

SEP 2 REGD 1500

R E S T R I C T E D

"BATTLE PLAYS
FOR
TANK DESTROYERS"

Designed to facilitate rapid and coordinated execution of combat orders.

TANK DESTROYER CENTER
CAMP HOOD, TEXAS

COMBAT FORMATIONS AND PLAYS

1. GENERAL. a. Battle conditions. The speed with which action on the modern battlefield develops requires rapid decision and orders. Sudden changes in situations often outstrip the capacity of the human brain to keep up with them. It is therefore essential that as much combat action as possible be prearranged in simple form, readily understood by all personnel from the commander to the basic private.

b. Formation and plays. Certain formations will be taught by repeated practice until troops are letter-perfect. These include column, echelon, wedge, and "V". Similarly, plays for entry into action are the "V", the company end run, and the platoon hook and jab. Constant training in execution of formations and plays lessens the confusion of battle; when every soldier knows what the others are doing he can cooperate intelligently and assist in carrying out the plan.

c. Reconnaissance. The successful use of prearranged formations and plays, like any other action, is dependent upon reconnaissance. These plays are to apply from one terrain feature to another only after intelligent reconnaissance.

d. Training aids. Small models of vehicles should be used on sand tables or similar reproductions of terrain to familiarize personnel with combat formations and plays.

e. Variations. These are battle tactics. Formations and plays vary with the terrain, the situation, and the materiel. Alinement is avoided, columns are irregular, cordon dispositions are never used, and dispersal is habitual. Concealment and cover govern movement and location of maneuvering elements. The tactical movements prescribed herein should be modified by commanders to fit the situation.

f. Commands and Signals. (1) The words "ROGER ROGER" and "LOVE LOVE" are used in commands in lieu of "Right" and "Left" to avoid misunderstanding.

(2) Appropriate code names for the formations and plays set forth here may be assigned and used.

(3) Arm and hand signals may be used for units smaller than the company.

2. COMBAT FORMATIONS. a. General. These formations may be used for the march, for cross-country movement, and when entry into action is imminent.

b. Battalion and company.

(1) Column (Diagram A). Whenever possible vehicles avoid following in trace. Intervehicular distances are about 175 yards (10 vehicles per mile).

(2) Echelon left (or right) (Diagram A). Units are echeloned (staggered) to the flank indicated, the rear unit being furthest to the flank. Units move to the left front (right front) or left flank (right flank) until in place; the leading unit continues the march to its front or remains halted.

(3) Wedge (Diagram A). The second and third units are echeloned in depth and to the left and right of the leading unit respectively.

(4) "V" (Diagram A). An inverted wedge.

c. Reconnaissance section.

(1) Column (Diagram B). (see 2 b (1) above)

(2) Wedge (Diagram B). (see 2 b (3) above)

(3) "V" (Diagram B). (see 2 b (4) above)

d. Tank Destroyer platoon.

(1) Column (Diagram C). Order of march: the 1/4-ton vehicle preceding or to the flank, reconnoitering and observing at a distance of 500 yards or more, utilizing terrain; the platoon commander's destroyer; security vehicle; second, third and fourth destroyers. The last destroyer tows the ammunition trailer when contact is imminent; the trailer may be left in a concealed position when action is begun.

(2) Wedge (Diagram C). Same as column except that the second and third destroyers are echeloned to the left and right respectively. Width of the wedge may vary from a staggered column to 200-300 yards.

3. COMBAT PLAYS. a. General. Plays are executed at increased speed. Extent of displacement is indicated by reference to terrain features or distances in yards in featureless terrain. Advantage is always taken of cover and concealment.

b. Tank Destroyer company.

(1) End run (Diagram D). The company being in any formation, the leading platoon at once deploys for action as a base of fire. The second platoon moves rapidly around the indicated flank and to the front, seeking a position from which to deliver flanking fire across the front of the first platoon. The third platoon moves to the indicated flank to enable it to act as a reserve for the other platoons and to support them in depth.

(2) "V" (Diagram D). From any formation, the second platoon moves up on the flank of the first platoon, while the third platoon displaces slightly to the indicated flank and deploys as a reserve. This play is used when it is desired to mass the fire of two platoons to the front

c. Tank Destroyer platoon.

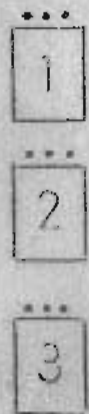
(1) Hock (Diagram E). The platoon being in any formation, the leading section at once deploys for action as a base of fire. The second section moves rapidly around the indicated flank and to the front, seeking a position from which to deliver flanking fire across the front of the first section. Action is the same as in the end run play of the company. The 1/4-ton vehicle moves to either flank. The security vehicle moves to a position near where the larger part of the security section is deployed.

(2) Jab (Diagram E). From any formation, the second section moves up on the flank of the first section which forms the base of fire.

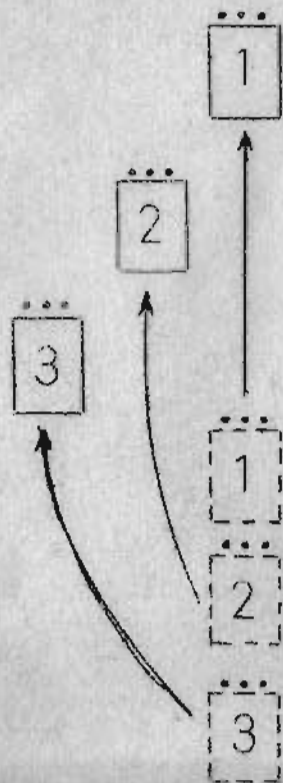
d. Variations. To execute any of the above plays in another direction, the command "ACTION RIGHT (LEFT) (REAR)" is given, followed by the command for the play, which is executed after the unit has faced in the new direction. Where a platoon commander desires to disengage his platoon from action, the command "BREAK" is given, designating the section that is to disengage; "BREAK CLEAR" disengages the whole platoon.

DIAGRAM A
COMPANY FORMATIONS

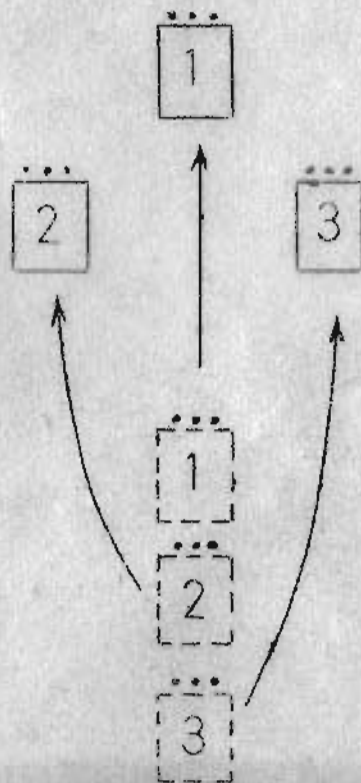
COLUMN



ECHILON LEFT



WEDGE



"V"

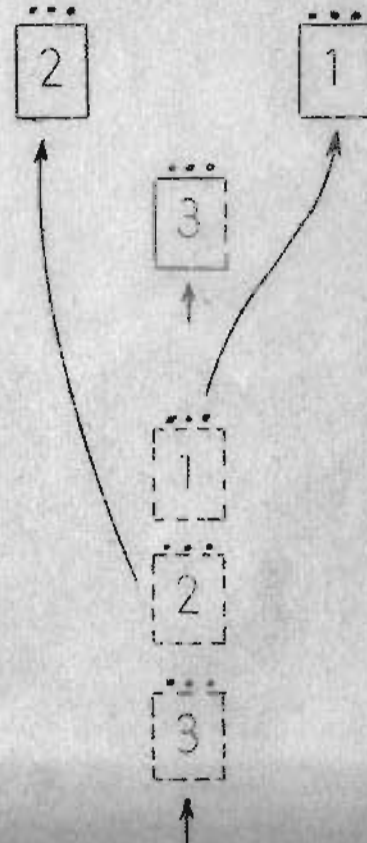



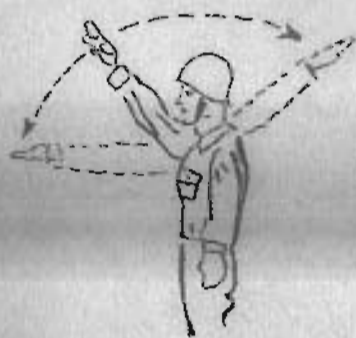


DIAGRAM B RECONNAISSANCE SECTION FORMATIONS

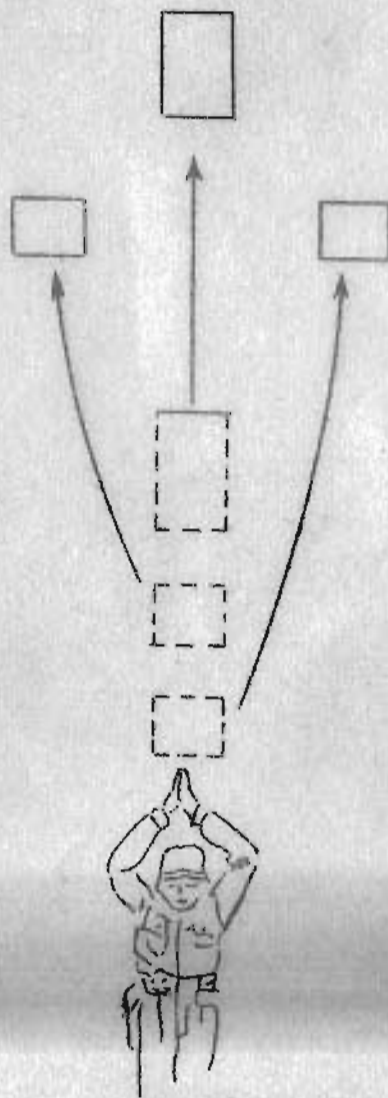
COLUMN
ARMORED CAR 

1/4 TON 

1/4 TON 



WEDGE



"V"

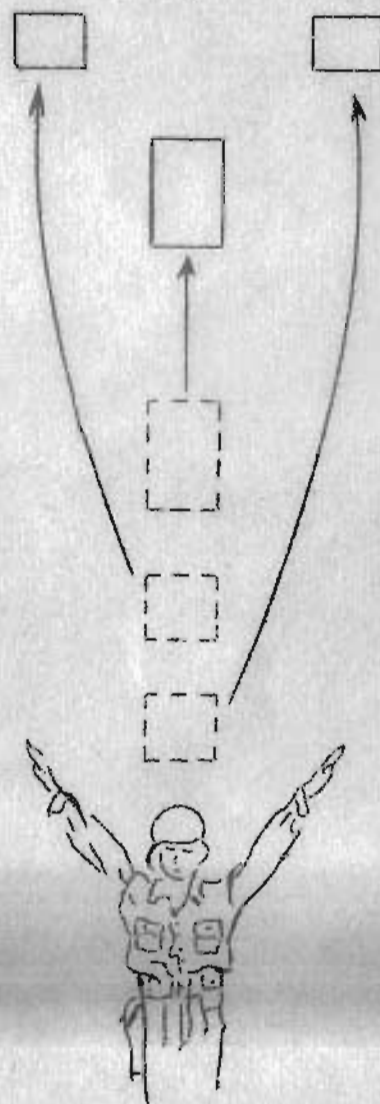




DIAGRAM C

PLATOON FORMATIONS

COLUMN

WEDGE

 1/4 TON

 1/4 TON

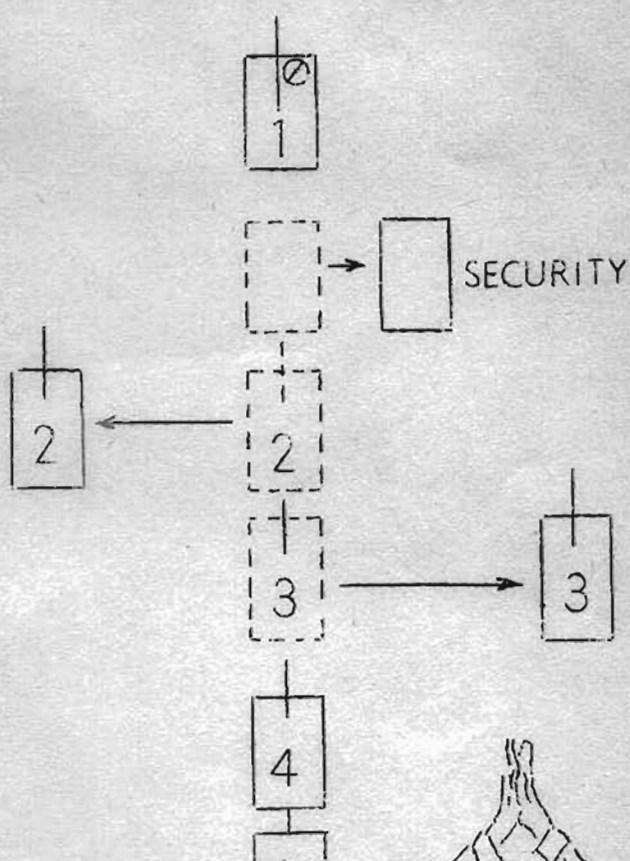
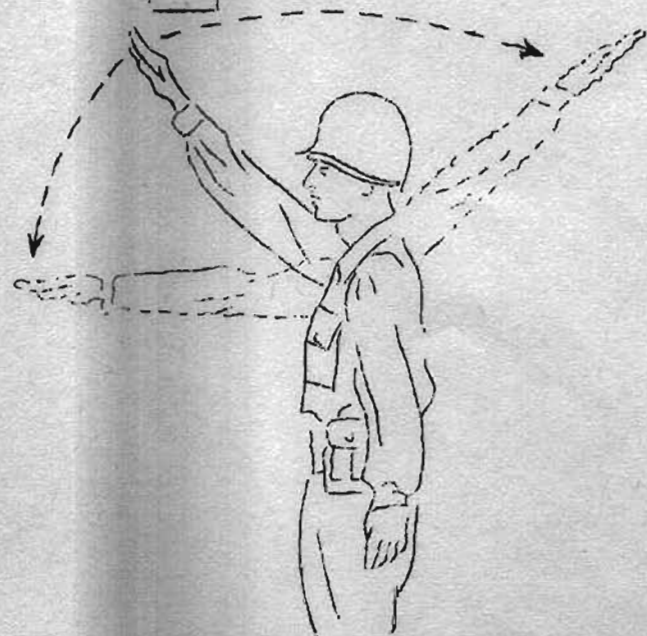
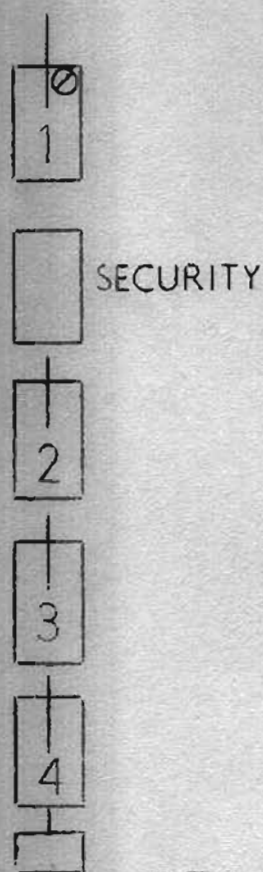
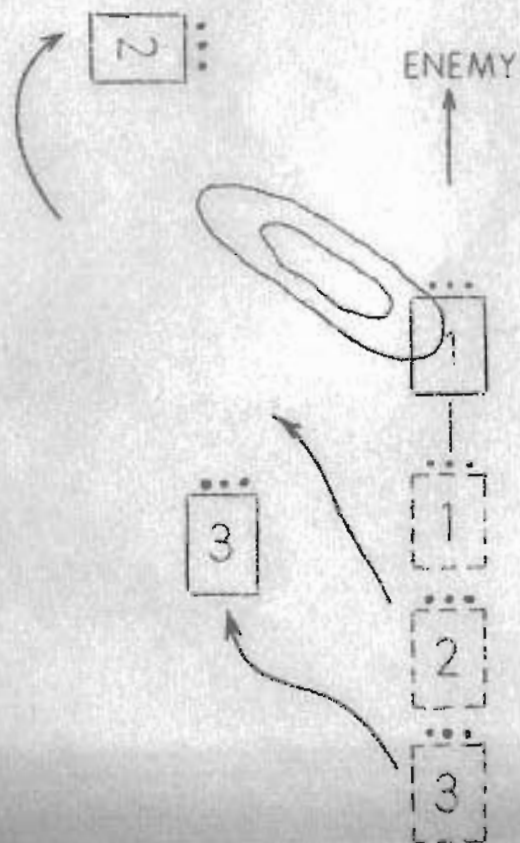
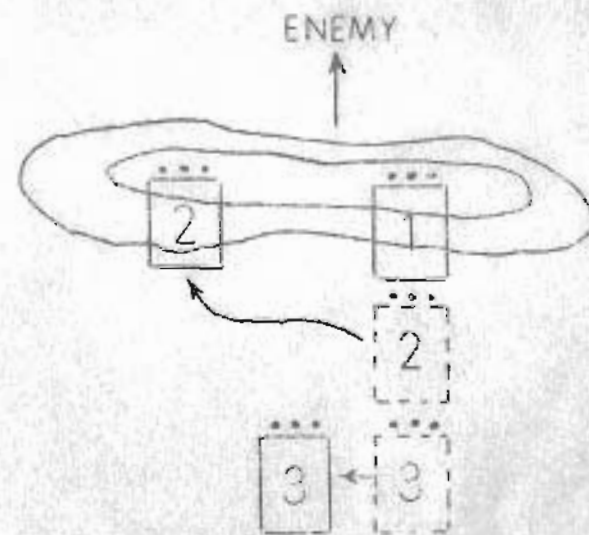


DIAGRAM D COMPANY PLAYS

LEFT END RUN
RADIO COMMAND | (1) END RUN LOVE LOVE
COMMAND | (2) AROUND HILL



"V" FORMATION LEFT
RADIO COMMAND | (1) VICTOR LOVE LOVE
COMMAND | (2) ON RIDGE



NOTE: NO ARM SIGNALS

DIAGRAM E PLATOON PLAYS

LEFT HOOK

RADIO COMMAND (1) HOOK LOVE LOVE
(2) AROUND TREES

LEFT JAB

RADIO COMMAND (1) JAB LOVE LOVE
(2) 200 YARDS

