

PROMETHEUS COUNCIL

Land Combat Operations

Legal Caveat! I realize some litigious minded folks will read this, so this is offered as and for information and entertainment purposes only, and just in case you liberals haven't figured it out yet, the bad guys already know this stuff – duh! This is for the civic minded good guys who might decide to do a research paper and need to know this stuff. We, the Council members, and me, the author, assume nor accept any liability what so ever for people who desire to conduct illegal activities after reading this. Read it at your own risk.

People may be forced to operate in a hostile environment, often against individuals or groups that are counter productive to our mission such as staying alive.

Strategy is the overall plan, tactics are the physical action, and either can be written down or entirely theoretical. A Grand Strategy is inclusive of all theaters of war, defense, diplomacy and industry. A Strategic Plan is generally more limited in scope than a grand strategy. Tactics are the actual movement of individuals and logistical assets in a rehearsed plan and consolidated effort to facilitate completion of a strategy plan, identified under the Grand Strategy goal.

Low Intensity Conflict (LIC) is a state of conflict above routine peaceful competition and below declared war. Since we do not have the legal authority to declare war on others, all of the hostile engagements will be classified as LIC's. Our limited personal assets and support simply do not have the capacity to support general conflict, conventional forces per se and the traditional dynamics of a battlefield.

We must use very small groups of highly trained personnel who are to accomplish hugely disproportional reward for their actions.

Relative Superiority is a condition that exists when an attacking force, generally smaller, gains a decisive advantage over a larger or well-defended enemy. It is achieved at the pivotal moment in an engagement and requires courage, boldness and perseverance. Once achieved, it must be sustained for if lost it is very difficult to regain and the operational detachments are at the mercy of the will and counterattack of the enemy. Relative Superiority is achieved by Simplicity of the mission, Security of mission information; Repetition of the operation, Surprise on the objective, Speed it is accomplished and Purpose is clearly defined.

Sniper operations and missions must be used to establish a perception of fear, harassment and psychological unknowing in the enemy. Snipers are also the human available eyes and ears intelligence, often in real time that units may need. A snipers ability to interdict, harass and intimidate is completely disproportional to the logistical support a sniper team needs.

Small unit tactics are the common tasks that all people are trained on. In reality when the tactics involve larger units, it is still these simple tactics, just more volume and bigger size of unit.

Linear Defense is all units are on line together in defended positions, with all weapons facing the approaching direction of the enemy. People are usually in foxholes or other prepared positions with interlocking fields of fire. People fire at a left or right angle out of the position because the area to fire directly forward is protected by dirt. This protected area does not allow the enemy to directly fire into the position.

When lines intersect, this is called **Interlocking Fields of Fire**.

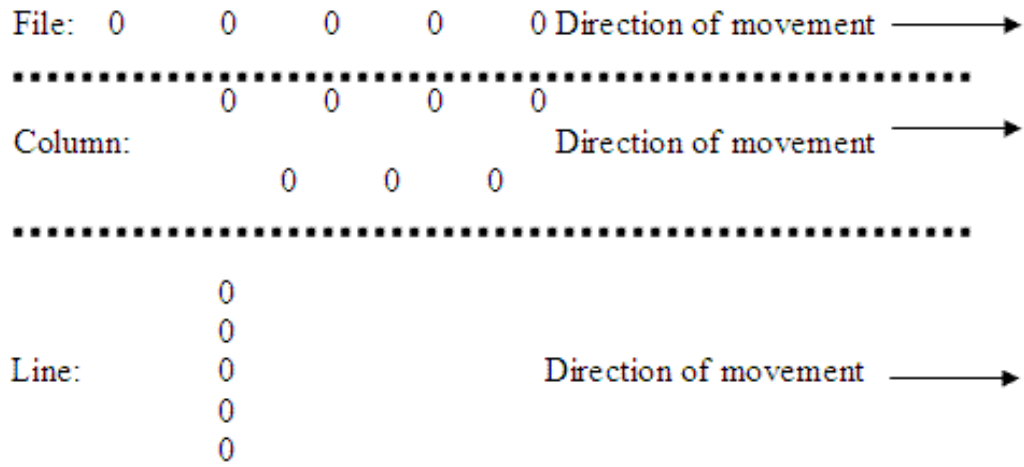
Defense in Depth: The deeper you can make your defense the more difficult it is for a force to break through. At least four (4) zones are recommended. These do not have to be manned, simply prepared as fall back positions. Weapons must cover any minefield or obstacles that are designed to impede the flow of the enemy, the whole intent of an obstacle is to slow the enemy down, so you can shoot accurately at them!

Defense in Depth 100 yards Minefields: Anti-Tanks, Anti-Personnel, covered by weapons of people and mortars 3 yards Tank Abatis: Concrete, trees, logs, etc. 22 yards Poles of steel or wood 4 yards Wire: Concertina and Razor Tape 10 yards Fighting Positions: Small arms, Machine Guns, and light anti-Tank weapons with interlocking fields of fire 500 yards Concrete block houses with mortars and artillery with interlocking fields of fire 3 yards Tank Trench with the bottom mined 10 yards Reserve force, Counter attack people and air defense section

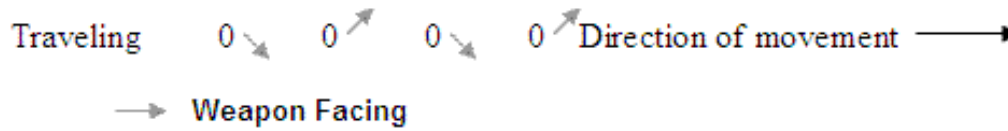
People must move from one point to another. The four basic movement concepts are March, Traveling, Traveling Over watch and Bounding Over watch.

March is when rapid, organized movement of people from one area to another is needed. Weapons if any are slung over the shoulder and encounter of the enemy is remote. This movement is divided into three basic elements of file, line and column.

- File is one behind the other, for people, spacing is about 2 yards between people, with vehicles the spacing is about 100 feet for every 10 miles per hour of speed.
- Column is comprised of two files, one on either side of the roadway, with people or vehicles staggered off of the file on the other side.
- Line is people or vehicles moving side by side in a forward formation.

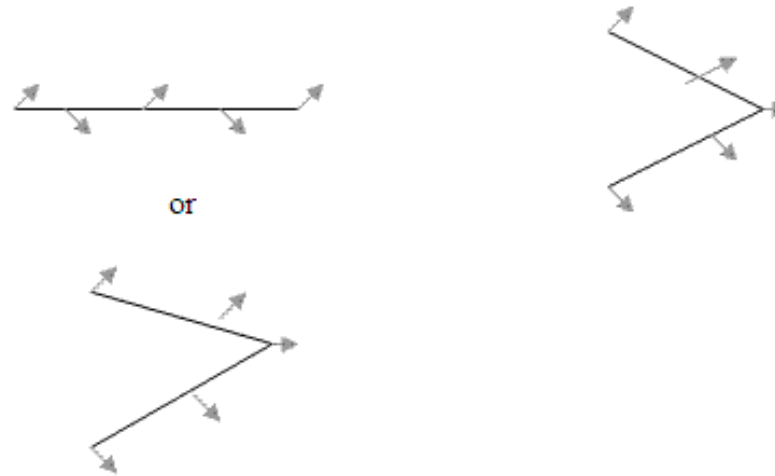


Traveling is when enemy contact is not likely, however the individual weapons are in the ready position across the chest or carried at the waist level. Weapons are alternated facing left or right. The spacing is about 3 yards between people and 20 to 30 yards between teams, and 50 to 100 yards between operational detachments. Other than the weapons ready, it is basically a modified file, column or line formation.

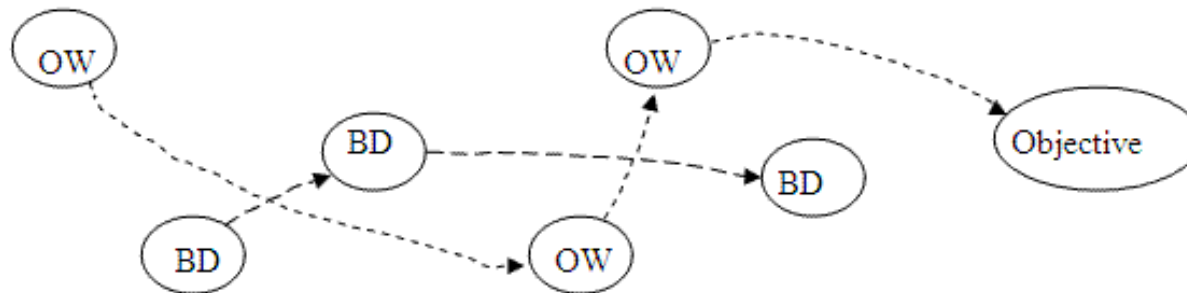


Weapons are facing alternate directions

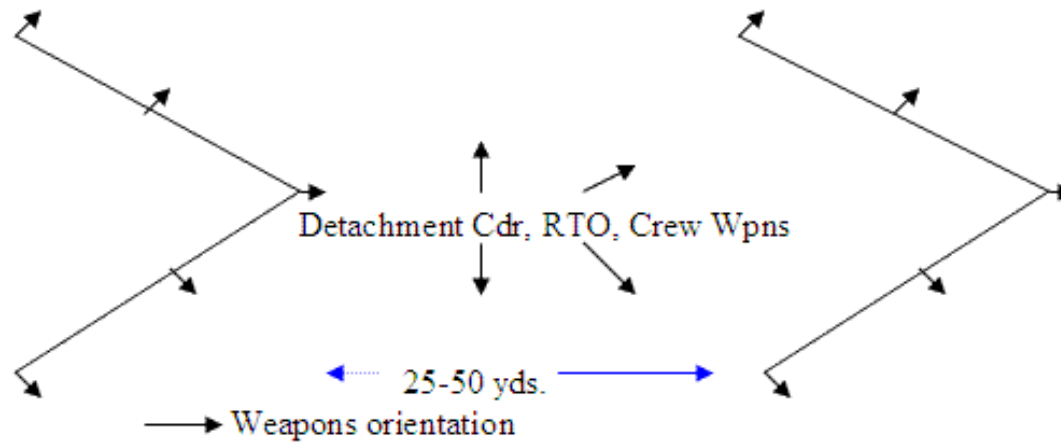
Traveling Over watch is when contact is possible but not likely, however the primary formation is that of a wedge in at least the forward element and the following element, if in a wedge formation is off set to the left or right of the lead element. If the trail element is in the traveling file position it is behind the lead element and centered on the lead element. In all cases weapon facing is alternating left and right, spacing is about 3 yards between people and the forward and trail elements are separated by 25 to 100 yards.



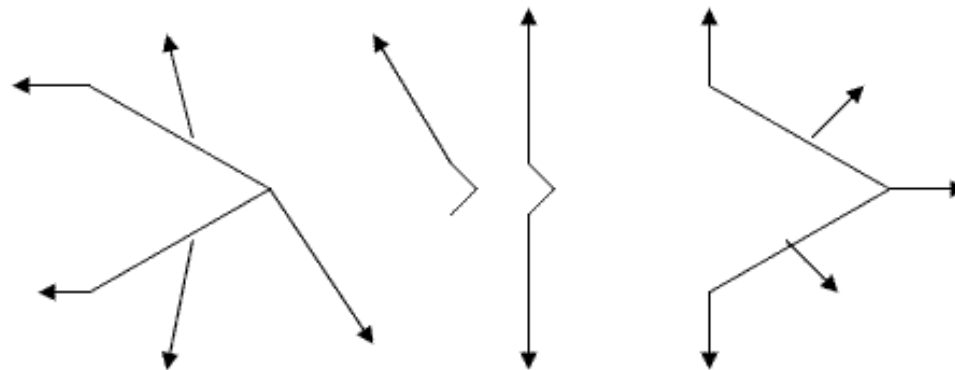
Bounding Over watch is contact is likely. Both lead and trail formations are in wedge formations. One moves (bounding) while the other has assumed a protection position and is providing cover (over watch) of the moving element. Should the moving unit come under fire, it is the over watch units mission to lay down a huge amount of suppressive volume of fire to allow the bounding unit to get into relative safety. When the bounding unit has made it into a position of relative safety, the roles reverse and the over watch unit now becomes the bounding unit and vice versa. Note bounding unit never gets between covering unit and objective.



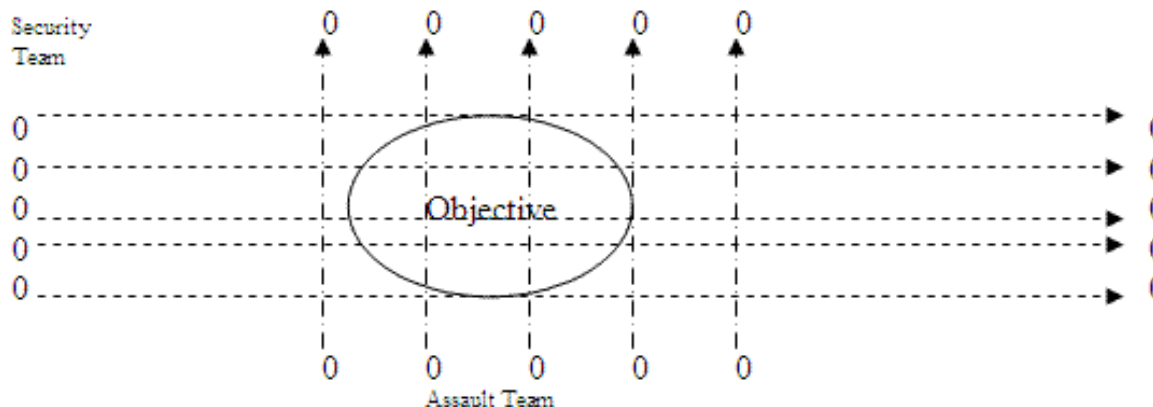
Wedge Formation is a vital formation that keeps people alive while in hostile country by providing a level of rapid engagement ability regardless of the quadrant of contact. Five yards separate each member and about 25 to 50 yards between teams. Between the two teams the operational detachment leader, the communications tech and any heavy weapons systems are located, so they can quickly be moved to either the forward team or the trailing team as the situation dictates.



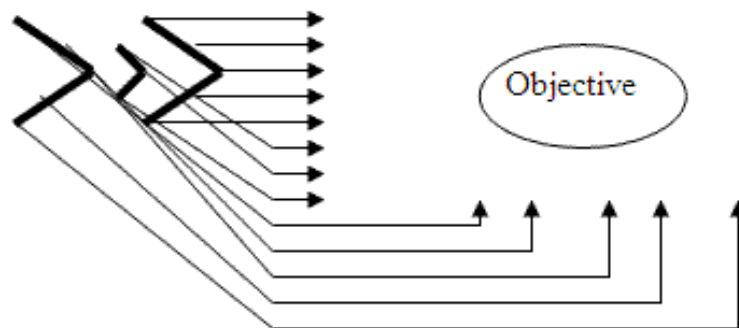
Security Halt from a wedge formation allows the people to provide 360 degree coverage to them. This is done when the people stop and are standing still for a period of time longer than five seconds. At the five seconds or even sooner if necessary, those people on the left will turn 45 degrees to 90 degrees to their left, those on the right will turn 45 degrees to 90 degrees to their right, and both sides will take two steps forward (if possible) and assume a squatting or kneeling position. Those people in the absolute rear of the formation will turn 110 degrees to 180 degrees to the rear, take two steps forward (if possible) and assume a squatting or kneeling position, in all cases, the weapons are pointed out in their respective field of coverage. This allows a rapid 360 degree zone of protection immediately anytime the formation stops. If the formation is in this position for longer than thirty seconds or longer, all people assume a prone position with weapons facing out. At this point it is likely the detachment commander will assign sectors of fire for the heavy weapons. When the security halt is done, the process is reversed and the people simply fall back into their original positions. Remember, this is done automatically, and the detachment commander should never have to tell people to assume this. If the formation stops longer than five seconds, this must be done, unless otherwise advised.



A Right or Left Angle Assault is comprised of two teams, the security team and the assault team. The security team gives suppressive fire as the assault team sweeps across the objective at a right angle from the assault team, shifting fire in front of the assault teams as it moves across the objective. Once the original assault has crossed the objective once, the assault team moves forward and across the objective, and secures the other side. Once both teams have crossed the objective, sub teams e.g. search, demolition, aid and litter, POW etc., fall back and complete their assigned sub tasks.



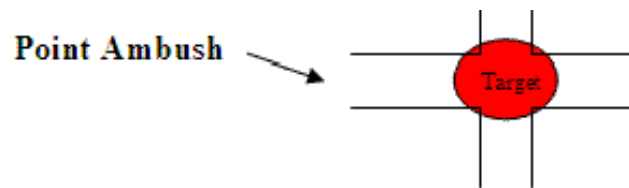
To get into the position from the wedge formation is practiced and rehearsed until it is automatic.



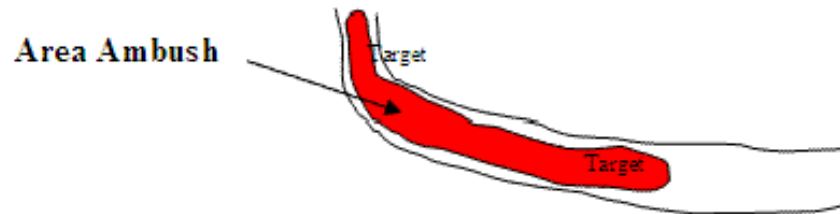
This type of position is very dynamic and very effective when done quickly and execution and timing are very important. The security team people must pay very close attention to the movements of the initial assault team. The security will be laying down suppressive firepower feet or even inches in front of the assault team, and the assault team is moving very quickly.

There are numerous **Ambushes**, and only the lack of imagination prevents individual people from using them. Ambushes are lethal and very dynamic with the express intent to kill everything that comes inside the kill zone. All are initiated by a mass casualty-producing weapon such as a machine gun; command detonated mine, an anti-tank weapon, or even a mechanical ambush such as a trip wire, magnetic or seismic detonation. Then the people began firing the individual weapons at maximum firepower, in full automatic mode, or rapid-fire semi-automatic mode. The three basic type of ambushes are point, area and liner.

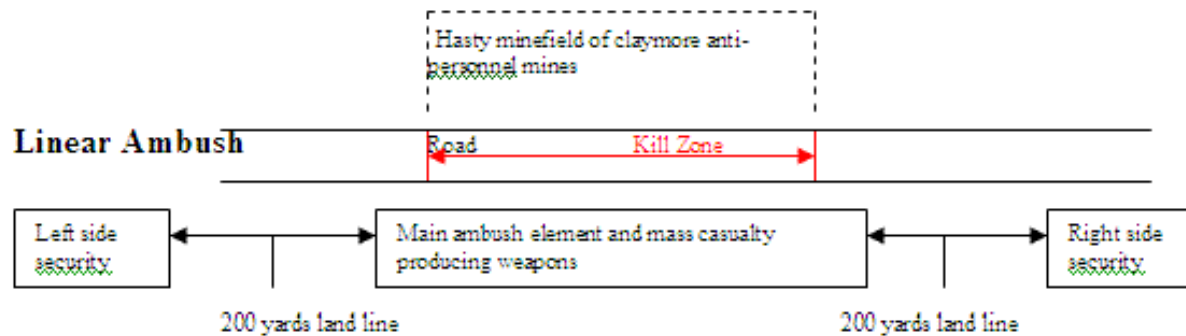
A point ambush is generally conducted at an intersection or junction of roads, railroads, trail, etc, and concentrates all firepower into one very small area.



An area ambush is generally concerned with odd shaped roads or trails such as doglegs.



A linear ambush is specifically targeting a straight section or road of trail in which members are positioned parallel to it.

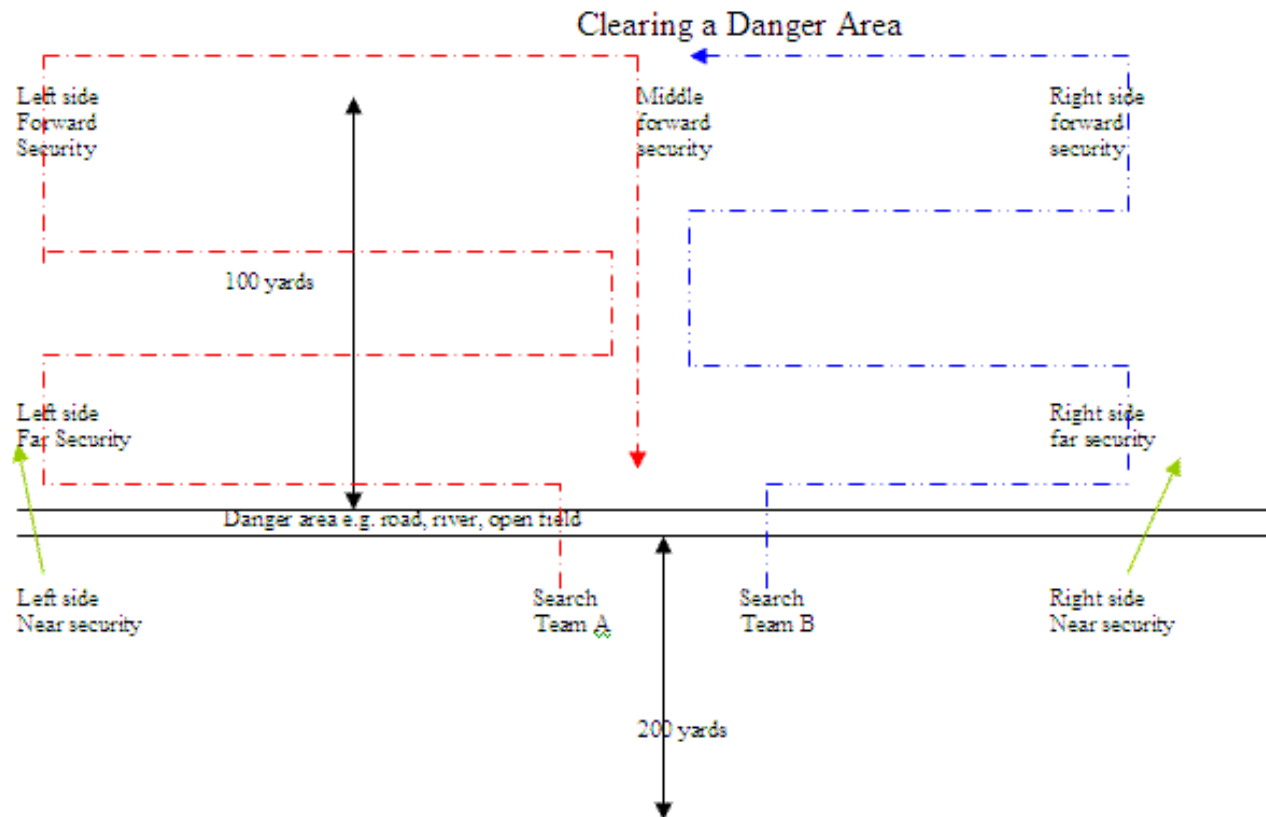


In all ambushes people must post left and right security elements and they must have some form of infallible communication. They will contact the main element when the correct or appropriate target enters the area. If a mechanical ambush is established, the wrong people or wrong target could inadvertently trigger the ambush causing the death and destruction of non-combatants.

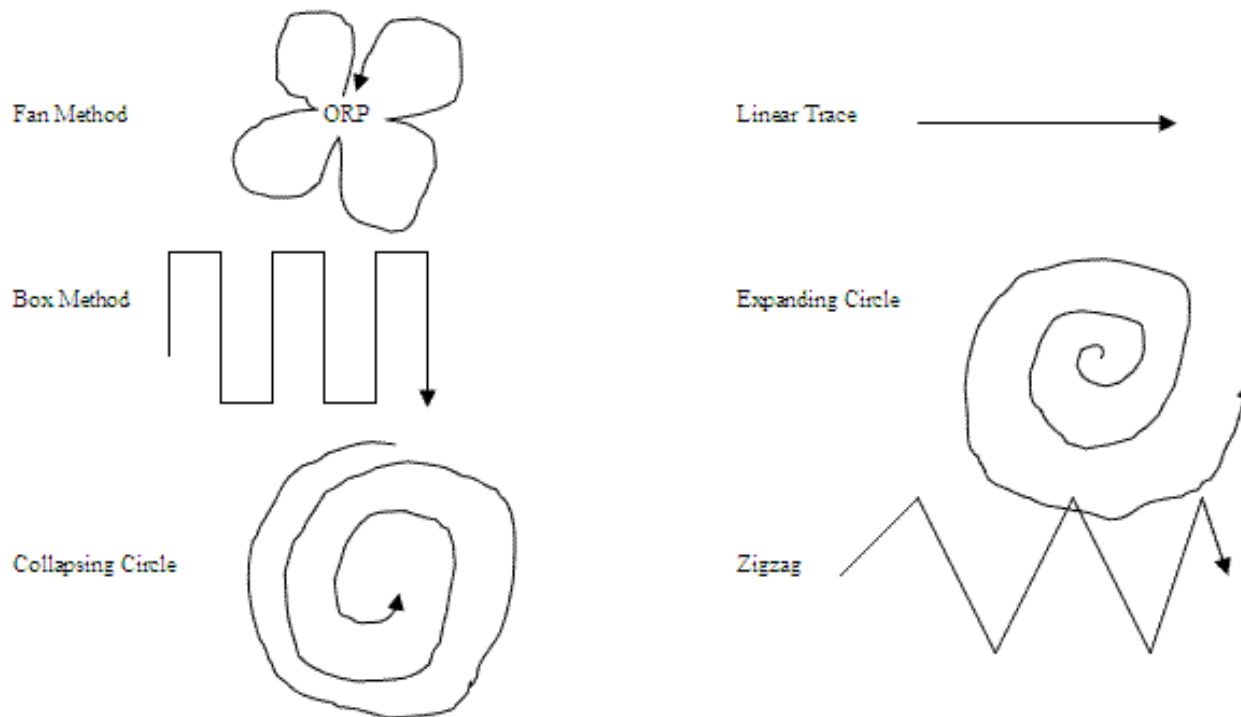
Clearing a Danger Area is necessary to help avoid ambushes and to reduce unwanted detection by an enemy force. Danger areas can be anything to exposes the main element to detection or an ambush. It is prudent to clear these areas and to remain undetected to prevent unwanted or premature contact with hostile forces. The main element stays a sufficient distance from the danger area. Sending two search teams (A & B) forward to the point of actual crossing. Two more teams are sent out and they secure the left and right, near side security. When all teams are in position, the left and right near side security communicates to the search teams to proceed when it is clear to do so.

Search team A searches the area to the left and search team B searches the area to the right. Search team A makes contact with the left side security and one person from the near side security crosses directly over the danger area when it is safe to do so, like wise on the right side with search team B. Search teams A & B make a box pattern search and ultimately post a left side and right side forward security as well as a middle security. The remaining member comes straight down the searched area and establishes communication with the main element.

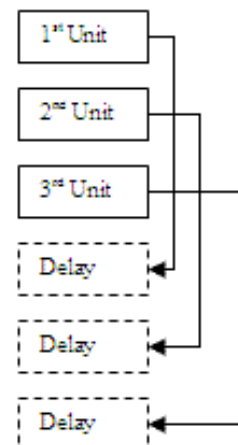
The main element then advances toward the central crossing area and crosses as dictated by the near side left and right security. Once the main element is across, the left and right near side security crosses over and folds in to the rear of the main element. Once these people are across and secure the left and right far side security fold in to the rear of the main element. When the main element links up with the middle forward security they continue on, and the final left and right forward security elements fold into the rear of the main element and proceed on with the movement. Both the security teams and the search teams are two people each.



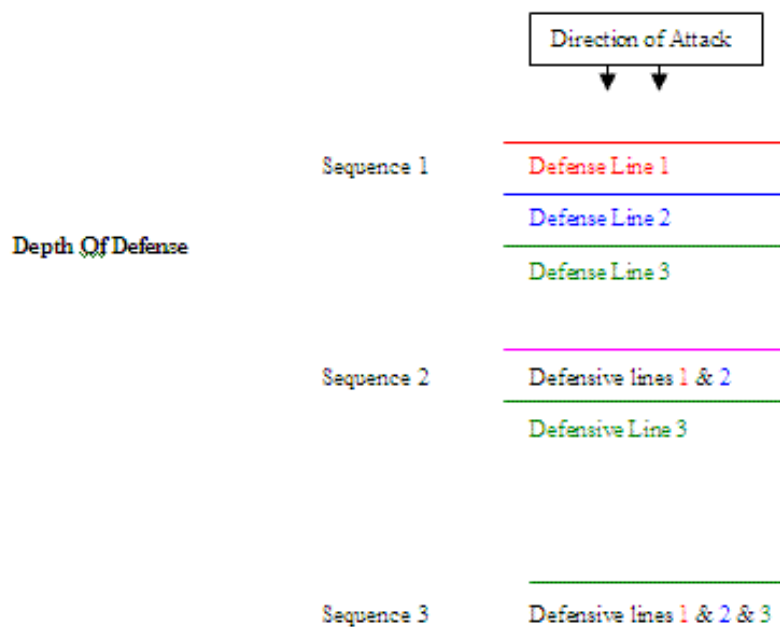
i. Conducting proper **Reconnaissance** movements depend upon the type of reconnaissance mission people are assigned. There are three basic types of missions the linear is to speed to an unknown area to find a specific target that may move around. The area mission is to cover a known area in depth and width to find what the specific area contains, and lastly is the point type is moving to a specific point, stopping and observing a specific point or object of interest. Once the mission type is assigned there are several different methods to conduct the reconnaissance. These methods are called the fan method, the linear trace, the box method, the expanding circle, the collapsing circle and the zigzag.



When enemy forces are vastly superior in an area, it is prudent to withdraw suffering minimal casualties. If a withdrawal is chaotic it is considered a rout. Fear is a prelude to panic, and panic under fire results in combatants literally discarding their weapons and equipment and fleeing for their individual lives. A **Tactical Withdrawal** or **Delaying Action** is different from a retreat. A retreat is a literal 180° reversal of movement forward, to that out of the area, taking minimal action to stop or slow the enemies advance. It is not a rout, as there still is order among the retreating people. A tactical withdrawal or delaying action is deliberate, organized, controlled and systematic and designed to make the enemy pay dearly for every inch of ground. One unit disengages with the enemy and moves to the rear. The distance traveled is dependent upon the unit's size, circumstances of mobility, weather, visibility and terrain. The disengaged unit attempts to establish a security position and prepares to engage the enemy. The unit engaging the enemy will stay in contact until they cannot maintain their present position, and before they get into a battle of attrition, they break off attack and withdrawal through the previous units newly established front lines and proceeds to another security position. This process continues until the enemy has ran out of ability to pursue, they are out of assets, the desire, or until they are met with a superior enemy unit.

Tactical Withdrawal/ Delaying Action

Similar to the above delaying action, the **Depth of Defense** tactic that is used in larger units that are not attached in the field, nor may they even be presently engaged. When the enemy does penetrate the front line, they quickly isolate the pockets of enemy troops and destroy them. Using the depth of defense tactic, when penetration does happen, non-engaged units pull back and are absorbed into the 2nd line of defense, who fight a tactical withdrawal and then they fall back into the 3rd line of defense, etc. The main difference is the withdrawing unit join's the next unit to the rear and fight as one unit. Additionally, when these units do fall back, they will follow a scorched earth policy. This policy ensures virtually everything possibly useable by the enemy is destroyed, including roads, power grids, potable water, bridges and airfields. Any food supplies and civilians are moved further to the rear so they will not face the enemy alone.



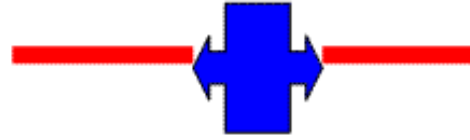
The **Wedge and Trap** method is used when attacking a linear defense. By using a reconnaissance pull method, once you achieve a break through, the following

steps are followed quickly to gain control.

Phase 1: Break through



Phase 2: Wedge Open



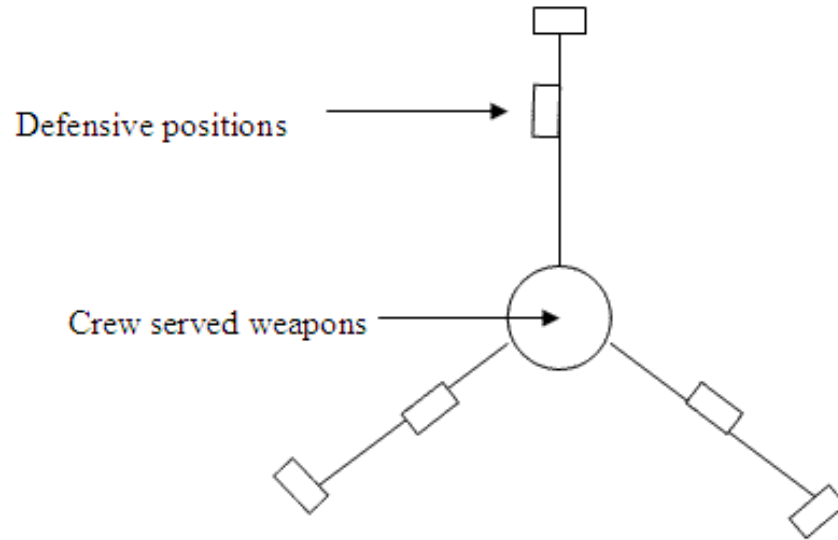
Phase 3: Advance and encircle into pockets
Of resistance for easier control.



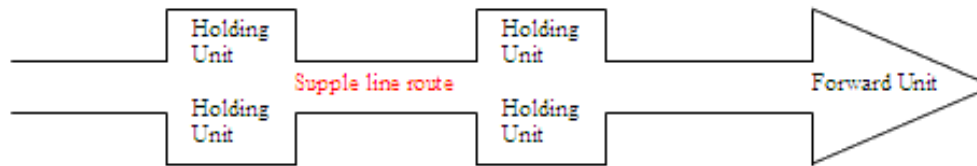
Phase 4: Destroy pockets of resistance



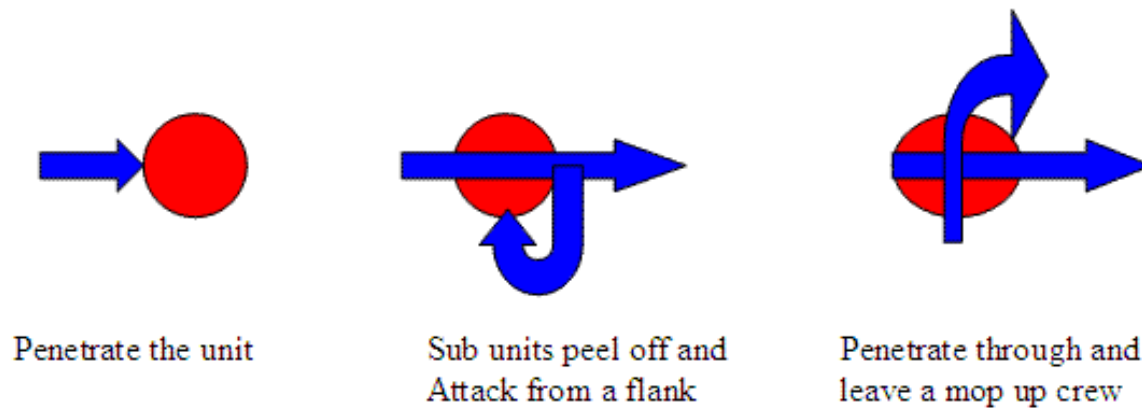
Y Defense is used when deep in hostile area and attacks may come from any direction.



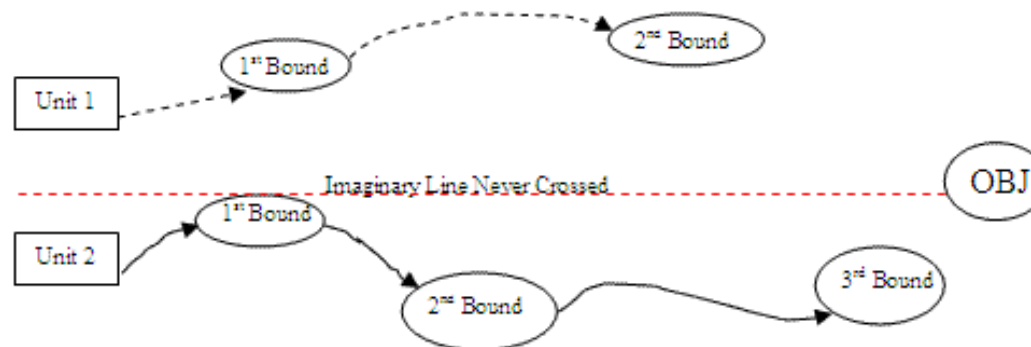
Spearhead is to protect a convoy or troops through very hostile area to relieve another unit.



Isolate and Cut Up is a more precise representation of the Phase 4 destroying pockets of resistance. It is like cells splitting, one unit is cut in half, and then these are cut into halves.

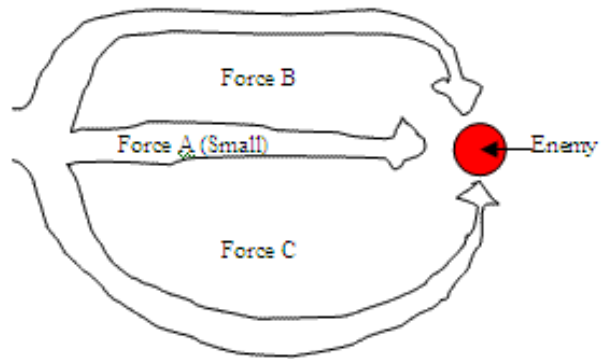


The Leap Frog Assault is when you may or may not be taking fire from the enemy. It is the final movement necessary to bring you within physical contact with the objective. In the Bounding over watch maneuver units can move over each other's paths as long as the forward unit has proceeded through, and is between the objective and the moving unit. In the leapfrog, the units NEVER cross behind or over another unit's line of travel. This is the final stage of a bounding over watch maneuver. Essentially the objective is split down the center with an imaginary line toward the units. This line is never crossed. Unit 1 is in a position to fire on the objective or is firing, and Unit 2 moves forward never crossing the imaginary center line and sets up a base of fire and either prepares to fire, or starts firing if Unit 1 is already engaged. Unit 1 stops firing (if engaged) and bounds forward never crossing the imaginary line and sets up a base of fire and either prepare to fire, or starts firing if Unit 2 is already engaged. Unit 2 then moves forward as mentioned. These units continue to do so until one of the units, having already been determined as a primary assault unit, attacks the objective.

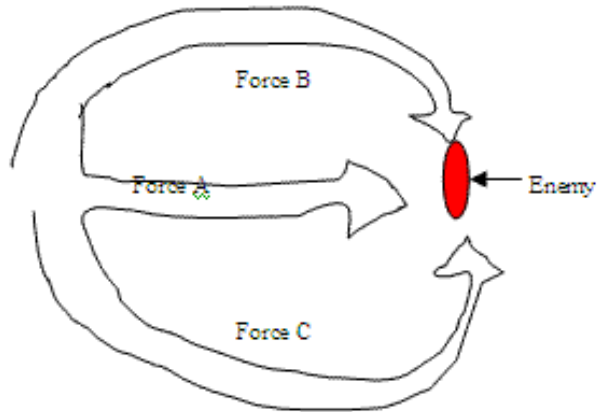


A sub tactic to the leapfrog is the **Inchworm Assault**, the bounds are much shorter and quicker; BOTH units fire at the same time and the lead unit ALWAYS maintains the lead instead of leapfrogging.

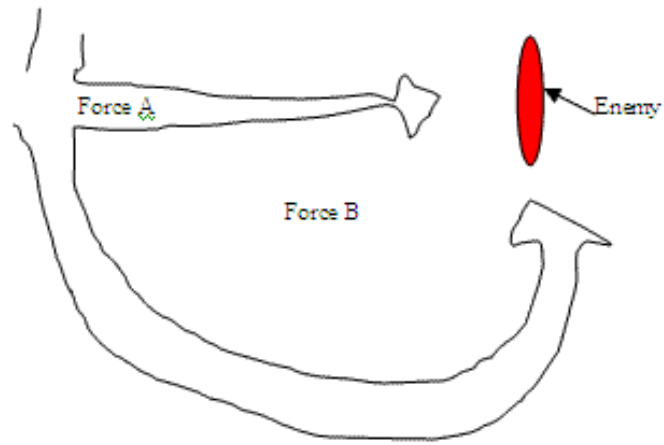
The **Bull Horn** is when a small force (A) gets and keeps the enemy's attention while other units (B & C) envelop to the left and right flanks of the enemy. Some people call this rolling up their (enemy) flanks. Caution must be used if the distance between flanking units is small, in this case, only one unit might be used on one side or the other of the enemy.



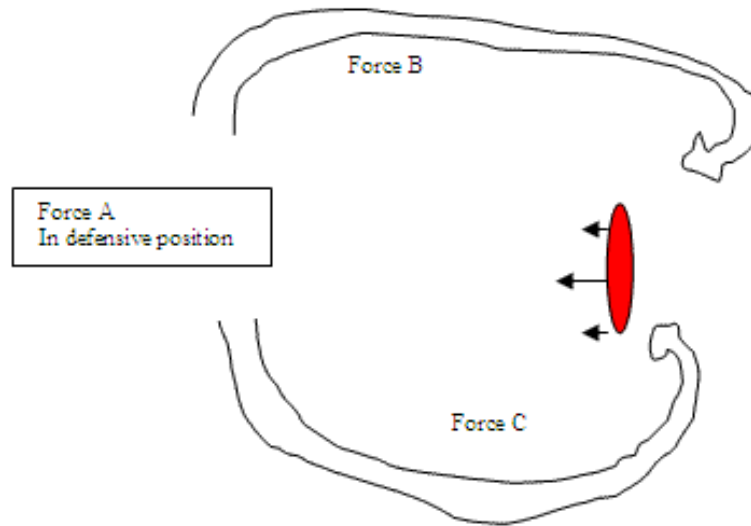
The **Bear** or **Envelop** consists of three equidistant forces split, virtually identical to the Bull Horn, except force A, B and C are of equal strength.



Oblique has a small force A attacking the front while the main element B assaults from the flank or side, but only ONE side.



The **Rout and Pounce** is comprised of two small forces of B and C that flank around to the enemies rear on both sides and attack the enemies rear forcing the enemy to advance forward of their defensive positions, where force A, the main force is in full defensive positions for a deliberate static attack.



Mission Concepts

Ambush

- Establish known enemy routes
- Establish kill zone and set ambush
- Establish rally point and zone of withdrawal
- Establish alternate withdrawal route
- Initiate ambush

Sanitize area
Withdrawal

Assassination

Establish target(s)
Prioritize target(s)
Establish withdrawal route
Locate target Establish alternate withdrawal route
Kill target
Withdrawal

Beach Assault

Infiltrate recon to target area
Plan support, aircraft and logistics
Training tactical units
Destroy enemy air power
Drive/draw away enemy warships
Air prep enemy units on shore and sea several days before
Secure prisoners
Bombard shore by naval units
Start mopping up area
Minesweepers to clear lanes
Secure area
Bombard shore by naval units
Send SALUTE report
Assault by landing craft
Clear beach of enemy troops
Bring in tanks, logistics and supplies
Re-supply ammo, water, food, remove casualties
Land engineers and artillery assets
Establish supply dumps, supplies and vehicles

Deliberate Attack

Establish strategy
Establish tactics
Establish logistics and supply
Commence attack
Exploit weaknesses
Reorganize
Reallocate
Re-supply
Prepare defensive positions

Fifth Column Actions

Counterfeiting currency, credit cards, food stamps or food cards, identification or drivers license cards, license plate, birth certificates, and insurance cards for vehicles, stocks and bonds, registration for vehicles, passports from another country.

Assassination/Kidnapping

Political leaders Senator, Representatives, Judges, Law enforcement, Media representatives , religious leaders, doctors, teachers, prominent civic leaders CEO's, athletes, musicians, mayors, city counsel, lawyers and military leaders.

Methodologies for 5th Columnist to work

Arson, Bombings (Car, Suicide, Structures, Transportation Hubs, etc), kidnapping, violent public demonstrations, misinformation, disinformation, public view assassinations, sabotage, extortion, blackmail, torture, rape, posters, vandalism, graffiti, contamination drinking water, religious warfare catalyst, propaganda, racial warfare catalyst, ELP frequency bombardment, Electronic Dissolution of Memory (EDOM), Radio harmonic Inter-Cerebral manipulation (RHIC), Carbon monoxide poisoning via air pollution

Harassment

Find target

Do not decisively engage

Harass target

Repeat until enemy is confused, scared or of low moral

Withdrawal

Invasion

Send in spies

Recruit of 5th columnists, train and outfit

Collect and analyze intelligence gained via in country assets

Sabotage key C³I (Command, Control, Communication and Intelligence)

Assassination of key leaders (senators, representatives, counsel, cabinet people)

Stealth aircraft destroy ADA, ADM and radar sites

Fighters destroy key military fighter and interceptors aircraft and or runways

Bombers attack military and civilian airfields, roads, bridges, financial centers, fuel terminals, power relays, communication hubs, food production and storage, medical storage, equipment production, ground forces, law enforcement centers, and prisons.

Close Support Aircraft strike targets of opportunity

Aerial carpet bombing

Airborne (paratroopers) and Air-Assault (helicopter) troops secure strategic points

Land invasion force

Artillery creates rolling barrage in front of advancing troops

Armor and tank assault

Infantry

Self-propelled artillery, engineers and medical

Security teams

Reconstruction teams

Civil affairs teams

Movement to Contact

- Find enemy
- Engage enemy
- Secure Objective
- Hold and await further instructions

Patrol

- Find enemy
- If larger than enemy engage Send SALUTE report
- If smaller, initiate limited ambush
- If vastly out numbered, withdrawal

Probe

- Find enemy perimeters
- Send SALUTE report of positions
- Do not engage enemy
- Return to base

Raid

- Move into position
- Set up positions
- Assault objective
- Secure objective
- Sanitize area
- Move off objective
- Reconsolidate

Reconnaissance

- Find and plot enemy
- Send SALUTE report
- Do NOT engage enemy
- Return to base

Sabotage

- Locate target
- Disable or destroy target
- Return to base

Search and Destroy

- Move to target
- Eliminate target
- Sanitize Area

Continue mission

Snatch

Find target

Secure target

Recover target

Return to base

Tactical Withdrawal

Set up routes of withdrawal

Fortify position by increasing depth of coverage

Mine bridges

Establish target reference points (TRP) for artillery and mortar fire

Man positions and supply with ammunition, water and high energy foods

Engage enemy

Engage until untenable then fall back to next defensive position

Continue until all units are in final defensive positions for extraction

Blow bridges

Artillery, mortar and CAS fire on TRP and targets of opportunity

Terror Targets to create havoc on civilians

Power transmission lines, Power plants, Communications facilities (telephone and microwave towers included), Dams, Construction machinery, Farming machinery, Highway interchanges, Refineries, Gas pipelines, Pipeline pumping stations, Grain elevators, Warehouses, Generating stations, Fuel depots, Railroads and rail switching yards, Subways, Buses and bus terminals, Aircraft and aircraft terminals, Water pumping stations, Sewer and water sanitation stations Gasoline stations (civilian), Grocery stores Food packing and canning facilities, Police stations, Prisons (to release criminals into public), Fire stations, Ambulance stations, Hospitals and clinics, Radio and TV broadcast stations, Newspaper and magazine facilities, Wharf and port facilities, Ships, Shipping locks and canal areas.

Rules of Engagement (ROE) exist to ensure that people are sure when they can and cannot shoot. People can engage in deadly force when they perceive a deadly threat, and this threat causes them, or causes others in the proximate vicinity, to be in fear of their own life or serious bodily injury or death of themselves or others if the threat were to be carried out.

SWAT Special Weapons And Tactics are different from small unit tactics in that these encompass urban areas and buildings, instead of land combat operations, there will be many similarities.

Prerequisites for Successful SWAT Operations

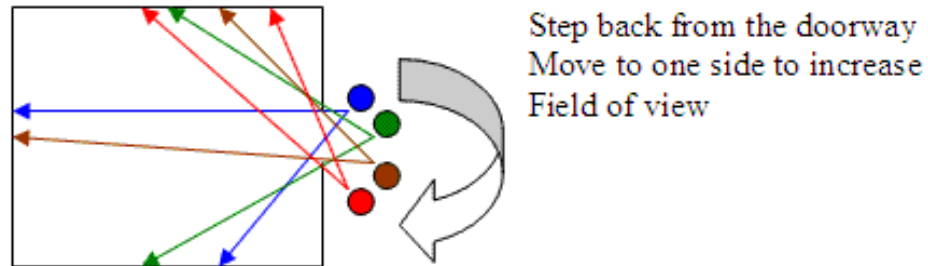
1. Political support
2. Selected, motivate personnel
3. Competent leadership
4. Individual and team discipline
5. Realistic, mission specific training
6. Numeric superiority OR Relative superiority
7. Advanced weapons skills
8. Logistical Support
9. Proven, reliable equipment

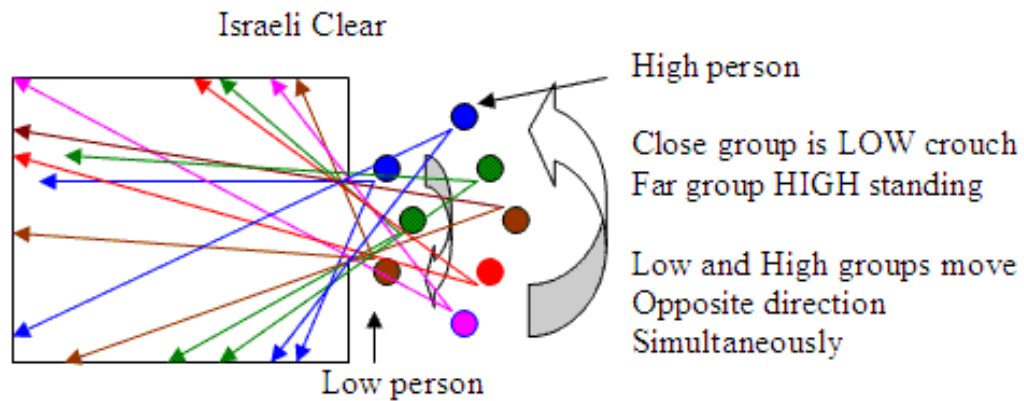
10. Secure perimeter
11. Control of news media
12. Good Intelligence
13. Careful planning
14. Sound tactics
15. Tactical flexibility
16. The will to win
17. Operational security
18. Noise and light discipline
19. Clear communications
20. Confidence
21. Patience
22. Speed and surprise (relative superiority)
23. Shock action (relative superiority)
24. Controlled aggression
25. Anticipation of the unexpected

SWAT tactics

Room clearing

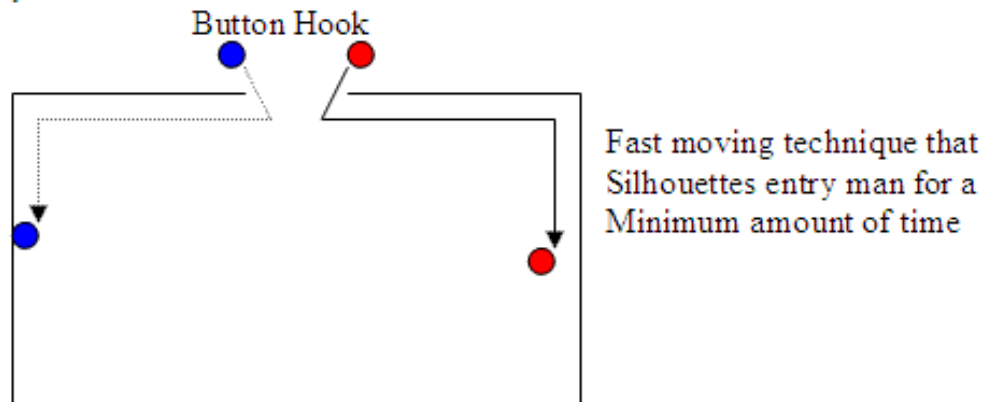
Slicing the Pie



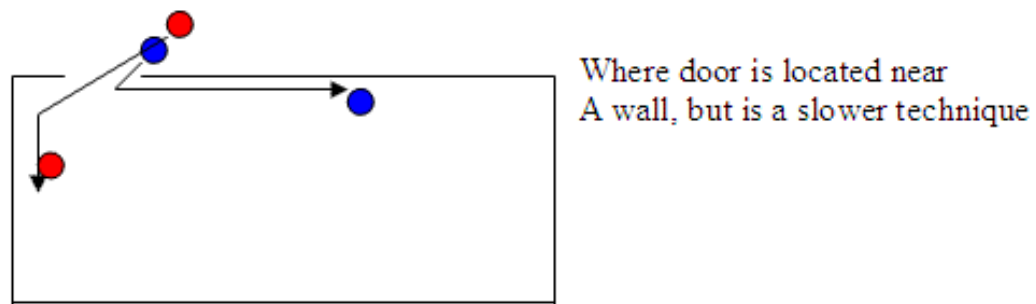


Dynamic entries

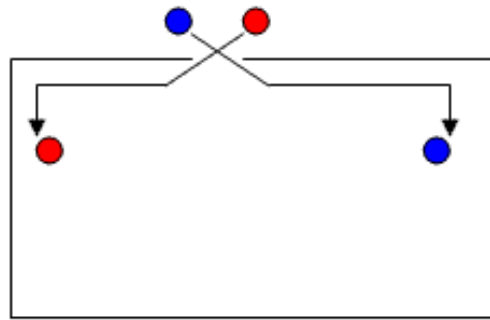
2. Dynamic entries



Cross Button

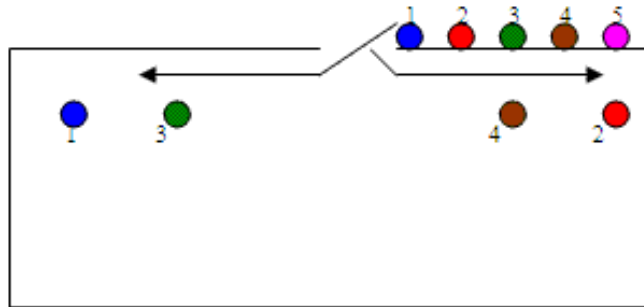


High Low Cross Over



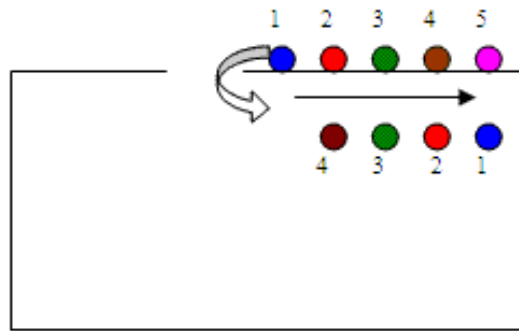
Allow each entry man to see
The portion of the room he
Will enter initially. Must be
Practiced so men will not run
Into each other and
Coordinated who goes in first

Wall Floor (Swarm Entry)



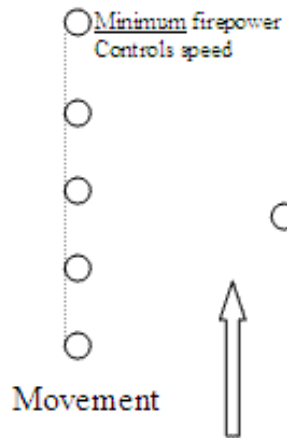
Arcs of fire are VERY
IMPORTANT when putting
Four men into a room quickly
#5 will continue to cover the
hallway and the backs of the
four men carrying out the
entry

Snake Entry (Stealth)

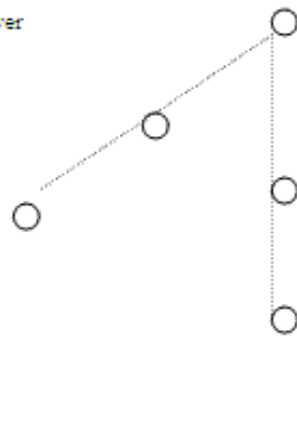


Follow the leader - QUIET
and STEALTHY - #5 man
guards the outside

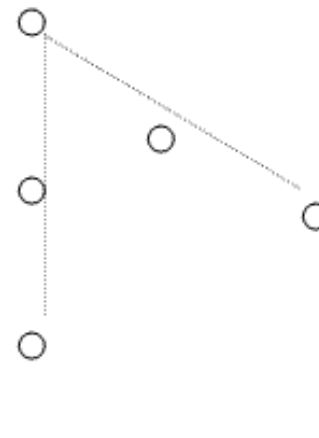
Column (Snake)



Echelon Left

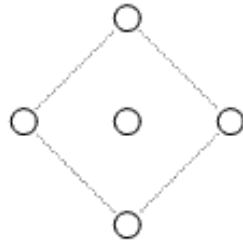


Echelon Right

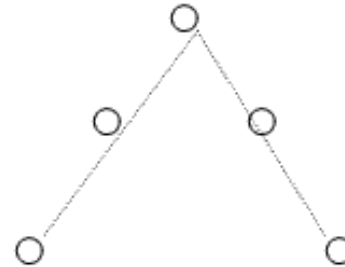




Diamond Formation

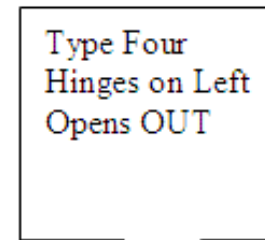
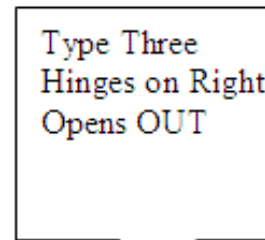
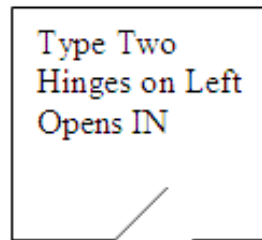
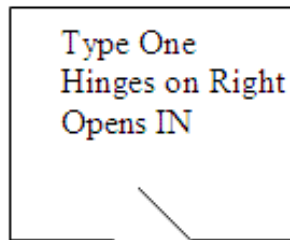


Wedge Formation



Movement
Direction

Door Types



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