FM7-M

Kuritan Field Manual: Combat Arms, Mechanized Bipedal



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Version 1 – R

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Preface

FM 7-M is the Draconis Combine's doctrinal foundation for how to train, and it is applicable to all leaders and warriors of the Draconis Combine. It explains how the Combine assesses, plans, prepares, and executes training and leader development; it is critical to all the Combine does. The goal of this manual is to create mech warriors who know how to think and apply tactical principles to their units and organizations.

Understanding how to perform tough, tactical maneuvers at every echelon of the Combine sets the foundation for successful operations in battle. Leaders train the unit and strengthen the capabilities of our mech warriors so that they may fight and win across the full spectrum of operations. This manual provides leaders with the doctrinal guidelines for how to train, and is the basis for successful training and operations. Mech warriors of the Great House Kurita have never let the Combine fail—it is essential to train warriors and units to uphold the House's honor to the Draconis Combine—to fight and win the Combine's wars, decisively.

Philosophy

Follow the Seven Virtues of Bushido.

- Rectitude - Accept the humble grace of righteous virtues, and the consequence of them.
- Courage - Look upon your fears with a steady gaze, and set forth your spirited blade.
- Benevolence - Have regard for the timid compassionate creatures that stand before a warrior.
- Respect - Give unbiased consideration and regard for rights, values, beliefs and property.
- Honesty - Have virtue and responsibility in all actions and words, that they belong to you.
- Honor - Remain true to the virtues and codes of your house, family and one's self.
- Loyalty - Carry the orders of the House, that the honor of the Combine is held sacred.

Know Your five Rings

- Earth - Know every weapon and how they work, even if you specialize in only one.
- Water - Know your strategy, both as an individual and as a team, work as one mind.
- Fire - Perfect your techniques, building, piloting, fighting as if one with your mech.
- Wind - Learn your enemy, his strategy and technique, move with him as if the wind.
- Void - Do not be focused on winning or losing, instead move naturally in one's spirit.

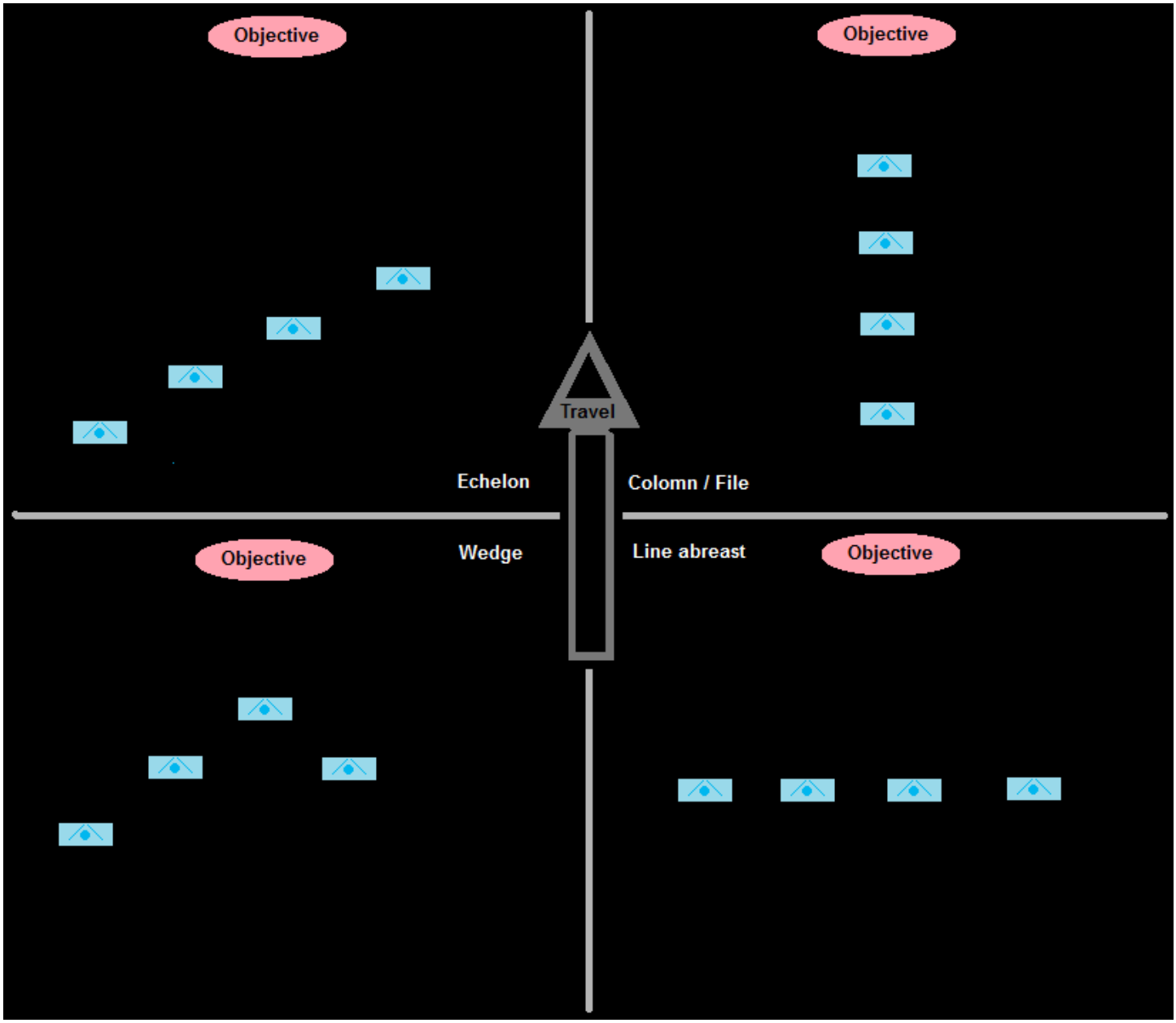
Individual Combat Techniques

Entering combat can be a stressful situation, and a clear head and solid focus is something that can only come through time, training, and building skill and technique. As part of a team, you are not likely to enter combat alone, and yet, t will be your individual skills, combined with the individual skills of others, that define the strength of your team. Remember that leadership plays an important role in securing victory as a team, and following the orders of our commanders is a key element to a smooth operation. Regardless of how well you feel your commander is doing, failing to follow those orders weakens the whole team. Remember, the team should flow and move as one organism, and operate as if a dragon, with it's fangs and claws capable of working independently of it's feet and tail, yet still functioning as one beast, worthy of any opponent.

Some things to keep in mind:

- Listen to your team leader's instructions; follow them as best you can.
- Listen for "Target Call Outs" and focus fire with your team unless it's obscured, then choose another.
- Do not fire impulsively, know your target, and what's behind it, and never fire through a group of friendlies unless you have a very clear shot and steady aim, thus avoid being the source of friendly fire.
- Stay in proximity to your team mates unless given orders to do otherwise, or if breaking off to flank.
- Stay in your firing lane. If there is nothing to shoot at, then pull guard until your needed.
- Know your mech. The more you can move naturally with your mech, the more effective you will be.
- Know your role, and stick to it when on the field, yet be able to afford flexibility if forced out of your role.
- Learn other roles and mechs, be versatile. Be able to switch roles on the field if the need arrises.
- Learn your battlefields, study the worlds on which we battle in order to achieve victory.
- Be aware of your surroundings; keep an eye on your mini-map to see where team mates are.
- Have patience with yourself, and with your teammates, respect and honor make a warrior strong.
- Give respect to your enemy, for they believe as strongly in their house as you believe in yours.
- Never die with your back to the enemy. If you're the last man standing, or if victory is not in your grasp, then go out fighting, so that the enemy may see the valor of your House and fear your brethren.
- Always keep face, never reduce yourself to the ways of children, or embark on the path of disdain. Win well, and honor the efforts of your enemy, and lose with one's head held high, showing the strength of the Combine regardless of the battle's outcome. The day shall come again, that the dragon shall again face its foes, and they should know that the battle shall siege against them the strength and honor of the Draconis Combine.

FORMATIONS



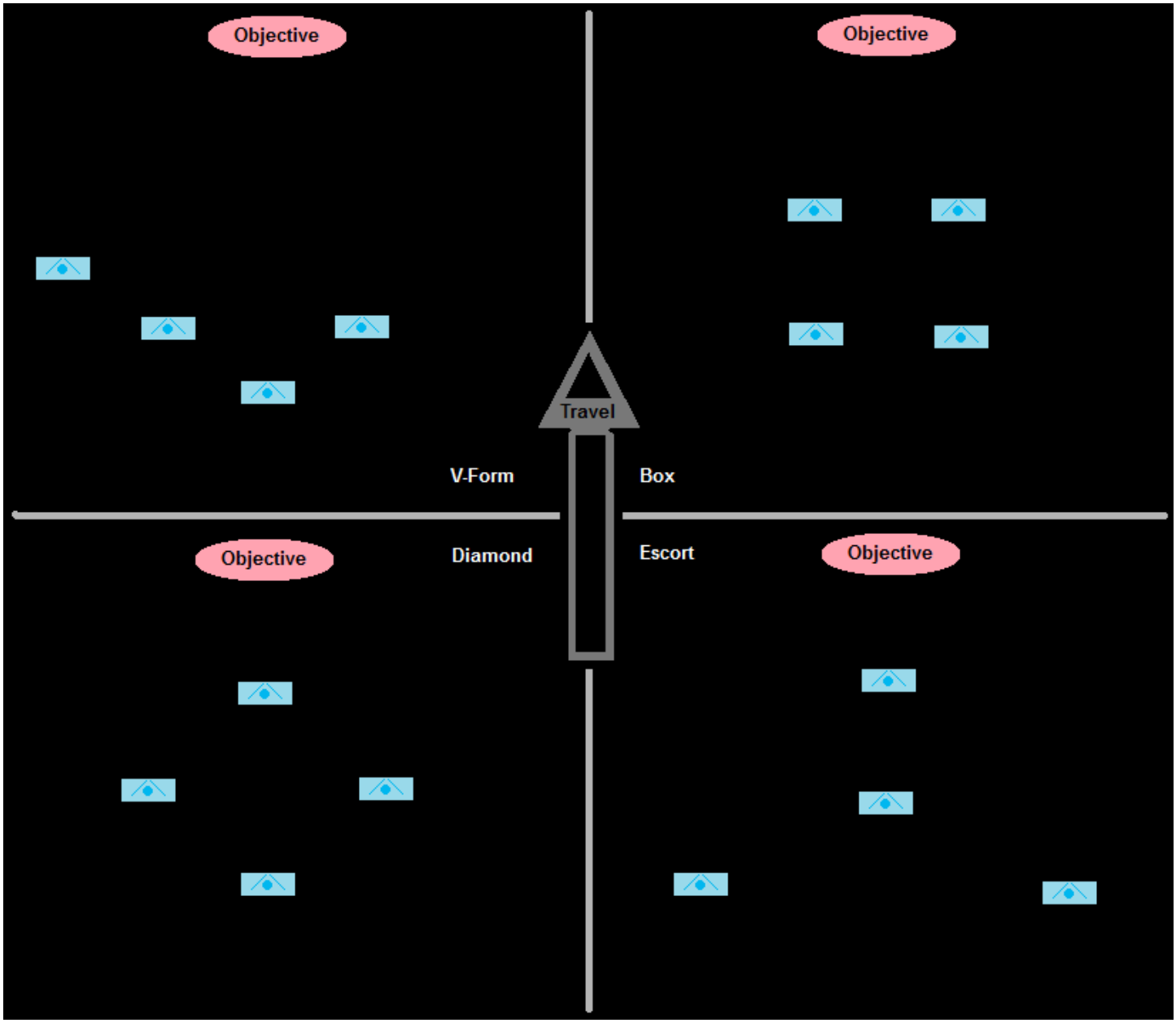
Formations can be useful, but are often and easily disrupted by combat. Formations should be considered a method of travel that provides maximum effectiveness at the onset of an encounter, not something to be maintained once combat begins. What formation a team uses is based the anticipated reaction to contact, and where that contact is likely to come from. (Objective in the pictures indicate the destination, not where the immediate threat would be).

Echelon: Used when contact is likely to come from the front or one side, and the team intends to hold a defensive position. The trailing end is what dictates the side expected to be attacked. Above is Echelon Left, and the enemy would be expected to attack from the left front.

Column: Used when the team intends to move at a fast pace and hide it's numbers, needs to disperse in order to fight effectively.

Wedge: An assaultive formation used when expecting contact from the front, yet allows side security during travel. This formation also allows the trailing wing(s) to fall out and perform a flank.

Line abreast: Usually used at a slow pace or when contact has been made. Line abreast is a common formation for support by fire team holding positions while a second team flanks.



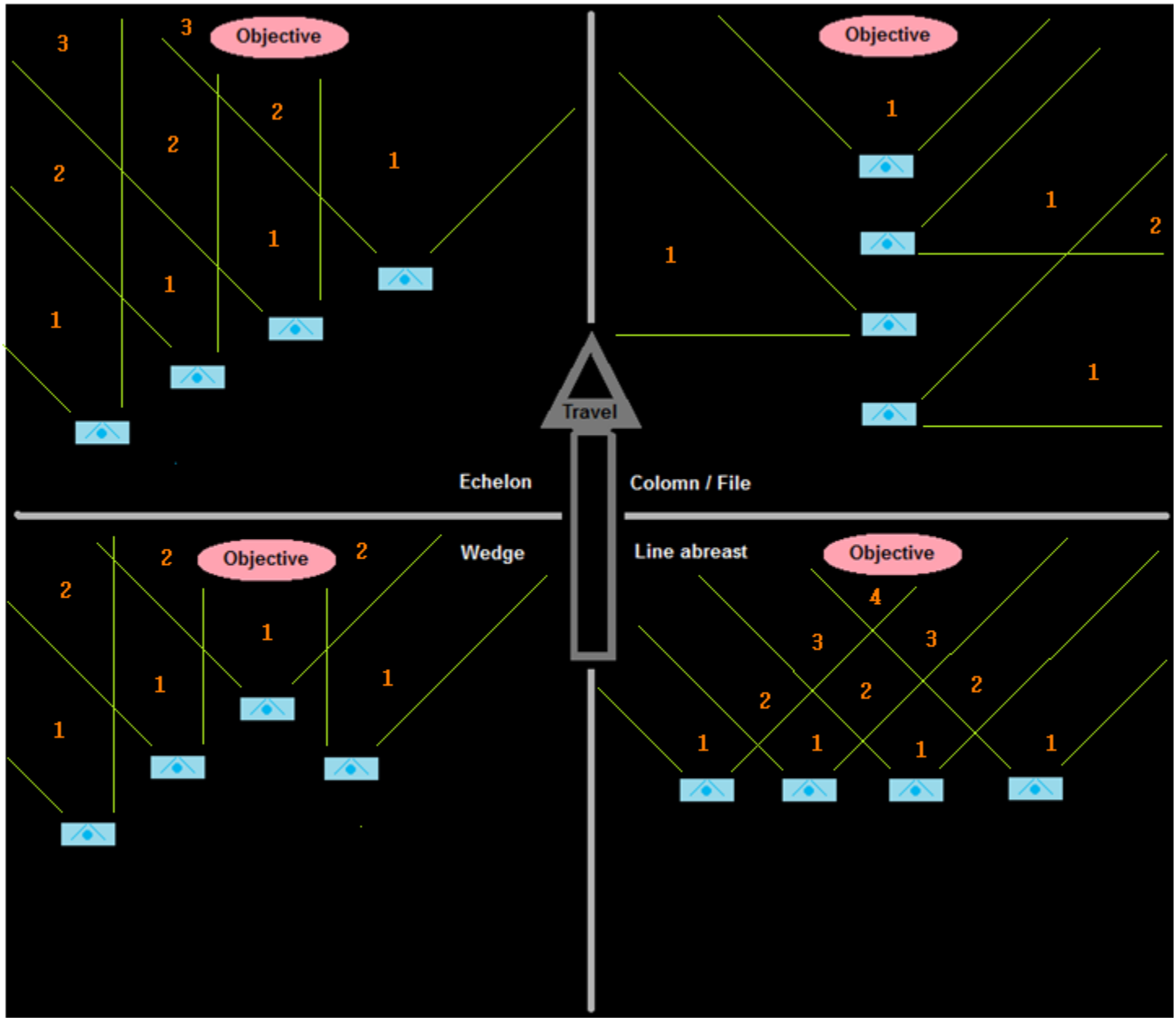
V-Form: Not a common formation during combat as it limits the forward angle of fire. Usually used for retreating, or if the enemy is expected to hit from the rear. Enabled units to quickly reverse and meet the rear attacking enemy.

Box and Diamond: Both have similar functions, allowing a full circle of security, but the box limits half the teams firepower to a given location during a forward encounter. These formations are used when moving quickly in hostile territory, with the diamond usually being the proffered formation.

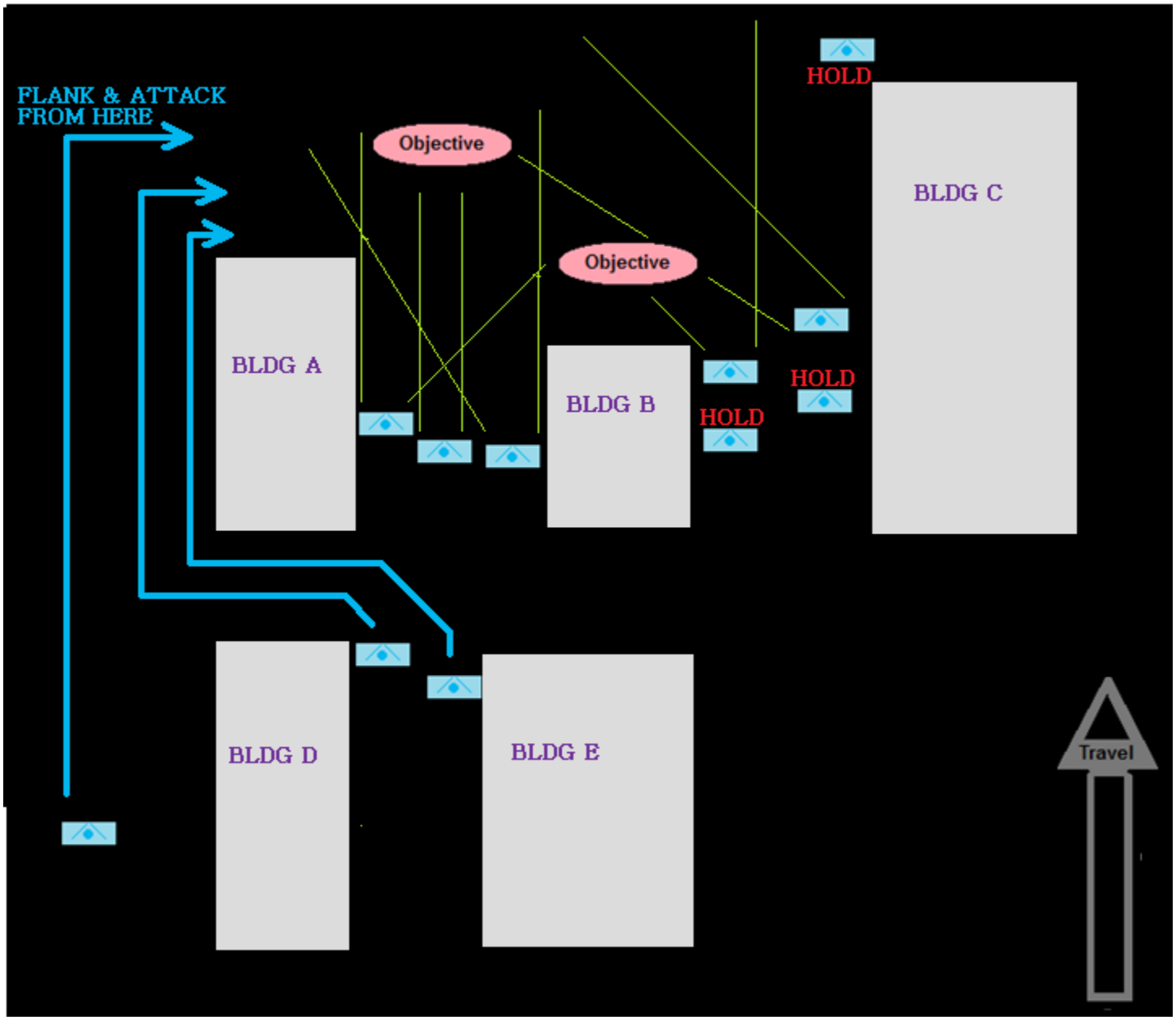
Escort: Used to ensure a weaker or damaged mech is protected during travel. Used to extract team mates, or move units with limited short range defenses to a new location.

Again, formations usually fall apart quickly in all but the most disciplined units. Keep this in mind when forming and maneuvering in hostile territory… what will need to happen when shots are fired? What attacks and defenses can be set up from a given formation? Has a game plan been established, or are we just brawling when the enemy makes contact?

FIRE LANES

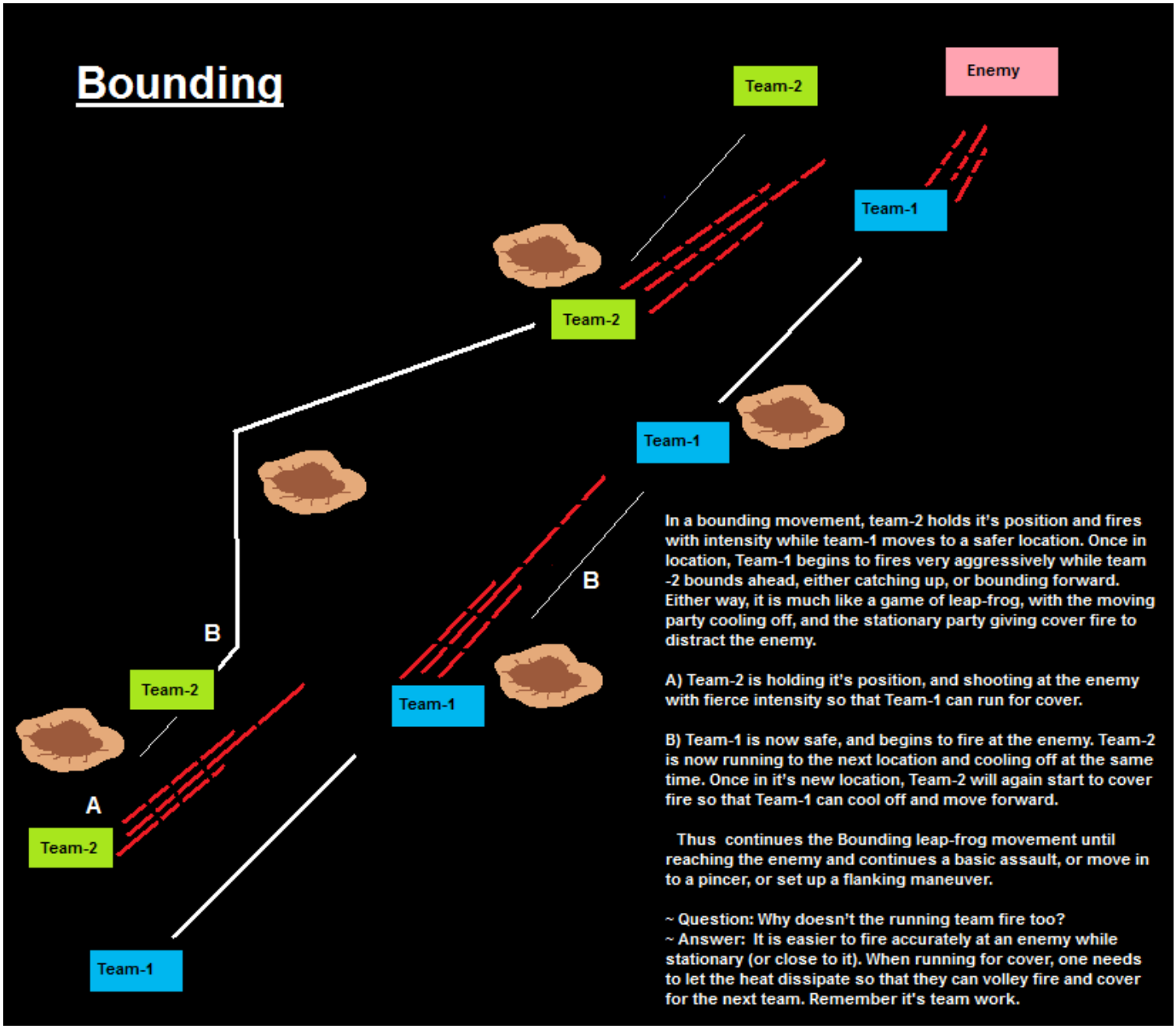


Fire Lanes: The importance of lanes cannot be stressed enough, and effective lane management can only be achieved through individual fire discipline that is properly combined with proper team cohesion. In the first example, one can see the number of mechs that are able to fire at the objective without crossing lines and causing friendly fire. It is imperative that individual mechs remain in their lanes, regardless of formations/positions, and avoid stepping in front of other mechs on their team. This ensures that a maximum amount of firepower can be brought against the target for a given formation. As conditions change, positions and lanes can change in order to maximize either security during movements, or firepower once engaged. Although it may seem contradictory, your less experienced pilots should be placed in positions close to the front, reason being that inexperienced pilots tend to get over excited and blast away without regard to what they are shooting past, or through in some cases. Putting them towards the front (but not AT the front) allows the more experienced pilots to observe and guide them, and train them to act in a more disciplined manner. After an amount of training and habit forming, the ability to stay in formations or positions and maintain a well disciplined set of fire lanes will come more naturally.



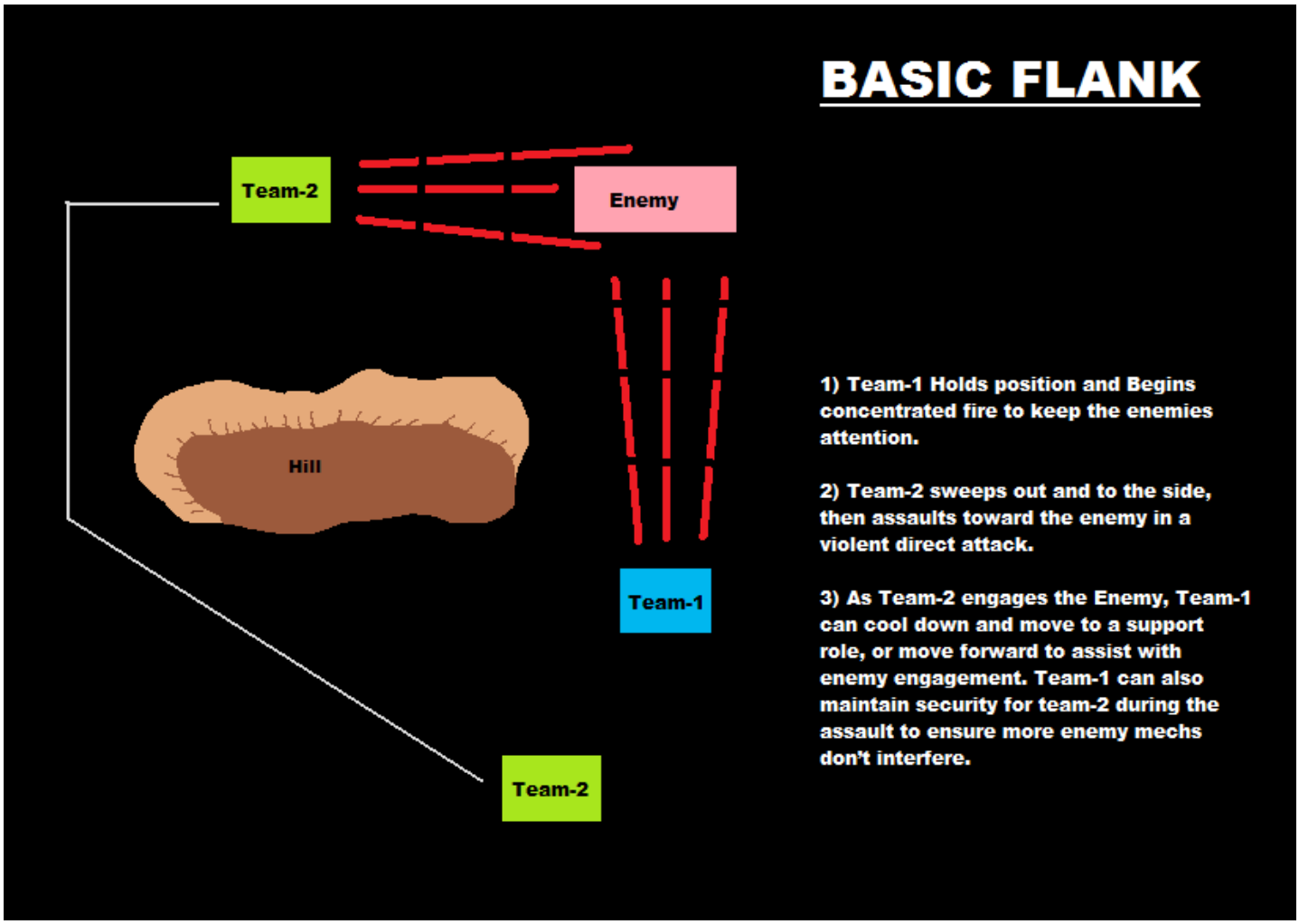
Fire Lanes and Movement: Note in this diagram, we have several mechs attacking an objective while maneuvering around buildings. We can see how group 1, that is between buildings A and B have a taken a line abreast formation, thus allowing a very direct line of fire lanes for the three in front. The two that were following up, should NOT attempt to fire past the first three that made contact, and should instead flank around to the side that is devoid of support, and create a new set of clear fire lanes. Group 2, that is between buildings B and C are in a boxed formation, and only the first two should be firing. The Second two should be on weapons hold until the first two retreat back, thus allowing the two in the rear to step forward and take over firing. If well timed, Group Two can always have two mech firing, and two mechs cooling off, effectively sharing a set of fire lanes in an alternating pattern. The mech that over extended past Building C should NOT turn and fire, as there is a risk of hitting group 1 or 2. Same, that the group that flanked to the left should be careful to not create friendly fire towards group 2, and should only attack the rearward objective in a focused fire thus maintaining fire lane discipline.

MOVEMENTS and TACTICS



Bounding: This is done when an enemy's fire is making it hard to move. The friendly stationary mech(s) have the job of forcing the enemy to seek cover (keeping their head down), and allows the other team-mate(s) to move without being seen or fired upon. Unfortunately a concentrated salvo of fire, enough to make an enemy group hide, will quickly over heat one's mech and will need to be cooled down as much as possible when it's their turn to move. This maneuver can be done with two teams, or even with two individual mechs attempting to navigate hostile territory. Several variants of the bounding technique can be used, including a backwards bound as a hasty retreat, or a sideways flanking move, where the fire is 90* degrees from the path of desired travel.

Bounding is a timed effort, and works best if one exchanges commands such as "Team 1 Moving" running across an open space, and then calling out "In Position" once they reached safe cover, Once in cover they can start to fire. The Mech from team 2 cease firing, and then calls out "Team 2 moving", runs to the next position (cooling off) where they reach safe cover, then calls out "In Position" and once again starts firing. As the two teams trade commands, and leap frog past each other, the enemy is constantly forced to either seek cover, or subject itself to a constant barrage of fire from an alternating set of changing targets. This mitigates the enemies ability to focus on one target, extends the life of the friendly mechs, and provides an aggressive forward assault towards an objective.



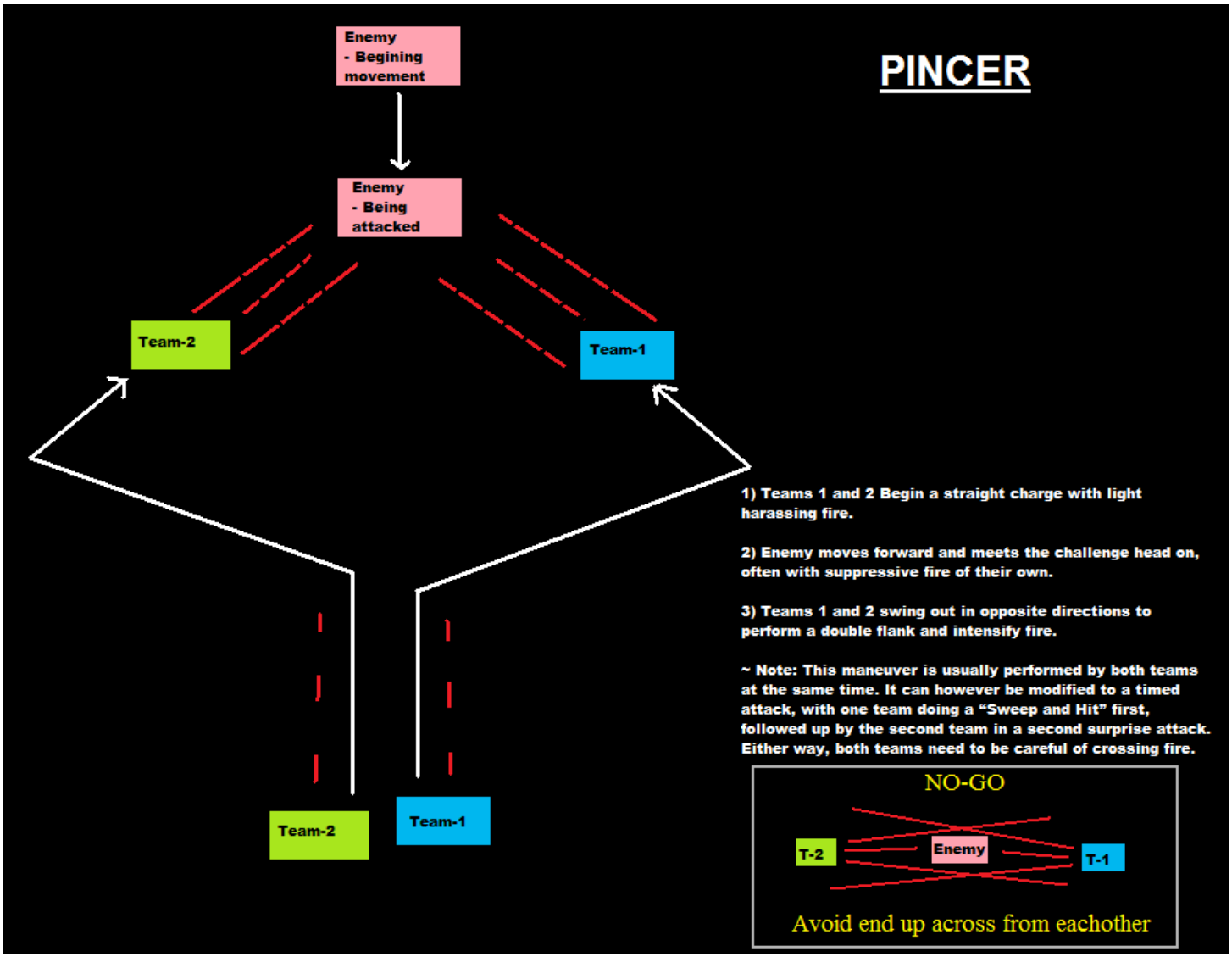
T**he basic Flank:** This is one of the oldest, yet most effective tricks in the book. The maneuver is simple, where your support by fire team(1), gives a strong steady volley of fire keeping the enemy occupied while the other team(2) swings out and around to attack from the side. The flanking team(2) holds fire until it is in close enough proximity to assault the enemy with extreme intent. When the flanking team begins to fire, team-1 should stop firing to avoid creating friendly fire, and should pull security so that the flanking team is not attacked while focused on their targets. The flanking team's efforts, if done well, should come as a surprise to the enemy force, creating confusion and panic.

The flank can be modified in various ways

1) Flanking team-2 can assault through the enemy, catching their attention and dragging them toward a direction that exposes their sides or back to team-1 who then closes in and performs a second assault. When team-2 is engaging the enemy, and in close proximity, team-1 should stop firing, and allow weapons to cool in preparation for the secondary assault.

2) The flanking team-2 can hold its position off to the side creating a "Kill Box" where the enemy is being hit from two sides at a 45* to 90* angle. In this variant, both teams may continue a well paced sustained fire that allows proper heat management.

NOTE: Do not under any circumstance end up directly across (180*) from the other friendly team (where the enemy would be in the middle). This condition is ripe for friendly fire (see "No-Go" in pincer diagram).

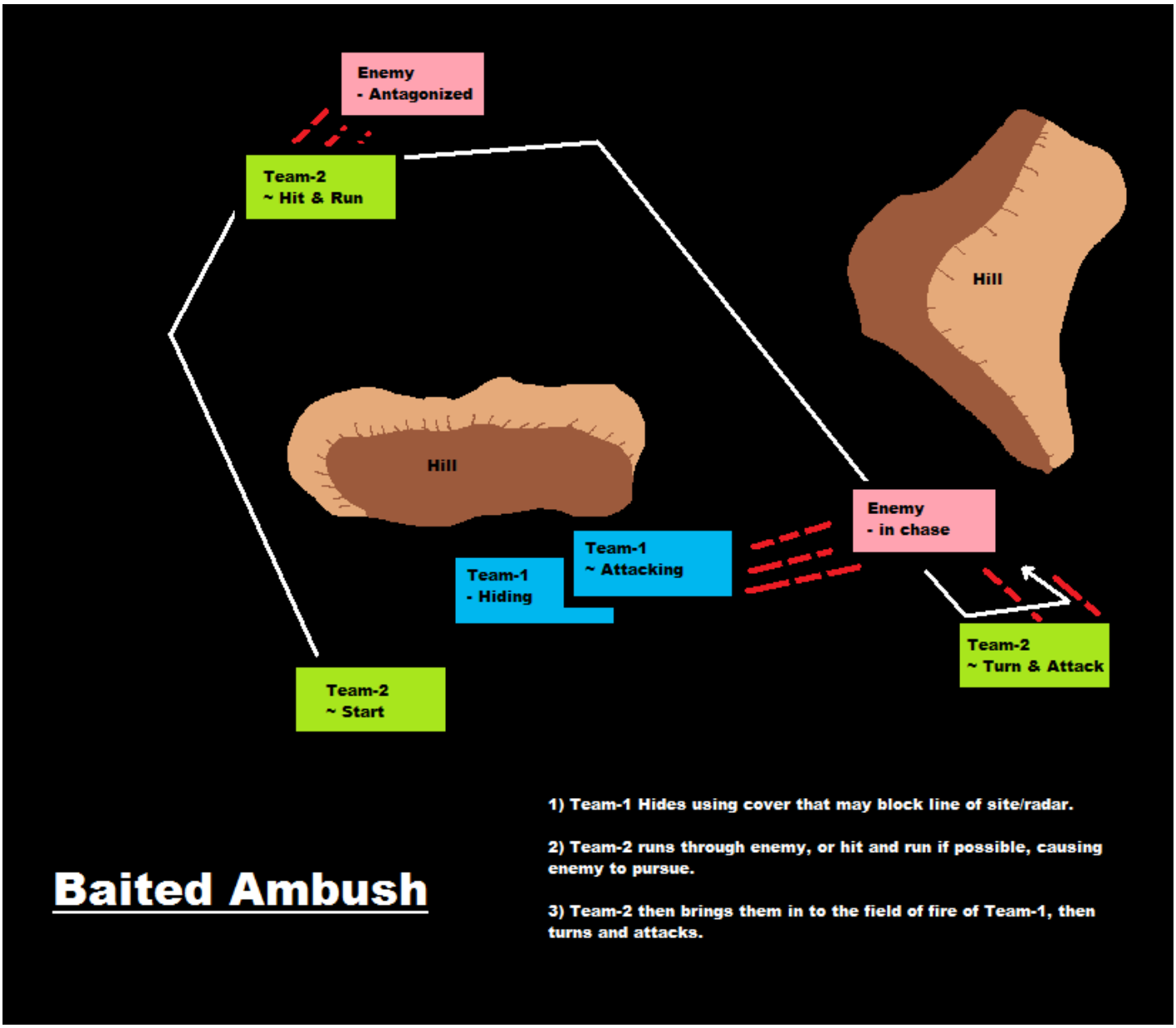


The Pincer: This is a fast attack, where both friendly teams attack at the same time, first rushing directly at the enemy, then deviding as the swing out and back in to perform a double attack from two angles. At the beginning, fire should be light, enough to let the enemy know you've targeted them, and that your on the way. It makes the enemy think your going to meet them head on, often causing them to advance forward. When the two teams devide, the enemy force is usually caught trying to decide which way to fire, and causes a short panic. Friendly teams should be careful of friendly fire durring this maneuver, as it is a dangerous as it is effective.

This maneuver can also be modified

A timed Pincer is easily used, where team-1 moves out first, followed quickly by team two, this effectively becomes a fast moving flank, and team-1 should hit very hard and continue through and past the enemy, so that team-2 can hit immediately after from the side.

In either variation, the pincer is a full spead assaultive attack, that takes a certain skill to do well. Avoiding friendly fire as munitions miss the enemy is paramount. Unlike the slower, more calculated flank, the pincer does not suffer fools.

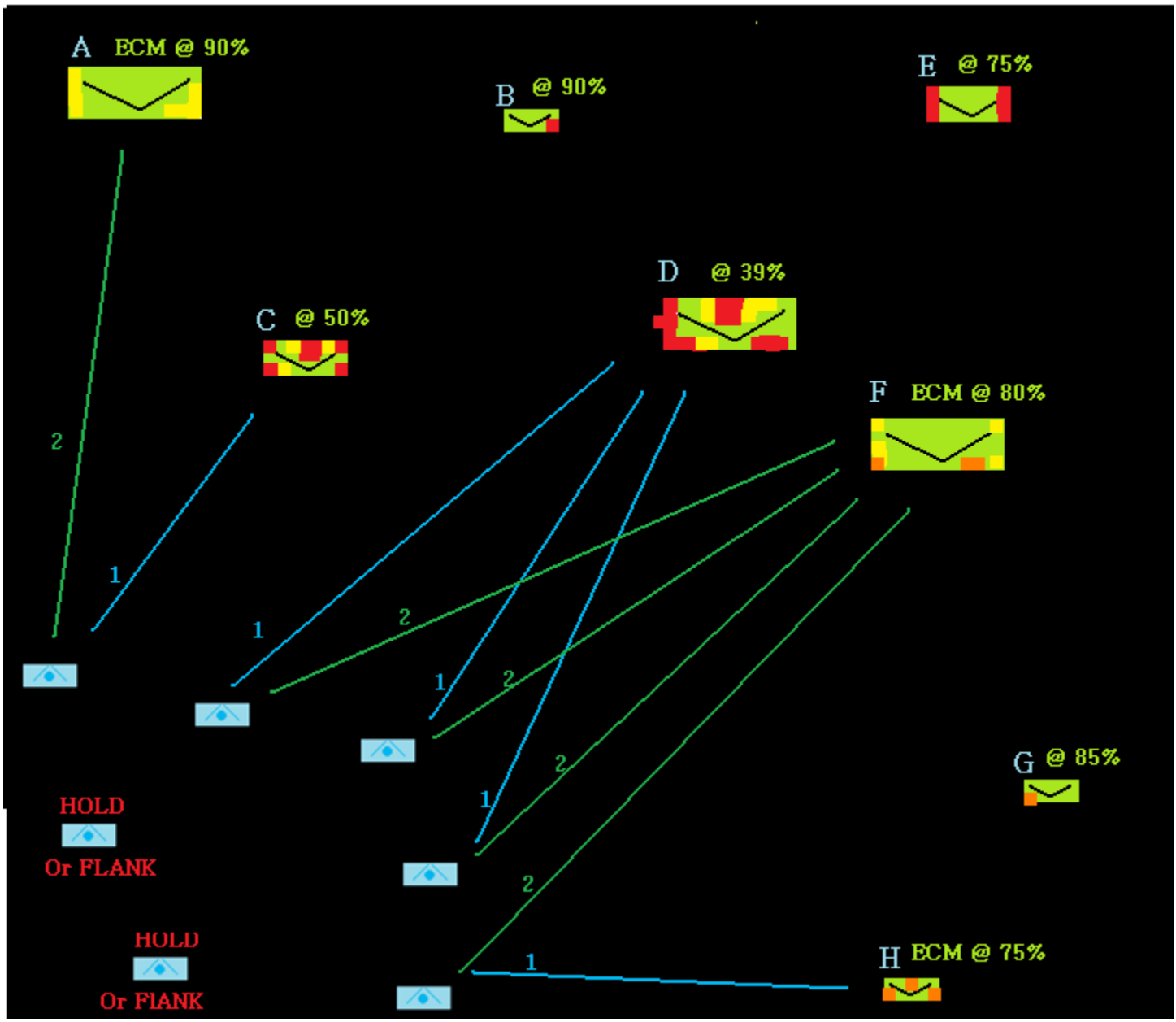


The Baited Ambush: This maneuver has given smaller, less equipped forces a killing advantage for most of history. In this maneuver, a lighter faster unit “accidentally” runs in to enemy forces, and then hastily retreats dragging the enemy in to a kill zone. Once in the kill zone, team-1 will assault with Team-1 should be composed of the heavy firepower, and the baiting team should be nimble and evasive.

Too many variations of this maneuver as it only requires two components:

1) There must be a way for Team-1 to remain concealed until the last possible moment.
2) Team-2 must be able to survive the baiting process with a minimal amount of damage.

ASSESSING THREATS



Assessing Threat and Choosing Targets: Threat assessment can be made based on what enemy mech can do the most damage, and/or cause the most disruption to the friendly teams ability to focus fire properly (Such as ECM etc.). When choosing targets, it is a good idea to cycle through targets, and note if any are heavily damaged, but still combat capable, and eliminate them fist. This avoids spending extra time tearing down a fresh mech, while the half dead mech contributes it's firepower against your team. In the above diagram, we can see in movement #1, the team leader calls out "D" (instead of "F") in order to quickly remove "D"s firepower, and then switch fire to "F", who actually presents the most threat, in movement #2. During the first movement, the two friendlies on the outer extremes would not be able to safely shoot at "D" and instead choose other targets. When ECM Heavy "F" is called out, four of the 7 friendlies can quickly acquire and fire on that target. The two friendlies at the rear should either hold rear guard, get in line, or flank.

Calling out Targets: The task of assessing threats and deciding targets is not always an easy one. To start, the task of calling targets should be performed by the team leader. If the leader drops, then the task should switch to the next subordinate or the team itself as threats become prominent and called out. It is important that as many pilots as possible focus their fire on the designated target. If the designated target falls out of your fire lane, is blocked by friendly mechs, or obstructed by obstacles, then you should choose the next adjacent threat, the one with most damage being the likely target, or pull guard (watch an avenue of approach) to ensure security of the team.

Combat Power: The doctrine that guides mechanized forces is based on the four dynamics of combat power: maneuver, firepower, protection, and leadership.

a. Maneuver. Maneuver is the movement of forces supported by fire to achieve a position of advantage from which to destroy or threaten destruction of the enemy. Mechanized forces move to gain a position of advantage over the enemy and to hold that advantage. They maneuver to attack enemy flanks, rear areas, logistics points, and command posts. In the defense, they maneuver to counterattack a flank of the enemy attack. Maneuver, properly supported by fires, allow the mechs to close with the enemy and gain an advantage in combat.

b. Firepower. Firepower is the capacity of a unit to deliver effective fires on a target. Firepower kills or suppresses the enemy in his positions, deceives the enemy, and supports maneuver. Without effective supporting fires the mechs cannot maneuver. Before attempting to maneuver, units must establish a base of fire. A base of fire is fire placed on an enemy force or position to reduce or eliminate the enemy's ability to interfere with friendly maneuver. A base of fire may be provided by a single mech or a grouping of mech and weapon systems. Leaders must know how to control, mass, and combine fire with maneuver. They must identify the most critical targets quickly, direct fires onto them, and ensure that the volume of fires is sufficient to keep the enemy from returning fire effectively, and the team from expending ammunition needlessly.

c. Protection. Protection is the conservation of the fighting potential of a force so that it can be applied at the decisive time and place. Units must never permit the enemy to acquire an unexpected advantage. Units and lances take active and passive measures to protect themselves from surprise, observation, detection, interference, espionage, sabotage, or annoyance. Protection includes two basic considerations: effectiveness of the mech and it's equipment, and action of the pilot to counter enemy combat power.

(1) The first consideration involves sustainment techniques necessary to maintain the unit and lances as an effective fighting force. It includes keeping mechs properly configured and maintain fighting morale through guidance and training. It also includes keeping mech in good working condition, and providing and protecting supplies.

(2) The second involves security, dispersion, cover, camouflage, deception, and suppression of enemy weapons. Mechanized units gain protection by finding fighting positions when stationary for any length of time; by skillful use of terrain while moving; and through overwatch and suppressive fires and obscuration. The mechanized pilot always wants to set the time and place of battle, and it must protect itself so that it can do so with maximum combat power and the important element of surprise .

d. Leadership. Leadership is a process by which a soldier influences others to accomplish the mission. Leaders coordinate the other three elements of combat power. Their competent and confident leadership results in effective unit action. The right leadership gives purpose, direction, and motivation in combat. Leaders must know their profession, their soldiers, and the tools of war. Only this kind of leader can direct soldiers to do difficult tasks under dangerous and stressful conditions. Leadership is the most important element of combat power.

3. Leader Skills: Mechanized leaders must be versatile. They cannot rely on a book to solve tactical problems. They must understand and use initiative in accomplishing the mission. This means that they must know how to analyze the situation quickly and make decisions rapidly in light of the commander's intent. They must be prepared to take independent action if necessary. The art of making sound decisions quickly lies in the knowledge of tactics, the estimate process, and platoon and squad techniques and procedures. The skills required of mechanized leaders include toughness, technical and tactical knowledge, mental agility, and a firm grasp of how to motivate soldiers to fight on in the face of adversity.

Initiative in the Attack: Seizing and retaining the initiative involves more than just achieving tactical surprise. It involves a process of planning and preparing for combat operations, finding the enemy first, avoiding detection, fixing the enemy, locating or creating a weakness, and maneuvering to exploit that weakness with a quick and violent assault.

(1) Plan and Prepare. Leaders use the troop-leading procedure to make sure that all necessary steps are taken to prepare for a mission. Leaders use the estimate of the situation to analyze the factors of environment/expected force and to determine the best course of action and to ensure that leaders, pilots, and their equipment can perform the tasks necessary to accomplish the mission.

(2) Find the Enemy. Unit leaders find the enemy by knowing how he fights, by analyzing the terrain in light of this knowledge, and by actively reconnoitering to locate him.

(3) Avoid Detection. Units and lances avoid detection by moving along the least expected route; pilots use terrain to mask their movements. They use proper camouflage techniques and ECM to move with stealth. This allows units to capitalize on surprise. All of this requires imagination in leaders and stamina in soldiers.

(4) Fix the Enemy. Units, lances, and pilots fix enemy forces by employing suppressive fires that kill exposed enemy mechs and destroy their weapons. As a minimum, they render the volume and accuracy of the enemy's fire ineffective.

(5) Find or Create a Weakness. Leaders look for vulnerable flanks, gaps in lines, or lulls in enemy fire. When they cannot readily find a weakness, they create one with suppressive fire coupled with the surprise effect of suddenly coming from an unexpected direction.

(6) Maneuver to Exploit the Weakness. Leaders must exploit this weakness by moving to the best covered and concealed position and then assaulting to destroy, defeat, or capture the enemy.

(7) Consolidate and Reorganize. Finally, units and lances must quickly consolidate the position to defend it against an enemy counterattack. They then reorganize themselves and prepare to continue the mission.

Infiltration: Infiltration has five phases

(a) Patrol. Find gaps, weak areas in enemy defenses and enemy positions.

(b) Prepare. Make quick plans, give orders, coordinate with forward and flank units..

(c) Infiltrate. Use the specified infiltration method. Avoid contact. Ignore ineffective enemy fire.

(d) Consolidate. Do this in the enemy rear or along a final linkup point; then, move to an objective rally point to continue the assault.

(e) Execute. Carry out the assigned mission. The mission can be attack, raid bases, seize key terrain or an area, capture resources, or gather information.

(3) Three methods of infiltration are:

(a) Multiple Lanes. When many gaps exist and the terrain can support a large number of lanes, each lance uses its own lane.

(b) Single Lane--Staggered Time. units or lances move along a single lane at staggered times. This method can be used when few gaps exist or when the ground restricts the number of lanes.

(c) Single Lane--Same Time. A single gap exists on which the whole unit can move at the same time.