disappear quickly without a trace. The main tasks of the *Avtomatchik* are:

- To operate on the flanks and rear of the enemy and from ambush
- To infiltrate through enemy lines
- To mount assaults
- To reinforce the firepower of our own main battle position
- To stop the enemy by battle in the depth of the defense position

Standard issue will be the SMG, grenades and entrenching tool.

Saper [Сапер]

The Sapers are chosen and trained specially as those who have a strong technical understanding. The role of the Saper is to work with the infantry to tackle enemy strongpoints and to provide technical assistance with specialist equipment. All Sapers must be prepared to act with skill and daring in carrying out their own missions and then to support the infantry in the continuation of their mission

You will be issued with standard infantry weapons, plus whatever engineer weapons are required for the task in hand.

Pulemetchik [Пулеметчик]

The Pulemetchik must be level-headed and steady. His main task is to provide supporting fire to the other members of his *Otdeleniye*, as and when it is required in the furtherance of their goals. The Pulemetchik will advance with the rest of the team, stopping only to provide covering fire as ordered. He will also be the last to vacate any defensive position, provide solid and sustained fire to mask the movement of his comrades.

Note that you are limited on how many magazines you can carry for the LMG. You may have to look to your squad for support and to provide extra ammunition.

You will be issued with the squad LMG, plus a pistol and grenades for personal protection.



Sniper [Снайпер]

The Sniper must be an accurate shot. His main task is the destruction of enemy snipers, officers, observers, gun and machinegun crews and generally any suddenly appearing and disappearing targets.

For success in battle, the sniper is responsible:

- To strike the target certainly with each shot
- To keep his weapon and sights in good condition
- To skilfully exploit the terrain and camouflage
- To unceasingly and persistently observe so that he can discover targets from most insignificant signs and precisely estimate the range to them

In addition, the sniper must be in a position to indicate with tracer ammunition important targets for the other arms of the infantry, such as tanks, bunkers and guns.

Finally: if necessary the sniper must be prepared to add his fire to that of the rest of the unit (in defence against an assault) as well as skilfully fight in close combat (with hand grenades, bayonet or rifle butt).

Sniping requires high skill with the scoped weapon. In basic training, you were made aware of the effect of ballistics on your shooting. Clearly, fire from any other position than prone or with the rifle rested or without using the correct "iron sights" mode is strictly frowned upon. Remember that, at 150 yards/metres the round from a 91/30 will drop some 8 inches [20 cm]. In addition, the round will take about 0.2 seconds to reach the target. Even at this range, shooting for the head is tricky – and it is unnecessary, as a good hit on the torso will be more than adequate to incapacitate your target.

So – fire at greater ranges. This will take practise on the target range. At 250 yards/metres, the round will now drop some 30 inches [75 cm] and take approaching half a second to reach the target. During this time, a man dashing across open ground is likely to cover 2 or 3 yards/metres. This implies great skill in judging the amount to aim off, as well as allowing for the drop of the round – which is nearly half the height of a man at this distance.

Standard issue weaponry will be a rifle with sniper scope, plus grenades and a pistol for use in close combat.



Komandir otdeleniya [Командир отделения]

The leader carries the full responsibility for the condition and combat readiness of his troops, for their leadership and conduct in battle. The *Komandir otdeleniya* [KO] will be a soldier promoted from within the *otdeleniye* to the rank of Serzhant.

The KO is responsible:

- To be concerned for military discipline, combat skill and readiness of his subordinates
- To give his subordinates a continuous example of a spirit of enterprise, unconditional bravery, self-sacrifice, self-control and perseverance, especially in the critical moments of battle
- To excellently know his weapons and technical equipment.

The precise, prompt and uncompromising accomplishment of Objectives is the foremost task of the leader in battle. In the case of a sudden change in the situation when it is not possible to wait for orders, the KO must handle the situation independently.

You will be equipped with an SMG, grenades, entrenching tool and a compass.

I will now hand you back to *Starshiy Serzhant Antonov*, who is an experienced combat infantryman, who will consider modern *Otdeleniye* and *Vzvod* tactics.



Tactics

Welcome back, Comrades. To conclude the day, I will explain key sections of the Combat Instructions for you.

Listen carefully: the *Otdeleniye* and the *Vzvod* operate as teams. While you will evolve your own detailed tactics and battle drills within your assigned unit, these will serve as the base, from which all else is learnt.

Fire and Maneuver of the Infantry

In a fire combat success is gained by suddenly combining all or most of the fire weapons against a single group of the enemy to destroy them.

For success in a firefight, it is necessary:

- To coordinate all fire weapons of the infantry itself
- To incessantly observe the battlefield, searching for new targets, estimating their importance and the possibility of combating them
- To have thorough fire control that guarantees coordination of fire and the combating of important and dangerous targets.

For accurate and thorough fire control in battle the KO is responsible:

- For selecting and indicating all the distinctly visible points of direction and alignment, the terrain features for reference points and numbering them from left to right
- To identify targets for the men and their heavy weapons
- To skillfully select positions and firing points, not to permit long uninterrupted fire from any one position and to promptly order position changes
- To determine the most advantageous time to open fire, designate the targets and shift the fire from one target to another or to suspend or break off firing.

The leader should frequently maneuver around the battlefield, occupying positions with his unit where the enemy can be attacked to best advantage. The type of maneuver should be the best in accordance with the Objectives.

Finally, a unit may undertake to withdraw only on orders of the higher headquarters, in order to:

- Take up a new, better position
- Set up the attacking enemy for flanking fire and an assault by your own troops
- Repel an enemy attack on your own flanks or rear.



The *Otdeleniye* in the attack

In the attack the rifle *otdeleniye* has the duty to advance quickly and determinedly, to suppress the enemy fire with their own fire, to quickly close with the enemy, to attack him with hand grenades and in close combat destroy him or take him prisoner.

In the capture of the first position the *otdeleniye* moves quickly forward from cover to cover using the terrain skillfully. In open terrain sectors the *otdeleniye* moves in column or in a skirmish line with large intervals and uses pauses in the enemy fire to advance.

The KO makes sure that during the advance the soldiers use camouflage measures, exploit folds in the terrain, ground cover, vegetation and shell holes, align themselves and carefully follow the ordered direction of movement. Under heavy enemy fire, the KO must let the soldiers run forward in short bounds and support them with fire. Each soldier individually goes to earth promptly after arriving at his position and fires on direction of the KO or individually.

The light machinegun changes position at the direction of the KO. It moves first to the new position under the cover of the fire of the rest of the *otdeleniya* and then covers the dash of the *Streloki* from the old position with its fire.

At the order, the *otdeleniye* moves forward quickly and without halting; they fire on the move and without bunching up and by firing suddenly at close range suffer no losses. At 40 to 50 metres distance from the enemy the *otdeleniye* breaks into a determined battle cry and storms the enemy position and destroys the enemy with hand grenades, with fire from point blank range, with the bayonet and rifle butts.

A successful advance, even if only by a single *Strelak*, must be immediately supported by the other soldiers by all possible means.

The *Otdeleniye* on the defense

On defense the *otdeleniye* holds a defense position about 40 to 50 metres wide as part of the *vzvod*. The *otdeleniye* defends its positions tenaciously.

The KO will assign an observer. As long as the *otdeleniye* is not firing, all soldiers except the observer will remain in cover.

The *otdeleniye* must open fire against an attacking enemy at 800 metres range with the light machine gun, at 600 metres with the fire of good marksmen and at 400 metres from all the other *Strelak*. Note that this does not apply in the case of *avtomatchiki*, who must withhold their fire until the last 50 metres and retain the element of surprise. The squad must avoid that the enemy should concentrate in an assault start position while they are repulsing an unimportant action with fire.

As soon as the enemy infantry begins an assault, the *otdeleniye* opens fire at the greatest range and destroys the enemy in front of the main battle line. All soldiers must throw hand grenades against the enemy infantry and fire at the closest range, as soon as he approaches 25 to 30 metres from the *otdeleniye's* positions.



Modern Tactics

60 years on from the end of World War II, weaponry and tactics have moved on. The ways of operating for the infantryman are enshrined in doctrinal manuals across the world – but those manuals are only the derivation of all the learning done by the millions of soldiers of all nations during the war. This section provides a modern “take” on tactics – a synthesis of period squad organisations, combined with more modern squad-level procedures. While much of this section is taken from American Field Manuals, this is only because they are the most readily available. Most modern armies subscribe to very similar doctrines and training.

Infantry Mission

It is recognised around the world that, despite any and all technological advances, only close combat between ground forces will gain the decision in battle. And the infantry forces have a key role to play in close combat. They can attack over terrain that armour-heavy forces cannot. They make the initial penetrations in difficult terrain and hold obstacles and difficult terrain. Only infantry can seize or control forested and built-up areas or control restrictive routes.

Success in battles for such terrain hinges entirely on the actions of individual platoons and squads in close combat. This success relies on the ability of leaders and soldiers to use terrain to good advantage, to operate their weapons with accuracy and deadly effect, to out-think, out-manoeuve and out-fight the enemy.

Combat Power

Modern US doctrine is based on four elements of combat power, as listed here:

Manoeuvre

This is the movement of forces, supported by fire, to achieve a position of advantage from which to destroy the enemy. Manoeuvre, properly supported by fires, allows the infantry to close with the enemy and defeat him.

Firepower

Firepower is the capacity of a unit to deliver effective fires on a target. It is used to destroy the enemy or to support manoeuvre. Without effective supporting fires, the infantry cannot manoeuvre in the face of the enemy.

Protection

Protection is the conservation of the fighting potential of a force so that it can be applied at the decisive time and place. Ultimately, an infantryman must remain undetected to survive.

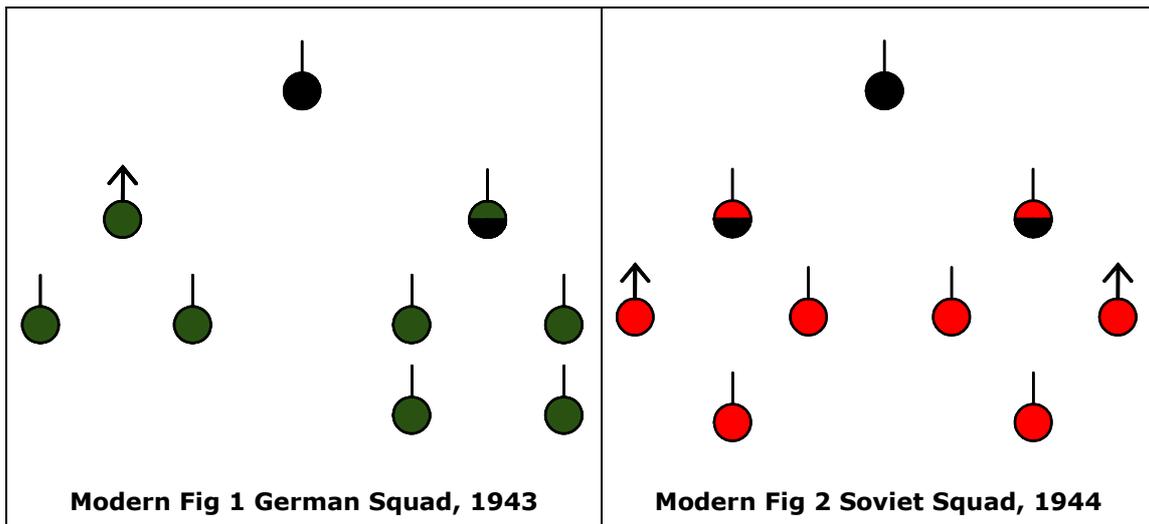
Leadership

Military leadership is a process by which a soldier influences others to accomplish the mission. The right leadership gives purpose, direction and motivation in combat.

Organisation

In the 1940s, the squad was considered to be a coherent whole. The Germans worked on the principle that the light machine gun provided the base of fire, which supported the riflemen in the advance. If the squad was sub-divided at all, it was into the MG team and the rest. The Soviets started the war with a similar set-up, but added a second LMG to counter the Germans' high firepower. However, the Soviets did not break the squad up until after the war. Most of the German and Soviet squads struggled to stay up to strength anyway, due to the intense nature of the fighting.

In the post-war years, through experience in the fighting in the 1950s and 60s, the squad was sub-divided into mutually-supporting fire-teams in the US Army, each containing a machine-gun (the M249 today). This is an "expensive" proposition, as it relies on the abundant availability of suitable general-purpose machine guns and other heavier infantry weapons. For the purposes of the rest of this tactical discussion, we will consider "fire-teams" to be built around whatever German or Soviet LMGs are available, supported by rifles and SMGs. In reality, this means breaking the German squad into an LMG-team (gunner and a couple of riflemen), the remaining riflemen and the squad leader in charge; the Soviets have the opportunity, with two LMGs per squad to create two full LMG-based fire-teams.



Symbols in use

The symbols picked for use in this modern section of the manual are actually based on period German and Soviet soldier "icons", rather than modern NATO ones. They are as follows (with Germans shown in dark green, Soviets in Red):

	Squad Leader: <i>GruppenFührer</i> <i>Komandir Otdeleniya</i>		"Team" Leader
	Machine-gunner: <i>MG-Schütze</i> <i>Pulemetchik</i>		"Other soldier": <i>Schütze/Stoßtruppe</i> <i>Strelok/Avtomatchik</i>

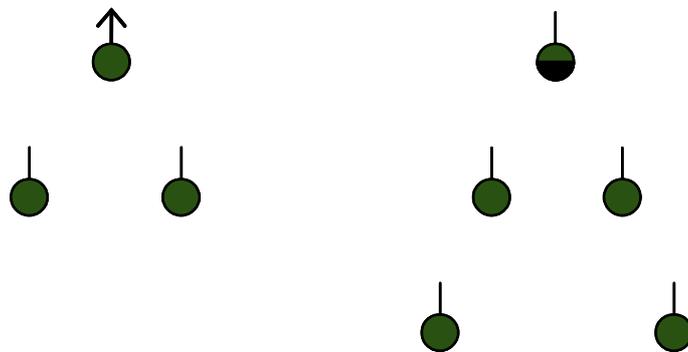
Movement

In general, the modes of movement depend very much on the terrain. There are a set of standard formations that are recognised, with different terrains and conditions in mind.

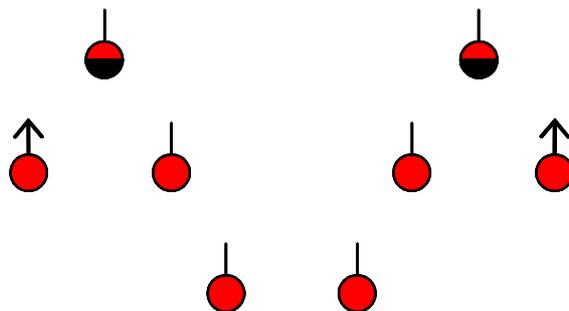
Fire-team formations

Wedge

The wedge is the basic formation for the fire-team. The team leader is on point, with the LMG one side and behind him, the remainder of the team the other side. The intervals vary depending on the terrain. This is used in all conditions, except for very close terrain, as it allows for good control and provides the ability to rapidly engage targets in any direction. Note that the standard German squad makes it hard to create balanced fire teams.



Modern Fig 3 German Fire Team "Wedges"



Modern Fig 4 Soviet Fire Team "Wedges"

The standard wedge can be used in most forms of terrain. The more open the terrain, the wider the spacings between the soldiers become, varying to as much as 20 metres width and depth between each. The closer the terrain, or the worse the visibility, the more the soldiers will close up. The natural progression of closing up a wedge is simply to produce a file – see below.

File

The file is used in close terrain as it is easier to control and for the fire-team to start working as described under Urban Operations below.



Modern Fig 5 Soviet File



Modern Fig 6 German Files

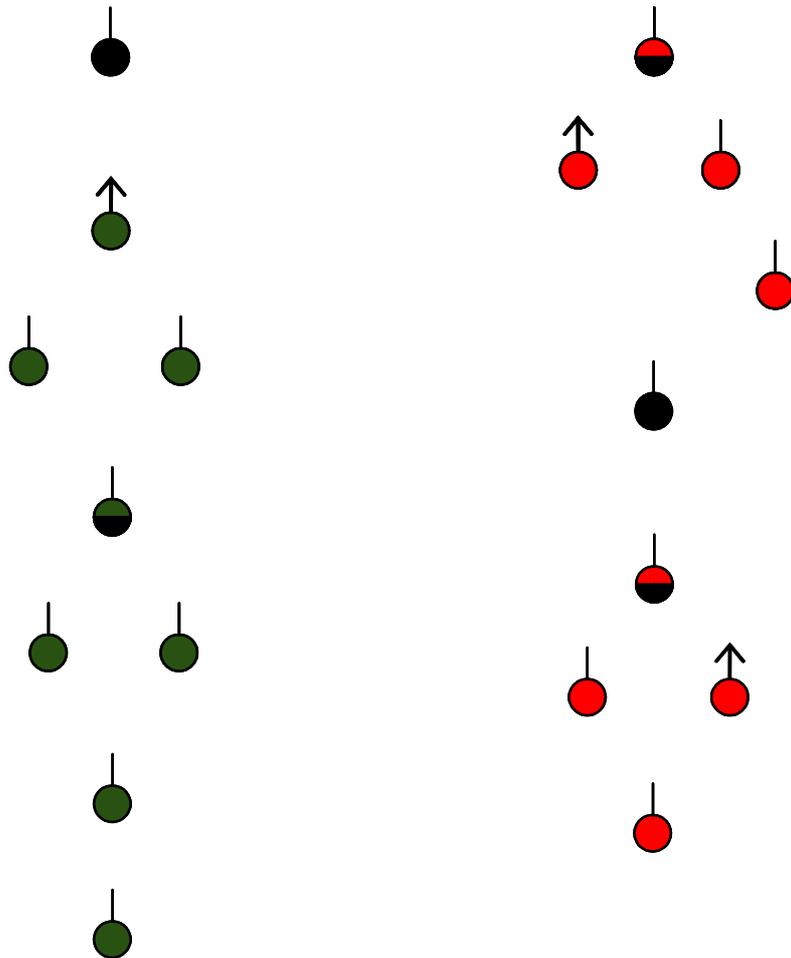
Again, note that the standard German squad arrangement does not lend itself to "balanced" fire teams – the LMG team is split from the rest of the squad but, in reality, the German squad operated as a complete unit – or with just the LMG team split off.

Squad formations

For the period, the squad formations are actually more natural than the fire team ones. At the time, the tendency, especially with less well trained troops, was to try and ensure the coherency of the squad.

Column

The squad column consists of the two fire-teams, each in wedge formation, following one after the other, with the squad leader in the centre. This provides good control, makes manoeuvre easy and allows for reasonable all-round security, although it restricts the volume of fire to the front. This is the basic squad formation. In German squads, the LMG should be in the lead fire-team, to ensure maximum suppressive fire on contact with the enemy.



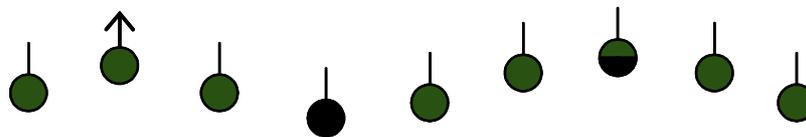
Modern Fig 7 German Squad Column

Modern Fig 8 Soviet Squad Column

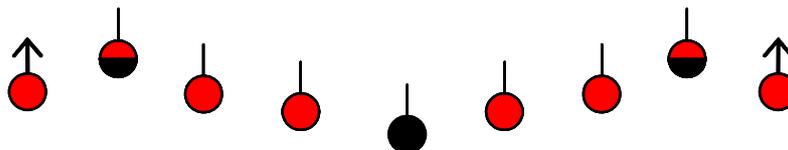
In order to maximise the fire at the expected point of contact, the squad LMG is placed close to the front of the column. Note that the column also provides flank and rear security.

On line

To provide maximum firepower to the front, the squad moves on line. However, this has the disadvantages of committing both fire-teams and leaving no manoeuvre element.



Modern Fig 9 German Squad On line



Modern Fig 10 Soviet Squad On line

File

As with the fire-team file, this is used in close terrain, providing maximum control, at the risk of masking fire to the front and rear.

Key technique: bounding overwatch

Many of the concepts used today were already being described in some form in the infantry manuals of WWII, especially the concept of "bounding". This is the key to movement when contact with the enemy is to be expected. A bound is simply a movement from one point of cover to another.

The "overwatch" part implies that the group that is performing the bound is being "overwatched" (or "covered") by another group. When a squad is moving in bounding overwatch, one fire-team covers the other as it moves. The squad leader will designate who bounds and who overwatches; he will designate the points to bound to and the sequence of events.

Example 1

Situation: The Soviets hold the Northern Apartments on RO-Berlin and have a full squad on hand there, divided into two fire teams. Next objective is to get on to the Reichstag.

Orders: Move by bounds on to the Reichstag. Team A bounds to the corner of the street opposite the 'Stag, while B overwatches from the Northern Apartments. A then covers the approaches to the 'Stag while B bounds to the 'Stag objective position. Finally, B overwatches from the Objective as A bounds across to join B on the Objective. Team B – first floor windows; A – go first bound when B indicates they are ready.

Or, in brief: B overwatch, A move to street corner and overwatch there as B moves to 'Stag; B overwatch from 'Stag as A joins them. GO !

Individual movement

Basic Movement Techniques

In the manuals – and in common practice and experience – there is an accumulated body of wisdom on the basics of movement in the vicinity of the enemy. The key point is to limit the soldier's exposure to enemy detection and fire. The following are some key points:

- Stop, look, and listen before moving.
- Look for your next position before leaving a position.
- Look for covered and concealed routes on which to move.
- Change direction slightly from time to time when moving through tall grass.
- Use battlefield noises, such as weapon noises, to conceal movement noises.
- Cross roads and trails at places that have the most cover and concealment (large culverts, low spots, curves, or bridges).
- Avoid cleared, open areas and tops of hills and ridges.
- Do not move directly forward from covered positions.
- When moving, be careful not to mask supporting fires.
- Do not fire over the top of cover, as this provides a silhouette – fire round the side of the cover.
- Avoid silhouetting yourself in doors and windows when moving inside a building.
- Always move along the side of the street, not down the centre.
- Move in the shadows and out of lighted areas at night.



Modern Fig 11 Move on covered and concealed routes

Movement around corners

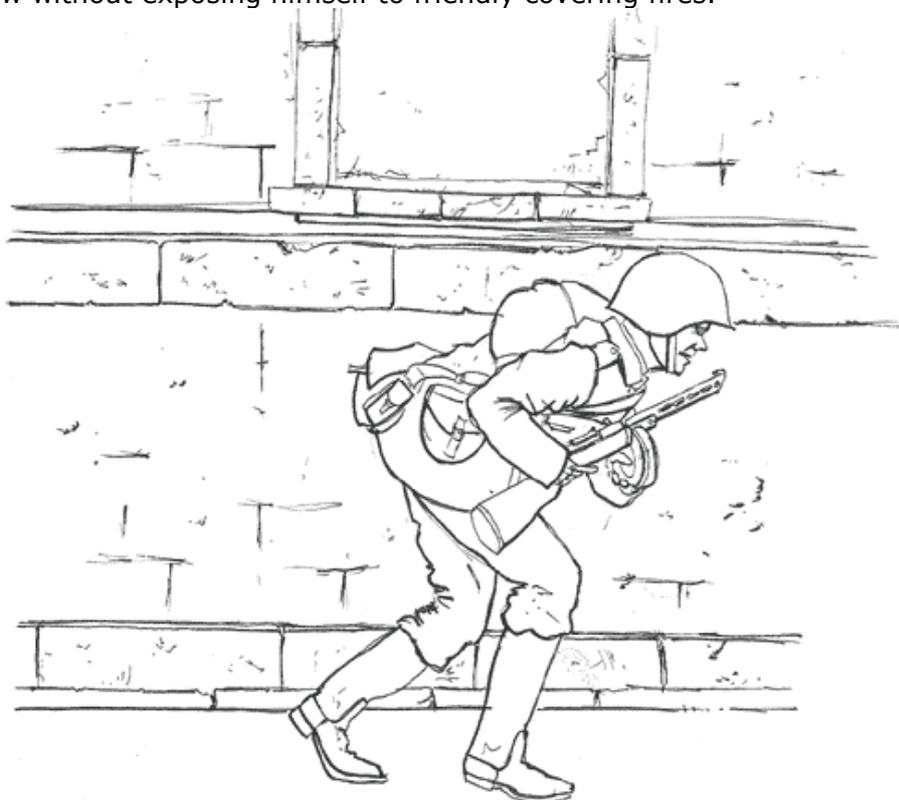
The area around a corner must be observed before the soldier moves beyond it. The most common mistake a soldier makes at a corner is to expose his position. He should show his head below the height an enemy soldier would expect to see it. When using the correct techniques for looking around a corner (below), the soldier lies flat on the ground and does not extend his weapon beyond the corner of the building.



Modern Fig 12 Movement around corners

Movement past windows

Windows present another hazard to the soldier and small-unit leader. The most common mistake in passing a window is exposing the head. If the soldier shows his head, an enemy gunner inside the building could engage him through the window without exposing himself to friendly covering fires.



Modern Fig 13 Movement past windows

Movement parallel to buildings

Soldiers and small units may not always be able to use the inside of buildings as a route of advance. Therefore, they must move on the outside of the buildings. Smoke and covering fires, and cover and concealment should be used to hide movement. In correctly moving on the outside of a building, the soldier "hugs" the side of the building, stays in the shadow, presents a low silhouette, and moves rapidly to his next position. If an enemy gunner inside the building fires on a soldier, he exposes himself to fire from other squad members. Furthermore, an enemy gunner farther down the street would have difficulty detecting and engaging the soldier.

Use of doorways

Doorways should not be used as entrances or exits since they are normally covered by enemy fire. If a soldier must use a doorway as an exit, he should move quickly through it to his next position, staying as low as possible to avoid silhouetting himself. Pre-selection of positions, speed, a low silhouette, and the use of covering fires must be emphasized in exiting doorways.



Modern Fig 14 Covered movement from doorway

Crossing of open areas

Open areas, such as streets, alleys, and parks, should be avoided. They are natural kill zones for enemy crew-served weapons. They can be crossed safely if certain fundamentals are applied. When using the correct procedure for crossing an open area, the soldier develops a plan for his own movement. Smoke from hand grenades or smoke pots should be used to conceal the movement of all soldiers. He runs the shortest distance between the buildings and moves along the far building to the next position. By doing so, he reduces the time he is exposed to enemy fire.

Offence

For now, we will consider the two main types of offence as "Movement to contact" or "Deliberate attack". There are other, very specific, types of offence to be dealt with later.

Movement to contact

The main form of movement to contact here is the approach march technique, as this is best suited to the situation where the enemy is expected to deploy to fight, rather than to avoid contact. The key aim is to make contact with the smallest possible element, leaving as much of the force as possible to manoeuvre into position to either bypass the enemy or to destroy him, as required.

In our case, the advance guard is likely to be a fire-team or even a single soldier. This may be the point man of a squad moving in column. Ideally, the fire-team that makes contact will take cover and provide the base of fire to fix the enemy in place, while the main body (one or more fire-teams) will move quickly into position to assault and destroy the enemy.

Deliberate attack

One element of the attacking unit will be detailed to provide the base of fire and will contain one or both LMGs. This group will move into position first, ideally undetected. Once they are in position, the remaining assault element can move past and onto the objective. The base of fire element will either have been ordered to hold fire to enhance the element of surprise, or will open fire early to keep the enemy's attention off the assault element as it moves.

The assault element will deploy into assault formations such that they can place the bulk of their firepower to the front as they assault the objective. As the assault element gets onto the objective, supporting fires are lifted and shift away from the objective – the assault element will be providing its own firepower at that point. The base of fire element will fire on areas adjacent to the objective to destroy enemy forces retreating or prevent reinforcement, or can move up in direct support of the assault element.

And once the objective is taken, the unit must all move up and consolidate on the objective, prepare all-round defence and ensure that the enemy cannot immediately counterattack.

Example 2

Situation: RO-Berlin – no objectives taken. Soviets set up to take the Southern Apartments with a full squad.

Orders: Assault position is the ruined house opposite the entrance to SA. Base of fire element [B] is the LMG plus two SMGs. Remainder with me as the assault element [A]. Simple bounds – A overwatches from the area of the car as B through Weasel Park into the building and occupies the building. Do not fire until the assault, if possible. A moves to the street below B and regroups for the assault. Signal is my grenade detonating – B opens heavy fire on SA while A assaults. As A gets inside, B moves up to join them and consolidate.

Or, in brief: B covers the assault from across the street, A overwatches them into position. A moves up, then, on my grenade, charges and B lets rip. B moves up as A gets in. All clear ?

Squad Attack

One of a number of specific battle drills that soldiers practise is the squad attack. In this case, the squad is moving as part of a force conducting a movement to contact or deliberate attack and encounters the enemy unexpectedly. They react in a series of pre-programmed steps to follow:

1. The soldiers taking fire take cover and immediately return as heavy a volume of fire as possible. The fire team not in contact takes cover and observes (only) to the flanks and rear.
2. The fire-team in contact spots the enemy positions and places well-aimed fire on them.
3. The fire-team continue to suppress the enemy, destroying enemy heavy weapons first unless they do not have sufficient firepower. In this case, the rest of the squad deploy to suppress the enemy.
4. If the fire-team in contact can suppress the enemy, the remaining fire-team move into position to assault the enemy.
5. With the enemy position taken, the squad regroups and consolidates on the objective, ready to repel any counter-attacks.

Knock out bunkers

If the squad identifies enemy in bunkers (strongly fortified positions), the steps are:

1. The team in contact establishes a base of fire. Any additional LMGs are moved up to join with the base of fire unit, in order to suppress the enemy and, if possible, obscure the enemy position with smoke (grenades).
2. The squad leader identifies a covered/concealed route to flank the bunker.
3. If possible, some of the base of fire team are repositioned to isolate the bunker as well as to continue suppressive fires.
4. The assault team moves forward, without masking the fire of the base of fire team, to the last covered position. At this point the base of fire team shifts fire away from the assault team.
5. Two soldiers continue forward; one throws a grenade in an aperture, while the other covers the exit and then enters the bunker after the grenade detonates, firing short bursts to destroy the enemy.

Enter/clear building

When a squad identifies an enemy force in a building, the steps are:

1. The fire team initiating contact establishes a base of fire and suppresses the enemy in and around the building.
2. The squad leader identifies an entry point and a covered/concealed route to the entry point.
3. The fire team in contact continues suppressive fires and obscures the enemy position with smoke (grenades). If necessary, some of the supporting fire team are repositioned to isolate the building.
4. The squad leader and assault team approach the building and position themselves either side of the chosen entrance, while the supporting fire team shift fires.

5. The lead soldier of the assault team cooks off a grenade and throws it into the building. After the detonation, the next soldier enters the building, moves to one side of the door and engages all identified or likely enemy positions. If necessary, two soldiers enter at once. The one entering from the left fires from right to left, then moves to the left side, while the soldier entering from the right fires from left to right, across the line of fire of the first, and moves to the right side. This provides the maximum effective firepower into the room, but requires practice.
6. With the room cleared, the remainder of the team can enter, although one man may be left outside to provide security. The base of fire team continues to maintain suppressive fire as necessary.
7. The assault team positions to clear the next room and repeats the procedure.

Enter/clear a trench

The squad identifies enemy in a trench line – the steps are:

1. The squad leader assigns one fire-team as the assault team and the other as the support team. The support team provides fire support initially and then follows the assault team.
2. The squad leader designates an entry point and the assault team move to the last covered/concealed position short of the entry point. The support team provides suppressive fire.
3. The first two soldiers of the assault team continue towards the entry point, while the others add to the suppressive fire.
4. The first two soldiers drop into the trench, back-to-back, and fire in opposite directions down the trench. They may precede their entry with cooked-off grenades. They then move down the trench in opposite directions, firing short bursts and halt at the first corner or intersection. Here they take up positions to block any enemy movement toward the entry point.
5. The remainder of the assault team moves to the entry point and enters, moving to support the soldiers at the ends of the trench section. The support team continues to provide suppressing fire – or moves up, as necessary.
6. To clear the trench, two soldiers move to the next secured intersection. One cooks off a grenade and throws it around the corner. On detonation, the second soldier moves around the corner firing short bursts and advancing as he fires. The team follows him directly to the next intersection or corner, with the trailing soldier providing rear security.
7. At each intersection or corner the drill is repeated.

Defence

In some respects, the defence is much simpler. It requires less movement and is more about establishing strong defensive positions, locating the enemy and fighting the defence.

However, the positioning of individual soldiers and weapons is of critical importance. They should be placed where they have protection, avoid detection and can surprise the enemy with accurate fire. This means knowing *where* you want to destroy the enemy. The machine guns, which provide the bulk of the firepower, should be positioned to cover the most likely avenue of approach first. The other weapons are positioned to support the LMGs, cover any dead space they do not cover and provide flank/rear security.

React to contact

Another battle drill frequently practised is to react to contact. In this case, a squad receives fire from enemy individual or crew-served weapons. Again, they react in a series of pre-programmed steps:

1. Soldiers immediately take cover and return fire in the direction of the enemy.
2. The soldiers locate and engage enemy positions with well-aimed fire, maintaining contact with the soldiers on their left and right.
3. The squad leader determines whether he must withdraw or whether he can gain and maintain suppressive fire with his elements already in contact.
4. If he can suppress the enemy, he determines the next course of action – assault, knock out bunker, enter and clear building or trench.

React to ambush

A battle drill similar to react to contact is to react to ambush. In this case the squad has entered a kill zone where the enemy initiates an ambush with a high volume of fire. The steps are:

1. In a near ambush (grenade range), soldiers immediately return fire take cover and throw grenades. Immediately after the grenades detonate, the soldiers in the kill zone assault *through* the ambush zone. Those soldiers not caught in the kill zone identify enemy positions, initiate suppressive fires, take cover and then shift fire as the soldiers in the kill zone assault.
2. In a far ambush (beyond grenade range), soldiers immediately return fire, take cover and suppress the enemy. The soldiers outside the kill zone move under cover to flank the enemy and assault them. The soldiers in the kill zone continue suppressive fires and shift fire as the assaulting team fights through the enemy position.

Snipers in the urban environment

Snipers are encountered in many situations. However, they present their greatest danger in the urban environment. Techniques applied in this environment can be adapted to other areas.

Use of snipers

The value of the sniper to a unit operating in a built-up area depends on several factors. Sniper effectiveness depends in part on the terrain. Control is degraded by the characteristics of an urban area. To provide timely and effective support, the sniper must have a clear picture of the commander's concept of operation and intent.

Snipers should be positioned in buildings of masonry construction. These buildings should also offer long-range fields of fire and all-round observation. The sniper has an advantage because he does not have to move with, or be positioned with, lead elements. He may occupy a higher position to the rear or flanks and some distance away from the element he is supporting. By operating far from the other elements, a sniper avoids decisive engagement but remains close enough to kill distant targets that threaten the unit. Snipers should not be placed in obvious positions, such as church steeples and roof tops, since the enemy often observes these and targets them for destruction.

Snipers may be assigned tasks such as the following:

- Killing enemy snipers (countersniper fire).
- Killing targets of opportunity. These targets may be prioritized by the commander. Types of targets might include enemy snipers, leaders, vehicle commanders, radio men, sappers, and machine gun crews.
- Denying enemy access to certain areas or avenues of approach (controlling key terrain).
- Providing fire support for barricades and other obstacles.
- Maintaining surveillance of flank and rear avenues of approach (screening).
- Supporting local counterattacks with precision fire.

Countering urban snipers

In general, there are two types of counter-actions against snipers – active and passive.

Active countermeasures either detect and destroy the sniper before he can fire, or engage and neutralise him after he fires. The first of these is to counter an enemy sniper with one of your own. They can normally engage enemy marksmen with precision fire, possibly even before they can cause any casualties.

If a unit fired upon can determine the direction of enemy fire (which can be difficult in the urban environment) it should return suppressive fire while manoeuvring a sub-unit to engage at close range. However, it is likely that a well-trained enemy sniper will be able to disengage and relocate before the assault element closes with him.

Passive counter-measures prevent the enemy sniper from getting a clear shot and causing casualties. This relies primarily on the soldier's basic training, rather than specific counter-sniper measures. All the basic rules of movement, to limit exposure to enemy fire, clearly apply. Additionally, it is important, where possible, to deny the enemy the use of overmatching terrain. It should be occupied by friendly troops or covered by our own snipers. Finally, the use of smoke (from smoke grenades or hand grenades) can significantly hinder the line of sight of enemy snipers.

And finally...

This is an extract from what is known in the English-speaking world as "Murphy's Laws of Combat", many of which are as applicable here as they are anywhere else in combat:

- Friendly fire - isn't.
- Suppressive fires - won't.
- You are not Superman; *Waffen-SS* and the *NKVD* take note.
- A sucking chest wound is Nature's way of telling you to slow down.
- If it's stupid but it works, it isn't stupid.
- Try to look unimportant: the enemy may be low on ammo and not want to waste a bullet on you.
- Never share a position with anyone braver than yourself.
- If your attack is going really well, you're in an ambush.
- The enemy diversion you're ignoring is their main attack.
- The enemy invariably attacks on two occasions: when they're ready and when you're not.
- Teamwork is essential: it gives the enemy other people to shoot at.
- Don't look conspicuous: it draws fire.
- Never draw fire: it irritates everyone around you.
- Incoming fire has the right of way.
- If the enemy is within range, so are you.
- The only thing more accurate than incoming enemy fire is incoming friendly fire.
- Anything you do can get you killed, including doing nothing.
- Experienced soldiers are predictable; the world is full of dangerous amateurs.
- Mines are equal opportunity weapons.
- Sniper's motto: reach out and touch someone.
- When in doubt, empty your magazine.
- The side with the simplest uniforms wins.
- Whenever you have plenty of ammo, you never miss. Whenever you are low on ammo, you can't hit the a barn door.
- The bursting radius of a hand grenade is always one foot greater than your jumping range.
- Every command which can be misunderstood, will be.
- There is no such place as a convenient foxhole.
- If your ambush is properly set, the enemy will go the other way.
- If your flank march is going well, the enemy expects you to outflank him.
- Odd objects attract fire - never lurk behind one.
- The seriousness of a wound is inversely proportional to the distance to any form of cover.

References

- Combat Instructions for the Infantry of the Red Army, Part I: Soldier, Squad, Platoon, November 1942
- Polevoy Ustav RKKA 1929, Moscow-Leningrad, 1929
- Vremennyy Polevoy Ustav RKKA 1936 (PU 36), Moscow, 1936
- Polevoy Ustav Krasnoy Armii, Moscow, 1944
- The German Rifle Company, Military Intelligence Service, 1942
- The German Squad in Combat, Military Intelligence Service, January 1943
- H.Dv. 130/2a Ausbildungsvorschrift fur Infanterie, Die Schutzenkompanie, OKH, 1941
- Unterrichtsbuch fur Soldaten, Weber, Verlag "Offene Worte", 1939
- FM 7-8, Infantry Rifle Platoon and Squad, Dept of the Army, April 1992
- ARTEP 7-8, Battle Drills For The Infantry Rifle Platoon And Squad, Dept of the Army, June 2002
- FM 21-75, Combat Skills of the Soldier, Dept of the Army, August 1984
- FM 23-10, Sniper Training, Dept of the Army, August 1994
- FM 3-06, Urban Operations, Dept of the Army, June 2003
- GTA 07-10-001, Machine-gunner's Card, June 2002
- STP 21-1-SMCT, Soldier's Manual of Common Tasks, August 2003

Printed by Order of the People's Commissariat of Information Dissemination