C H I N E S E

PLA Company and Squad Tactics

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DEFENSE LANGUAGE INSTITUTE
FOREIGN LANGUAGE CENTER

步兵连(护) **对陈**地 防御之数进政

进攻,是消灭强人的主题导致。连(排)对阵地防御之敌进攻,必须贯彻开灭战思想,集中,少须贯彻开灭战思想,集中优势兵力,采取包围迁回战术,发扬勇敢战斗、不怕牺牲、不怕疲劳和连续作战的作风,勇猛攻击,近战速决,各个歼灭敌人。

队的任 送天子 敌人反 主攻分队的任务是在主要方 攻分队的任务是以积极的行动力求突破散 可能担任主攻、 向指定的方向迅速发展进攻。 演 4 中 坚决突破散人阵地, 抗 主攻分队固歼敌人。 扩大战果, 宏狱 连(排)在进攻战斗中, 無 侧布结合 击力量, 攻或预备队。 向上 实施循攻, 数, 配合 张 日标之 瑶 保 阵地, 馬遍 串 出 班 *

进攻战斗中,连可能得到迫击地、无息

力施、重机枪、连用机枪、轻喷火器、工兵分队的配属。坦克、炮兵的支援,排可能得到六〇迫击炮、无座力炮、重机格(连用机枪)、火箭筒、轮喷火器的配属。

配备衙 排各項准备工 斗任务, 研究指挥员的初步决心,统一认识, **糖况的变化** 研究解决的办法; 明确 判断愤况、考虑初步决心的基础 适时召开支委(扩大)会,传达上级的命 理解上级的作战意图和本连的战 **召开党刘部被围垒,进行战斗动员** 党文部是连队统一领导和团结战斗的核 "一位陶殿河图……右銜又被四会讨论, 应在指挥员 被田思臨形所, 鲴 处 致 盗 确定战斗方案,充分估计战斗中 Ħ 机 **然愿分别执行。8连受领任务后,** 辫 然一班 木 迤 要求和方法,调 田里东郊园光华党被演写, 州 田 部代理人; 的问题, 玄 和 穏 指定于 **始**形。 带 各可能遇到 巡 战斗站员的 义命布谷、 文 作。3情况 ル

深入进行战斗动员。根据连的任务和指

田河西 被危 讲清散情、任务、意义、 员或过打边动 的办法, 想政治工作, 激 宣传鼓动 复进作战斗动员。 鼓 0 蚁 由中港化。 * 头作用, 常采取先党内后 在 发挥党、 タイプ 展 动 朱 彩 决解 以以 鲥 傘 我 被斗中 阶级优股和 笼 op. 群众性的思 光 安田 取边走 反 裳 米 \$ 的方法, 生动有力的战斗口 駴 时, 应着重 克服 卿 图成 爱 故, **本光**, 米 4名。 n 展 35 功竞祭热 米 发挥党、 极十二 本 末 周 世祭 属 梨 ·体指战 十4 作用, 在动 政 炉 ⑩ 的、邢 和 悉 粱 数计 和路 + 田 + ₩ 呵 先 提 炭 ज़िए 米 H 匠 Ш +

一、做好进攻淪。

张女袖 京智智 员应根据每晚都应力求有准 **忠** 宋 汉, 做好 选择攻击 和 出場 今者党政 零 画 H 组织协 ***** * 級 争 联 4 尹 (排)指挥 郑 按 栩 刻 行 頭 **室** 进 A A 严 R 宏 英 术 谷田 思 野河

(一) 现地勘察, 选择攻击点

"指挥员的正确的部署来源于正确的决分、正确的决心来源于正确的判断,正确的

黃酒 州 盘 现地勘察 工事构筑和障碍物设置,敌 所属和配属分队的指挥员 数前沿、 接近道 数人乐力 点进行。勘察时,应首先判定 **小女呆 水** 的位置。 各一级的裁斗 功的影响。 麻鬼、 重 进行现地勘察。 药斯来源于函数的名多聚的位据, 机米的规 概。" 尔后者重查明: 岩 女 田家 半布 * 隙和接合 一中大 关地形、散情 中 以 反 大 防御间 及可能 各数方 贝应路截 的地形状况及对分 华仓聚杉林的联贯 接近敌人, * 炭 点或两 メケ馬 敠 本分队的任 蹦 绍有 **参照**论、 ****** 咒 (排)指挥 療物 1 叉的 類室、 4 在 松 梅 中

华少汉 根据上级作战意 榱 这个弱点, H 在 医 照当前的数值、 米 料 + 各 坏力、 12 便 常 垴 便于我发扬火力 世 盤 力求选在敌人的弱点上。 田
※ শ 已兵力的情况去规定。 常是在敌人的翼侧和侧后, 中 駅被 中 大 大 म्ह 彩 动作的地方 择攻击, 坐海 比较薄弱, 東 \$ 出 ~ と 匝 く 80 *

(二)兵力部署

斯不 끡 魔 汉便 "集中优势兵力、各个歼灭敌人的作战力 法,不但必须应用于战役的部署方面,而且必 须应用于战术的部署方面。"连(排)的兵力部 的兵力并配属较多的火器组成 的水 址 配置在主攻分队之后 产 土地形 加及市 时以部分压力并配属必要 目标形成围攻部 力求从故正面及其一 机动的有利地形上, 量突破 的有 的突击力量。 形成围攻部署时。则应集中力 置在靠近攻击点 回 圆迁 出女女 应建立预备队, 毥 组成助攻分队, 强主攻方向 便于荫蔽、 英 实施助攻, 温 基系 应以被强 ID, 施主攻; 主攻分队, 川 时福 裖 师 加 惡 用 氢 玻 水 梁 浴 器 医 達 爽

用机 開河 连用机枪 吞塚 器分队应以主要火力支援主攻分队战 政會 芝 机枪通常 火飾館。 裕重机枪。 炉 重机枪、 斗 双 形 班用。 ** 風俗 东 古河 年。 无座力炮、 **业** 在步 使用, * \$1 椡 语 新中 力商 製 函 中 图 麼 中 道 连 老 无 浬 淵 田 班。 火器 淮 华 NII.

创致人的火器,射击低飞敌机。 克 故暴躁的 以火力消灭 在敌障碍物中开辟通路。无座力泡、火 有生力量 扬火力和荫蔽机动的位置,以摧毁敌坦 置在受敌坦克威胁的方向上。 否述 ※ 盲 敌人, 用火力消灭 力点 零 领便于射击的遮蔽没射阵地。 迎 较水 压制敌人暴露的或遮蔽物 敌人的轻拖盖工事。 名布 路协回为庆播题 甲车和火力点。 工学内的敌人。 出 生力量, 死 **常看**天 赵 茶 軍 糆 40 滐 海

(三)规定任务

黑 商馬 先 金、 闸 阿希 复 连(排)指挥员规定任务 dini. 岸 K 经明确的问题可 尔后明确: 位物, a J 书

- 预备以 前沿、支 **数** 数 数 的位置, 西。 号、兵力, 克发射点和火力点 方 宏 中 散人的番 及可能反冲 川 企 職 坻 墊 X.
- 2. 上级的任务;
- 3. 连(排)的冲击出发阵地、冲击目标布尔后的进攻方向;

- 4. 友邻的冲击出发阵地和冲击目标;
- 5. 各排(班)的配属火器、冲击出发阵地、冲击目标、冲击道路和尔后的进攻方向;
- 6. 配属分队的任务和火器发射阵地, 转移的时机、路线和支援步兵的方法;
- 7. 完成进攻准备的时间
- 8. 指挥位置。

(四)组织协同

指挥员 围绕执 地点组 古権 同动作的规定, 主动配合, 密切 连(排)的协同动作通常在规定任务的同 属分队、配属分队、支援分队以及同友邻 同动作。各分队必须树立整体观念, 本 协调各分队的行动。组织协同 当情况发生变化时, 界 回, 单独组织。 应根据上级的战斗企图和连的决心, 的分队,按任务、 时间允许时也可 灭数人。 要任务1 严格遵守协 的协 明确, 苯 H 士 英 椡 然所 -}} \leq 回 赵 继 **

1. 各分队占领冲击出发阵地的时间、路线、顺序,可能遇到的情况和处置方法;

- 2. 火力准备时,上级炮兵和连(排)火器压制和消灭的目标,必在敌前沿障碍物中开辟通路的时机、位置、方法和保障措施;
- 米 今 1名大昭、 通过步 的方法; 的行动 坦克的冲击目标、 布 迚击时, 步兵分队 哈协阿弘 的位置, 的方法, 风汤 支援 洲 **=** 冠
- 4. 攻歼敌纵深支撑点、粉碎敌反冲击、锁备队进入战斗时,各分队的行动,以及与友邻的协同动作,
- (记)号。

当有航空兵直接支援战斗时,应明确标示本分队的位置。

当有民兵、游击队配合时,应则确相支援和协同的方法。

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(五)组织各种保障

警戒和观察 \prec 忠 防止数、 构筑必要 子 防原 虚 X 切实准备好 指定值班分队和火器, 连(排)应周密地组织侦察、 空中的侦察和突然袭击。 H 织好白数 份装, 御 恕 进行严 本 **幺勤务**, 跳 化學 工事。 画、 殺 *

弹药和粮秣,准备好战斗器材。确保战斗任务的顺利完成。

(六)开展军事民主,进行临战训练

战术水 长指导下,发动士兵群众讨论如何攻克 进行反复演 校照当前 悉协同动作,进一步完善战斗方案。 训练时, 如何完成战斗任务。"针对敌情、 连(排)应充分地发扬军事民主, 队的技术、 抓紧时机进行临战训练。 力求选择与攻击目标相似的地形。 结合战斗方案。 以提高分 置情况, 练或沙盘作业, 和任务, 数情谈。 新 政际,

(排)通常利用夜暗。不良天候果取秘 荫蔽地占领冲击出发阵地。 机枪分队强 **密和神速的行动**占领冲击出发阵地,或在我 组织火力 火力推护下,利用地形始物。梁取跃进运动。 以火力 灵活地运用战斗队形和运动方法。 要不断地观察敌情、地形, 中临时占领发射阵地, 领发射阵地, 应事先占 塔井区形、出油、 至 **高分**叉、 在运 动中 进 **中** 捯 运

护步兵占领冷击出投阵地。

E. 或按战斗编 · 主 華紀, ,废不良 州福 **组本任本, 今熙沿领先战坑的路线** 汉俞荣藏 地形的旅布能见 叉雪饼。 洪 海(排)回成一(二)路梁 .先头行 安校院、 敌人袭击。 贵应在纵队 *

通过开阔地或散航空兵、炮兵火力封锁地区站, 应采取礁开队形快跑通过, 视情况意识。 放来取礁开队形快跑通过, 视情况意识。 "我就我我大力对击低气散机。遇受染地段时,这是强选择迂回路绕过或指挥分队利用防护器材迅速通过。

到政步机枪火力有效射程内时,指 中 员应组织火力掩护, 分队采取疏开队形, 形接近散人, 或采取分班跃进, 脸 加 發拖 迅速路 交替前进, 利用荫蔽地 互相掩护, 年 莊 礼 矣 蛛 田

占领冲击出发阵地后,指挥员应立即组织观察、警戒,指定值班火器,组织分队构筑工事,严密份装,防敌火力袭击。

四、略為中市,努吸收人阵地

荫蔽地占领冲击出发阵地

7

展 倒一切敬 炎 中 涨 女 鄠 K. 試 Ħ と蘇 困金 声 一 省火 恒 必後 濧 П R 用 换 米 * 张 连(排)冲击时, 1 大布巩固 無 突破敌人阵地 **英雄气概**, 4

一)冲击准备

出 췯 系数 忠冽 水水 炎 宝 大 做人的火 的火力计划, 丑 明 足 应根据 古子中一 1 器 -IIII 督促分队 胀 备的效果和敌 治示 靠近敌人, 生力 敦 员 **东参** 级的 料 퐾 上级一 被看 检险 北 上级报告 **高少**区。 4 明确 击准备时, 按 根据 niai| 稅 #; 火力権 朱 米 DE/ 上级, 并一二 座力) 坐祭 并向 赵 斑, 711(术 세끄 克发射 无 治有 推 连(排)在冲 ≾ 玄 击准备, 给今 热松 运 报 湿 爱 **₽** 狡 宝 恒 中 并及 中 甲 荗 \preceq 来 光、 大块 | 大 | 重 松 大 끲 宏 利 띲 架 业 世 中 敏 \leq

连(排)担任在敌障碍物中开辟通路或排 应根据情况和上数 或在火力准备 前,以秘密的方法开 **益** 4 室 老 力准备 **多** 华 巷 路中残存障碍 R × × 做好 在 定 须 浴 剽 规 机 甲

京祭 华 观察并报 メ 力補护 定 验 भूक % 過 货入 宝 容 指挥爆破组在我火力梳护下, 开辟 2—3 X W. 極 熛 赵 宏 · E 年年 开辟通路时, 炮兵火力开辟通路 海 東東 埃站縣。 丧 的效果。 开帮调路。 í≤. 盆 水水 Ē, 新年 H 亚

(二)则循冲电

分叉 应 歼灭数 充分利用我火力 随时准备进入战 支援时,步兵应紧随坦克冲击, 动消灭散反坦克 的精神, 邓丽, 坚决奖入敌人阵地, 往无前 井 **茨** 场— 米十 怎 TA TA 连(排)应按冲击信号, 克 前供。 平平 洞 本 湿 的效果, 恒 m 丸絮絮冲击 泰。 治宗 宝 发起冲击, 有田克 克人 垣 sá 克 右縣級 沙田 年 川 型型 SP. 区 X ना 及甲 和 箱 和 *** 郷 1 超

单击 半 力压制和摧毁散残存的或新 R 部 长 # 被 妆芯、 散布 支 无座力炮、 R 域 \Rightarrow 灭 泗 赵 12 函 命火力分 发射点。 画 机枪、 K 丞 乐冲击时, 長 9 水谷市。 果 × 及 袋 悉 七点 塩 ". #\ Z. 1E 的人 数 朱 **地** 成 以 衛 麥 訓 水 炎 田海 百千

东西半。

附 秦 占领有 政、 **攀**十 钗 4 **域** 鼓 和 赵 睡 サや 光被 属 希 (株)指挥 调整 聖 织火力拖 쑞 海况, 本 圳 X * 组 本 温 图 中, 팯 Ħ 查 政 再次发起冲 濧 中 響 用 央 泛 地形

(三)扩大巩固突破口

盐桶 對沿 田 近时指挥 、摧毁阻碍我冲击的火力点,消灭敌有生力 发挥班组 间隙布瓣 恒 斑, ボ 刑 料 以准确猛烈的火力, **为威** 溢灭 换 箱 域 脚 継 迅速扩大突破口。 垂 中 禁 鄦 玉 嶅 应贴决 抗 | 数人, 连(排)应充分 有被敌封闭 利用散战斗队形 亦 应不间断地观察战斗发展情况, 金金 神 赵 地 地 势 , 쌪 战 年入 包围 口忠 R 洍 贺沃 数阵地、 我口 换 有 赵 画 张 山 被 向前转移, 支援步兵战斗。 展进攻, 外插分 甘深 揪 巩固 趋 恕 战斗的威力, 一节张。 币 邸 英(排)終入 急 ٥ L 舋 侠 大商 之数 或连(排)受 目标发 粋 氢 事 华人 H 址 两 中 **₹** H 熱 其 衡 定 大 卷 区 洪 認 女 恒 各 Die 赋 埀

五、迅速扩张极聚,歼灭纵深之极

出 政 \prec 贽 H \prec 续 包 W. 按 外稿 扬连 华 火 个解 大胆 发 # 塩 谷 赵 入照 涨 ** 禁 炬 被 每 币 型 敌阵: 牧际 人请 M 大 牧 排) 突破 麻向 盈 率 绕 4 描 1 Ř 於 田川 繁 回

(一)适时使用预备队

十二十十 政 被 \leq H 各个 建 試 免 账 预 新 ≼ WIII. 及分 战 图 沛 米 战 柒 则 计 胜护 < 焵 进 洦 给队 中, 账 黑 负 大 R 算 中 反 时使用 淮 优势兵力 张 盟 获 水墙 追 4 应 域 ٥ サイ 洭 \leq 黑 奄 宝

囲 1 方法。 R 汌 ≾ 4 在我火 御 战 年入 华 黑 \prec 赵 × T 换 氢 耳 进入战斗的地 赵 灭 聯 指挥 <u>≈</u> 平 属的火 谷 部 營 旗 中 平。 为间 大 ٥ 裝 慈 緧 亦 保障措力 进入战 廚 四条。 ച 从今一 回宝 旌 张 申 、同动作剂1 **※** ∓ : 国参 **多**区 起冲击的 大 世下, 送 光 版 加 矣 本 聖 垣

二) 攻歼敌支撑点

攻歼敌支撑点时,连(排)指挥员应迅速查明情况,将主力必须使用于侧面,采取包

K 森 治女 恒, 汉火 英 展政 证回战法,以部分兵力箝制其正面 点的鱼 米米 关 文 R 型数 我 包 湖街 崇 数人 中益 H 歼汉 換 巛 怒 * 换 火 -111 變 崇

发挥 内外 椡 # 牧 书 米 奉 删 花谷 勘形 宝 有 な, 斌。 坻 # 쐂 用 被近, 克小组的威 组成的支撑 M 壍 女 ₩<u>'</u> 抵 1 装 改 E 张 矮 権人 京 H 祝情况, 松 风田田 無分 # 韓 世 各个击毁敌坦 胀 1 × **火糖** 淅 境 来 图 無 į 图 包 R K 承 长 墩 W 用 忌 用 令 带 巛 坂 中 罚 教学 剄 区 中 嵌 * 文 **₹** 米 R ***

建 皮素 英 进 喪 谷 赵 约 玄 新击 亦 彩 中 野 个攻克; 赵 R 攻 推近 城 Ħ 型 **太棒** 发辉班组独 讏 坻 鼓 遂 爻 塅 齫 N 组成的 多路有 尽 戒 突击的动作。 中兵力、火力, 擊 ٥ 文 克 个文文 燕 氐 (敏幅)绿 奥 米 **∜** 中 灣 n 毁敌地堡, 懋 续 梅 南 料 渗 華 -佢 暴放布 验 ₩<u></u> 坝 मा<u>्</u> 判 -111 乍 个 恶 鬲 N 子、 ** 粱 塅

(三)粉碎敔坦克、步兵反冲击

当敌人坦克、步兵向战反冲击时,连(排)

情况 坚决勇 反不 胀 机 米 4 貆 # rie! 站 縆 和 K 不大, 的 中 报 × 数人 淵 中商 趆 R 账 被 米 旓 劉 函 粉碎 的联 R 加 原力 淵 磨 中 账 氫 米 **数行政** 赵 散人; 汊 智贵. 莊回 汉光、 安东 其 平 影 恒 在作 海源 戏出 故人。 我人 떒 IP 盟 展进攻。 克 圳 绡 数 型 焊 恶 避 E R 鯋 塅 灭 A) N 形 4 塅 天天 幂 级深水 湙 中 No. 1 气 黑 ボ 中 南南南 大 化对 用 山 **\(\tau \)** 刻 来 版 椡 兴 袖 克 海 (州) 為大 ना 果 决 湖 朱 展 垣 欽 老 反 英 烘 卷 玄 쐝 Z. 良

正 拉 被 於 R (株)应 力或以少数兵 平, 年 情况以火 友邻反冲击 数。 N 中 巡 大 亱 邻歼灭反 展进水。 設 न्रा 发 友

鞍 筗 淵 泫 \Re 口 转 书 **新** * n 币 衎 数 型 成受领任务 亜 牵 赵 12 訳 政 (类) 检 颩 111 **₹**

步兵连(排)夜间对阵地防御之敌进攻

忠波 夜战是我们的光荣传统,过去我 我们还是要在晚上和敌人打。夜间便于 不便,易迷失方向。连(排)进攻时,必须贯彻 人, 充分发挥战斗的突然性, 以奇袭与强攻相 协同和通信联络均较 集中兵力、近战歼敌的思想,发扬独立战斗和 善于利用夜暗秘密接近散 苯 达成战斗的突然性,减少敌火对我的损害, 各个圈》 们就是用这种办法消灭敌人的。" 今后 大胆穿插分割, 射击、指挥、 出奇制胜, 主动协同的精神。 "抗极"、 但观察、 结合。 数人。

一、做好进权准备

连(排)指挥员应根据**每战都应力求有准** 路的原则, 受领任务后, 应依据上级指示,

在党支部的领导下,力求于白云在现地周密地组织战斗,入夜后应进一步查明敌情、熟悉地形、明确任务,迅速做好进攻准备。

(一) 現地勘察, 选择攻击点

的基础 射阵地及便于夜间识 的位置, 数防御的间隙、 荫蔽地进至 查明敌前沿 照明情况和警 选择接敌和插入散侧后的路线 常在白天侦察 的掩护下, 进行抵近侦察。 动规律、 用 发阵地、火器发 利用夜暗在警戒 和障碍物 散人夜间的活 (排) 指挥员 沿或侧后。 外器 即 别的方位物 的位 H 中 湿 類画 彩 夫

连(排)在选择攻击点时,应着眼于乘敌之隙,达成突然性。通常选在敌人阵地的侧后或夜间防守薄弱及疏忽之处,便于突破和向纵深发展进攻的地方。

(二)兵力部署

连(排)夜间进攻时,力求主力从敌翼侧或侧后攻击,对冲击目标形成围攻部署,并建立预备队。战斗队形的间隔、距离应适当

缩小,火器、预备队的配置和指挥员的位置 尽量靠前。

寓 但 照 幸 原人的 能力。 縆 水 維 × 改学 布本分队的火器 给 用机枪、 配属 Ħ 强排(班)的独 榀 K 班 大 Ę 馬爾 麼 使 无 -11-齊公 (推)对 実 礼枪、 炮由海 步乐班 風。 连 重 温 萍 中 邻

(三)规定任务,组织协同

连(排)在规定任务、组织协同时,应着重明确;

- 於 Ш 丰 失 , 型 世 发 田 中 恕 并 恒 进攻方 ೠ 女 的 地 者 徐,
- 机 蓝 的 型 世 出发 中 同方法; 黄净 山 拉 ≊ 华 * 线 * 路 N 臺
- 盐 Him 在 路野 醉湖 中半 教 雪 些 法; 設 R 在 <u>ln</u> || က 九和
- 4. 奇袭和转为强攻时,各分队的行和协同方法;

於

5. 指挥位置和信(记)号。

连(排)夜间组织战斗时,应加强观察、

机 椡 1 各分 極力泡 准备。 略材。 无 由 婦的 劉 苯 中 H 验 学夜 黑 美 恢 9 京京 剱 书 44 湿 黑 政 枪应在天縣 Š 区 谷年 数法。 樊

栓 米 用格 **以限物配和神滋的** 商份被, 射击准备。 要加强联络 白粉 凍地前进 的路线, 谷 *** 的方 阳园 严密搜索, 注 地外 于识别 构 選 聚出 以 前进, 沿湖、 剱 李 盗 萬年1 黄 账 张 斁 和 零 利用夜间便 NE. 位角保持方向, 被散时。 基准分 大器 不 物法。 连(排)夜间接散, 指定基准分队。 数布 * 兴 同區 玄 驱 闽行动纪律。 長 水 频 用以 띮 幼 (排)指挥 東京 記補 素於完全 盤小回隔 を中、 室 革 兴 理

盤 过 品 进 湿 村 格 域 熙 海形 辫 续 聯 埘 台岩形 古贵 政情 必然 英 主 型 憲 恶 型 湿 利用共照明 严 周 凝 加 旗 京 炭 黑 * R 柔 有 村 捯 於 而 湿 笣 领 好 坦 **以**数 地 在籍 世 4× 田 坩 K (排)应 上占衡学 世 兴

包 席 神 -쌪 进 中 大 雌 本 × 象 值班 * 炭 布 聖 零 上额, 密 * 果 幹 彩 及界 * 春光 湫 聚 掌 跃 换 桨 思

二、聚然妆配本由

贺 英 × 思 玄 < 画 中本 中物。 Ħ * 成 R 政 K 回锅圾 * 布 (株)夜 神 腦及為 ₩ 俄好

湖科 獈 浥 长 用 双 世 * 鰕 华 R 典中 独州 年 以火 ڑ 加 無 溪 好料 中 米 散播 政 组, 降組 为命 不為 刺刀消灭 叙 # ÷ 於劉 猫 条 松 村 克 书太, 赒 果 # 聯 H 世 渭 区 **H** 平榴彈、 茶 퐦 細 备 华 朱 装 院成 内部 * 韓 克及 州 夲 × 用 克 安田田 æ 突入敌人阵地 教由、 (棒)指挥员 * 今天 果 級 × 熨 瓦 推汽 存 奪 * 中 粋 蛛 益 决 验 ##

开幕 く 尨 数人。 Ж 聚 樉 工程保障组强行 * 类 玄 义 塩 洛水 产 恒 米 中 玄 爽 崇 大 油 根 严 此 型 ₩. 下 发 米 这 妣 N 雑 朱 超 (集)分 华 相 崇 蔟 先 换 衹 赵 女 被 極 骅 R 本本 账 玄 × × 本 * * 丞 作 地 × * 本 \$ 世 黑 绘 \prec 亦 鼓 田

知 怨 核 * 本 殿 加 \preceq 沛 以在全安分 我 ~ 拱 本 造 便 黄 極

四、大胆穿插分割,各个歼灭敌人

思 ぺ K 米 黄 # 選 氢 灭 个架 用 歐 爽 赵 盤 谷 币 匣 • 宏 基本 乘 好補分 魯 数易 \prec 故 深級 长 业 回 (学) 阿及 世 M 165 べ 東東 账

(一)固歼支撑点之欲

東
※ 查 长 和 型 调光火器 \prec 米 刊 故 椡 阳 ķ 真 # 而猶 (排)指挥 光。 关 坐 力插入敬侧 密结合的方 各个歼灭。 堂 各省 * 聖 李 用夜 址 类 给给 支核 相 巛 斌 柔 R **严**级 * 鼓 力、學政、 **参**区。 翈 数筛 区

采 聯 述 中 坡 (学) **坦克火** 就 ~ \leftarrow 巛 數 谷 獈 業 其 坳 反 題 쑞 × 充分发挥 \preceq 宝宝 Ė 来 | 数分| 草 彩 狼 而描 並 张 支 救人, 烈力。 丰 X 原的 ₩. 串 名称 編光 恕 米 $\stackrel{\circ}{\prec}$ - * 党 ÷ 甲 濧 内 採 极 极 用 克 歼灭 ₩. 盟 甲 克 燕 夜 K 甲 樂 数 * 政 文 HE

(二)打散坦克、步兵反冲击

当故步兵、坦克优势兵力向我实施反冲

迅速抢占有利地 可以部分 火 突然开火,打乱其战斗队形, 主力开 汉策林 切断敌步兵与坦克的联系,摧毁敌坦克、 配合 视情况, 数闽后, 插入敌战斗队形。 击时,连(排)应坚定沉着, 夜暗大胆迂回 甲车和消灭敌有生力量。 待敌靠近, **海阳** 中, 箱也子 兵力, 要人、 当小股敌人向我反冲击时,连(排)应利用夜暗和有利地形,荫蔽进至敌翼侧,突然勇猛地发起冲击,迅速歼灭敌人,继续发展进攻。

(三)担任穿插任务时的行动

应详细 卑插路 的情况及处置 穿插时,要发扬勇敢沉着、灵活机动 和独立作战的精神,力求利用夜暗和敌人的 穿插中,连(排)应加强 通信枢纽、 回 ヤ 察、警戒,及时查明情况,掌握行进 **重要目标的穿插任务时**, 由四栋、 连(排)担任袭击散指挥所、 (记)号和可能遇到 给各分队明确冲 间隙实施大胆穿插。 举命 赵水环场弹 奸充枯况, 方法。 线、各

路线,不为复杂情况所涨离,避免与敌恋战,按时到达穿插地底,以突然劈猛的行动。滚击敌人,坚决完成指定任务,并将简况及时报告上级。

步兵连(排)对立尼米稳之数进攻

秋 纵 占领阵地或阵地尚不巩固,兵力未 可能很快构 因此,连(排)对立足未稳 降着陆及仓卒防御的敌人。这种敌人,一般 没有工事 翼鱼节间 集中兵力, 以奇袭或强攻的手段, 立足未稳之敌,通常是指临时驻止、 应贯彻速决全歼的思想, 地形不熟。 羅的 蔽接近敌人, 但由于敌人机械化程度高, 障碍不完备,有暴 完全展开或部署不周, 来用包围话回战术, 战机, 迅速荫 成阵地防御配系。 各个歼灭敌人。 敌的进攻, **ᡧ** 工事、 米形 ₹ | 星 -N

一、迅速接近敌人,逐次明确任务

"兵力转移,一般都要秘密迅速。"连(排) 通常利用夜暗、不良天候和荫蔽的地形迅速

接近数人,也可在我航空兵和炮兵火力掩下接敌。

护

(一)做好接敌准备

应及时 不误战 政 委员会或召集各分队指挥员,传 明确接敌运 **公装、** 防却 克、防空、防化学的措施和人员轻装的规定, 连(排)在接敌运动中 · 玄 应缩短时间、 应边走边组织边准备。 畅热、 受领任务 研究本连任务, 的队形、路线和侦察、 给地域 按敌的准备工作, 迅速做好接散准备。 连(排)在集 达上级的命令, 池水部 领任务时, # 社。 ₹Į 称

(二)迅速荫蔽地接敌

過敗 即 前进中, 联络,不断判定方位, 配属有反坦克火器的步兵班担任前方 接敌时,连(排)应根据敌情、地形情况, 沿预定的路线, 连(排)指挥员应在本队先头行进, 适时指挥各分队行动。 拟汉 荫蔽地前进,准时到达指定位置。 統科 关 设 以行军纵队或疏开队形。 ₩ 队保持不间断的 R 应 情况, 本 展 时繁播 淡田 **从** 布 炭。 粱 州 及 赵

力将共歼灭, 主力不应与敌恋战, 要加快速度, 向指定方向前进。分队应加强宣传鼓动工作, 完分发挥党、团员和骨干的模范作用, 发扬吃大苦、耐大劳的精神, 开展互助活动, 严守纪律。

(三)逐次明确任务

先接 不断地分析判 类 正 应根据 书 櫰 申 宝 甘木 有 英 警戒分队拖 尔后在便于观察 连(排)指挥员在接敌过程中, 各分队的任务。 鎄 州 数確"地形, 川 * 在线 4 逐次明确 武 定 教 囲 類 訓 上级指挥 近散人进行侦 \preceq * 的指示和 情况, 40 您 in 41/

规定任务时, 应着重指出。

- 1. 散人的兵力, 翼侧、间隙的位置和工事障碍物的情况,
- 连(排)冲击出发阵地的位置、冲击目标和尔后进攻的方向,
- 3. 各排(班)冲击道路、冲击目标和相互协同的方法;

4. 火器分队的发射阵地和支援步兵冲击的方法。

5. 指挥位置和信(记)号。

一、瓷瓷瓷瓶冲击,一**举轻破敌人阵地** 对立尺未稳之敌进攻时,应力求以奇袭 的方法,一举突破敌人的防御,分割围歼敌 人。奇黎必须同时准备强攻。

大被 在改 田 当步兵发起冲 作 各种火器分队 品 北 村 从敌翼侧和间隙一举契入敌人阵地, 采取秘密和神速的行动, 赵 挥光战 敌人实施突然猛烈的射击, 突击分队应按预先的计划, **人成,** 碍物中秘密开辟通路, 以突然 果 炭 华教 **家子被包裹在数人。冲击前,** 做好支援冲击的射击准备, 幹插分割, 散人。 江回,回 图片 A L 各个歼灭 京区 软瓶包圈 乐冲击。 强攻。 锹 币 米 处 13 供 思 恭

乐猫烈 产利 新華 矣 矣 平 徵 应在我炮 H 在有利的地形上占 上级的命令, (株) 其 救 本 叉逐 步下, 强友 路分 力補

奖击分 桬 敌翼侧和间隙坚 合的方法歼灭敌人, 迅速扩张战果。 以火力、爆破、 以火力支援步兵冲击。 \approx 的精神, 地突入敌人阵地, 塩 一往无 随步兵崩进, 福 宗 承交 击相 州 ≊ ` 决

三、迅猛发展进攻,各个歼灭敌人

连(排)突入敌人阵地后,应边打边侦察,边打边组织,利用敌人的弱点和间隙。大胆机动兵力、火力,实施穿插分割,坚决歼灭敌人。

(一)猛攻快插,打鼓要害

独立战斗的精神, 敢于前出, 不 连(排)应发扬连续作 从散阵地 生 及时指挥各种火器和预备队迅 支 **1**/2 和翼侧向敌人的指挥所,通信枢纽, 猛地发起冲击, 出的分队给予有效的 插分割。 数误路。 利用有利地形, 原湯 大肥碎 机 突然勇 至 目标, 华 笑入散人阵地后, 赵 九分 湿 而, 斯伯 財 玄 员 应, 目称, 重 御部 怕侧射夹击, 动。 ψ 极入 战和孤胆、 型 (排)指挥 雪河 冯 数防 空 世 接 产 池 下 的间 湖西 され 今圈 皴。

(二)固歼龟缩六敌

兵。如散龟缩在要点上进行顽抗时。连(排)指 乘附插入散阵,内外夹击,分割歼故。也 坚决突破 歼灭敌步 员应迅速查明情况,实施多路有重点地攻 察政 龟缩混乱之际,大胆 写以部分兵力从数正面及其一翼实施攻击, 甲车开始龟缩 勇猛 敌侧后实施猛攻, ₩, 迅速指挥各分队 ※ 田 彻底歼灭敌人。 坦克布徽 摧毁敌坦克、 サイン 全中主要水力向 椡 坂形成、 员 軍省 (排)指挥 敌人阵地, 插入煅碎。 跟踪、 书

(三)歼灭退却之散

歼灭 侧和前方,占领要点, 当发现敌人退却时,连(排)指挥员应以 猛烈火力杀伤敌人,并不失时机地指挥各分 实施跟踪迫 取捷径超越 敌 法券 质或. R 队以坚决、果敢、勇猛的行动, 中 的谜 幹 最快 果 敌退路的翼 中 $\vec{\sim}$ 為宣 或平行迫击, 张 NA MA 路 猫 以中 其版 数人, 洞 中

追击时,连(排)指挥员应在分队先头行

进,并在行进间给所属分队简明规定任务。乘车时,应迅速区分搭乘的车辆(坦克),也建造击。并报告上级,通报友邻。

迫击中,连(排)应发扬连续作战的精 如散以小股兵力抵抗时, 应指定少数兵力将 集中兵力, 舆猛冲击, 配合时,连(排)应 不怕艰苦,不怕疲劳,不怕孤立突出, 对逃跑之敌实施狼迫, 不给敌人喘息机会。 侧插过, 本 灭数人。 击敌人。如敌占领阵地企图顽抗 幺 歼 主力迅速从其 切配合。 潊 如有地方武 (排)应乘敌立足未稳, 锹 其歼灭或监视, 其联络, 将其围歼。 县山 续進 -111

四、歼灭空降之数

围歼空降之散时,连(排)应抓住战机,迅速逼近敌人,与地方武装密切配合,近战歼敌,建战速决。

当敌开始伞降时,应迅速指挥分队抢占有利地形,控制降落场,集中火力消灭敌伞兵,力求歼敌于空中。当敌直升飞机着陆时,应乘其步兵未下机之际,集中火力猛烈射

集中火 箱 米 敌 闽 訓 应乘敌尚未展开之际, 肥 歼敌于机内; 色。 **参**其, 并迅速靠近敌人, 摧毁敌直升飞机, 割歼灭。 兵已下机时, 中,分出 力狠打, 大

熈 無 # 过 并迅速组织火力很 连(排)应 赵 **极** 直 其慌乱之际,以部分兵力歼灭顽抗之散, 雷 强机时, 湯陽 劔 企图乘直升飞机逃跑时, 中 升飞机 蛩机地点, 升飞机;当敌人集结、 拨茴 加紧对地面敌人的攻击, श्रा 直插敌集结、 散机。 歼灭敌人; 中 並 敌 R 中主力。 打殺車 万机, \prec #

步兵连(排)山地进攻战斗的特点

易迷失 圖 但不便于观察、射击、机动、 实施包 AR-終 死角荫蔽地 指挥和协同, 战斗队形易被分割, 便于我荫蔽企图, 地形复杂。 、穿插分割。 气敏多效, 山地, 许回 匝 ヤ

包围 原み 的特 应贯彻集中兵力各个 独立作战 来取 中 力争从敌翼侧或侧后攻 密切协同的作风, 扬我军近战、 歼灭散人。 连(排)山地进攻, 炭 长和主动配合、 制高点, 歼敌的原则, 迂回战术, 政 や

一、周密组织战斗

令 波 谷 长 湖 祇 应根据上级指 战斗方案, 攻击 桑 起 确定 币 級 地勘 连(排)受领任务 中中 灵 织 部的领 组 点 支 党 京 4 *

分队规定任务,做好进攻准备。

(一)选择攻击点

连(排)攻击点,通常应选在制高点的翼侧和侧后。便于荫蔽接近敌人,便于组织火力支援,便于向纵深发展进攻的有利地形上。

(二)兵力部署

韶 应建 早 4 集中主力从散弱点进 Ш 到故翼侧或 4, 根据 車舞 及其 还可派出精干的小分队利用夜暗 基 应力求集中主 对敌形成围攻部署 固 数入 许回。 主力歼灭敌人。 出 取 回 以部分兵力从散 袋 旦 刪 施包 配置 利地形秘密渗入散纵深。 支撑点的间隙或翼侧, 连(排)部署兵力时, 靠前 極 米 配合 出海 实施助攻, 不能形成围攻部署。 国里 效破后 并尽 祇 实施主攻, 标或控制要 (备队, 翻 级指示, 中 医 故 加 行攻 部 预 有 村

中食 未 内 的能力, 谷地和林 应按情况尽量配属给排, **英集** 7 田 我 继 村 浬 回 本後 中高 傘 区 强 刑 汉酯 灭在死角 乐战斗。 ₹ , 画 路少一 汉消 及时文报步 鬥 湿 匨 × 丰 黑 黑 亞

首被 所 万 图 越射击的地形上,以有效地文援步兵战斗。 重机枪(连用机枪)通 用以消灭敌人有生力量 机枪应选在便于侧射和 괋 節腦 火炮阵地应尽量选在便于 无座力炮通常大部分配屑给排, 和射击低飞的敌机。轻喷火器、火箭 摧勢敬坦克和火力点。 常大部分配属给排。 瞄准射击的地形上, 属给排(班)。 致。 超

三)组织协问

连(排)指挥员在规定任务后,应周密地组织协同。其内容:

- 4分队向冲击出发阵地运动的队形和火力推护的方法,占领冲击出发阵地后的行动,
- 2. 冲击时各分队的行动,
- 3. 夺取制商点,山垭口和遇敌反冲击时,各分队的行动,
- 4. 克服敌障碍物和天然障碍的方法;
- 5. 与友邻的协同方法和对翼侧接合部的保障措施;
- 6. 信(记)号。

二、前核迅速接数,突然勇猛冲击

(一)迅速被敌

掩 以防敌人 员应随先头 敌情顾虑大的 连(排)接致时,应利用荫蔽地形或夜暗、 撷 垣。 防 应在警戒分队的 ヤ 采取行军队形或疏开队形。 进 塩 应派警戒分队先行控制要点, 指裤 **革**握 玄 情况和 黎洪, 兩海。 宝宝 给 发 海 应加强侦察、 及时了 田 大 脚 占领冲击 护下教密来植。 鲱 行进, **米**爾, 然袭击。 城地 # 法河河 Ar. 今区区 岂以 用 泛

(二)勇猛冲击

接 机枪应以猛烈的火力摧毁和压制敌人正面或 资 时,应突然勇猛地发起冲击,以火 力、爆破、突击相结合的方法,一举突入敌人 迪击炮、无座力炮、重 并根据情况 应迅速做 以直接瞄准火 掩护爆破组开辟通路。 不间断地支援步兵战斗。 连(排)占领冲击出发阵地后, 支援步兵冲击, 好冲击准备。在火力准备时, 坚决歼灭敌人。 炮摧毁敌火力点, **剑的火力点**, 皴 쐆 到冲击信号 湎 时面 体地, 爽

合队应及时跟进,随时准备进入战斗。

三、夲取制高点,歼灭纵深之敌

穿插分 4 **√**,¤ 翼 垣 医 绺 利用敌人防御的 活 픻 其 回 第 围迁 承 1 但 署 包] 注 用 抵 船 7. 韶宋 而,阿 斑 माई 数人 +恒 数阵地、 , 汝, 型 打乱 **今**因 照 \prec 唇来 以海 灭拨 英人 果 个歼 氫

步兵分 R 续 버 鼍 恒 最 異然发起冲 击炮火力 面之散, 我危害。 主力从敌 TE 组织火 \prec 菜 # 敌 故 裄 级 支援步兵冲击; 重 **∤**% 選³ 也以 (排)应以迫 山腰或反斜 火力摧毁对 点(图一)。 以机枪压 (株) 应应 面攻击, 秘密迅速地接近敌人,)†/ 来取 出 恒 连 类 箭筒的 克, 地形。 411((山脊)、 坂 1 型规 並 宝宝 御, 或由 H. H. 山 R 攻 盗 ·K नाई \Rightarrow 끤 山原(**以** 形 力点 以少数兵 寒 有 攻 侧的火 恒 1 函 决 重 用 数火 カ米 事 加 本规 R 所和 * 崇 出 当 产 氢 ATT 节, 忠 愈以 父 到 定 12 系 串 \simeq 1<u>11</u> 以 国 张

对沿纵向山脊防御之敌。一贯集中主

R

账 掩 申 货 沿 至 I R 由 女 战 织火 高地 宝 米 力从数正 1 有 \preccurlyeq П 山塔 恕 产 忠 图图 氢 R 两 栩 口 **本**取 今东 1 料 至 L \prec # 政 一 其 集 翼 赵 船 女占 選 本 取 骓 1 中 用 \approx 囲 宮 宝 恒 R 型 口 .抽, 地 数, 水 用 岸 施深, 盒水 極 硘 1 加 二 N 寒 的 御 次 氢 山 宣 医 先 攻 张 時 ١ 猝破, 滐 垂 777 氢 另 时女 啁 明 向山 英 袮 山 敌 址 图图 女 海 两 正

大战 织 剱 用 玫 赵 址 出 承 防 \preceq 0 胜が 水 中 本。 央 肿 踅 瓦 滚 Ш 乘 部 宝 调整 R 荫 赵 坻 \prec 园 部分兵 疏散 温 故 硘 华 中 币 重 器 抗 十十 顶 忠 П 侔 二 上海 囲 imes领 和散人 班 逖 扣 类 井 和值 4 妪 口 丰 地 赵 屯 田 命巩 緻 回 H 世 员 恒 出观 其余人 灰鈴 垂 中 古参 币 七巻 承 取 筗 的 派 # 早 火力, 人メ 好准 選 地 恒 果 川 外

(二)粉碎敌人反冲击

聚 其 椡 (株) 强 连 杀伤敌 币 反冲击时, 氢 大力 敌 图 助 描 下向我, 選 溪 用 猛 R \approx 曹水 高酯 彩 퍤 心地 1 親 以 故 有 训 滨 山 敌 枪

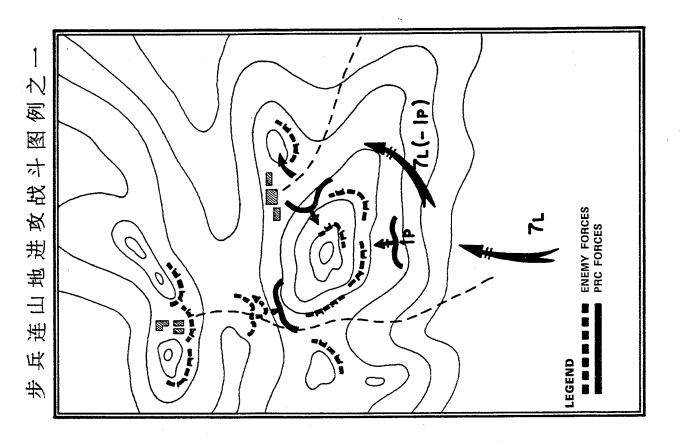
財 N 彾 田 起伏较大 苯 相 迚 中 羰 政 火 埊 数沿山脊 央 -N 쵔 克、 区 山 方法, 中 中、李 发出 连(排)应枪 大 部 反 绺 消灭沿 区港 地 川 潁 炸相结合的 令 力歼灭敌人。 克小组、 沿 谷 的山 国国 X · 宝 浜 R 中 ₩ ₩ 凼 甲 斧 * 共 友 以茶 # -11 反 -III' \approx **⟨**□ 器 表 集 今 浬 宝宝 光 層 九人 恒 加 车接近或 地形 农 宝 丰 蚁 ln, 反坦 中 型 的 其

(三)歼灭退守坑道之敌

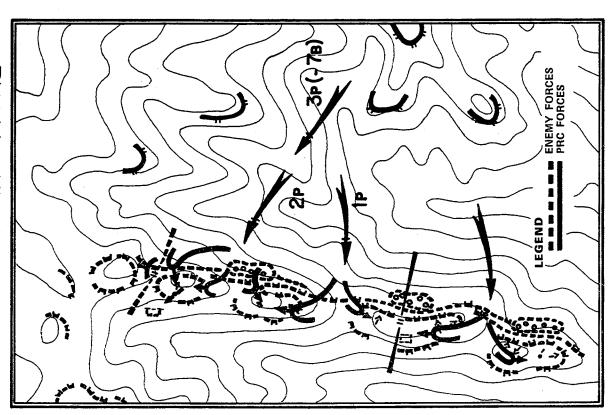
淑 图 恒 漕 其 鳅 政治攻势 五 包 政 女, 舜 Ŋ 洍 式 灵 首先以火 接 应迅速实施 **炸場** 回里 於 故 速 # /市, 数 刘 中中 भ 承 退 开展 护下, 机枪火力切 平海 пJ 縣海 酤视. 的火力, 置 华界, 敌 **√**□ 位 求将敌人歼灭在表面 乘其混乱跟 的 急 宗 训 掩 连(排)突入敌阵地后, 采取封, 附近 宏 敌坑道口 进入坑道内战 举突入敌坑道将其歼灭。 数 火力或烟幕 # 迫击炮、 ロ 貅 散坑道 之间的联系, 赵 田 决斗 查 ٠. 并以 微型 田湖 和进入坑道 班(组)在 散人。 釼 和權」 R 演 回 域 坑進 相互 X 路 重 平 压 樊

凶 京東中 数不 类 好 # 帮 性 漕 赵 ロ 回 侧或两, 以少 1 区 串 对短浅的坑 京区 被 支 浬 以抵近射 變 田 数人。 п 宝宝 根据上级指示, 現 后,立即冲入坑道内,利用坑道一 的翼侧或上方进行爆破, 坑道 敌 歼灭 N 北(斯进, 弹和白刃格斗歼灭敌人。 夲 尺 涃 段 常 河 当 逐段搜索 # X 坑 室 浴, 带 赵 相 在消 熏 辑 址 夺取的坑道, 或 海, 徵 恒 黨 死。 垂 互相掩护, \prec R 重 ロ 뼔 华 × 兹 坑凿 用 东为 麵 豝 豆 \approx R

步兵连山地进攻战斗图例之二 LEGEND LEGEND LEGEND LEGEND PROPOSES PROPOSES PROPOSES PROPOSES



步兵连山地进攻战斗图例之三



步兵连(排)江河进攻 战斗的特点

按影 12) 续梯队 江河两岸的地形状况 对进攻分队的机 型 以奇袭或强渡的方法, 必须发扬坚决勇 恒 币 何 保障 通信联络等部 点 流速, 速夺取并扩大与巩固登陆 江河是天然障碍。 连(排)江河进攻, 大 深、 协同、 盘立战斗的精神, 顺利波过江河。 底性质 指挥 与河

民 洪 突击队或预备队。担任先遣分队或 星 可能担任先 在多 翢 突击队的主要任务是夺取并巩固登陆 巩固与扩大登陆 的主 连(排)在江河进攻战斗中, 担任预备队 续雇队波过江河。 击队的成果, 力波过江河。 造分队、 ** -#-Ę 洍 趣 些

. 做好渡江(河)准备

连(排)在组织江河进攻时,应根据上级指示,在党支部的领导下,着重做好下列工作;

- (一)现地勘察,选择渡江(河)点
- 连(排)指挥员现地勘察时,应着重查明
- 1. 河宽、水深、流速、河底性质,有无支流、漩涡、徙涉场、渡场和民用船只;
- 坝 敌人的兵力部署,工事及火力配系, 边及水中障碍物的设 置地域和反冲击方向, 的情况; 對鐵 业 河 区配 东外江 阳 御 付 出 旗 H 統 塅 钠 情况, 账 党 핒
- 岸边 女 便于我上岸和巩固的有 點 ≾ 和 出发阵地的荫蔽条件, 至波场的道路和地形情况。 江河弯曲 地形状况, 蔽接近地与死角, 我评 业 政 结地点 利地区, ണ സ 洒 米

流速 于我船只靠岸或徒涉的地方为渡河点。 能秘密接近渡 (排)指挥员应在上级指定的渡江(河) 波河点应选在能毗制 笳 面校 厂 帮林。 品 田 选择渡河点。 蹈 岸和弯向我方的突 于荫蔽疏散 地段内, 泄 便 口,便一 纖 故

(二)准备波江(河)器材

岛 用格只 (河)以 ポ M 产 絙 艾溪 民 並 不 连(排)应充分利用 窓 重 漕 吵 H 海型 的指 工兵修筑进 架 应在工兵 就便器材渡江(河)。 并协助。 江河洪攻, 材的配属 严 者食 0 蛤

各种波江(河)器材应荫蔽、硫散地配置 在上级指定的地点,并严加伪装和警戒。

三)战斗编组

各船应指定专人担任救护 * 乘各排(班)的渡江 計 连应组织 排(班)的渡江(河) 分配船只应尽 当有不同建制 波江(河)器材情况 江 连(排)力求一个航次渡过江河, 配波 战斗的能力。 然 **合理分** 黄 射击低飞散机。 负 和一 重 彩。 河状况,进行战斗编组, 強力 下 各火器分队应分乘各 队的任务和建 应指定 则两个航次渡 根据各分队的任务、 以保障各船具有 员 補命」 (排)指挥 **热** 忠, 江(河) 数护组, 大 器 照顾各分 位共乘一 (河)器材。 不可能时。 势分 洼 工具, 定 癸 を江 大 万 万 紐 糾

(河)工具,以便不失时机的指挥。

(四)规定任务,组织协同

连(排)指挥员在给所属分队 规定 任务和组织协同时,应明确;

- 1. 连(排)的任务、渡江(河)地点、登陆点、冲击目标, 夺取与巩固的地区;
- 2. 各排(班)的渡江(河)器材、进入渡场的路线和队形, 泛水地点和时间、登陆点、冲击目标与巩固的地区,
- 3. 各火器分队分乘的渡江(河)工具及在航波、冲击和夺取与巩固登陆点时的支援方法;
- 4. 克服与通过敌岸边、水中障碍物的位置与方法;
- 上级炮兵、航空兵支援方法和施放烟幕的地段;
- 6. 航渡中遇到各种情况的处置方法,通信联络、各种信(记)号,
- 7. 完成渡江(河)准备时间,指挥员的位置。

盟

米

即卷、

4

(五)临战训练

连(排)指挥员应根据所受领的任务,进行临战训练。组织水性好的战 上 和 班 排干部,训练使用各种渡河器材的技术和教护动作。组织分队进行游泳、泅渡和上下船的训练。必要时,可选择与进攻目标近似的地形,设置情况,进行演习。

二、渡江(河)时的指挥与行动

(一) 帝 豫

到达散 能见 连 应力求利用夜暗迅速 突然袭击敌人, 枪 乘机迅速渡进江 度不良等条件下,以偷波的方法,秘密渡过江 世 方 大 <u>=</u> 奇袭应做好强渡的一切准备工作。 被散发 丰 或在夜暗、 其不, 到情况冷静处置, 用格飾 叫 丑 ١ 发起冲击, 控制船只, 夺取和巩固敌岸要点。 应保持肃静, 业 前出到渡河地区, 好好 (排)担任先遣分队时, 勇猛地、 翈 取 松沃存 桥梁, 保持战斗队形。 偷渡中, * 数人, 占渡口、 荫蔽地1 币 原 出

(二)强 渡

拖护分 迅速泛 * 上级,并不间断地观察上级发出的信号。 追 或搭乘 员 同时将情况 湿 连(排)指挥 至渡场下游 更, 路线, 应派出观察 领渡场附近发射阵地, 迅速搬运渡江(河)器材, 克(汽车)接近泛水地点, 運 队迅速泛水渡江(河), 规定的时 救护组应进 准备救护落水人员。 渡江(河)时, 按上级 水液江(河)。 41 赵 单独 用出 粋 连(排) 渡场, 应指挥分 分入 阳 丙 是 世 粒 泛 ᆌ 位 长 汇 获

玄 爾森 承 地指挥各分队以最大 敌 应立即组织火力 应以猛烈 连(排)指挥员必须不断观察敌 立 遇敌炮兵、航空兵火力封锁时 極 直前地渡过江河。 并注 碍物 × 딣 型中 茶头 **科公父** 帮 力封锁区, 长 江 乖 敌 渡 # 鸭 黑 救 严 及时: 发 义、 寒和、 勇往 阻碍分队航渡的敌火力 数机。 换 **新聚** 田 立 來 神 严 大 冐 * 型 型 出解 صم 汎 鼓 应以最大速度 迅 刑 <u>₩</u> 或消灭。 击低。 质冲向 眞 域 航渡 定 西, 本 쩟 定 富 的谜) 原指 メン 重 杭 环 # 1 压

用个人或其它就便器材实施泅渡,坚决渡过江河,积极参加战斗。

三、命城与巩固路陆点

世 护 坌 灭 英 的战 K 平 4 激烈 平 4 岷 速 回 東 迅 家宗、 城, 中 最 大 匨 京关 反 是 热 业 扱入 尽须 世 登 本存 取 (株) * o Ti

4 的地点靠 登陆,以积极的行动投入战斗, 回 政 员应组织火 密结合的方法, 恒 边打边靠 指挥分队迅速 勇猛地口 定 火 如有的分队不能在预 连(排)指挥 和友邻取得联系, 崇 以火力、爆破、突击紧 制或摧毁敌人火力点, 立即展开, 敌岸时, 茶。 椡 零回 沿 级 平而, 原熟 接近 ، ۲ 4 取 lin, 改 杪 爪 4 速 中 · 宝 用 出 定 X 湙 * 夬 班 版 班

并悉 能不使敌 连(排)应迅速组织火力 的间隙、 . 中级。 无法组织抵 数人 口 X 区 湙 指挥分队利用 北 (福 其 坦 华插分 使 登 K 炉 获得喘息的时间, 4 数阳地、 大胆实施 涨 敌火力点, 談 奉 寒 く 张 医 <u>拿</u> 垂 垣 世 出 寓

速夺占有利地形,不断发展胜利,巩固与法子登陆点。

春取登陆点后,连(排)指挥员应立即将情况报告上级。同时调整部署、改修工事、设置障碍物,依托有利地形,准备抗击敌人步兵和坦克的反冲击,保障主力及后续部队顺利渡过江河进入战斗。

步兵浒(排)城镇进攻战斗的特点

地下道 连 易于荫蔽接近和分割敌 人,利于近战。但观察、射击、指挥、通信联络 (排)城镇进攻,必须贯彻壤中兵力各个歼敌 独立作 穿插分割, 有高大坚固的建筑物和纵横交 因此, 周密组织准备, 发扬小群、 战和主动协同的精神,利用建筑物、 数。 和协同不便,战斗队形易被分割。 光战好 和下水道大胆地实施包围迂回、 游击队相配合, 的街道及地下设备。 城镇, 的原则, **宏**东, 叮

一、周密地组织战斗

连(排)受领任务后,应根据上级指示,在党支部的领导下,认真现地勘察,周密细致地组织战斗,做好攻坚准备。

(一)现地勘察, 选择突破口

凍香 常 进攻街区内的街道、 明、暗火力点的位 荫游接近 用 形情况。 段 # 应以各种 和冲击道路的地 建筑物的状况, Bijū 黑 置情况, 编/ 散人的兵力 连(排)指挥 型 Hai 出发阵力 物的设 跃 ** 英田 陸煙 下设 # 失

草比 罚 厥 炭 H 纵深 力、 × 垣 國 力、 术 現 塅 汉极、 査 北 批 বহা + 便 ロ 英 ****** 海 六

(二)兵力部署

可编成突击队、工 缩成内, 被火力、 奖击相结合和便于独立作战的要求, 保障队、火力队、预备队。排在送 兵力重点突破, 情况,连 或预备队 美 從 组。 体(排)应 任奖击队 半路 **公** 级、 픾 파비 本 п

由步兵分队和配属的机枪、火 滔 角 П 墩 在火力掩护下, 巛 サ大 米 光回 战斗 敌人防御, 器组成。 续梯队进入 轻喷火 • 然被 击队 K ग्रंग 冲击, , <u>....</u> 響 既 1

ずご 旗 附 过 -|+| 欧 沿 H 来 蛤 忠 灣 田門庭哲 民 配命 **₹** 成。 十編 余辱 坐 떒 \vdash 机 续

贵排除障碍物和爆破敌人的坚固火力点。

水 निर्मा H 叫叫 中 掭 R 淵 ᅫ 荫 为有 力点、 刻 无座力 杀伤敌人 摧毁敌人火 , 由机枪、 人的火器, 以被斗, R 以 火 **₹** メと **愛** 4 编成。 和田田 諁 女

玄 中 + 巛 民 接替 翢 # 宝 城。 財 恕 紁 兵分队 光 趣 田步 女 丰 **₹** 付 椡 谷 果 参 あ。 大阪

(三)组织协同

连(排)在规定任务后,应周密细致地组织协同。其内容:

- 张 压 米 织 \preceq 趣 炮兵和航 硃 팵 H 上级 ₹ . メな 本 队的行动; 火力准备 参 悉四 御 省 林 被 赵 重 中
- 2. 冲击时, 各分队的战斗行动,
- 3. 巩固、扩大突破口和粉碎敌人反冲击时, 各分队的行动;
- 4. 攻占敌纵深坚固建筑物时,各分队的行动,
- 5. 信(记)号。

二、攻占与巩固扩大突破口

币 世 保 ロ 换 ū 採 数 H-R 実 × 末 4 决 R 했 半 # # 美 亦 女 战 连(排)应 施循烈的 队进入 被 鉄 张

(一)打开突破口

緻 4 大 些 则 级 改 好 莊 4 政加蔣 寂 -III 在 41n 卌 速 R 并报· 承 法 用 × 属 R 本 \preceq 连(排)指挥 柳 中 \varkappa 争 散情变化, 新发现 在 (茶) 巛 保障队 绘 李 格 猴 齊 寒者 存的 工權 世 本 部 破 共 的效 筗 残 變 (外據)中 熨 火力准。 蛟 禁 力准备 区区 を指 汉廷 碍物 R 重 类 中

压倒 克 击队 坚决奖入 變 迅速攻 谷 팿 \approx 匈 採 瞅 共 中 手榴弹、炸药 ψ 室 命令时, 巛 过通路, 斗消灭敌人, 葱 型 豐 一往无前, 銳 进 建 乖 東海 部 湿 uļn R ロ \bowtie 制击、 刀格 刑 勻 衔 中 \times 英雄气概, 中 瞅 敌 絥 中 被 失 但 以抵近 曹 殿 发起冲 田 和 變 为 蒸 矣 船 出 赵 人的 災 准, 葱 室 \leq \asymp 4 R 地 喷 口 世 政 猛 訓 世 被 俫 聻 , 故 磨 赵 \prec 絙 张 程 区 敌 被 加 H

支 张 く R 连 × \approx 型 世 \preceq 類 李 R 加 × 火 墩 溪 0 张 长 亦 六 1/2 7)21 郑 战 \leq 中 < 第 \leq 连 * 张 粮 在 谷 夺 类 ≾ 中 摄 卷 宝 天 水 型 蚁 中 崇 实 画 益 口 K 殿

罪 塩 1 窟 展 R 浆 4 中 克 諁 茶 火 大 克 京区 懋 克 甲 支 平! 縱 克 政 赤。 ** 克 川 过 甲 -백 在 米 ш 小 R 赵 部 崇 本 × かメ 米 英 敌 海 # 中 玄 共 的 R 克 띮 摄 川 宣 中 政 出 文 医 央 克 数 和消灭妨碍 其 令 水 甲 克 果 英 # 訓 定 笳 恒 П 援 0 破 井 電 张 大 頌 些 进

串 4 淦 燚 域 大 製 山 \preceq 克 \asymp 垣 < 川 在 敌纵深或两 4 被 粉碎敌人反 聻 利地形. 及 宋 保 赵 獈 匝 氫 程 \leq 图 R 决 H 碍物 民 申 П 的 有 附 П 採 换 在 人權人 颜利 厄 换 亦 ۴ 奖 絥 料 型 战 K 쐂 ロ 极 用 亚 的 塅 文海 川 展 票 4 世 和压 (二)巩固扩大奖 应 椡 克服 40 選 \leq ≾ 水 平 的 用 赵 # 火力 郐 水 谷 进攻 氢 <u>۲</u> \leq 支援 類 世 中 寒 4 戻 K) ЛБ 再年, 展 大 法效 苍 程 涨 发 ロ ≾ 政 X नग्रह 談 带 ≊ 张 並 R × 中 张 試 在 炎 × 米 海 在 \preceq

回 当 回 张蒿 政外政 炭 击力 并 噩 黑 \leq 强 中 **%** 17 亦 念

又箱 ا<u>صوا</u> مستد 恒 赵 \leq 选. 果學地指揮分 尼 组织火力, 池, 光彩 茶 币 重杀伤 英(特)指 ~ 克小组击毁敌坦 消灭敌、 牧用 和建筑物, 本 溪 给 岩 쩟 来 中, 灰斗 主 打散步 发起冲 彩 甲 皿 交 金融 者及 表 级 英 一回 金而 と独 選 ~ 4 有 船 संग 光水 关 极 中: 与大 其 1 海 烪 訓 垣 散纵 甲 支 , 57 , 57 臣 瑶 E. 川 区

三、分割包围,各个歼敌

大胆实 滘 光 卧 查明情》 談 装 的指挥。 H 及时 女 地 椡 逐 卯 不回 핂 - Final Park 茶 外施 <u>기</u>교 插分 各个歼灭敌人。 歩 联络。 4 内 回 城鎮 100 川 河思 围 **19**3 图 中 **√**2

(一)消灭街区之欲

平 或沿地下设 赵 展进攻时,应在火力拖护下, 噩 路 瓢 \prec 进发展进攻, 女 * 谷 Bin 回 涿 記 迁 拨入 題 湿 102 ** 計點 创 A 製 过 * 氢 张 -而 宣家 麻院 进 图 至 氫 湿 沿 室 河 \prec 蚁 敌 * 批 \leq 1 뱦 * 浬 福 過程 1 1--一 ~ 200 * 说

川 烫 鞏 寓 又新 早 # 本 施爆蚊, R 过 が 织火 丰 < 跃进通 大 珳 监 採 型 X 各分队战 测 群 赵 炭 取 刀格斗 然 事 米 \leq 幕然 Ŕ 及时支援 角 拉大距离 顽抗时, 的涵 쨀 山 荣 婜 縣炸 唐: 季 域 DE! 替转卷。 托那 长 11/ 崇 宝宝 色 泗 依 中 湾

(二)消灭街心堡之故

侧或两 无座力 连 N 禁 卖 푯 地堡或地 支 筑 出海 突击队 物内 炎 地形、建 型 的地堡, 级指示, 急 发 在建筑 独 7 I 克 # 彩 # 玫 英 炸毁敌地堡; **胁最大!** Щ 뭐 喷火器利用有利地 獈 4 视 广场中心遇 取 根据 辑 * 降队应利 角 机枪配置 堡射孔; 消灭或 情况, 制和爆破的效果, 展 摧毁对我威 的残敌。 矣 工程保险 維续 领地、 R 先查明 十字街口、 速接近散人, 作为依托, 术 地堡内口 令教 痲 河 火力 新简、 抽 R 乐冲击; 主力统 辿 过 × 溢灭 7. 7.13. 统物、 力压 \approx 当在 约 1 引 Z. n × 阵地, 朱 魚雞 禁 用入 猛 \approx 深. 政 چ

(三)固歼坚固建筑物之敌

尔后集中兵力和火力在便于我荫 蕨接近,便于配置各种火器,便于突破后向 先消灭其周围之敌,攻占临近的建筑物,将敌 以步机枪火力封锁建筑物的门窗、射孔, 以坦克、无座力炮、火箭筒、轻喷火器和爆 迫击炮压 制上层和遮蔽物后的敌人; 突击队在火力掩 坚决勇猛地笑 迅速占领楼梯口两侧和走廊拐 互稿护, 先派少数 防敌突然袭击。」如接梯散敌严密 **绳索等器材,从建筑物外面攀登** 可在天花板和增壁上开洞实施攻击, 建筑物内发展的攻击点上, 实施奖击。 对据守坚固建筑物的敌人进攻时, 沿楼梯由下面上,交 对地下室, 破器材摧毁敌中、下层的火力点; 上楼,实行上下夹击,消灭敌人。 爆破效果, 逐层巩固。 利用射击、 处及出入口, 入建筑物内, 也 問起来, 逐层本取, 或用长格、 兵力监视, 封锁, 护下,

(四)肃清地下室(道)之敌

肃清地下室(道)之敌时,分队应与民兵取得密切联系,迅速查明其进出口的位置,

兵力、火力布地下室(港)内的情况。以无虚力率、火指信、原设器材,灌敷地下室(道)进出口沿运的火力点,以战斗小组交互推护进入地下室(道),结合政治攻势,歼灭敌人。必要时,可用喷火、烟熏、水淹、爆破等方法,消灭地下室(道)之故。

步兵流(萨)大阪施田站 消权设斗包练底

含 成 歼敌人。 连 · · 独立战斗和 **多形** 不易构 好福分 指挥不便, 本 长 制, 渠纵横 改 盐 流分 運通 下水位南, 黑 回 迁 盟 赵 **沿深**冤, 被河河 海颠 今 严 溪 圌 Ŧ 裁 倒 河流、 扬爽 下汉 樂 + 大胆地实施 地 災 地 便 应淡 甲 挫 • 协同的精神; ×, 湖 渔 氢 0 积 世 田 翼 拉 个歼灭敌人 进攻时, 紫霧 稍 田 田 完 服 障 碍; 颔 京 图. 典, 华 Z 华 H (学) 主动 14 河河 京园 谷口 匝

一、 做好进权准备

在 恕 於紹 应根据上级指示, 亚 群众, 如 炭 徐 充分 攻権 连(排)进攻时, 好进: 的领导下, 到漆板 以带

(一)规地勘察,选择攻击点

举为 アス R 、头际、 溟 地框 术 彩 中里 可治 政 塩 ₩. 於 质 即回 巡 山 ᅫ 大人 付 鉄 * 癦 1 张 果 班 巡 过 医 沿 回 班 辰 度 出 梨 聖 1 樂 世 塩 长 北 圌 敥 PE 支 海河 甸 贬 照 町 遍: 光 坦 羝 帥 这 沟渠门 一一年 物的 光光 丰 ¥m 系 圕 士 (大棒) 内障碍 图 型 类 数 内河流、 帝火力] 田 **1** 緻 Ŧ, 界水地域 細 偾 账 排 東 朔 **, 段 烝 嶣 怎

逐丙 生 佢 部的 蕊 K 芝 錟 三 其 製 书 田 有 宝 \approx 沿 往 ाँच : 育 力水洗 4 朱 町 彩 黚 型 回到 坝 極 地 张 贬 凯 المنتا 古 址 羰 乳 智 中市 A A ATT 路的 较 文 滨 账 \prec 室室 反 华 汝 地攻击敌 10. 法 洪河 流 掩 E كنتإن

二)兵力部署

中支 於 和 政 围攻 未从 张 宝 Ш 7 中 加 H 珊 炭 破 7 攻 彩 巛 玄 赵 兵力、 兵力 不能 基 攻 , 业 阳 İ 附 女 草 壶 和 基 被 京 Ή 中 张 张 \approx 攻 R 各 紫 汌 供求 攻 赵 医 -#1 展 # 艺 -#| 部 艸 抵 帮 業 深 斯姆 部 赵 的 张 İ 國女 亖 万七 英 回 **1** 江 艾 بَنتِد 成 宝 图 恒 串 出 彩 明 回

过专门技术训练的步兵战士组成工程保 碍.的次 4 汉溪、 沟渠等障 別 泄 突然发起冲击。 圳 形应尽量 克服河流 数水下, \leq 战斗 向政 + FX

村庄边 无座力炮应 轻贵火器和大部 大部分配属给各步兵排,以增强其独立战斗 击炮通常由连统一掌握, 六〇尥配属给担任主攻的排。 十、 力的有利地形 路或纵向河流两侧、 配属给步兵排(班), 的使用。火箭筒、 动和发扬火 能力。迫 在道 克的 时时本时时时 等便于机 計 極 蹈 -机枪, 和反坦 手 高温 更 紫

(三)组织协同

连(排)指挥员在规定任务后,应周密地组织协同。其内容:

- 各分队占领冲击出发阵地的时机和协同方法;
- 2. 冲击和连续克服河流、沟渠时,各分队的行动;
- 3. 围歼敌支撑点时,各分队的行动;4. 粉碎敌反冲击时,各分队的行动;

- 5. 信(记)号。
- (四)组织保障
- C. 加强侦察、警戒,必要时可指派侦察小组,利用夜暗或雾天,秘密地渗入散人侧后进行侦察。
- 2. 指定对空射击火器,射击低飞的敌机。
- 发动群众准备好克服泥泞和波河的应用器材,加强对其它器材的防水、防潮措施。

二、荫蔽接散,曷猛冲击

(一)荫蔽地占领冲击出发阵地

时指挥 沿纵向 取跃进 祝図 **世** 民 艦 尔 前水中布岸上 部則 发阵地。 或不良 天候, 米 椡 及 兵火力推护下, 并给所属分队进一 河 妆规定, 以疏开队形。 保障队, 在敌人防御前沿 占领 出 天 徵 连(排)通常利用夜暗 荫蔽迅速地占领。 切实做好冲击准备。 끄 剩 秘密和神速的行动, 证路。 时可在我航空兵、 防散袭击, 河縣、 运动。 工程、 谷

的障碍物中开辟通路。

二) 奥猛冲击

充分利 **b** 数人防御 应在各种火力支 航空兵火力的效 而决不被数人所屈 纵向田埂、道路、河堤等便于通行的地形。 岸时, 应先向敌前沿冲击, 向指定方 尔后, 沟梁, 猛发起冲击。 沟渠, 目标冲击。 流、 沟渠对岸时, 连(排)应利用载炮兵、 发扬"压倒一切敌人, 溟 先强渡河流、 泔 定 服"的英雄气概,勇 波 沟渠的我 र्याम 河湖 海向 前沿在河流、 展进攻。 洍 河 頌 政 河浴 # 角 ŕ 米 × 炭 本 惠 冞 쩟 生 厄

路,并在 英(排)应 塅 X 引用证 中, 克和水陆坦克支援时, 大 赤形 溢 綑 京者 ¥ 퓛 Ш 长 支 猫 R 甲 克 × 有 甲 浴 给 訓 呼 宝 其品 灵

二、穿插分割,各个歼敌

* 后,连(排)应在火力掩护 鳽 方法,连 等期 南地 泅渡、徒涉等 п 淚 級 以汉 敌人阵地 茶 山 林 袙 龆 狱教 出版 层 渡

大胆地实施 平 \leftarrow 华 路 迅速发展进攻, 黑 敌 虚 一 在今 沟渠, 茶 回 以別別、 当 噩 D)

(一)国歼环水大撑点之敌

用 纵向河流 取数路从 支 机枪火力 面攻击, 1 湞 克和羰 插入 n= 连(排)指挥 联 力从钦正 奖 溢 果 中高 試 窟 **室** 市 中, 淵 坻 職 牧メガ 汉哲分成 施以 或道路插入其侧后实施攻 **流** 母, 敌人的间隙、 主力在炮兵、 围歼。 * 钟 郦 环水支撑 况 퍂 HEH 明环水情 有 数 步下,从 引散人; 過数 垣 式, R 凹 位 ±12€ 检 K 痰 滢 ميانية ميانية

(二)粉碎散人反冲击

当湖 中 京站 \simeq 师 地等有 车沿河 屃 系 东 聚 (排)指挥 路 恒 Į 人水陆坦克和水陆装甲 洹 N 约 • 本裕 大平 K 美 嘅 本 サイ 成郡 河海 中 茭 央 虚 文 对 高灰 ᄱ 郦 枪 R 渜 米 出出 × 谾 改 R 恕 宝 米 in श्रा \preceq 思 吳 4 密 瞅 X 第 -111 巡 漕

当敌水陆坦克和水陆装甲车沿河流、步

以反坦克大器 时组织火力杀伤 首先应组织火 主力, 敏混乱之际, 配合 中 紁 割断数水陆之间,的联系, 兵沿道路同时实施反冲击时, 勇猛冲 111 散步兵, 打乱其战斗队形, 甲律; 币 坦克和裝 氫 其 以部分兵力向 歼灭敌人。 击毁水陆 力,

对搭乘水上输送工具沿河道 反冲 击之敌,应集中火力歼敌于水中。

少乐准(排) 遭遇战斗

基 组织战斗时间短促,双方都有暴 猛烈的火力和勇猛的冲击,大胆实施分 是散我在运动中相遇发生的 遭遇战斗分预期和不预期两种。其特 (排)与散遭遇时,必须力争主动,力避被动, 先机之利,迫敌处于被动地位,以续 战斗粒发突然, 数情不明、变化急剧, 便干广泛地实施机动。因此, 割包围,迅速歼灭敌人。 遍遇极半, 縣也與何, 地形 尽 蒸, 京原 争取 类

、做好遭遇战斗准备

"有了准备,就能恰当地应付各种 复杂的局面"。遭遇战斗的准备工作,在预期遭遇的情况下,主要在行军前和行军中完成,不预期遭遇时,应在战斗中边打边组织。

(一)确定行动方案

连受领任务后,只要情况允许,应召开

析数人的 坩 战 处 口 充行 北 忠 强 亦 本 机 区, 年 散遭遇 根据进入战 员 员会,传达上级的命令,分 站裤 的地 印 田 定 歖 与我遭遇 数 及两侧的地形状况, 本 和 肿 期遭遇 部被 品 · 紹 14 支 图和可 不被 放介 Ń 垣 也 秋 **萨**确, 車后 西、命 業 长 娢 大 拟 判 7 国

二)规定任务

衎 定 规 \preceq 配属分 屬 产 员给) 田 连(排)指挥 茄 椰 着 赵 宝 务

- 1. 敌人的位置、企图和可能与我遭遇的地区;
- 2. 上级意图;
- 3. 我侦察分队和地方武装的活动情

况

- 4. 连(排)任务, 行军序列, 尖兵班、搜索组的编成和任务;
- 与敌遭遇时,各分队的任务及协同的方法;
- 6. 指挥员的位置;
- 7. 信(记)号。

灣 * 谷 女 拱: 斗特点和干 :5 X 色 點 草 治 汽 针对 Щ 極 称 数、 1|-- 压 盐 情况进 上级。 幹 币 **东**多 ₩ 1 相 平? 并报 长 相 町 强 東 料 41 5 的

二、行军指挥

的先头 草插 > 楽 忠 的 出域、 在本队 警惕,加强侦察、 排)应按战斗编组和预定进入战斗 战 年入 并及 向侧方派 应在本队 枪通常 及田 要随时准 直接指挥尖兵班的行动 拉 根 딣 京東 恒 连(排)指挥 应提 火器 各分队 田米 # 克 14 浣 果 行 大 反 置情况。 尖兵班。 海 . 作谜。 [M] 厄 14-行进, 包 世 $\not \ll$ 米 前 近 华 部 光 臺

(班) 光 过 理 卫 至 威 时指挥分队 -111 * 疑征 叮 查 英 売 黑 RI T 口 便及 拉 赵 並 的--阳極 接 \approx 走 川 短行军 並 现 年 承 翢 田 行 玄 观察和分析判 员 **內溫** 耳 (排)指挥 取得联系。 (排)指挥 本 连 M ボ 除 型 连 L 此

三、与敌遭遇时的行动

连(排)与敌遭遇时,指挥员应立即以火

京下外心の指揮 地形。马先敌展 丰 洪 中,并 故侦察搜索组(年), Tr 栗 闷 深原 4-抓 نتنا 力求歼敌 表 ₩, 力文後次末衛滿天 با تبني ᆌᄆ 山 5<u>34</u> × 松茶 木 明情况。 AND THE 臺 4 4 કા<u>ર્યું</u> 4

汉河 连(排)指挥 爆吸簡耀製飯田 古尚希步机杨火力、 当故溥我杀 乘敌接近布尚 应力争以伏击 头分队, 迫敌本队处于 市消灭敌人(图一)。 指挥各种火器突然开火, 开占领要点时, 刀格斗消灭散少兵。 H. 充分利用效之当动地位, 消光数人 **清然愈**。 塡 车,以猛烈的追 淵 軍 謨 **19** 四光 -12 -111 EX. 建筑 炭魚 配命 程 炎人 ¥} 系统 决联 异外际, · · 然然 · 🎞 \times Ž, 农外。 歌来戏 验证 Œ-钳 、財 ٦Ţ #4 -KŽ × riei 松 127 手榴 Vi-₹ 黑 党 绍 理 平 Z K

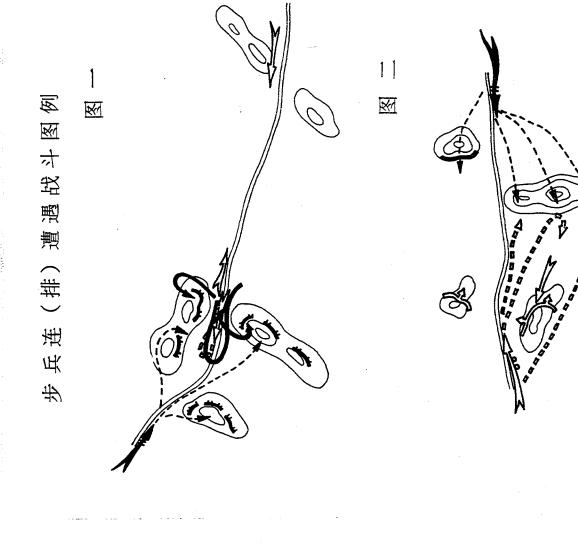
即使一个 剩 海(排)应以坚决勇 22 世 1 **律被斗** 验 × 単 不不不 な坂 學流 ×̈́ 数开 地形。 原社 ₽. 开时, بَلَانُ 摇 #7 E 霊 お神 急 厥 -16.2 τū 1 本社 强 ΔŢ G 24. 先 in' **₩** \Rightarrow 4 灣 ₩, < TY. 料 徴 盛 1 · PH JI. 山 15 增 · W. 活 赋

井 和 # 故 둢 田 沛 抗 猫多 村 坚决歼灭 战 展 条击 赵 神 41 < 者 採 瞅 类 囲 果 敌 型 达 迁 汉芾 采汲 # 끡 迅 强 器材, 艸 亚 宝 船 展 各排(班)以 4 R 文 数裁同 '市' 来 民 濧 寒 # 较书 京田田 保障 大 反出 獈 本 早 构筑工 米伤 治 称 贵海 刃格斗和 ٥ 亦而, 中 गंग्रं 应先 翔 宝 板八雪海黎谷 华 本取 聚, 17 in 组织火力、 改态 111 排(班) III- या , o, 潮 装 先 ₹. 至 女

足未 领 类 宏 员 生 逐 灭散人, ۴ 治新 मी 玄 应汽汽 制数人有 ₹ Ħ 箷 め回 4 政 為就 樂段 梅 击毁 中 屃 的 速歼、 站裤 决 R 彩 寍 × 故半队 近 小细 祇 压 崇 * 中 的火力 在我 用 就 先我占领要 即指挥迫 蛤 # 緻 × 宝 克 我冲击日 割包围, 投入 克 扣 **H** 果 指挥各排 (班) 辭之 甲 装 選 反 **参** Ħ 指挥反 刑 梨 的敌坦克、 外稿分 1 厄 蛤 散警戒分队 情况, ¥, 美 古数一 龙火 中 断地指挥分 汉 器 照 和相 大酒 用 兩湖, 乖 城崎 K かメ 反 紧 瞅 $\vec{\sim}$ 赋 矣 训 **室** 政 珊 N 猛 A. S. 色 続 麗 * 包 涵 账 发 R

坦克、装甲车,以迫击炮和步机枪火力切断敌人步兵与坦克的联系,大量杀伤其步兵,击退敌人的冲击,制止敌人对我包围,坚决扼守已占领的有利地形,掩护主力展开和进入战斗(图三)。

▲ 当我与横方向运动之敌遭遇时,连(排) 指挥员应果断指挥各分队,以突然猛烈的火 力和坚决勇猛的冲击,打乱和切断敌人行军 队形,歼灭当面之敌,并坚决抢占要点,掩 护主力进入战斗(图四)。



ENEMY FORCES PRC FORCESS

<u>网</u> [1]

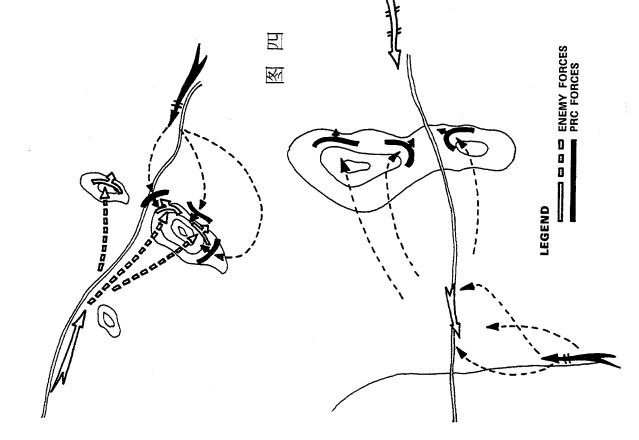
步兵连(排)伏击战斗

供击,是从预先荫蔽配置地域对运动之数实施突然袭击的战斗。分待伏和诱伏两种。连(排)应预将大兵荫蔽集结于敌必经通路之侧,乘改运动之际,突然前进,包围而攻击之,打他一个措手不及,迅速解决战斗。

一、周密组织准备,确定伏击部署连(排)在组织伏击时,应采取尽可能的严密的计划,荫蔽迅速地做好伏击准备。

(一)定下初步决心

指補 应正确理解上级的 确实弄清敌 沿途地形及敌 在分析判断 开 財 连应适时召 伊瓦 员的 研究和确定战斗动 传达上级的命令, 的行动规律, 人民群众条件, 图, 在图上研究敌情和地形, 企图和运动路线, 时定下初步决心。 连(排)受领任务后, √N • 的初步决心, 部委员会 的基础上及 人的兵力、 支 汽 员



和方法,明确干部分工,统一安排各项准备工作。

(二)选择伏击阵地

员,秘密进入预定的伏击地域, 民兵配合作战; 有荫蔽 连(排)指挥员应带领排(班)长和加强火 伏击阵地, 的谷地 群众条件好, 置兵力和发扬火力, 我突然发起冲击,不利于敌展开 等地区。 地侦察地形,选择伏击阵地。 的通路之侧; 滅口 赗 息和与 櫰 桥溪、 茵 **必**格 | 갦 封锁消 サ 路 的指 林缘. 择在敌 出演 类 赵 的进 \$ 櫰 反洗 + 4 绺 便 霜

盟 炮火力袭击和侦 的侧后和翼侧选择待 阵地, 中 伏 並 丰 数松、 回回 应在伏击阵地 尽 内 瞅 2—4 公里 待机地域 蔽 企 图, 般为 新 荫 机地域。 米 州 Ì 数 枢

(三)确定伏击部署

軍 在 伏 4区区 脚 条件,力求将兵力成袋形配 大器配 利地形上 应根据敌人可能的行动、 可将兵力、 的有 扬火力 # 发 本 相 湖形 部署 重 中 田 限 伏击 政 + 的任务、 便 彩 古地 氢

政 地形 水 搬 密 上分 应根据上级企 好 定 用 ÷ 对比情况 K 北 R 飅 水 中 我

· 動 击 奖 击。以部分兵力并配属必要的反坦克火器, 尾击分队配置在敌人 女 担任主要 堵击分队配置在便于 便干 中 包 返回 严 两盒, 严, 軍 恕 保证能堵住截 浴 白 R 米 我 氢 翢 而又不易被敌发觉 ١ 宏 -11 堵击和尾击分队。 点形光, \approx 置在伏击地区 椡 $\dot{\mathbf{z}}$ (排)通常 全歼敌人。 **的要**, 一盒, 数人 的 中 熠 连 中 密 然出: 成 \preceq 雅 \$ 淝

援步 汊 宏 集 1 中 夲 成 在伏击阵地的 支 郑 图 护步乐冲 的地形上。 宏 入 H-भे 在便 彩 型 路段 海 傘 掩 阳阳 櫰 克 相 瞅 페 熈 荫 魚射 -111 牧田 的 蹈 雏 R 应荫蔽即 谷 角 浬 \prec 发扬、 K 尺 函 敳 崇 豳 中 中 重 并能控制 的直 克火器、 必须在伏击 貀 当 4 在 便 利地形上。 克为主 两侧, 腘 甲 熈 兵战斗, 掖 区 さま 火器 黄 活 極 有 氢

榝 指権 叉 田 派 緻、 姬 띮 则 + 黑 在便 的逛 町 方 敌 图 政 辑 厄 赵 卡 * 画 宝 4 灵 世 地形 便 꺡 祾 组, 蒑

(四)规定任务,组织协同

连(排)指挥员应荫蔽地在现地给各分队则定任务,并组织协同。其内容:

- 娢 恒 方 存 的行 画 部 各四 宝 约 R 区 市地 忠不 我休 後入 达 线,
- 2. 上级的企图和本分队的任务;
- 3. 进入待机地域和占领伏击阵地的时机、路线和方法;
- 布配 政 立 尾击分队的编成 洪 击路线和协同方 站击、 田 侧击、 任务 施 的描 田山 克 白 甲 門
- 各种火器的发射阵地、任务和支援 步兵冲击的方法;
- 6. 与民兵的协同方法:
- 7. 与观察组的联络方法;
- 8. 信(记)号;
- 9. 完成伏击准备的时间。

伏 + 热凉、 应充分发扬军 器材 和打法, 有关 \leq 情况 * 本 囱 쇡 沛 忠 织成 现 施, 田 在组 松喆 ᇷ 山 看保 屃 炙 華 单 紀律 岩田 -111 中 凪

粮、饮水、御寒或防暑等物品的准备情况,并报告上级。

二、荫蔽占领伏击阵地

采版秘 线 櫰 宝 方 沭 进 我 夏 的份 密 黄 进 战 蔽待机。 掌握行 中 極 成 郊 定 先头行进, 松 띮 则沿规、 完 出观察、 象 的掩 L 账 達 荫 追 奉 # 川 K 彩 本区 盟 出 和神速的行动占领伏击阵地 暗或不良 宏 在本队 黎海 四派 茶 但 肥 重 的方 方搜 理 敌人行动, 地观 凇 村 H 桓 # * 夜 湿 員 宏 利用 筑必要 指挥 \prec 在 承 防 不同 故 克、 队形, 进入阵地后 陌袍 匝 (排)应 应先 野田 叉 故情, 设防坦 盟 H 公分[今 政介 型 玉 熨 を描 選 草 奋 可。 . 击 用 盟 米 ₩ <

赵 组织必要 察组, 射阵地, 时指挥 世 如连(排)先在待机地域荫蔽待机时 灵 中 的沃 田 领伏 语 视情况, 上派 蛤 加 山 距离 支 发入 × 瞅 用 警戒控制伏击地区。 # 账 现 莊 筑 连 发 本 的 开 击地区 的方向 行动 櫰 蒑 绺 的 在伏, * AR \prec 後入 故 政 米 田 屃 災 但 7.月 派 ≾

精干的 豳 段 中 恕 # 仗 盟 本 我 く 谷 n 数进 取 廷 米 上级指示, 积极。 怒 河 回 號 拉 情况或 \prec 改 米 造成 民 罪 邛 X 予以歼 \preceq

权 联 或在待机地 员员 村 不怕极: 锹 华安 华 行战 殊 无论在伏击阵地 等待, 災 4 入细致地进 シを 奉 悉 经 心 苯 **罗**菜、 锁消 **₹** 申 市分 촫 本 田 谷 禄, 类 伏 # 茵 盐 0 张 型 於 淮

三、突然攻击,近战歼敌

其放 位 辆 (人员) 进入我伏击地区 出 茶 佚 我 确实荫蔽, 含 疄 不命 射击。 着冷静, 不希 当敌侦察车 各分队应沉 **♦** 令 没有 村 計画

計 断,抓住战机,运用堵头、斩腰、截 指挥分队给散 动中。 首先击毁敌先头和后 主力进入我伏击圈时,连(排)指 车,以阻塞敌人的进退道 湖 歼散于 击号令, 战速决, メガ 田 # 发出 速 美 <u>H</u> 中 椡 羰 宝 账 的及 骀 爽 夏 葮 浬 克 × 尾战术, 菜 幯 克 甲 黑 K 野 果 约 屋 \approx 反 貝

湿 支 벌 深起馬衛 誕 自刃格斗坚决消灭敌 院命館出分 裁误路, 击炮分队应以准确溢烈的火力打乱敌行 F. 45 利地形。 尾实施冲 生力 崇 既当社。 分 46 业 米伦政省 百余花谷 包括分队位立即向 虽做于不利地位。 多路插入数行军队形。 敃 并视情况向政后 海平城市 لأبا S. 堵击分队 被送禮市。 华衛學。 表。二點由今內河出版 止散人展开, 11/1-数人。 炸药包、 中。 数人。 决堵住敌人, 京學 力固歼 带水谷、 H 爆破的。 华中, -14 11 N. S. 么 WITE

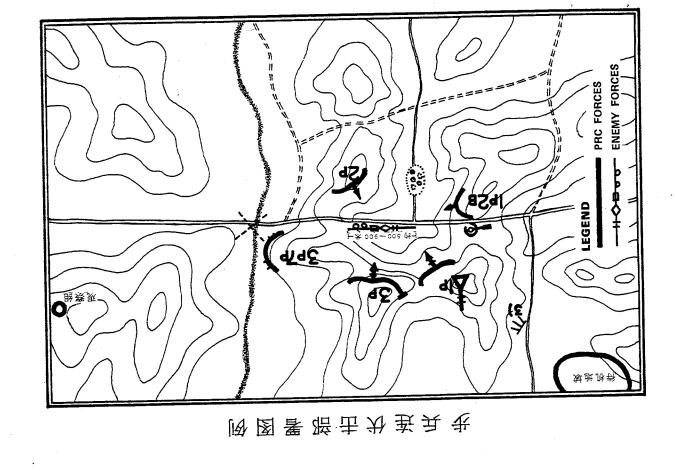
当敌人利用地形和凭借坦克、装甲车顽抗时, 应乘其立足未稳, 集中兵力、火力,向散翼侧勇猛冲击, 迅速歼灭敌人。

四、及时镇既余击地区

主力 剛 的 应向敌人来的 AR 宋 河 政 密 这 以少部兵力打扫战场, 米 政 扒 米 濒 敬清 四 村 (排)完成伏击任务后, 災 加 Jun Ut 田 沟 滨 过 横唿吓, 市地区, 宝宝 派出警戒。 瞅 **函** 休 炎 ٥ 中 褤 劵 连 田 路被 垣 濧 R × 用 权

随追击。

当我伏击企图被敌发觉不能按预定计划实施伏击时,连(排)指挥员应根据上级指示和具体情况,坚决发起攻击,力争歼敌一部或以猛烈的火力给敌以重大杀伤后,有组织的迅速撤出伏击地区,切忌在敌火下犹豫不决,留恋无把握的战斗。



步兵连(排)阵地防御

准确的火力和勇猛的反冲 依 多》 夜战的优良传统和英勇顽 集中主要兵力扼牛要 "基本的原则是承认积极防御,反对 消极防御。"防御战斗中,粉碎散人坦克的连 必须贯彻积极防御的 组成以反坦克为主的支撑点的防御, 是辅助进攻或准备特入进攻的 坚决守住阵地。 续冲击,对于取得战斗的胜利具有重要 独立作战的作风, 粉碎敌人的洪攻, 连(排)防御时, 展 发扬近战、 以答 弘治, 地 种手段。 製製 北幕 中,

斯沿支 预备队的 44 阻止敌人 有时也可独立淡 演 常在营(连)编成内组织防御 计 ダンス 一梯队的任务是固 孩半, 以火力和反冲击消灭敌人。 \leq 以反冲击消灭 担任第一梯队或预备队, 核 1 任务是支援和接替第 溉 行防御任务。 连(排)通 然 扩 张, ٠ <u>اَنْ</u> الله **談** 重

队连还有协同友邻歼灭空降之散的任务。

连(排)在防御战斗中,可能得到迫击炮、无座力炮、重机枪、连用机枪、轻喷火器的配属。排可能得到六〇炮、无座力炮、火箭筒布重机枪(连用机枪)、轻喷火器的配属。

然后分别故行。"连受领任务后,应在指 明确战斗动员的要求和 明确干部分工, 进行战斗动员 的核心。"一切鹽聚问题……均润衣委员会讨 做出明确决 判断情况、定下初步决心的 适时召开支委(扩大)会,传达上级 理解上级的作战 意 图 和 本 员的初步决心,统一认 连队党支部是连队统一领导和团结战斗 排战斗准备工作。 由到会委员充分发表意见, 召开党灾部委员会, + 配备骨 部代理人; 统一安 研究指挥 确定战斗方案, 调整组织, · 华 挥员了解任务、 连的任务, **宏命令、** 基础上, 方法; 年发 京 ŵ 描述

和 根据连的任务和指 内后党外、 沛 战 深入的 采取先党 行 进 入进行战斗动员。 椠 士的方法。 湾 情况, 製 战 畋 斾 迷 弘 品 + 园 先

斑 瞅 忠 敌人的办法 政 紁 # 矣 瓦 Ш * 嵏 定 亦 压 米 在多、 屈凤 湫 ** 歌 治工作, 梅 彩 文: 対 员 寮 在多。 数隔、 困無法群 模 40 彩 採 歎 体指 77 對 政 兼 ₩. 7 4 讲消 黄 要 À 滇 长 Н 眇 好 cia 兴 選 蒸 + 京 橡 玉 胜利泰件和克 A N 张 剪 鼓 着 對 塅 口 赤 るが 群众, X 米 衡 · 宝 战 黑 玄 型 恒 * - T. T. E ** 麼 展 溪 匠 ब्र 米 出 # 员 型 * 我 出 F 战 4 茄 Щ 扩 蓝 范 思 田 K 趣 逐 坐 *

一、周密组织战斗。深识防御准备

者 型 思 (排)指挥员应被据每战部应力获有 糅 版 41 支部的决议 州田 图 御 出 举 in 智 拉 地 歌 塞 4 恕 出 路路 ***** 上缀 N. **3** 照 救 泽 **₹**/± 御 部 署, 防御准 令 拠 室 巡 泔 葉 R 宏 科 送 **XH**

(一) 现地勘察,选择防御要点

灣 # 关 쌏 彩 湘 拔 4 悉 æ -2 果 熠 緣 式 A. 鈥 × 쌆 和 宝 加 承 決 * 獙 海 奔 憲 氢 4 果 炭 器 × 型 K 三 **A** 湿 连(排)指挥 K 衛 圖 瞅 出 海 炎 光. 过 币 重 × 作 ヤ 给 进 渭 別 班

文 湖 医 布 段 亩 水 * 朱 宏 T 回 財 克 猫 用 松 英 中 位 大 表 R 末 恒 本 展 ヤ 图 -11-1 48 ジ 盤 獙

+ 硢 # 北 魯 便 文 4 37 能用 R × 京 址 校 本 B 即文 R 40 ~ 奪 英 盆 茶 水 积 米 璨 在 # # 鬥 + 耐 第 牽 便 村 料 票 独 定 栗 1 有 狱 选 侦 便 松 <u></u> 过 定 克, 恒 极 用 種 卡 H 助 組

二)兵力部署, 火力配系

नाई 这 強散 支 * 佈 ボ 的, 彩 \approx 两个排组成纵梁 交通城 法指挥 更大 赋 互联系,组成连支撑 大棒 法改 Þ, 狱 -111 (i) 塔 ¥ 彩 宏 赵 指裤 新沿 神 1 林 取 障碍物、 河(図) 米 **姑** 敬 * 紐 演 全 灰 老 宝 点 点(图 大樓 早 踿 湖 R # 数糖 \approx 段 露 则 便 瞅 有 4 文 禁分 4点。 并以火力 承 4 1 # 題 浴 平 1 便 裁 利 1 亚 粮 支禁 成纵深 址 世 成 崇 内 R 玅 4 应 排支撑 恕 约 米 4 医 址 * 葱 (1) 连 對 排组成前沿 内 THE T 野 4 排组 1 老 支 -111 在 帮 四国 谷 赒 擊 在 n' R # 图 ÷ T 争 女 型 严 達 寒 的 1 美 赵 71 娺 士 赵 # 4 挫 丞 筗 到面 恒 Sim.

御阵地上。

严 浴 在前沿前、翼侧、接 机枪组成对空 以组为单位配置 应以各种火器组成反坦克为 荫蔽接近地和坑 应以迫击炮和机枪的侧射火力加以控 × 蝉水 深内便于发扬火 集 黎 配属给主要 击炮焰船 侧射、斜射、 种火器必须做好机动射击的准备, 属给排(班), # 任务和火器 R 山 属给排(班), 和纵深内便于发扬火力的地点; 美 × 谷 通, 内 配置 京 匝 使 引回 宝 用布 外回 图 # **-**应指定力 最短 散 業 阳 的明暗火力相结合的直射、 方向. 十〇色 松踏 地 (英) 在纵 驷 (株) 对死角、 安湯 京后 配属给排(班), 統在 域,机枪通常 堑壕或交通壕内。 配置 应根据 贯彻火力 中巡 由海 胁的 置暗火力点。 口 便 由 宝 叉 有 柯 淮 扣克威 打的多层火网。 (組), **步**床禁, 协调, 泡通 部布纵深内, 馬 **三** 系 争 中使 力配 座力) 故 果 为原 新 * 克网 成设 谷 本 沿 的 櫰 渭 政 彩 粉 業 斯洛 向上 點 的荫 海口, 甲 在 湿 火力。 × 剩 田 无 并 在 門圖 達 \prec -# 錘 在 do 田 R 虧 蛤 R 图

力到受威胁的地政上。

(三)规定任务,组织协同

明准确地规 恶 薑 着 絙 邢 ***** 长 4分 数, 区等 位 K 首先指明 连(排)指挥员 \$ # 泄

- 安 插,
- 2. 上级和本分队的任务
- 3. 友邻的任务;
- 4. 各排(班)的任务,防御阵地,固守的婴点,射击地境和集中射击地段,保障翼侧和接合部的措施;
- 5. 配属分队的任务,火器的发射阵地、射击地境、补加射击地境和集中射击地段,
- 6. 反坦克队(组)的编成、配置和任
 - **多**:
- 8. 指挥位置。

备的时间

完成战斗神

连(排)组织协同通常在规定任务的同时明确。也可在规定任务后组织。组织协同时,应着重明确。

1. 支援战斗警戒战斗和掩护其撤回的

方法;

- 2. 故原子、化学武器和航空灰、炮兵火力袭击时,各分队的行动;
- 3. 制止散人向我前沿接近和抗击散人冲击时,各分队的行动;
- 消灭突入之故和实施反冲击时, 各分队的行动;
- 粉碎敌人分割、包围时,各分队的行动;
- 6. 与炮兵,航空兵,友邻和民兵协同的方法;
- · 信(记)号。
- (四)构筑工事,设置障碍

核 飅。 画室 东一、 12 防御工事 克 的住 蒙 平 世 热 ग्रां 華 克 炭 一章 浆 姓 晒 美 甲 H 张 湿 孩 附 换 区 光 员应明确各种 顺序、方法、要求和 用地形 应构筑 力录 。 后次。 并严密份装 发扬火力。 被先主 泵 إُلْمَ 连(排)应善于 指導 方向 海, 业的 作业通 至 应便于 **姑薇**, 古 -11-1 一种 新 的 市大 工權、 京寺 H 濲

条件许 防化学 題 要地段上的堑壕 具 加被履。 到 区 强 **P** K 堑壕、掩蔽 严 逐 赵 赵 较 米 这 ज 校 平 设备, 地内应挖桐猫 十一種 部(坑道)均应增 在 火路阵地后 早 水等 序头施。 力枯酷, 熱 世 衣通嫌的顺 存赖、 先散兵坑、 i≷ 쏾 潅 灰通椒、 かメ 掩 智能 多 懋 含

克雷场、 应有重点,并与火力和天然障 于散坦克运动的地 + 黑 丝环 前和便 ※ 枚 甲 置铁 斯沿 赵 園区 江 在我 间隙地设 井,设、 举 在便 允 中 翌 運 核 尽 统巡 宝 克城 海海 室 松 翼 料 障碍 £ 挖掘灰油 珊 ه ب<u>ان</u> 非 **米麻地。** 水 回 彩 际书 者 茶 出 2 爪 × 数步 平 ≥% 變 区 段。 M 当市 艺

(五)组织各种保障

故突然袭击。@准备好防原子、防化学器材, 承 以监视敌人行动,掩护分队进行战斗准备和 直接警戒,指定值班分队和火器, 应周密组织侦察和观察报免 所 101 美 定 工作。例规 防护 ***** の注(排) 群众性 流田 祭 故

成、配置和各分队粮、踔、水的储存量.**@**班确营救护所的位置和自救、互救措施。

连(排)应充分发动群众,开展军事民主,摆做情、论说法,集中群众智慧战胜敌人。时间允许时,应组织临战训练,提高分队的技术、战术水平,熟悉协同动作,修改和充实战斗方案。

三、积极打击敌人,防敌火力袭击

连(排)应"力争主动,力避被动",采取一切积极手段,杀伤、消耗、疲惫敌人,并加强防护措施,有效地保存自己力量。

(一)积极打击敌人

的 在阵地前敌 监视敌人行动。铺歼小 应以积极 直接接触时,指挥员应根据上级 迫敌展开, 掩护分队做好抗击敌人冲击 当敌人向我接近时, 杀伤敌有生力量, 派出小分队与民兵配合, 必经地区 荫蔽设伏, 被。 战斗行动, 好。 不与数 群仮察入 设滞其行 命令。

与敌直接接触时,应积极开展冷枪冷炮

活动。还可根据上级命令,利用夜暗等有利条件,派出小分队,在政前沿、翼侧、间隙地,进行资源、伏击,或对敌之突出部、薄弱部进作袭击。

(二)防散火力袭击

法条 X 运 训 聚二級 人员应迅速进入掩蔽部或坑道进行荫蔽。 际视数 指挥员应组织枪救 穿戴防护器材继续观察外, 到原子或化学袭击警报时。 超 修复工事。 情况及时报告上级。 牧原子冲击波过后, 聚 出 深, 就地消蔽、 深 本本 专当被航空兵。炮兵火力袭击时,除留观戏员和值班火器监视敌人行动、积极射击低飞速进行的 成身 计像好战斗准备。指挥员应来自观察情况,查明敌人发起冲击的征偿,适时指挥分队占领阵地。 被各抗击敌人的冲击,但应注意敌火力假转移。

国、圆弧汽击数人冷击

连(律) 流击敌人坦克、步兵冲击时。要

"勇敢、坚定、沉着",集中火力,近战歼敌, 尔后特移火 首先消灭对我危害最大的敌人, 各个歼灭敌人。

数拍 人主攻方向,根据情况,指挥分队和火器逐次 当敌发起冲击时,指挥员应及时判明敌 占领阵地,先以迫击炮的火力杀伤敌步兵。当 至我反坦克火器有效射程内时 巡灭 突然开火。 反坦克火器 # 克洪 时指挥 II- 嵌入坦 装 应话! 奉

阿結 步机枪、迫击炮以 美 首先击毁对我威胁最大的敌坦 挥反坦克队(组)和各种反坦克火器以集中、 귩 拉 当故接近我障碍物和通过通路时, 消灭敌有生力量。 打乱敌战斗队形, 尔后消灭其它坦克。 步兵与坦克的联系, 的火力, 的火力, 准确猛烈 路 201

待机 **参**数 并以猛烈的火力和 应指挥分队以 坚决打垮敌人的连续冲击, 采取靠近打、 到我前沿附近时, 击毁敌坦克; 和爆破器材, 军车里 当牧洪 反坦克火器 白刃格斗, 炸等手段。

人治下在供

衛光母 本充 以班(组)向 **我打快收。** 应严防裁火力袭击, 邻战斗 祐修工事, 应立即组织火力迫击。 弹药,做好抗击敌人再次冲击的准备。 队形混乱、 应以火力支援友 中 指挥员应抓住战机。 田 进行动员, 观念不明 当牧淹我火力杀伤。 市后, 数人净户 外為何節 汽幣的單, 击城界。 **向女然还击取**, 中国 級布 洪湖

改 赵 散人类入栽陸地时,应坚决扼守阵地, **贴读到插的反冲击,消灭突人之故** 用夜暗的有利条件,适时使用预备以,坚决、 消灭猝入之 弄积极参加上级组织的 烈准确的火力杀伤敌人,制止敌八扩张, 阻敌后续栉队进入; 当敌人遭 连(排)应坚 班 队形混乱、立足未稳时, 分队实施反冲击通 文数 上级的大力 勇猛地向嵌入侧后来施戍冲击, 如政从于优势, 经上级批准, 并得到 做向纵深发展。 恢复阵地。 **垃鎖按吸口。** 我严重杀伤。 风谷中, ダ絡が 交配 教

中 天 反 墨 指棒员应明 来被成分击时。

区 相 治分 纵 在 中 极。 稱地子 布对时 町 띪 力法 在 N 基。 3 く 米 巛 赋 类 乘 IE. 开地区、 忠京 炎 劑 决 漱 X 交通 渓 忠 쩟 宝 赵 中 六 炬 反冲击 展 **₹** 数人倒 突 祭 及各 メカ K 的班(组)沿堑壕 方向、 一回 火杖鞍、 奉 趆 # 恒 **地** メカジ **禁** 在多、 配合下, 椡 华 赵 兩本 思 E. 赵 בו<u>י</u>ם ※ 下 市分 交箱 ≦ 表 黄 抽 赵

反冲击失利时,应迅速抢占附近的有利地形进行巩固,坚决阻止敌人扩张,配合上级反冲击,恢复阵地。

六、粉碎数包围,坚守坑道战斗

的对 傘 军事指导者首先需要的是独立自主地组 应坚决扼守要点或坑道 老 己的力量;"连(排)被敌分割包围 布玻 ₹ 杨帆 被酒 积极杀伤散 川岡川 簡構、 不衙一 "无论处于怎样复杂、 冰 池玻 六 或转入坑道战斗时, 墩战· 照 囲 包 织和使用自 厰 松 独 幂 级分 40 精神, ī,

(一)粉碎敌人的分割包围

逌

員

玉

赵

礟

圈

毥

垂

4

 \prec

政

函

政

黑

迅速向对我赋胁最大的方向机动兵力,火力,阻敌向纵深发展,粉碎敌之分削包围企图。

战 利用工事和 敦贵坦克、杀伤散步兵, 体(排)治科 被围分 分队队 囲 支援被 を配置 <u>-</u>11€ 不是 245 图 外報 ::: 佳 阵地被敌分 茶 # 力市 际决 其他分队布 in the second そ合同 談 验 出今日 命爷 溢 域 悪 笳醉 主 \approx 管炎 KX K 障碍, 黑 故 域 赵 * IP 区 \preceq

反坦克 看太 和积极的 品 我战斗队 河 支援 出海 -<u>II</u>-寒 R 制止散割裂 在上级的 忠义 椡 財 囲 耳 鬲 囪 料 李 故坦克, 以猛烈 坚决粉碎散之 Ž. * 华聚点, · Te 到人在阵地在。 杀伤敌人。 数包圈 掴 叫 协画下, 中 中與 被 战斗行动。 | | | | 拿 剱 × 22. 祭的 米, **14**

(二)坚守坑(地)道战斗

散人跟进。 当我表面阵地被散占领或根据命令特入 占领坑道口附 坑(地) 遂时,连(排) 应组织兵力、火力, 队的顺 を今[拖护, 严助 彈药、 指定火器 点 有利地形进行 时,应按伤 胶着之故, 耐 漕 与後 ノ光 華出 픲 **13**

人坑道。指挥员应随掩护分队行动,以观尽情况,适时指挥。在分队进入坑道的同时,上即组织观察,指定火器和战斗小组扼守坑(地)道口。

转入坑(地)道后,应根据情况,将所有人员编成守备、出击、预备、勤务等组,明确任务,建立统一的指挥。发挥党、团员的模范带头作用,加强思想政治工作,坚定必胜信心,做到"不论在任何艰难困苦的场合,只要还有一个人,这个人就要继续战斗下去。" 并尽可能保持与上级和友邻的通信 联络,节约粮、暺、水,以利持久坚守。

坚守坑(地)道,主要是坑(地)道口的战斗。连(排)应在上级和友邻的支援配合下,采取一切手段,同敌人的破坏封锁作斗争,坚决守住坑(地)道口。敌人对我坑道口进行堵塞、爆破、喷火时,应坚决以火力将其歼灭。坑(地)道口被敌破坏时,应立即组织枪修,并以火力控制被破坏时,应立即组织枪放,并以火力控制被破坏的地方。敌向我施放毒剂时,应利用防毒设备和就便器材进行

防护,对中毒人员应及时救护。敌在我坑(地)道口附近构筑地堡、设置障碍时,应利用有利时机以火力、爆破或要求炮兵将其摧毁。我坑(地)道口被敌占领时,应以积极行动,坚决夺回。

应在我 晓和我炮兵射击的效果,以战斗小组,采取秘 炮火延伸瞬间或根据信号,突然跃出坑(地) 郡 密和神速的动作,出其不意地袭击敌人,顽强 当上级反 配合上级反冲击分 应主动出击, 积极配合。出击前, 指挥员应给所属人员明确任务,进行动员, 坚守坑(地)道的分队还可利用夜暗、 出击时, 地与敌在坑(地)滩口外进行斗争。 排除坑(地)道口的障碍物。 向数侧后男猛冲击, 队消灭敌人, 恢复阵地。 谷市市,

七、夜间防御

连(排)夜间防御,"要发扬我军近战、夜战的优良传统",必须严密组织,防敌袭击,近战歼敌。

(一)周密组织准备

原力學 《站示》 给分队和 丰 敌人接近的 民 做好夜间射击设 米 定火器破坏敌人的照明和夜视器材; 置 斌 狹 明器材, 拟定夜间的战斗方 能接近的地段上设 发 警戒,在阵地内增派观 应给各分 上 制翼侧和间隙地; 防御 垣 4 和便 徵 定识别和联络的信(记)号。 民 山 规定标定射击的地段, 湖海 清神 itie 连(排)由昼间转入夜 湿 在散可 在阵 骀 谷。 \Rightarrow 火力档 地分 接 好准 一面 立 数 光、照 検 茶 位 田 口 并汉 上淡 • 制 湿 H 笳 共 炭 雕 约 条件. 點 至 厄 至 K 画 重 谷 规 型 长 \prec 夜

的地形 발 阿諾 特别 薆 射阵地、射击任务及支援步兵分队的方法; 報 时应根据情况进 指挥员、 向夕配属火 出观察 炭 看清 阳 龆 阵地位 III' \prec 本 用能能 阵地,首先派 (排)在夜间组织防御时, 组织 定值班人器,少尔后利 点和主要的防御方 首先构筑主要堑壕 地物,2明确排(班)的任务、 跷 明确任务, 兼 0 加强。 队秘密地占领 半 脚 逐 的要 加 帮 \leq 4 整 描 长 连 挥分| 廿 织 黑 # 炭 組 +11

(二)防敌偷袭, 近战歼敌

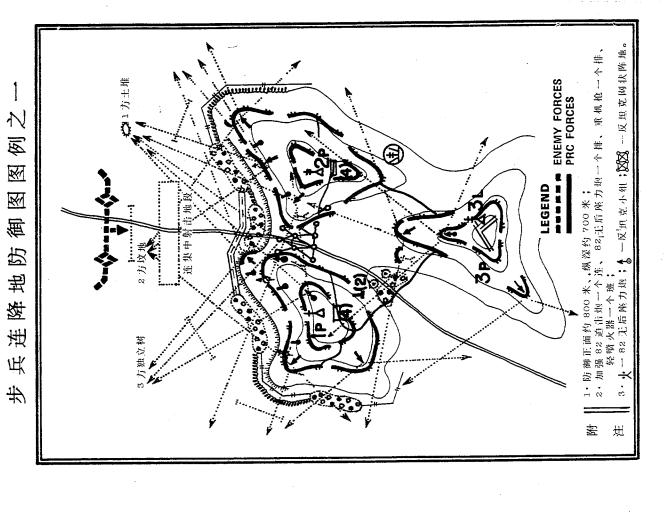
宏 契 需 发 敦 强值班和检 湿 迴 提 制灯火, 要特别提 好 好。 类 N 洪 用格衙 具 洲 改 间防御时, 不必 的战 椡 吗 指 権 采取积极 一个 各种情况, 击数人。 東本 连(排)在夜 衆 袭 数偷 捯 做好战 弘光 * 里 处 助 -# 宝 曔 玄 料 # 及

坏的 在政 忠入 消灭或 偷袭或破坏我障 E. 被敌破 派出小分队 **参**其 葅 制。 茨然、 玄 应迅速修复或以火力控 币 向上进行伏击。 \approx 或以小分队 迂回教之侧 群敌人向我侦察、 可根据上级命令, 靠近后, 应待其三 的方 能行动 ÷ # · 本 梦, <u>参</u> 曹 捕捉 力, 雪 挫

治裕 敌人行动。当敌接近障碍物时,应 当敌通过障 先指挥火器分队占领阵地, 猛烈 李 Ճ 宝 准确 杀伤 敌人在炮火掩护下向我冲击 力和手榴 灭散步兵。 R 以茶茶、 数被我火 \prec 克,消) 念 鬼 E. 川 充分利用散之照 应以循 叫 海 火力,击毁敌坦 根据情况 沿 以火力迟滞 湿 币 在 黑 を X 湙

乱之际,可以小分队向敌侧后架施突然勇猛的阵前出击,消灭敌人。击退敌人冲击后,应特别注意严密搜索,消灭残存之敌。

连(排)由夜间转入昼间防御时,应迅速调整部署,加强阵地份装,做好抗击敌人冲击的准备,并报告上级。



步兵连阵地防御要图图例之二

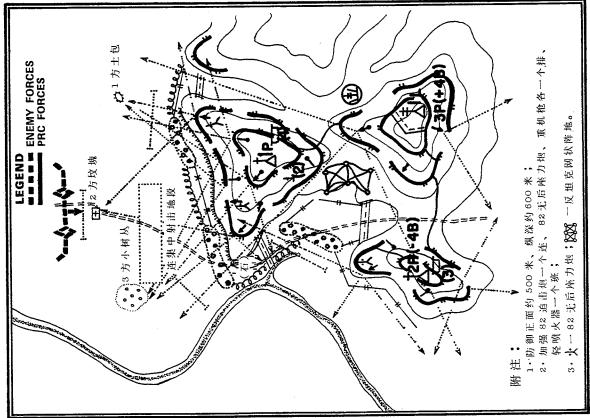
111

倒入

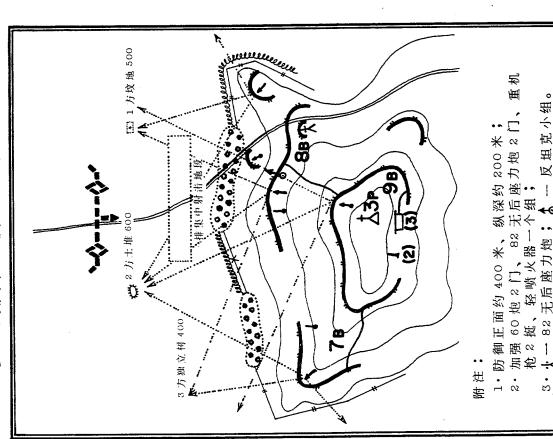
*

X

步兵连阵地防御要



步兵排阵地防御要图图例



步兵连(排)山地防御 战斗的特点

但容易形成较大的间隙和暴露的 加强翼侧和接合 的保障,防止敌人包围迂回,发扬英勇顽 兵力机动、指挥, 协同不便。连(排)应利用有利地形,依托制 粉碎敌人 便于我荫蔽配备兵力、兵器, 独立战斗的精神, 队形易被割裂, 组成支撑点的防御, 坚决守住阵地。 山地防御, 动协同、 忠 十二 # 攻 -# 田 点 的进; <u>€</u> 愆 定 飅 响 船 盟

-、依托制高点,组成支撑点的防御

选择 应根据上级 率领排(班)长和 4 恕 便 41 回 进行现地勘察, 脚 事 的。 便于以点 # 连(排)指挥员受领任务后, 対 便于独立 在党支部的领导下, 支撑整个防御地域, 加强火器分队指挥员, 察和发扬火力, 指示, 캶 宗

> ENEMY FORCES PRC FORCES

LEGEND

成支撑点的防御。

(一)兵力部署, 火力配

系

利 鈥 护 书 媝 集 耿 在 习 恒 粔 成 成 奪 防 玄 地 R 魻 恕 恕 廿 宝 恕 四四 **#** 桊 恒 出 御 时 蹈 巡 翋 \ * 防 \leftarrow 老 宏 数 玄 \leftarrow 4 1 海坡 医 1 型 谷 口 滚 散荫 可区 # 斌 恒 点 11] 在狭窄。 \leftarrow 坻 时 口 411/2 **M** 数 弊 4 쾢 達 斑 宣 狱 # 文 支 盐 41/2 被 圳 主 決 有 樊 防 弘 寅 恒 製 段 连 布 地 支 垴 垂 症 塩 (1) -# 4 的 成 # 址 0 重 别组 **排**防 ಪ 脚 近 肿 图图 図 莈 接 成 矣 R 品 ÷ 册 711/2 女 址 R 安卸 米 H 政 R Ì # 摯 煙 国 米 \prec * + 財 \leftarrow 支 连 便 支 I -111 训 K ※ 涨 \forall 的 1

찕 閉 甲 彾 置 给 \prec 按 忠 反 图 厩 绺 班,通 连(排)掌握,组成 盟 挴 的谐 厩 荫 宝 極 下語 即何 给 京 刻 199 # 門屬 洞 **此**面 集 原则,采取 招 達 豆 口 应适 田 ၁ 克 徊 内 翘 田 甲 結 型 點 中 中的 敌 驰 $\stackrel{\circ}{\times}$ 迫 令 × 淵 在 氢 本 系 克大器 分散、火力集 門三 两 型 回 图 图 帮 世 粱 克队(组), 田 災 火力 反 。反由 关 型 湿 华 在 神 型 町 在 田山 骀

告 画 告 的 鬥 巛 水 宝 型 氫 R 劉 本 涨 口 生 恭 半 医 斑 岸 鈥 × 搸 浬 浬 宣 \prec 阳 给 KH 机枪 格 地 图 在 交 一 成 的 荫 阳 圃 貂 4 斯沿 玄 窽 恕 约 恒 部 劉 班, 嶞 在 织 恒 验 墩 中 立 湿 敌人接 黑 援 合 女 漕 在 给 蛤 至 浆 型 华 约 * 女 R 地段。 地 织 作 \approx 厩 × 平 打 大 金 地 谷地 H न्<u>तर्</u> 暫 蹈 世 湿 型型 世 R 赵 並 在 图 4 茶 来 置倒 赵 政 便 重 的 R \prec $\Rightarrow <$ 40 田回 在 周 些 行 型 × 徵 昂 × 根 嶅 枪 域 室 的火力, 读 温 R 克通 聖 X 谾 力 机 医 位 力, × 型 宏 類 中 脚 黑 \$ 冲 蛤 脚 九六 甲 设 续 奉 棳 莊 型 X × 氢 # 地形 数人 角 址 本 傘 在谯 極 翌 響 -11-甲 然 恒 \preceq 谷 # 集 独 支 一直 剩 1 反 第 品 有 谷 大 送 便 田 氢 爻 区

(二)构筑工事,设置障碍

据地 行 齊 漕 发 掖 跳 克 依 荫 回 甲 椞 × 本 敌 鼓 4 彩 魚 4 垣 谷 在 型 奉 DE 便 设 的 墩 败 在 〈 型 * 驰 赵 较 R 啁 筑 本 角 車 0 图 沿 型 H 湘 器 掩 湿 湿 恒 宋 幾 张 地 \prec 新 林 环 覆 世 被 各 御 4, 時時 氢 \leq 中 医 ₩ 型 给 彩 世 *

应充分利用、 45 可构筑假阵地, 设置坚固的 改造山洞和天然掩蔽物在高地反斜面或两 应构筑坑道。 坑道应构筑防原 工程设施应边构筑边份装。 的地段,构筑反坦克网状阵地。 **愈或后方**, 根据情况,还 条件许可时, **聚** 部 常开设在翼 罗格 的设备。 -111 蔽部 河田田 化学 掩 一种 华 H 何 4 捯

松 例 的设置在道路、谷地、 天然障碍緊密结 每 拉 部 降 盟 汉墙 **学** 地有利条 . 理學 H 并与火力 41){ 程 用山: 应有重 받 石 充分利 田国 和间隙地, 读 物, 鱼 塘 捯 充弃。 料 曹 给 合 T 迺

此外, 应加强防火、防山崩、防山洪等措施, 并加大弹药、粮食、饮水等物资的储容。

一、农杵植物,顷强战斗

连(排)应充分发扬近战和小群独立作战 的精神, 依托有利地形和坚固工事, 以积权 的战斗行动, 粉碎敌人的进攻。

(一)顽强抗击敌人的冲击

を落 ᇑ 应以步机枪的 应以循烈 沉霜",根据敌人进展情况,指挥分队逐 出 以机枪、迫击炮的火力杀伤散步兵。 量杀伤敌人, 由充 爆破筒、滚 (排)要"勇敢 蛤 克火器击毁散 K ≾ × 前沿分日 纵深内的 的火力支援前沿分队战斗, 猛烈火力和手榴弹、 连 数向我冲击时, 汉灰却 中 炸药包消灭敌人; 光距离 粉碎敌人的冲击 次占领阵地。 KH 甲车。 莊 1, 故 新编

情况对 中 金甲 田 圕 漚 田 类 世 刻 抓住有 约 池市 # 队形混乱、 掩 以班(组)向敌翼侧实施短距离 要当机立断, 极。 器 中人 × 告, 故遭我火力杀伤、 派火产 媝 续梯 利时, 指挥员 制数后 狼打快收, 的行动。 机枪应压 我有 40区区

仗 次 党 44 -111 牧出 挥频 增 無中 路。 黑 加加 州 垣 账 汉出 椡 回 对我威胁最大的 各个歼灭敌人。 指挥 平 克 人 器, 刪 向我冲击时, 囪 湖 採 反坦克小组和反坦 可幾 粉碎》 多路 道路 先 R 魏 쾓 转 分档、 故 州 黑 R 川 华 师

并後 甲 故 米 歐 杀伤敌步 中, 战中击 力准 在光 应立即组织火 以迫击炮和步机枪火力, 的准备。 突然准确的火力, 中 大 人再次、 敌被击退时, 击数 功作。 抗

(二) 剪猛突然的反冲击

关 阻敌后续梯队进 坚决扼守现有阵 Ш 制止其 4 灭 \approx 0 茶 漂 连(排)应有 -1111 而练 4 中, 利地形, 小牧, 稳和) 大 反 立足未补 队应依托有 公 要火力杀伤突入 并以火力封锁突破口, 底的气概, 阵地时。 猛 闽 后实施突然 恢复阵地。 出 连预备1 自获到 形 流 -11 ≾ \prec 無中 颗数| 北坡 小戏。 下向数侧 **민**的数人 **面**人际, 米。 湖, <

(三)坚决扼守制商点

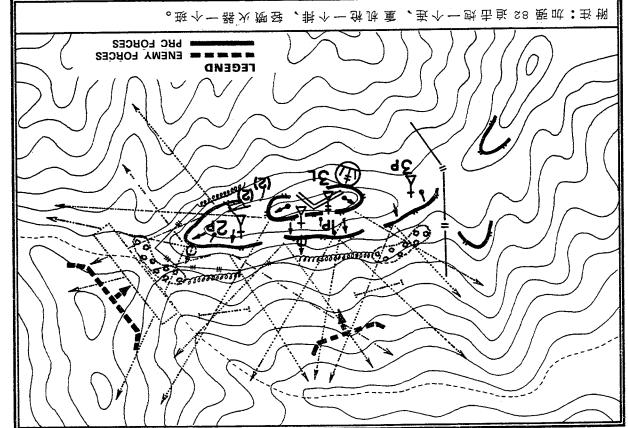
むと 应特别加强思想政 争夺, 集中兵力扼守制高点, 孤胆作战的精神, 主地组织和使用自己 愈 复与散 容 为上级的战斗行 动杀伤敌人,反 连(排)被敌包围时, 发扬英勇顽强、 时调整部署, 华 平地, 员要独立自 战 约 往 治工作, 廿 以积极 英 被 神 决 义士

产 银 年へ計ノバードを 4 中, 沠 以出 * 战 # 坚持 令 古领馬 转入坑道继续 脟 极 应积 阵地被故 匈科 平 陝 实施反冲击 当表面 上级命令, \prec 敌 ×

以突然 连(排)在 独立战斗的作 善于利用坚固建筑物和地下设备构成支 的火力和积极的行动,粉碎敌人的进攻, 协同不便, 在民兵的紧密配合下, 化学袭击。 指裤、 城镇利于构筑坚固阵地和荫 必须发扬英勇顽强、 射击、 敌航空兵和原子、 兵器,但观察、 守住阵地。 的防御, 防御时, 多進 猛烈 坚决 韓河 风,

-、依托建筑物,组成坚固防御

连(排)指挥员受领任务后,应根据上级指示,在党支部的领导下,带领排(班)长进行现地勘察,选择防御耍点,正确部署兵力,依托建筑物和地下设备,严密组织火力,构筑坚固工事,重点设置障碍,组成坚固防御。



三二個國國國國國國祖山新兵步

(一)选择防御要点

能确 便于防原子、防化学、防轰 敌人可能进攻的主 应着重查 向和便于荫蔽接近、集结、展开的地区。 0 市内街道、建筑物 御要点,应选在能職制整个防御地区,便 利地形上 克、独立坚守、互相支援, 现地勘察时, 建筑物和有 的状况; 的地形、 脚 员在 的重 和发扬火力, 区内 地临 连(排)指挥 千十世 型 是 备和 御地 御稳 i 以 便 的 級 的 老人 方 財

(二)兵力部署

危相关 力瓶守下层,少数兵力控制中、 常以排(班)分别扼守 坻 一栋建筑物组成支撑点 奪 ١ 中 · 国 组成独立的或各 新汉 利地形和重要建筑物 区 的原 防御好、 浬 4 午命-達 地下设备内; 在便 地形和任务, 叩 贯彻重点 护 町 须拖 图 数栋建筑物为依托, 焵 \leq よぶ 御 在 %% 恒 叉 宝宝 顶 力扼守。 副画 奄。 41 -11 沙。 图 曹子 根据敌情 大棒 田 米 防 蚁 神 銰 彩 出 斞 建 的环 -111 湖 老 物组成 翢 R 米 筑 更 爻 -14 训 上河 東 衙 接 圖 1 世 阳 茶

大 其 预 達 反 न्ग्र<u>्</u> 占 K 谷 和能适 赵 墊 便于适时加强排(班)战斗的地下设 文 本 沒 亦 (镇)边缘组织防御 海 成 战 毗沿 出 地形和建筑物 于支援 内 坦 在便 쾣 支 (排)如沿城 录 門 终深 图 有 £ 立 赵 中

三)火力配系

层,并 火器性能、地 采取环形、多层、 以必够的 नाई ० 置。以大部分火器配置在阵地前沿 メなど 温唱 火器和特等射手配置在建筑物的中 层和建筑物周围工事内, 应根据任务、 弯处设 形条件和敌人可能的行动, 執 街巷 组织火力时, 房角、 蔽的配 筑物下 在墙根、 東 二

成反坦 克行动 共 # 果 啁 蹈 困 屬給 出灰 市商 国际 ロ # 验 数旧 淵 駋 計 浜 型 於 布十二 門屬 业 三 验 按掌握, 鬥 + 浬 上设伏 飾筒 在便 情况, 驰 出 在街道 滒 强入 必经的道路 岀 蓟 一直 × 即回 **应配** 由年 极 0 欲 **非** 单位配 K ٥ 九 大路/ 配属给一 乖 两盒 K 严 於 力炮通 克 庭 沢 和街途 使 汉笛 甲 在散坦 E 1 , 无座 却 反 美 增 的地段 肥 泄 (拼)。 (景), 恕 田 在 产 雏

有 #1 漢 聖 冒 蹈 鬥 口 地道 武 配属给排(班), 北河 内 地解、 1211-的拖 H 高防 メオ 口 发扬 房顶 驰 绺 计 机枪通 等便干。 上层、 羅盒 大。 下层 的 松 十十 检 筑 沿 湿 逐

逐 邱和 M 构成 K 切协同, \times × 盼 大器必须密 的严 结合 明暗 # 续

(四)构筑工事

连(排)应在城镇既有地道的基础上,善于利用、改造建筑物和地下设备,"修筑完备的的工事"。

刘地开 崇 内谷 一等) 海 防止倒塌 葱 躁筑 ; 以 何 修筑商 用墙壁 # 都要进行加固, 应根据任务, 湖 凡是利, 固高大的建筑物 中。 宏策 孔和观察孔。 制街道和对 器和分队, 的火力点, 用坚 凿射击 的大 濟 副画 \preceq 设 豆豆 田

ILS <u>~</u> 正 人田常 汉愈 庭院、 N 和纵深 的地 当 打通) 尽期 無 武治 * 堰 温愈 华 连接的交通壕, 火力点、 ۲ 型 间的通路, ر إلد 各建筑物、 鱼街 衮 长 N-中 和地道: 筑相 H * H R 生 动和 **登** 包 民生 口

建筑 土地 쐰 绺 有 外、 4 五 洪水 松谷 经 厚 室 管 筑成防 紁 裝 口 地消 亲 扎 克 * 淮 果! 至 माई 谷 来 П 湖 构筑各种火力 恕 充分利用地下设 朱 故 1 + 在 插角 船 氢 (街巷)两 拖敷 囲 भे Y. 匝 B 彩

加强消防措施,准备好各种消防器材,储备沙子和水,并按上级指示拆除易燃设备和建筑物。对木质地板、楼梯要以沙土覆盖,被覆工事木质暴露部分要抹上泥土。

(五)设置障碍

华西 设 1 防步兵障碍物 兵、坦克接近的道路上, 理 特别要者服 并与火力密切结合,形成纵深多 谷 魚 克 町田 区 狱 反设 桥 埋设防坦 松光 產 类 圌 克 重点, **煮** 坚守的建筑物周 挖断道路, 甲 # * 財 物的设置应有 北 于散人步 图 梦, 阻相结合 障碍 九城 本 在便 我 > 強 在 果 AT. 地雷, 反 障碍 茶 克 を移 应构筑 鸦冰。 0 田事 川 定 米 型 ¥

二、严防敌火力袭击

连(排)指挥员应亲自观察情况,及时判

地下演 还 整部署,枪修工事, 排除有碍我 在民兵的 射击低飞散 并根据散人 米伤 を就 警报时, **袭击时**, 指挥分配 4, 不配 料 密组织对故原子、化学 邾 利条件, あメカ 後中 為機 谷。 古 工事, 染人员, 追 扰活 原子或化学 做好战斗准 東ボト 4 速调 榝 商防。 利用城镇有 ¥Ή 多忍 政 展 東田田 用 改 枪数受伤 # 检 椡 具 火力袭击 积极 山 疲惫敌人。 型 师 \preceq 派值班火器 凝。 的倒塌物, 数人企图, 严 挨 今 规律。 中科 训 室)进行荫 员外, **朴** 天 火 灾, 包 来 "\ Tr. 層 类 的活 反指 風寒寒 和 ン法 消耗 女 机。 行

三、扼守要点,抗击敌人冲击

沃勒 迫使敌人 、巷战。连(排) 쨁 * 固建筑物, * 进行 是近战. M 反 쩟 宏格 敌 瞅 + T きあ 屋攻击, * 的冲击 战 必须依托有 城鎮」 タイ 逐街逐 松

既谈 连(排)指挥员 玄 敦 克组占领 中 R × 甲 # 克群向我冲击时, 名及 無 先 點 丰 克× 疝 用 被近 反 数田田 指梅 其 待 主 账 地 至 世 包

危害最大的故坦克, 打乱其队形, 尔后, 反坦克组乘机接近或插入散群, 将其各个击毁。

展 \angle 应以各种 #3 赵 转向等有 掛 威力, 系 的联 河 袳 反由 破 E 變 **E** 克 山 克向我冲击时, 与由 火器 和 滅滅 包、 烈射击。 콾 集 数 断敌步兵 并以手榴 发挥各 类 克爺 坦克停顿 粋 敢消灭在阵地前。 向数担 出 克人 力切 主 战斗队形式 東 敌 职 111 然猛烈的火 城市 點 区 克。 法水 乱数 毁战迎 (组)应 时机 张 <u>₩</u>

R 奃 選 狱 一切敌人 政 到敌人的翼侧,在炮兵 角 集中火 ※ 伤 形 於 利用小巷或 ※ ※ 并乘敌队 III. 故坦克, 应以压倒 队进入; 坚决守住现有阵地, 两侧分队的支援配合下, 数。 乱,立足未稳之际,指挥预备队 坚决歼灭奖入之 烈的火力击毁 光 续梯 制止散人向纵深扩 散突入我阵地时, 迅速荫蔽地进 数而 띮 托建筑物以猛 ı, 反冲击, 的英雄气概, 封锁突破 **软破口** 民 ÀTÍ. 水 庭 177 猫

力坚守要点,加强对坦克的防御,堵塞巷口、 敢于独立作战。迅速调整部署,集中主要兵 人。还应利用夜暗和能见废不良等有利时机, 光 击毁敌先头坦克, 堵塞其 坚决制止敌人割裂我战 能通过的街巷、间隙地,应设置各种障碍物, 应以果敢的 与友邻分队密切协同,大量杀伤敌 当敢企图分割,包围我防御支撑点时,连 坚决粉碎敌人的包围。 织精干的小分队积极地向敌实施反冲击, 巷两侧阵拉件机, 对敌 旦被敌人包围时,要"劈散、坚定、沉着" 通路,杀伤敌步兵,粉碎敌人的包围企图。 应适时地指挥反坦克队(组), 当散搭近时, 门窗,设置障碍物。 或配合上级反冲击, 板进入其必经的街 奖然很打, 并进行火力封锁。 展 (特) 物本 4. 尽形, 作功。

四、坚守地道,独立战斗

"不论在任何艰难困苦的场合,只要还有一个人,这个人就要继续战斗下去"。当我占领表面阵地时,分队应根据上级的命令迅速救入地道,继续战斗。

黑 过 当教人占 应指挥华口的分队和火器坚决 并适时指挥出击分队利 特入地道后,连(排)必须充分利用地道 力裕叛消 п 對鎖。 统到敌人站后, 回离 站塞或喷火时, 消灭敌人,冷 一切手段,粉碎散人的破坏和 应然中义 排除或灭火。 メオ 压遏遏(下失遇)以依隔, 钦乐力。 地道口被敌於坏。 被光平。 奖 然 攻 击, 织力量抢修。 制止敌人进入地道, 뫲 **厄鉄岩湖**口 **飯地道口时**, 齿衔光条存。 共不备, 迅速组 架 X

当上级实施反冲击时,连(排)应以突然、勇猛地出击,配合上级歼灭敌人,本回表面阵地。

击退或歼灭敌人后,要严防敌人火力袭击。充分利用战斗间隙,迅速做好抗击敌人再次冲击的准备。

小鱼连(排)岛屿、海岸 防御战斗的特点

岛屿、海岸地形复杂,气象多变,各地湖沙不一,易守难攻。连(排)组织防御时,必须依靠群众,实行军民联防,树立长期坚守、锁立作战、积极歼敌的思想,集中主要兵力,抗守要点,组成坚固支撑点的防御,以积极顽强的战斗行动,力求歼敌于水际滩头,粉碎数人的进攻,坚决守住阵地。

一、做好长期坚守准备

"有了准备,就能恰当地应付各种复杂的同面。"连(排)受领任务后,应根据上级指示,在党支部的领导下,周密组织战斗,深入进行战斗动员,充分发动群众,积极做好长期坚守的准备。

(一)加强军民联防

连(排)应在平时军民联防工作的基础上,及时召开联防会议,传达上级的命令、指示,研究股情,修订联防方案,健全联防指挥组织,统筹安排各项战斗准备工作,实行统一指挥,统一行动。

(二)确庆防御部署

连(排)指挥员应组织所属分队和民兵干部夷地勘察,逐点研究地形、滩岸、潮汐情况,判断敌人行动企图和可能登陆的地段,确定防御部署。

选择防御要点,根据任务和地形条件,在数人可能登陆的方向上,选择能有效地控制数主要登陆地段,便于独立坚守和兵力机动,确保防御稳定的有利地形作为防御要点。

根据地 兵力部署,连(排)必须集中主要兵力扼 守要点,作纵深环形配置(海岸防御时,也可 作纵深硫散荫蔽配置),并控制强有力的预各 宁茨 高潮线附近的有利地 配置 前沿支撑点, 连领备队应 器在二 扼牛] 파. • 设置暗火力 可指定少数火 * 第一梯队 浅上。 上。

进 童 登 不便 뙲 克 果 訓輔 在数 揳 政 在 配置 也可将部分兵力运 的地域。 配置 洰 民东通 克队(组)和火器应 塗 和敌可能空 校大的地段上。 心际地上, 地极 河油

大部区 用岸边 在近岸 傘野 弦 为为 昭 沟 于控制滩头和支援全连战斗的 但 对散不便 大 向和敌人便于坚陆 1 连(排)应将主要火力集 配置在连核心阵 进击炮应 配置在主要防御 成侧射 三 又茶 重机枪, 设置暗火力点。 * 中 原大网。 纵深内组 应以火力 蔽地形上。 的前沿, 學市 大口径机枪 199 宏 14分部 敌人舰艇便于接近的方 直射火炮应大部 世在外 和 御方向 明確, 原地, 滩头及我防御 和倒打火力相结合 干发扬火力的荫 和奖出部, 火力配系, 光泽 要防 的地段和闽 蔽地形上。 纵深内, 部和 -111 六溪、 在 神治 地极。 点流 丑 H 世 涨 便

(三)组织协同

逝(排)规定任务后,应周密组织协同。

ķ(1

- 1. 散発陆凝波间我岸腰坑邙, 鬼虾火炮的开火时机和各分队的行动;
- 2. 消灭下船、枪滩之政和抗击敌冲击时,各分队的行动,
- 消灭奖入或空机降之敌和实施反冲击时, 各分队的行动;
- 4. 与民兵和友邻协同的方法;
- 5. 上级炮兵准备火力的地段(海域),与海、空军协同的有关规定;
- 3. 信(记)号。
- (四)增修工事,设置障碍

构筑堑壕、灾逼壕、火 雷场、石牌、 骨干的环形 在敌可能登陆的近岸水中和散坦 的地段上,使用制式和兢便器材, 连(排)应组织分队和民兵在既设坑道、 和障碍物应结合地形特点进行巧妙伪装 障碍物。 til. 构成以坑道为 浮游拦阵、 雷、陷井、削壁、尖桩、铁丝网 置水雷、 永备工事的基础上, 预备发射阵地, 克便干行动 点地设 御阵地。 1 有 到

五)组织保障

H 中 其 子爷 七巻 观察报知 炭 被节 絮 关 施 张 组织医疗 **KH** ¥. 趴 成战斗任务 緻 杭 充足的粮 负 崇 次级 包拖 盟 本。 具 布储备 쏾 完 会 学、 连(排)应严密组 物资 蛤 **热**际中, 指定值班火 充 洪 + * # 以表 数原 進 亦 民民 保分 437 Z_I

二、坚决歼数于水际滩头

不先 宏 滩头战斗,是消灭敌人的有利时机, 连(排)应 保存有生力量, 粹 华 判明敌人的行动企图, 发挥各 的时刻。 水炭 大际 张华, 工事和坑道, 接火力准备猛烈 4 な入 坚决歼敌 主 机地指挥分队 夏 利用掩蔽 威力, 温嫩, 水河 数宣 照 K 4 星 最 回答 宝 型 岩

(一)突然开火, 歼敌于近岸水际

京京 本 田場 型 弹 长 型 业 舰艇抵近 中 予以打 田楽 政 火浴 班 值

を年入 灵 × 世 **原**应, 图 K 站 射火 猛 世 魯 資 - 指挥直 が東 改 忠 宝 $\bar{\mathsf{K}}$ 岸接近 机, 1 最 连 金 宝 可浅 并入 炎溪 垣 無波 方 村 玄 文 料 歐 世 # 梅 中 色 敌 出 先 温 洫 查 平海 X, 主

K 尘 米 ヹ X¹ 女 筗 4 表 典 汉 指挥 沛 X 其 郑 宝 英 杏酒 # 淵 寏 * 濧 -127 郷 岷 , 数机。 用 世 华 知 张 471 九杏、 包 型 击低飞 莱 世 蕊 湌 擅 中 1 華 山 不后 上的指 華 \preceq 机物 独被 高少 具 谷 具 點 中 型

(二)集火狼打,歼敌于滩头

逐次击 机枪和 \approx 上澡的敌 先头登陆、 灾施兴练、 赵 指裤员 今今 田 米 火力, 氢 **四**汉, 大 , ജ 竣 鼓 翘 政 敦 魏 中 型 烘 Ħ 咺 宝 要俗话: 権制 浴祐 中 转 班 本 杀伤下船、 R 宝 4 統烈大 X 加加 聚 磨 紅花湖 我有 * -141 絲 宝 改 类 匝 克, 光科 乐编 大量 # 熬淡。 亱 坚决歼敌于滩头 我火力掩护下, 寒 址 甲 迤 果 R 世 的 烈射击, 翘 画 被 × 连 誓 陆东 $\overline{\times}$ H 政 ηū 菜 洪 世 改 往 怎 旗 그피

(三)抗击散人冲击

的准确 华 洫 参火 \preceq 溪 中火力, 克 中 甲 转 型 炬 反 寒 长 华 步九 赵 劉 大的敌人, 點火 敌人向我冲击时, # 丰豆 無 \approx 宝 喊 In' 珊 数人 0 **然**危: 克 K 里 本 玄 鼓 $\dot{\leftarrow}$ 蚁

中 文 换 消 **粉碎**: メオ 邻进 大 米 # × 越 中 火 友 鼓 サイ 駴 恒 蚁 张 品 换 步乐, Ħ 中 中。 冷 抗 彩 做好 彩 战 斗员 丧 **₩** X R 玄 友 4 州 恋 픻 × 川 ~ 掇 塅 DIE 中 文 * 被 K 被 应以火力 五五五 **聚**系, 扩 换 杀伤敌人, 中 谷, 忠 失 辭經 忠 的新 克 中 里

(四)协同友邻, 歼灭空降之敌

地际近 交科 来 职 现东, 眠 黑 在平 型 终 用 古数、 赵 给者 友 将其歼灭。 貝 匝 林 报友 站裤 ٥ 歼敌于空中 部分兵力, 軍 • 古堂 立足未稳之际, 报告上级, 枡 争7 京以 外落 R 极 水水。 本 **1** न्रा 世 政 兴 獙 黑

二、固分聚点,顽强战斗

盟 积极顽 巻寒 4 己的力量, 连(排)在任何严重困难情况 承 ·III 姓 姫 去地组织和使用 劉顯 华 崇 亦 Ш 战 型

(一)消灭猝入之散

出 حالا 有 不被敌人所屈服的英雄 至 (排)应 R 以外 廷 玉 赤 沿阵地 赵 鄜 米尼 类劑 莱 依托阵地, 数人築人 切散人, 函

記 乘散遭我火力杀 天餘华 **泉**大极下, **蛙档队进入**。 酷私不良 上级炮。 反冲击, 阻衷布言 或利用夜 掌握有利战机, 条件,使用连顶备队在 漁的 侧实施坚决勇 领兴城口。 足未稳之际。 阿地 恢复 * 魯 新载 #X 柯 垣

(二)国中署点

地思 文 긡 叮 连(排)遭武连续冲 麻地时, 配合下, 容 托工事 宗 向 深施/ 回河 -# スが 中, 北部 回 絃 邻的支援 田 转 你向本连(排)方 ıĨέ σ 表 翐 积极 井 野 R 對 盐 能禁 平型 和友 包圆 田 应根指上级命令或按预定 0 织力 信父 災 绚 伤亡过大不利于 1 25 数令 郦 4 R * 友 在 洪 1 出海 集 坚决粉碎散之 . ≪ H 连(排)被 * 中部 复命 赵 义 आ 反 當 蓝 中 政 選

步兵连(排)严繁条件下战斗行功的特点

保障数 机动缀 H 珪 支 构筑 (排)在严寒地带进行战斗时,必须加强党 国密细 细致地做好思想政治工作 細 因光, 上海 ホカ **逐** 眦深、 协同不便, 道 体力消耗大。 不怕疲劳的作风, + 战斗中, 器材易出故障, 风大、 啪 切实做好防寒保障 古 本 本 雪寒夜积极歼故。 层厚。 严寒地带气温低, 员易冻伤, 孫上 与市 交入 世報, 勇敢战斗、 **愈中**, 关地, 总察、 **颂杂**, 人 中田 篇, 亦 江河 发扬

一、严聚条件下的战斗组织

致地进行规地勘察和 必须充分发 n 上 沙的 海沿 领任务后, 现 在 黑 国 员员 深 斑 理 并尽 连(排)指挥 型 赤 主观能动 然成 监

災 * 世 较深或难以通行的 以便出其不意地攻击敌人。防御 于接近和冲击的地 行 庚 选在敬仰 浅坡缓和便于各兵神分队协同战斗的 程 火力点 拔 以平 K 貆 地形上, 回原 枀 作 臨法、 防 的地 拉 浬 巛 彩 轹 が称 魯 屈厚灰、 敌人坦克、 环 剛 亚 乘 瞅 學 能松 冲击的有 堂 抽 河河 41 数格 地形。 阛 串 崇 在 쁿 查明敌坦克便 成 关 文 进行实地 **利用的冰** 标进行描述观察, 京路 枚 也可选在积 先 ٥ 密地侦察敌情、 米 深承 令 挪 图 米 忠介 新 稷 母结 項点 派人 ŧn \approx 쁿 干散坦克、 於 於 松 E 意世 加平 堂 浴 制 图 中 脒 K 被地点, 省 連果 区内 衡 -IIII 双 我 鲥 六 Ш 部 盆 米 **志** 敬, を食 能与 神出 京 经际 肃 ا د آ 改 够。 良 野火 币 蓝

半 中 垣 画到 Bļņ 的能力, 帮 贬 宝宝 ~器、 员在 战 年年入一 洪发 连(排)指挥 以增强排(班)独立战斗 应遵循一般的原则外, 能及 A 拟 置以便 染的 正确部署兵力。 复 温 寂 拒 免 糯 営 以尽量 坐 下配屬, K 力时, # 谷

令 负 R 以火 (組) 路交 東东 別 的 30 띮 赵 币 쌪 中 押 氢 南区 # 田 地 换 根 大 # # 必称 型 标以缩短 無 く 爝 绺 煥 画 应 觃 * 重 树 所 捘 闹 御地段和 W 氮 甘汉 织 在 室 Ш \preceq 出 阳三 貆 段 行的地 \$ 的个分 屬鄰近冲击 的 鬥 声 雪 长 这 区 野 事 R 豐 + 数通 张 幽 -11-1 ~ 崇 築 政 掘 女 给合冰 K 戎 + 灭 米 御 本 極 恕 鮾 便 这 币 島之 R 1 克 三 点 R 注

二、冰冻条件下的工事构筑和障碍设置

* 溪 的 硢 # 的抗力, 承 用爆破、 利地形,构成冰坡 絡角 坤 账 定 利用有 略 林, 半挖掘、 以北心 御 裕时, 搸 車工 **布器材**, 应着 統領 中 三 H 4 贬 英 充 设 那 挖掘冻 核 X 瞅 画 浇水冻结。 法。为增强掩 宝 发物火力 组织作业时 R ෞ 中 乍 的人力, 安 熠 上事。 ~ H 条 成。 急时, 筑 书 世 캶 衣 完 土堆积的 更 + 來 \approx 1 點 在 -11-1 室 ヤ 中 ഭണ 蒸 事 # 確况 成 貝 # 按 李 和 太 松 耕 * 集 脚 娆 严 改 頂 类 学汉 抗 中 承 H × 寒 淡 門 匣 H 令 L 业 中 宝 台 童 在 炎 彩 米 * 迅 酒 型 싉 H 帯 过

秩 在 先 宝 旺 冲 应 挨 爽 回 5 Ü 汌 玄 更完 N. H E 溟 Ξ 类 2 柯 图 赵 學 逦 至 轡 TP 宔 理 7 4 北 层 丽 米 世 屆 敏 ※ 忠义 6类, 0 がが **√**□ 狐 語 经 湘 變 粉 \prec 養 7 鼓 其 R £m

三、克服冰鳕磨碎,提高机动能力

機響 學學 查 计算 回路绕过,或减低运动速度互相协则通过, 时以运动保障队(组)迅速荫蔽地开辟通 森 量选择荫蔽的 中编 ir. 急 地区区 Щ 中 指挥分队迅速通过。 指挥员应 桨 容 倹 应 交通壕实施机 宇 本。 汽 戏 丰 K 玄 邻 赵 行、 好 通过江河冰面时, 负 利用消路 # Ë 员 的冰坡和险路时, ***** 幹 格人 * 送 河道和沿堑壕、 佰 账 魯 溪 # 於 L 丰 出 厚底, 败 • (排)在 的侦察, 晔 × 湖社。 運 衃 過行 州 室 × 松 阳 Ž. 報 A. 江 绘 黑 河 地 消

四、卷于利用风雪条件,积极歼敌

電腦 被击数 密接近散人,采取集中主力从一点奖入, 用区 监部处 张 ¥, 数解 女战斗中, 話入 (排)在进 팿 重 育 誻 型 417 汝茨 E -팔

力求将敌人歼灭在工 中。有时也可派精干的小分队, 攀登之处,秘密插入敌人侧后 和 打乱其首 作袭击敌人, 手不及, 歼敌人 京 以希及 N 的 打它个指 出 力圈 猛 邸 滅 -# 鉄 影用 次深 √п

杀伤和 力和阵 数前沿 牙炭 延 故人向我突然袭击时,连(排)应"舅 以便能提前发现 蛟 然激击。风雪越大,气温 必要时在阵地前敌人 ±1€ 灭 雪天进行防御时, L 沉霜",迅速指挥分队占领要 经用 的 次 冰坡前停 的小分队对 够决, 克 捕捉俘虏, 时以集中猛烈 甲 政 强烈然。 蚁 淡出替戒。 + 尺 EH 中山 头 野 쀄 K 巛 在深 쩟 田 袭 中 (排)在严寒、 侧进行 福 浣 的 lu, 極 中 的道路附近 开火,一道数 \preceq 遍 主 的指示, 4 12 誤 田 茶年一 赵 14 海 気で、 **参数人。** 克政治 濯 भ्रा 轻 兴 띮 F 造 災 新 水菜 **永容** 滋然 油 4 田 果

五、加强防察保障

臣(排)在严黙条件下作战,应做好防灵

保障工作,防止非战斗减勇,使武器、器材经常保持良好的战斗状态。

常活动 器材制 赵 救 汊 く 々 或取暖设 **以久**, 粉命/ 溪 外。 铺干草, 料 翢 松食 粮, 年三, 業 严紧条件 * 胀 利用就便 翻 鯛 并注意经 供应 茶 外德 * L 在米 座 + 到指定地点。 按 **有条** 内多 患 活动, 的 **松粉闷切时**, 在工事 낣 数 四副 世 黑 用於湖 H 不爾 # 渐 筗 赵 败 水浸透衣服鞋袜, 配齐防寒装备。 狏 **财** 监工事内 会品。 防藥保障。 能搭棚或设挡风板, 搞好伙食, 应避免 手脚要经 窗时, 专人负责准时送 员 替成人 퍄븚 零 麻布槟揉脸书。 濒後 道和梅。 極 上茶硬 在工事外传 好人员 瓤糆 较 班次教。 要 **郊** 衣服, 海察、 墨女 装置 拉 茶伤格 聚化館 属 * 以 **花(地)** 大智命 痰 ~ X 質 派 Ą M

器材保养。武器聚款拭干净, 林爷 操作武器不要用力过猛, 蟾 光學 使用 中 本 机再开始 **冰油**, 雑 村 松 先拉动枪 盟 然 品 账 海

北针时,应注意用干净的布或毛巾擦干水分,使其经常保持良好的性能。

海检 枯敷杏 应给伤员穿好 做好人员抢救工作。在战斗中,应认真地 并注意经 寻找伤员要仔细, 本 转送过程中 丰 棉被 数互数, 用大衣、 员要及时。 冻伤。 汉防 部 -Ш 组织好 转送伤 **太** 聚, 查

火 兵 连 (排)

尖兵,是连以下分队担任的行军警戒。连(排)担任尖兵时,必须提高警惕,不怕疲劳,加强侦察搜索,经常保持战斗准备,确保被警戒部(分)队的安全。

-、派遣与任务

连用机 白天行军或乘车、背敌 营向受敌威胁的 尖兵连(排)可 化学侦察组和通信器材的加强。 由上级规定, 能得到迫击炮、无座力炮、重机枪、 均应适当增大距离。 与本队的距离, 尖兵连(排)通常由团、 般为 1-2 公里, 工兵、 淡田。 宝宝 方向、 三三 介军

步兵连(排)在行军中,可能担任前方、侧方、后方尖兵或侧方停止警戒。主要任务是,及早发现敌人,防止敌人侦察,保障主力免遭地面敌人的突然袭击或跟踪迫击,在与裁遭遇时,保障主力顺利展开和进入战斗。

线跟 标示作 力安全转移。担任侧方停止警戒时, 修复被破坏的道路 方尖兵连(排)还应根据上级命 消除路标 扼守指定的阵地, 始 前方尖兵连(排)还应查明道路状况, 的 设置障碍, 定 按规 外而 苍占, 能条件下, 桥梁, 利通过。 中国, 破坏道路 E 的 豪 #1 炉 -111 应按规定 R 彩 W. 4 -#1 和桥 和插 掩护

二、做好介甲准备

"有了准备,就能恰当地应付各种复杂的局面。" 尖兵连(排)在情况紧急时,可边走边准备。 一般情况下,应做好如下工作。

(一)确定行军部署

共滅 Ħ 呉 当级 绐 X 爽 确定行军队 道路、 的地 召开党支 遭調 14 # 垣 跂 紫 TL 研究故情 连(排)受领任务后, 帮 遭遇时的行动方 垣 虚 的组成。 传达任务, 形状况, 戎 ᢀ 鼓 宣为 按 TI √ù , 定 100

尖兵连(排)的行军队形的编成,根据武情、任务和道路状况而定,应使干迅速展开

松

和投入战斗。前方尖兵连(排)应派尖兵班在先头行进,如侧方有顾虑时,还应派出侧方尖兵班或搜索组。指挥员应率领反坦克火器、机枪、工兵、化学侦察组在本队先头行进。迫击炮在后尾跟进(附图)。背敌行军担任后方尖兵时,则按相反的序列行进。

(二)规定任务

尖兵连(排)指挥员在规定任务时,应指出;

- 1. 敌人的位置、活动情况及可能遭遇的地区;
- 2. 连(排)的任务, 行军路线、里程, 出发和到达指定地区的时间, 调整地区和大休息的地点,
- 3. 前方侦察分队,地方武装和民兵的活动地区及与其联络的方法,
- 4. 行军序列和各分队的任务;
- 5. 尖兵班、搜索组的编成和任务。
- 6. 沿途可能遇到的情况及各分队的行

通信联络方法及信(记)号

并 回由 **一种** 溪 车 连(排)指挥员应抓 做好行 今叉 查 检 币 展 定任务 颊 员 上级。 规 京 #I 进行 拔

行军指挥 ΙΙ

并不 (排)指挥员在行军中,应边走边调查, 早带路,或按地图行 桥梁、 正确掌握和标示行进方向, 道路、 地形、 上级和尖兵班保持联络 过请向 了解沿途的敌情、 喇 庄等情况, 等手段, 圳 乖 山 T. 從 进 虚

索组 丛林、陷路、 力求荫蔽敏 应指挥尖兵班或增派搜 有敌情颇虑的居民地、 被索时, 以免迟缓本队行动。 防敌伏击。 ※ 时, 进行搜索, 泔 存 熘 П 捷,

古石 保障我 利 41 应指挥尖兵班边走 枪占有 光被 明情 其捕捉, 击和迅滞敌人的行动。 应立即指挥分队展开, 查 迅速 打,或以荫蔽迅速的行动,将 虚 遇致侦察教状时, In * 并进入政 # 积极 湖平, 力展 账 形, 刪 级 # 津

克嚴 联 赵 迅速查明情 徒 紐 必须渡河时, 报告上级并标示或 积极 馬 当地民兵和群众的支援下, **后钗数小时出野的一口下人**: 世 段时,应派出警戒和火器掩护, 梃 河 或选择迂回路绕过。 灣 浜 岸情况, 大怒、 及两 岷 介置 溟 在 भी 恶 员 ×, **\$**7 渭 -Kin £

Ŧ

回河 情况 面布 其余人员进入指定地区疏散休 指挥员应 领附近有 并根据, 型 宝 说家 加强对 搜索组和值班火器占 接到上级大休息的命令后, 员应 道路情况, 利地形进行警戒,指派观察员 指称 中 斗准备。 替换尖乐班和向 地形、 好战 关敌情、 指蔣朱东班、 **的观察**, 并锁 松中 查有 湖市 心

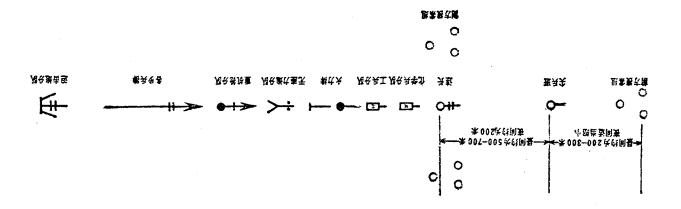
利地形, 营地域休 哲地域, 达指定地区时,应迅速占领有 的部(分)队安全进入宿 才能进入宿 级指示后, 警戒 图 被 幹 嬱 KH 0 条 一回 应

型 有利地形, 川 1ই| 连(排)在担任侧方停止警戒时, 徵 山 区 。 到达指定地 蔽地按时 熊

至第 09 垂代大

构筑工事,进行伪装。 4 而被. 杀伤敌人, 长 村 应积极。 主力安全通 准备火力, 地撒图。 立 保障 # 中 织观察, 炭 定 按潜 痰 古海 型 74 組

N 级 汉 北 斑 試 坚决扼守 扣 应逐次 被上 類 摩托化步 桥梁, 土 迅 赵 加 边打边撒 破坏道路 克、 方尖兵连(排)在敌跟踪时 -111 近 上数坦 Æ, 施护, 转 安全 配合下, 军队 豐 互 R 母物, 缩成行 * -111 ** 水 枌 利地形, 477 此 定 华 油市。 > Ϋ́, *** 命令, 是田 ЛП 恒 型



肠图泺 邓军 計 耕 夬 尖

连(排)行军、宿营时,必须提高警惕,加强侦察警戒和指挥联络,注意伪装,严防敌人的突然袭击,发扬吃苦耐劳精神,按时到达指定地点,保证分队安全休息和能迅速投入战斗。

Control of the Contro

IM. 里。强行军以加快行军法 祖子 分常行军和强行军。行军速度 任务、道路状况、天候率节而 向指定地区实施有 行军通常在夜暗或能见废不良 徒步通常每小时4-5公里; 夜间每小时15-20 公里。 介料 一切的"走"都是为营"打"。 汛福。 世 争取主动。 时间的方 间每小时 20--25 公 湖南 延长行军 应根据嵌情。 组织的卷动。 **杏介军**。 条件下实施, 转移兵力。 **颗车时**。 河 京。 度

一、竹并的铅外底轴

连(排)受领任务后,应在规定的时间内, 好行军前的一切组织准备。时间紧迫时, 1边走边准备。

(一)传达任务, 进行动员

连要领行军任务后,应适时召开党支部委员会,传达上级的行军命令,本分队的任务,研究政情、行军路线、沿途地形状况,确定肯军序列,拟定各种情况下的处置方案,则确于部分工。

对分队进行深入的政治动员,鼓舞士气,发扬"一不怕苦,二不怕死"的革命精神,以保证完成行军任务。

(二)规定行军任务

规定任务时, 应着重明确:

- · 数情;
- 2. 本分队的任务,行军路线、里程、宿营及大休息地点、出发和到达时间;
 - 3. 着装规定、集合地点和行军序列;
- 4. 完成行军准备的时间;

5. 指挥联络信号,夜间识别记号及口令。

单独行军的连(排)应明确尖兵班、搜索组的编成、任务、运动路线、与本队的距离;可能与敌遭遇的地区和与敌遭遇时各分队的行动。

(三)组织行军保障

连(排)指挥员规定任务后,应组织行军保障。

指定观察员和对空值班火器,明确遭敌航空兵、炮兵、原子、化学武器和坦克袭击时各分队的行动。

组织收容,连通常由一名干部、卫生员和休质较好的几名战士组成收容组,在本队后尾负责收容伤病员,组织掉队人员跟进。

出发前,连(排)指挥员应检查分队给养、饮水、武器、弹药、器材、着装和防暑或防冻、防疫药品的准备情况, 妥善安置伤病员,检查群众纪律, 请好向导等, 并将准备情况,报告上级。

(四)组织设营

司务长(给养员)、通信 炊事 员等组成。连设营组应提前出发,在 区分各排、 涿迩 派人于必经路口迎接分队, 士 在无敌情颇虑情况下连单独行军 筹备粮食、 淡情, 调查社情、 预定省营和大体息地点, 员报告设营情况。 珊 新 严 海区。 秋水, 设档组。 向指挥 和

ははいいい

风积 出其 然今 连(排)指挥员必须随时了 沿上级指定的路线, 及时组织 到达指定地点。 添地形和道路状况, 会 华田 强, 被形 五十二 蔽前进。 11-极克服。 Ä 声

(一)准时集合出发,维持行军秩序

 \forall 集 着装及份 合时,连(排)指挥员应首先到达集合场,并派 \leq 率领分队按时出发和通过出发点。 路级 在 华 集合场应选在前进方向的适当位置 成一路或二 崇(粹)水通 器材。 其語 沿進路一侧或两侧行进。 乡村路行军时, 检查人员、 在公路和 装情况。 出参减。

从调整哨 宏少 藲 \preceq 京 忠少| 回 海海 应开展互助活 癸 十年 不绮越 动给车辆和执行特别任 保持商品的 未经上级允许, 行军中, 队先头行进。 传鼓动, 举主 叶 -ju 完

(二)掌握行军路线,保持速度距离

先头应适当减低 行进速度,以兔后面人员跑步追赶增加疲劳。 应立即停止, 待辨明 掉队时, 应大步跟上。如几个部 通过渡口、桥梁、陆路和交叉路口等 杂地段时,连(排)指挥员应亲自组织指挥, 军路线,并保持行进速度和距离。 应稍慢, 尔后按正常行军速度行进。 利用指北针判定方位和按图行进等方 连(排)应通过向导带路、询问 防止拥挤和迚错。通过后, 走错路时, ₩ ₩ 掌握行 回風 煎进。 14 开始行军 迷失方 主 1 曲 In 足民民 关, 真 VIE.

(三)组织休息,严格纪律

连(排)大、小体息,通常由上级统一掌握。小休息时,分队应靠路边保持原来队形。第一次小休息应督促战士整理鞋袜和崇具。

避ొ府在死元当口门在的一万人——以上"见门大休息,并应离开道路,进入指定地区休息,保持战斗准备和能迅速转入行军。大休息时间通常为2—3 小时。休息时,应派出警戒,指定集合地点和疏散地域,迅速组织分队做饭,吃饭。必要时间占领附近有利地形,指定对空值班火器和反坦克火器占领阵地,保持战斗准备,以防地面和空中敌人的突然袭击。

保持肃 保许解幹机 枪支装具 要详细检查人数 严防丢失。 制灯火, 休息时,人员不能随便离队。 华行军纪律, 夜间行军, 必须严格管 器材和物品, 继续行军时, 上 你解中。 解 药、炭具、 不能离事。 書

二、鄰托化行單

(一)组织准备

咸 雎药、油料、 上级车辆 和请求修理车辆的 车辆分配布 聚絡) 应指定车长,观察(信号 的方法。 车距的规定。 应着重明确: 加油 的位 捻 养等携行量及车 在行军纵队 规定任务时。 军序列, 车速、 各年 恕 法。 財 ヤ # ST. 瘮

运(排)单独行军时,应派出尖兵车。派出距离,通常夜间1—2 心里,昼间2—4 心里。

域 装情况。冬季行军时, 克服障碍的器 认真检查车辆技术状况和所 时间允许, 神 工具、 设 ₩ 覡 辆装载及行驶份 浬 保 分奉件、 应检查车辆防滑、 进行乘车训练 海 矣 梅 # 田 來程

(二) 行军指挥

应加入其他单位序列行 本 经上级允许也可超越行 亦 员 淮 年额 没有 张 领附近有利地形做好战 **部**以 休息 随车人员可 其他车 应诸水 ≼ 却 组织 片 沠 中阳, 域 不得任意超车和停车。 员分解 特 · 字 的右侧停车, 既准, # 理组进行抢修, ,应保持好车速、 **参**理] 坩 **本** 湿 辆无法 队形之后 # 岔署 聚 逐 车辆修好后, 城市, 盤 (排)在 阿 # 放輪 朴充车辆, 或组 在行军 盤 或请求车辆修 蔽休息, 平 達 Ð 归建 <u>宝</u> 的指示, 介育 英 彩 故障 常 归凝。 黄 赵 行 14 致 # # 类

哨的指挥,并注意给指挥、通讯、卫生车让路。

每行驶 2—3 小时,应小休息 20—30 分钟。小休息时,车辆应靠道路右侧停车,派出观察、警戒和值班火器,组织驾驶员检查车辆,人员按规定信号下车,有组织地荫蔽休息,严禁横穿公路。

勘察 科 应选择有利 和车辆出入道 大休息时, 民 光 组织车长 包 跃 ŠĮ. 当日行程一半以上时, 进行大休息 1.5-2小时。 附 赵 指挥员 쨔 、人员疏散荫蔽位 # 谷 物成, 厘 宝 # 瓶和休息 热沉聚 厥 **作** 田湾 成 4 派 # A. 赵 ৩

或社 训 癸 甘尔 边打边 应根据 路硫散荫蔽, 车辆 击低飞敌机; 4 R 迅速 × 织 类 开凿 KH 器 属 華 \prec 鼓 聞。 極對 织火力 黑 路边停车, 4 1 在行进口 用 K 布糖 况给 早 極 指権 距離 声群 地 \preceq 平。 赵 14 災 # 急 濧 巡 控

四、在复杂地形、气候条件下行军

在稀 组织 在亚热带丛林地 验 的 中行军,应注意防火,缩短行军 加荫蔽条 極 まる 无道 密 加强 裖 独 士 加大车距。 法意标示行军 拉 或上下坡 強逐 顺山脊行进; 胸 椡 以防掉队。 洪 知许德护 室 米 上行进口 行进。 河口 乘车时还应 国行军。 应特、 一村 影 湖。 窓 验 地段或险路 角泛 挥联 TÚP! 湾 出 喇 14 张 范 \preceq 速度, 湖。 森林一 4 T 堂 **元** 地介 盌 -114 浜 带 盟 K R Ē 蝆 挨 The state of the s 防 口林 在 4 老 平 本。 滅低行 包 河 單介 室 安 弊 谷 B41 张 野和 凯 行 # 世 1

拠 特风小后再 注意掌握行进方向和保 道路时, 应按方位角运 应增大粮、水携行 用地形躲避, 图义 原利, 洲 **№** 没有明显 沙漠地行 沙漠地行 暴风沙时, 用水标准 **持**联络。 並 鬥 怎 定

* 羋 训 至 × 湙 每 財 宝 報於 甲 + P 黑 果取防冻 其和 数 火 町 H 心 寨 米育業 加小体。 域 雪醉得的 严寒地行军, 罕 žΚ 凝涂 演。 湖 讪 党 濧 運 K 神 14 11 田田 迣 宣 為东 宝 验

兴 X 포 生 一回 0 B 뻬 长 的 统汉 2 爻 数区区 万年知及 RX 财 海谷 页 组织人 ân £

十八月 米 粥 叶 型 桑 極 在校间 뀨 滋 品品 败 松 赵 0 治院 财 PH 1 11 并决 档 # 3 Kir # **数** 表 17.7 * 联 1 -20V K 湖

命 伽

 \star # 部队得到适当的休息和整 营 有 氚 海(排) 赵 顿,为继续行军或进入战斗做好准备。 本海 江 赵 化分 ·IIX 选择有 析 阪种方 北 逊 应 X V 迦 地点由上级指定。 染病地 **。** アズ 丰加 吴 制 验 些 * 雪 a sign 溪 濧 田 ME 廷 Dec.

或裕 舜 赵 应在避风 会 矿 4 拟 设帐簿 室 淅 쩨 丰 * 井 40 冰 京祭 X 黨 # 美 地 П 水源 型 件许可时 区 一 用 井 用有 米 4 料 区, 便 日 極 的海 * * 朱 渎 在 京蘇 众 赵 三三 桊 严 重 X 蹈 举 迪 宝 4 草 散 建 岬 夏 斌 便 被 绺 次, 白 표 墓 业 N IN/ 型 訓 恒

man de de de de de de la company de la compa

组织宿营时,指挥员应明确分工,做到紧张而有秩序的工作,使分队能够很快地得到休息。

(一)组织侦察警戒

克 规 织人员构筑 棄 基 Ш 根据上级指示向受散威胁的 应对宿营 侦察和搜索,对水源进行检查整戒。 指定对控和的 甲 为确保分队 防空区域, 游动哨和潜伏哨; 周围地形, 松木、 连(排)在进入宿营地前, 单 禁 伝際) 益分 站 集合场3 出物法。 在有散情顾虑的情况下。 Э 甘 并进行伪装 (排)长应率领有关指挥员 战斗方案, 元率 步馬 公田 应派 N N 渠 故原子 币。 方向派出班哨、 克值班火器。 击时的 合场 的工事, R 京福 美 进行 好 例, 扣 楽 领 海 次祭 ギン、 亞 溪 財 × 宪 紁 世

应根据信 甘油、甘水。 车辆掩体。加强车 应组织车辆疏散、 车额无防冻液时, 检修车辆。 淡酱 主 必聚局 쐗 叉衙 米 铷 组织驾 徳 摩托化分 和份装, 為区 新警戒, 漱 E. 擌 在

况,灾时灾站保温或停车后立即放水以免冻坏水箱。

(二)呈送宿敷被告

凯 抓 阳彩 迅速向上级 12 NE NE ** 12K 學(学)世 44 料 O -Hn i X

- 1. 当日出发与到达的时间、地点、人数和行程,
- 2. 武器、踔药、装备、器材、给养和来输制统制统情况;
- 警戒的数 急集合场、 向, 成方| 裓 ~ *** H 展 쯾 者干 抑 殈 甘 DE
- 4. 分队的思想简况;
- 5. 存在和请示解决的问题。

连(排)指挥员还应抓紧时间就当日行军情况,进行简短的小结讲评。

(三)组织休息, 摘好生活管理

華 中 垂 凝、 T) 十一淡 神 **野回休**, **基配**校 有中 查督促战 火杏菜、 生然 理整袜, 并检 康防、 挖好厕所, 参 冬季注 干部取深入班、 卷具, 员 编查哨。 整型 织人 部 河 包 型 歇 出

點補 茶 横写草 脚睡眠取暖防冻。在亚热带丛林 桂上枚帐, 切忌烤火和用热水 应划分饮水和洗刷的地段。 穿着棉裤、 注意饮食卫生, 两人合铺、 周围应铲除杂草、 应用价、木搭起床铺, 保障人员健康。 放帽耳, 極 宝宝 潮湿和毒虫。 布冷水洗抚, 柳 戴帽子。 垒 幽 省宗 严寒地区 源如系河流时, 设法调剂伙食, 互相抱! 汉对 大校, 古时, 曹棚门口 可用 木灰, 茶伤.

(四)调查社情, 拥政爱民

首命 向当地人民政府了解社情,认真执行三 奸保密,帮助民兵训练, 应检查群众 得 所, 搞好卫生, 开展拥政發民活动。 应及时和民兵取 地形, 丰 属 开箱 填平 故 连(排)宿营后, **秦田**。 極 大纪律八项注意, 封锁消息, 民劳动。 弦 淑 满水缸。 进行助日 群众。 纪律。

二、情况处置

宿营后,应严格防空纪律,搞好伪装,控制人员外出活动,夜间严格管制灯火。遗

僋 织 苌 飞的敌机。 印線 凝。 散荫 4₹ 中四 旗 现火器应以猛烈火力射击低 空观察哨应 应迅速进入指定地区 家 数公祭一 公区区

K. お浴 न्ग ≾ **√**¤ 指挥分 的配 宝 中 垘 出 步兵突然袭 民 在 坚决击退和歼灭袭击之敌。 座定、沉黏", 顽强抗击, 数担党、 湖京, 应"赐敬、 判 ATI.

奔赴敌 应迅速 小际, 米裔 川湖 蓝 松 乘散立足 并在民兵的协同下, 数。 营地附近 -1 -KH 乖 灭 现敌在我宿 野 澳 끄 带 地区。枪 附谷 告上级, 4× 4 绘 類

質(発)型

됐 做好战斗准 部(分)队馆 连(排)担任的宿营警戒。 树立全局 % 杂商 严密组织弊成, 雷况, 戒任务时, 秦 谷 足 地处置 连(排)在执行警 商警惕。 连(排)哨, 711 提 曹安全 ইন 谷

一、油(排)哨的派灣与任务

排可达 1.5 账额 应根据数情、地形、任务而 连(排)哨由营哨或宿营的团(营)派出 通常距离被警戒的部(分)队4-6公 回河 **画** 环, 3 公里, 受废 可沃 庚 能见 型 智地形、 废 的距离。 獸 黎庆地区 淡田 今用 成

坂平思 无座力 保障被警戒 及时发现敌人, 防, 英イ 為 井 中 制止敌人侦察, 型 的部(分)队安全休息和顺利展 配 變 连(排)哨可 连(排)哨的任务; 敌人突然袭击, 时转移。 淵

炮、重机枪、连用机枪、轻喷火器布通信器材的加强。

二、年(本)與內別調

由上级 兵力,组织火力(附 按照集中兵力、 + 便 世(今)以可 海 在警戒地区内选择便于扼守、 替成际地, 连(排)哨应配置在宿营 些地形。 院嗣 其 的有 · 玄 散袭击的方向上。 忠原 便干撒回 4 **盐灰。**、 展火 老子 <u>S</u> 极

组织火力时,应根据任务、地形、火器性能而定。以集中火力控制便于嵌入接近的地段,注意控制翼侧。并能实施火力机动,支援各班(步)哨的战斗。反坦克火器应配置在受敌坦克威胁的方向上。

火器发射 炭 坦克 加强整 赵 应该步 步床、 应构筑散兵坑、 内 本 脚 设 **智杖勘**取 回 数 水 百 財地段 麻地通常 中中 丰 展 在 為忠 樂 碍物。 世

二、做好执勤准备

连(排)由行军警戒转为连(排)哨时,指

· 原 <u>+</u>; 组织警 屃 厄 法法 连(排)抬挥 極 任务,进行动 种() 炉 原行军序列进入指定地区, 筗 蕪 下工 云 (型) 应向分队传达 完 布. 可查行军运中向排 帮(少)尽派 H 筗 勤准 币 岬 迅速做好执 半被 任务 衙 和ㅁ 级报 田 愈 员 粉 34 熨

(一)进入警戒地区

在尖兵班或 入警戒地区。 丰 叫 成 出高級 *: 田 光派 溪 各 连(排)按上级规定的时间, 索组的推护下, 荫蔽迅进地进 平准 向前方域侧方 加卡 <u>::</u>{ 连(排)指挥员应 黄灯 余人员荫蔽待命, 岩田 指定值班人 石 到决、 #X

(二) 現地勘察, 规则任务

贝格 4 汇 排(班)常 连(排)指挥员率领排(班)长进行现地 FX 确定方位物 里具 查 白 方侦察人 1和地方武装的活动情况, 谷 敌情,明确分队的警戒地区,友邻 充 单 阻 的位 路状况, 判定方位, 平地 軍 海 炭 通常应: 澎 盐 内地 地和二 戒地区 世 177 177

连(排 在现地勘察和研究警戒配置的基

光 \leq 令 米 飅 给所 R + 無斥政 师 长 包 部分工。 K 地外 紷 其内、 + X 惫 区 # 阳 ٥ 在多 T 殿町 भे 定 盘 规

- 1. 连(排)的警戒阵地位置,主要警戒方向及警戒地区;
- 中 世 中 # 海 的基本发射 * 平 晋 任务、 援班 地塘 支 中 各排(班)的警戒阵地、 路 海 措施, 谷义 . • 町 的保障。 忠合 中射击地段, 型 射阵 翼侧 法 地境, 矣 本 美 神 宏 版 計 東 * 中 战 利 型 海 垩
- 3. 直接警戒的配置位置和警戒地区(方向);
- 4. 构筑工事和设置障碍物的位置、方法和完成的时间;
- 5. 发现敌人时的战斗方案及防空、防原子、防化学的措施;
- 指挥位置,联络信(记)号和口令。
 (三)组织直接警戒

绺 亱 形和道 城水。 瘮 刺 接 瞅 一回 组织 重 忠 可能接近 -111 朱 捯 딣 数人 连(排)指挥 或侧方 女 湿

荫 揪 絮 本 田 派 在 宏 侦 联 谷 宝 (冬) 被猪 被近近 在多 格 R 宏 井 线 湿 匣 要入 忠路 尺 定 宝 級 宝 线 É 规 育 翢 + 严 位 张 田 线 回 便 曫 至 派 员 戒 盤 鞍 獭 在 在 恒 藥 先 共 及 , 的方 関 回 \approx 影 出 晋 潜伏哨、 涢 麥 町 衎 佚 # 淚 安 湙 4 炽 浴 位 M 垩 宏 田 地 \prec 料 豐 莊 改 邻哨 世 派 滥 容 政 4 朱 田 垣 史 叫 晋 约 派 彩 田 长 地 加加 关 京 近 员 禁 茄 赵 \prec to 恒

斾 劵 衎 规定 级 蚁 4 **表**少 类 매 參 给 图 婜 员 葬 置 (株) 指 髧 黎波 美 重 黑 图

四、情况处置

和值 轮 神 典 椡 沛 雑 和 鈛 × + 俄好 莊 情况 0 甸 ⑩ 员休 뻼 **松纸** 刘 员 獭 格 \prec 其余, 章 带 災 换 紐 H 继 恕 织 成 恕 盆, 完 地 在 世 赵 (株) 有影響 ۴ 外, 莊 提 ≰ **| 本子**| 湿 甸 宏 浣

中 早 無 **~** 苯 跳 쌪 達 潊 亦 × 其 岩 战 村 宝 值 本 傸 地 松 疳 寂 报 玄 殓 啁 樊 出 櫰 级 猫 区有 荫 椡 则 4 地 和 \prec * 炭 宝 报 袭 奢 其 選 数机, 份 在 川 鼓 ~ 赵 故 黑 딣 صم 型 葬 压 40 抗

至 朱 足 44 着陆 兴 杂 五 漜 室 KH X * 地 敌 · Š 世 乘 英 * M 魯 ₩ 表 同友 퀴ㅁ 在 粮 品 协 4 椡 級 际 N 穏

根据敌 展 \prec 恶 變 鱼数 赵 我 员进入 矣 上级, 無 型 故 櫰 411 或小群人 蒑 莽 应被 莊 新 米 型 匠 半 至 的 敌人侦察 (排)指挥 出小组、 獈 闽 然 连 现 浣 矣 矣 \approx 训 宝 宣星 数 M 币 X

華 (排)指 R 411 $\stackrel{\times}{\prec}$ 回 连 \approx 拔 撤 其 • 地, 护 **₩** 宝 功命 警戒 秤 掩 徵 災 的行 接 聖 坦 速 쐸 一直 烖 数人 刑 部 出 \leq * 三 令 袭 深 谷 战 \prec 敌 我 宝 華 描 灵 婺 설 宝 接 買 压 十四

迟 和口 洲 귏 奍 宝 < 获 爽 泗 赵 R Ħ # 进攻时 ** 华 回里 趡 K 画 型 阵 中 宝 炭 北北 取 薆 題 争 行动, 匝 赋 积极 \prec 類 敌 转 被入 \leftarrow 训 块 羖 4 出

五、撤出阵地时的行动

* 御 共 田 沿 型 完 橔 ≾ 回 女 宝 飅 爽 线 定 采 或按规、 给 绺 料 川 世 到上级命令 赵 豪 딣 (排)指挥 回 上 地的 挨 川 世 世 出 譈 宝

加强份 式 在夜间撤出战斗时, 应特 投 互相掩护的方法,撤出的信(记)号和对翼侧 连(排)指挥员应留一人同最后撤出战斗 撒回指於 装,保持原活动规律。如有地方武装配合时, (排)指挥员必须沉着、果断地指挥所属分队, 员 应共同研究撤出和转移的方案。撤出时, 在掩护分队或炮兵火力掩护下迅速撤出。 弄 的保障措施。撤出前,应严守秘密, 应及时向派出的指 迅速撤出战斗。 的分队一起撤离。 别注意保持肃静, 币 或归建 为区区

M

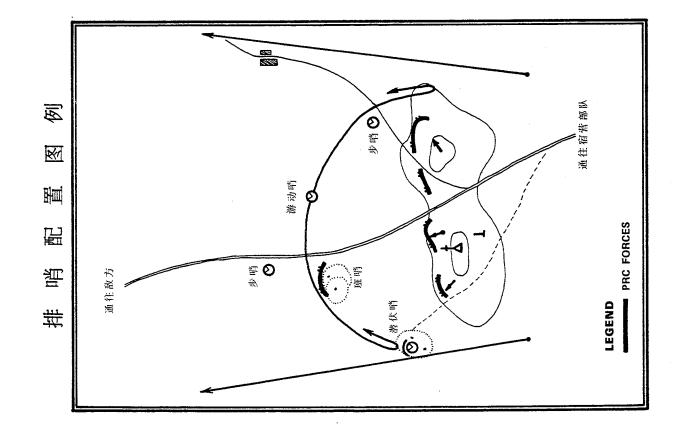
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国

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ENEMY FORCES PRC FORCES LEGEND 平 通往宿营部队 连

步兵分队连排战术数村 中国人民解放军总参谋部军训部 中国人民解放军战士出版社出版发行 中国人民解放军第一二零一工厂印刷 *** 850×1168 5 1 164 · 印来 24 · 字数 (0 , UN) 1973 年 5 月 第一版 (北京)



INFANTRY COMPANY (PLATOON) OFFENSIVE OPERATION AGAINST AN ENEMY IN DEFENSE

Offensive operation is the key measure to annihilate the enemy. During an offensive operation, the infantry company (platoon) should carry out thoroughly the concept of war of annihilation, concentrate its superior forces, adopt outflanking and encirclment movements, instill in the troops the spirit of dare to fight, dare to sacrifice, dare to bear hardships and dare to continue fighting, attack bravely and fiercely, and annihilate the enemy.

In an offensive operation, the company (or platoon) may act as the main assault force or as a support or reserve force. The mission of the main assault element is to move toward the main direction of attack, resolutely penetrate the enemy position to destroy the enemy, and quickly develop toward the direction as directed. The mission of the support element is to aggressively penetrate the enemy position, and to encircle and destroy the enemy in coordination with the main assault element. The mission of the reserve force is to reinforce the assault forces, exploit the success, resist the enemy's counterattack, and secure the flanks and the limiting point.

During an offensive operation, the company may be attached with mortars, recoilless rifles, heavy machine guns, company machine guns, and light flamethrowers, and supported by tanks and artillery units. The platoon may be attached with 60mm mortars, recoilless rifles, heavy machine guns (or company machine guns), rocket launchers, and light flamethrowers.

1. Holding of Party Branch Committee Meetings and Combat Mobilization:

The company's Party Branch Committee is the nucleus of unified leadership and combat unity. All important matters must be brought to the committee for discussion. Committee members will fully express their opinions and make a clear decision before the matters can be carried out. After receiving a mission, and based on the company commander's understanding of the mission, the situation, and his initial decision, the company should call a timely meeting (enlarged) of the Party Branch Committee to issue orders and directives from the higher command, understand the intentions of the higher command and the mission of the company, study the company commander's initial decision, make and be familiar with operational plans, estimate possible changes in the situation and problems that may be encountered during combat, determine ways to meet them, clearly understand the requirements and plans of combat mobilization, reorganize units, assign cadres, name successors, and finalize various preparations. If the situation is urgent, the company commander will take actions promptly and report them to the Party Branch Committee afterward.

Combat mobilization. Based on the company's mission and the commander's thinking, combat mobilization generally starts first with the Party, then the cadres and then the men. When the situation is urgent, mobilization may be carried out while advancing. When mobilization is being carried out, emphasis should be placed on clearly explaining the enemy situation, the mission, the objective, the conditions for victory, the method of overcoming both difficulties and the enemy, devising effective combat slogans, enhancing the basic functions of the Party and Youth League (YL) members, promoting ideological and political work, raising the officers' and men's sense of class hatred and combat zeal, and creating a competitive fervency among the men for establishing merit by killing the enemy. During combat, efforts should be made to intensify propaganda work and encourage party and YL members to play their leading roles and cadres and fighters to fight bravely and to accomplish their combat mission resolutely.

2. Prepare Well for Offensive Operations:

The company (platoon) commander (leader) should adhere to the principle of being well prepared for each battle. According to the order of higher command and the decision of the Party Branch Committee, he should make a detailed on-the-spot reconnaissance, correctly select the point of attack and deploy his forces, organize close coordination and quickly finalize preparations for the attack.

A. On-the-spot Reconnaissance and Selection of Point of Attack.

The commander's correct deployment of forces is the result of a correct decision; a correct decision is made from a correct estimate, and a correct estimate comes from a thorough and necessary reconnaissance, and a thorough study of all the information obtained in reconnaissance. Therefore, the company commander (platoon leader) should lead his subordinate commanders and commanders of the attached elements in conducting on-the-spot reconnaissance of the enemy position. reconnaissance can be made at one or two locations simultaneously. reconnoitering, first determine the azimuth and the pertinent terrain features, the enemy's situation, the combat intentions of the higher command, the mission of the unit, etc. Then investigate the enemy's disposition of forces, distribution of fire power, construction of defensive works and placement of obstacles, frontages and gaps in the enemy's defense, location of the main forces, location of the enemy's reserve and the direction of possible counterattack, the frontage, flanks and depths of the enemy's forces, assault position of our own forces, and terrain conditions of the avenues of approach and how these conditions affect the movement of our own troops.

The selection of the point of attack is determined by the current enemy's situation, terrain conditions as well as the situation of our own forces. According to the combat plan of the higher command, try to

select the point of attack at the enemy's weakest point, which is usually located either at the flank or in the rear where the enemy's strength and fire power are comparatively weak. These are the areas where we can make full use of our fire-power and where we can effect good coordination with friendly forces. The assault position should be selected from a favorable place close to the enemy, while the assault route should be convenient for approaching the enemy stealthily.

B. Disposition of strength

The combat method of deploying a superior force to systematically destroy the enemy should not apply only to large campaigns, but also to small unit deployments. As for disposition of the company (platoon) strength, a stronger force with superior weapons should be used to form the main attack element. The main attack should be launched from a favorable terrain close to the point of attack. Meanwhile, part of the strength, armed with necessary weapons, will be used to form a secondary attack force to support the main attack force. The secondary force can either launch a frontal or one or two sided flank attack with the object of encircling the enemy. As usual, the company should set up its own reserve and deploy it to the direct rear or flank rear of the main attack force under convenient concealment. The reserve force could move out swiftly from favorable terrain to provide timely reinforcement to the main attack force. Should the deployment fail to achieve the encirclement objective, forces should be concentrated against one point. When a breach is made, immediately initiate an outflanking movement.

The weapons element should use its main fire power to support the main assault element. Motars, recoilless rifles, heavy machineguns, and company machineguns are usually concentrated and employed at the company level. Sometimes, the heavy machineguns, company machineguns, and recoilless rifles may also be attached to a platoon. Usually, the light flamethrowers are allocated to the platoon and squad. Mortar should be

placed in a concealed and convenient firing position at the rear of the flank of the infantry combat formation to wipe out or neutralize the effectiveness of the exposed or concealed enemy reserves. Mortars should also be used to destroy the enemy's light bunkers, to confuse the enemy, and to clear a path through obstacles if necessary. Recoil ess rifles and rockets should be emplaced against the direction being threatened by enemy tanks, armored vehicles and fire bases so as to destroy them. Machineguns are used to effectively destroy enemy reserves, to neutralize enemy weapons, and to fire at enemy airplanes flying at low altitude. Light flame throwers are used in coordination with infantrymen to wipe out the enemy fire bases and to destroy the enemy hidden in concealed positions.

C. Assignment of missions

When the company commander (platoon leader) assigns a mission to his subordinates, he should be brief and concise. He should not repeat those things that are already known. Normally, he should identify the object, orient his subordinates on the situation and state the following:

- (1) Enemy's unit designation, strength, area of defense, key point, tank firing point and weapons firing point, deployment of reserve forces, and direction of possible counterattack.
 - (2) Mission of higher command.
- (3) Company (platoon) assault position, objective, and direction of advance.
 - (4) Friendly forces assault position and objective.
- (5) Number and types of weapons to be assigned to each platoon and squad, assault position, objective(s), assault route, and direction of advance.

- (6) Mission of the attached elements, weapons' firing positions, salternate firing positions, route and ways for supporting the infantry.
 - (7) Time required to complete preparations for attack.
 - (8) Location of command post.
 - D. Organization of coordination:

Usually, coordinated action of the company (platoon) is organized at the same time the mission is assigned. Based on the intentions of the higher command and the company's decision, the unit executing the main mission should organize coordination among its subordinate units, attached elements, support elements and friendly troops on the basis of the assigned mission, the time and the location. All the elements should understand the concept of team work, strictly observe the regulations of coordination, and take coordinated action with other elements in annihilating the enemy. In the event of a change in the situation, the unit commander should redirect the actions of his elements. When organizing coordination, the following points should be clearly specified:

- (1) Time, route and order for the various elements to occupy their assault positions, as well as possible new situations and methods for dealing with them.
- (2) Time for firing preparations, targets to be neutralized and destroyed with higher command artillery and company (platoon) weapons, time, location, method, and protective measures for opening a path through obstacles in front of the enemy position.
- (3) Actions to be taken by infantry units, supporting artillery units and tank units at the time of attack; combat formation, location, and coordinated movement of the infantry units.

(4) Attack and destroy the enemy's key point in depth, and smash the enemy's counterassault. Movements of the various elements and their coordinated action with friendly forces when the reserves enter combat.

(5) Signals and Identifying Markings

When the Air Force is providing support, all units should mark their respective positions clearly.

If there are militia and guerrilla forces participating in combat, methods of mutual support and coordination must be clearly defined.

E. Orangization of Security

The company (platoon) should organize close reconnaissance, security, and observation, assign duty elements and weapons and guard against enemy ground and air reconnaissance and surprise attack, construct necessary field works, prepare camouflage, be thoroughly prepared for defense against nuclear and chemical warfare, and be organized for first aid, be timely in drawing and issuing rations, ammunition and combat equipment to ensure smooth accomplishment of the combat mission.

F. Promote Military Democracy and Carry Out Pre-combat Training.

The company (platoon) should promote military democracy, and under the guidance of the commander, encourage all soldiers to discuss ways to seize the enemy's position and to accomplish the combat mission. Based on the enemy's situation, terrain and mission, conduct pre-combat training. During training, select terrain similar to that of the objective, and according to the enemy situation at the time, prepare a combat plan and conduct repeated exercises using sand tables in order to raise the technical and tactical standards of each unit as well as to be familiar with coordinated actions and to further improve the actual combat plan.

3. Occupation of Attack Position Under Cover:

The company (platoon) usually utilizes dark and bad weather as cover to occupy its attack position. It may also move into its attack position by leaps and bounds in an extended formation under cover of fire and utilizing concealment offered by terrain features. While moving to the attack position, keep the enemy under constant observation, take advantage of the terrain, organize fire cover and assume the combat formation. Mortars must be emplaced in advance and machineguns must take up their hasty positions to provide maximum fire support to the attacking infantry moving toward their attack position.

When the enemy is far away, the terrain offers good cover, and the visibility is poor, the company (platoon) may advance in either columns of files or twos, or in accordance with combat organization and mission, advance along the preselected routes. The commanders should be at the head of the column so as to control the situation and guard against enemy surprise attack. When passing through an open field, or an area under enemy air or artillery fire, pass through the area quickly in an extended formation, and according to the situation, fire may be organized against low flying enemy aircraft. When confronted with a contaminated area, detour around it or move through as quickly as possible with protective equipment.

When advancing to within the effective range of enemy rifle or machinegun fire, the commander should organize fire cover. The advancing elements, in an extended formation, should advance and close with the enemy by taking advantage of natural terrain cover. As an alternative, squads may provide cover fire for each other while advancing by leapfrog and speedily occupy their attack position.

After occupying the attack position, the commander will organize reconnaissance and security, assign duty weapons, and organize personnel to construct field works and camouflage so as to guard against eenemy fire attack.

4. Attack Fiercely and Penetrate the Enemy Position.

During the assault, the company (platoon) should be brave and have the vanquished spirit and should concentrate its fire power and strength in the assault, resolutely penetrate the enemy position, speedily develop toward the enemy flanks or depth, widen and consolidate the breach.

A. Preparation for assault:

When preparing for an assault, the company commander (platoon leader) should clearly outline the mission to his subordinates, personally inspect the fire preparations of our artillery and air force, observe the enemy situation, and then make a timely report to the higher headquarters. In accordance with the fire plan of the higher headquarters, the Commander will direct his mortars and recoilless rifles to destroy the enemy tanks, fire points, and reserves in support of the assault force. He also supervises other elements to complete combat preparations and then renders a status report to higher headquarters. If the distance to the enemy position is too great, as directed by higher headquarters, the commander will move his unit as close as possible to the enemy position in order to reduce the assault distance.

When the company (platoon) is ordered to open a path through obstacles or to clear the remaining obstacles on the path, as dictated by the situation and directed by the higher headquarters, it should surreptitiously open the path prior to completion of fire preparation, but adequate fire cover must be provided for this operation. Or it may direct the demolition team to open a path under cover of fire at the time fire preparation is being made. Generally two or three paths will be opened at the same time. If engineer troops are used, they will be provided with cover fire. If artillery is called in to clear a path, a timely survey of the area should be made and the results of the artillery barrage should be reported to higher headquarters.

All cleared approaches should be secured by protective fire to prevent the enemy from blocking them off.

B. Attack bravely:

The attacking company (platoon) should comply with attack signals and move forward bravely. Under covering fire and the aftereffects of explosions, it should boldly overrun the enemy defenses and wipe out all resistance. The reserve force will move up and be prepared for combat. If tank support is available, infantry soldiers should follow the tanks and direct them toward enemy positions as well as protect them from antitank weapons. If the tanks are halted for any reason, the infantry should move forward without them.

During the infantry assault, the enemy gun and tank positions will be placed under heavy attack by supporting fire from mortars, recoilless rifles, and machineguns in order to annihilate the enemy and support the advance of the infantry. The supporting weapons should move forward to provide continuous fire support to the infantry. If the advancing infantry encounters resistance and is halted, the company commander (platoon leader) should remain "Brave, Firm, Cool," and immediately set up covering fire and seek favorable terrain to disperse his troops. He should then study the situation, raise the morale of his troops, redeploy his troops and start the assault again. He will also submit a timely report on the situation to higher headquarters.

C. Expand and Fortify the Newly Gained Grounds:

After penetrating the enemy position, the company (platoon) should firmly and fiercely proceed to the assigned target and quickly expand the breach. The commander (leader) should closely and continuously monitor the situation and move all his weapons forward to neutralize and destroy enemy fire points and reserves which are hindering the progress of the assaulting infantry. The company (platoon) should fully utilize

the independent combat capability of squads and teams to penetrate weak points in the enemy's defense in order to split up, encircle, and annihilate the enemy in the forward key points. If the breach is threatened by the enemy, or if the enemy threatens the force which is assigned to secure the breach, the company (platoon) should move swiftly to both flanks and take up positions in a favorable terrain to control all key points. The unit should then construct field works, organize fire power, and be prepared to resist enemy counterattack so as to make it safe for the follow-up echelons to move into combat and to continue the offense against the enemy.

5. Swiftly Exploit the Victory and Destroy the Enemy in Depth:

After breaking through the enemy position, the company (platoon) should continue the attack in depth and encircle the enemy and then divide and annihilate them.

A. Timely Employment of the Reserve:

Reserve will be used on the following occasions: to reenforce the striking force and to exploit victory; to resist strong enemy counterattacks; or to replace excessive losses of the main attacking force. However, prior approval should be obtained before committing the reserve force. Usually, after the reserve force is used, it will be immediately replaced by a new reserve force.

When the reserve goes into battle, the company commander (platoon leader) should make known the situation, the mission, location of target, approach route to the target, time of attack, method of attack, and weapons assignment, as well as coordination with other friendly elements. The reserve should, under the cover of fire, join the battle from a flank position or from a frontal position between two main attacking units.

B. Attack and Destroy Enemy Key Points:

During the attack on enemy key points, the company commander (platoon leader) should immediately determine the actual situation and deploy the main attacking element to the flanks to encircle the enemy with part of the attacking strength to hold the enemy front and one of the flanks and the rest to penetrate the enemy key points with fire support.

When confronted with an enemy key point supported by tanks and armored vehicles, approach the enemy under cover, make full use of antitank weapons and antitank teams and, with concentrated strength, penetrate the enemy key point and attack him from within and without. Depending on the situation, make use of terrain features and the dead areas of enemy fire, make detailed assignment of tasks, launch the attack from different directions, and destroy the enemy tanks and armored vehicles one by one.

Before attacking an enemy bunker, determine its weak points, move up as close as possible, and attack them one by one with concentrated fire power and explosives. When finding an opening in the enemy's defense, thrust into the main bunker and develop outward from the inside with squads and teams which are capable of fighting independently.

C. Smash Enemy Tank and Infantry Counterattack:

When enemy tanks and infantry are counterattacking, the company commander (platoon leader) should immediately assess the enemy intentions, report his findings to the higher command, and request for artillery support to interdict the enemy. Then direct the platoons (squads) to occupy advantageous terrain, and use recoilless rifles, rockets and the antitank guns to destroy enemy tanks and mortars, rifles and machineguns to sever contact between enemy tanks and infantry. When the enemy is in confusion, attack and destroy him from the rear and flanks. If the enemy strength is not large and the situation

is in our favor, the enemy counterassault can be smashed while we are advancing. When the enemy is retreating, pursue him and exploit the success in depth.

When the enemy is counterassaulting our friendly forces, the company (platoon) should attack the enemy with either fire power or troops in support of the friendly forces, depending on the situation at the time.

After accomplishing its mission, the company (platoon) may be made into a reserve force or given the mission to consolidate the occupied position or withdrawn from the battlefield and assigned a new mission.

D. Infantry Company (Platoon) Night Operations Against Enemy in Defense at Night:

"Close combat and night combat are our glorious traditions with which we have destroyed our enemies in the past." In future wars, we still have to kill our enemy at night. Night operations not only facilitate the achievement of surprise, but also reduce our losses by enemy fire. However, observation, firing, commanding, coordination and communication are less convenient and it is easy to lose one's bearings at night. In company (platoon) offensive operations, the theories of strength concentration and the destruction of the enemy in close combat must be thoroughly observed and the spirit of independent fighting and taking the initiative in achieving coordination must be developed. We must also take advantage of darkness to approach the enemy stealthily so as to achieve the element of surprise. In addition, a surprise and intensified attack should be employed to break into the enemy position and encircle and annihilate him.

(1) Preparation for Offensive Operations:

In compliance with the principle of "Adequate preparations must be made for every battle," the company (platoon) commanding officer, upon receiving a combat mission, should prepare a combat plan during the day under the guidance of the Party Branch, and at night find out the enemy situation, be familiar with the terrain, clearly understand the mission, and speedily complete all preparations for combat.

(a) Conduct On-the-Spot Reconnaissance and Select Points of Attack:

Based on the results of reconnaissance made in daylight, the company (platoon) commanding officer should conduct closer reconnaissance by stealthily moving up to the front and the flanks of the enemy positions under cover of darkness to pinpoint the locations of defense works, locations of weapons and obstacles, and locations of sentries in front of the enemy defensive positions. He should also check out gaps in the enemy's defense, the enemy's pattern of movement and illumination conditions at night, and location of security guards; select approach routes to the rear of the enemy flanks as well as attack positions, weapon positions, and objects that can be identified easily at night.

Points of attack should be selected where the element of surprise can be effected. The rear areas of the enemy flanks are weakly defended points where penetration and development in depth can be easily made.

(b) Troop Disposition:

In a night attack, the company (platoon) should use the main force against the flank or rear of the flanks in an encirclement movement while keeping another force in reserve. The distances and intervals of combat formations should be properly reduced, and weapons, reserve force, and the commander should be positioned toward the front. Organic or attached weapons should

be assigned to subordinate elements to increase their independent combat capability. Ordinarily, most of the heavy machineguns and recoilless rifles should be attached to infantry platoons, mortars should be concentrated at the company, and squad machineguns and rocket launchers should be kept with the infantry squads.

(c) Assignment of Mission and Organization of Coordination:

In assigning missions and organizing coordination, the following should be specified:

- (a) The attack position, the target, and the attack direction of each element.
- (b) Time, order, routes and coordination for each unit to move into its attack position.
- (c) Locations, time and coordination for clearing paths through enemy obstacles.
- (d) Actions and coordination to be taken by each element when a surprise attack is developed into a major attack.
 - (e) Command position and signals.

When organizing a night operation, the company (platoon) must organize observation and security to guard against enemy raids. Mortars, recoilless rifles and heavy machineguns should be prepared before dark for night firing. Each element should make ready its antitank and anti-obstacle equipment.

(2) Move into Attack Position Stealthily.

When approaching the enemy at night, the company (platoon) should move stealthily and speedily, designate a base unit, check uniforms and equipment, and enforce night movement regulations. When moving to contact with the enemy, follow the predetermined route, proper formation, conveniently identifiable landmarks, and predetermined azimuth to maintain the direction of advance, and speedily move forward. While moving, strengthen security, patrol and camouflage, reduce the intervals and distance, and make certain all weapons are ready for combat. The company commander will advance with the base unit, strengthen contact with other units, direct movement of each element at the proper time and resolutely deal with the various situations as they appear.

When encountering enemy flares, immediately take cover if the terrain is exposed, and taking advantage of the illumination, observe the enemy situation, the terrain and the route of advance. When the illumination is over immediately move forward. If the enemy continues firing flares, move forward by taking advantage of the terrain as cover.

The company (platoon) should take up its attack position as close as possible to the enemy position. After occupying its attack position, it should immediately organize observation and security, assign duty weapon squads, investigate the enemy situation and terrain, clearly assign missions, complete attack preparations, and report the situation to the higher level.

(3) Surprise Attack.

The company (platoon) should try its utmost to launch a surprise attack in conducting night offensive and at the same time hold in readiness a strong backup reserve. This strong reserve force will be committed to action if the surprise attack fails. In a surprise attack all weapons will be in a state of readiness. The company (platoon) commander should instruct the engineer team to surreptitiously open a path through

obstacles. Upon receiving the signal that a path has been cleared, the commander should move his troops through as quickly and quietly as possible. The troops should bravely launch a surprise attack against the enemy position using all available fire power including hand grenades and bayonets. Also antitank teams will be dispatched to destroy enemy tanks and armored vehicles with antitank weapons and explosives.

In a strong attack, under the cover of artillery fire, the engineer teams should take advantage of this fire cover to open paths through enemy obstacles to permit the attacking force to reach the enemy positions, overrun them, and annihilate the enemy while he is in a state of confusion. Artillery pieces should follow closely behind the infantry to provide fire support. The reserve force should follow the main attack force at a closer than normal distance to provide support at the proper time.

(4) Bravely Decentralize the Enemy Troops and Destroy Them Individually.

After penetrating the enemy position, speedily exploit the success. Taking advantage of darkness and openings in the enemy's defenses, outflank, encircle and annihilate the enemy.

(a) Encircle and Destroy the Enemy at Key Points.

When encountering enemy key points, the company (platoon) commander should immediately reconnoiter the situation and move up artillery and reserve forces under cover of darkness and under favorable terrain conditions. He should try to penetrate the rear of the enemy flanks with the main attack force so as to throw the enemy in disorder, cut off his retreat, and destroy him with concentrated fire power.

When faced with a key point defended by tanks, the company

(platoon) commander will order the antitank teams to attack and destroy them with antitank weapons under cover of darkness. After the tanks are destroyed, the main elements will penetrate the position and destroy the enemy from within and without.

(b) Against Enemy Counterattack with Tanks and Infantry.

When the enemy launches a counterattack with a superior tank - infantry force, the company (platoon) should remain calm, take up positions with good terrain cover and surprise the enemy with rapid and concentrated fire power at close range. This will confuse the enemy and break up their formation. Our forces will then separate the tanks from the infantry and destroy them. Situation permitting, a portion of our troops can move behind the enemy under cover of darkness and then attack from the rear in coordination with a frontal attack by the main force.

When under attack by a small enemy force, the company (platoon) should take advantage of darkness and launch a surprise and strong flank attack to destroy the enemy.

(c) Actions Taken in a Thrust.

When the company is given the mission to raid an enemy command post, communication center, or artillery position, it should review the situation carefully and give each element an attack target, route of approach, signals, and instructions to deal with unexpected situations. In carrying out a thrust action, it is necessary to be calm, brave, agile, to have the ability to fight independently, and to take advantage of darkness and the openings in the enemy position. When the thrust action is under way, the company (platoon) should strengthen its reconnaissance and security, make a timely estimate of the situation, maintain the direction and route of advance, avoid prolonged contact with the enemy, arrive at the thrust objective on time, and in a surprise move, attack the enemy, resolutely accomplish themission and make a timely report to the higher headquarters.

INFANTRY COMPANY (PLATOON) OFFENSIVE OPERATION AGAINST UNPREPARED ENEMY FORCES

Unprepared enemy forces are generally those camping in a temporary location, landing by parachutes, or defending a position in a hurry. Such enemy forces usually have not completed the occupation and consolidation of defense positions, the deployment of troops and the construction of field works and obstacles. They may not be familiar with the terrain conditions of the area and may have exposed flanks or gaps. But the enemy can possibly organize a position defense system with its superior mechanization. For this reason, the company(platoon) should thoroughly carry out the doctrine of quick decision and complete annihilation, and grasp favorable opportunities so as to swiftly approach and annihilate enemy troops with concentrated strength, tactics of encirclement, outflanking and forceful attack.

1. Swiftly Approach the Enemy and Carry Out Missions Step by Step

Troop movements should be conducted secretly and swiftly. The company(platoon) should quickly approach the enemy under cover of darkness, bad weather conditions, and favorable terrain or under the barrage of our own air force and artillery.

A. Preparation for Approaching Enemy

Preparation time for approaching the enemy should be reduced so as not to miss any combat opportunity. While receiving the mission in the assembly area, the company(platoon) should hold timely party committee meetings and cadre conferences attended by commanders of various elements for the purposes of passing on the orders from higher command, studying the company's mission, determining the formations and routes of approach, the types of reconnaissance, security, camouflage, countertank, air-defense, and CBR protection, as well as the right clothing to be worn by personnel in the operation. When receiving a mission assignment during the approaching-the-enemy movement, the company(platoon) must march, organize, and prepare at the same time.

B. Switftly and Stealthily Approaching the Enemy

The company(platoon) should swiftly and stealthily reach the appointed area on time in marching column or dispersed formation along

predetermined routes according to the enemy situation and terrain conditions. Advance guards composed of infantry squads and anti-tank weapons should be assigned while marching. The company(platoon) commander should march ahead of the main body of the company(platoon), keeping in continuous contact with the security element, monitoring direction of travel, exercising timely control of the situation and properly directing the actions of his elements. When they encounter enemy reconnaissance or security guards, the main body of the company should try to evade them and continue to advance in the assigned direction, or a portion of the force can be assigned to destroy the enemy reconnaissance troops. At the same time, efforts should be made to intensify propaganda activities and encourage party members and YL members to play leading roles in accomplishing their missions resolutely.

C. Mission Assignment to Various Elements

While approaching the enemy, the company(platoon) commander should assign missions to various elements step by step according to instructions from higher command, the current enemy situation, terrain and results of situation analysis and estimates. The commander, together with the commander from higher command, can first approach the enemy to conduct reconnaissance under cover of our security element, then assign missions to various elements in concealed but convenient locations to conduct observation. Preparation for assault should be rapidly worked out.

The following matters should be covered in the mission assignment:

- (1) Enemy strength, locations of flanks and gaps, conditions of field works and obstacles.
- (2) Location of the company(platoon)'s departure position for assault, target for assault, and direction of attack after the assault.
- (3) Various platoons'(squads') routes and targets of assault and measures of coordination.
- (4) Positions of weapon elements and functions in support of the assault elements.
 - (5) Command post and signals.

D. Single Surprise Penetration Assault on Enemy Positions
Surprise attacks should be launched against the unprepared
enemy so as to penetrate the enemy defense position in one stroke then
cut off, encircle, and annihilate the enemy. A strong follow up attack must be prepared while the surprise attack is being launched.

In launching a surpirse attack, secret and rapid movements are essential. Before the surprise attack, all weapon elements should be in a state of support readiness. Heavy fire support by the weapon elements should be provided to the infantry elements launching surprise attacks. According to the pre-arranged plan, the assaulting elements should stealthily open a path through obstacles and bravely penetrate enemy position from flanks and gaps using encirclement, outflanking, and breakthrough tactics. If the surprise attack fails, a strong main attack should be launched immediately.

In a strong attack, the company(platoon) should, with orders from higher command, launch immediate assault under heavy artillery fire. Weapons elements should occupy fire positions on favorable terrain to provide fire support to the infantry elements in assault. The assaulting elements should penetrate enemy positions from the flanks and breaches and annihilate the enemy with a combination of fire, demolition, and surprise. This should be followed by exploitating the victory.

- E. Swift and Strong Attacks to Annihilate all Enemy Troops
 After penetrating the enemy position, the company(platoon)
 should reorganize and simultaneously attack the enemy's weak points.
 Then, by mobilizing strength, fire power, and employing breakthrough and cutoff tactics, annihilate the enemy.
 - (1) Attacking enemy weak points

After penetrating the enemy position, the company(platoon) should attack the command post, communication center, artillery, and other key positions from flanks and breaches using breakthrough and cut-off tactics. At the same time, the company(platoon) commander should direct his weapon and reserve elements to more forward and provide timely and effective support to the advance elements. After

approaching the target, a fierce, surprise assault should be launched to confuse the enemy, occupy key positions, cut off the enemy retreat and annihilate the enemy individually.

(2) Encircle and destroy the retreating enemy

During the retreat of enemy infantry, tanks or armored vehicles, the company(platoon) commander should direct his elements to pursue and destroy while the enemy is in a state of confusion. If the retreating enemy occupies strong defense positions, the commander should immediately investigate the situation and attack the point from many directions and destroy the enemy by converging attack. Also, the commander can use a small force to attack the front and one flank of the position and then use the main force to attack another flank. If the enemy is retreating, follow-up or parallel types of pursuit tactics should be initiated. The elements pursuing the enemy should advance to positions on the enemy's front or flank and then launch an assault to cut off its retreat and destroy the moving enemy troops.

During pursuit, the company(platoon) commander should be at the front of his elements to give brief mission assignments. If pursuit is by vehicles, tanks should be included quickly and the situation reported to higher command and friendly troops.

While pursuing the enemy, the company(platoon) should press forward, follow closely and destroy them before regrouping is possible. If a small enemy force resists, the company(platoon) should destroy them or keep them under observation until a larger forces can swiftly pass over the small enemy force and then continue pursuit of the enemy main force. If the enemy attempts to resist by occupying a defense position, the company should bravely assault and destroy them with concentrated force while the enemy is unprepared. If there are any local militia elements, the company(platoon) should take the initiative to contact and coordinate with them to annihilate the enemy.

(3) Annihilation of enemy airborne troops

To destroy enemy airborne troops, the company(platoon) should coordinate closely with the local armed militia elements, close with the airborne troops quickly and destroy them in close combat.

When enemy parachute troops are still in the air, the company(platoon) should direct its elements to occupy favorable terrain points, control landing zones and to the extent possible, destroy the enemy troops in the air with concentrated fire. When enemy helicopters are ready to land, concentrated heavy fire power should be used to destroy the helicopters and troops inside. If the enemy troops are offloading from the helicopters, the company(platoon) should rapidly close with the enemy troops before their deployment; then encircle, cut-off, and destroy them with concentrated fire and strong assault.

When the enemy is attempting to restreat by helicopter, the company (or platoons) should increase the attack on the enemy forces on the ground. Simultaneously, fire power should be quickly directed toward the enemy's helicopters. When the enemy is assembling to board the helicopters, part of our force should destroy the stubbornly resisting enemy while the main forces attack the enemy boarding area to drive wedges between their positions and destroy enemy helicopters and forces. When enemy's helicopters are trying to flee, concentrated fire power will shoot them down.

Owing to the intricate terrain, dead areas, lack of roads, and climatical changes in mountain combat operations, it is easier for us to conceal our movements to outflank, encircle and break through the enemy's defense force. However, observation, mobility and command and control of supporting fire power are made more difficult. Moreover, it is easier for our troops to become separated and lost.

In a mountain offensive operation, a company (platoon) should adhere to the principle of concentrating a superior force to destroy the enemy forces individually. The company (platoon) should promote our strong close combat, independent operation, and combined operation capabilities and should adopt encirclement and outflanking tactics as well as encourage the use of flanking and rear attack movements to annihilate the enemy.

1. Making Detailed Preparations for Combat:

After receiving orders, the company (platoon) should prepare a combat plan based on orders from higher headquarters and the assigned mission under the guidance of the Party Branch. The commander should assemble his unit, conduct an inspection to ensure that his unit is combat ready, assign specific missions to subordinate elements, and select approach routes and assault points.

A. Selecting the Assault Points:

The assault point of a company (platoon) is normally from high ground and in terrain that provides concealment. Fire support should be first set up and the attacking force should move close to the enemy before launching an in-depth attack against the enemy's flanks or rear.

B. Troop Disposition:

The company (platoon) should concentrate its main force and attack the enemy flank or rear by infiltration or a flanking movement. Some of the troops should launch a supporting attack against the enemy's front and one flank or both flanks so as to form an encirclement. If an encirclement can not be carried out, the company (platoon) should concentrate its main force against the enemy's weak points, then encircle the enemy immediately after the break-through. In accordance with instructions from higher headquarters, the company may also dispatch small, elite elements to infiltrate the enemy lines under cover of darkness or favorable terrain, to attack key targets or capture important terrain, and aid the main force in annihilating the enemy. The company should also have a reserve element and deploy it as near the front line as possible.

A weapons team should be assigned to each platoon according to need and be as near the front line as possible so as to fully utilize its independent fighting capability and ensure its timely support to the infantry. Mortars are usually concentrated for use by the company. They are used to destroy the enemy in dead areas, on reverse slopes, valleys and forests. Recoilless rifles are usually issued to the platoon and are used against enemy tanks and strong points. Most of the heavy machineguns are distributed to the platoon and are used against enemy ground forces and low-flying enemy aircraft. Light flame-throwers and rocket launchers are usually issued to platoons (squads). Artillery positions should be set up on terrain from which the artillery pieces can fire directly at the enemy. Machineguns should be positioned so as to facilitate flanking and overhead firing in support of the infantry.

C. Organization and Coordination:

The company commander (platoon leader) should formulate a careful coordination plan after he assigns the mission. The plan should cover:

- (1) Formation to the assembly area, fire support plans and actions to be taken at the assembly area.
 - (2) Actions for each element during the assault.
- (3) The course of action for each element while attacking high ground, mountain passes or facing an enemy counterattack.
 - (4) Ways and means for overcoming man-made and natural obstacles.
- (5) Methods of coordinating with friendly troops and for securing limiting points in the flanks.
 - (6) Signal.
- B. Approach the Enemy Swiftly and Silently and Assault Him Fiercely and Bravely.
 - (1) Approach the enemy swiftly:

While approaching the enemy, the company (platoon) should take advantage of concealed terrain, darkness, and climatical conditions. The company (platoon) should move up to the attack position in a column formation as quickly as possible. The company commander should go with the advance element to familiarize himself with terrain conditions and direction of attack. During the movement, reconnaissance patrols and advance guards should be increased. If the enemy situation is unknown, advance guards should be sent out to secure important key points to prevent a surprise attack by the enemy. If a path needs to be cleared, it should be done silently by the advance guard.

B. Assault Fiercely:

The company (platoon) should be fully prepared for the assault once it has occupied the attack position. In preparing gun positions, they should be directed against enemy fire support bases. When the order to attack is sounded, the attack should be launched swiftly and fiercely under friendly artillery support so as to surprise the enemy, break through his positions and annihilate him. The fire power of mortars, recoilless rifles and heavy machineguns should be used to destroy and reduce the enemy's frontal and flank fire bases in support of the assault force. The weapons should be moved forward in accordance with the situation to support the infantry. The reserve element should also move up and be prepared to go into battle.

C. Seize the High Grounds and Annihilate the Enemy in Depth:

After breaking through the enemy's position, take advantage of the enemy's weak spots and flanks to execute encirclement and outflanking maneuvers to slice up the enemy forces, cut off his retreat routes, and annihilate him one at a time.

(1) Seize the high ground.

In seizing the high ground the company (platoon) should utilize mortars to neutralize enemy positions on top of, midway up, or on the reverse slope of mountains. Recoilless rifles and rocket launchers should be used to destroy the enemy fire bases or tanks. Machineguns should be used to hold down the enemy's frontal or flanking fire bases in support of the attacking infantry. The infantry elements should assign a small number of troops to attack the enemy from the front while diverting the main force to attack the enemy from the flank or the rear in order to seize the high grounds simmultaneously. Refer to Chart 1. If the enemy holds the high ground and has constructed multicircular defense postions,

the company (platoon), under protective fire power and favorable terrain cover, should attack the enemy positions with heavy fire and explosives one at a time. As to enemy defensive positions which run parallel with the mountain ridge, the main force should launch a breakthrough attack against one of the two ends while other smaller forces launch a frontal attack and an attack against the other end, thus encircling and destroying (Refer to Chart 2). When attacking enemy positions which the enemy. run across the mountain ridge, the attacking force should concentrate its strength to penetrate the enemy position from either one or two different points and then move rapidly toward either end to complete an encirclement movement. (Refer to Chart 3). When attacking a valley, the protective fire cover should be tightly organized and the attacking force should concentrate on attacking and securing one side of the valley at a time. In some cases, the attack can be launched simultaneously against both sides of the valley to win a rapid victory.

After capturing the high ground and the valley, the enemy should be pursued so as to exploit the success. After preparations against enemy counterattack have been made, some of the troops should be kept in position to control key points. The rest of the force should withdraw from the mountaintop and take shelter on the reverse slope to avoid being fired upon by enemy artillery.

(2) Crush the enemy's counterassault.

When the enemy launches a counterassault from high grounds, the company (platoon) should take up position under favorable terrain coverage and return strong and concentrated fire against the enemy. During the confusion of the fire exchange, a portion of the troops should be sent to the rear of the enemy line to cut off his retreat and attack him from the rear while the main force is attacking him from the front. If the enemy launches a simultaneous counterattack along the mountain ridge and in the valley, the company (platoon) should promptly

take up defensive positions in strategic key positions. The main force should concentrate on annihilating the enemy who is attacking from the ridge while coordinating with friendly forces to destroy the enemy which is attacking from the valley. When enemy tanks or armored vehicles are passing through a narrow valley passage or over rugged terrain, they should be attacked and destroyed with antitank weapons and explosives.

(3) To annihilate an enemy that is retreating into a tunnel:

The company (platoon) should promptly carry out an encircling maneuver after breaking through the enemy position. Mortars and machineguns should also be used to cut off the enemy's retreat so as to destroy the enemy in place. If the enemy attempts to retreat into a tunnel, he should be chased, overtaken, cutoff, and destroyed before he reaches the tunnel entrance. If the enemy succeeds in retreating into the tunnel, the commander should immediately ascertain the total number of tunnel entrances/ exits, determine whether the tunnel chambers are interconnected, assign troops to seal off all exits, and then prepare a plan to systematically destroy the enemy. When engaging an enemy force which is occupying a tunnel, concentrated fire power should be directed toward the entrance of the tunnel to neutralize and destroy enemy gun positions in or near the tunnel entrance. After doing this, a team should advance toward the entrance under cover of a smoke screen and fire support and attack the tunnel entrance with explosives. After the explosion, the commanding squad will enter the tunnel immediately and move forward along one side or both sides of the tunnel, covering each other by turn, making a thorough search section-by-section to destroy the enemy with close fire, hand grenades and bayonet assault. In short and shallow tunnels, flamethrowers or smoke can also be used to annihilate the enemy. If a tunnel is hard to seize temporarily, a small number of troops may be used in accordance with high echelon instructions to blockade it and to keep it under surveillance, or to blow up its entrance and exit and ventilation openings so as to suffocate the enemy. When annihilating the enemy in a tunnel,

part of the troops should be used to control the commanding ground and the key points in the vicinity so as to strengthen our position outside the tunnel.

Chart 1: Sample 1 of Inf. Company Mountain Offensive Operations

Chart 2: Sample 2 of Inf. Company Mountain Offensive Operations

Chart 3: Sample 3 of Inf. Company Mountain Offensive Operations

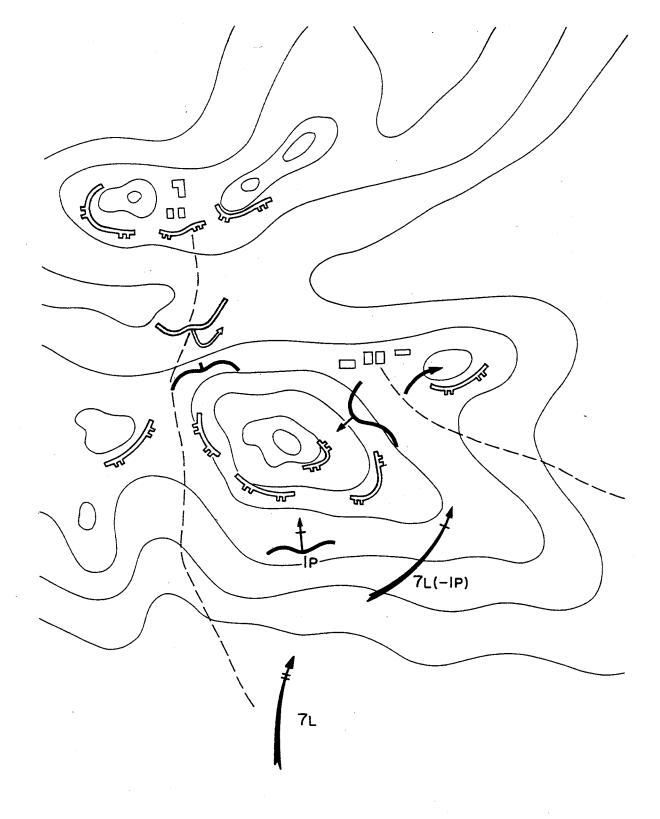


Chart 1 Sample 1 of Infantry Company Mountain Offensive Operations

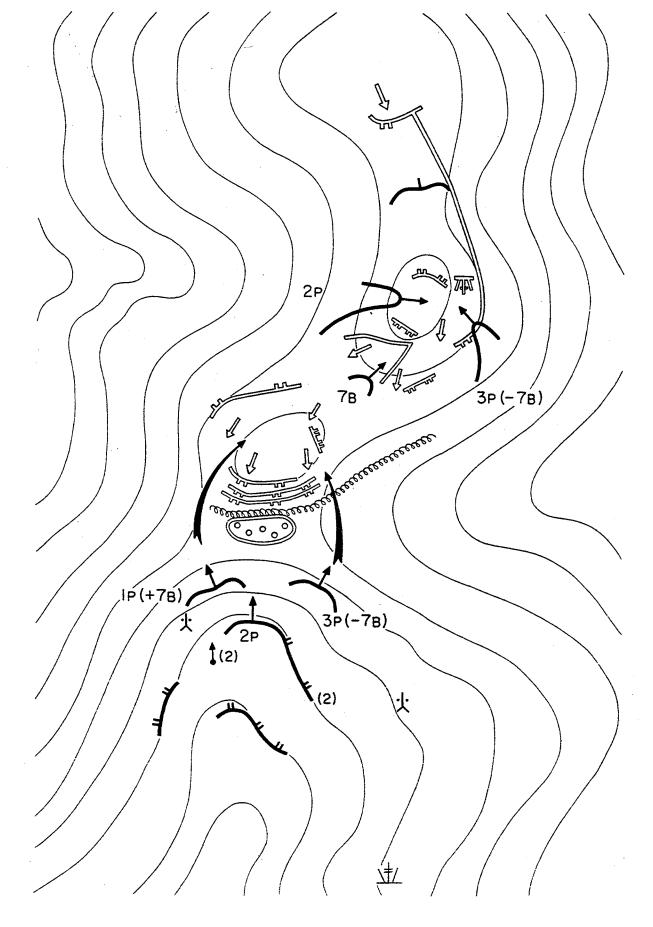


Chart 2 Sample 2 of Infantry Company Mountain Offensive Operations

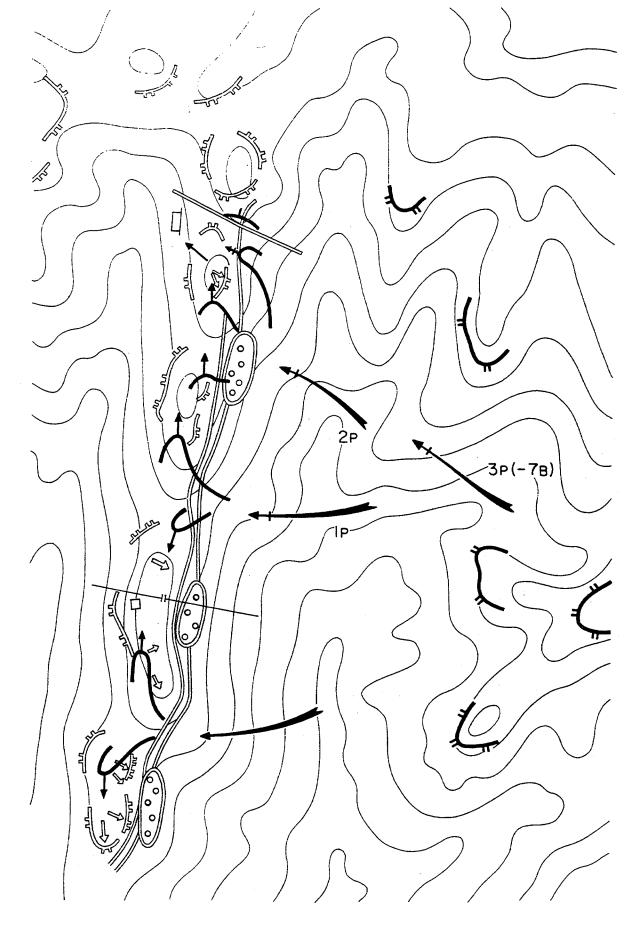


Chart 3 Sample 3 of Infantry Company Mountain Offensive Operations

Rivers are natural barriers. The terrain conditions on both sides of a river, conditions of its bottom, its depth, and current velocity all have direct influence on the movement, command, coordination, and communication of the elements in attack. During the process of river attack, the company (platoon), with the spirit of determination, boldness and independent combat, capture, expand and consolidate the landing point with a surprise attack or a forced crossing so as to provide cover for and facilitate the river crossing by the rear echelons.

In a river-attack operation, a company (platoon) may be assigned as an advance detachment or as a commando or reserve element. The main mission of an advance detachment or a commando element is to capture and consolidate the landing point and to provide cover for the main force in crossing the river. The main mission of a reserve element is to consolidate and develop the landing point secured by the commandos and to protect the follow-up echelons while they cross the river.

1. River Crossing Preparations:

Based on directives from higher headquarters and the leadership of the Party Branch, the company (platoon) should accomplish the following matters in preparation for river crossing:

A. On-the-Spot Reconnaissance and Selection of River-crossing Point:

The company commander (platoon leader) should familiarize himself with the following conditions by conducting on-the-spot reconnaissance:

- (1) Width, depth, current velocity, bottom conditions, branches, eddies, fording areas and ferry points of the river and civilian boats available on it.
- (2) Disposition and fire power of enemy units and tanks, locations and types of barriers set up in the water and along its banks, location of enemy reserve elements and direction of counterassault, and nature and extent of blockades set up by enemy artillery and air force elements.
- (3) Terrain conditions on the enemy side of the river, location of curves in the river, points for secret and concealed approach and dead angles along the river banks, favorable areas for landing and consolidating forces and concealing departure positions, and terrain and route conditions from equipment assembly area to crossing positions.

The company (platoon) commander should select a river crossing point within the river-crossing area designated by higher headquarters. The river crossing point should be selected on a salient point which curves to our side and which can also dominate and control the bank on the enemy side. In addition, the crossing point should be at a place where the river is narrow and the current is slow and where it is also convenient for dispersal and disposition of equipment, for secretly approaching the ferry area, for our boats to draw alongside the bank under concealment, and for fording.

B. Preparation of River-crossing Equipment:

The company (platoon) should, if at all possible, use civilian boats and equipment available on hand for river-crossings. If standard river-crossing equipment is available, it should be constructed and used under the guidance of engineer units. The company (platoon) should also help the engineer units to construct access roads and simple piers.

The river-crossing equipment should be deployed in the area designated by higher headquarters in proper concealment and dispersion, and at the same time camouflage and security for the equipment should be stressed.

C. Combat Organization

Combat organization and proper allocation of river-crossing equipment are implemented according to the missions of various elements, and conditions of river-crossing equipment and situation of the river. A company (platoon) should try its best to cross a river by one echelon, or if impossible, in two echelons. Boats should be allocated according to the mission and organization of the elements. If a unit riding in the same boat is composed of varying elements, a cadre should be appointed to exercise overall command in the boat. The weapons elements should cross the river separately on board the boat or other river crossing equipment of each platoon (squad) so as to ensure the independent combat ability of each boat. At the same time a portion of the weapons should be kept ready for firing against low flying enemy aircraft. The company should organize life-saving teams for river-crossing, and in each boat persons should be appointed for life-saving mission. The company (platoon) commanders should separately be on board the boats or river-crossing equipment of platoons (squads) for river crossing so as to exercise timely command without interruption.

D. Mission assignment and Arrangement of Coordination:

When the company (platoon) commander assigns missions to its subordinate elements and arranges coordination, the following items should also be clearly prescribed:

(1) Missions of the company (platoon), crossing point, landing point, attack targets, and areas to be seized and consolidated.

- (2) River-crossing equipment for various platoons and squads, routes and formations for approaching the ferry area, location and time for the crossing, landing point, attack target and areas to be consolidated.
- (3) The river-crossing boats or equipment for various weapons elements and their fire supporting methods while crossing the river, attack targets, seizing and consolidating landing points.
- (4) Locations of the enemy barriers along river banks and in the water and the methods for destroying and passing through these barriers.
- (5) Fire supporting methods from higher echelon artillery and air force units and areas for applications of smokescreen.
- (6) Countermeasures, communication and signals while confronting various kinds of situations in crossing the river.
- (7) Location of the commander upon completion of river-crossing preparations.
 - E. Preparatory Training Before Actual Operations:

The company (platoon) commander should conduct preparatory training before actual river crossing operations according to the mission received. Soldiers who are skilled swimmers and platoon and squad cadres should be organized and trained in the use of various river-crossing equipment and familiarize themselves with river-crossing skills and life-saving activities. The elements should be trained in swimming, embarking and disembarking. If necessary, terrain similar to that in the target area may be selected and the enemy situation simulated for practice.

2. Command and Movement in River Crossing:

A. Surprise Attack:

To launch a surprise attack, preparations for a forced crossing must be completed. The company (platoon) assigned as the advance detachment should approach the crossing area quickly and stealthily under cover of darkness, and attack the enemy by surprise, seize the crossing point and bridge, and take control of all boats. The company should then seek the best opportunity to cross the river and occupy and consolidate key positions on the enemy side of the river. Sneak crossing of a river can also be conducted secretly under cover of darkness and when visibility is poor. In a sneak crossing, the elements should keep complete silence, strickly control lights, and maintain their combat formation. Any emergency situation which arises should be handled calmly. After reaching the enemy side of the river, a sudden and fierce assault should be launched to destroy the enemy and seize landing points. Should the sneak crossing be discovered by the enemy, a forced crossing should be adopted immediately.

B. Forced Crossing:

The company (platoon) should arrive at the ferry or crossing ground according to the time and routes assigned by higher headquarters, and swim accross by using equipment or by riding on amphibious tanks (trucks). If a company crosses a river alone, observation personnel should be assigned and at the same time a portion of the weapons should occupy firing positions so as to provide cover near the ferry point. Life-saving teams should be ready to save personnel falling into the water. The company (platoon) commander should insure that his men cross the river quickly. At the same time, he should keep higher headquarters informed of the situation at all times and keep constant watch for signals from them.

In river-crossing operations, the company (platoon) commander should continuously observe the enemy situation and timely command the elements to cross the river with determination and calmness. Fire power should be immediately organized to neutralize or destroy enemy fire points that obstruct our river crossing operations. When encountering interdiction fire from enemy artillery or air force units, rush out of the enemy's zone of fire with great speed, and keep swimming rapidly toard the enemy's side of the river. Antiaircraft weapons should fire against low flying enemy aircraft with fierce fire. If enemy barriers are confronted in the water, they should be cleared immediately by specially assigned personnel. If our river crossing equipment is damaged by the enemy, repair and life-saving actions should be immediately taken. Personnel falling into the water should continue to cross the river by swimming or using available equipment and take active participation in battle.

C. Capture and Consolidate the Landing Point:

To capture the landing point requires most nerve-shaking and fierce fighting. The company (platoon) must conduct a quick landing, smash the enemy counterattack, and consolidate and develop the landing point with determination and bravery.

Approaching the enemy bank, the company (platoon) commander should organize fire power to suppress or destroy enemy fire points and direct his men to land quickly. After landing a fierce assault must be launched immediately to destroy the enemy with concentrated fire, demolitions and surprise. Those elements failing to land at the prearranged spot should land in an area nearby and take active participation in battle initiatively. At the same time, the elements should keep contact with higher headquarters and friendly troops and approach the designated target while fighting.

After penetrating into enemy area, the company (platoon) should immediately suppress enemy fire points by organizing fire power, direct its men to conduct a fearless breakthrough of enemy defense gaps and flanks and destroy the enemy. Following the victory, the depth and flanks of the landing point must be expanded. The company should give the enemy no time to rest or reorganize for resistance. Then the company car quickly occupy favorable ground, exploit its victory, and consolidate and expand the landing point.

After capturing the landing point, the company (platoon) commander should immediately report the situation to higher headquarters. At the same time, he should also regroup his troops, repair defensive works, construct barriers and use favorable terrain features to prevent a counterassault by enemy infantry troops and tanks, and facilitate and provide over for the main force and other units in the rear to cross the river and participate in the battle.

Cities, with their high buildings, crisscrossing streets and roads, and underground facilities, provide good opportunities for approaching under concealment and cut down the enemy, and are also advantageous to the conduct of close combat. However, cities are not conducive to making observations, conducting firing, exercising command, carrying out communications and coordination, and maintaining proper combat formations. Therefore, in attacking cities, the company (platoon) should carry out the principle of concentrating strength to destroy the enemy forces one by one, make well-organized preparations and full use of small groups, develop the spirit of independent combat and initiative in coordination, utilize buildings, underground tunnels and sewers to launch an encirclement of the enemy forces, and annihilate the enemy in close combat in coordination with the militia and guerrilla forces.

1. To Organize Combat Carefully and Properly:

After receiving its mission, the company (platoon), in accordance with higher-echelon instructions and under the leadership of the party branch, should conduct a careful on-the-spot survey and make careful preparations for combat.

A. On-the-spot Survey and Selection of the Breakingthrough point:

The company commander (platoon leader) should use every means possible to check the deployment of enemy forces; location of overt and covert fire points; installation of obstacles; and the conditions of streets/roads to be attacked, underground facilities and fortified buildings; concealed approach area; and the terrain features of the assault departure position.

The breakthrough point should be selected at a place where the enemy strength, fire power and defensive works are weak and where it will be convenient for our breakthrough, consolidation of the gap and development into the enemy depth.

B. Troop Disposition:

The company (platoon) should concentrate its strength to penetrate a key sector and conduct combat organization in accordance with both the need for fire power and explosives in the assault and the capability to fight independently. In accordance with the situation, the company may organize an assault, an engineer/security, a weapons, and a reserve element. The platoon may be assigned as the assault or reserve element.

The assault element is composed of infantry troops equipped with machineguns, rocket launchers and light flamethrowers. Under protective fire, the element should attack boldly, break through the enemy defensive line, fortify and enlarge the breakthrough point, and insure the participation in combat of the follow-up echelons.

The engineer team is composed of its attached engineers or soldiers who have received specialized training. They are equipped with whatever materials and equipment they need and are responsible for clearing away obstacles and demolishing fortified enemy positions.

The weapons element is composed of the machinegun, recoilless rifle and mortar elements. Its mission is to destroy the enemy fire point and concealed field works, to neutralize the enemy weapons, to kill the enemy reserves and to support the various elements in combat.

The reserve is composed of the infantry element. Its main mission is to exploit the success, cope with unusual situations, and take over the mission of the assault element, if necessary.

C. Arrangement of Coordination:

After assignment of its mission, the company (platoon) should make careful and thorough preparations for combat and coordination. Coordination should cover:

- (1) The targets to be neutralized and destroyed by higher echelon artillery and air force elements and actions to be taken by the fire power team, engineer/security team, assault element and reserve element.
 - (2) The combat actions of each element during the assault.
- (3) The actions of each element while fortifying and enlarging the breakthrough point and smashing the enemy counterassault.
- (4) The actions of each element while attacking and seizing heavily defended buildings in the enemy's depth.
 - (5) The signals.
- 2. To Capture, Consolidate and Widen the Breach.

The company (platoon) should concentrate its strength and fire power on the breach so as to insure the entry of the following elements into combat.

A. Opening of the breach.

In fire preparation, the company (platoon) commander should personally observe the effect of fire preparations and changes in the enemy situation and make a report to the higher level. The fire power team should

neutralize and destroy the remaining and newly discovered enemy fire points. Under the cover of fire power or smoke screen the engineer/security team opens up avenues through enemy obstacles with explosives or by erecting bridges (for trenches) with ladders. The assault element should speedily complete assault preparation.

As soon as the assault signal or order is given by higher headquarters, the assault element should launch a fierce assault and get through the passage rapidly; then, it should force a breakthrough into enemy position and use close fire, hand grenades, explosive charges, bangalore torpedoes, flamethrowers and bayonets to destroy the enemy. The assault element should also attack and seize the street barricades and major buildings in the vicinity of the breach. The engineer/security team should come up immediately behind the assault element and stand by to remove/clear away enemy obstacles, to demolish the enemy fire points, and to protect the movement of the assault element. After the breach has been made by the assault element, the reserve element should enter the breach rapidly and stand ready to fight. The weapons team should support the assault element with fire power and constantly support the combat of other elements by shifting its position in accordance with instructions.

When the assault is supported by tanks, the tanks should utilize their fire power to destroy the enemy fire points at and on both sides of the breach. The tanks and armored vehicles should provide support to the infantry assault and the infantry must launch a fierce assault under their support. The infantry must continuously assault and advance forward when the tanks are obstructed by the enemy. Some of the troops and firearms should be assigned to assisting the tanks in overcoming and destroying the obstacles to their advance.

B. To Consolidate and Widen the Breach and to Smash the Enemy Counterassault:

After the breakthrough, the assault element should rapidly move in depth and toward the enemy flanks so as to widen the breach. The weapons team must promptly take up firing positions in favorable terrain to destroy the enemy fire points on both sides of the breach and in depth, and to support the combat of various elements. The engineer/security team, under cover of protective fire, must overcome the enemy's obstacles and provide a path for the assault element and tanks to develop their attack. The assault element should attack the enemy's flanks or depth resolutely and fiercely to widen the breach with the support of the weapons team and engineer/security team. The reserve element should engage in combat on the flank of the assault team and from other favorable directions to enhance the assaulting strength or launch an outflanking attack in concert with the assault element so as to encircle and annihilate the enemy.

When the enemy launches a counterassault against us, the company (platoon) commander should promptly report it to higher headquarters. At the same time he should direct the elements to seize favorable terrain and buildings, organize fire power, use antitank weapons and antitank element to destroy enemy tanks, and utilize fierce fire power to deal a crushing blow to the enemy's infantry. The company (platoon) should then immediately launch an assault to the enemy's rear flank so as to annihilate the enemy and exploit the success in depth.

C. To Cut and Encircle the Enemy Forces and Crush Them One by One:

In city combat, the commander must duly check the situation, enhance signal communications, exercise steady command, launch an outflanking encirclement, break through and cut up the enemy forces, and establish close links with local armed forces to destroy the enemy one by one.

(1) Annihilate the enemy in the streets.

When fighting in the streets, the company should move along one side or both sides of the street under cover of fire. It may move through courtyards to wage an outflanking encirclement, or follow underground facilities to the enemy's flank rear to throw the enemy into confusion and to annihilate him. While advancing, the company should strengthen its reconnaissance, shift the position of its various weapons and give timely support to other elements. If it is necessary to cross the streets, extend the distance and move across by rushes. If the enemy puts up stubborn resistance in a building, the company should organize fire power to interdict doors, windows and embrasures, demolish a corner or a wall to open a way into the building and, taking advantage of the explosion and smoke, storm the building and annihilate the enemy with close fire, hand grenades and bayonets.

(2) Destroy the enemy bunkers in the streets.

When encountering an enemy bunker or a group of bunkers at an intersection or square, first ascertain the situation, then seize the structures on one side or both sides of the bunkers. Set up your machineguns in these structures to interdict the embrasures of these bunkers. Tanks, recoilless rifles, rocket launchers and flamethrowers will be placed at vantage points to destroy the bunker which offers the most threat to us and to support the infantry assault. The engineer/security team should utilize favorable terrain features and buildings to rapidly approach and demolish the bunkers, while the assault element takes advantage of the effect of neutralization fire and explosion to fiercely and bravely attack and annihilate the enemy in the bunkers. Or as directed by the higher level, the company (platoon) may assign a small number of troops to mop up or to keep the enemy still in the bunkers under strict surveillance while the main force continues its advance.

(3) To encircle and annihilate the enemy in a fortified structure:

In attacking a fortified structure, the enemy in its surroundings should be exterminated first, then we should seize the nearby structures and encircle the enemy; finally concentrate our strength and fire power against a point which facilitates our concealment and approaching, disposition of various firearms, and assault against the fortified structure. When assaulting the rifles and machine guns should be used to interdict the doors, windows and embrasures of the structure. Tanks, recoilless rifles, rocket launchers, light flamethrowers, and explosives must be used to destroy the enemy fire point at middle and lower layers. The mortars should be used to neutralize the enemy fire point at the upper layer and in the rear area of the shelter. The assault element, under the cover of fire power, should utilize the effects of fire and explosives to break into the structure resolutely and bravely, then rapidly occupy both sides of the stairway, the corners of corridors, entrance and exit for the purpose of providing mutual support from the bottom to the top of the stairs, seizing each floor and fortifying it one by one. As to the basement, a few troops should be dispatched first to keep the enemy under surveillance so as to prevent the enemy's sudden attack. If the stairways are closely blockaded by the enemy, the assault element may launch an assault by breaking holes in the ceilings and walls. Otherwise long ladders and ropes can be used to scale the building for the purpose of launching an attack from the bottom and top of the building so as to annihilate the enemy.

(4) To wipe out the remnants of enemy forces in the basement (underground passage):

While mopping up the enemy forces in the basement (or underground passage), the company should keep close ties with the militia and immediately check the locations of the building's entrance and exit, the enemy strength, fire power and the condition of basement (underground passage). Recoilless

rifles, rocket launchers and explosives can be used to destroy the fire point in the vicinity of the entrance and exit of the basement (underground passage). The combat teams should support each other to enter the basement (underground passage) and to exterminate the enemy in conjunction with the political offensive. Also, flame throwing, smoking, water-drowning and explosive methods may be utilized to wipe out the enemy, if necessary.

CHARACTERISTICS OF INFANTRY COMPANY (PLATOON) OFFENSIVE OPERATIONS IN RICE FIELDS

During irrigation season, rice fields are muddy and full of water, making it difficult to effect coordination and move troops. Put, for the same reason, it is also more difficult for the enemy to construct strong defensive works and his defensive position is often broken up by rivers and brooks, thereby creating gaps in or exposing one flank of his defensive position and making it easier for us to encircle and destroy him.

1. Make Thorough Offensive Preparations:

When launching an offensive against the enemy, the company (platoon) should make careful combat plans and swiftly complete its offensive preparations in accordance with directives from higher headquarters and under the leadership of the Party Branch.

A. On-the-spot Inspection and Selection of Attack Point:

In preparing for offensive action in a paddy area, get as close as possible to the enemy and study the situation over the widest possible area. Emphasis in assessing the situation should be on determining the location of the enemy's forward positions, disposition of enemy forces, allocation of fire power, location and nature of obstacles set up in rivers and brooks in front of the enemy's forward positions, nature of river and stream beds and their banks, water depth and flow speed, and the depth of the mud in the rice fields within the offensive area.

In selecting an attacking point, select a place with vertically and diagonally running rivers or roads but not a place with horizontally running rivers and ditches. However, sometimes an area with crisscrossing rivers and ditches may be selected to achieve the effect of a surprise attack.

B. Disposition of Strength:

Disposition of Strength: In a main attack, major strength and fire power should be concentrated on the attack point while part of the strength is used to make secondary attacks on the enemy's front or on one or both flanks so as to encircle the enemy. If an encircling disposition cannot be formed before attacking, the main force should be concentrated to penetrate one point. Then encirclement and outflanking will follow. In order to overcome the various kinds of obstacles which may be encountered, an engineer element composed of engineers and infantry troops who have received specialized training will be organized. The combat formation should be formed as close to the front as possible so as to save time in negotiating obstacles such as rivers and ditches when all the elements are under enemy fire, and to facilitate the launching of a surprise attack against the enemy.

Employment of weapons: Rocket launchers, light flamethrowers and most of the machineguns should be assigned to the infantry platoons (squads). Recoilless rifles are generally assigned to the infantry platoons to strenghen their capability to fight independently and to combat tanks. Mortars are generally put under unified control. If necessary, 60 mm mortars may be attached to any platoon participating in the main attack. Artillery is generally placed along roads or rivers or at the edge of a village to facilitate maneuvering and furnishing fire support.

C. To Organize Coordination:

The company commander (platoon leader) should carefully plan coordination when he issues orders or assigns missions to his subordinates.

Coordination should cover:

- (1) Time for the various elements to occupy their attack positions and methods to maintain coordination.
- (2) Actions for the various elements to take in their attack, and in successively overcoming rivers and ditches, etc.
- (3) Actions for the various elements to take when encircling and annihilating the enemy's points of resistance.
- (4) Actions for the various elements to take when smashing the enemy counterassault.
 - (5) Signals (mmarkings).
 - D. Precautionary measures
- (1) To strengthen reconnaissance and guard. If necessary, a reconnaissance team will be dispatched to penetrate secretly under the cover of dark or fog into the enemy's rear or flanks to conduct reconnaissance.
 - (2) To designate weapons for shooting down low-flying enemy aircraft.
- (3) To prepare materials and equipment for overcoming mud and for river crossing, and to improve the waterproof and moisture proof qualities of these materials and equipment.
- 2. To Secretly Approach the Enemy and Fight Fiercely:
 - A. To Secretly Occupy the Attack Position:

The company (platoon) usually takes advantage of darkness and bad weather to secretly and swiftly occupy its attack position. Sometimes, under the protective cover of air force and artillery fire, the company (platoon) may advance by rushes in an extended formation along longitudinally running irrigation ditches, river banks, and roads to occupy its attack position secretly and swiftly. After occupying the position, the company should adequately camouflage it to prevent enemy attack. Meanwhile, a further briefing will be given to the various elements on their missions so that assault preparations can be made well in advance. According to plan, the engineer element should open passages through the obstacles both in the water and on land in front of the enemy's defensive positions.

B. To Attack Fiercely:

If the front of the enemy's defensive position is on the other side of a river or brook, a forced crossing of the river or brook should be made first under protective fire. Then by utilizing longitudinally running irrigation ditches, roads or river banks, etc., attack fiercely and move forward to the designated objective. If the front of the enemy's defensive position is on our side of the river, attack this front and wipe out the defending enemy troops first and then quickly cross the river and proceed to the designated area.

In case supporting tanks and amphibious tanks are available, the company (platoon) should point out to them the target and the route of advance. Then, with the tanks leading the way and providing fire support, attack fiercely and wipe out the enemy.

3. Decentralize the Enemy and Destroy Them One by One.

After penetrating the enemy's position, the company (platoon) should, with fire support, quickly seize and occupy key points such as bridges, fords, high grounds, etc., and then cross the river with river-crossing

material and equipment, or cross the river by swimming or fording. After crossing the river or brook, the company should quickly advance and boldly carry out an encirclement and outflanking maneuver, effect a breakthrough, cut off the enemy's retreat route and defeat them one by one.

A. To Encircle and Wipe Out an Enemy Key Point Surrounded by Water.

When confronting an enemy key point surrounded by water, the company (platoon) commander must quickly find out the enemy situation, fire points and location and number of tanks and armored vehicles. Part of our forces should be used to attack and pin down the enemy on the front, while our main force under the protective cover of artillery, mortar and machinegun fire, attacks the enemy on their flanks and rear along rivers or roads, or makes several attacks in different directions with emphasis on key points to strongly penetrate the enemy resistance points and annihilate the enemy.

B. To Smash the Enemy's Counterattack:

When the enemy's amphibious tanks and amphibious vehicles are advancing along rivers and roads, and meanwhile carrying out a counterattack, the company commander (platoon leader) should have his men occupy favorable positions along the river banks, in the villages and on high ground, etc. to concentrate fire power to sever the enemy forces' connections between land and water, and to wipe out with our main forces the enemy elements constituting the biggest threat to us.

When the enemy's tanks and amphibious vehicles are advancing along the river and its infantry forces are making counterattacks along the road, the first thing we must do is to sever their contact between water and land, and to destroy the amphibious tanks and armored vehicles with antitank weapons. Meanwhile, fire power should be directed to wiping out the infantry troops and to throwing their formations into disorder. By exploiting the enemy's confusion, attack fiercely on its flanks with

part of our forces, and then annihilate them all in coordination with our main forces.

Concentrate fire power to annihilate in the water the enemy forces which are conducting a waterborne counterattack from the river.

MEETING ENGAGEMENT

A meeting engagement is a battle that occurs when two opposite forces encounter each other during movement. There are two kinds of meeting engagements -- the anticipated and the unanticipated military engagements. The characteristics of a meeting engagement are: the suddenness of battle without knowing the enemy situation, a dramatic and rapid change of situation, unfamiliarity with terrain features, limited time for combat deployment, and exposed flanks on both sides. But in meeting engagements it is convenient to employ large-scale mobile tactics. For this reason, when encountering the enemy, the company (platoon) should try its best to avoid being placed in a passive position, so it can gain the initiative and force the enemy into a passive position. Then breakthrough and cut up tactics are used together with surprise and fierce fire power and overwhelming assault to quickly destroy the enemy.

1. Preparations for Meeting Engagements.

In anticipated meeting engagements, preparations for engaging the enemy should be completed before and during the march; in an unanticipated meeting engagement, the preparations should be made while fighting.

A. To Determine the Plans of Action:

If the situation permits, after receiving its mission from higher headquarters, the company should hold a party branch conference to study and discuss the order from higher headquarters and analyze the enemy's intentions, movements and possible areas where enemy troops may be encountered. The route of march and terrain conditions should also be studied at this time. Then the marching formation can be determined and a plan for the meeting engagement can be prepared according to the

possible sequence of going into combat. To deal with an unanticipated meeting engagement, the commander can make an on-the-spot decision and report to the Party Branch later.

B. To assign missions:

To assign missions to various organic and attached elements, the company (platoon) commander should emphasize:

- (1) Enemy position, intention and possible areas of encounter.
- (2) Plan of higher headquarters.
- (3) Activities and conditions of our reconnaissance element and local civilian armed groups.
- (4) Company (platoon)'s missions, order of march, and organization and missions of advance and reconnaissance elements.
- (5) Missions and coordination methods of various elements while engaging enemy troops.
 - (6) Position of commander.
 - (7) Signals and markings.

After mission assignment, cadres and soldiers must be ideologically prepared in accordance with the characteristics of the meeting engagement. The company (platoon) commander should also check to insure that the various elements understand their mission and that all weapons, ammunition, materials and equipment are ready for use. The situation should then be reported to higher headquarters.

C. Command of March:

The company (platoon) should march according to the combat organization and prearranged sequence of commitment into combat. Antitank weapons and machinegum elements ordinarily march in front of the main force. During the march, the elements should keep alert and emphasize reconnaissance and security. Reconnaissance or advance squads should be assigned at the front and flanks of the main force. The company (platoon) commander should march in front of the main force, personally direct the actions of the advance squad, and insure that every element is ready to fight at any moment.

The company (platoon) commander should carefully survey the situation and take the initiative to contact local militia elements. Any suspicious situation or action should be closely investigated, analyzed and appraised. When nearing areas where enemy troops may be encountered, the company commander, in addition to closing up the march formation, should call his platoon (squad) leaders together so as to facilitate the relaying of orders to his subordinate elements.

D. Action When Encountering Enemy Troops:

Upon encountering the enemy force, the company (platoon) should give immediate assistance to the advance squad in destroying the enemy reconnaissance team (vehicle). At the same time, the company commander should quickly apprise himself of the situation, report it to higher headquarters and make an immediate decision on the action to be taken. He should direct his men to take the initiative in opening fire against the enemy, capturing favorable terrain features, deploying troops and launching an assault. All these actions should be taken before the enemy has time to react. The company should try its best to destroy the enemy troops while they are in movement. Our own flank must be protected at the same time.

After capturing key positions, the company (platoon) commander should take the initiative and order the weapons platoon to open surprise fire before the deployment of enemy troops. Antitank weapons, hand-thrown mines, explosive packages, and bangalore torpedoes should be used to destroy enemy tanks and armored vehicles, while hand grenades, submachine guns and bayonets can be used to destroy enemy infantrymen. When enemy troops retreat, fierce pursuit action should be taken to destroy them. (See Chart 1). If key positions can be captured without the enemy's awareness, an ambush attack should be employed to destroy the enemy's advance element and compel the enemy's main strength into an unfavorable situation, whereby they can be destroyed in coordination with the main strength.

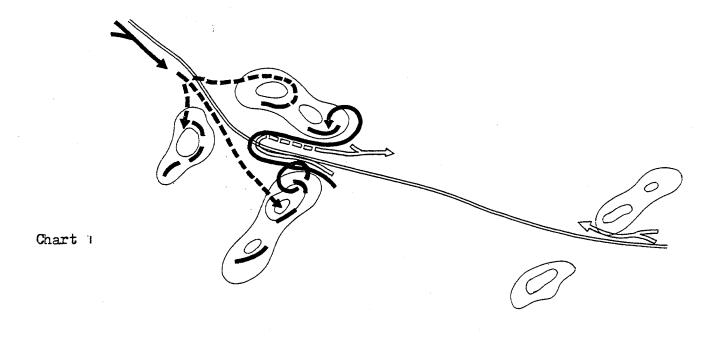
If our troops are deployed at the same time with those of the enemy, the company (platoon) must capture favorable terrain features with determination and fearless action. It is very significant to victory to capture key positions before the enemy does. The commander should immediately direct the weapons element to occupy firing positions and to open fire before the enemy does so as to destroy enemy tanks, armored vehicles and infantry troops and hamper the deployment and mobility of enemy forces. If both our troops and those of the enemy arrive at a key position simultaneously, we should launch an immediate attack against the enemy and destroy him with close fire, hand grenades, bayonets, and antitank weapons. After capturing a key position, immediately exploit the victory by organizing fire power, constructing defensive works and realigning troop disposition. Also, be prepared for successive assaults by the enemy and give the main strength protective cover for deployment and participation in battle. (See Chart 2).

If enemy troops occupy a key position before we do, the commander should quickly survey the situation and order mortars to take up positions for concentrated fire to suppress enemy fire power. He should also use antitank weapons to destroy enemy tanks and armored vehicles. At the same time, by taking advantage of the enemy's unreadiness for combat, the

platoons (squads) should launch a fierce assault against enemy combat formation gaps and flanks under protective fire so as to destroy the enemy and capture key points. If the enemy launches an assault against our troops, the commander should calmly direct his men to occupy nearby favorable terrain features, destroy enemy tanks and armored vehicles with antitank weapons and antitank teams, separate the enemy infantry from their tanks with mortar and submachine gun fire, and kill enemy infantry troops massively, defeat enemy assault and encirclement, defend the favorable terrain features already occupied with determination and then shield the main force to deploy and go into combat. (See Chart 3).

When encountering enemy troops marching from a lateral direction, the company (platoon) commander should immediately direct his elements to launch a fierce assault with strong fire power so as to disorganize and sever the enemy combat formation, destroy the immediate enemy, capture key positions and shield the main force so it can participate in combat. (See Chart 4).

Samples of Infantry Company (Platoon) Preparing for Meeting Engagements



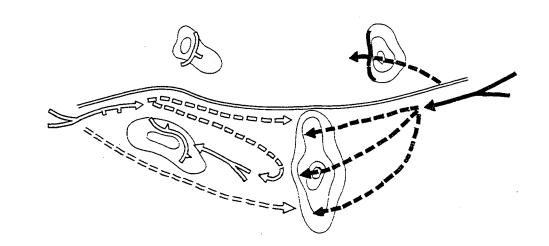
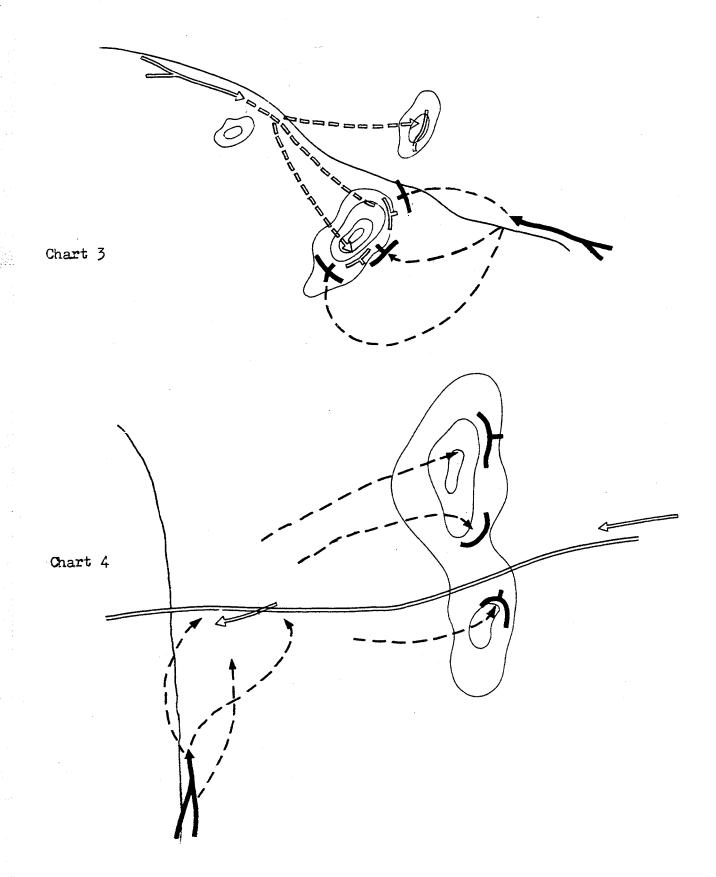


Chart 2



COMPANY (PLATOON) ABMUSH OPERATION

To launch a surprise attack against enemy troops moving in a certain area in which our own troops have been deployed and concealed in advance is called an ambush operation. There are two kinds of ambushes -- to ambush the enemy by waiting in a selected position and to ambush the enemy by deception and forcing it to move to a preselected position. In an ambush operation, the company's (platoon's) main strength must be concealed beside the road along which enemy troops will inevitably pass. When the enemy passes, the company (platoon) suddenly encircles and attacks the enemy troops and ends the battle quickly.

1. To Make Detailed Ambush Preparations and to Determine Troop Disposition for the Ambush Operation.

In preparing for an ambush operation, the company (platoon) must try its best to prepare a deliberate and detailed plan, and secretly and quickly complete preparations for the ambush.

A. To Make a Preliminary Decision:

After receiving its mission, the company (platoon) must understand the exact plan of higher headquarters, study the enemy situation and terrain, find out the enemy strength, intension and march routes, terrain conditions along the routes, enemy activities and conditions of the local populace. A timely preliminary decision can then be made on the basis of an analysis and assessment of the above-mentioned conditions. The company must then call a party branch meeting to brief the personnel involved as to the orders from higher headquarters and the commander's preliminary decision, to study and to determine the requirements for and methods of combat mobilization, to specify the cadres' mission, and to arrange various preparation activities in an orderly manner.

B. To Select an Ambush Position:

'The company (platoon) commander must secretly lead his platoon and squad leaders and the leader of the supporting weapons element to the selected ambush area for the purpose of terrain inspection and selection of the ambush position. The ambush position must be beside the road along which enemy troops must pass. The local populace in the ambush position area must be friendly to us so that they will not inform the enemy of our ambush and so that we can secure the cooperation of the local militia. There must be concealed access roads in the ambush position area. In addition, the ambush position area must be convenient for concealing troop deployment, fire power delivery and sudden launching of assaults. Valleys, defiles, forest edges, bridges and ferry points, which are unfavorable for enemy deployment, are desirable areas for ambush operations.

For the purpose of concealing our ambush plan and preventing enemy air and artillery fire attack and reconnaissance, the company (platoon) ordinarily selects its assembly position in the flank rear or flank areas of the ambush position. The position of readiness must be as near the ambush position as possible, ordinarily two to three kilometers distant.

C. To Determine Ambush Disposition:

Troop disposition for ambush operations depends upon enemy movement, assigned mission, and terrain conditions. A "bag-shaped" disposition is most desirable for ambush action. In case of terrain limitation, the troops and weapons may well be placed on one side of a favorable terrain feature from which fire power can be easily delivered. The size of the ambush circle must be decided according to the plan of higher headquarters, terrain conditions and the strength of the enemy forces and our own. The thinning out of our strength must be avoided.

Ordinarily, the company (platoon) organizes flank attack elements with its main strength. The flank attack elements should be placed on one side or both sides of the ambush position for the main attack. The locations where the flank elements are disposed must be convenient for launching a sudden attack but must afford concealment from enemy observation. Blocking and rear attack elements should be organized with a portion of the troop strength and necessary antitank weapons. The blocking element should be placed in the vicinity of the key point from which enemy troops can be easily blocked. The rear attack elements should be placed on one side of the road along which enemy troops will pass. Deployed in the afore manner, these two elements can block and sever the enemy troops and destroy them in coordination with the flank attack elements.

Antitank weapons should be deployed under concealment on one flank or both flanks of the ambush position and in terrain convenient for weapons to destroy enemy tanks. Machineguns should be set up in concealed positions where it is convenient for them to deliver fire power and cover the infantrymen's assault operations. Mortars are ordinarily set up in concealed positions where they can support infantry combat and control dead areas. All weapons should be placed on the main routes within the ambush circle and organized into a fire-net with direct, flank and oblique fire for the main purpose of destroying tanks.

The command position should be in a concealed location which is convenient for observation and command. Observation teams should be dispatched to a point at a proper distance from the enemy so they can keep tab on the enemy situation.

D. Assignment of Mission and Organization of Coordination:

The company (platoon) commander should assign missions and organize coordination in a concealed location. When doing this he should specify the following:

- (1) The enemy's strength, possible direction of movement, routes of attack, and estimated arrival time in our ambush area.
 - (2) Plans of higher headquarters and the mission of each element.
- (3) Time, route and methods for entering the assembly position and the ambush position.
- (4) Organization of flank attack, blocking and rear attack elements and the locations, missions, attack routes, methods of coordination, and antitank measures for these elements.
- (5) Firing positions, missions, and methods of supporting infantry attacks with various kinds of weapons.
 - (6) Methods of coordination with militia units.
 - (7) Methods of maintaining liaison with the observation team.
 - (8) Signals (markings).
 - (9) Time for completion of ambush preparations.

In organizing combat, the commander should study the situation and possible developments and devise countermeasures by promoting the spirit of military democracy, prescribe ambush discipline and security measures, inspect the readiness status of his subordinate elements with regard to equipment, rations, water and cold protection items for ambush and submit a report to higher headquarters.

2. To Occupy the Ambush Position Under Concealment:

The company (platoon) should stealthily and quickly occupy its ambush position under cover of darkness and poor weather, then wait for its chance. In the ambush area, an observation team should be assigned a suitable distance away in the direction of the enemy's approach to watch the enemy's movements. The main force should rapidly advance in a march formation along the prescribed route under the cover of the advance reconnaissance team. The commander should march at the front of the main force and should keep tab on the enemy situation and the changing terrain and control the direction of march. After entering the ambush position, the company (platoon) should immediately dispatch observation and security teams and assign elements to prepare camouflage and other necessary works and lay antitank and antiinfantry mines so as to rapidly complete combat readiness.

The company (platoon) should assign security troops to control the ambush area while waiting for its chance in the assembly position. If the situation permits, necessary personnel should be assigned to construct firing positions for main weapons in the ambush area and assign observation teams to watch the movement of the approaching enemy. When the enemy appears, the elements should stealthily approach and occupy the ambush position from separate directions.

In accordance with the situation and instructions from higher headquarters, the company may organize small elite elements to divert the enemy troops in coordination with local militia elements into our ambush circle where they can be destroyed.

Either in the ambush position or in the assembly position, the ambush element should carefully and deliberately prepare for combat, take good cover, maintain tight security, wait patiently, be prepared to fight and keep frequent contact with higher headquarters.

3. To Launch a Surprise Attack and Destroy the Enemy in Close Combat.

All elements should keep calm and take good cover, and should allow enemy reconnaissance personnel (vehicles) to enter and pass through our ambush area. No one shall fire until the open-fire order is given, and the ambush position shall not be exposed.

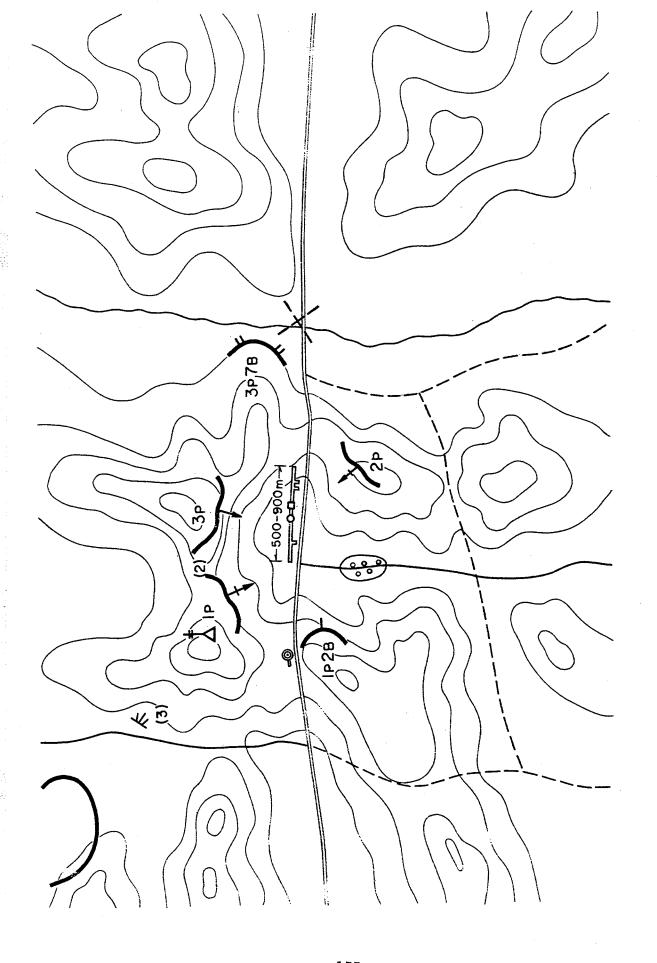
When the enemy's main force enters the ambush circle, the company (platoon) commander must make a firm decision as to the precise moment to open fire on and destroy the enemy. The company (platoon) should destroy the enemy troops while they are moving. Antitank weapons should be concentrated on first destroying the enemy tanks and armored vehicles in front and then those at the far rear for the purpose of blocking the advance and retreat routes. With its fierce fire, the mortar element should break up the enemy march formation, prevent the enemy from deploying, destroy the enemy effective strength and support the assault of the infantry element. The blocking element should determine to contain the enemy troops by taking advantage of favorable terrain features, force the enemy into an unfavorable position and then destroy the enemy troops in coordination with flank attacking elements. The flank attacking element should immediately launch a fearless assault, break through the enemy march formation, and decentralize and encircle the enemy troops. Bangalore torpedoes, explosive packages and hand-thrown mines should be used to destroy enemy tanks and armored vehicles. Close fire, hand grenades and bayonets should be employed to destroy enemy infantry troops. The rear attacking element must quickly occupy key positions, cut off enemy retreat routes, intercept his reinforcements, attack his rear, and then encircle and destroy him in coordination with the main force.

If enemy troops resist obstinately with the help of terrain features, tanks and armored vehicles, the company (platoon) must concentrate strength and fire power to assault the enemy flanks and destroy them before they are in position.

4. To Make a Timely Withdrawal from the Ambush Area:

After completion of the ambush mission, the company (platoon) must dispatch security guards to watch the direction from which enemy troops had come. Except for a small force assigned to clear the battlefield, the main force must quickly withdraw from the ambush area to avoid surprise attack by enemy artillery and aircraft. The troops may withdraw from the ambush area by one or more routes according to the situation. If necessary, rear security guards should be dispatched to prevent pursuit by the enemy.

If our ambush plan is found out by the enemy and cannot be carried out as scheduled, the company (platoon) must make an immediate decision to attack and destroy a part of the enemy force with fierce fire power and then quickly and in an orderly manner withdraw from the ambush area. Hesitation under enemy fire and reluctance to disengage from an uncertain battle must be avoided.



Defense is an auxiliary means of offense or a means of preparing to switch over to offensive. "The basic principle is to acknowledge active defense and oppose passive defense." In a defensive operation, to stop the successive assaults of enemy tanks has great significance in achieving combat victory. In defense, the main force will be concentrated to defend key points against the enemy's tank assault. With the aid of these key points and with fierce and accurate fire power and brave counterassault, smash the enemy's offense and firmly hold the defens ve position.

In general, the company (platoon) organizes its defense within the battalion's (company's) organization. It may act as a first echelon unit or as a reserve element. Sometimes, it may perform an independent, defensive mission. The mission of the first echelon unit is to defend the forward strongpoints and to employ fire power and counterassault to annihilate the enemy. The mission of the reserve element is to support and provide replacements for the first echelon unit to prevent the enemy from developing in depth and to wipe him out by counterassaulting. The reserve also has the mission of exterminating enemy airborne troops in coordination with the friendly forces.

In a defensive operation, the company (plateen) may be attached with mortars, recoilless rifles, heavy machineguns, company machineguns, and light flamethrowers, while the plateon may be attached with 60mm mortars, recoilless rifles, rocket launchers, heavy machineguns, company machineguns and light flamethrowers.

1. To Convene Party Branch Meeting and to Conduct Combat Mobilization:

The company Party Branch is the core of the company's centralized leadership and united combat. "All important questions..., should be referred to the Party Committee for discussion. The members present will freely express their opinions and make clear and accurate decisions. These decisions will then be implemented individually. After receiving its combat mission, the company should, on the basis of the commander's understanding of the mission, his estimate of the situation and his initial decision, timely convene a Party Branch (enlarged) meeting to transmit orders and directives of higher command, to study both the combat intention of the higher command and its own mission, to analyze the commander's initial decision, to draw up a combat plan and be familiar with it, to specify the combat requirements of combat mobilization and the tasks of cadres, to designate cadre successors, and to complete preparations for combat.

Carry out combat mobilization to the hilt. According to the mission of the company and the intentions of the commander, combat mobilization should usually be carried out first within the Party and then without. During mobilization, place emphasis on the enemy situation, our mission, purpose and objective, conditions of victory and methods of overcoming difficulties and defeating the enemy; devise effective combat slogans, promote the basic functions of the Party and CYL members; develop the ideological and political work among the troops, stimulate the sense of class hatred and combat enthusiasm of all commanders and fighters, instill in the minds of the troops the confidence to win victories, and raise the fervency of the troops to establish merits by killing the enemy. During combat, continuously promote propaganda work, develop the leadership of Party and CYL members, and encourage all commanders and fighters to fight stubbornly, to kill the enemy bravely and to accomplish the combat mission resolutely.

2. Organize Combat Closely and Prepare Defense Work Well.

Based upon the principle of making thorough preparations for every battle, the company commander (platoon leader) should act in accordance with the orders of higher headquarters and the directives of the Party Branch to make a detailed on-the-spot inspection, to select proper defensive key points, to decide defense disposition, to have close coordination and to accomplish the combat mission swiftly.

A. On-the-Spot Inspection and Selection of Key Defensive Positions.

When making an on-the-spot inspection, the company commander (platoon leader) should begin from the main direction of enemy attack and from the forward area to the rear. Emphasis should be placed on the following: terrain within the defense area, road conditions, defensive front, platoon positions and locations of the firing positions of major weapons; possible places of concealment of enemy tanks and infantry troops, possible assembly areas, and the major direction of his attack.

Through reconnaissance and a proper estimate of the situation, select key defensive positions that are convenient for observation, for delivering fire power, for attacking enemy tanks, for defending independently, for troop maneuver and for assuring the stability of defense in favorable terrain in the possible direction of enemy attack.

B. Disposition of Strength and Distribution of Fire Power.

Disposition of strength should be made in accordance with the enemy situation, our mission and terrain. The main force should be concentrated on defending key positions. Other troops should be deployed in depth under concealment in an extended formation. A strong, powerful force should be kept as reserves, which should be located in the center of our position or at a place which provides convenient concealment and mobility. The company usually uses two platoons to form the forward

strong points and the third to form a strong point in depth. (See Figure 1). Or it can use one platoon to form the forward strong point and the other two to form the strong points in depth. (See Figure 2). Fire power, obstacles, communication trenches, and fire trenches are used to connect various platoon strong points to form the company strong point. Sometimes, the whole company is used to form one strong point (see Figure 3) with each platoon responsible for defending a certain sector (see attached drawing) within the company strong point. The location of the company CP should be selected in the major defensive position within the strong point so as to facilitate observation and command.

Organization of fire should be made in accordance with the enemy situation, our mission, the characteristics of our weapons, and terrain conditions. Based upon the principles of weapon distribution and fire concentration, various weapons should be emplaced and used under sound planning. Recoilless rifles usually are concentrated for use at the company or they can be organized into an antitank team or attached to a platoon (squad) for deployment where an enemy tank threat exists. Mortars are usually concentrated for use by the company. Sometimes, 60mm mortars may be attached to the infantry platoon in the main direction of attack and be placed at concealed locations in depth where fire power can be fully developed. Machineguns are usually attached to the squad and placed at points in forward positions or in depth where fire power can be conveniently developed. Light flamethrowers organized into teams are usually attached to the platoons (squads), and placed in fire or communication trenches in the frontage with each team as a single fighting unit. At the front, on the flanks, at the limiting points between elements and in depth, multilayer fire nets for direct firing, flanking firing, oblique firing and firing from lying on back should be organized. Dead areas, covert approaches and tunnel openings should be controlled with mortars and machinegums or with hidden fire points. Machinegum elements should organize antiaircraft fire against enemy air attack. All weapons must complete their preparations for mobile firing and maintain close coordination with one another so that fire power can be concentrated within the shortest period of time in the area under threat.

C. Assignment of Mission and Organization of Coordination:

The company commander (platoon leader) should give the various elements a clear assignment of mission. First indicate azimuth, then emphasize the following points:

- (1) Enemy situation.
- (2) Missions of higher headquarters and this element.
- (3) Missions of the adjacent friendly units.
- (4) Platoons' (squads') defensive positions, key points, firing areas, zones of concentrated fire, and measures for the protection of the flanks and the limiting points.
- (5) Missions, firing positions of various weapons, firing areas, alternate firing areas, and zones of concentrated fire of the various attached elements.
 - (6) Organization, placement, and missions of antitank teams.
 - (7) Time to complete combat preparations.
 - (8) Location of CP.

The company (platoon) usually specifies coordination at the time missions are being assigned, or after the assignment of mission. The following points would be clearly specified in establishing coordination:

(1) Methods for supporting the security elements in combat and for covering their withdrawal from combat.

- (2) Action to be taken by the various elements when attacked by enemy atomic and chemical weapons and air force and artillery fire.
- (3) Actions to be taken by the various elements to stop the enemy approaching our frontage and to resist the enemy attack.
- (4) Actions to be taken by the various elements to annihilate the enemy penetrating our defenses and to carry out a counterassault.
- (5) Actions to be taken by the various elements to smash the enemy's breakthrough and encirclement.
- (6) Methods of coordination with artillery, air force, and adjacent friendly units and the militia.
 - (7) Signal (Markings).
 - D. Construction of Defensive Works and Establishment of Obstacles:

The company (platoon) should make the most of the terrain to construct defensive works. The defensive works should be convenient for developing fire power, firm and strong, located at a low level, dispersed, concealed and strictly camouflaged. Antitank positions should be built in the main direction from which enemy tanks may possibly attack. When constructing the works, the commander should specify clearly the locations of the various kinds of works, priority and requirement of each construction, construction method, and the time allowed to complete it. Normally, construction operation should start from the major works. Frontage comes first and those in depth follow. Foxholes and weapons positions have priority over trenches, shelters (tunnels), and communication trenches. The fire and communication trenches in key areas should be If the earth is loose, the trenches should be reveted. Some covered small holes should be dug in fire trenches and weapons positions. If conditions permit, shelters (tunnels) should be provided with adequate facilities

against enemy atomic and chemical attack and for storing foods, ammunition and water. Efforts should be made continually to improve the defensive works.

In constructing obstacles, these should be emphasized: the obstacles established should be closely linked with fire power and natural obstacles. Usually, in an area convenient for tanks to maneuver, antitank trenches and traps are dug, or antitank mine fields, stone obstacles and abatis are established, and precipices are constructed. At the front of our position or at the flanks where it is convenient for the enemy to conduct outflanking manuevers, wire entaglements, abatis, and antiinfantry mine fields should be set up in the gaps. If time permits, net-shaped antitank positions should also be constructed.

E. To organize various precautionary and security measures:

The company (platoon) should organize a reliable reconnaissance and observation reporting system so as to prevent a surprise attack by the enemy. Antiatomic and antichemical material and equipment should be well prepared. The organization and disposition of the company ammunition point, and the stock of food supplies, ammunition and water of each element should be specified. The battalion aid post and measures for self and mutual assistance should also be specified.

If time permits, the company should make efforts to conduct training before going to battle so as to improve the skills and the combat standards of the various elements, to familiarize them with the coordinating actions, and to revise and improve the combat plan.

3. Actively Attack the Enemy and Guard Against his Fire Attack.

The company (platoon) should try to "gain the initiative and avoid passiveness." All possible active methods will be adopted to kill, to

deplete and to exhaust the enemy. Meanwhile, preventive measures will be taken to effectively preserve our own strength.

A. Actively Attack the Enemy.

When not in direct contact with the enemy, the commander, in accordance with orders from higher headquarters, will dispatch small elements together with the militia to conceal themselves in ambush by the road in front of our position where the enemy is sure to pass, with the mission of keeping the movements of the enemy under surveillance, and catching and killing small enemy reconnaissance groups. When the enemy is approaching us, active combat action should be taken to destroy his effective strength, to force him to deploy, to slow down his actions and to cover the various elements in their preparations for an assault against the enemy.

When in direct contact with the enemy, utmost use should be made of surprise rifle and artillery. Meanwhile, small elements may be dispatched, in accordance with orders from higher headquarters and by taking advantage of darkness, to conduct reconnaissance, ambush or assault against the enemy's weak points.

B. Guard Against Enemy Fire Attack.

Upon receiving warning of enemy atomic or chemical attack, except for the observer who will take cover on the spot and put on protective gear to continue his observation mission, the rest of the men will quickly seek cover in a shelter or tunnel. After the enemy's atomic attack, the commander should organize various teams to rescue, to put out fires, to decontaminate, to repair defensive works, to keep watch over the enemy's activities and to make a timely report on the actual situation to higher headquarters.

When under attack by enemy air force and artillery elements, the observer and the weapons on duty will stay to keep on watching enemy activities and actively fire on low flying airplanes, while the rest of the men will quickly take cover and remain in concealment and get ready for combat. The commander will make a personal inspection of the situation to find out indications of impending assault by the enemy so as to issue timely commands to the various elements to take up their positions, to construct field works and to be ready for the enemy assault. But, attention should be paid to the enemy's false fire shifting.

4. To Stubbornly Resist the Enemy Assault.

When resisting enemy tank and infantry assault, the company (platoon) should be "brave, firm and calm" and annihilate the enemy with concentrated fire power and close combat. In annihilating the enemy, destroy those that threaten us most first and then shift fire against the others.

When the enemy starts his assault, the commander will make a timely estimate of the direction of the enemy's main attack. According to the situation, he should then command the various elements and weapons to occupy positions by turn. Mortar fire will be used first to Kill enemy infantry troops. When the enemy's tanks come within our firing range, the commander will order his antitank weapons to open sudden fire on the tanks and armored vehicles to destroy them.

When the enemy is approaching our obstacles and moving through a passage, the commander should direct the antitank teams (sections) and the various antitank weapons to concentrate fierce fire power to destroy the tanks which threaten us most, then the rest. With accurate and fierce fire power, our rifles, machineguns and mortars will throw the enemy combat formations into confusion, cut off the connections between his infantry and tanks and wipe out his effective forces.

When the enemy is approaching the frontage of our position, the commander should direct the various elements to attack and destroy the enemy tanks with antitank weapons and explosives when they are within firing range, and to smash the enemy assault waves with fierce fire power and bayonets in front of our positions.

When the enemy are being killed or wounded by our fire and their combat formations are thrown into confusion, the situation is then favorable to us. The commander should grasp this opportunity to attack the enemy's flanks with squads teams in short-distance assaults. If the enemy is retreating, fire power should be organized immediately to pursue the enemy. If the enemy is assaulting our friendly forces nearby, support them in combat with fire power.

After crushing the enemy's assault, make preparations against enemy fire attack. Actions should also be taken to quickly regroup, conduct mobilization, make emergency repair of field works, replenish ammunition and be ready to meet the enemy's new assault.

5. Counterattack Resolutely to Destroy the Penetrating Enemy.

When the enemy is successful in penetrating our position, fight hard to hold the position and kill the penetrating enemy with fierce and accurate fire to stop them from developing, to block the gaps and to stop the entering of their follow-up forces. When the enemy suffers heavy causalties and his combat formations are thrown into confusion and they are not combat-ready, or when we can take advantage of the night darkness, we should use our reserve elements to conduct a firm and fierce counterassault against the enemy's flanks and rear to wipe out the penetrating enemy and regain our positions. If the enemy is in a superior position, the company (platoon) should stubbornly prevent them from developing in depth and actively participate in the counterassaulting actions of higher echelon units to annihilate them. Usually, the various

elements should obtain approval and fire support from higher headquarters for any counterassault they are going to conduct.

When conducting a counterassault, the commander should specify the following: mission of the elements responsible for making this counterassault, direction, area for deployment, time of action and signal, fire support and the methods of coordination among the various elements. The counterassaulting elements should, utilizing the effects of our fire power and coordinating with the advance element, attack firmly and fiercely against the enemy's flanks and rear, annihilate the penetrating enemy with fierce fire and bayonets and regain our position. When conducting a counterassault, the platoon usually uses its squads deployed in depth to do it along the dugouts and trenches.

If the counterassault fails, the nearby favorable terrain should be occupied and fortified quickly so as to prevent enemy strength from expanding and to recover our positions in concert with higher level's counterassault.

6. Smash Enemy Encirclement and Defend the Tunnels.

"No matter how complicated, serious and miserable the situation may be, what the military commander needs first is the organization of independent initiative, and the capability to use his own power."

When the company (platoon) is cut up and encircled by the enemy or evacuated to a tunnel to continue fighting, efforts should be made to hold firmly the key positions or the openings of the tunnel and fight bravely, with no fear of sacrifice and with the single-handed fighting spirit. The company should fight independently and bravely, kill the enemy actively and smash the enemy's decentralization and envelopment actions.

A. Smash the Enemy's Decentralization and Encirclement Actions.

When threatened by enemy's decentralization and encirclement actions, the commander should maneuver rapidly the company's strength and fire power in the direction where the enemy threatens us the most so as to prevent him from developing in depth and smash his intention of decentralizing and encircling us.

When part of our positions is decentralized and encircled by the enemy, the encircled element should make timely adjustment of its disposition and by relying on the key points, defense works and obstacles, destroy enemy tanks with fierce fire power, kill enemy infantry, fight repeatedly and hold the positions resolutely. The commander should also direct other elements and weapons to support the enveloped elements and to smash the enemy's encirclement.

When the company is being encircled, the commander should quickly adjust its disposition, concentrate its strength to hold the key points, concentrate particularly the antitank fire to destroy the enemy's tanks, kill the enemy with fierce fire power and by active combat action, and protect our combat formation from being decentralized so that our objective, "when there is man there is position," can be maintained. With support of the higher command and coordination with friendly forces nearby, stubbornly smash the enemy's encirclement.

B. To Firmly Defend Tunnels to Continue Fighting.

When the enemy has oocupied our ground positions or when we are ordered to evacuate to tunnels, the company (platoon) should organize its strength and fire power to drive back the enemy who is following us closely. Weapons elements will be designated to occupy the defensive works in the vicinity of the openings of the tunnels or other favorable terrain to provide cover and prevent the enemy from following at our heels. When

evacuating to the tunnels, wounded personnel will be the first to enter, then ammunition and the various elements. The commander will be with the covering element. At the time when the various elements are going into the tunnels, the company should immediately organize observation posts and assign weapons and combat teams to defend the points of entry.

After entering the tunnels, the company should organize the men into defensive, assaulting, reserve and service teams in accordance with the situation. The mission will be clearly specified and a unified command established. The exemplary leading function of the Party members and members of CYL should be promoted. Ideological and political work would be strengthened. Infinite faith in the final victory must be maintained. The principle that "No matter how difficult and miserable the situation is, if there is still one man left, this man must keep on fighting," must be executed by action. Meanwhile, the company must try its best to keep in touch with higher headquarters, and to save food, ammunition and water to facilitate a prolonged defense.

The defense of a tunnel (underpass) is mainly a defense of the entrance. The company (platoon) should, with the support of and coordination with higher headquarters and the adjacent troops, take all possible measures against the enemy's destructive action and blockade, and to hold firmly the entrance to the tunnel. When the enemy is trying to block, explode and throw flames into the entrance, the company (platoon) should act firmly to annihilate him with fire power. In case there is damage to the entrance, a repair team should be formed immediately to repair the damage and to control this damaged area with fire power. If the enemy uses poison gas against us, gas masks and other available protective gear and material will be used for protection. Those affected by the gas should receive proper medical care at once. If the enemy has constructed works and set up obstacles near the entrance, these should be destroyed by fire power and explosives or the artillery element may be requested to

destroy them. In case the entrance is occupied by the enemy, positive action should be taken to retake it.

The element responsible for defending the tunnel may, by utilizing darkness, dawn or the effects of our artillery fire, dispatch a combat team, secretly and swiftly, to make an unexpected assault on the enemy and fight indomitably against the enemy at the entrance to the tunnel. At the time when higher command is conducting a counterassault, initiative should be taken to conduct an assault, and make active coordination. Before making assault, the commander should give his subordinates clear mission assignments, conduct mobilization and clear the obstacles at the entrance to the tunnel. When assaulting, the assault team should jump out of the tunnel suddenly during the short period of the lifting of artillery fire or according to signal fiercely attack the enemy at his flanks or in the rear in coordination with the counterassaulting elements of higher command to wipe out the enemy and to regain the lost position.

7. Night Defense.

Night defense of the company (platoon) should strictly adhere to the fine traditions of close combat and night combat of our military forces, and should be organized to safeguard against enemey assault and to wipe out the enemy by close fighting.

A. Make Good Preparations.

When daytime defense is changed to night defense, the company (platoon) should have all preparations completed before darkness. The commander should point out the night azimuth to his subordinates. Security guards will be dispatched to areas in front of our positions or in the directions easy for the enemy to approach. Observers and roving patrols will be increased

within the position. Part of the weapons will be moved forward to temporary fire positions to control the flanks and the gaps. Firing sectors for the various elements and for the weapons will be designated and preparations for night firing will be completed. Weapons will also be assigned to destroy the enemy's illumination and night observation material and equipment. If conditions permit, noise making, shining and illuminating materials should be put in the defense sectors where the enemy is likely to approach. Night operation plans will be prepared. Identification and communication signals or markings should be specified.

When organizing night defense, the company commander (platoon leader) should direct the various elements to occupy their positions secretly. Observers and guards will first be dispatched. Duty weapons will be assigned. Then, based on the visible terrain and its features, the commander should specify the mission, position locations, specially-defended key points and the main defense direction of the platoon (squad), firing positions, firing mission of the detached weapons and the methods to support infantry elements. The various elements should first construct important defense works and weapons firing positions, and then strengthen them gradually. At dawn, further adjustment in disposition, specification of mission and organization of coordination should be made according to the situation.

B. To Prevent the Enemy from Making a Surprise Assault and to Wipe Out the Enemy in Close Combat.

In conducting night defense, the company (platoon) should increase its vigilance, make thorough combat preparations, exercise strict light control, and maintain quiet so as to prevent the enemy from making a surprise assault. The commander should increase the number of guards and step up inspection, take appropriate measures to deal with various

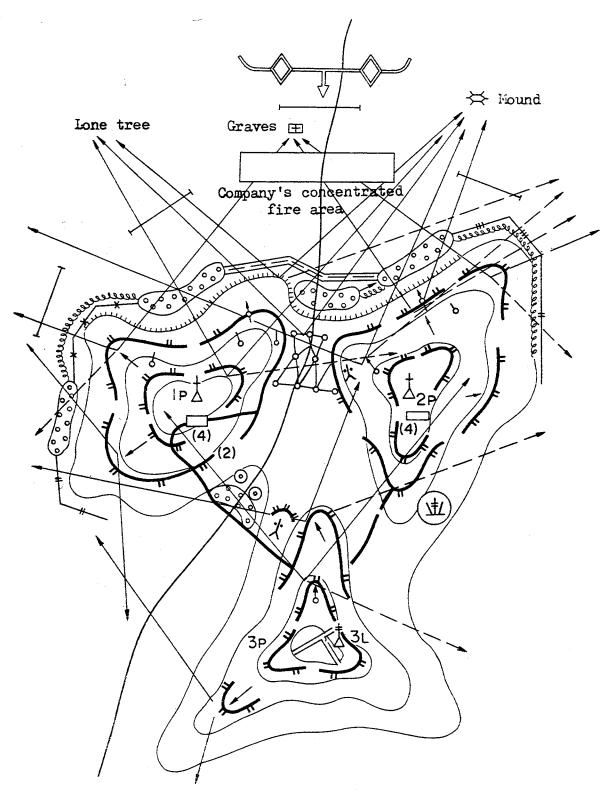
situations, and not be taken in by the enemy's feinting actions. Active combat action should be taken to find the enemy in advance and take the initiative in assaulting them.

If a small number of enemy are found conducting reconnaissance or a surprise assault or destroying our obstacles, wait and let them come closer. Then, with sudden, fierce fire power or using a small element of our forces to outflank them from the sides or in the rear, kill them or capture them alive. A small team amy also be dispatched to ambush the enemy in the direction where the enemy is likely to move or to manuever. The obstacles damaged by the enemy should be quickly repaired or placed under the control of our fire power.

When the enemy is making an assault against us under the cover of artillery fire, the commander should direct the weapons elements to take their position and delay the enemy's action with fire. When the enemy is approaching the obstacles, the enemy's illumination should be fully utilized to open sudden, accurate and fierce fire to destroy enemy tanks and kill his infantrymen. When the enemy is passing the obstacles, fierce fire and hand grenades should be directed at the enemy to kill him in front of the forward position. When the enemy is suffering heavy casualties and his formation is being thrown into confusion, small elements may be used to make a sudden, fierce assault on the enemy's flanks or rear and annihilate him. After repulsing the enemy assault, special attention should be paid to searching for and killing the remaining enemy troops.

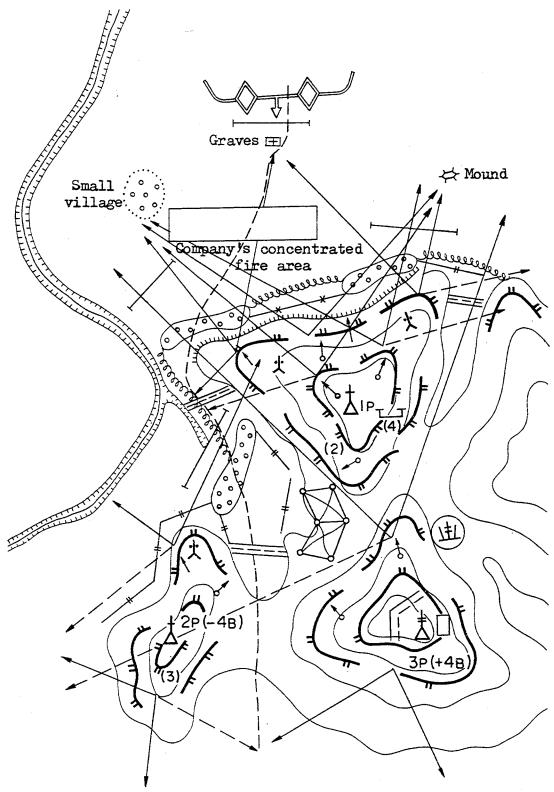
When changing from night defense to daytime defense, the company (platoon) should quickly make necessary adjustments of its disposition, strengthen the camouflage of its positions, make thorough preparations against enemy assault and report to higher headquarters.

Sample 1 of Infantry Company in Defensive Position



Notes: 1. Defensive frontage is approximately 800 meters and its depth approximately 700 meters.

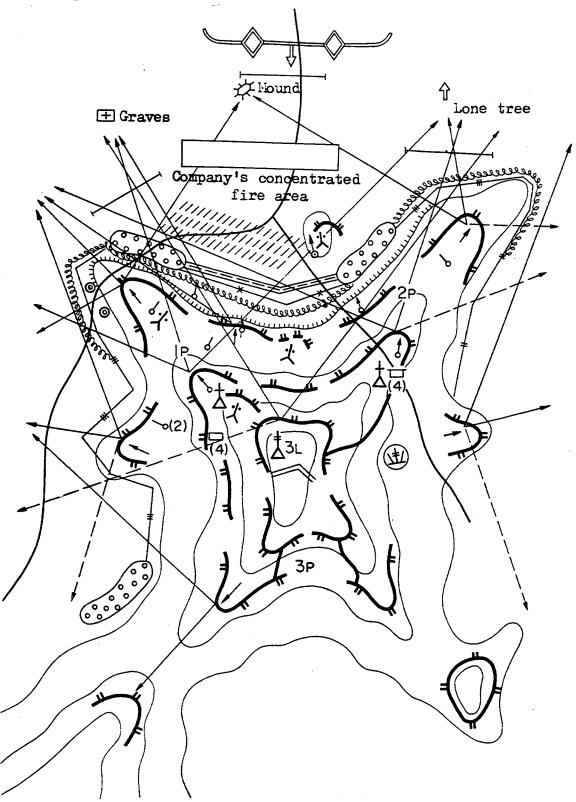
- 2. Reinforced by a 82mm mortar company, a 82mm recoilless gun platoon, a heavy machinegun platoon, and a light flame thrower squad.
- 3. ** indicating 82mm recoilless guns; ** indicating anti-tank team; ; of indicating net-shaped position of anti-tank.



Notes:

- 1. Defensive frontage is approximately 500 meters and its depth approximately 600 meters.
- 2. Reinforced by a 82mm mortar company, one each 82mm recoilless gun and heavy machinegun platoons, and a light flame thrower squad.
- 3. *\frac{1}{2} indicating 82mm recoilless guns; \frac{1}{2} indicating net shaped position of anti-tank.

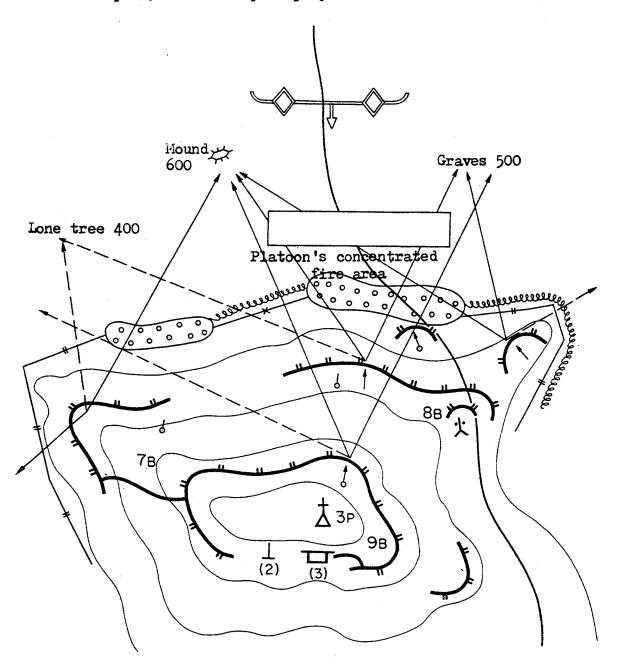
Sample 3 of Infantry Company in Defensive Position



Notes: 1. Defensive frontage is approximately 850 meters and it depth approximately 900 meters.

- 2. Reinforced by a 82mm mortar company, a 82mm recoilless gun platoon, a heavy machinegun platoon, and a light flame thrower squad.
- 3. **\text{tindicating 82mm recoilless guns; *\text{tindicating anti-tank team.}

Sample 3 of Infantry Company in Defensive Position



Notes:

- 1. Defensive frontage is approximately 400 meters and its depth approximately 200 meters.
- 2. Reinforced by two 60mm mortars, two 82mm recoilless guns, two heavy machineguns and a light flame thrower team.
- 3. # indicating 82mm recoilless guns; \$ indicating anti-tank team.

In mountain defense operations, it is easy for us to conceal our troop deployment and weapons and to put up a strong defense. However, it is also easy for us to leave gaps, to expose our flanks, to have our combat formation decentralized by the enemy, and to lose mobility and command coordination. Therefore, the company (platoon) must organize a strong point defense by utilizing favorable terrain features and relying on controlling high grounds. The company should also strengthen the security and protection of the flanks and limiting points between various elements and take preventive measures against enemy encirclement and outflanking maneuvers.

1. Control High Grounds and Organize a Strong Point Defense.

After receiving his mission assignment, the company (platoon) commander must, under the guidance of higher headquarters and the Party Branch, lead his platoon (squad) leaders and the leader of the reinforced weapons element to conduct an on-the-spot inspection, and select a strong defensive position where it is easy to control the whole front from various points, to observe the enemy, to develop fire power, and to defend important points independently, so as to organize a strong point defense.

A. Deployment of troops and Distribution of Fire Power.

The following principle of defending a selected key point must be strictly observed in troop deployment: main strength should be concentrated around high grounds, mountain passes, defiles and key points so as to have a troop deployment with in-depth dispersion and concealment. Areas that are difficult for enemy troops to approach may be controlled by a small force or fire power. If a company is defending several high grounds at the same time, two platoons are ordinarily used to organize separate strong points

in the forward area and one platoon is used to organize strong points in depth. (See Chart 1). When a company is defending a narrow area, it may use a platoon to form forward strong points and two platoons to organize a strong point in depth. (See Chart 2). When a company is defending a single high ground, it forms a strong point by itself, (See Chart 3), with the platoons defending separate parts of the high ground.

In distributing fire power, weapons should be attached downward to the lower elements and distributed in concealed layers according to the principle of concentrated fire power, with dispersed weapons. Antitank weapons are ordinarily controlled by the company and organized into antitank teams (sections) to be deployed on both sides of valleys, salient points and roads which the enemy tanks may use. Rocket launchers should be attached to squads to be placed in the forward position. Mortars are collectively controlled by the company and should be placed on reverse slopes of high ground and valleys. The 60mm mortars can also be attached to platoons and placed in concealed fire positions. Heavy machineguns, ordinarily distributed to platoons, and squad machineguns, ordinarily distributed to squads are placed on both sides of salient points and high ground. Light flamethrowers should be attached to platoons and squads and organized into teams to be placed near forward fire or communication trenches. A fire-net should be formed in front of our position with various kinds of weapons for direct, flanking, oblique and cross fire. Mortar fire power should be used to control dead spaces, defiles and concealed areas convenient for enemy troops to approach. Antitank fire power should be used to control valleys, roads, entrances to mountain passes and other areas convenient for enemy tanks to pass. Places for firing from lying on back should be established along the front and in depth in favorable terrain. Hidden fire points and antiaircraft fire should be established on both sides of high ground and reverse slopes. The fire power of various strong points should be able to support one another with all their rifle, artillery, high trajectory, flanking and oblique fire combined, so that the main fire power can be concentrated against the threatened direction on short notice.

B. Construct Defensive Works and Establish Obstacles.

The front of a defensive position is ordinarily on the slope facing the direction of the enemy, on both sides of the road or on the edges of a forest with smaller dead angles. Trenches and weapons fire positions should be constructed around the high ground according to the terrain condition. All weapon emplacements should be constructed at the bottom, concealed and covered. An antitank fire net should be constructed in the area convenient for enemy tanks to move through. Shelters should be constructed on the reverse slopes or both sides of the high ground by utilizing and improving mountain caves and other natural features. Ιf the situation permits, tunnels should be constructed with the tunnel entrances in the flank and rear areas. Strong fire positions should also be constructed at the entrances. Anti-atomic and anti-chemical installations should be constructed in shelters and tunnels. Dummy positions may be constructed according to the situation. All defensive works and installations should be constructed and camouflaged at the same time.

Obstacles should be placed in roads, valleys, defiles and gaps in close coordination with fire power and natural obstacles. Cliffs, trenches, fallen trees, rock barriers and "rock mines" may be used to further strengthen our defenses.

In addition, preventive measures against fire, mountain slides and flood should be emphasized, and ammunition, foodstuff and water should be adequately stocked.

2. Fight with Determination on High Grounds.

The company (platoon) should fully develop its ability for close combat and fighting independently with small groups and smash the enemy attack with positive combat action by taking advantage of favorable terrain features and strong defensive works.

A. Repel the Enemy Assault with Determination.

In the face of an enemy assault, the company (platoon) must be brave, steady and calm, and direct its elements to occupy positions successively according to development of the enemy situation. Antitank weapons should be used to destroy enemy tanks and armored vehicles, and the fire power of machineguns and mortars should be used to kill enemy infantrymen. When enemy troops approach close enough, elements along the frontage should destroy the enemy with fierce and precise fire power of rifles, machineguns, hand grenades, bangalore torpedoes and explosives. The weapons disposed in depth should support the elements along the frontage with fierce fire and then smash the enemy assault.

When the enemy's formations are thrown into disarray by our fire power and the situation is favorable to us, the commander should take the initiative to assign squads (teams) to conduct a short-distance attack against the enemy flanks from the front of our defensive position.

Mortars and heavy machineguns should be used to suppress enemy follow-up echelons and weapons in order to support the actions of our elements.

When the enemy assaults our position from different directions, the commander should first concentrate the main strength against the direction that poses the greatest threat to the unit, then swiftly shift the strength to destroy the enemy from other directions. When enemy tanks encircle our position along valleys and roads, our concealed antitank weapons should open sudden and precise fire on the tanks and destroy them in close combat. Mortars and rifles should be used to annihilate the enemy infantrymen. When the enemy troops retreat, fire power must be delivered to pursue them. At the same time, preparation must be made against another possible enemy assault.

B. Launch a Fierce Surprise Counterassault.

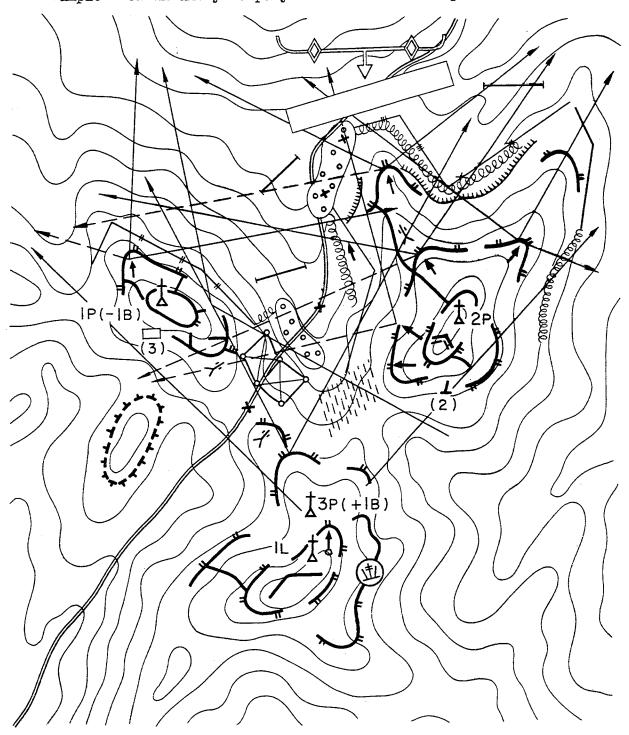
In case our defensive position is penetrated by the enemy, the company (platoon) should encourage its men to fight the enemy to the

last, and concentrate its fire power on killing the enemy troops penetrating our position. At the same time, fire power must be delivered to block the breach and stop successive echelons of enemy troops from entering the position. By taking advantage of the enemy's confusion and the inability of his follow-up echelons to enter into battle, the company (platoon) reserve elements should launch a fierce and sudden assault against the enemy's flank rear by utilizing favorable terrain and retake our position.

C. Defend High Grounds with Determination.

When encircled by enemy troops, the company (platoon) should strengthen its political and ideological work and promote the spirit of bravery, endurance and independent combat among its men. Furthermore, the commander should take it upon himself to redeploy his troops and take whatever other action is necessary to firmly defend his high ground and create favorable conditions for combat by higher echelon forces. When the low ground defensive position is occupied by the enemy, the company (platoon) should move into underground tunnels to continue its resistance. When the higher echeclon unit launches a counterattack, the company (platoon) should actively attack the enemy in close coordination with the higher echelon force so as to destroy the enemy and regain our defensive position.

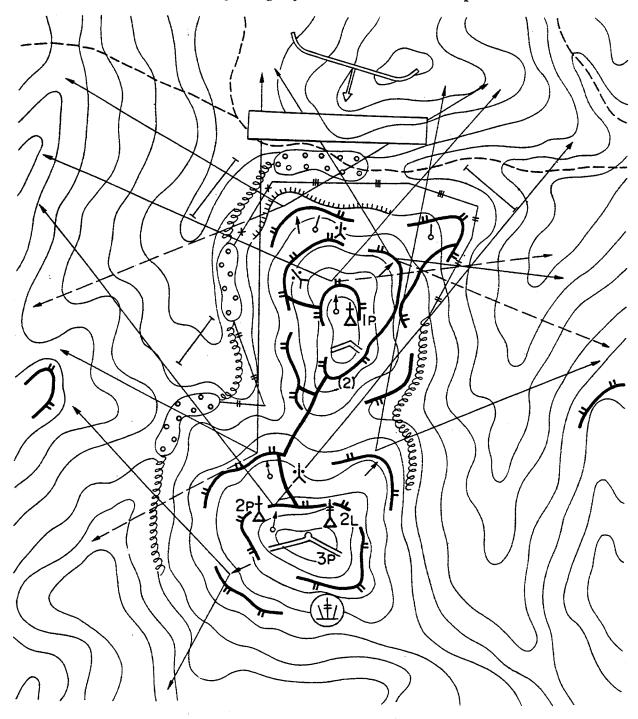
Sample 1 of Infantry Company Mountain Defense Operations



Notes: 1. Reinforced by a 82mm mortar company, one each 82mm recoilless gun and heavy machinegun platoons, and a light flame thrower squad.

2. Xindicating 82mm recoilless guns; 5 indicating anti-tank team; : 5 indicating net shaped position of anti-tank.

Sample 2 of Infantry Company Mountain Defense Operations



Notes:

- 1. Reinforced by a 82mm mortar company, one each 82mm recoilless gun and heavy machinegun platoons, and a light flame thrower squad.
- 2. χ indicating 82mm recoilless guns.

Sample 3 of Infantry Company Mountain Defense Operations

Reinforced by a 82mm mortar company, a heavy machinegun platoon, and a light flame thrower squad. Notes:

In city (town) defense operations the defensive unit is in a favorable position to construct strong defensive positions and advantageously deploy its troops and weapons, but in an unfavorable position to effect observation, firing, command and coordination. The defensive unit is also vulnerable to enemy aircraft and atomic and chemical attacks. In city defense operations, the company (platoon) must promote the spirit of heroism, endurance and independent combat among its men, and make good use of strong buildings and underground facilities to form a defensive position with strong points. In close coordination with militia units, the company (platoon), in a vigorous effort, repels enemy attacks with fierce fire power and firmly defends the position.

1. Organize a strong defense with buildings.

After receiving his mission, the company (platoon) commander should, under the guidance of higher headquarters and the Party branch, lead his platoon and squad leaders to conduct an on-the-spot inspection, select key defensive points, properly deploy troops, carefully organize fire power, construct strong defensive works and barriers at selected important places by using buildings and underground installations so as to organize a strong defensive position.

A. Select key defensive points.

In conducting an on-the-spot inspection, the company (platoon) commander should find out in his defense sector the terrain features, and conditions of streets, buildings, underground installations and tunnels, as well as the enemy's possible direction of attack and probable staging area. Key defensive points should be selected where our troops can better control the whole defense sector from vantage points, and where they can observe, deliver fire power, prevent enemy atomic, chemical and aircraft attacks, destroy enemy tanks, fight independently, effect mutual support and ensure the defense of key buildings.

B. Troop deployment.

In troop deployment, the principle of defending key points must be strictly observed. The main force should be concentrated on holding favorable terrain and important buildings. The company (platoon) will ordinarily organize an independent defensive position with one or several buildings, which are connected to form a defensive ring in accordance with the enemy situation, terrain conditions and mission. When a strong point is set up in a single building, the main force should be placed on the first floor, a smaller force on the middle and upper floors and the reserve elements in the basement. If the strong point is composed of several buildings, the main force is ordinarily used to defend the building that is most important to the whole defensive system, while platoons (squads)

are used to defend other buildings, and the reserve elements are positioned in underground installations where they can launch a counterassault and reinforce the platoons (squads) in combat. When the company (platoon) organizes a defensive line along the edge of a city (town), favorable terrain features and buildings nearby should be used to organize forward strong points, and the reserve elements should be positioned at strong points located in depth of the defensive position so as to facilitate their support of forward combat elements and capacity to launch a timely counterassault.

C. Fire distribution.

Fire power should be organized according to our mission, weapons capabilities, terrain conditions and possible enemy actions, and distributed in an annular, multilayer pattern with adequate concealment. Most of the weapons should be deployed along the front edge of the defensive position, on the first floor and in the defensive works around the building. Necessary weapons and expert riflemen should be placed on the upper and middle floors. Hidden fire points should be located at the wall bases, building corners and street corners.

Recoilless rifles, ordinarily under the direct control of the company, are organized into an antitank team, or attached to platoons. Rocket launchers are usually attached to platoons (squads). Antitank weapons will be deployed on both sides of the streets or areas conducive to the passage

of enemy tanks. Antitank teams can be placed on roads along which enemy tanks must pass. Mortars are ordinarily collectively used by the company. 60mm mortars are usually used by platoons and placed inside enclosures and courtyards. Light flamethrowers are ordinarily used by platoons (squads) and placed in the defensive works on both sides of the streets and crossroads. Machineguns are ordinarily attached to platoons (squads) and placed on the front edge and flanks of the defensive position, at crossroads, in bunkers, at tunnel entrances, on the first floor of a building and other convenient locations for the delivery of fire power. Machineguns can also be placed in defensive works on the upper floors and roofs of buildings.

All weapons must be closely coordinated to form a fire-net for the delivery of multilayer, flank, oblique, cross, open and cover fire.

D. Construction of defensive works.

The company (platoon) should construct complete defensive works by utilizing and improving available buildings and underground tunnels.

High and strong buildings should be used to construct antiaircraft defensive works from which fire power can be delivered to control the streets and attack enemy aircraft. The elements occupying various floors of buildings should open embrasures and observation holes in the walls according to their mission and plans. Walls, doors and windows used as fire power points should be reinforced and consolidated to prevent them from collapsing.

Communication trenches should be dug to link various buildings, fire

points, and front edges and interior areas of the defensive position.

Access roads between courtyard, buildings and tunnels should be constructed.

If necessary, additional openings to underground passages should be

constructed so as to insure that all points above and under the ground are

connected with one another, and will facilitate mobility and mutual support.

Underground installations should be fully used as shelters for protection against enemy atomic and chemical attacks. Well camouflaged fire points should be constructed at the following locations: both sides of the roads (streets or lanes) along which enemy infantry troops and tanks must pass, crossroads, street (lane) corners, perimeters of buildings, wall corners, basements and favorable terrain points near tunnel entrances.

Fire-fighting measures should be taken by preparing various kinds of fire-fighting equipment, sand and water. Inflammable installations and buildings should be dismantled or demolished according to instructions from higher headquarters. Wooden floors and staircases should be covered with sand. Wooden parts exposed from sheltered defensive works should be covered with mud.

2. To guard against enemy fire attack.

The company (platoon) commander should conduct a personal inspection of the enemy situation, make a clear and timely judgment of the enemy's

intention and organize strict preparations against enemy atomic, chemical and aircraft and artillery fire attacks. At the same time, the company (platoon) commander should also direct his men to fight whenever the enemy attack occurs. When alerted of atomic or chemical attack, all elements, except for observation personnel, should immediately take shelter in covered emplacements or tunnels. When under attack by enemy aircraft or artillery fire, the weapons elements on duty should occupy air defensive works to fire against low flying enemy aircraft. After the attack, immediate action should be taken to adjust troop deployment, repair defensive works, fight fire, rescue the wounded, clear away collapsed objects which may hinder our troop movement, and get ready for combat. Furthermore, a surprise or harassing action must be conducted to kill enemy troops by taking advantage of favorable conditions of city defense, known enemy pattern of movement, and close coordination with local militia elements.

3. Hold key points and repel enemy assault.

Close combat and street combat are two important actions in city (town) operations. The company (platoon) must utilize favorable terrain features and strong buildings to force the enemy to attack house by house and street by street, and must also fight repeatedly with the enemy even for one point so as to smash the enemy assault with determination.

When enemy tank groups launch an assault against our position, the company (platoon) commander should instruct his antitank weapons and

which are most dangerous to us, and throw their formations into disarray, and then at the opportune time the antitank teams approach the enemy tank groups and destroy them.

When enemy infantrymen and tanks launch assaults against our position, antitank weapons should be used to deliver fierce fire against the tanks. The antitank elements (teams) should destroy enemy tanks with antitank weapons, explosives and bangalore torpedoes by taking advantage of a slowing down or changing of direction of the tanks. At the same time, fierce and surprise fire power of all weapons must be employed to cut off the connection between enemy infantry troops and tanks, and to decentralize the enemy combat formations. Hand grenades and bayonets should be used to destroy the enemy in front of our defensive position.

When the enemy penetrates our defensive position, we should defend our position heroically and resolutely, and interdict the breach with concentrated fire power so as to prevent enemy follow-up echelons from entering the defensive position. From buildings fire power should also be directed against enemy tanks and troops so as to prevent them from developing in depth. When the enemy formations are still in disarray and the enemy troops are unprepared for combat, the reserve elements should quickly approach the enemy flanks by passing through small lanes or court-yards and launch a sudden counterassault under the support of artillery fire and the elements on both sides of the breach.

When it becomes clear that the enemy intends to decentralize or encircle our defensive strong points, the company (platoon) commander should direct the antitank elements (teams) to occupy positions on both sides of streets or lanes along which enemy tanks must pass. Various kinds of barriers should be constructed in streets or gap areas through which enemy troops may pass. These streets and gap areas should also be blocked by fire power. When enemy troops and tanks approach, the company (platoon) should first destroy the leading tanks so as to obstruct their access passage, kill enemy infantry troops and smash the enemy's encircling tactics. In case the defensive position is encircled by the enemy, the encircled elements must be brave, firm and calm and prepare to fight independently. Immediate action should be taken to adjust troop deployment, concentrate the main force on defense of key points, strengthen antitank measures, block street entrances and doors and windows, and construct barriers so as to prevent the enemy from decentralizing our combat formation and to destroy the enemy in close coordination with adjacent friendly troops. Elite small elements should also be organized to stage an active counterassault against the enemy by taking advantage of darkness and poor visibility. These teams may also attack the enemy and smash his encirclement in coordination with the counterassault launched by higher echelon forces.

4. Hold underground passages and fight independently.

"If there is one person left alive, he should fight persistently under

any difficulties and hardships." When the ground position is occupied by enemy troops, the defending elements should go into underground passages and continue fighting as directed by the higher headquarters.

After entering the underground passages, the company (platoon) should organize its strength and fire power to firmly defend the entrances, and take all preventive measures to prevent the enemy's destroying or blockading them. When enemy troops approach the entrances, fire power should be concentrated on destroying them. When the entrances are blasted, blocked or burned, immediate action should be taken to repair the damage, remove the debris or extinguish the fire. When the entrances are occupied by the enemy, the elements and weapons defending the entrances should be directed to stop the enemy troops from entering the underground passages. Other elements should be directed to sneak out from culverts or under cover of darkness, and strike the enemy from the rear in a surprise attack, and recapture the entrances.

When the higher echelon forces launch their counterassault, the company (platoon) must attack the enemy suddenly and fiercely to recapture the ground position in coordination with these forces.

After the enemy troops are repelled or annihilated, precautionary measures against surprise enemy attacks and successive assaults should be taken during the lull in fighting.

CHARACTERISTICS OF GARRISON COMPANY (PLATOON) IN ISLAND AND COASTAL DEFENSIVE OPERATIONS

Islands and coastal regions are easier to defend than to attack because of their complicated terrain, changeable weather, and varied tides in different places. When organizing such a defense, the company (platoon) commander, with the support of local people, must set up a military-civilian joint defense. He must also instill in the minds of his men the thought of a long-term defense, independent combat, and resolute destruction of the enemy, and must concentrate the main force for defending key points so as to organize a solid strong point defense. Furthermore, in a determined effort, he should try to stop the enemy at the beaches.

1. Prepare well for a long-term defense.

"With adequate preparation, any situation, however complicated, can be properly handled." After receiving its mission, the company (platoon) must prepare a combat plan, expedite combat mobilization and mobilize the masses to the fullest extent in making long-term defense preparations in accordance with the instructions from higher headquarters and under the leadership of the Party Branch.

A. Strengthen military-civilian joint defense.

A timely joint defense meeting should be duly convoked by the company (platoon) on the basis of peacetime military-civilian joint

defense operations to transmit the orders and instructions from higher headquarters, to study the enemy situation, to prepare a joint defense plan, to strengthen the command of the joint defense and to complete various combat preparations so that there will be a unified command for unified actions.

B. Determine defensive disposition.

The company (platoon) commander should assign some of his men and militia cadres to make a study of the terrain, beach, and tide conditions at various points and to estimate the enemy's capabilities and possible landing area so he can determine the proper defensive disposition of his forces.

The key defensive point should be selected in accordance with the mission and terrain conditions and should be selected in the direction of possible enemy landing. The terrain selected should be conducive to effective control of the enemy key landing area and to independent defense and troop movement so as to insure the defense of our position.

In deploying troops, the company (platoon) should concentrate its main force to defend the key point. The deployment should be circular in form with depth(in coastal defense, the deployment should be extended under concealment in depth), and should include a strong reserve element. The forward strong point is defended by the first echelon platoon.

Depending on the terrain features in its sector, the first echelon platoon

may assign some firearms to set up hidden fire points in the vicinity of the high tide line. The company's reserve element should be wholly deployed in the core of the position or part of its strength can also be placed closer to the front. The antitank team (branch) and firearms must be located in the area most threatened by enemy tanks.

Militiamen are normally deployed in areas inconvenient for enemy landing and in sectors vulnerable to possible enemy airborne attack.

In fire distribution, the company (platoon) must concentrate its main fire power against the direction and area the enemy vessels are most likely to approach and land. Most of the flat trajectory weapons should be placed in the front and salient part of the main defensive direction, and part of them should be deployed in the heart of the position in concealed terrain where maximum fire power can be developed. Mortars should be placed in depth in concealed terrain where they can control the beach and support the company in combat. Most of the big caliber machineguns and heavy machineguns should be deployed in front of the main direction of defense. The salient part of the shore and exposed reefs nearby may also be utilized to set up fire points. A multilayer fire net for flanking fire, oblique fire and inclined fire may be organized in nearby waters, at the beach, and in our defensive depth. Fire power should be organized to control areas and gaps inconvenient for enemy landing. Furthermore, weapons should also be assigned to cope with enemy air attack.

C. Organization of coordination.

After receiving its mission assignment, the company (platoon) should make careful plans for organizing coordination. Coordination should cover:

- (1) Time for flat trajectory artillery to open fire and actions to be taken by each element when waves of enemy landing craft approach the shore.
- (2) Actions to be taken by each element for annihilating debarking enemy troops, and resisting the enemy's assault.
- (3) Actions to be taken by each element for annihilating the penetrating or airborne enemy troops and for undertaking a counterattack.
- (4) Methods for making coordination with the militia and friendly troops.
- (5) Fire for adjustment area of the higher headquarters, and coordination with the naval and air force units.
 - (6) Signals (markings).
 - D. Construct defensive works and obstacles.

The company (platoon) should organize its elements and the militia forces to construct fire and communication trenches and alternate firing

positions in addition to the already established tunnels and permanent defensive works to form a circular position with trenches as the main support. In nearshore waters where the enemy tanks can land and in areas where the enemy tanks can maneuver easily, submarine mines, floating obstacles, mine field, stone barriers, hand-thrown mines, traps, inbedded sharpened stakes, wire entanglements, etc. should be set up.

All defensive works as well as obstacles should be skillfully camouflaged in accordance with the special features of the terrain.

E. Adopt protective measures.

The company (platoon) should strictly organize a sea and air observation and warning system, assign a duty weapons element, strengthen reconnaissance and security, and adopt protective measures for military personnel and civilians against enemy atomic and chemical attacks, shore fire from enemy warships and fire from enemy aircraft. Efforts should also be made to store sufficient food, ammunition, and water as well as other material and equipment required for combat and for subsisting. Medical and first aid service should also be organized to ensure that our forces can carry out a long and firm defense and accomplish their combat mission.

2. Wipe out the enemy in nearshore waters.

Combat in the water near the beach is a good time to wipe out the enemy but it is also the time the enemy's direct fire is the most

fierce. The company (platoon) should make the most of camouflaged works and tunnels to preserve its effective strength, to strengthen observation and to make a timely estimate of the enemy's intention. If necessary, it should lose no time in directing its subordinate elements to join in combat and to make full use of various weapons to wipe out the enemy in nearshore waters.

A. Open sudden fire to wipe out the enemy in nearshore waters.

When an enemy minesweeper is close to the shore to clear a mine area, artillery on duty will be ordered to fire on it. When a wave of enemy landing ships is approaching our shore, the commander should find out the direction of the enemy's main attack and order the flat trajectory artillery to take its fire position. At the opportune time, he commands firing, first against the landing craft and other landing apparatus which threaten us the most and then other landing craft and equipment. Larger caliber machine guns, heavy machine guns, and expert gunners will be used to kill the enemy's commander, drivers and gunners aboard the landing craft and other landing apparatus. Antiaircraft fire will be used against low-flying aircraft. Infantry and mortars will be commanded to take their firing positions at the proper time and to quickly complete their preparations for combat.

B. Wipe out the enemy on the beach with concentrated fire.

When a large number of enemy troops try to make a forced landing,

the commander should concentrate his flat trajectory artillery first against the enemy's forward landing craft, landing apparatus and tanks and then against the follow-up landing craft waves. Meanwhile, mortars, rifles and machine guns, as well as the hidden fire points in front of the forward positions, will be commanded to make a sudden and fierce assault on the enemy's main landing area, and to kill in large numbers enemy troops who are debarking, fording and landing on the beach. If the situation is favorable, small elements may be used to make an assault, under the cover of our fire power, on the enemy's flanks to destroy them on the beach.

C. Repel the enemy assault.

When the enemy is assaulting our positions, fire power will be first concentrated on annihilating those endangering us the most. Then, fire will be shifted to wipe out the remaining troops one by one. Flat trajectory artillery and antitank teams will be used to destroy enemy tanks. Meanwhile, concentrated rifle, machine gun and mortar fire will be employed to throw the enemy's combat formations into confusion, to cut off the connection between the enemy infantry and tanks, to kill enemy infantrymen in large numbers and to smash the enemy's assault. When the enemy is retreating, pursuing fire will be made immediately to kill them. Meanwhile, preparations will be made against renewed enemy assaults. If the enemy attacks the friendly forces nearby, fire power support will be given them so they can continue their fighting.

D. Coordinate with friendly forces nearby in annihilating enemy airborne troops.

When the enemy is trying to make assault landings from the air, the commander should make an estimate of the enemy's intention, report to higher headquarters and inform friendly forces and militia. Antiair-craft fire will be used to kill the enemy in the air. If the enemy is landing in the vicinity of our positions, part of our strength will be used in coordination with the friendly forces and militia to annihilate the enemy before they are able to secure their landing area.

3. Hold the key points resolutely and fight stubbornly.

Under any serious difficulties, the company (platoon) must take the initiative to organize and use its own strength independently, fight stubbornly, and hold its key points until final victory.

A. Kill the penetrating enemy.

If the enemy penetrates into our forward positions, the company (platoon) should, with the heroic spirit of overwhelming all and yielding to none of the enemy, fight bravely, and with fire power, stop the enemy's development in depth and block the breaches so as to prevent the entry of the enemy's follow-up echelons. When the enemy has suffered heavy casualties and cannot adequately defend himself, the commander, by using darkness or bad weather or with the support of artillery fire

from higher headquarters, should use the reserve element to conduct a fierce counterassault on the enemy's flanks to kill the penetrating enemy and to recover the lost positions.

B. To persistently hold the key positions.

When the company is being decentralized and encircled by the enemy, the commander should swiftly redeploy his troops, concentrate its strength on holding the key points, and by relying on field works, attack the enemy again and again, and in coordination with higher head-quarters and the friendly forces, fight hard to smash the enemy's decentralization and encirclement tactics. If the company (platoon) is subject to successive attacks by the enemy, has suffered heavy casualties, and seems unable to hold the ground positions any longer, it may evacuate to the tunnels to continue the fighting according to the orders of higher headquarters or the pre-determined operation plan. When higher headquarters or the friendly forces are conducting a counterassault operation toward the company's direction, it should quickly organize its strength and move out against the enemy in coordination with their attack, so as to annihilate the enemy and recover the lost positions.

CHARACTERISTICS OF COMPANY (PLATOON) COMBAT OPERATIONS IN SEVERELY COLD WEATHER

Severely cold regions are characterized by their low temperatures, strong winds, deep snow, slippery roads, and frozen rivers and ground. Troop mobility, observation, firing, command, coordination activities and construction of field works are unfavorablly affected by such conditions during combat operations. In addition, weapons and equipment easily go out of order in cold weather, so maintenance becomes a problem. Preservation of supplies and protection of personnel from frostbite and conservation of body energy are also difficult. For this reason, when fighting in such cold areas, the company (platoon) must strengthen the leadership of the Party branch and political indoctrination and promote the spirit of bravery and combat endurance. Then the company (platoon) can deliberately formulate its combat organization, make good preparations against cold weather conditions and actively destroy the enemy by taking advantage of wind, snow and cold nights.

1. Organize combat in severely cold weather.

After receiving his mission, the company (platoon) commander should actively conduct a detailed on-the-spot inspection and finalize his combat organization. The length of the on-the-spot inspection time should be reduced to the minimum.

In conducting an inspection and observation of the enemy situation and terrain conditions the commander should get as near as possible to his targets. Important terrain features and roads should be inspected on the spot by the commander himself or someone assigned by him. The depth of the snow, thickness of the ice, road conditions, and ice or snow barriers which can be used by both the enemy and our troops should be clearly checked. While attacking, the company should know exactly the location of snow-camouflaged enemy tanks, fire points, field works and obstacles. The attack point is ordinarily selected on the enemy's flank rear area with shallow snow and slight slope and convenient for all elements of various branches to conduct joint operations. The attack point can also be selected in a concealed location with deep snow through which enemy troops will have difficulty passing and where they can be subjected to a surprise attack. In defensive operations, areas convenient for enemy tanks to approach and assault must be found. Key defensive points are ordinarily selected in a terrain with shallow snow and a gentle slope, convenient for enemy tank/infantry assaults. Strong, annular defensive positions should be organized by utilizing natural barriers of snow and ice.

In the deployment of troops, weapons should be primarily attached to lower echelon units (platoons and squads) so as to increase their independent combat capability. Reserve elements should be placed as near the front line as possible to enable them to participate in combat in time. Complex troop movements should be avoided while fighting. In offensive operations,

the elements conducting a surprise attack should be located as near the objective as possible so as to shorten the assault distance. Small elite elements can also be organized to infiltrate into the enemy's flank rear to destroy the enemy in coordination with the main force. A roving security team may also be organized to clear up ice and snow barriers.

2. To construct field works and barriers under frozen conditions.

Under severe cold weather conditions, field works should be constructed by utilizing and improving favorable terrain features so as to reduce the construction time and to save equipment. In an emergency, field works can take the form of dugouts which are partly underground and partly formed of piled-up ice, snow and frozen earth. These works can gradually be improved and deepened when time permits so as to convert them into concealed works which can be used to deliver fire power and provide protection against the cold. The company (platoon) commander should carefully select the locations of field works and then concentrate his main force and equipment to ensure the timely completion of key works. The methods of excavating, exploding, and burning can be used to dig out frozen earth. For the purpose of strengthening the field works, top them with a layer of earth and spray the earth with water, which will later freeze solid. For establishing barriers, ice, snow and favorable terrain features should be used to form ice slopes, snow bunkers and traps which will be arranged in close conjunction with mine fields, barbed wire entanglements and fire

power. When there are rivers in the combat area, explosives can be buried under the ice surface across which enemy troops must pass. When enemy troops approach, the explosives can be set off to obstruct the enemy movement. Field works and barriers should be camouflaged with snow to make them blend in with the natural surroundings.

- 3. To overcome ice and snow barriers and to improve troop mobility when moving in severely cold weather, the company (platoon) should strengthen its road reconnaissance, carefully choose the proper time to move, and precisely prepare the marching schedule. The load carried by individual soldiers should be reduced to the minimum. Heavy weapons should be towed by sledges. Roads, shallow snow areas, frozen rivers and ditches, and connecting trenches should be well utilized for troop movements. When confronted by ice slopes or dangerous roads which are hard to pass, the company should select concealed detours or reduce its marching speed to cross the area by helping one another. If necessary, roving security teams may be used to open a passage quickly and stealthily. In crossing a river which is frozen over, the commander should check the thickness of the ice and then direct his men to cross quickly.
- 4. To destroy the enemy by taking advantage of wind and snow conditions.

In offensive operations, the company (platoon) usually stealthily approaches the enemy by taking advantage of wind, snow and cold nights,

main force, or from different directions toward one point. The attack must be a surprise one so as to destroy the enemy troops in field works or in a state of confusion. Small elite elements can also be assigned to reach the enemy's flank rear by passing through deep-snow or hard-to-climb areas so as to disorganize the enemy deployment and destroy enemy troops in coordination with the main strength in a fierce and surprise attack.

In defensive operations in severely cold, snowy and windy weather, the company (platoon) should, according to the instructions from higher headquarters, assign small elite elements to conduct a surprise attack on salient points in the front edge of the enemy position and flanks to capture enemy PWs, kill and wear down enemy troops. At the same time observation and security activities should be strengthened and preventive measures against surprise attacks by enemy tanks and ski forces should be taken. The stronger the snow and wind, and the lower the temperature, the more alert the company (platoon) should be against enemy attack. If necessary, security guards should be dispatched to the roads in front of our position along which enemy troops are sure to pass so as to watch the enemy's movements. When the enemy launches a surprise attack, the company (platoon) commander should, with a brave, steady and calm attitude, direct his men to occupy key points and open sudden fire to stop the enemy troops in deep snow and in front of the ice slopes and extend the period of their

suffering from cold. At the same time, concentrated fierce fire power and short-distance attacks in front of the position should be used to destroy enemy tanks and infantry troops.

5. To strengthen cold protection measures.

For combat operations in severely cold weather, thorough preparations for cold protection must be made to prevent reduction in strength for noncombat reasons, and to keep weapons and equipment in good combat ready condition.

Cold protection for personnel: Fighting in severely cold weather, personnel should be supplied with cold protection equipment. All available materials should be used to make cold protection articles. Clothing regulations must be strictly observed to prevent frostbite and snowblindness. Long periods of exposure in the open should be avoided. While staying in the open, do not lie on the snow or ice to avoid the wetting of clothes, socks and shoes. Hands and feet should be kept moving and the face should be rubbed frequently. When the troops move lightly equipped and clad, special personnel should be assigned to deliver the rest of the equipment and clothes to the appointed location in time. Vehicles should be equipped with canvas tops and wind shielding plates and straws for the floor. Personnel should put on enough clothes. Move the hands and feet frequently. No sleeping is permitted. Heating facilities or some means of keeping warm should be available in underground tunnels and covered works. The

number of personnel on observation and security duty should be reduced by increasing the number of shifts. Food should be well prepared to provide enough calories. Food and water should be kept warm. The water content in field rations should be reduced to the minimum in order to prevent them from freezing too hard.

Maintenance of weapons and equipment should be strengthened. Weapons should be thoroughly cleaned and lubricated with anti-freezing oil. Do not use too much force in operating a weapon. The trigger should be tested before firing. Moisture on optical instruments and compasses should be frequently wiped clean with a dry cloth or towel to keep them in good condition.

Rescue operations should be well implemented. Self-saving and mutual-rescue actions should be effectively carried out. Searching for wounded personnel should be thorough; rescue and evacuation of the wounded should be prompt. While being evacuated, the wounded must be clad, covered with an overcoat or quilt and frequently examined to prevent frostbite.

ADVANCE COMPANY (PLATOON)

The advance element is for protecting the main body against surprise attack when the entire unit is advancing. The company (platoon) assigned as the advance element must keep highly alert, endure fatigue, strengthen reconnaissance, and keep combat ready at all times in order to safeguard the security of the unit (element) it is protecting.

1. To assign mission.

The advance company (platoon) is normally assigned by a regiment or battalion to watch the direction most threatened by the enemy. The distance between the main force and advance element is prescribed by higher command, normally 1 to 2 kilometers at night, and it can be increased while marching in daylight, on vehicles or away from the enemy. The advance company (platoon) can be reinforced with mortars, recoilless rifles, heavy machineguns, company machineguns, engineer troops, a chemical reconnaissance team and communication equipment.

The infantry company (platoon) may be assigned as a front, flank or rear advance element while the main force is marching, or as a flank security element while the main force camps. The main missions of the advance element are: to spot the enemy as quickly as possible, to prevent the enemy from spotting our forces, and to safeguard the main force from a surprise enemy attack or pursuit. Upon encountering the enemy, the

advance elements should shield the main force so that it can easily deploy and enter into combat. The advance company (platoon) should check road conditions and mark the direction of march. If possible, the company should also repair damaged roads and bridges. The rear guard company (platoon) should, according to instructions from higher command, destroy roads and bridges, establish barriers, remove road markers and shield the movement of the main force. The advance company (platoon) in charge of flank security of the main force should occupy and hold the selected positions according to the prescribed time schedule to cover the main force when it is passing. Then the company (platoon) should follow the main force along the prescribed routes.

Preparations for marching.

"With proper preparation, various kinds of complex situations can be properly met." In an emergency situation, the advance company (platoon) should make preparations while marching. Under normal conditions, the following work should be done:

A. To determine troop deployment.

After receiving its mission, the advance company (platoon) should call a party branch committee meeting, assign missions, study the enemy situation and the terrain conditions of the march route and estimate the possible areas where the enemy may be encountered. At the same time, the advance company (platoon) should also prepare an action plan for dealing

with the enemy when encountering him, decide on the march formation and organize security elements.

The march formation of an advance company (platoon) is organized according to the enemy situation, mission and road conditions. The formation should enable the elements to swiftly deploy and enter into combat on short notice. The advance company (platoon) should assign an advance squad to the front of the company. Flank guard squads or scouting squads should also be assigned when the situation so requires. The company commander should lead antitank weapons, machineguns, engineer elements and the chemical reconnaissance team in front of the main body. Mortars follow the main body in the rear (See Chart). When marching away from the enemy, the advance company will march in the reverse order (as a rear guard element).

B. Mission assignment.

When assigning mission the advance company commander should point out:

- (1) Enemy location, and activities and possible area of encounter.
- (2) Company (platoon) mission, march routes, distance, time of departure and arrival, areas for regrouping and long rest periods.
- (3) Areas of activities of the forward reconnaissance element, local armed elements and militia elements, and method of liaison with them.

- (4) March order and missions of various elements.
- (5) Organization and mission of advance squads.
- (6) Possible situations to be encountered during marching, and actions of various elements.
 - (7) Communications and signals.

After the assignment of mission, the company (platoon) commander should carry out mobilization, supervise and inspect the march preparation of various elements, and report the situation to higher headquarters.

3. To command the march.

While marching, the company (platoon) commander should investigate the enemy situation, terrain, and the conditions of roads, bridges and villages. The march direction should be properly oriented and marked by asking guides to lead the way or following a map. The advance company commander should keep constant contact with higher headquarters and the advance squads.

When passing through residential areas, forests, roads, bridges, defiles and ferry points where there is reason to believe enemy force may be hiding, advance squads or additional scouting teams should be assigned to reconnoiter these places to prevent surprise enemy attacks. Reconnaissance should be conducted quietly and quickly so as to avoid any delay

in the movement of the main force.

When confronting enemy reconnaissance or harassing troops, the advance squads should be directed to move surreptitiously to kill or to capture the enemy. When encountering the enemy's main body, direct all the elements to deploy immediately, capture favorable terrain points, actively attack the enemy and delay the enemy movement so as to safeguard the deployment of our main force for entering into combat. At the same time the situation should be promptly checked out and reported to higher headquarters.

When encountering damaged roads and bridges, minefields and contaminated areas, promptly check them out under the cover of security guards and weapons, and with the support of local militia elements and populace, overcome these hazards or make a detour to avoid these areas. When crossing a river, the width, water depth, current velocity, bottom conditions, fordable locations and bank conditions of the river must be checked out and reported to higher headquarters. These conditions should be indicated with markings or personnel left behind to relay this data.

When receiving orders for a long rest from higher headquarters, the commander should have advance squads, scouting teams and weapons on duty occupy favorable terrain points and assign observation personnel to strengthen both ground and air observation activities. The rest of the elements should disperse and rest themselves in the designated area

but should be prepared for combat at any time. The commander should use all available time to investigate the enemy situation, terrain and road conditions, and rotate advance squads and road guides on schedule.

After arriving at the designated area, the advance company (platoon) should immediately occupy favorable terrain points and ensure that all protected units (elements) can safely enter the camp area. The advance company (platoon) will not enter the camp to rest until so instructed by higher headquarters.

The company (platoon) in charge of flank security should stealthily move to the designated area, occupy favorable terrain points, conduct observation, prepare fire power, and prepare field works and camouflage. If attacked by the enemy by surprise, the company (platoon) should actively kill the enemy and defend the positions so as to safeguard the passage of the main force. The company (platoon) then can withdraw according to orders from higher headquarters or the prearranged plan.

If the rear guard company (platoon) is pursued by the enemy, its elements should cover each other while moving to favorable positions, and withdraw while fighting. Under the instruction of higher headquarters and in coordination with local militia elements, the company (platoon) should destroy roads and bridges, construct barriers and lay mines to obstruct enemy tanks and motorized infantry troops. After the main force safely passes through, the advance company should quickly disengage the enemy and

follow the main force in a march formation, or advance along the routes designated by higher headquarters.

Sample of March Formation of an Advance Platoon 0

Sample of March Formation of an Advance Company

INFANTRY (PLATOON) MARCH AND CAMPING

During marching and camping, the company (platoon) should be on the alert, step up reconnaissance, security and command liaison, pay attention to camouflage, and strictly prevent surprise enemy attacks. It is important to promote the spirit of withstanding hardship and being able to endure, to arrive at the designated place on time, and to insure that various elements can rest in safety and quickly enter into combat.

MARCHING

Every marching action is for the purpose of fighting. A march is made to transfer strength, to gain the initiative and to make an organized movement to a designated area, and is usually carried out under cover of darkness or poor visibility. There are two categories of march: regular and forced. The speed of march depends on the enemy situation, and mission, road conditions, the weather and season, etc. In a regular march, the normal speed of soldiers on foot is four to five kilometers per hour. If the soldiers are riding on vehicles, the normal speed is 15 - 20 kilometers per hour at night, and 20 - 25 kilometers during the day. A forced march is conducted by either increasing the speed of march or extending the time of march.

1. Organization and preparation for a march.

After receiving its mission, the company (platoon) should complete

all preparations before the march starts. In case of emergency, preparations will be made while marching.

A. Assign missions and conduct mobilization.

After receiving march orders, the company should convene a meeting of the Party branch committee to transmit the march order of the higher command and its own mission, to study the enemy situation, our routes of march and the situation of the terrain along the roads; to specify the order of march, to prepare plans to meet different situations and to assign tasks to cadres.

Political mobilization must be carried out thoroughly among the elements so as to stimulate the troops' morale, to instill in them the revolutionary spirit of fearing neither hardship nor death and to insure completion of the military mission.

B. To assign mission of march.

The following should be specified when assigning mission of march:

- (1) Enemy situation.
- (2) Its own mission, route of march, distance, locations of bivouac and rest, time of departure and time of arrival.
 - (3) Uniform to wear, assembly point and march order.

- (4) Time required for preparing march.
- (5) Command and liaison signals; identification markings and passwords at night.

When marching independently, the company (platoon) should organize an advance squad and a reconnaissance team, assign them missions, and specify their routes of movement, distance from the main body, area where the enemy may be encountered, and actions to be taken when encountering the enemy.

C. To organize march security.

After assigning the mission, the company commander (platoon leader) should organize march security.

Assign observers and duty antiaircraft weapons, and specify actions to be taken by the various elements when being attacked by enemy aircraft, artillery, atomic and chemical weapons as well as tanks.

A collecting team should be organized, usually with one cadre and several medics and strong enlisted men to collect the wounded, the sick and stragglers.

Before departure, the company commander (platoon leader) should inspect the various elements to insure that proper preparations have been made for their rations, drinking water, weapons, ammunition, equipment, clothing and necessary anti-sunstroke, anti-frostbite and anti-epidemic

medicines. He should also make arrangements to take care of the sick and the wounded, inspect troop discipline, hire a good road guide and make a report to higher headquarters about these preparations.

D. Organization of bivouac.

When marching independently and there is no fear of enemy attack, a camping-team may be dispatched, which is usually composed of the first sergeant (or a supply man), a messenger and cooks. This camping team should start earlier than the rest of the unit to prepare food, fuel, vegetables, drinking water; to investigate local and epidemic situation; to divide and assign camping areas for the platoons and the squads; to dispatch men to guide the various elements to the camping area, and to report to the company commander about the general camping situation.

2. The command of march.

During marching, the company commander (platoon leader) should be kept well informed about the enemy situation, the terrain along the way and the road conditions. He should timely organize the various elements to overcome the difficulties and to move swiftly and stealthily to the assigned area following the road designated by higher headquarters.

A. To assemble and depart on schedule; to maintain the march order.

The assembly area should be selected at a suitable location in the direction of advance. The company commander (platoon leader) should

arrive at the assembly area first. Upon his arrival, he should send out security guards and make an inspection of personnel, arms, material, clothing, camouflage, etc. Then he will lead his elements to the point of departure as scheduled. When marching on the highway or village roads, the unit will proceed along one side or two sides of the road in a single column or two columns. The company commander (platoon leader) usually marches in front of the main body. During the march, efforts should be made to promote mutual assistance among the troops, raise the troops' morale, and obey the orders of the sentries. Without permission from higher headquarters, do not pass the elements marching ahead. Let vehicles and special duty elements pass through.

B. Maintain the march route, marching speed and distance.

During march, the company (platoon) should use road guides, get help from local residents, utilize a compass in deciding the azimuth or proceed with maps, etc. so as to maintain the march route, marching speed and distance. At the beginning of the march, first proceed at a relatively slow speed and later assume the regular marching speed. In case of losing the way or taking the wrong direction, stop the march immediately, and resume marching after having ascertained the correct route and direction. When falling behind, catch up with the main unit in double time. If several units pass through a ferry point, bridge, defile or crossroad at the same time, the company commander (platoon leader) should personally take command to avoid congestion and proceeding in the wrong direction.

After passing, the lead elements should slow down their speed to give those in the rear time to catch up without overtiring themselves.

C. Rest and discipline.

Whether to take a long rest or just a short break period is determined by higher headquarters. During a short break, the elements should stay at the roadsides and maintain their original formations. At the first break, the commander should have his men adjust their shoes, socks and other personal equipment. Usually, a longer rest period is allowed after marching one half of the distance set for the day. In the long rest all the men will leave the road and enter a designated resting area, but they must maintain combat readiness and should be able to continue marching immediately. A long rest is usually about two to three hours. When taking a long rest, post security guards, designate an assembly point and a dispersal area, and direct the various elements to prepare meals. When necessary, the company may occupy favorable terrain nearby and assign antiaircraft and antitank weapons to take up their positions and be ready for enemy ground or air attacks.

While marching, strict discipline and military security should be maintained. During night marching, illumination and fires should be strictly controlled, and everyone should maintain silence. During breaks, no one may leave the area on his own and everyone must keep his weapon and equipment with him. When resuming the march, make an accurate head count and a thorough check of men, ammunition, equipment, material

and general articles in order to avoid losses.

3. Motorized march.

A. March preparation.

When assigning missions, emphasize the following: distribution of vehicles, march order, vehicle speed and distance, basic load of ammunition, POL and provisions, vehicle refueling methods, location of the higher headquarters vehicle repair team in the marching column and the procedures for requesting repair service. Each vehicle is assigned a vehicle commander and an observer (signal liaison). When the company is marching alone, an advance vehicle should be assigned. Usually its distance from the main body is one to two kilometers at night and two to four kilometers during the day.

Before departure, carefully check the condition of vehicles, POL required, spare parts, tools, equipment to overcome obstacles, and camouflage for vehicles. When marching in winter time, inspect all vehicles to see that their anti-skid apparatus and heating equipment are in good order. If time permits, dry runs on boarding vehicles should be conducted.

B. Command of march.

While marching, vehicles should maintain the proper speed and interval. Without proper authorization, no vehicle may pass another or stop.

If one vehicle is out of commission, it should stop along the roadside. The driver assigned to the vehicle may fix it or the vehicle repair team may be asked to make hasty repairs. Those riding on the vehicle will get off and take a rest in a concealed place, or occupy favorable terrain nearby and be ready for combat. After the vehicle is repaired, it should rejoin its own convoy or join the convoy of another unit and proceed to the next resting point of its own unit. If the road is wide enough and approval is obtained from the higher command, it may pass the other vehicles and return to its own unit as soon as possible. In case the vehicle is beyond repair, the higher command may be requested to dispatch another one to replace it. Or the men riding on the vehicle may be split up and assigned to other vehicles to continue the march. During marching on vehicles, the company (platoon) should obey the orders of the sentries, and give way to the command, signal or medical vehicles.

After marching for two to three hours, a short 20 to 30 minute rest should be taken. During the short break, the vehicles should stop at the right side of the road. Observer, guards and duty weapons should be posted. Drivers should be organized to inspect the vehicles. Men riding on the vehicles should get off according to the prescribed signal and take a rest in concealed places. It is strictly prohibited to loiter on the highways.

After completing one half of the distance for the day, a favorable location may be selected for a longer period of rest, usually one and

a half to two hours. During the long period of rest, observer and guards should be posted. The commander should assemble the vehicle leaders to inspect the concealed areas of dispersal for vehicles and men, and the vehicle entry and exit roads, and to prepare a vehicle boarding schedule. Meanwhile, the vehicle leaders should supervise the drivers to check their vehicles and have a good rest.

If there is an air raid during the march, the commander should direct the vehicles either to leave the road quickly and to disperse and take cover according to the actual situation, or to lengthen the interval between vehicles. The vehicles will be parked at the road-side and all the men on the vehicles will get off the vehicles, disperse and take cover quickly. According to the actual situation, fire will be organized to shoot down low-flying enemy aircraft. If the mission is urgent, the interval between vehicles will be lengthened and fire power organized to fire while moving, and speed accelerated.

4. Marching in complicated terrain and adverse weather.

To march in the woods of a mountain area, special attention should be paid to strengthening observation, guard and security duties. When passing through a mountain pass or up or down a slope, slow down the marching speed. If vehicles are used, the distance between vehicles should be increased. When passing through a difficult or dangerous area, command should be emphasized and strengthened. When marching in a forest, special attention should be paid to anti-fire measures, and

marching distance should be shortened. Command and communication should be strengthened to avoid stragglers. If the concealment is good, daytime march can be organized. If marching in tropical woods, efforts should be made to march along the road and the mountain ridge. If there is no road available, move according to the set azimuth. Post road markers to indicate the route of march. Furthermore, organize a roving security team to open roads, and also adopt measures against sickness, sunstroke and poisonous insects.

When marching in a desert, special attention should be given to controling the direction of march and maintaining communication. If no clear road is available, move according to the set azimuth. When encountering a sandstorm, take shelter in a covered terrain and wait until the storm is over. The basic carrying load of rations and water should be increased and water consuming standards set up when marching in the desert.

To march on a plateau and in excessively cold areas, countermeasures against freezing and skidding should be taken. Tools and equipment for overcoming ice and snow should also be prepared. The marching speed should be reduced and the number of short breaks should be increased. However, the break period itself should not be too long. To lie down on the ground is absolutely prohibited. If riding on vehicles, everyone should get off and take a walk or exercise to avoid frostbite. When walking on snow-covered ground under sunny skies, goggles should be worn to avoid becoming snow-blind.

In summer, it is best to march at night or in the early morning or late evening hours. An adequate supply of boiled water and anti-sun-stroke medicine should be carried. More short breaks are required to avoid sunstroke.

CAMPING

Camping is necessary for the troops to get proper rest and an opportunity to reorganize, and to prepare for continuing the march and for participating in combat. Camping is usually conducted in two ways: bivouacking and billeting. The camping site of the company (platoon) is decided by the higher command. The area selected should have good terrain and an abundant water source and be far away from any infectious disease area. For motorized elements, the area should have good entry and exit roads.

At the time of camping, favorable terrain should be utilized and the troops dispersed with squad and platoon as the basic unit. If conditions permit, tents or grass mat shelters could be set up. In summertime, the camping site should be away from areas which are apt to be flooded during heavy rain. In winter, the camping site should not be too windy. It should face south and be easy to camouflage. If it is in a mountain area, it should best be away from landslide areas. In a grass plain or a desert, it should not be selected in a windy direction. If the troops are quartered in billets, the allocation of

billets should be done according to the table of organization, and the billeting area should be convenient for assembly and movement.

1. Command and control of camping.

In setting up a camping site, the commander should clearly specify the job of each element so that the work can be accomplished quickly and in good order so that the men can rest as quickly as possible.

A. To organize reconnaissance and security.

If there is any danger of enemy presence in the area, the company (platoon) should make a reconnaissance of the projected site before entering it so as to ensure unit security. The water source should be inspected and guarded. After entering the camping area, post security guards and designate duty antiaircraft or antitank weapons. Based on instructions of higher headquarters, a sentry squad, sentries, roving sentries and hidden sentries will be dispatched to the direction threatened by enemy forces. The company commander (platoon leader) should call the platoon or squad leaders concerned together to make a reconnaissance of the terrain around the camping area; to study and prepare combat plans against a sudden enemy atomic, chemical, air or tank attack, to divide the air defense zone; to assign an emergency assembly area and alternate assembly area; and to organize the men to construct and to camouflage necessary field works.

When a motorized element is camping, its vehicles should be dispersed, covered and camouflaged. Vehicle shelters will be dug if required. Security for the vehicles should be strengthened. Drivers shall be organized to make emergency repairs of vehicles and to add fuel and water to the vehicles. When camping in excessively cold areas and antifreeze is not available, the vehicles should be started periodically to keep the engines warm or the water in the radiators drained out to keep the radiators from freezing.

B. To submit a camping report.

After camping, the company commander (platoon leader) should quickly submit a camping report to higher headquarters. The contents of this report should include:

- (1) Time and location of departure and arrival, number of personnel, schedule, etc.
- (2) The present state of weapons, ammunition, equipment, materiel, provisions and vehicles.
- (3) Camping setup, emergency assembly ground, as well as the number and locations of security guards and the main direction they are guarding.
 - (4) Ideological status of the various elements.
- (5) Problems existing and the problems submitted to higher headquarters for solution.

The company commander (platoon leader) should take time out to give a brief review to the troops on the march of that day.

C. Rest organization and living management.

The cadres should go among the squad and platoon members to better understand their problems and to give them assistance, such as showing them how to warm their feet in hot water, to pierce the blisters on their feet, to arrange their equipment, to fix their shoes and socks, to dry up their wet clothing, to dig straddle trenches, and to find time to In wintertime, precautions should be taken to avoid accidents caused by fire and gas poisoning. Body areas affected by frostbite should be washed and treated with application of snow and cold water; never use fire or hot water to warm the affected places. When camping in excessively cold areas; two men should share one bed. They should cover themselves with a cotton coverlet and overcoat, wear hats with the ear flap down, cotton trousers, and socks and hold each other's feet to keep warm. If the camping site is in tropical bush land, bamboo and wood will be used to make a bed above the ground. Mosquito nets will be hung up. The grass and weeds in front of the gate of the camping site and around the tent should be extirpated. Ashes of burnt grass or wood will be spread on the ground to guard against moisture and poisonous insects. Be careful about food sanitation. If drinking water is taken from a river, the place where the drinking water is drawn and the place for bathing should be kept separate. Food should be planned and prepared so as to maintain the men's health.

D. Investigate the local social situation, support the local government and love the local people.

After camping, the company (platoon) should make a timely contact with local militia, ask the local government about the local social situation, and seriously implement the "three main rules of discipline and the eight points for attention" and step up the activities of "support the local government and love the people." Other actions required include propaganda to the people, blockade of information, precautions against spies, safeguarding of security, assisting the training of militia and helping the people with their work. Before leaving the camping site, examine the troops' discipline, return all articles borrowed from the people, and fill in all latrines. Make sure everything is done in a way that meets sanitation standards. Lastly, fill all the water cisterns with water.

2. Disposition of situation.

After camping has been set up, air defense discipline should be strictly observed. Camouflage should be properly accomplished. The activities of the men outside the camping site should be controlled as should the use of lights at night. In case of an enemy air raid, the air observation guards should immediately send out a warning. The various elements should quickly go to their dispersal areas and take cover. The antiaircraft weapons on duty will render the fiercest fire power against low-flying enemy aircraft.

In case of a sudden attack by enemy tank or infantry elements, the commander should be "brave, firm and unmoved," and quickly direct the various elements to take their positions in field works and key points, and to fight stubbornly, and with the assistance of the militia, resolutely defeat and annhilate the enemy.

If enemy airborne troops are found to have landed in the vicinity of our camping area, report to higher headquarters immediately, and with the assistance of the militia, quickly rush to the scene and occupy key points. Before the enemy troops are able to secure the landing area, fiercely attack and destroy them.

SENTRY COMPANY (PLATOON)

The sentry company (platoon) is the company (platoon) in charge of camp security for the main force. In executing this mission, the company (platoon) must take an overall view of the situation, maintain high alertness, formulate a deliberate security plan, make complete combat preparations, and take proper action to cope with various situations that may occur for the purpose of safeguarding the unit (element) in camping or bivouacking.

1. Dispatch and Mission of a Sentry Company (platoon).

A sentry company (platoon) is dispatched by the sentry battalion or by the encamping regiment (battalion). The distance from the sentry element to the main force in camp is based on the enemy situation, terrain conditions and mission, normally 4 to 6 kilometers. The width of the security zone is approximately three kilometers for a company and 1.5 kilometers for a platoon but may be reduced where dictated by the terrain and poor visibility.

The mission of the sentry company (platoon) is to spot the enemy in time and prevent a surprise enemy attack so as to insure that the encamping unit (element) can rest safely, enter combat in an orderly manner or withdraw in time. The sentry company (platoon) can be reinforced by mortars, recoilless rifles, heavy machineguns, additional rifles, light flamethrowers and communication equipment.

2. Deployment of A Sentry Company (Platoon).

The sentry company (platoon) should be deployed in the direction from which the enemy may possibly launch surprise attacks. Its security area is normally assigned by higher headquarters. The company (platoon) should, within its security area, first select favorable terrain points which are easy to defend, easy to conceal and facilitate withdrawal, and then deploy its troops and organize its fire power according to the principle of concentrating strength to defend key points (See Chart).

Fire power should be organized according to mission, terrain conditions and capacity of weapons. Fire power will be concentrated to control both the areas which are convenient for the enemy to approach and the flanks. Furthermore, the fire power should be flexible enough to support the combat actions of various sentry squads. Antitank weapons should also be deployed in the direction from which enemy tanks are most likely to attack.

Foxholes and fire positions for weapons are normally constructed within the security area. Barriers to obstruct enemy tanks and infantry
troops will be set up in key sectors. Field works in the security area
will be improved gradually when the period of the security mission is of
long duration.

3. Good Preparation for Duty Execution.

When a company's (platoon's) mission is about to shift from march security to camp security, the commander should brief his platoon (squad) leaders on the mission while still marching. He should also instruct his men to enter the designated area in original march order and prepare a security plan. If the sentry company (platoon) is dispatched by an encamping unit (elements), the company (platoon) commander, upon receiving his mission, should brief his men on the mission, begin mobilization, make preparations for duty execution and submit a report to higher headquarters upon completion of preparations.

A. To enter security area.

The company (platoon) should rapidly and quietly enter the security zone at the time prescribed by higher headquarters under cover of the patrol or advance squad. Upon arrival, the company commander should dispatch observers, appoint duty weapons and assign forward and flank security guards. The rest of the men should take shelter to wait for orders and prepare for combat.

B. To conduct on-the-spot inspection and to specify mission.

When leading the platoon (squad) leaders to conduct an on-the-spot inspection, the company commander (platoon leader) should determine the azimuth and landmarks, brief his men on the enemy situation, delineate security sectors for various elements, point out the locations of friendly forces and forward observers, check out the activities of local

militia, investigate the terrain and road conditions in the security zone and study the security sectors and fire positions of various elements.

The company (platoon) should call a Party branch meeting to determine the combat plan, seek ideological unity and specify the functions of cadres based on the result of the on-the-spot inspection and study of security disposition. Then the commander assigns missions to various elements. The following items should be included in the assignment of missions:

- (1) Location of company's (platoon's) security position, main security direction and security zone.
- (2) Each platoon's (squad's) security position, mission, points of concentrated fire power, location of basic fire position and alternate fire position and fire boundary and supplementary fire boundary, security measures of flanks and the methods for supporting the sentry squads in combat.
- (3) Disposition of direct security and the scope of the security zone (direction).
- (4) Locations of field works and barriers to be constructed and their construction methods and time of completion.
- (5) Combat plan upon discovery of enemy troops and preventive measures against air, atomic and chemical attacks.

- (6) Location of command post and liaison signals (markings).
- C. Organization and Dispatch of Direct Security.

The company (platoon) commander should personally dispatch sentry elements for direct security. Sentry squads or sentry teams should be placed at locations in the front and flank areas such as key terrain points and roads along which the enemy may approach. Hidden sentry guards should be placed at concealed locations convenient for the enemy to approach, roving sentry guards should be placed inside (outside) the security line and observers should be placed at camp sites. In addition, reconnaissance squads should be assigned to watch the direction from which the enemy may approach. The following information should be included in the mission assignment to the sentry squads, sentry teams, hidden sentry guards and roving sentry guards: enemy situation, mission, security position, areas in which forward observers operate, returning routes and time, liaison methods, location of adjacent sentry posts and withdrawing routes and signals (markings).

After assigning security elements their missions, the company (platoon) commander should prepare a security disposition chart and submit it to higher headquarters.

4. Actions for Coping with Various Situations.

After completion of field works construction and combat preparations,

the men should take a rest except for observers, duty weapons and duty elements who will remain in their positions. Cadres should take turns checking guards on duty, should arrange a shift schedule for the guards and be ready to cope with any situation that may arise.

When the enemy conducts air attacks, antiaircraft weapons on duty
should be instructed to fire at low-flying enemy aircraft while the
other elements should take shelter and prepare for combat. Upon discovering any indication of impending enemy airborne operations in our
security zone, the company (platoon) commander should promptly report
the situation to higher headquarters and local armed elements and strengthen observation. When enemy airborne troops are landing in the vicinity
of our security position, the company (platoon) commander should immediately report the matter to higher headquarters and try to destroy the enemy
airborne troops in the air or as soon as they hit the ground, when they
are unprepared for combat, in coordination with friendly forces.

When discovering small enemy groups or observation personnel entering our security area, the company (platoon) commander should immediately report the situation to higher headquarters. At the same time, according to the number of enemy infiltrators, small details or infantry squads may be assigned to attack the enemy's flank rear and to capture or annihilat, them with fierce and sudden action.

When the enemy launches surprise attacks against our direct security

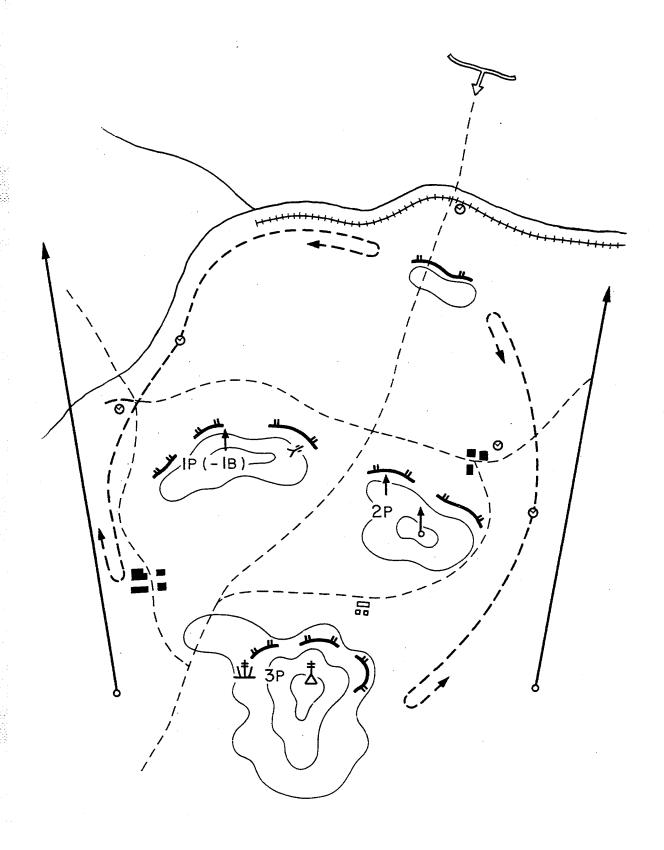
elements or guards, the company (platoon) commander should learn the enemy's intentions as soon as possible and report the situation to higher headquarters. At the same time, the various elements should immediately occupy their positions to support the combat of the direct security elements or guards. The direct security element may withdraw if the situation so demands.

When the enemy attacks the security position of the sentry company (platoon), the situation must be promptly reported to higher headquarters. At the same time the elements defending the position should put up stiff resistance, kill the enemy troops, deplete the enemy's strength and delay enemy action to give the main force time to enter into combat or move away safely.

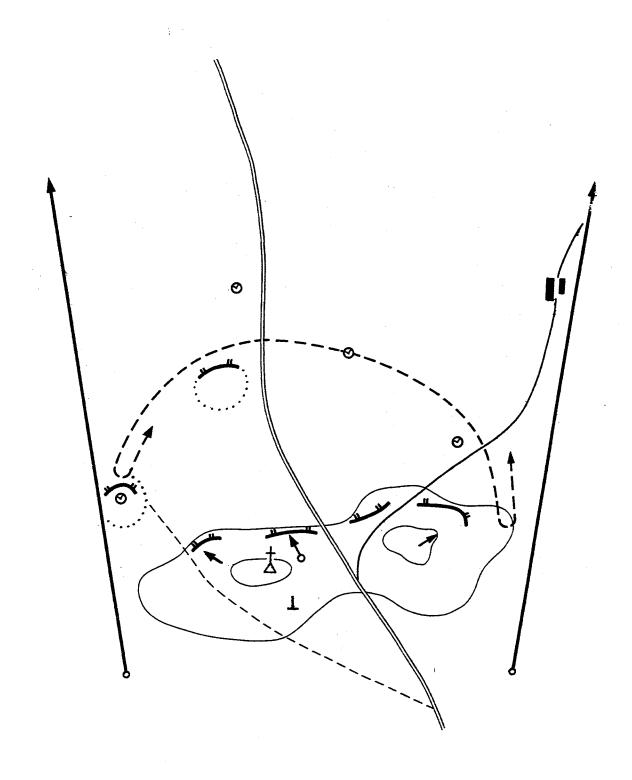
5. Actions for Withdrawal from Security Position.

When withdrawing from its security position according to instruction from higher headquarters or the prearranged plan, the company (platoon) must specify and pass the following information to the elements: time, sequence and routes of withdrawal, assembly area, methods of mutual support, signals (markings), and measures for flank security. Before withdrawing, the plan should be strictly kept secret by strengthening camouflage and maintaining regular activities. If there are local armed elements, a plan for withdrawing them should be jointly made. During withdrawal, the company (platoon) commander should oversee the withdrawal

of his forces with a calm and decisive attitude under the shield of cover elements or artillery fire. If withdrawing at night, the troops must maintain complete silence. Before withdrawing, the company (platoon) commander should assign someone to go with the element which withdraws last from the combat area. After that element withdraws to the designated area, that person should report back to the commander by whom he was assigned.



Sample of Deployment of a Sentry Company



Sample of Deployment of a Sentry Platoon

步兵分队厂以下联大数机

(内部试用)

毛土席语录

全党都要注重战争,学习旨,准备打仗。

捆

要发扬我军近战、夜战的优良

传统。

练兵方法, 应开展官教兵、兵 教官、兵教兵的群众练兵运动。

中国人民解放軍总参謀部軍訓部

一九七三年三月

说明

为了适应部队军事训练的需要,我们在各军区编写战术教材的基础上,汇编了步兵垒以下战术教材,分连(排)和班以下课题两本装订,现印发试用。各部队在训练中,可根据本地区特点和需要进行补充。由于编写时间仓促,教村中难免有一些问题和缺点,望各部队在实践中,不断总结经验,提出修设意见。

总参谋部军训部一九七三年三月

进攻战斗中的战士

必须贯彻近战歼敌 用 坚决勇猛 E 灵活地利 一回 手榴弹、爆破、 迅速荫蔽地接近敌人, 往无前的精神, 战士在进攻战斗中, 以抵近射击、 作 斗消灭敌人。 岷 地形地物, 出产中, 的两德, 麥

一、些田站形勘物

利用地形地物的目的在于"荫蔽与体,发扬火力",只有充分地发扬火力,消灭敌人,才能有效地保存自己。因此,在利用地形地物时,应首先着眼于发扬火力。

(一)什么是地形地物

地形,是地貌和地物的总称。地貌是地面高低起伏的状态,如山地、平原、凹地等。地物是地面上的固定物体,如居民地、道路、土堆、江河、树木等。

(二)利用地形地物的要求

温 蔽身体,不妨碍班(组)长指 不要几个人拥挤 开独立、 区域 幽 河區 物体和难以通行的地方。 射击和邻兵动作; 空 以免增大伤亡; 士利用地形地物 黄 次器 半市 地。 原的 在

(三)利用地形地物的方法

紐 对不便于 . 田 停 应根据敌情和遮 荫蔽迅速地接近, 在一地不要 出枪。 视情况灵活地变换位置 荫蔽地观察、 应加以改造。 利用地形地物时, 高低取适当姿势, 而上地占领, 射击的位置, 过久,

女色、土堆:通常利用右侧作射击依托(图 1)。视情况可利用顶端或左侧。

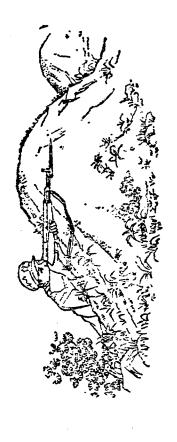


图 1 卧姿利用坎包

田埂、堤块;横向的利用背散斜面,纵向的通常利用弯曲部或顶端一侧,依其高度取适当姿势(图2、3)。堤坎高于人体时,应挖踏脚孔或阶梯。

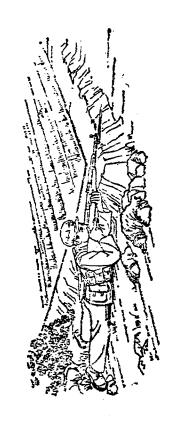


图 2 卧姿利用田埂

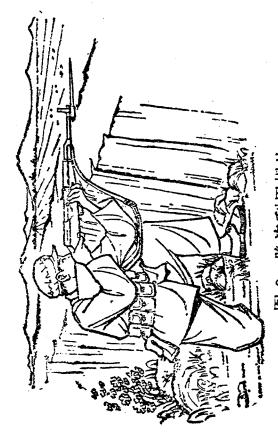


图 3 晚姿利用堤坎

土坑、降坑,按其大小、深度,以縣、滚、匍匐等方法进入,利用前切面,取适当姿势(图4)。



图 4 利用上坑

松木:利用大树可取各种射击姿势,较小的树通常采取卧姿。如取立姿时,应尽量将身体左侧和左大臂或左小臂和左膝紧靠树木右后侧,右脚稍向后蹬,进行射击(图5)。树的根部作依托(图6)。

西西省、司祭為:八明二三年八天人三

边缘内,以便观察、射击。

墙壁、门窗、墙角。按其高度取适当姿势。墙壁高于人体时,可将脚垫高或挖射孔(图 1)。 矮墙可利用顶端。门窗通常利用左侧, 左臂依靠门(窗)框进行射击(图 8)。墙角通常利用右侧, 左臂靠墙角(图 9)。



图 7 利用墙壁

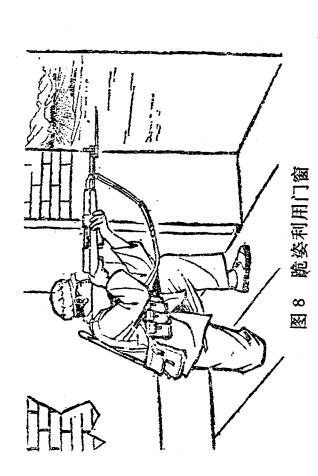
图6 卧路利用粒木

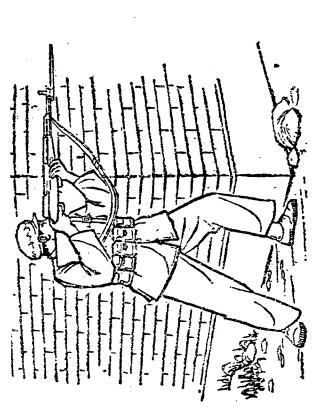
立姿利用树木

經

(四)利用地形地物防原子的动作

就 应立即利用附近的地形地物进行 两手垫在胸 尽量不使皮肤暴露 传冲击波一过,迅速穿戴防护器材(图 则脚向爆点, 当得到原子袭击警报或发现 原子 服闭口张, 阔地时, 国 两腿并抗紧贴地 面向地面, 防护(图 10)。在开 的闪光时, 地卧倒,





6 函

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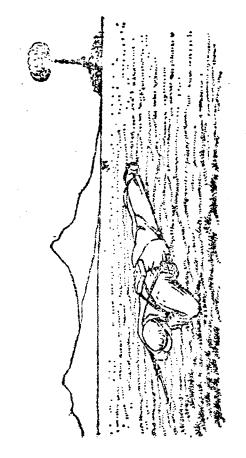


图 11 就地卧倒

二、蝦火下运动

在敌火下运动时,应根据敌情,善于利用地形地物,迅速荫蔽地接近敌人。

(一)前进的时机和要求

战士在敌火下运动时,应按班(组)长的口令,利用我火力掩护或敌火减弱、中断的瞬间,迅速荫蔽地前进。有时采取欺骗、迷惑敌人的方法突然前进。

运动前,应选好运动路线和暂停位置。运动中,应不间断地观察散情、地形布班(组)长的指挥,保持前进方向。发现目标时,

应按妣(组) 大町口令或目口利口。

(二)敌火下运动的姿势和方法

在敌火下运动时,应根据散情、地形和任务,灵活地采取不同的运动姿势和方法。

直身前进;是在地形荫蔽、敌人对我观察不到时采用,通常以大步或快步 持枪前进。

由身前进,是在遮蔽物略低于人体时采用。要领,上体前倾,两腿弯曲,目视敌方,右手持枪,用大步或快步前进(图12)。



图 12 曲身前进

匍匐前进; 是在通过散步、机枪火力封

图 13 低姿匍匐

米 多 宝 进 泑 湿 桓 较短地段或利用较低的遮蔽物 的商低分为低姿、 根据遮蔽物 条 11 何 锁的: 田 承

用右 动)步枪时,右手掌心向上,枪面向右,虎 携自动(半 是在遮蔽物高约四十厘米时 用左腿和右臂的力量 身体前移,在移动的同时, 枪身紧靠右臂内 携其它枪(筒 握枪的上背带环处, 伸出左手, 身体继续前移,依次交替前进。 13)。 回右腿, 并抓住背带, 或右手虎口向上, 于右小臂上(图 伸出右手, 俟 匜 力量 **煎烘** 时, **國** 口卡住机柄, **₩** 和左臂的 回左腿, **会**粉 1 米用。 本态 **室** 選 压 使 -111



时,可各自采用方便的方法携带。

高姿匍匐:是在遮蔽物高约六十厘米时采用。要领:用两小臂和两膝支撑身体前进。携枪方法与低姿匍匐同(图14),有时可将枪托向右,两手托握步枪。



图 14 南姿匍匐

強骸物 右手 中 左臂的支撑 使 右腿收回, 以左手的支撑力和右脚掌的避力 用左手和左小腿外侧着地, 力和右脚的蹬力使身体前移(图15)。 黑 田, 右手握枪, 身体转向右, 左腿弯1 部潜地, 前倾绝, 侧身面包: 耳 **参**(函 光臀 左大臂向 宝宝 **装枪**, 脚糖 恒 *



图 15 侧身侧



图 16 侧身匍匐

米 室 困困 握枪颈 小窗 要领: 为避开敌人观察 副 右手 受 而左右移动或通过棱线时采用。 面向右, 左手握枪表尺上方, **√**1 是在卧姿时, 卷 向里 上步木, 贬 平播 淡进: 两 上保险, 以两

然以淡淡淡开花。金女用刀。四分邓口巴经过(照 12)。



图 17 添油

停止时, 应迅速荫蔽 并做好射击或继续前进 跃进距离 可左(右)移动 间时屈左 是在敌火下迅速通过开阔地时通 左肘的顺序着地,或右脚向前一大步 左脚向前一步,按左膝 跃进距离,速度根据敌火, 同时出右脚, 而定, 地形越开阔, 敌火越猛烈, 并迅速收检, 以左手、 跃进时,右手持枪, 跃进前。 卿的支撑力将身体支起, 右手提枪, 速度应越快。 手撑地迅速卧倒。 (滚动)以迷露散人。 动方法。 野鱼时, 突然地前进。 展子在原下。 常果用的运 身快端; 被知, 野倒。 乜

的准备。

(三)近海作业

并不 应进行近迫作 把检放在右边或上风一 侧身取下圆锹。先从一篙 自挖好后, 徽身侧卧于坑内,继续挖另一侧, 用 用 稅 挖 。 手 推 、 脚 壁 的 方 法 构 筑 卧 射 单 人 三到能拖护全身为止。在土质松软情况下, 山前向后挖掘,将上投到前方堆成胸墙。 动作要快, 深观察散情和蓝(组)长的指挥。 在开阔地敌火下停留时, 姿势要低, **卧** 愈 后, 机柄向下, 海体。作业时, 界领"。 公众。

(四)情况处置

当邻兵受阻时,应主动以火力或坚决勇强制进支援邻兵,客后于邻兵时,应迅速前进。

遇散炮火封锁时, 应快跑或利用地形**地**物跃进通过。

遇敌机轰炸扫射时。 应利用地形地物荫蔽或加速前进, 或按命令对空射击。

当得到化学袭击警报或遭到敌化学袭击

时,应立即穿戴防护器档,或利用就便器材进行防护。遇染毒地段时,应穿戴防护器材迅速通过,或根据标示绕过。

二、淮省冲击与冲击

战士冲击时,必须具有压倒一切敌人的 英雄气概,勇猛冲入敌阵,坚决消灭敌人。

(一)冲击准备

占领冲击出发阵地后, 应立即构筑(加修)工事, 注意观察和伪装,看清冲击目标,前进路线、通路位置,记住信(记)号。听到"准备冲击"的口令, 应迅速装满子弹,准备好手榴弹布爆破器材,整理好服装、教具,做好联起或跃出堑壕的准备,向班(组)长报告。

中 大(二

战士听到"冲击前进"的口令,应迅速跃起或跃出堑壕,迅猛前进。跃出堑壕时,右手持,右手撑(机)壕沿,左脚踏入踏脚孔,右脚蹬壕底(壁),以左手撑(机)力和两脚蹬力,迅速跃出堑壕。冲击中,通常是持枪跑步前进,注意观察,发现目标以行进间射击消

派灭 改塑 之。通过通路时,应快跑通过。进到投牌胜 乘手榴彈爆炸瞬间,大喊"杀" 垣 白刃格斗 标冲击前进。 准确地1 中 口令。 近朝, Ш 定 动或按班(组)长 汉祐 向指 。并不停地 勇猛冲入敌阵, 投弹, 滅囚 数入、

先消 安海 X 漂 应首 京江 抵近射击 尔后各个消灭。 格斗中 格斗时, 刺刀、 נה 邻兵以、 皿 到几个敌人对 中回 灭最近的, 来 援助邻 \prec 遇改坦克发射点时,应利用地形地物和故坦克观察、射击的死角,迅速荫蔽地接近,以手雷、爆破筒、炸药包将其炸毁。

趁敬担 利用有利地形和工 為京 0 荫蔽地接近, 有 聚 李 克 数垣 戀 型 赵 力消灭 上下坡、 侧迅速 克时, 并以火 运动担门 さ 或从 恒 炸毁, 執 過波 事待机, 克减速、 裕其

进攻战斗中的步乐强

班 步乐斯 莊 必须贯彻集中兵力和近 荫蔽地接 勇敢机智 **∜**H 不怕牺牲 坚决歼灭散人。 领 是消灭敌人的主要手段。 華 地形, 出 的模范行动 亦 的作风, 勇敢战 地观察敌情 勇猛地冲击, 发扬 נח 和连续作战 (组)在进攻战斗中, 坚决完成任务。 -1111 汊 **彩** 野 不聚 地指挥战斗, 斑驳, 沃然 (组)长应 旁 战歼敌的 不怕痰 (無)

班通常在排的编成内行动,可能得到班用机枪、火箭筒、轻喷火器的配属。

-、做好战斗准备

传达 好路 讲明 鼓 应根据每战都应力求 **聚水**, 明确班的运 迅速向全班介绍敌情, 司, 好 的 7 劵 成任 战 华 和本班的任务。 英 张 徒田 李 领任务后, 阵地 **三** 发 胸 <u> </u> 政 運 出 里 础的 岩木 胸 田 相当 影 大 宏 上级一 細 洲 流 出

舞斗志,坚定必胜信心。《发扬军事民主,讨论如何完成战斗任务。检查武器、弹药、装具、器材及伪装。在规定的时间内做好战斗准备,并向排长报告。

二、荫蔽接政

,班(组)在接敌时,应善于利用地形地物布敌火中断、减弱或被我火力压制等有利时机,灵活地运用各种战斗队形,采取欺骗、迷惑敌人的方法,3全班同时或各组互相掩护前进,迅速荫蔽地占领冲击出发阵地。r前进中,应注意保持前进方向和与排(班)长的联络。

(一)战斗队形

战斗队形的运用应根据敌情、地形和任务而定。

《一(二)路队形,通常在较荫蔽地形上运动、通过狭窄地段或通过通路时采用。班长口令:"距离(间隔)×步,成一(二)路 跟我来"。组长口令:"距离×步,跟 我来"。班代约)长向目标前进,各战士即取规定距离服

粜(函 1)。

图 1 班一路队形

3 三角以形:通常在敌火下通过开阔地 或冲击时采用。班长口令:"目标(方向)某 处,成前(后)三角队形——散开——"。组长 口令:"成前(后)三角队形——散开——"。

第一组(组长)向目标前进,其条组(战士)在其两侧后(前)取适当距离成三角队 形前 进(图 5、3)。

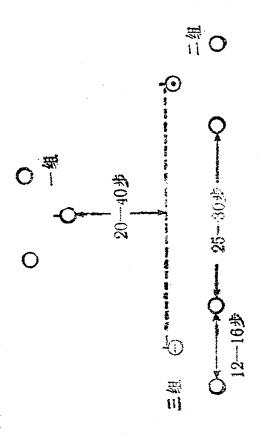


图2 班前三角队形



图 3 班后三角队形

3 棉杉队形: 週帘仕異侧用敞 旧 咚 咚 双来用。班长口令:"目标(方向)某处,成左(右)梯形队形——散开——"。组长口令:"成左(右)梯形队形——散开——"。第一组(组长)向目标前进,其余组(战土)在其左(右)后侧成梯形队形前进(图 4)。

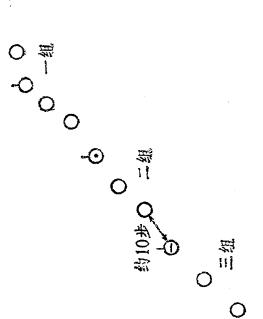


图 4 班左梯形队形

750

O

4一字以形, 通常在敌火下通过开阔地逼近敌人和冲击时采用。班长口令:"目标(方向)某处,成一字队形——散开(或向左,右散开)——"。组长口令:"成一字队

形----散开---"。第一组(组长)向目 标 **请**进, 其余组(战士)在其两翼或一翼散开前进(图 5)。

图5 班一字队形

指插的 利 灵活地变 达"成××队 形—— 班(组)长下达"卧倒"或 形中便干发扬火力的 ----"的口令,各组(战士)即以班长为准 应迅速利用 班(组)长应在队形中便于观察、 根据散情、地形。 "占领射击位置"的口令,战士 有时班长只下 应在队 女田 停止时, 形地物做好射击准 **大器** ₩ ₩ 配属 版的一 散开前进。 换队形。 位置。 三里

(二) 班的跃进

班(组)跃进时,应依地形、敌人火力威胁程度而采取不同的方法。

全班跃进:通常在距散较远、散火减弱或中断时采用。口令:"向某处——全班跃进——"。

分组跃进:通常在敌火威胁较六、需要互相掩护或受地形限制时采用。班长口令:"向某处———从左(右)分组跃进——",或逐个指挥战斗小组跃进。组长口令:"向某处——全组跃进——"。

刘 + 重 某 "。组长逐个指挥战 揿 " 垣 投入 **斯木口令**: 通常在通过 分组各个跃进—— 阔地时采用。 分组各个跃进: 的开 数河口 汉莊 全班各个跃进, 通常在通过敌火封锁严密的开阔地或隘路时采用。班长口令:"向某处——从左(右)各个跃进——",或逐个指挥战士跃进。

各组(战士)听到口令后,应按规定的顺序跃进。跃进中,在原地或到达指定位置的小组(战士),应以火力掩护运动中的 小组(战士)。

(三)情况处置

接敌中,班(组)长应不断观察敌情、地形,灵活处置各种情况。各组(战士)要随时注意班(组)长的指挥。

遇敌机轰炸扫射时, 应利用地形地物加大间隔距离迅速前进, 根据上级指示组织对空射击。

遇敌炮火拦阻时, 应加大间隔距离, 乘敌火减弱、中断跑步通过, 或利用弹坑和地形地物跃进通过。

遇受染地段时, 班长应指挥全班穿戴防护器材或利用就便器材迅速通过。如有敌火控制, 应组织火力掩护,联进通过。视情况,可迅速绕过或搭乘坦克通过。通过后, 按信号或口令脱去防护器材继续前进。

二、迅速完成冲击准备

占领冲击出发阵地后, 班长应立即派出观察、警戒, 查明情况, 进一步给全班明确任务、组织构筑工事, 迅速完成冲击准备。

(一)明确任务

班长明确任务要简明准确。 应先判定方立,指明方位物, 尔后明确:

- 1. 敬前沿,火力点、坦克发射点,工事位置和障碍设置;
- 2. 班(组)冲击目标,冲击道路和发展方向;
- 3. 配属火器的位置。任务和支援的方法;
- 4. 支援火器、坦克和灰邻的任务,班与某协同的方法;
- 5. 障碍物中通路的位置 和通过的方法;

5。信(记)号。

明确任务后,应检查战士对任务的理解和对信(记)号的熟悉情况。

(二)开辟通路

班(组)受领在敌障碍物中开辟通路任务时,应根据上级指定开辟通路的位置和敌障碍物的性质、数量进行编组,规定各组(战士)的任务,明确荫蔽接近路线和连续爆破的

若政障碍物纵深较大或先头 应按规 迅速接近指定 **尽纵深数** 可用破坏剪或就便器材 然后按上级规定时间, 指挥开辟通路小组(战土)在我火力掩护下。 应实施连续爆破。 开辟好通路后, 言爆破和清除耐爆耐压的障碍物。 机智的动作, 紫弦 准备好器材。 进行标示和指定义 0 高士爆破不成功时, · <u>*</u> 小或残存的铁丝 阿新 流行垃圾(图6, 地点进行爆破。 汉京兴 ا عرف پیر

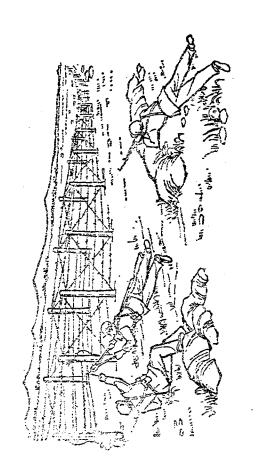


图 6 小组用破坏剪破坏散铁丝网

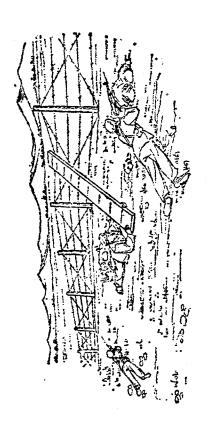


图 7 小组用木板克服放铁丝网

(三)准备冲击

接到上级准备冲击的口令或信号时,班长应立即发出"准备冲击——"的口令,全班迅速做好冲击准备,并向排长报告和注意观察冲击信号。

11、男猫冲击

冲击应具有压倒一切敌人的英雄气概, 充分利用我火力突击效果, 一举突入敌人阵地, 发挥近战威力, 坚决歼灭敌人。

当听到冲击口令或看到冲击信号时,班(组)长立即下达"冲击——前进"的口令,并率领全班(组)勇猛冲击。①遇敌残存或复活的

可贵 火力点时, 应以火力压制 取消火, 鬼个死球鬼 不為 循冲 并迅速从行进间散开冲向指定目 通过通路时,应成一(二)路队 自作 标勇 乘手榴彈爆炸瞬间, 出 定目 到投弹距离时,依班长口令或 以抵近射 刺刀消灭敌人,继续向指 冲入敌人阵地, 堑壕内准确投避, 跑步通过, 英 击前进。 湿 世 标。进 水

班用机枪通常与步兵一起冲击。火箭筒布喷火器通常在班战斗队形内前进,随时准备消灭故坦克、装甲车和火力点。

应超越坦克继续向敌 班应紧随坦克前 时给坦克指示目 并及一 一里, 中 不能前进时, 1 央 ШP 坦克 حتلة 克 数灰 如有田、 X 克 震 甲

五、消灭纵深之敬

匣 谷 在无哲的 充分发挥战斗小组的 展进攻, 数人防 必须具有一 炭 利用 勇循 在我火力支援下, 大胆插入嵌入侧后。 立战斗, 突破敌前沿后, 敢于独立 莊 精神, 作用, 透透

个歼灭数人。

(一)消灭敌坦克发射点

以水 标 或指挥战斗小组(战士)利用敌 Щ 类 发射点时,应尽量从侧后接近, 等将其炸毁; 其余组 炸结合的方法将其消灭。班(组)长 拖护火箭筒手接近目 Ш 的 故坦克侧后, 火疱指示 选好荫蔽接近路线, 墩 (战士)应以火力掩护和做好连续爆 中 给附近的坦克、 将其消灭。成功后立即发起冲 迅速迂回 手簡 力消灭其附近的敌人, 迅速查明情况, 射击死角。 爆破筒、炸药包、 数坦克 标将其摧毁; 视情况, 城村、 温蒸、 赵

(二)消灭散坚固火力点

选 孔和压制其附近的敌人火力,指挥喷火器、 进行连续爆破将 或指挥战斗小组迅速接 查 组织火力封锁散 固火力点时, 应以火力、爆破、 班(组)长应迅速 与其它火力点的联系, 好爆破点及荫蔽接近路线, 回其侧后, 将其消灭。 手将其摧毁; 射向及 愈或许 崇 击相结合 其射孔、 实 敌 飾飾 於 翈 Ш 近 温

岩 水商 发起冲击 克、 可给附近的坦 云 平 成功 × B % (% 其炸毁(图 核 ш 长

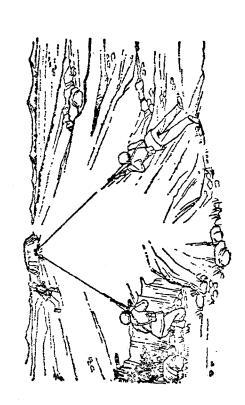


图 8 小组打敌坚固火力点

(三) 歼灭壕内之故*

城内小 采取壕 掩护 岩木应迅 **家** 用火力 火力、 各组规定任务, 逐段歼灭敌人。 班受领歼灭壕内之敌任务时, 城外小组应 以手榴弹、 及时给 散人。 壕外密切协同, 楸 组应沿壕逐段搜 钻歼灭 明情况, 溪 海南 结合 长

歼灭壕内之敌,在训练时可作为消灭纵深之敌 的第一个训练问题

壕内小组行动,并切断敌人退路,必要时也可进入壕内战斗。班用机枪应在有利地形上推护各组行动。

从壕外迅速绕过。遇壕内纵向火力点时,应在 沟或掩蔽部内的敌人时, 应以火力封锁其 草 K 遇壞內障碍 彭 人;也可以火力掩护喷火器手喷火将其消灭。 先消灭附近 互相掩 遇龟缩在 政 时,应在火力掩护下迅速排除或炸毁,也可 外掩护, 外战士应利用地形地物及时跃进和支援壕 并乘爆炸瞬间冲入消灭 刺刀歼灭敌人。 出入口,迅速接近其翼侧、顶部进行爆破, 逐段观察搜索前进。 盆水 视情况向壕 全组进入壕内。 **海**徐 土在壕 田 力掩护下从壕外接近将其消灭。 通海 ≕ 利用壕的拐角或 并与班长保持目视联络。 并乘爆炸瞬间迅速跳入, 名 淑 洪 担任壕内战斗的小组, 备以手榴弹、火力、 散接 叉一 n 有班的火力掩护时也 当距离, 黄 士进入壕内, 出入口内投弹, 出版 应仔细观察和 保持适 谷而 时准 战

(四)打散反冲击

反冲击 克的联 泥湖译 **乔** 数 班 待 策 往 扩张 **紫**木 应 及 和战斗小组(战士), 利地形, 蓝 能经过的地段上占领有利位置 有利时机,突然以火箭筒、爆破筒、 乘胜 切断敌步兵与坦 111 粉碎敌人反冲击。 上下坡 等将其各个击毁(图9); 占有 中 击时, 即发起冲 转向、 速指挥全班枪 区 水 # 烈的火力, 克接近或停止、 H 貆 # 数步兵, 椡 箭 川 \prec 克 · 主 力掩护。 上级, 汉箱 溃退 派天 出事 故 三 理 克 小坡 数旧 (親) 贸入 数拍 李 411 到 X



图 9 小组打散坦克

如敌人向友邻反冲击时,应积极发展进攻,主动以火力支援或向敌翼侧勇猛冲击,协同友邻歼灭敌人。

(五) 歼灭退守坑道之敌

视情 H 方进行喷 手榴弹或 利用坑道 以抵近射 况,其余组可随后跟进或在坑道口严密警戒, 如情况不允许进入坑道 可用火力封锁坑道口结合贼话迫敌 믒 办 已退入坑道内, 应组织火力掩护喷火器手或战 緞 辟迫击,力求将敌人歼灭在坑道口外,或 嵌依托坑道口 洪 手榴弹和白刃格斗坚决消灭敌人。 茶墙 荫蔽地接近其翼侧或上 里投掷 班(组)发现敌人向坑道溃退时 并罪經行法勉困迅速冲入, 逐段搜索前进, ロ 或根据上级指示将坑道 厄. 甘贺 训 长应迅速指挥战斗小组 **突入**敌坑道将其歼灭。 消灭敌人。 时准备进入战斗。 弯处互相掩护, 出海 顽抗时, 或爆破, 炸药包, 战斗时, 極 小组, 型 莊

(六)巩固阵地

班受领巩固已占领阵地的任务时, 应利

用有利地形和敌人工事进行荫蔽, 迅速派出观察、警戒, 防敌火力袭击, 并立即调整组织, 明确任务, 抢救伤员,领发弹药, 构筑、改造工事, 做好抗击敌人反冲击的准备。

被间进攻战斗中的步兵班

"近战、夜战是我们的光荣传统,过去我们就是用这种办法消灭敌人的。" 今 后 的 战争,我们还是要在晚上和敌人打。夜间便于这成战斗的突然性,可以减少敌火对我的损害。 但观察、射击、指挥、协同均较不便,易迷失方向。 班(组) 在夜间进攻战斗中,应发扬近战、弧胆、独立战斗和主动协同的精神, 善于利用夜暗采取秘密和神速的行动,出其不意地袭击敌人,大胆实施穿插分割、包围迂回, 各个歼灭敌人。

一、秘密迅速接敌

班(组)长受命后,应立即向全班(组)传达任务。明确便于夜间识别的方位物(方位角),上级和友邻的任务,班(组)的进攻方向、接敌运动的路线和冲击出发阵地,指挥联络及识别信(记)号。进行简明有力的战斗动员,

规定夜间行动纪律,随便风格、谷内、故水准备的情况。

(一) 按数运动

情况,灵活地运用战斗队形,秘密 敌中, 班应根据敌情、地形, 任务 果用一(二)路队形, 当缩小。 更 通常 n 極 隔距 速地接近敌人。 土之间的间 敬 带 能见废 <u>ie</u> 华 国 澂

动诱导和指 荫蔽地占领冲击 音响、标记, 必须正确掌握 应熟悉运动地域内的地 利用方位物标定方向或按方位角逐段地检 流地中, 形地物的特征、运动路线和方位物。 的行 并使用传递口令、 班(组)长在接散运动中, N (组)尽量靠近敌前沿, 或以自 弘前, (记)号, 洞 照前进, 对方向。 华命 世 挥班(支 夷 矣 **H**. 包 台 湖

(二)情况处置

照明一 明时,如始形荫蔽,应继续前进; 并利用照明观察截 且地形不利, 及友邻的行动, 温 不齊照 应立即卧倒, 始 甘贵、 泗 料 湿 京 发照 **米** 涵, 湿 彩 型 津 蜖 は出 萬形 业

应按上级命令, 采取适当姿势迅速削进。

发现敌人侦察、警戒时, 班(组)应立即拟告, 并根据情况迅速荫蔽地绕过, 或秘密将其捕获、消灭, 或根据命令用火力消灭之。

用 迅速接近敌 櫰 力推护下, 应继续崩 班(组)长应沉着冷静, 在我火 发 中 海軍 ≾ 赵 श्रा 加 采取适 如被敌人发现, 如系数 敌射击时, 利用地形地物。 明情况。 英 禦 湿 剉

o .

... 荫蔽完成冲击准备

中門派 进一步给全班明 1≥ 0 谷 出发阵地后, 类 中 好冲 查明情况, 速地做 班(组)占领冲击 用 **激** 戒, 櫰 南 出总察、 确任务,

(一)明确任务

位 火箭筒手,机枪手, 敌人照明, 辟通路的 炭 蜂 **煮** 路线和开 障碍物、 抵近侦察 劵 秘密接近数人前沿或侧后, Ħ 班长应带领小组长、 于我接近敌人的 班明确 条件进行 火力点、 一步给 透空等 坦克, 并进 便 月光、 學語 四四 田回

- 1. 截前沿、坦克、火力点和障碍物的位置;
- 2. 班的冲击目标、路线和发展方向,各 小组的任务和转入强攻时的行动;
- 3. 开辟通路的位置、方法和通过的序;

漫

- 1. 信(记)号。
- (二)开辟通路

句 尽 要秘密 强行开 须做好强行开辟的准备。班长应根据情况进 适时指挥小 沉着迅速地克服敌障碍。在铁丝 应先排除音响、照明和爆 如被敌发觉 明确开辟通路的位置、 注意观察, 进行标示,并立即报告上级, 夜间通常采取秘密手段开辟通路, 开辟通路。担任开辟通路的小组, 实施连续爆破, 軍 尔后破坏铁丝网。 准备好器材, 迅速地接近到开辟通路的位 班(组)做好冲击准备 即以火力推护 区分任务, 手段和接近路线, 开辟通路时, 障碍物, 完成后, 故情, 行编组、 **₹** 村 潜听 图 茶杯 群。

二、突然整循冲击

夜间冲击,应充分发挥战斗的突然性,以奇袭与强攻相结合,出其不意地攻击敌人。一旦奇袭不成,立即转为强攻。

奇袭时,班(组)应迅速荫蔽地通过通路,大胆地逼近敌人,不喊"杀"声,突然勇猛地冲入敌阵,打敌措手不及,以手榴弹、刺刀、炸药包、爆破筒、抵近射击,击毁敌坦克,消灭敌步兵。

布指示 强攻时,班(组)应认真观察火力准备的 裓 数冲击。 歼灭敌人。 器指示目标, 前进的目标, 验 地向 克标示通 一举突入敌防御阵地, 及时用曳光弹给支援火 突然勇猛 式 应给担 并随时消灭妨碍坦 并在我火力掩护下, 如有坦克配合时, **坦克**, 效果。 本 Ш 関

四、大胆穿插,各个歼敌

突入散阵地后,班(组)应乘敌混乱之际,连续勇猛冲击,大胆穿插分割,迅速扩张战果,各个歼灭敌人。如与排失掉联络时,除派人积极联系外,应主动靠近友邻分队,继

辣椒斗。

判明其位 用 手或爆破 摧毁敌坦克和火力点。 出海 克发射点和火力点时, 火箭筒· 照明, 力掩护、 击的火光和 以水 速迁回其侧后, 果 用散射 改 回門 劑 数 应利 三

如情况不 允许时, 班(组)长应指挥班(组)立即抢占有 待敌接近时,以猛烈的火力切断敌 致愈后, 黑 遇敌反冲击时,班(组)长应迅速查 各个歼灭敌人。 果断地指挥班(组)迅速迂回到 歼灭敌人。 勇猛冲击, 克的联系, 突然开火, 与田 一地形。 岷 #

数屈 以坚决突然的 从翼侧插过或以火力掩护 利用散混 率领全班 途中遇敌 班长应在敌人的问 刪 战 应秘密克服通过或绕过。 成指定的任务 的路线。 秘密迅速地向指定目标穿插前进。 利时机, # 接近指定目标后, 发 끡 射击间断等有 选择便于穿插 领穿插任务时, 財 完 邻联络, 数人, 情况, 友 应视, 派灭 人障碍时, 迅速通过。 乱或照明, 布翼侧。 平 班及 主动 行动, 本 中 赵

対 文 は ナ ト に 大 フ は

火力班在进攻战斗中,"要发扬我军近战、夜战的优良传统",勇敢战斗,积极主动地与步兵分队密切配合,以集中、准确、突然、猛烈的火力消灭敌人。

机、枪型

用机枪通常以排 奉 以火力消 班用机枪通常以单枪配属给步兵班或由 制敌人火器, 亦 战 其任务: 米 朱 基 压 文級 灭敌人暴露的有生力量, (班)配属给步兵连(排)。 重机枪、 击低飞敌机和空降兵, 排长集中使用;

、做好战斗准备

班受领任务后,应按上级指示荫蔽迅速地占领发射阵地,组织观察,进行伪装,按时完成战斗准备。

规定任务。班长应首先判定方位、指明

方位物, 尔后给全班明确:

- 1. 敌人的兵力部署,工事和火力 点 的位置;
- 2. 步兵分队的任务;
- 3. 班的任务,冲击出发阵地的 位置, 支援步兵战斗的方法,运动路线和转移发身 阵地的时机和方法;
- 1. 完成战斗准备的时间;
- 2. 信(记)号。

规定任务后,应进行战斗动员,发扬军事民主, 研究打法, 检查武器、弹药和器材,完成战斗准备后报告上级。

机枪手 斯 太 京 **外而** 配属给步兵班时, **爆**状, 田 上级指示并提 受领任务。 单枪 机枪 东斯 Щ 传达 班 **图** 瞅

二、梭数运动

班通常在步兵分队战斗 领发射阵地,以火力消 掩护步兵分 宝 班在一地射击的 进的目标, 好。 海湖 宣山 东湾 版功时, 쬃 世 件 妨碍 試 炎 鼓 沙 田 在接 的河 中 垂 压 大 汉夷 叉形 垣

参 根据上级指示或按步兵进展情 适时与步兵分队交替掩护向前转移发射 也可全班 应选好运动路线和 阵地。为使步兵分队得到不间断的火力掩护, 当散火中断、地形荫 何田 的行动以 跃进或匍 4 湘口 財 散情和步兵分队 或步兵分队发展顺利的情况下, 今細 # 版型 采取全班跃进、 转移前, 各枪应交替向前转移。 台 要不断观察 信号。 暫停 前特移。 间不宜过长, 射阵地或 指挥员的 **形地物**, 平面. 莊; 111 虚 灵

重机枪班在山地和丘陵地运动时,可在步兵分队之后占领发射阵地,实施超越射击掩护步兵前进,并逐次向前转移发射阵地。

療海 零 准备火力,构筑 密 班应迅速荫 全班 步给 1 班长应进 本 组织观察, 存 型 迅速做好冲击准 世 发 进行伪装。 进入冲击出 发射阵地, 任务并注 一十十 徵

二、女被沙乐冲出

在我火力准备时,班应按上级规定,以火力消灭指定的目标,并掩护步兵开辟通路。

产产 用机枪 压 币 常在原地以猛烈准确 女拨 巾。 散障碍物 射阵地 来 天 * 1 教 米水 湖 址 回米 R 湿 克冲击。 按入 村 炭 图 垣 临时、 浬 继 選 上级指示在原地掩护或随 的 赵 刑 班用机枪通 炽 水分 情况 い。 者用 倉 重机枪通 光省 水 # 剡 间射击或 # 訓 文拨 田 一种中。 前沿时 战斗队形。 漿 · 字 行进| 重 压 中 Ճ 数 祁 R 步乐分| 或被近 R 丞 大 救 米水 拨义 \prec 出 歐

支援步兵再次 # 美 京以 本 **~** 類 制数、 中溪 压 步兵分队冲 メガル 烈的 黑 猛 出

大

四、支援步兵消灭纵深之散

景 发展 咿 裁局 狱 米水 裟 女 恒 · 一 克 班应紧随 者出 以火力压 米米 ¢ 前沿后, 支数 投入 射阵地, 歼灭 宝 要人] 灵 令个 炎 茶 占领 茶破 Ш 大的 业 攻 柑 阻

压制敌人侧 李 11/ 承 和爆破· 柯 **₩** 射孔或 跆 山 出無 \prec 事 椡 其 河 淮 쐹 黨 縆 · 宝 R × × 型 华 R 松 掩 数入 流绳 拱 \angle 寓 R 澂 其權 ガメ

R 占有利地步 散入步兵 × **ヌ** 张 山 运 九爷 本 X 数反冲击时,班应山氓抢 湙 重 删 R 人強 的联系。 准确的火 级 兵追歼敌人。 训 克 影。 甲 E. 中 卡 獈 水 粄 朱 半 涨 冰茶 黎 齊 极 111 强 宏 堂 弦 回

射击低 击毁数 空降时, 应乘散空降、 消灭散人。 R 应按上级指示, 集中人 的火力, 承以 鼓 節巡 宝宝 岩 翈 叉 人机湖跑 平 的散机。 **凯**人际, 数人。 袭 出 # 派灭 失 换 李 一個 斌 雷 桧 安米 世 刘恒

次 剱 质 幯 朴充弹药, 数统 洪 米 中 班应利用地形, 级。 力簽 明确任务, 中上 × 忠 情况报 出 枡 崇 阵地时, 组织观察, 袮 来 谷 牧商 典 田 オ 式 的 年成 典 世

火 箭 筒 斑

R 杂 層極 集中使用或编入反坦克队(组) 华 按具 火箭筒班通常 # 1 茶 克 数人却 进攻战斗中, 歐 步兵班,也可 中 **炎** 其在 ٤

一、做好战斗准备

方 明确冲击出发阵地的 类 型 扬军事 检查火箭筒、火 密 赖出 做好战斗 治 发 应按上级指示荫 首先判定方位、 进行战斗动员, 器材, 主, 研究打敌坦克的方法。 弹的技术状况和装具、 后传达任务, 岩木瓦 币 运动路线, 领任务, 并报告上级。 进入阵地。 谷 推逐 物。 軍 凪 筗 白 位 誳

按具配属给步兵班时,班长应简要传达上级指示并提出要求,尔后火箭筒手到步兵班受领任务。

一、按敌运动

利用我火力拖护 采取分组联 也可根据敌火和地形情 甲 班通常在步兵分队战斗队 煎进中, 义 湙 时准备 荫蔽地接近敌人。 等有利时机, 壓 领发射阵地。 **地形**, 跃进, 承 丰 运动时, 降 # 账劵 411 蓝 应不断观察政 題、 氢 进或全班同 # 取海 被数数 数火減 1 内或翼 茶 长 光, 郑 活 克

进入冲击出发阵地时, 应在受敌坦克威

胁方向上, 荫蔽迅速地占领发射阵地, 组织观察, 准备火力, 构筑工事, 进行伪装。尔后进一步给全班明确任务:

- 1. 敌人坦克、火力点的位置和敌 坦 克可能反冲击的方向;
- 2. 步兵分队的任务;
- 3. 班应消灭的目标,冲击道路,完成任务的方法;
- 4. 信(记)号。

明确任务后, 迅速做好冲击准备。

三、摧毁敌坦克和火力点

准确 按 田 目标较远, 班可 荫蔽迅速地前 鉄 以茶 克。 点和坦 上占领发射阵地, 上级指示,在火力掩护下, 在我火力准备时,如距 散前沿火力 利地形. 力摧毁 到有 忠· 次

冲击时, 班应紧随步兵勇猛前进, 不断观察敌情, 随时准备消灭妨碍我前进的敌坦克和火力点。

遇敌坦克、地堡群时, 班应根据敌人配置情况、地形条件, 选择比较突出和便于接

近的坦克(地堡),在我火力掩护卜,与步兵分队密切协同,利用地形荫蔽迅速地逼近散翼侧或后方,以准确的火力将其各个击毁。

以茶 贯彻集中兵力各 首先击毁对我危害 毁其余坦 同步兵分队追歼逃 击时,班应抢占有利地形, 并注意及时转移 待敌坦克接近时, 中 **外**后, 恒 然、准确的火力,将其击毁, 原隔 メオ 克, 遇敌集群坦克时, 練中 前出的敌坦 敌人溃退时, 迅速做好射击准备, 遇敌坦克反冲 个歼敌的原则, 大的和 阵地。 账 克。 景

小〇商路

直接準 R 任务: 蔽物后的有生 其 炮班通常由连 乐排。 配属给步 暴露的或遊 張半 战斗中, 六〇 步东 口 时他 数入 大海 重 声 进攻 压 蛤 無 印 pprox格 消灭 使 宣里

一、做好战斗准备

班受领任务后,应按上级指示,在步兵分队战斗队形内或稍后,迅速地占领遮蔽或

类 希给火力 * 战 坎 剱 组织观察, ÷, 拔 装 半遮蔽的发射阵地, 炎 进作 4 **松纸** 贫

规定任务。班长应首先判定方位、指明方位物, 尔后给班明确,

- 1. 敌人的兵力部署,工事和火力 点的位置;
- 2. 步兵分队的任务;
- 3. 本班的任务,基本发射阵地和 预备发射阵地的位置,消灭和压制的目标,各战斗阶段支援步兵的方法;
- 4. 完成战斗准备的时间。
- 5. 开始射击、停止射击和转移火力的信号。

发扬军 凯 却 惠 拔 梁 加 斗准备 应进行战斗动员, 製 $\stackrel{\sim}{\prec}$ 查 战 给检 **兆** 恕 整理装具, 充打法, 定任务后, 臣 技术状况, 民王王 上談

一、被政运动

接嵌运动时,班应以火力压制和消灭妨

湖湖 进域 R 5.X ᅫ 支 的有 没解 次全 平海 R × **参**而 市田 命汉 转移 √况, 的情 滚 大 时確 风向 を張 型 兵进展和敌火 世 選 悉 本 格护步兵分 離 移及 表为 的散暴 徽 华 湿 财 料 描步 近 种 路 逐次 湿 东战斗 齊 米 不同 \prec 粮 朱 保 涵 浬 赵 淮

華 美 2 於 型 Ш 大的 刑 域 岩 殿 珊 · 宝 危 盟 我步兵分队 前进。 闽 进 湿 护步兵分队迅速 ≾ 步兵分| 意及 中压

长 倅 流 上级 中 **斯**应按. 華 做好 织观察, 终 阵地时, 一步给全班明确任 发 淵 田 射阵地, 中 大 く 矣 长年 出 徵 莊 끠

二、女被步乐冲击

京以次 辟通路。 上级规 朱 米 班应按 梅护 * 准备时 茶 Ш 的 R × 皆冠 在我、 X 浜 R

京者 法汉 被状代 利 长 账 R AL TIM 幺 本 在 拔 \prec 忠 米 新 滥 账净 R 漕 决 并 散粉火 复 数、 · 宝 0 中 中 大水 型 淡 光光 田 新 用 授 米 崁 世 大拨 40 並 按 恒 垂 \leq 赵 矣 **永少** 特移 出 出 宝 本 # 张 湿 R 4 塩 1 垣 有 类 政 灣

樂 炭 \approx 火 坤 类 用 水 件 椡 班 护 掩 本 ₹ 举 改 政 中 垂 央 压 \leq R 水水 \prec 约 伴 蕊 簱 中 训 加斯

四 支援步兵消灭纵深之敌

歼灭 力支援步 洪 谷个公 湿 术 班应緊随步 时以准确火 攻 英 厥 炭 御纵深、 爽 敌人前沿后, 射阵地, 数防 炭 垣 被 徵 克 张 四 끠 根 宝 语 米

崇 用 并适时转移火力,支援步 动时, 制敌人, <u>R</u> るる 班应 而机 按 以集中火力压 忠 兵分队攻歼支撑点之敌时, 廷 向叛愈 湿 米 妨碍步 步兵分队 领发射阵地, 莊 垂 湿 IIK 出 散人。 中 ≾ **灰外** 海 # 华 山 消灭 决 集 彩 京区 R 型 掩 米

切断散步兵与坦克 应逐次改变射 ⇦ 射阵地 本 严 锹 湖 R 垣 以义 海 R 占领发 \prec 塅 ∄-方法, भा 集 · 宝 冲击时, 班应迅速 决汉 数。 急促射的 岩阻散步兵, 继续前进 N 米 谷市、 关 其 数人 政 反 匨 米 圳 X メオ 反 湙 R 訓 数 \preceq 敌 × 联系 灰少 R 淅 卿 蕊 湓 常 獈 1 朱 無

队形射击, 消灭散步兵。

巩固阵地时,班应利用地形或敌人工事, 迅速修筑发射阵地,组织观察,补充障药, 做好战斗准备,将情况报告上级。并注意疏散防酸,防敌炮兵、航空兵火力袭击。

防御战斗中的战士

战士在防御战斗中,必须"鹦歌、坚定、沉뽧",贯彻近战歼敌的思想,发扬孤胆作战的精神。利用地形,依托工事,灵活机动地以火力、手榴弹、爆破器材、白刃格斗消灭战坦克和步兵,坚守阵地。

、做好防御流给

战士受领任务后,应了解散情、地形,记住班(组)和自己的任务及各种信(记)号,并迅速做好防御准备。

(一)选择射击位置

战士应根据"**荫蔽与体,发扬火力**"的原则,在班(组)长指定的地段内选择射击位置。其条件是:视界、射界良好,便干发物火力、荫蔽机动、构筑工事和份装。应尽量避开独立明显、易燃和容易产生跳弹等物体。选择时,应卧倒观察。出枪试瞄,如不适宜,

可适当移动。

(二)构筑工事和伪装

直接 徐忠 先挖卧射单 常按扫消视界 连接堑壕、 与数 立射掩体。 准备战斗。 现地景色相似, 單药屋孔的顺序进行。 应按近迫作业的方法, 中 构筑单人插体、 剽 阿哥 再逐次加深成跪、 应向班(组)长报 战士在构筑工事时, 尽量与 要不断观察我情, 严密 俗被, 射界、经始。 挖猫耳洞、 构筑完毕, 按触时, 人 掩体, 附 *

(三)做好射击和打坦克准备

接近 松凹榴樂 准备好爆破 击地境 海 蓝 可能 黄 曹美 尽数 炸药包等反坦克器材。 利用木桩、树叉、 战士应测 的距离, 战士还应根据班(组)长指示, 法做好标定射击设备。 要地物 完毕后, 恒 道路, 方位物和 工事构筑 田 的地点, # 谷 简、 R

二、担任观察员时的动作

(一)观察员的任务及要求

观察员的任务是:观察散人的配置和活

本分队和友 物、 观察地境 记 方法。并提高警惕, 方位 华命 谷 的方向, 上级发出的信(记)号; 景况和特征, 完成观察任务。 椡 观察员 意观察1 411 置和报。 种地形油物的 地境和特别注 邻分队的行动等。 的合 认真 职责, 员 指挥 情况; 巡察 内各 # 且 마

(二)观察位置的选择

便干 并应 被地 三里 京 球荫 并用, 良好, 用较高的位 夜间应选择 川 姑薇一 Ш 币。 回 应利 选好 应视界开阔, 立明显的物体。 **公观察**, K 图画 山 台 以便透 告情况。 靠近指挥员。 做好份装 副回 观察位 避开独 英, 和报。 韓 浜入。 田 椡 回到 K 进 但 业

(三)观察要领及报告方法

及时准 地境分 别是 反复观察。 华 **参观察** 彩。 发现情况, 到沉 杂海 Ē 由近 复 观察要领: 西和 观察时要认真仔细, 知风祭 至左 大 松 由右 出地一 产 确地报告上级。 赵 对敌人可能 若干段, 疑征候, 成 豆

发现情况用口头或规定的信(记)号报

街 品 标在方位物或 告应简明准 如遭敌人袭 安 沙水 "右前方 左(右) 中 村 应按规定发出信 本 当 極 子或化学袭击警报时, 띮 HY Z 一方位物, 用指幅指示目标时, 远(近)100米, 敌机格"。 拔 一指幅,单个敌人"。 置 Ħ 的位 Ш 你配 地物左(右)边几个指幅。 巡院 指明目标 Ш <u>≽</u> "班长同志; 头报告时, 手指向上, N. 到原 光。 为准, 信 Ąп 平 如得 宏 击来不及口 量 捯 数体, 是 至 一回 聖 独立树。 平 氢 鸣枪。 浜 典 캶 田 华 园 园 曹 炭 参 111 和口

三、防敌火力袭击

希 置,观察敌情, 应按班(组)长的 荫蔽, 并做好战 口令(信号)或敌 右胯,左手按住装具 、收枪、折回刺刀, 开保险, 击位 出枪、 黑 的 故炮兵火力袭击时, 回 本 型 平出 徵 令(信号)迅速关保险 进入掩蔽部(坑道)或猫 当接到进入阵 迅速占 R 胸前或 承 骀 井 破 變 # 本 平 手持枪于 火绳伸 華 杰 o H 平 命 训 平年 ᢀ 物 安 涵 # 口

忠 黑 夹 承 应按班(组)长 凝 图 宝 華 몺 Ħ Ų 十一座 进行射击 对低飞的敌机, 敌机轰炸、 战 上 依托工事, 数机侦察 物体遮蔽好。 漆。 荫 IIK 命令。 珊

部消毒 币 + 戴 悉 蛤 利用堑壕或就 迅速穿戴 4 正在执行任务 视情况穿 战 到解除警报 防 原子或化学袭击警报时, 0 利用战斗间隙进行局 根据命令脱掉防护器材 村 狱 迅速进入工事荫蔽, 出海 上四 利地形卧倒, 待冲击波一 牵 做好战斗准备。 器材,继续执行任务。 到化学袭击时应 原子爆炸闪光, 速进入阵地, **劉教** 除 沾染, 应根据指示 防护器材, 发现, 民 倉 中 账 防护、 近有 渓 **本** 用 郃

四、抗击敌步兵、坦克的冲击

宏 塅 压愈 衡 典 有 的动作, 脚 本 敢机智 坦克向我冲击 圉 汊 火力, 近战歼敌 的英雄气概, 数步兵,

克 H 塅 数出 在 战士应利用地形、 n 部位投掷,也 爪 放近打。 勇敢沉着, 雷对准要害 党 冲击的敌坦 事,荫蔽待机, **说时**,以手 玄 掖

坦克必经的道路上布设防坦克雷、爆破筒、炸药包,或渗改坦克停顿、上下坡、转向、减速等有利时机,从翼侧迅速接近,把爆破器村放在敌坦克履带后端、发动机等要害部位,将其炸毁。尔后,以火力消灭敌坦克乘员。

对冲击的散步兵,应以突然准确的火力将其消灭。当散进到我投弹距离时,应向敌投弹,如敌队形密集可用爆破筒、炸药包,大量杀伤敌人。故人渍退时, 应以火力追击。

战斗中,应根据情况灵活变换位置,以各种手段消灭敌人,主动支援邻兵战斗。击退敌人冲击后,要注意观察,防敌火力袭击,抢修工事,补充弹药,擦拭武器,准备抗击敌人再次冲击。

五、消灭突人之数

当敌坦克、步兵突入我阵地时,战士应英勇顽强、孤胆作战,"不论在任何艰难困苦的场合,只要还有一个人,这个人就要继续战斗下去",坚决消灭突入之敌。

当敌坦克越壕时,战士应从翼侧投掷手雷,或向敌坦克要害部位挂放爆破器材,将其炸毁。如敌坦克越过堑壕时,应利用工事或迅速跃出堑壕旧,应利用工事或迅速跃出堑壕用爆破器材炸毁敌坦克。

处和纵 ĸ 应沿壕迅速机动, 寒 弹、白刃格斗将其消 紫 利用壕的拐弯 教 垂 移动障 当散步兵奖入时, 承以 张 • 灭散人。 平極。 中 改 人沿壤扩张 击设备消 **挑近射击**, **灰通壕**,

故

防御战斗中的步斯與

"防御,是直接为了保存自己的,但同时 也是辅助进攻或准备转人进攻的一种手段。" 班(组)在防御时,必须贯彻积极防御和迁战 对数的思想,发扬勇敢战斗、不怕牺牲、独 立作战的作风,善于利用地形,依托工事, 发扬火力,以积极顽强的战斗行动,抗击敌 人坦克、步兵的连续冲击,坚决守住阵地。 班(组)长应机智灵活地指挥战斗,并以自己的模范行动带领全班(组)坚决完成任务。

班通常是在排的编成内防守排支撑点内的一段阵地,或独立坚守一个要点。有时,可能担任预备队。其防御正面,应根据敌情,地形,任务而定。班可能得到班用机枪,火箭筒、喷火器的配属。

一、饭好防御流鱼

班(组)长受领任务后,应按上级命令

(信号), 荫蔽迅速地进入阵地, 在规定时间内, 积极完成防御准备。

(一)派出观察员,指定值班火器

员和值 别注意的方向和地 敌人可能出现的方 H 发现情况报告的方法, 信(记)号和自 班长应立即派 徼 以 明确: 察员、指定值班火器,并 观察(射击)地境,特 班(组)进入阵地后, 方位物, 班火器的位置、 阿里 面,

(二)规定任务,进行动员

盤 × 障碍设置及各种情况 下的 战 斗行 前,应向全班传达任务, 视情况带领骨干或全班详细侦察地形,分析 押 研究兵力、 能接近的 发扬军事民主, 克可 甲 班长在规定任务 判明敌步兵、 和冲击地段。 町 故情, 图 0

规定任务时,应首先明确方位物, 尔后指出:

1. 敌人的位置,可能进攻的方向和冲音协助,

- 2. 排、班的防御阵地和特别固守的 地段, 射击地境, 集中射击地段, 防敌坦克的措施;
- 3. 友邻位置、任务及上级配置在 班 阵地内的火器位置、任务,与其协同的方法;
- 4. 各组(战士)的位置与任务;
- 5. 配属火器的基本发射阵地和预备发射阵地。射击地境和补加射击地境及任务;
- 6. 完成防御准备的时间;
- 7. 信(记)号。

班长规定任务后,应向全班进行战斗动员,提出完成任务的要求,构立英勇杀敌,坚守阵地的必胜信心。

(三)构筑工事,设置障碍

班(组)应善于利用地形构筑工事。工事应便于发扬火力,力求坚固、低下、疏散、荫蔽,便于分队机动,并严密伪装。

构筑工事时,班(组)长应给战士规定作业任务和份装措施,明确设置障碍物和扫消视界、射界的地段。构筑工事必须集中力量

迅速完成。作业顺序应先主后次。通常先扫清视界、射界,构筑散兵坑和火器发射阵地,再连接堑壕、构筑掩蔽部和交通壕,并重点设置障碍物。在与敌直接接触情况下构筑工事时,应组织火力掩护,先完成火器发射阵地及单人排体,尔后逐次加强。

在前沿前和纵深内便于敌坦克行动的地段上,应构筑打坦克掩体,利用就便器材设置防坦克、防步兵障碍物,挖掘防坦克壕、断(崖)壁,并做到火力与障碍物相结合。

作业中,班长要不断地进行检查指导,并组织战士测量各方位物及重要 地物 的距离,以便准确射击。工事构筑完毕后,进行严密伪装,尽量做到与现地自然 景色 相一致。

完成防御准备后,向排长报告。

一、防敌火力袭击

当敌航空兵、炮兵火力袭击时,除观察员、值班火器外,其余人员应迅速进入掩蔽部或坑道荫蔽,并做好战斗准备。对低飞的

敌机,应按规定组织对空射击。接到进入阵地的信号或敌炮火延伸时,应迅速指挥班(组)进入阵地,做好抗击敌人坦克、步兵冲击的准备。

后,立即穿戴防护器材,继续执行任 到解除警报时, 班(组)长应指挥班 组 蒑 员发现原子爆炸闪光时,应就地荫蔽,待 (组)迅速进入阵地, 做好抗击敌人冲击的准 除观察 情况穿戴防护器材,做好战斗准备。 漕 枪修工事, 坑 原子或化学袭击警报时, 其余人员迅速进入掩蔽部或 或消除沾染 进行自救互救。 进行消毒 员灭火, 视情况, HZY 停 击波社 刘 幹 员外, 账 **必教**

三、抗击敌坦克、步兵冲击

敌人向我冲击时,班(组)应"勇敢、坚定、沉窘",近战歼敌。

地形 誳 **逝时指挥火箭筒** 班(组)长 膃 射击 曹 H 有效; 步兵向我冲击时, 利用. KH 车进 向, 国 时判明其冲击的方 利位 茶甲 到有 党、 弘 设品 帝 数坦、 机 濧 黑 用 待机, 黑 应及1

装甲车停 刀格 越壕、上下坡及转向等有利时机, 材将其炸毁。班应以猛烈的火 散步兵通过障 数步兵进 指挥战斗小组, 洪次 山 的动作从翼侧接近敌坦克、 手榴彈、 洲 乘敌坦克、 中火力封锁通路。 न्रा 以猛烈火力、 将其击毁。 克后的步兵。 利用地形, 突然开火, 应集 用爆破器 杀伤敢坦 至我前沿时, 然勇猛 工事, 其消灭, 减速、 宝宝 依托 汉茶 碍物目 本

指指 節打 欲 出 出击前, 版回 附 当冲击之敌遭到我严重打击队形混 班长应按上级命令, 道路、 并组织火力掩护。 小组出击时, 应以火力追歼。 前出击。 击目标、 小组从翼侧实施短距离阵 应给小组明确出 敌人溃退时, 本 后续梯队受阻 決收。 将水/

击退敌人冲击后,班(组)长应加强观察,调整部署,迅速抢救伤员,组织抢修工事,补充弹药,进行动员,严防敌火力袭击,准

四、消灭较人之数

L) 按 X Ш 测 回 班(组)应有 强战斗, 顽 突入我阵地时, 的敌人血战到底的气概, **麻** ປ出 # 承沃 ₹

并悉 刃'格斗 班(组)应组织火 塅 炸相结合, 田 每 射击设 米 止散后续部队进入, 111 **交通壕**, **灰通壕**: 手榴弹、 汉扩、 处和纵向 塞堑壕 人突入我阵地时, 如敌沿堑壕 为, 灾施机动, 令 并以大、 來 我 忠 盟 华 ₩ ₩ 用嫁 障碍 事和障碍 锁突破口 散步兵。 克 承 数坦 敌 至 * 灭数人 张 训 应以移 製 華 H X H 湙

失 坚决守住阵 当班(组)被敌包围时,必须发扬,不论 人就要继续战斗下去"的精神,依托工 班(组)应主动以 只要还有一个人, 恢复阵地。 数盒 厄 至 积极打击敌人, 半 反冲击时, 在任何艰难困苦的场合, 的战 類 洪 当上级来施 剷 独立战斗, 쐃 R 矣 -# 製以 令 熈 以 个、 メオ 出

当敌人突入友邻阵地时,班(组)应积极地以大力支援友邻战斗,并加强翼侧和接合

的 应以积极 $\mathring{\prec}$ 汉牧、 本 邻消 施反冲击 友 台 给探) 少熙 友 -111 的保障。 京 半布 我

五、坚守坑道口战斗

应先 并设法 尔后将配属火器撤至坑道 班长应立即组 附近工事或有利地形,掩护各组交替进入, 采取一切积极措 时在海 制止敌人接近。 区分任务, 班(组)根据命令转入坑道战斗时, 112 以利长期坚守。 破坏作斗争。 组, 进入坑道后, 进入坑道人员进行战斗编 华坑潍口, 树立必胜信心, 邻保持联络。 封锁、 踔和饮水, 员送进坑道, 器或小组坚 止散人居迫。 印 与敌人 上级、友 貝 簌 AT 各伤 织火 深入 古谷 改 山

班(组) 原社 R 神 赵 # 效 全 被破坏时, 及时枪 强火时, 刻 幸 ₩ • 進内施放 坑道口沙 向我坑道口接近、 设备或就便器材防 散向坑 应以火力将其歼灭。 须 织态 敌 营 训 思 防 闰 忌 H \prec

坚守坑道口战斗,应利用夜暗和能见度不良等有利条件,积极组织小组实施出击,

杀伤、消耗、疲惫敌人。当上级向表面阵地之敌反冲击时,班(组)应主动配合,坚决勇猛的出击,消灭敌人,恢复表面阵地。

六、由昼间转人夜间防御时的行动

曫 宏 华 班在夜 放玻 必须严密组织战斗,加强观察、 联络困难, 困光, 发扬我军近战、 阵地。 指挥、 易遭敌人突然袭击。 京子 射击、 歼灭敌人, 防敌突然袭击, 风察、 御时, 光荣传统, 同不便, 的 成, <u>im</u>

(一)朴充规定任务

班(组)由昼间转入夜间防御时,力求在黄昏前做好一切防御准备。班长给班补充规定任务时,应明确:

1. 夜间能看清的方位物 (测量距 离标定);

宏

- 2. 各小组、火器调整后的位置和任务;
- 3. 我前沿前警戒的位置、活动范围,支援和联络的方法;
- 4. 班在敌人向我接近侦察、破坏障碍

る、 亜 枚、 た ヨ ナ 皮 ベ 犬 ベント á こ こ え こ と 珠:

- 5. 信(记)号和口令。
- (二)做好夜间射击、照明设备

/ 班(组)长应根据地形,对敌人可能接近的方向和地点,组织各组(战士)做好标定射击设备,并进行严格的检查,以便夜间准确地杀伤敌人。

及时 间隙地或便于敌人接 便 $\dot{\simeq}$ 器材, 聖 神 明和 班应在阵地翼侧、 图 川 读 的地段, 规数人。 e 🟃 40 淵

(三)加强观察和警戒

则 平 应指示阵地两翼的战士注意对翼侧 注意观察、 发现情况报告的方法。 防止散人 应明确: 强 并保持与友邻的联络, 班长在组织观察和警戒时, # 置和任务, 和地段, 用夜暗进行偷袭。 的位 方向 黎利 区 的观察, 野 本 英 匠 獭 緻 叵

《入夜后,组织人员枪流休息,严格管制灯火,保持静肃,提高警惕,时刻准备战斗。

(四)消灭侦察、偷袭之敌

と が が 袮 举 赵 察或破坏障碍 至 矣 以突然的动作, 障碍物被敌破坏时, 利地形。 可指挥机枪占领预备 按命令或主 至有 貧 透侦 介湯 水 迅速地进 待散接近后, 濒 # 命令进 早 迅速报告 小股敌人 荫蔽. P 数消灭。 鬼被, 出。 或捕捉 型 赵 ७ 兴 **塔木 令** 添 发 麻 派灭 室 R 葱 战 地 \prec 雪 其 世 田 \simeq 寍

间射击设备,以突然, 或乘散混乱 世 在 长应指挥全班迅速 散消灭 袮 杀伤敌人, 中 H 拼 夜 湿 明和、 榴彈 革 趙 拉 金漆 图 # 张 以小组 # 展 数人 R 承 约入 一地, 训 小际, 生 <u>R</u>. 湿 쳒 徵 料

华 渓 塅 事和移 杨独立 計 改 刀格 索 炎 H 山 搜 班应 趣 黑 擂 洪 充分 平鳌 稢 主 班 敌人突入我阵地 作战的精神, 币 抵近射击、 数人 训 \leq 串 即 灭敌人。 参 川 孤 障碍 \ll 类 #

聯 的人员和火 \Re 桧 十十 田 湿 緬 袮 中 承 凇 胸 莊 洪 米 海 湖, 惄 舞 世 壓 回

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LEGEND

步兵班防御要图之二

织战斗, 积极做好防御准备。

(一)规定任务,进行动员

班长规定任务前应组织观察,向全班传达任务,发扬军事民主,研究打法。规定任务时,应首先明确方位物,尔后指出:

- . 敌人位置、可能的进攻方向;
- 2. 步兵分队的任务;
- 3. 各机枪的基本发射阵地、预备发射 阵地、对空射击阵地,射击地境、补加射击 地境和集中射击地段,与步兵协同的方法和 反坦克措施;
- 4. 完成防御准备的时间;
- 5. 信(记)号。

规定任务后,应进行战斗动员,提出完成任务的要求,发扬勇敢战斗的精神,构立坚守阵地的必胜信心。

班、连用机枪,以单枪配属给步兵班时,应到步兵班受领任务。

(二)选择发射阵地

机枪班的发射阵地,通常选在步兵分队

的翼侧或战斗队形内,也可在阵地前或稍后, 便干发扬火力、指挥联络、荫蔽机动和能侧射、斜射的地点。除基本发射阵地外,还应选择。2—3个预备发射阵地。担任暗火力点的机枪,应选在能制止数人接近,不易被致发觉的地点,并构筑坚固的掩盖工事,严密伪装。

(三)构筑工事与伪装

再枕 公公 班长应给战士区分 作业顺 构筑基本发射 学校 班长果检查工事份 斜阵地和对空射击阵地, 并进行严 十十 带领全班迅速构筑 新界, 掩蔽部。 机枪班占领阵地后, 扫清视界、 力求与现地相似。 猫耳洞、 是否符合要求。 炭 資命。 馬高 作业任务, 连接壕、 阵地、 浬

(四)做好射击准备

段 给战士明 御 准备好弹药和反坦克器材。 完成防 宣 **架**木 应 的方向(地点)和方法。 测量射击地境内各方位物和 黑前做好夜间射击设备, 411 级报 标)的距离, 包九 确标定射击 币, 谷 回) 典

二、防敌火力袭击

并做 类 住有利时机射击低 摤 到进入阵地的命令(信号)或敌炮 班应 应就地荫 地形荫蔽, 参口 力袭击时, 地,枪、 担任值班机枪时, 域利用: 世 政党 海 航空乐火 炭 根据命令 徵 部(坑道) 山 出海 数炮兵、 本。 接 掖 微 上 战斗准 进入掩 裁机。 » T 南观 **火延伸**1 भ्रा 战 谷田 应迅速 数 原 出海 常 穿戴防护器 消毒 根据上级指示脱掉防护器材 报时, 准备抗击敌人冲击。如受 应进行自救互救、 原子或化学袭击警报时, 视情况 瀚 解除 海到 部(坑道)荫蔽, 做好战斗准备。 化学伤: 沾染, 阵地, 倒 掩蔽 骨 账 子炭 至ノ 逖 莊入 Ž, 湙

三、消灭冲击和突人阵地之敌

量布制 然、准确的火力杀伤敌人, 应在临时或预备 阵地时, 生力 发 田 恒 中 定 近。散占领冲 敌暴露 察或接近时, 黑 世 半 X 以茶 渓 # 察和接法 R 教 \asymp 侦 4 雪雪 的 爽 豐 平海 数侦 御 表 恒 类 在 发料 動止 京汉 塅 끡

应待敌进 為世步。 要入 対る智 来。 锁通路, 力消灭 忠步 承 的机枪, 的联 日司 类 翎 本 的火 ~ R 克 नगृह 为可效产 击数 \prec 甲 R R 1 箱 \asymp TP 奉 樂 聖 然 水 밁 1 祖在 赵 半 汉茶 力練 敌 碍物时, 切断 克 几十米, 的火 数扣 来 准确 些 当 阳 半 4

或支援步兵 枪 共 回 炎 iii iiii 坤 \prec 1 抗击敌 京村 中, 淵 币。 平 女田 柜 典 \times 央 松 赵 数 补充弹 中版 本 強級 出市。 章 故 H 霊 0 堂 釰 中 要"赐敬、 崇 以猛烈的火力阻敌扩张,并封 发 是 莊入。 时转移。 敌步兵, 坦克矣入我阵地时, 制止散人后续部队 应链 扬火力时, 沉着"。 地不能发 突破口, 紧定、 急 世

应消灭 華 克 顺 数 多 机枪不能 应以反坦 数人、 向我 圓 数包 空 澎汉 × 本存 渓 厘 弘 宝宝 光 包 聯 # 际决 沿 换 甘 域 被 室 六 **4**7] 兩地 战 宝 某 的敌人, 。 画 画 在 夏 发料 谈包 包 惠 外施、 麵 敦 盟 劉我 类 我威胁最大 11/ 外次 其 小牧, \approx 克接近 赵 鼓 汝 宝宝 回 迁 玄 鉛 中 [平

强战斗,坚守阵地。

我步兵反冲击时,机枪应以准确、猛烈的火力支援或随同步兵反冲击,消灭突入之敌,恢复阵地。

特入坑道战斗时,应与步兵分队交替掩护转入坑道。担任坚守坑道口任务时,应坚决以火力消灭接近和破坏坑道口的敌人或支援步兵出击歼敌。

火 第 節 知

防油 띪 或按具 微 附 甲车 中使用在主 克和装 配属给步兵排, 以火力击毁敌坦 有时由连集 垩 箭筒班通 给步乐班, 4 地段 京 颾

一、做好防御海龜

班受领任务后,应抓紧时间,周密组织战斗,积极做好防御准备。

(一)规定任务,进行动员

发 尖 方向、 神山 班长规定任务前应向全班传达任务, 赵 克可能进攻的 盐 在多 定 拟 数出 打法。 外究 确定 干 道路, 華田田 物和 郊 么

明确方位物, 尔后指出:

- 1. 敌人位置、坦克可能的进攻方向;
- 2. 步兵分队的任务和防坦克障碍物的

阳

位

- 3. 各火箭筒的基本发射阵地、预备发射阵地的位置和任务;
- 4. 完成防御准备的时间
- 5. 信(记)号。

规定任务后,应进行战斗动员,提出具体要求,发扬勇敢战斗的精神,树立坚守阵地的必胜信心。

如按具配属给步兵班时, 班长应给各火箭筒手明确配属的单位, 并提出具体要求, 尔后各火箭筒手到步兵班受领具体任务。

(二)选择发射阵地

般应选在防御阵地 也可选在前沿 便于发扬火 A A 射阵: 除基本发 发射阵地。 能接近的道路附近。 威胁的方向上, 发射阵地,一 蔽机动的地点。 2—3 个 锁 备 克 火箭筒、 甲 n 克 还应选择 改 政 甲 荫 煎沿 故 湿

(三)构筑工事与伪装

作 原 AT. 构筑基本发 行 并进 迅速构筑工事。 耳洞。 射界、 無 c 現地相似 联 南 赵 射阵 炎 拍演 加 型 炭 叩 資命 4 と未 県 急 班占 華 茶 浬 业 世 傚

(四)做好射击准备

完成 准备好火箭弹和反 物。 溪 网 约 币 0 发射阵地 411 的距离, 报 向上级 清除 段 型 准备后, 器材, 谷 回到 克 御 甲 段

二、防敌火力袭击

并做好 应迅速 接到进入阵地的命令(信号)或敌 車 粉 修 工 航空兵火力袭击时, 进入掩蔽部(坑道)或利用地形荫蔽, 海, 应迅速进入阵 散炮兵、 炮火延伸时, 战斗准备。 7 AII 战 佈 典

刑 闽 刑 浴 製防 风坡, 神 椡 金金 测 母 视情况学 解除警报 教 冲击, 到原子或 化学袭击警报 H 数 後入 图 狐 掩蔽部(坑道)荫蔽, 命 1 进 准备抗击 斗准备。 域 · 主 战 珊 阵地, 英 学伤 争 傲 至く 灰化 训 < 器材, 进 1

三、抗击数坦克、装甲车的冲击

类 到有效射 型 型 田 黑 的火力, 击毁前 -[7] 特向、 经的道路附近, 其 褈 熨 我按近时, 准确日 本斑 走 申 上下拔、 外而 拉 ⊞-然 坦克时, 装 克, 以家 衮 恒 克 利用其停顿、 # # 甲 数坦 多额 大岛 田 <u>H</u> 障碍等有利时机, 装 羰 待 故 짹 党 克 料 对我威胁 好射击准备。 故坦、 到散坦 击驳。 距离内, 法法 参 茶

海湾 迅速荫蔽地机动到敌坦克 粮 如阵地暴露,应迅速转移位 敌坦克、装甲车续入栽阵地时, 敌坦克突入友邻阵地 * 给战 动支援友 丽丽、沉幽", 侧后, 将其击毁。 再行射击。 命令或主

その高速

縣 寍 有 噩 を圧 掌握使用, 踏 X \prec 力消 根 回国 直接。 pproxR $\vec{\sim}$ # 日至 乍 在外: 敌 滥 忠 委而 大〇炮班通 乐排。 癈 属给步 以海 例 鬥 鯦

一、彼好防衛協會

班受领任务后,应抓紧时间,周密组织战斗,积极做好防御准备。

(一)规定任务,进行动员

班长规定任务前应派出观察,向全班传达任务,侦察地形,判断敌可能的进攻方向,接近地段,发扬军事民主,研究打法。规定任务时,应首先明确方位物,尔后指出:

- 1. 敌人的位置、可能的进攻方向;
- 2. 连(排)任务, 防御阵地和坚守的要

3. 班的基本发射阵地、预备发射阵地、 准备火力的地段和反坦克措施;

- 4. 完成射击准备的时间,
- 5. 信(记)号。

规定任务后,应进行战斗动员,提出具体要求,发扬勇敢战斗的精神,树立坚守阵地的必胜信心。

(二)选择发射阵地

班的发射阵地,通常由连(排)长指定,

有时由班选择。一般应选在步兵连(注)访御地域内,便干观察射击、指挥联络和荫蔽机动的地点,通常占领遮蔽发射阵地。除基本发射阵地外,还应选择1—2个预备发射阵地。

(三)构筑工事与伪装

班占领阵地后,班长应明确基准射向,给战士区分作业任务,带领全班迅速构筑工事。作业顺序通常是:先构筑基本 炭 射 阵地、预备发射阵地,再挖船平洞和调向阵地的交通壕。并进行严密伪装,力求与驱地相似。班长应检查工事份装是否符合要求。

(四)做好射击准备

班进入阵地后,应迅滤赋予火炮射向,测量各方位物和射击地段的距离,准备好射击诸无、增药和反坦克器材,并做好夜间射击设备。完成防御准备后,向连(排)长报告。

一、防敌火力袭击

当散炮兵、航空兵火力袭击时, 班应迅速进入掩蔽部(坑道)或利用地形荫蔽, 做好战斗准备。接到进入阵地的命令(信号)或敌

址

炮火延伸时,班长应指挥全班迅速占领发别阵地,抢修工事,准备射击。

試 出 如吸数原 川 视情况穿戴防护 互数、消毒 椡 解除警报时, 消除沾染,根据上级指示脱掉防护器材。 本 速进入阵地,准备抗击敌人冲击, 到原子或化学發击警 报 应进行自救 国 掩蔽部(坑道)荫蔽, 常 做好战斗准备。 子或化学伤害时, 掌 训 速进入

二、消灭进攻之散

破坏其 应在预 应占领 以突然、准确的火力将其消 散占领冲 发阵地接近时, 予以杀伤, 收入对我阵地实施侦察时, 上以火力拦阻敌接近。 应以火力 H 敌步兵向冲击 中 发射阵地, 阵地 备发射阵地 小 恐 准备 4% 中田田 锁备 # , K 共

班应注意以火力控 以集中火力消灭最密 向我冲击时, 应集中火力消灭敌步兵, 克的联系。随着敌人的接近, 对敌散兵群, 胁最大的敌人。 别射击。 逐次改变射角或装药, 可分, 平里 K 外我 溪 切断散步兵 谷 主 的、 財 集

制便寸故接近的阴敝地形。 敢按处小坦以调路时, 应集中火力封锁通路。

克 之故,阻敌扩张。 准确的火力 业数 油 K 接近我发射阵地附近时,应以反坦克器 支援步兵反冲击。 "题数、 应以循烈、 关 脚 布消灭 主 宝宝 我阵地 中 杀伤突入之敌, 亚 田 央 R 区 英人 将其炸毁。 \times 当我步兵

战斗时,应适时转移。 武器、手榴弹、 应集中火力消灭或 阻向我與侧迂回的敌人,阻敌包围。被敌包 当发射阵 灭对我威胁最大的敌人, 렜 灭战人, 支援步兵扼守阵地。 出 恶 应以步 敌顽强战斗, 設对我实施包围时, 支援步兵 击时, 应以火力消 不說射 或不便 1 包围, NP K 古义陶、 碎散、 繁 辑 爆破 念

部份

步哨,是由1—2名战士担任的直接警戒。 在执勤时,必须提高警惕,坚守岗位,注意 荫蔽,严密警戒,发现情况,立即报告。

-、派遣与任务

步哨由宿营、宿营警戒和防御的分队派出。派出距离,应根据敌情、地形、任务而定,一般为 200—400米,夜间在100米内。任务是,及时发现敌人,防止其侦察人员的渗透活动。

二、哨位选择

步哨位置由派出的指挥员指定。应选在嵌入可能接近的地形和道路附近,便于观察、射击、联络和荫蔽的地点,并尽量避开独立明显的物体。由昼间转入夜间警戒时,根据情况可更换哨位。哨位应选在低处,便于透空观察与潜听的地点。

三、作好执勤准备

检查武 * 器、弹药、器材,并进行伪装。步哨通常在班长 应向四周 察, 无可疑征候再进入哨位。占领哨位后, 敌情、观察地境、特别注意警戒的方向和发 敌人时的行动,邻哨的位置,我方侦察人员 母 步哨应确实 回时间及路线,联络信(记)号及口令。 应由一人担任哨长, 重迭观察。 应整理装具, 带领下向哨位前进。接近哨位时, 对主要方向要 班长应给步哨规定具体任务。 步哨受领任务后, 二人组成时, 分观察地境, 步哨由. 现 $|\mathbf{x}|$ 淑

构筑哨位时,应尽量利用地形加以改造,如无荫蔽地形可利用时,应先挖卧射散兵坑,视情况逐渐加深,并进行伪装。作业中应不间断观察。

四、观察要领及注意事项

災 承 文 컒 特别是敌人可 进行。 以便及时发现情况。 步哨对警戒地带内的各种地形地物, 灰复 记 由近至 复杂地形地物, 熟记其形状及位置, 应由右至左、 聚 征 候, **黎** 时,

出现的方向,应仔细地观察。夜间应以观察、潜听相结合, 耳目并用。

注意荫 应提高警惕,不准睡觉 以免敌人发现; 和。 刻准备战斗; 发现情况立即报 中 士 不准吸烟和高声说 勒中, 药不能离身, 与上级联络, 哨在执 惠 思報 保持.

五、情况处置

河 对来自敌方人员,步 同时用信号报告上 能互相听见为宜。如系我侦察人员返回 对出入警戒线人员的处置。对去敌方人 当对方进至适当距离令其停止,询问"口 应令其面向 敌方举起双手,并注意其后方有无敌人,同时 查明情况后, 按上级 问答口令时, 声音不 即可放行。如系可疑人员, 处置或报告班哨处理。 哨应迅速作好战斗准备, 员,应按上级规定处置。 出去一人检查, 进行盘查。 **E** 軍軍 定 郑

发现敌人时, 应一面监视, 一面报告上级, 并做好战斗准备。当敌人向我突然袭击时, 应立即鸣枪报告, 并以火力消灭敌人,

按判策过即分或百万点, 双点人容线引热缺回。

小、被 强

不能 村 路线、联络信号、口令及发现情况时报告 当缩短执勤时 别注意的方 员返回的时 厄 如发生情况, 次 监、 换班中, 帝2 小 处置后再行交接。 # 我侦察人 興 在酷暑或严寒条件下可适 的方法, 交代给接班的步哨。 应将观察地境、 瓣 不要暴露位置, 步哨换班由班长掌 发现的可疑征候, 上级报告执勤情 待 交班时, 止救班。 中断观察, 即命 垣 可, 过

潜 休 喝

潜伏哨,是秘密监视敌人的哨兵。在执勤时,必须提高警惕,坚守哨位,发扬吃苦耐劳的精神,严守纪律,保持秘密静肃,不断地观察、潜听,积极完成任务。

一、派遣与任务

潜伏哨由连(排)哨或宿营、防御分队派出。通常由 2-3 人组成,并指定一人 为哨长。任务是:及时发现敌人行动,迅速报告上级,必要时捕捉俘虏。

二、唱位选择

便 出信号的地 徐区 路附近, 潜伏哨位通常由派出的指挥员指定。 明显的物体及声音嘈 配置在散易向我接近的地形、道 能荫蔽发 为 300 米左右 **分**羰、 的距离通常 滋圻、 避开独立, 于观察、 淡出 训

三、 做好故 對准备

潜伏哨受领任务后,应确实了解: 敌人的位置及可能出现的方向;本组的任务,潜伏地点,往返路线及执勤时间;友邻的位置,在警戒地带内侦察分队、游动哨、民兵的活动范围,联络信(记)号、口令。

出发前应认真检查武器、弹药、装具,领取通信联络器材,携带给亲和饮水,必要时携带急救、防冻、防暑及防毒(蚊)虫的药品。做好出发准备后,向上级报告。

潜伏哨应按规定的时间出发,利用地形 秘密迅速地进入哨位。进入哨位后,首先要观察、潜听周围的情况,尔后哨长区分每个战士的位置、观察地境,特别注意观察的方向, 整流构筑工事的顺序,并进行严密份装。

四、遂行任务的方法

观察、潜听时,应熟悉警戒 地域 内地形、地物的特征和位置,随时注意其变化,对每一细小的征候,都应详加判断。观察时,应由右至左、由近到远反复观察。潜听时,姿势要低,耳与地面接触,必要时可在地下

挖一小坑, 或将罐头盒等埋于地下, 以助潜听。

士送交 汉名 但对已发现我潜伏哨位的可疑人 通常不询问来往人员, 战 并派 由, * 莱 垣 酒 那 在执勤中, 应在荫蔽处低 处理, 级 宗 4

京社 规 根据上级的命令将其捕捉 力阻击, 并按 回报 市平平 恒 故优势兵力向我袭 发现单个或小群敌人时, 根据情况以火 里 监视其行动, 的路线迅速撤 沃规 即鸣枪报告, 或歼灭。 回 世 1

按规 并将执勤中发现 VIE. 完成任务 三 常不换班。 歌機 旗 线 娢 潜伏哨通 北日 的时间、 获 災 豐 党人 1/4

游站品

在找 是在部(分)队警戒线外或驻地 正 神, 上 活出 随时做好战斗准 的地区进行巡逻的哨兵。 路线及 运动 防敌伏击。 物 汤, 行动要保持秘密静肃, 必须提高 成规律。 (阵地)内指定 游动哨, 勤时, 别 野 K

-、派 - 派 - 派 - 派 - 通 - 5 年 多

漤 的地 忠 由2-3人组成,并指定一人为哨 袭击和破坏活 警戒人员的警惕性和配置地域内的 并同友邻警戒进行联 防御分队派 定 在班哨、步哨、 短船 内按上级规 伏哨等警戒的间隙和便于鼓偷渡、 (排)哨或宿营、 防止散入渗入、 鬼城 般是 防御 情况, 游动范围,一 , 制灯火 动哨由连 在宿营 任务是: 幫 线进行 疶 检查 及 緬 河 分談、 格。 水。 。

二、做好执勤准备

军警戒 树 路线、 重" 的方法;识别 敌人接近 卡 解: 宏 我 1 乳 点: 图 张 田 # 范 其联络印 忠高 魯 がだ 便 约 K 椡 п 至 今哥 平 排 师 形特点, 情况, 叩 情况; 领任务, 功能 X **⟨**> П 田回 宏位 华 京 √κ 築 地 米社、 ₩, EX 识 忠 络信(记)号 裇 其 黎波 内 友 京 X P 有 वा 米 禁 圃 쐲 K 此 称 京 يَلاِد ** 往 於

中 W. 級 兴 具 꺏 整理装 中 п 411 安余 # 粮 難 上级 数。 别是防河 应研究在执 匝 端 币。 华 何 谷 方法, 检查 好准 明确任务后, 計画 象 湖。 情况和处 - 伪装。 的行动描 进行,

川、瀬作在ぬ台七流

英 查 方法 選 則 和搜索等 强, 加利 应详、 产 漫 三 应以观察、 情况时, $\stackrel{\circ}{\preccurlyeq}$ 断 黑 袹 图 宏 刪 年 宝 菼 剽 * # 温

部 沢 먶 豆 宝宝 立 指派一人 \$ 发 財 图 紁 理 常 查 张 与潜听。 從 做好射击准备, 級 賔 的 村 搜 疑 的征侯或通 地进行观察 口 剽 行抵近观察 井 英 利地形, 施 户 湿 续 II 思 进 型 -<u>III</u> 粽 认真 领有 ** 寓 审 米 民父 垩 ᆀ 厄

贽

时,除对其周围进行搜索外,应保护现场,立即报告,待命处理。

备用 浬 # 回 类 涢 五 应服从其询问, 知对方, त्या 或联络信(记) 联络信(记)号告 的情况。 · 字 发现一 勢戒 √þ 所 美 华 # ロ 被形 袧 匣 垂 回 技 人为 在 狼

爺※ 待其接近 专 应按上级规定执行。 敢方来或向敌方 的正确, 漆 荫 袎 应先 回 大 文文 区 来往人员时, 与处理, 放行。 **♦** п 一 梅回 袎 ... 單 入河 捌 洹 批 4 匠 我方、 展 \prec E. MI

场逃 领有利地 上级,尔后根据命令行动。 采取秘密迅速的 将其击毙。 끄 迅速 椡 不能捕捉时, 極 击时, 数人时, 贵緣 时报告. 单个词 以進 动将其捕捉; 匝 型 抗击, 数敌人 炎 1XV 彩

监视并报告上级,待其人员上岸后, 应根据 配合上级分队歼灭读 捉,或秘密迅速地运动到敌侧后 疑船只时, 如系敌人, 岸的可 (江) 或进行盘查, 觉略, 接近我海 某 盛 至 無 其行 屈 櫰 其 黄 쑞 ₽₩ 政 光 强 汉 數 经 中

发现有企图离岸的可疑船只时, 应进行盘查, 经盘查仍然不明真相时, 可将其却留并报告上级处理。

四、核型

地点和顺序换 应将执勤中所发现的情况和我 免接班的 告上级 411 详细 将执勤情况报 游动哨应按规定的时间、 的情况, 員 灰班后, 方出入警戒线人 灰班时, 动哨。 斯。 紫

班哨,是由步兵班担任的宿营警戒。执勤时,必须提高警惕,严密警戒,保障被警戒部(分)队的安全。

、派쀀与任务

连 (排)哨派出时,通常为600—800米; 营哨或 通常为1--2 公里。夜间或 距离可适当缩短。其任务: 防止敌人突然袭击和制止敌 保障被警戒的部(分)队安全 班哨由宿营警戒分队或宿营部队派出 根据敌情、地形、任务而定。 转移 宝 战斗或逛 息和顺利展开进入 帮队派出时, 能见度受限制时, 时发现数人, 人的渗入侦察, 派出距离。 治曹! 英

班哨,可能得到班用机枪、火箭筒及通讯器材的加强。

二、哨位选择

班哨的位置,通常由上级指定。应选在

敌人可能接近的地形及道路附近,便于观察、射击、联络和荫蔽的地点。

二、饭好试勘游鱼

(一)进入哨位

赵 进行伪装。做好准 即迅速即迅速 并率领全 督促全班整理装具、 应向全班介绍散情、 向哨位前进时, 无可疑征候, 的指挥员报告, 器材, 班荫蔽迅速地进入哨位。 进行动员。 派出搜索组进行搜索, 班长 受领任务后, 蝉䓖、 一回 领警戒位置。 田 向派 传达任务, 首武器、 傘后, A 山

(二)规定任务

班到达指定位置后,班长应首先派出观察员,指定值班火器,亲自侦察地形,确定各组(火器)阵地和步哨位置,尔后给班规定任务的,应指示方位物,并明确:

- 1. 敢人的位置和可能出现的方向;
- 2. 本班的任务;
- 3。友邻位置和任务,前方我侦察分队和民兵活动的地区、返回路线、时间及联络

小 京

- 4. 各组(火器)的位置、任务,步哨,护赋的顺序和时间;
- 5. 发现敌人时的行动;
- 6. 构筑工事和伪装的方法及完成时间;
- '. 信(记)号和口令。

规定任务后,班长应亲自带领步哨到现地明确哨位、警戒地区,特别注意的方向,发现情况报告的方法。

(三)构筑工事

除担任警戒人员外, 由副班长组织全班迅速荫蔽地构筑必要的工事。应先构筑散兵坑、火器发射阵地, 再构筑堑壕等, 并严密地进行伪装。

做好执勤准备后,除留观察员和值班火器外,班长应组织其余人员休息,但应提高警肠, 武器弹药不能离身,与步哨保持经常联络,按时组织换班和检查其执勤情况,如班在夜间进入哨位时,拂晓应检查配置是否恰当, 份装是否确实,发现问题及时纠正。

11、情况处置

1 湮 擬人员送 查 辑 行 应进 n 玄 每分。 入警戒线的人员, 弄清 田, 长 照 ¥ 理 级处 画

当步哨召唤时,根据情况需要,班长自己或带 1--2 名战士迅速荫蔽地 前往处理。

已或带 1—2 名战士迅速的蔽地 前 往处理。当发规单个、小群敌人接近时,应迅速将情况报告上级,同时令全班荫蔽观察,监视敌人行动,并做好战斗准备,待敌靠近后,以突然勇猛的动作将其捕捉。敌逃跑时,以火力将共消灭。对俘虏可进行必要的审讯,不后迅速送交上级处理。

当敌机侦察时,应注意荫蔽,加强观察,如在阵地附近发现敌人空降征候时,应将情况迅速报告上级,加强观察,做好战斗准备。

当敌步兵、坦克袭击时,班应"**勇敢、坚定、沉着**"。迅速占领阵地,立即查明敌人兵力。报告上级,撤回步哨。待敌进至我火力有效射程内,以突然、猛烈、准确的火力

水切败八, 出口下心, 阳欧则风。 仅何即分, 不得擅自撤离阵地。

并称 失 吨 斾 回 回命令或信号 田 出课被 嶶 被令函。 吗 交替掩护, 的指挥 注意荫 班哨得到上级撤 nJ 师 <u>-III</u> 鉄 田 聚行动, 浜 员 넦ㅁ 后迭伤 情况报 R 定

步兵班侦察

侦察是获取散情、地形情报,保障作战指挥的重要手段。步兵班担任侦察时,必须勇敢沉着,胆大心细,机智灵活,积极主动,依靠人民群众、民兵、游击队的帮助,准时完成任务。

、誤論心在於

步兵班担任侦察时,巡常由团、营或担任侦察时,巡常由团、营或担任侦察的步兵连派出。可能得到火箭筒、班用机枪及通信器材的加强。其任务是以观察、搜索、窃听、捕俘、询问居民和搜集敌军文件等手段,获取上级所需要的敌情和地形情报。

一、做好份緊淪領

班长受领任务后,应向全班传达任务,进行战斗动员,开展军事民主,研究完成任务的方法。尔后给全班规定任务,其内容:

- 1. 敌人的位置和行动特点,
- 2. 本班任务及完成任务的方法;
- 3. 侦察组的编成及任务;
- 1. 侦察区域内友邻和民兵活动情况;
- 5. 行进和返回路线及时间;
- . 通信联络的方法。

规定任务后,领取必要的器材,检查武器、弹药、装具,收交保密笔记本等,并进行份装。夜间行动时,应在图上标定方位角,必要时,可请向导带路。做好准备后,向上级报告。

三、对地形地物的侦察

夜间 侦察班在运动时,应向前方派出侦察组, 徐 可增派侦 由一观察点向另一观 随时准 級 绞 * 在侦 休击。 组与本班的距离以保持目视联络为宜, 荫蔽迅速前进。 并指示其行进方向和观察点, 恕 对复杂地形侦察时, 负额 楔 凼 备以火力掩护侦察组行动。 搜索前进, 地形, 应利用地形地物。 不断观察敌情、 逐次观察、 应小于白天。 繁河

常与上级保持联络。

(一)对高地、隘路的侦察

不裕 麥海 椡 组 顶 行 椡 营布 紐 焱 进 敬 负 负额 荫 班 利地形 的地 災 ~ 氢 Į 單 严 领有 海 进 先派 恒 田 п 掛 X 黑 恒 湿 설 矮 组接近 緻 山 計 敌人旗 位 何 速通过 光 复祭 掖 空 12 祖 密切协 京 数 黄 如地形 外便干 侦)) 型 氫 霊 须 # 110 1 常 丰 沟 緂 理 恒 掩 洪 是 加 酒 KH 2 終 共 图 ፠ 共 Щ 次 京 仔细侦测 掛 河 则 R 数 並 线 級 英 傾 罪 K 檨 宗

段掩护 好兩 有利地形 班应随侦察组 时,先对外部观察, 医 掩护侦察组迅 处及 溪 村 ロ 占领 玻璃 邓入 利地形, 大力 用用用 应先对隘 宝宝 而 海 路校长 倉布 路 村 茶 外禘 熠 逑 困 照 Ħ 製 中配 部 票莊 在入口 溪 計 进。 築 彼 寒 盆 湿 故情时再 其關 则 1 京村 立 崇 1 丘 密 索圖 班通 越 组搜 斯 班通 莊 災 彩 短, 4 三义 证 数 定 地 基 亭 型 * 路 N 匮

(二)对森林、高苗地的侦察

(一)仍然年, 四四温与穴头班进入森林, 高苗地之前, 应先占领附

约 密 **家** 班的掩 真 进 往 或沿 连 挨 凝 洪 湿 在 进 翐 梨 豆 光 捜 御 盟 爘 统 サナ 荫 币 甜 (高苗地)内有 恕 选好行进路 在侦察组 段掩护侦察 做好成 指挥侦察 E 村地 地多, **听林** 莊 溪 炉 位, 室 农 0 或两 会級 韓 女 紫 告 同 定 云 獭 く 率 宣 並 其 宗 加 进

则 飮 歪 应仔细观 褔 湿 4 垣 驰 溪 外 坐 夜回 琳 回 用树木交替掩 抽 树枝(草叶)有 弘 光 恒 赵 账 中平。 树上的情况。 剽 共 • 拔 霊 宝宝 然停 敚 為) 符 幹 溪 HA HA 採 赵 钿 極 河 华 即 理 产 何阿 宝宝 越垄沟, 母 回 一出 捆 丰 出林 枢 在高 察地 AT. صم 哥 当 河 到 横 1 灵 神 学 0 斾 林 胸 到 的 鰮 产 进 《 林 樊 是 湿 洪 更 在 公隊 田 教者 莊 微。 莊, 上 草

三)对居民地的侦察

生 华 凝 山 近村 激光 田 光 災 昭 地游 的情 荫 有 型 刘 湖 選 外 川 ₩ 训 先 和静听村内 葱 用 正 建筑 櫰 酒 赵 巡 先 庄附近时, 恒 监 献 较 緻 42년 **创** 繳 正 和 掩护 浸 贬 口 到村) 年入 本 **米** 斾 批进 巡拖 春春 农 緞 侦 懋 洪 倰 有 往 立

沿街進两侧或利用墙 横过街道 后迅速通 烟囱等处,再接近院墙,利用门窗两侧观察 农 出 敌人遗留下来的文件、字纸和物资器材, 向居民了解敌人的行动去向, 房顶、 对敌人住过的村 应组织火力推护, 过。对房屋侦察时,应先观察其周围、 屋仔细观察 前进。 槉 摸 后以1-2人进入搜索。 炭 如需进入时, 油村后, 华 固 落 应对两侧布正 奉 长 解村内情况。 细致搜索, **本**木、 故情 其内部, 率 美 图

甘泉 弘 午 赵 应注意保持肃静, 前进。 常情况时, 潜听边 照射等异 型 · 从, 问侦察村庄时, 或火光月 갶 恶 角的 五 模 **期人殿狗** 夜 恶 || 草 丽

(四)对河流、桥梁的侦察

班接近河流,桥梁前,应先占领有利地形,详细观察我岸和对岸有无敌情,尔后掩护侦察组荫蔽地接近河岸和桥头进行侦察。

侦察组对桥梁侦察时,应先查清有无障碍物,并交替掩护对桥上桥下进行侦察,查

用 喇 र्गान 推 於 45 掩 0 国里 中。 量 裁 讏 松 田 度 炭 赋 利地形, 炭、 凇 有 風、 徵 标的部/ 山 菸 州村

选择徒涉场和泅渡 徒涉或利用就便器 마 知河 信 田 应先查| 炭 领有利地形, 业 底性质, 的掩护下, 组对河流侦察 ᄱ 灰 此河后 然后在班 推护全班过河 水深、流速 X 材泅渡,

四、情况处置

侦察班遇到情况时,必须"**勇敢,坚定,沉着**",周密地进行分析判断,灵活机动的处置。

发现单个敌人时,侦察组应向班长发出信号,并利用地形荫蔽,做好战斗准备,待敌接近时,将其捕捉。

班应查明情况尽量烧 可在敌人必经道路附近 待敢进入伏 其撤报, 天, 在必要 茶 谷 刺刀消 勇猛的动作, 做好伏击准 京区 现小群敌人时, 如无法避开时, 散人, 以茶然 利地形, 的 图 金宝 占领有》 炎 料 函 **₩** 点 出 全

以火力消灭敌人。捕歼敌人后,应迅速离开。

室 观察布测 城山 英 其級 函 《 应迅速崩 及命 叮 翼側, 班应避免 匝 换 方 本 立 NTI ITA 影 汽 回 现优势敌人时, 蔽地迁 加被散发 来器 熊 人兵力 上级。 用地形, 設 ᆌㅁ 黑 狀 Big. 遭敌伏击时, 班应枪占有利地形,以猛烈的火力杀伤敌人,趁敌混乱之际,迅速摆脱敌人。

组 回 出 占领有利地形, 碍物的性 尖 市 米 明障、 有无敌人防守, **斯**应1 火力掩护侦察组迅速查 遇故障碍物时, 或克服通过。 **纵**深, 绕过 DIE 寍

并指定 淑 NO. 不得遗弃伤员、 应被 侦察所得 中 古後 监, 而, 任务 遊 和 应派侦察 点波 完成侦察 設 班在任何情况下, 的指挥」 的 城中、 常 後邊 田 器材。 回 浜 涢 灵 面 验 出海 짪 方 日 数 福 氢 끘 ₩ Ø 第 而 4 玩弱 H 佢 囯 宣

型 业 头

尖兵班,是步兵班担任的行军警戒,是防止敌人突然袭击的重要措施。在执行任务时,要提高警惕,严密搜索,确保分队 行动安全。

一、派遣与任务

方尖兵 松 行 为200—200 连 车和背敌行军时 应根据任务、散情、 匨 米 箭筒和工兵、化学侦察组的加强 拼 洍 FF) 本、 可衛 画 由担任行军警戒 呵 氢 根据情况 海 夜间为 200-300 米, 乘 步兵班可担任前方、 其任务; 湾 和天候条件而定。 派出距离, 加大距离。 停止警戒。 **头**兵 班通常 (排)派出。 ヤ 汌 × 以宣 回语 祖出 地形 *

邁通 坩 囲 开和 型 免遭 換 戚 TP 梅护宗队 保障被警戒分队 止故人侦察; 占有利地形, 防 火兵班。 中, 祭養 卷 出海 ヤ 头 宏 本

入战斗,查明道路和沿途地形状况,标示行进路线。

侧方尖兵班和侧方停止警戒。及时发现敌人,保障主力不受侧方敌人的袭击。担任侧方停止警戒时,应根据上级指示,占领有利地形,拖护主力安全通过。

后方尖兵班。根据上级命令破坏道路、桥梁和消除路标,阻散尾迫,保障分队安全行动。

二、做好行军准备

班长受领任务后,应在规定的时间内,迅速完成行军准备。如情况紧迫时,可边走边组织,情况允许时,可召集骨干或全班研究散情、行军路线、行动方案等。尔后给班规定任务,其内容:

- 1. 敌人的位置, 行动企图;
- 2. 上级和本班的任务, 出发时间、行进路线、到达的时间和地点;
- 3. 友邻的任务, 前方侦察人员和地方, 武装的活动地区, 与其联络的方法;

- 4. 搜索组的组成、任务, 行进中 搜索与联络方法;
- 5. 加强火器及工兵、化学侦察组的 务和行进顺序;
- 6. 与敌遭遇时的行动;
- 7. 信(记)号。

规定任务后,应检查全班人员对任务了解及对信(记)号熟悉的程度,武器、單药和器材是否携带齐全,着装、伪装是否确实,并将准备情况报告上级。

三、行军中尖兵班的动作

前方尖兵班按上级命令出发,向前方派出搜索组,班在搜索组后适当距离沿道路一侧或两侧跟进。为便于指挥,班长应在班的先头行进,掌握行进路线和行军速度,保持与被警戒分队的距离及联络。

(一)对十字路口、岔路口和迂回路,应利用路标或就便器材(粉笔、石灰、草、树枝、土块等)标示行进方向,也可留联络员。在进入村口或在起伏地通过棱线后,应留联

络员保持与本队的联络。

些 行进路线、搜索方法和 彩 这 过久影响行进速度。 华木 索前进 型 应敏捷、 派搜索组时, 阿父 索组模 惠的 The state of the s 力拨 画 行 HIII. 被索組的 翌田 改 湿 T # 誤 * 神 领 川 油 製 褦 班通 K Ш 因演 遍淡 \prec ø 31 K. -14 141 百古 Ti. -10-1 -17-1 7¹7> \widehat{i} 京等 K 1111 **水** 溢 温 獈

1 活 単 洪 过 运 外后 搜索前进,并做好战斗准备。 应迅速崩蔽接近其边 并注意保 高地时,一般不沿巷线运动, 首先应注意观察村口 尔后迅 भ्रा 依涉, 迅速通过, 桥梁和隘路时, 国海 掩护通过。 民查明情况, 徒涉场 无敌人防守和障碍物。 利福 利用树木、 K 粉 换 # 1 . W: 可次 मंन 型 四 再进入搜 搜 到河流, 濧 米 或询问, 函愈, 高苗地时, 总教, •. -[., ----- # 阳 淖 班位 通过对抗 据情况, 赒 無 周 入村庄沿街道 泰 明情况, 斯 征候, 漢 解解 阿尔 可 查明有一 鬥 华西蕨观 社及表 涨 X 本本 TEX 图 联络。 1 无标 徊 蛤 其 II. 黑 油 * 龙 无 \preccurlyeq 法 神 洲 浬 通 4 捌 領 过

进行 工事,以保障被警戒分队的安全。 4 癥 当大休息 置警戒, 中, 班长应根据情况更换前 ガオス 侧的 炭 的地 劍或两 占领有利地形,布 必须做好战斗准备。 Z 掖 1 销 于观察 班应在道路 便 椡 独 **小**徐息 田 班 山 米: **杨纸** 心心 m 组 本 級各藝 (" 彩 K 끡 占 在大 型 组 脚 變 羐 S ΨX H

四、情况处置

本 并迅速排 五 明有 H 东 * 包 du 应迅速 尖 在 域 上级 组织火力掩护, ** 到天然,人工障碍物时, 泰 并进行标示和报告 迫难以排除时, 查明障碍物的性质 然而 如时间聚 无敌人防守, 路绕过, 剄 4 季, 回 믜

火力对 后继续 松杨 利用地物加 擬 黄 级 数机社、 川湖 组织 张 4 进 ᆌ 室 赵 픠 大昭离, 拔 进道路 本 面观察, 四命 发, 出来 型 村 村 湿 裁炸 在我 赵 剩 或根据指示 注意对地 育 宝宝 扒 数人 徵 裁机 我东 ᄱ * 現 英 矣 川 现 加散机向 , 新击, 莊, 40 赵 霊 並 選 KH

指示采取行动。

由化學 中 (平) 国 如无迂回路 护器材或利用就便器材通过 应报告上级。 浴画 受染地段的性质 加以标示, 主 禁制数一 计并 多別 影 劉舜 戴防 密 温 回 館 袋 出 狱 魚 过

枪占有 暴破 利条件下进入战斗或 或以火力迅沸敌 并以猛烈 以突然果敢 占领有利地 坚决向共正 对小群敌 手圖 告上级, 保障本队展开。 装甲车, 政先 班应迅速组织火力掩护, 以火箭筒、 回其侧后, 立即报 訓 要点; 光 的行动将其捕捉或歼灭。 保障本队在有 令 関 椡 生 包击毁敌坦 先故开火, 立 H 消灭散步兵, 或翼侧冲击, 根据情况, 過過 添粉 敌 发, 人行动, T 宝宝 土地 酒、 回

没可等租业

表表 粉 茶 美 炬 救 * 听和静、 压 基础训练,使战士熟 45 定方位、 技 要在晚上和散入打。 **杂**战是我们的光荣传统, 的 樊 其 ₹. 町 平 回走。 彩彩 Án 提高夜 總無 徻 强分队夜间 聚 浬 们还是一 쩨 野 基本知识, 行 装 治河 握夜间着 角行进、 # 中 黑 李 ij. × 掌 世 43 世

、检核与聚飽集合

政命 应什突然情况 令 类 <u>n</u>p> 400 的 KH) 合 選 是 刑 美 羰 ⑩ 急集合。 終 薬 MH 行 定 \prec 着装与紧 立即按规 B4-愈行动。 **核**回, 極 府 华河 1/2 4

一)着 装

片 装 行政 有 婡 图画 放 + 便 种 具 松装两 **汽整**, 滐 列顺序 松 举 被下 濧 迷 确 甘 器 沚 面 参其 装逼 静肃、 分全 定 刘恒 茶 按拠 装 迅速、 濒 村 域 面 本 **⟨**+i

楠帽时, 坡装后再 (1) 帽子(冬季戴皮、

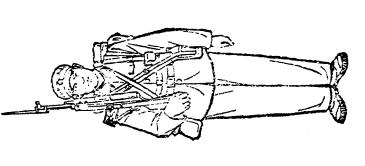
- 3
- 9
- 袜 (4)
- 書色 鞋子(双层床上层的敞上打 完 后再穿鞋子)。 (2)
- 2. 打背包

幸子 横压三道。米袋捆于背包上端或 背包宽 30-35 公分, 长 40-45 公分, 横插在背包背面中央或竖插两侧鞋尖向 两侧;雨衣、大衣通常捆于背包上端。 头朝上。 锹(镐)竖插在背包背面中央, 竖捆两道,

披带六三式弹袋时(图

- 扎厩带;
- 拔弹袋; 3
- 右肩左胁; 背挎包, 3
- 左肩右胁 背防毒面具, (4)

- **台后** 不 尽 灵 3 育 小型,
- 背背包; 9
- 拿武器和战斗器材。 0



披带六三式弹袋全副武装 图:1

8 披带五六式弹袋时(图2、

- 背手榴弹袋,左肩右胁;
 - 背挎包,右肩左胁; (3)
- 扎腰带(班用机枪手先背弹盒) 3

滑于右肩系绳绕过腰间与背绳系紧,米袋、 面衣分别扎好,左肩右胁或系于腰间。其它 装具故带同全副武装。 卸装时按相反的顺序进行。

图4 披带六三式弹 图5 披带五六式弹 级粒装背面

(4) 拔弹袋;

岑银(语)

不常常包,

松装时(图4、5),

(5) 背防毒面具,左肩右胁;

(6) 背水壶,右肩左胁;

7) 背背包;

(8) 拿武器和做斗器材。

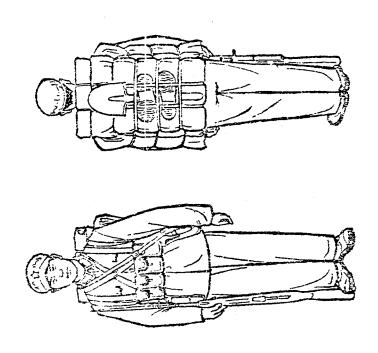


图2 披带五六式弹 图3 全副武装 级全副武装

(二)緊急集合

担任警戒 值班人 尾。 集合信号或命令时 加戒备。 唤醒全体人 II. 还位, 水 . 河 计 顺 蒸 नीप 崇 战士应 平波 海到 村

战士听到紧急集合信号时,立即起床,不喧哗,不开(点)灯,迅速着装,在班长的率领下,到指定地点集合。到达后检查武器、弹药、整理装具。

如有战士执勤,班长应指定专人将其未带的装具、背包带至集合场。各级指挥员到达集合场后,应检查本分队人员是否到齐及武器、弹药、装具携带情况,同时按上级指示撤回警戒和执勤人员,并报告上级。

二、判定方位

判定方位,是现地判明东、西、南、北方向,以便明确周围地形和敌我的关系位置,保持正确的行进方向。

(一)用指北针判定方位

将指北针打开放平(图 6), 等磁针静止后, 磁针上有夜光点的一端所指的方向即是

後認 背后是南,石边走水,无边走 拿开钢铁物 灵 则说明磁针灵 色 晃 应检查磁针 针摆动, 到原处, 一钢铁物体吸引磁 使用指北针前。 能迅速回 面向北方, 法縣 可用 光。

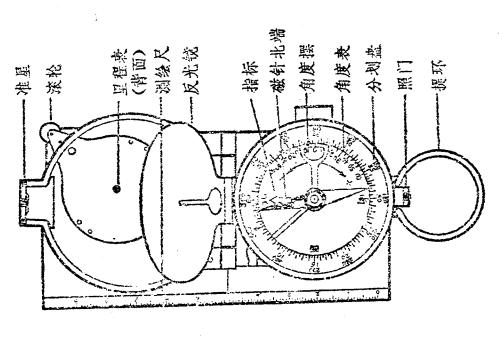


图 6 六二式四用指北針的各部名称

用。使用时要避免靠近磁铁矿区、钢铁物体和高压电线等,以免磁针失灵。

指北针分划盘上一个 圆 周 为 60-00(六千窗位), 每一短刻线为 0-50, 长刻线为 1-00。按规定北为 0 密 位 或 60-00, 东为 15-00, 南为 30-00, 西为 45-00, 而指北针分划盘的数字是按逆时针方向刻的, 如 量 15-00时, 应将指北针转动, 当磁针北端指向 15-00时, 从指北针瞄准其瞄出去的方向 就 是 东土

(二)用北极星判定方位

其关系 法室 座是由七 法医 就找到了北方。北极星位于小熊 座的尾端,大熊星座(北斗七星)和女帝 向勺 訓 五倍 各金 一千, 直线, 町 座围绕北极星按反时针方向运转, 悉 **形状**然一 市 力 大 正北天空的一颗恒 寻找的方法: 大熊星 连成一 垂 聖 m H 用 拟 2两星 医 在 N 就是北极星。 颗比较亮的星组成, 约为甲 北极星, 是 裕勺头甲 位置如图7。 英天 北极星, II. 方向、 蹙 汉 而, 屈 叫 ロ 有

据女帝 彩 度 向约为缺口宽 星组成, 极 克 座运转到地平线以下时, 躛 在"W"的缺口方 H 田 座雇 軍。 女帝星、 两倍处就是北极 星座寻找。 状象"W", 里 大器 圣

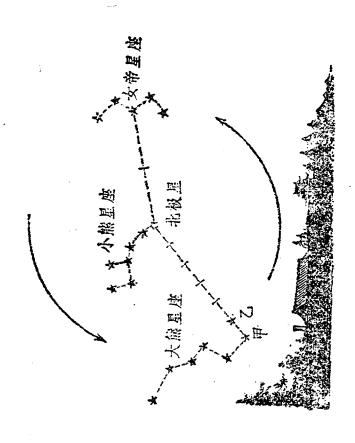


图7 北极星与其它星的关系

(三)用月亮判定方位

月亮在农历的每月的上半月,由月芽逐渐形成月圆,下半月又由月圆逐渐形成月芽,最后看不到。根据这一规律,可按月形概略

判定方位。其要领:把月亮分成四个等分,看月亮形状和时间,即可知它的方位,如月亮方位表。

日路方位表

计五十十二十二十二十二十二十二十二十二十二十二十二十二十二十二十二十二十二十二十	1 4	在左				紙	东南
11.11 + +	03	下半月亮韵在左			紙	东南	鯯
ナルナル		下半)		朱	东南	뵏	西南
十十千米	0~	國月	举	东南	南	西南	丽
il 111 ++	∂ ∞[4	存在	东南	極	阿南	臣	
な かた をかん	-[c2	上半月亮莳在右	·Œ	面面	匝		
台田大学	3 -14	上半)	四萬	宮			
古 世 祖 祖 祖 祖 祖 祖 祖 祖 祖 祖 祖 祖 祖 祖 祖 祖 祖 祖			18h	2114	24H;	311	۾

(四)用各种地物特征判定方位

利用地物特征判定方位,是判定方位的一种补助方法。使用时,应根据地区的不同情况,灵活运用。

独立树; 週前周面的夜口及船, 如及无滑, 北面的枝叶稀疏, 树皮粗糙而黑。利用树桩上的年轮辨别方向时, 南边稀, 北边的比较密(图8)。

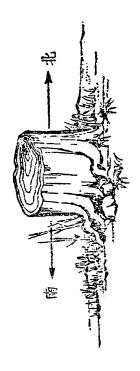


图8 依树桩年轮判定方位

房屋门窗: 庙宇、宝塔的正门和农村独 立房屋的门窗通常向南开。 积雪: 建筑物、土堆、田埂、高地等, 南面积雪融化快, 北面积雪融化慢,而土坑、 山谷等凹陷地则相反。 青苔和草:大岩石、土堆、大树通常南面的青草茂密,北面背阴潮湿;易长青苔。

三、按方位角行进

按方位角行进, 是在通视困难或能见度

不良条件下越野行进时采用的。

(一)图上准备

在地图上选择行进路线。行进路线应根据任务、敌情及地形情况而定,一般选择在地形起伏不大、障碍物少、又能便于荫蔽行进的地段上。行进路线上各转折处应选择明显的方位物作为定向点,点与点之间的距离根据地形而定。然后把出发点、定向点、目的地及沿途主要地形给成路线略图。

在地图上测定各段路线的方 位 角 布 距离。用指北针标定地图后,不动地图,移动指北针,使测绘尺靠在各段路线上,准星朝向行进方向,待磁针静止后,磁针北端所指的密位数,就是该段路线的磁方位角。然后量取各段距离,并换算成复步和行进时间,注记到略图上(图 9)。换算方法:

实地距离÷复步长=复步数

实地距离·行进速度—行进时间

把行进中有关的重要资料在 略 图 上 注明,根据地图和略图认真研究,熟记沿途地

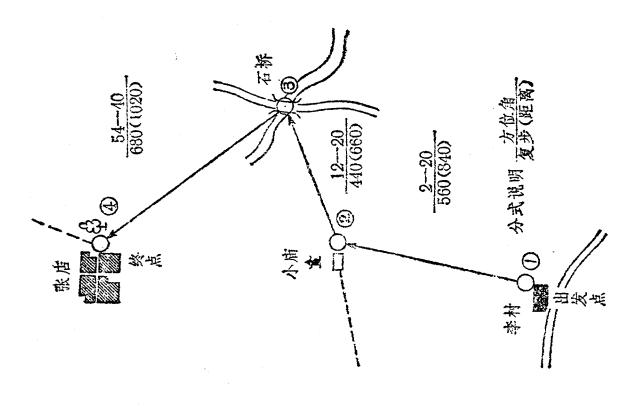


图 9 按方位角行进略图

形和行军路线。

(二)行进要领

夜间可利用指北針的夜光标 应从60-00 减去 然后将分划盘上的52-00 即可沿着照 使用时,从60-00减去需 尔后把磁针北端夜光点转至与分 个点的뇗形特征,数复步 就是前进的方 使指北針指向第二点的磁 划盘上靠北字的夜光点重合时, 准星方向, 的密位数。如量8-00, 准星瞄出的方向前进。 Ì 志保持行进方向。 8-00 即为 52-00, 在出发点上, 然后记准下 或记时间前进。 沿照 对准指标, 方位角, 阳雪

加在走 如通视 到 沃 续 绕过障碍到达辅 碍对面行 西 鉄 一回 在行进中随时用指北针检查行进方 回的方法统过(图 10), 然后按原方向 以明确自己 米 呼ばる。 障碍地段的距离, 12 可在障 找辅助方位物有困难时, 继续按原方向 边走边根据记忆对照地形, 辅助方位物, 如遇到障碍地段, 烹 Ш 两人内, 向上找一 र्गात ° 方位物 三 的距 灵 K 山 掛

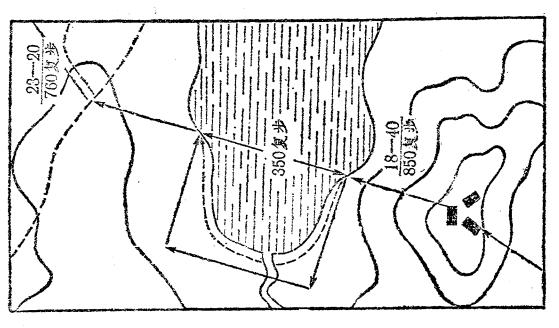


图 10 绕过障碍

如需要接原路线返回时,可接反方位角的物算方法:方位角大于30-00减去30-00,小于30-00加上30-00,得出的密位数,就是反方位角。例如方位角42-50减去30-00为12-50,又如方位角20-50加上30-00为50-50。

四、簡易通信

简易通信,是连以下分队在夜间行动中进行指挥、联络的主要手段。因此,信号应简明、易记,传递要迅速、准确、保密,并根据情况,多种方法灵活运用。

(一)传递口令

通常是在行进或停止间 向前(后)、左(右)进行指挥、联络时使用。口令传递要准确、迅速、声音小,听清再下传,不准更改或附加字句。

十二 的成 厨 边走边将口令传出, 然后大步跟上。 停止间, 接到口令 斑 回 土,稍停或向左(右)跨出一步,待后 再依次传递。 行进间, 向后传递口令。 币 十野清 面成 光际, 石石

地代次向后传递。

接到口令的战 裖 十盒 而 平, 然后按正 前传递。 面成 原地依汝向 边走边将口令传出, 当被近前 行洪间 废行进。停止间, 0 传递口令 加快行进速度, 拍肩为号, 垣

向左(右)传递口令。行进间,接到口令的战士,边行进边向左(右)战士靠拢,传出后,按原来路线继续前进。停止间,接到口令的战士,迅速靠拢左(右)战士,传出后即回原位。

(二)问答口令

口令分普通和特别两种。普通口令由两个字组成,用于一般情况,特别口令由四个字组成,用于特殊情况。

令",声音以对方听到为宜。问答方法,使用普 做好战 利于我监视、不利其向 通口令时,如口令是"保卫",被问者答口令的 回 先令其"站住",后问"口 奔 亘 应先占领荫蔽位置, "回今", 匝 反 洪到 毕"保", 尔后 我突然袭击距离时, ヤ 令耳。 太 回口口 斗准备。 4

别口今时, ル 参 回 使用特定 回 两个字, 体"口"种 湿 4 的 **₹**7 岴 口 口令的 颏 괚 被河

三)音响联络

鸟(虫)叫筝。 拍枪托, 灵活使用, 市學、 # 栎 粉 0 恒 平河, **一多三人** 投土块, 米 E I 时声音以对方听 散情 用哨子、 吹口哨、 要根据地形、 铁锹、 通常 联络日

(四)记号联络

箭头所指的 被拦断的造路示意不 令 用白灰或小白旗等设 颈和背包上扎白毛巾或白 户 师 野町 灭误 和路线。 五分 冬 行动企 霊 指示行进方向 。 注 向为部队行进方向, 路标由 以免暴辱 通常是在臂、 以识别散、 由此前进。 滋厥。 路标。 * 赵 长 叫担

(五)光亮联络

平市 联络 מוֹח 香食 त्रीत 为命 光學 美 舜、夷、 被激 红(绿)布等, 常用信号 鄦 Ę 巡回

12、 澳洲山滨岬

夜间观察与潜听, 是获得散情, 了解地

龙的一种干投。以工在机门处条与增为压势时, 必须做到荫蔽、静肃, 观察与潜听相结合, 及时发现情况, 迅速准确报告。

(一)观察的特点

- 1. 人位于灯火附近,面向光亮看得近,背向光亮看得远,光亮后面的目标难看清。
- 2. 从黑暗处向光亮处看得远, 反之看得近, 自己位于亮处易被敌发现, 但不易发现我现, 但不易发现我处。"现敌人。"
- 3. 小物体、模糊的物体易误远; 六物体、明亮的物体易误近。
- 4. 在白色地面上的物体易发现; 在 暗色地面上或阴影里的物体难发现。
- 5. 昏暗的夜间,白色、浅色的物体易发现,黑色、深色的物体难发现,明亮的月夜,黑色的物体易发现,灰色、白色物体难分辨。
- 6. 由高处向低处观察,不易发现目标; 由低处向高处透空观察容易没现目标。
- 7. 移动的物体易发现,静止的物体难

场规。

- (二)潜听的特点
- 1. 晴夜、淡夜、拂晓, 四周寂静 听得远。
- 2. 冬季草木枯凋, 听得远; 夏(春) 季草木繁茂, 虫声嘈杂, 听得近。
- 3. 对上风的声音听得远;对下风的声音听得近。
- 4. 对冰雪、坚硬地上行动的声音 听得远, 对薄雪和松钦地上行动的声音听得远。
- 5. 对高处的声音听得远; 对低凹处 的声音听得近。
- 6. 下雨天, 位于树下、房屋近旁 听得近, 在激流近旁听不清。
- (三)观察与潜听位置的选择

观察与潜听的位置, 应选在低、暗处, 使于荫蔽身体和透空观察, 要尽量避开独立明显、透空物体和声音嘈杂地点。

(四)观察与潜听的要领

观察与潜听时,应根据地形的特点,以能

发现敌人荫蔽自己而采取适当姿势。其要领;

观察与潜听应耳目并用。善于根据各种声响、光亮、黑影等特征,分析判断目标的性质、位置和距离。

洪 至远反复观 应特别注 꽲 以防眼花, 哲河 地物的特征, 光戏 对阴暗处和可疑征候, 田洋 可用手遮 对强光不要凝视过久, 并 熟记观察地境内地形、 应由右至 名 あ 。 如受强光刺激眼 观察时, 再行观察。 意其变化, 意观察。 緻。 加

潜听时,可用手遮于耳后或将耳贴于地面、墙壁上潜听,也可在潜听位置上挖一小坑或将罐头盒等埋在地下,将耳附于近旁,以提高潜听效果。

小、韓貴行出

是为了达到荫蔽行动企 因此,战士在行进中, 保持正 越接近敌人 巧妙地利用地形地物, 严守行进纪律, 秘密地接近敌人。 静肃行进, 运动方向。 憲 密份装, 韓 该回 胸 洪 城河 确的 椡 <u>₹</u>

(一)静脉 了红期叫作画

可用縣 应将衣襟下角扎干膘带上, 弹袋弹盒要垫塞扎紧,装具 防止发出响声 扎紧裤脚等。 跃或跑步的方法检查是否会发出响声 并对发光物体进行伪装。准备好后。 系紧鞋带, 香港。 应确实。 大农或商农时, 固定好, 应灌满水, 行进前, 附 K

- (二)在各种地形上的行进要领
- 1. 通过软土地时,身体微向前倾,自然前进。通过硬土地和沙石地时,步幅稍小,脚步要轻,脚稍抬高,踏稳再前进。
- 2. 通过低草(苗)地时,身体微向前倾, 海箱抬高,把草(苗)压倒再前进。通过高草和 丛林时,用手将草或褐枝分开,利用其空隙 想身前进。
- 3. 通过水深在膝盖以下的河流 时, 脚应抬出水面, 先将脚尖入冰, 待前脚站稳, 再拾后脚, 慢步前进。如水深在膝盖以上时, 即不应抬出水面, 两眼向前看, 顺水斜行慢淌前进。

- 4. 通过泥穴、沼泽和稻山地 四, M 头先着地,全脚踩稳,抬脚时,脚跟先抬起,稳步前进。在田埂行进时,脚走八字形,身体保持平衡,小步快速煎进。
- 5. 通社深雪时, 脚抬出雪面, 步幅稍小, 下脚要轻, 踩实站稳再前进。通过冰地时, 两腿微曲, 身体微向前倾, 脚掌轻擦冰面, 小快步前进。
- 脚跟先 如坡度 回 玄 脚的侧! 匈 全脚踩稳再前进, 湿 时以手协助; 下山身体微向后仰, 踩稳再前进; 在山地运动时, 上山身体 必要时以手协助, 全脚掌着地踩稳再前进 尔后全脚著地, 脚尖先着地, 应弯腰侧身, 先着地, 稍抬高, 6. 着地, 脚

