

1650

**Machine Gun
Platoon and
Section Commanders**

guide to

**BATTLE PROCEDURE
VERBAL ORDERS**

and general notes on

FIRE CONTROL

**SAFETY (INCLUDING FIXED
LINES)**

INDIRECT FIRE

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BATTLE PROCEDURE

1. The sequence of events to enable a unit to come into action in the quickest possible time. Battle procedure must be flexible and fit each tactical situation. The AIM is to get the guns into action quickly.
2. Suggested battle procedure for a pl supporting an attack.
 - a. Pl comd receives orders from bn comd.
 - b. Pl comd makes APPRECIATION, TIME PLAN, and sends WARNING ORDER to Pl sgt.

(1) Time Plan

Time available to H Hr	= 1 hr 35 mins
Appreciation and warning order	= 10 mins
Prepare orders	= 10 mins
Issue orders	= 10 mins
Sec comds require	= 30 mins
Total time used	= 60 mins
Time available for recee	= 35 mins
Total	1 hr 35 mins

(2) Warning Order

- (a) Pl task.
 - (b) Pl RV
 - (c) H Hr and time pl must be ready.
 - (d) Any adm points.
- c. Pl comd moves to pl area with sec. comds.
 - d. Pl comd's recee for sec areas, veh posn, pl OP, sec RV's, etc. During this time pl is moving to pl RV.
 - e. Pl comd issues orders.
 - f. Pl comd moves to pl RV to brief Nos 1 and pl sgt on
 - (1) Sec RV's
 - (2) Ammo
 - (3) Pl task.
 - (4) Time to be in action by.

During this time sec comds complete recee for

- (1) Gun posns.
- (2) Sec comd post.
- (3) Routes in and out of sec area.

- g. Secs move to sec RV and are met by sec comd's dvr. Pl comd moves back to pl OP.
- h. Secs report in action to pl comd. pl comd reports in action to bn HQ.
- j. Pl sgt reports to pl OP for briefing. Vehs report back to veh posn.

Note.—As much info as possible should be given to sec comds during pl comds recce to enable secs to be in posn BEFORE detailed orders.

PLATOON COMMANDER'S VERBAL ORDERS

GROUND. Describe from LEFT to RIGHT (clockwise).

1. SITUATION

- a. **Enemy Forces** (only what your secs must know).
- b. **Friendly Forces**
 - (1) Locs or tasks of coys, patrols and neighbouring bns.
 - (2) FUP, SL, rate of advance.
 - (3) Arty, mor tasks, etc., which affect secs.
- c. **Atts and dets**
 - (1) Additional tps under Comd.
 - (2) Secs under comd coys and NOT affected by orders.

2. MISSION

The task which your pl WILL carry out.

3. EXECUTION (your plan to carry out your mission).

a. **General outline**

A brief statement of how you are going to carry out your mission before going into detail.

- . **Detailed tasks** (deal with each sec in turn).

- (1) No. 1 sec
 - (a) Area
 - (b) RV
 - (c) Arc
 - (d) Task
 - (e) Targets and timings

- (2) No. 2 sec }
 (3) No. 3 sec } As for No. 1 sec.

c. Co-ord instrs (orders which are common to more than one sec)

- (1) Targets
 (2) Timings
 (3) Mov
 (4) H Hr

4. ADM AND LOG (only such detail as apply to pl)

- a. Veh posn
 b. Rations, POL
 c. Cas evac, RAP
 d. Ammo
 e. Clothing, bedding.
 f. Spares, stores, etc.

5. COMD AND SIGS

- a. Pl HQ
 b. Pl OP
 c. Bn HQ
 d. Code words/Nicknames.
 e. Lt sigs
 f. Wrls details, etc.

QUESTIONS

- a. From sec comds when they have studied their orders.
 b. To sec comds to confirm that they have understood their orders.

Synchronize watches.

The above outline orders apply to all phases of war, attack, defence and withdrawal. Any extra detail will be incl in the EXECUTION para.

FIRE CONTROL

1. COMBINED SIGHT RULE

RANGE	MAP	RF	EST
0—800	1	1	1
850—1400	1	1	3
1450—2000	3	3	5
2050—2300	5	5	—
2350—2800	5	7	—
2800	5	—	—

2. POINT TARGETS

- a. Not more than 30 mins wide and 50 yds deep.
- b. Method of fire: R and L 2 taps.
- c. When strike seen on target, R and L 1 tap will be ordered.

3. TRAVERSING TARGETS

- a. Not more than 100 yds wide and 50 yds deep.
- b. If target is more than 100 yds wide, it will be split.
- c. Method of fire: Traversing, tapping to cover width and incl 1 tap over end of target.

4. DEPTH TARGETS

- a. **With no width.** More than 50 yds deep but not more than 200 yds. Not more than 30 mins wide.
Method of fire: Halfway up R and L 2 taps.
- b. **With width.** Depth as in *a.* above. Must be more than 30 mins wide but not more than 100 yds.
Method of fire: Traversing.
- c. In both cases the depth of the target must be covered by using the combined sight rule.

5. MOVING TARGETS

Speed of veh $\times 5$. Aim off by the figure produced in degrees and minutes.

SAFETY

FLANKING

1. Basic safety angle = 3 degrees
 Method of fire = 30 mins point target, 15 mins traversing target
 Wind allowance = ?
 Safety allowance = Total
2. Tps must not approach target closer than the safety allowance.
3. Posn of FF must be known or they must be working to a timed programme.
4. Safety allowance must be measured by accurate means.
5. Guns must not be pointed within the basic safety angle.

FLANKING FIXED LINES

1. Beaten zones must be opened up to cover max ground.

LENGTH OF BZ	OPEN RANGES BY
80—100	50
101—150	100
151—200	150
201—250	200

2. Laying a flanking fixed line
 - a. Set basic safety angle on deflection drums and lay on fwd edge of FF with lensatic sight.
 - b. Raise tangent backsight and look along line of sight. Select a point on the ground. Obtain range and open out BZs by giving guns different ranges.
 - c. Lay guns by direct means on to point.
 - d. Use deflection drums of dial sight and measure switch to aiming post.
 - e. Record QE (range and angle of sight).
 - f. Half-load and press thumbpiece.
 - g. Zero the direction dial.
 - h. Consider wind problem before firing.
Tapping will NOT be employed.

OVERHEAD

1. **LOWEST TANGENT ANGLE** to engage target must be equal to or greater than the **SAFETY ANGLE** minus the **GROUND ANGLE**.
 - a. LTA found in range tables from lowest range employed using CSR to engage target.
 - b. SA found in range tables. It is the SA of the range of FF from the gun which must be found by R/F or map.
 - c. GA is angle given by ground between FF and target. It must be measured by director or slide rule. This angle is subtracted from SA. If the LTA is equal or greater, then FF are safe.
 - d. GA is added to SA only when line of sight gun \rightarrow FF is above line of sight gun \rightarrow target.
2. In all problems of safety, if wind is with attackers then SA must be increased by the wind allowance.

OVERHEAD FIXED LINES

- a. Obtain range to FF. Find equivalent range. Convert 25 yds at the equivalent range to an angle by VI graph.
- b. Set angle obtained on deflection drum as **RIGHT** for number 1 gun and **LEFT** for number 2 gun.
- c. Lay guns using lensatic sight on to centre of FF.
- d. Set equivalent range on tangent sight and lay on FF.
- e. Record switch and QE as for flanking fixed line.
- f. Taps. Bring angle obtained in a. above to nearest tap. If not exact, take to next highest and order R and L the number of taps.

INDIRECT FIRE**TYPES OF TARGET**

1. **Less width than gun frontage**
Switch is measured to centre, half gun frontage is expressed as an angle from VI graph, and this is either added to or subtracted from measured switch. R and L 1 tap.
2. **Equal width as gun frontage**
Switch measured to right limit of target only. R and L 1 tap.

3. **Greater width than gun frontage**
Switch obtained as in 1. above.
4. In all cases except 2. above, if target is on RIGHT of ZL add the angle which half gun frontage subtends, if target is on LEFT then subtract.
5. Number of taps. Subtract the gun frontage angle from angular width of target, divide by 2, bring to nearest number of taps, add 1 tap for errors in direction, and order R and L the number of taps.

CREST CLEARANCE

1. SSC will calculate MQA by ordering lowest gun to measure angle of sight to crest and adding CCA for range to crest.
2. Pl Comd calculates LQA. Find lowest range to engage target, look up TA in range tables and add or subtract angle of sight to the target. This is the LQA.
3. If LQA is equal or greater than MQA, then bullets will clear crest.

PARALLELING

1. Gun angle method

- a. All dials and drums at zero and lensatic sight locked.
- b. SSC reads off front pointer. Nos 1 off rear pointer.
- c. When guns are parallel, all dials and drums at zero.
- d. Guns must not be tapped until lensatic sight has been unlocked and laid on aiming post.

2. Director method

- a. Place director in front of guns. Must be able to see director head through lensatic sight.
- b. Set director at 180 degrees, lay hair line on zero object.
- c. Use deflection drums and lay director on each dial sight.
- d. Order the angle so measured to be placed on rear pointer of dial sights.
- e. Nos 1 lay back on to director head. Guns are now parallel.

3. Distant aiming point method

- a. DAP must be clearly defined in order to lay lensatic sight on to it.
- b. Sec comd measures switch from DAP to zero object.
- c. Order this switch to both guns. Nos 1 place this angle on dial sights and lay on DAP using lensatic sight.
- d. DAP should be approx 7000 yds to the front
or 4000 yds half LEFT or RIGHT
or 1000 yds to LEFT or RIGHT
- e. The guns are now pointing at the zero object and are parallel.
- f. If possible, make the DAP the zero object.

NOTES