



美陸軍戰車排作戰教範譯本

第三章-攻勢作戰(上篇)

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提要

- 一、本篇譯文-《美陸軍戰車排作戰教範》，於 2019 年 7 月由美國陸軍部出版，取代 2012 年 12 月舊版《美陸軍戰車排作戰教範》，其內容區分八個章節，包含戰車排之任務與編組、部隊指揮程序、戰車排遂行各類型作戰行動之原理原則、作戰計劃、準備與執行時之考量事項與部隊行動程序，可供我軍幹部參酌運用。
- 二、本教範第三章乃探討戰車排遂行攻勢作戰之特性與原理原則；另針對攻勢作戰在計畫、準備與執行等三階段所需考量因素、指揮管制、行動程序等詳加敘明。

關鍵詞：戰車排、攻勢作戰、作戰方式、接敵運動、管制措施。

壹、前言

裝甲兵為陸上作戰決勝兵種，具有高度機動力、打擊力、裝甲防護力、靈活通信指揮與彈性編組等特性。戰車排屬裝甲部隊戰鬥之基本單位，透由全體成員通力合作，達成所賦予之作戰任務，並協力創造決定性戰果。

本教範由美國陸軍部出版，為美國陸軍與海軍陸戰隊所屬裝甲部隊作戰訓練之指引，使聯合兵種營、戰車或機步戰鬥隊在戰術、戰鬥、戰技運用與部隊行動程序上能有所依循。本教範亦提供營級指揮官與參謀在遂行計劃、準備與執行作為時在戰車部隊運用方面之參考。

本篇譯文節錄自《美陸軍戰車排作戰教範》，該教範於 2019 年 7 月由美國陸軍部出版，同時取代 2012 年 12 月出版之舊版作戰教範，其內容區分為八個章節，包含戰車排任務與編組、部隊指揮程序、遂行各類型作戰行動之原理原則、作戰計劃、準備與執行時之考量要素與部隊行動程序，內容條文經美陸軍部隊實戰驗證，可供我軍幹部參考運用；本篇譯文節錄該教範第三章-攻勢作戰，囿因全書篇幅，筆者將其分批譯刊，供讀者參酌運用。

貳、譯文

第三章 攻勢作戰/ Chapter 3 Offense

攻勢作戰的主要目的為擊滅、摧毀或癱瘓敵有生力量。戰車排亦以攻勢行動進而達到奪取敵軍資源、搶佔決勝地形、欺敵或迫敵轉移、發展情報監視網絡或拘束敵軍等目的。戰車排幹部須了解攻勢作戰的基本原則、戰法戰技與戰鬥程序(TTP)，亦須理解戰車排在大型指揮體系下遂行協同作戰或獨立執行作戰時所擔任的角色。本章節涵蓋攻勢作戰的基本原則、攻勢行動在計劃作為階段的一般考量事項、接戰程序、在低能見度環境下執行作戰、戰力防護及作戰轉移等內容。

The main purpose of the offense is to defeat, destroy, or neutralize the enemy. The platoon also preforms offensive tasks to deprive the enemy of resources, seize decisive terrain, deceive or divert the enemy, develop intelligence, or fix an enemy in position. Leaders within the tank platoon must understand the principles and TTP associated with the offense. They must comprehend their role when operating within a larger organization's operations and when operating independently. This chapter covers the basic principles of the offense, common offensive planning considerations, actions on contact, limited visibility, battlefield obscuration, and transitions.

第一節 遂行攻勢作戰/ SECTION 1 CONDUCT OF THE OFFENSE

3-1. 幹部在指揮部隊遂行攻勢行動時應爭取、確保並運用戰車排之主動性。即便執行的作戰行動是以守勢行動為主，都必須採取以部隊戰力、地形地物為主要考量的攻勢行為，以爭取與敵作戰時之主動性。部隊戰力考量主要著重於敵軍狀況。而地形地物考量則至重點於須確保我軍部隊能扼控地形要點或重要設施。

3-1. The leader seizes, retains, and exploits the initiative when conducting offensive tasks. Even when conducting primarily defensive tasks, taking the initiative from the enemy requires offensive tasks that are force- or terrain-oriented. Force-oriented tasks focus on the enemy. Terrain-oriented tasks focus on seizing and retaining control of terrain and facilities. (Refer to FM 3-90-1 for more information.)

3-2. 攻勢行動的特性 CHARACTERISTICS OF THE OFFENSE

戰車排在其作戰地區內，須積極爭取及保持其戰鬥時的主動性，並持續向敵軍部隊施加壓力。能否適切運用本節第 3 至 6 條所臚列的攻勢作戰特性，將深切影響攻勢行動之成敗。

3-2. The tank platoon gains and maintains the initiative, and keeps constant pressure on the enemy throughout its AO. Success in the offense greatly depends upon the proper application of the characteristics of the offense discussed in paragraphs 3-3 through 3-6



3-3.果敢 AUDACITY

「果敢」意指在行動中大膽承受風險的意願程度。就排級部隊而言，果敢係指積極主動的作戰行為，以迫敵分兵，進而各個擊破。增加採取奇襲的機會是所有攻勢行動中的關鍵。果敢必須仰賴部隊指揮官是否具備看破、爭取良機，並保有謹慎態度適切接受作戰風險的能力。幹部必須了解作戰風險的時空因素，以大膽遂行計畫作為並執行作戰。

3-3. Audacity is a willingness to take bold risk. At the platoon-level, audacity is marked by violent initiative, defeating an enemy force in detail. It is a key component of all offensive actions, increasing the chance for surprise. Audacity depends upon the leader's ability to see opportunities for action, decide in enough time to seize opportunities, and accept prudent risks. Leaders understand when and where to take risks, plan, and execute boldly.

3-4.集中 CONCENTRATION

「集中」意旨集注戰力，產生壓倒性戰果，進而達成特定作戰目的。指揮者必須在集中兵力以擴大戰果與分散兵力避免為敵產生有利目標之兩者間做出平衡。戰車排排長必須了解，在機動過程中如何透由隱掩蔽路線到達可對敵發揚火力之位置，要比保持精確隊形或預設的機動速率來得重要。

戰車排透過以下幾種方式來達到「集中」的效果—

- 以廣泛且深入的地形、敵情分析及精確偵察作為，謹慎地實施計畫與協調
- 決定主攻方面，並適切分配作戰資源
- 持續不間斷的資訊傳遞
- 運用建制武器與靈活機動以集中火力

3-4. Concentration is the massing of overwhelming effects of combat power to achieve a single purpose. Leaders balance the necessity for concentrating forces to mass effects against the need to disperse forces to avoid creating lucrative targets. The platoon leader/platoon commander must remember that it is more important to maneuver using covered and concealed routes to positions from which the platoon can mass fires and engage the enemy than it is to maintain precise formations and predetermined speeds. The tank platoon achieves concentration through—

- Careful planning and coordination based on a thorough terrain and enemy analysis, plus accurate reconnaissance.
- Designation of a main effort and allocation of resources to support it.
- Continuous information flow.
- Massing firepower using organic fires and maneuver.

3-5. 奇襲 SURPRISE

在攻勢作戰中，奇襲即是以敵不意之時、空間在其無充分準備之狀況下，以敵無法先期預料之方式，對其實施攻擊，戰車排藉以下幾種方式來達成「奇襲」效果—

- 遂行廣泛且深入之偵察
- 持續有效的部隊安全防護，包含反偵察作為
- 運用地形之利
- 迅速而有效率的部隊運動與機動
- 熟練部隊指揮程序(TLP)、基本部隊運動與戰鬥程序，將使排能超乎敵軍預想，快速行動

3-5. In the offense, surprise is achieved by attacking the enemy at a time or place they do not expect or in a manner for which they are unprepared. The tank platoon achieves surprise by—

- Conducting thorough reconnaissance.
- Maintaining effective security, including counter-reconnaissance.
- Using terrain to advantage.
- Transitioning from movement to maneuver effectively.
- Mastering TLP, fundamental actions, and drills that allow the platoon to act quicker than an adversary expects.

3-6. 節奏 TEMPO

「節奏」意指在軍事行動中，敵我在時間、速度與行動節奏間的相對關係。控制與變換行動節奏是保持作戰主動性的關鍵。較快的行動節奏可使攻擊部隊迅速突穿敵軍防禦正面或障礙阻絕，進而出敵不意突入縱深。儘管快速的行動節奏較能取得有利戰果，排長仍應配合戰鬥隊指揮，與其他友軍部隊協同一致地行動，以創造有利態勢。指揮者快速地下達決心以持續為攻勢行動創造有利戰機，這將迫使敵軍在緊湊的作戰過程中無法獲得喘息機會。

3-6. Tempo is the relative speed and rhythm of military operations over time with respect to the enemy (ADRP 3-0). Controlling or altering tempo is necessary to retain the initiative. A faster tempo allows attackers to quickly penetrate obstacles and defenses, and destroy enemy forces in-depth before they can react. While a fast tempo is preferred, the platoon leader/platoon commander must remember that synchronization with the company team movement sets the stage for successful platoon operations. Rapid tempo demands quick decisions. It denies the enemy the chance to rest while continually creating offensive opportunities.



3-7.攻勢行動 OFFENSIVE TASK

攻勢行動可區分為接敵運動、攻擊、擴張戰果、追擊等四類，以上將在本節第 8 至 11 條逐條說明。

3-7. The four offensive tasks are movement to contact, attack, exploitation, and pursuit. Each is explained in paragraphs 3-8 through 3-11 on page 3-4.

3-8.接敵運動 MOVEMENT TO CONTACT

接敵運動為攻勢行動的一種，其目的乃在發展作戰形勢，並尋求或重新與敵接觸。並為後續作戰行動形塑有利態勢。排長通常在敵情模糊、不足具體以支持攻擊行動時，指揮部隊實施接敵運動。遂行接敵運動的單位要盡可能以其最小兵力尋求與敵接觸。接敵運動通常會於部隊運動過程中，在未預期的時間與地點遭遇敵軍，並誘發敵我接戰。一旦敵我接觸，指揮者有 5 種行動方案選項可供選擇：攻擊、防禦、繞越、遲滯或脫離戰鬥。而接敵運動包含：搜索並攻擊、封鎖並搜索等 2 種方式。

3-8. **Movement to contact** is an offensive task designed to develop the situation and to establish or regain contact (ADP 3-90.) It creates favorable conditions for subsequent tactical actions. The platoon leader/platoon commander conducts a movement to contact when the enemy situation is vague or not specific enough to conduct an attack. Forces executing this task seek to make contact using the smallest friendly force possible. A movement to contact may result in a meeting engagement, which is a combat action occurring when a moving force engages an enemy at an unexpected time and place. Once making contact with an enemy force, the leader has five options: attack, defend, bypass, delay, or withdraw. Two movement to contact techniques are search and attack, and cordon and search.

3-9.攻擊 ATTACK

攻擊為攻勢行動的一部分，其目的在摧毀、擊滅敵軍或奪取並確保重要地形，或兩者兼具。攻擊與接敵運動的差異在於，指揮者已部分獲知敵主力位置，這將使其所屬部隊可執行更高程度的協同作戰。「攻擊」將整合直射與曲射火力，並依對當前狀況執行評估作業、計畫與準備作為的可用時間，決定其為主要或協力作戰方面，採取謹慎周密或簡略但快速的作戰部署，以支持部隊攻擊行動。儘管如此，指揮者亦能依任務變數(METT-TC)，逕行決定僅以火力執行攻擊行動。

譯者補充：

依據美陸軍準則 FM 5-0《計畫作為與作戰命令》附件 A，任務變數(mission variables, METT-TC)係描述作戰地區(AO)內的各種特性，及相關特性如何影響作戰任務遂行，亦為分析作戰環境與發展行動方案(COA)之基礎，其中包括任務(Mission)、敵軍狀況(Enemy)、地形與天氣(Terrain and

weather)、我軍狀況(Troops and support available)、可用時間(Time available)及民事考量(Civil consideration)等 6 項，簡稱「METT-TC」。

3-9. An attack is an offensive task that destroys or defeats enemy forces, seizes and secures terrain, or both (ADP 3-90). An attack differs from a movement to contact because enemy main body dispositions are at least partially known, allowing the leader to achieve greater synchronization. Attacks incorporate coordinated movement supported by direct and indirect fires. They may be decisive or shaping operations and hasty or deliberate, depending upon the time available for assessing the situation, planning, and preparing. However, based on METT-TC, the leader may decide to conduct an attack using only fires.

3-10. 擴張戰果 EXPLOITATION

擴張戰果為攻擊奏功之後續行動，其目的在摧破敵軍縱深有生力量。擴張戰果乃尋求徹底瓦解敵軍，使其只有投降或退卻之選擇。擴張戰果是一種把握可預期或不可預期之戰機，以為爾後戰局開創有利態勢的作戰行動。師級(含以上)層級部隊通常將擴張戰果列為主計畫之附件或後續計畫，而戰車排通常任其拘束部隊或打擊部隊之一部。

3-10. Exploitation follows a successful attack and disorganizes the enemy in-depth (ADP 3-90). Exploitations seek to disintegrate enemy forces to the point where they have no alternative but surrender or retreat. Exploitations take advantage of tactical opportunities, foreseen or unforeseen. Division and higher HQ normally plan exploitations as branches or sequels to plans. However, the tank platoon may participate as part of the fixing force or striking force.

3-11. 追擊 PURSUIT

追擊為攻勢行動的一部分，其目的乃在阻斷敵軍脫離戰場，並伺機殲滅敵軍。追擊常在擴張戰果後實施，通常在敵軍抵抗有明顯潰散，且企圖脫離戰場狀況下執行。部隊藉由快速運動、扁平化指揮管制及明確的指揮官作戰企圖，以利追擊行動之指揮掌握。亦如遂行擴張戰果，在實施追擊時，戰車排通常擔任上級主力部隊之一部。

3-11. A pursuit is an offensive task designed to catch or cut off a hostile force attempting to escape, with the aim of destroying it (ADP 3-90). A pursuit normally follows exploitation. Transition into a pursuit can occur if it is apparent enemy resistance has broken down entirely and the enemy is fleeing the AO. Pursuits entail rapid movement, decentralized control and clear commanders' intent to facilitate control. Like an exploitation, the tank platoon conducts a pursuit as part of a larger formation.



3-12. 攻擊之作戰(機動)方式 FORMS OF MANEUVER

指揮者依據任務變數(METT-TC) 決定作戰(機動)方式，並確保各項作戰職能(warfighting functions, WFF)間之相互配合。一場作戰行動可能涵蓋數個不同的作戰(機動)方式，如：採初期正面攻擊，驅離敵警戒部隊後，採突穿方式在敵軍防禦正面造成突破口，爾後採包圍攻擊方式擊滅敵反擊(逆襲)部隊。戰車排無法獨立遂行以下所有作戰方式，故通常為其上級主力部隊之一部。以下為 6 種作戰(機動)方式

- 包圍
- 迂迴
- 正面攻擊
- 突穿
- 滲透攻擊
- 側翼攻擊

譯者補充：

依據美陸軍準則 ADP 3-0《作戰行動》，作戰職能(warfighting functions, WFF)係為達成一共同目的或目標，歸納一系列有關戰術的項目或系統，指揮官亦運用作戰職能達成其任務或訓練目標。作戰職能亦代表戰術指揮官用以執行作戰行動，達成上級所賦予任務的實際方式，區分為兵力運用與調動(Movement and maneuver)、情監偵(Intelligence)、火力運用(Fires)、持續力(Sustainment)、部隊安全防護(Protection)等 6 項。亦是美軍指揮機構參謀作業分組之依據。

3-12. Leaders select the form of maneuver, based on METT-TC, and synchronize the contributions of all warfighting functions to that form of maneuver. An operation may contain several forms of offensive maneuver, such as frontal attack to clear enemy security forces, followed by a penetration to create a gap in enemy defenses, which in turn is followed by an envelopment to destroy a counterattacking force. While tank platoons do not have the combat power to conduct all forms of maneuver on its own, they can participate as part of a larger formation. The six forms of maneuver are—

- Envelopment.
- Turning movement.
- Frontal attack.
- Penetration.
- Infiltration.
- Flank attack.

3-13.包圍 ENVELOPMENT

包圍乃攻擊方式的一種，係以攻擊部隊指向敵軍側背，奪取後方目標，以求避開敵軍主要防禦正面，進而殲敵於當前陣地內的作戰方式。包圍攻擊又可細分為：一翼包圍、兩翼包圍、四周包圍、垂直包圍等4種方式。

3-13. Envelopment is a form of maneuver in which an attacking force seeks to avoid the principal enemy defenses by seizing objectives behind those defenses that allow the targeted enemy force to be destroyed in their current positions (FM 3-90-1). The four varieties of envelopment are single envelopment, double envelopment, encirclement, and vertical envelopment.

3-14.迂迴 TURNING MOVEMENT

迂迴為攻擊方式的一種，係以攻擊部隊指向敵軍側背，奪取後方目標，以求避開敵軍主要防禦正面。其與包圍攻擊的差異在於：迂迴攻擊乃企圖迫使敵軍從當前陣地轉移，包圍乃企圖尋求與敵在其原陣地週邊接觸或從其不意之方向發起攻擊。

3-14. A turning movement is a form of maneuver in which the attacking force seeks to avoid the enemy's principle defensive positions by seizing objectives behind the enemy's current position. A turning movement seeks to make the enemy force displace from their current locations, whereas an enveloping force seeks to engage the enemy in their current locations from an unexpected direction.

3-15.正面攻擊 FRONTAL ATTACK

正面攻擊為攻擊方式的一種，係以攻擊部隊尋求擊滅相對戰力較為薄弱之敵軍或藉廣大正面拘束敵大部隊之攻擊方式。攻擊部隊可藉正面攻擊方式一舉擊滅敵戰力薄弱方面。

3-15. A frontal attack is a form of maneuver in which an attacking force seeks to destroy a weaker enemy force or fix a larger enemy force in place over a broad front (FM 3-90-1). An attacking force can use a frontal attack to overrun a weak enemy force.

3-16.突穿 Penetration

突穿為攻擊方式的一種，乃攻擊部隊企圖在敵防禦正面撕開一窄小缺口，擾亂敵軍整體防禦體系，以破壞敵軍防禦部署之連續性，迫使敵軍部隊遭我軍分割擊滅。

3-16. A penetration is a form of maneuver in which an attacking force seeks to rupture enemy defenses on a narrow front to disrupt the defensive system (FM 3-90-1). Destroying the continuity of that defense allows for the enemy's subsequent isolation and defeat in detail by exploiting friendly forces.



3-17.滲透攻擊 INFILTRATION

滲透攻擊為攻擊方式的一種，攻擊部隊採秘匿行動，通過或進入敵軍佔領區域，並以少數我軍兵力暴露於敵火威脅下之方式，佔領其陣地後方有利位置。戰車排鮮少實施滲透攻擊，在此類作戰執行過程中，通常擔任瞭望掩護(overwatch)或協力作戰之任務。

譯者補充：

依據美陸軍準則 FM1-02.1《作戰任務術語》，瞭望掩護(overwatch)係戰術行動的一種，乃將一部隊部署於可立即以火力支援運動(機動)中單位之位置。

3-17. An infiltration is a form of maneuver in which an attacking force conducts undetected movement through or into an area occupied by enemy forces to occupy a position of advantage behind those enemy positions while exposing only small elements to enemy defensive fires (FM 3-90-1). While tank platoons rarely conduct infiltrations, the platoon can perform overwatch or support by fire during the execution.

3-18.側翼攻擊 Flank Attack

側翼攻擊為指向敵軍側翼發起攻擊的一種方式。側翼係指部隊的左或右側，而非敵軍直前之位置。

3-18. A flank attack is a form of offensive maneuver directed at the flank of an enemy (FM 3-90-1). A flank is the right or left side of a military formation and is not oriented toward the front of the enemy.

3-19. 攻勢作戰常用管制措施 COMMON OFFENSIVE CONTROL MEASURES

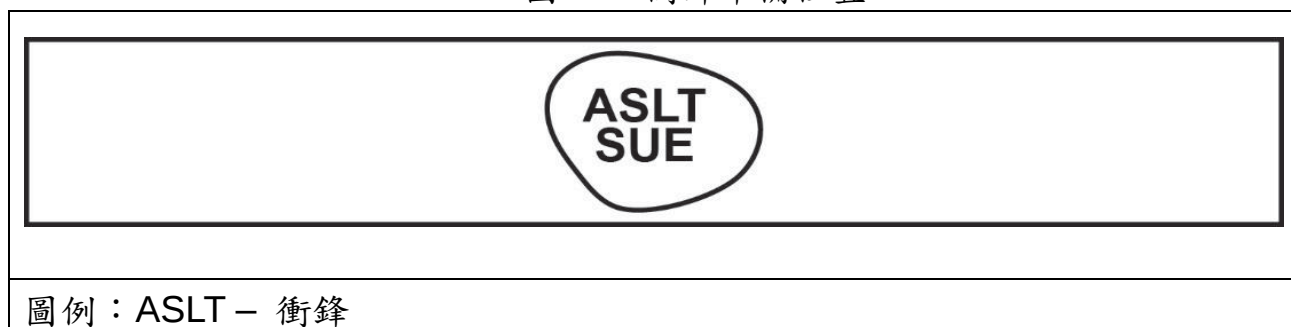
上級指揮官須闡明作戰企圖，並設立管制措施，使執行階段的指揮管制得以採取分層負責的方式執行，並使排長在遂行作戰指揮時保有更高的主動性。以下為攻勢作戰常用的管制措施—

3-19. The higher commander defines the commander's intent and establishes control measures allowing for decentralized execution and platoon leader/platoon commander initiative to the greatest extent (refer to ADP 3-90 for more information). Common control measures for the offense are the—

- 衝鋒準備位置：為戰車排在對當前目標發起衝鋒前，最後一個可供隱蔽與掩蔽，並實施衝鋒前最終準備之位置(如圖 3-1)。

- Assault position. This is the last covered and concealed position short of the objective from which the tank platoon conduct final preparations to assault the objective (see figure 3-1).

圖3-1. 衝鋒準備位置



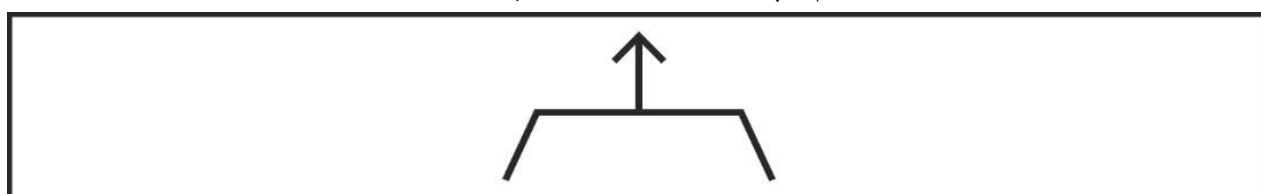
• 衝鋒發起時間：由上級所律定，用以同步戰車排對敵軍部隊產生具體影響的時間。

• Assault time. Is imposed by the higher HQ and synchronizes the moment the enemy feels the effect of the tank platoon.

• 火力攻擊陣地：係標示戰車排「以火力遂行攻擊」的陣地位置(如圖3-2)。

• Attack-by-fire position. Designates a general position from which the tank platoon conducts the tactical task of attack by fire (see figure 3-2).

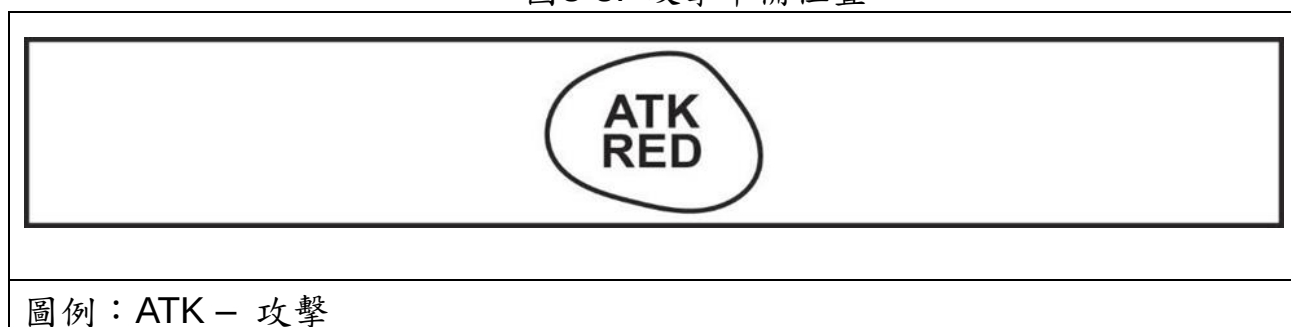
圖3-2. 以火力攻擊陣地



• 攻擊準備位置：為戰車排通過攻擊發起線前最後一處佔領的位置，此地主要使戰車排在通過攻擊發起線前，加速其攻擊部署，並完成攻擊前的最後終協調(如圖3-3)。

• Attack position. The last position a tank platoon occupies or passes through before crossing the LD. It facilitates the deployment and last-minute coordination of the platoon before it crosses the LD (see figure 3-3).

圖3-3. 攻擊準備位置



• 前進軸線：概略律定戰車排必須通過的區域(路線)(如圖3-4)。

• Axis of advance. The general area (route) through which the platoon must move (see figure 3-4).



圖3-4. 前進軸線



- 作戰任務接替線：係作戰責任由駐止部隊交接轉移至接替部隊之統制線 (PL)(如圖3-5)。

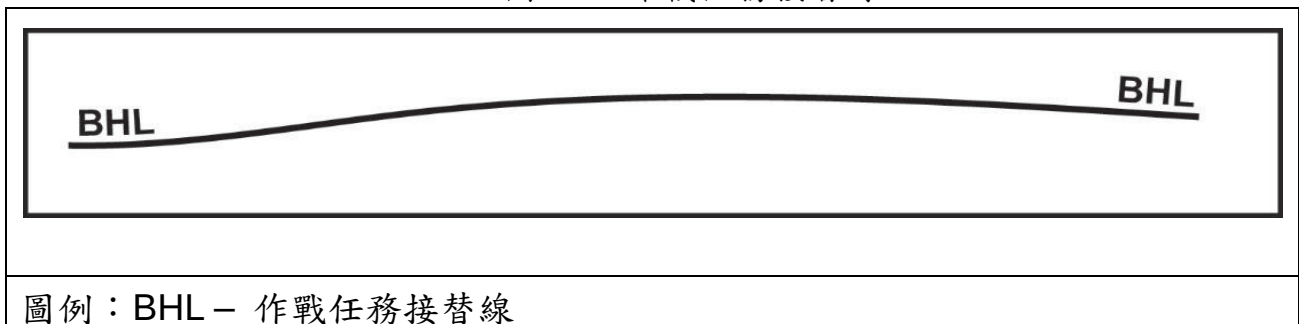
譯者補充：

依據美陸軍準則 FM1-02.1《作戰任務術語》與 FM3-90-1《攻勢與守勢作戰》附件 A 第 64 條，統制線(phase line, PL)係指在作戰地區內，用以指揮管制與協調軍事行動的明顯地形地物。指揮官藉由設立統制線，來管制所屬部隊機動；在狀況許可時，通常以顯著地形地物，如：道路、鐵路、溪流、山脊線等來作為設立之依據，以利識別。當部隊配備全球定位系統(GPS)時，亦可以軍用座標設立。

統制線通常與部隊在作戰各階段，所執行的戰術行動相關。如：通過代號 RON 統制線時，戰車 2 組佔領火力支援(support-by-fire)陣地，以直射火力支援戰車 1 組通過代號 ROBERT 統制線，向作戰目標發起衝鋒。依此例，透過各部隊回報通過各統制線，部隊指揮官即能清楚了解所屬部隊當前狀態，以利掌握作戰行動節奏。

- 作戰任務接替線：此線是責任轉移管制線，由駐止部隊接替機動部隊任務，反之亦然。
- Battle handover line (BHL). Is a PL where responsibility transitions from the stationary force to the moving force and vice versa (see figure 3-5).

圖3-5. 作戰任務接替線

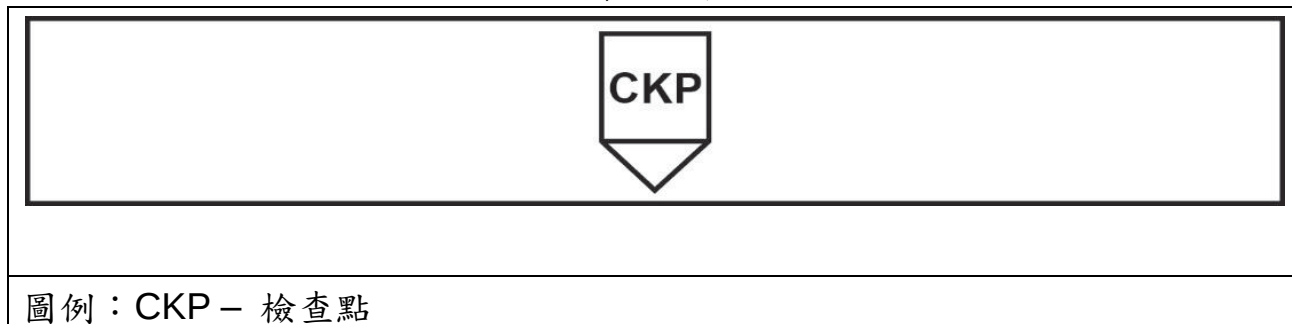


圖例：BHL－作戰任務接替線

• 檢查點：係一預設之地點，用於掌握部隊行動、戰術作為或運動方向。檢查點可有助於控制部隊運動方向。部隊可運用檢查點來替代統制線(PLs)(如圖3-6)。

• Checkpoint. A predetermined point on the ground used to control movement, tactical maneuver, and orientation (ATP 3-50.20). Checkpoints are useful for orientation. Units may use checkpoints as substitutes for PLs (see figure 3-6).

圖3-6. 檢查點



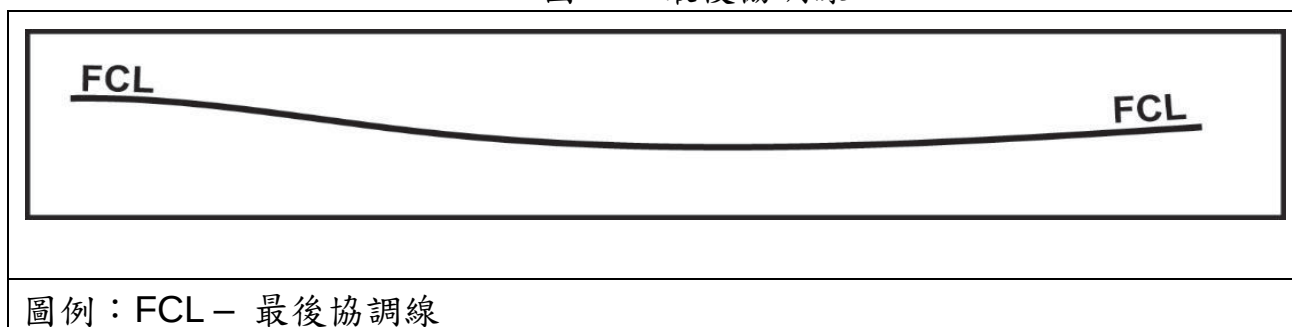
- 攻擊路線：用以律定戰車排一具體明確之行進方向或在攻擊過程中不可偏離的路線(如圖3-7)
- Direction of attack. A specific direction or assigned route a platoon uses and does not deviate from when attacking (see figure 3-7).

圖3-7. 攻擊路線



- 最後協調線：係一統制線，位於敵軍位置前緣，用以協調火力(含支援火力)之變換或轉移，使其能與戰鬥部隊的最終部署相互配合 (如圖3-8)。
- Final coordination line. A PL that is close to the enemy positions and is used to coordinate the lifting or shifting of supporting fires with the final deployment of maneuver elements (see figure 3-8).

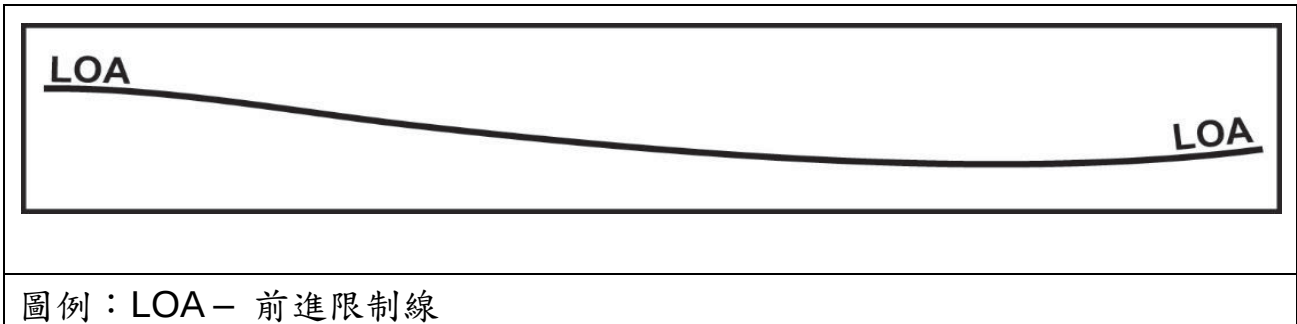
圖3-8. 最後協調線



- 前進限制線：係統制線(PLs)的一種，用以控制部隊攻擊進展(如圖3-9)。
- Limit of advance (LOA). A PL that is used to control the forward progress of an attack (see figure 3-9).



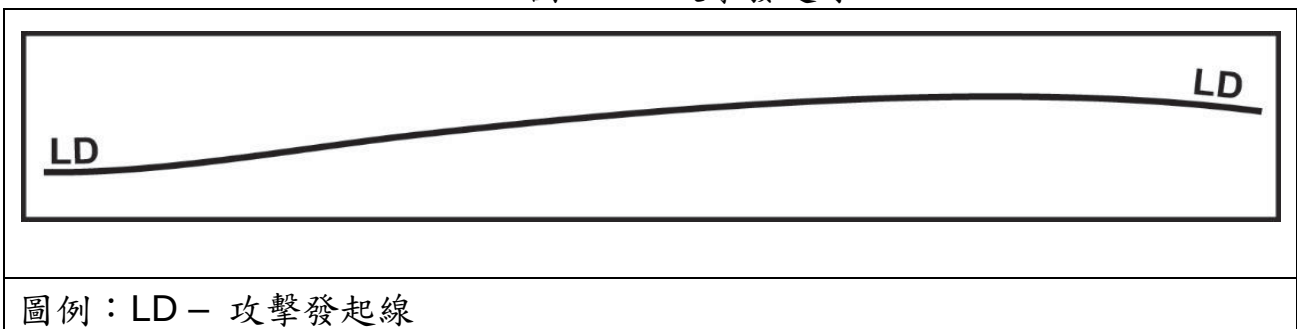
圖3-9. 前進限制線



圖例：LOA – 前進限制線

- 攻擊發起線：戰車排在預定時間通過並發起攻勢行動的統制線(PLs)(如圖3-10)。
- LD. A PL that is crossed at a prescribed time by the platoon when conducting offensive tasks (see figure 3-10).

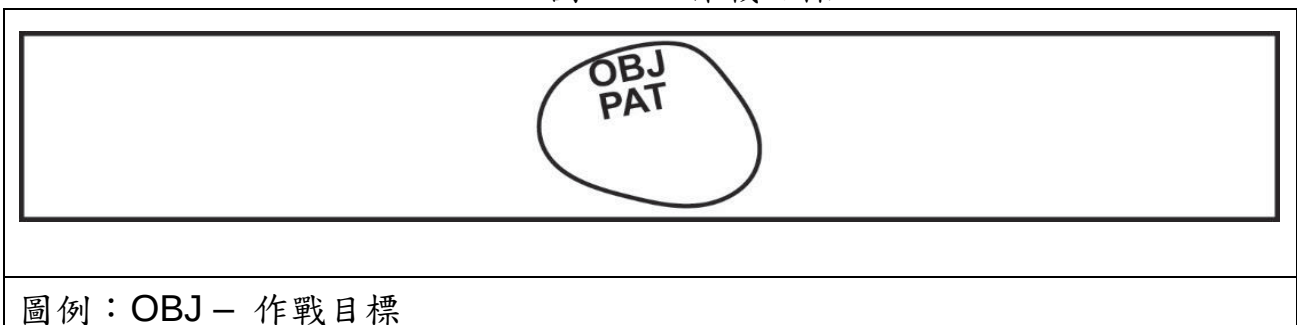
圖3-10. 攻擊發起線



圖例：LD – 攻擊發起線

- 作戰目標：係一地點或地區，用以指引作戰行動發展、劃分行動階段與增進方向變換，並使各單位能發揮統合戰力。作戰目標可為一重要地形或部隊(如圖3-11)。
- Objective. Is a location on the ground used to orient operations, phase operations, facilitate changes of direction, and provide for unity of effort. It can be either terrain or force oriented (see figure 3-11).

圖3-11. 作戰目標

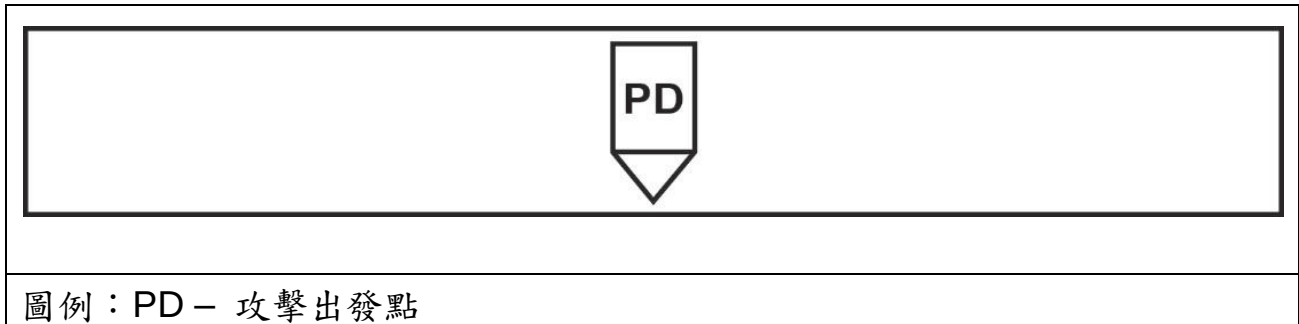


圖例：OBJ – 作戰目標

- 攻擊出發點：係戰車排通過攻擊發起線後，續延攻擊路線開始運動的地點(如圖3-12)。
- Point of departure. Is a point where the platoon crosses the LD and begins

movement along the direction of attack (see figure 3-12).

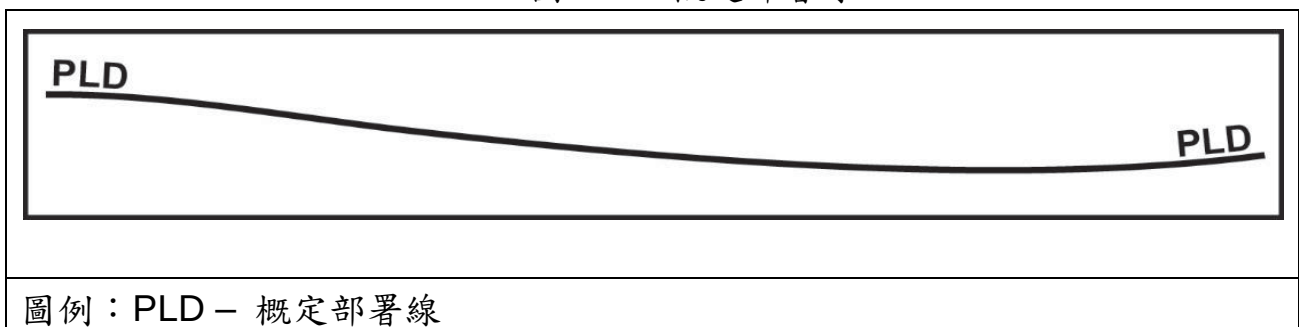
圖3-12. 攻擊出發點



• 概定部署線：為統制線(PLs)的一種，係標示指揮官意圖在衝鋒發起前，將排變換為衝鋒隊形，完成其兵力部署之位置 (如圖3-13)。

• Probable line of deployment. A PL that designates the location where the leader intends to deploy the platoon into assault formation before beginning the assault (see figure 3-13).

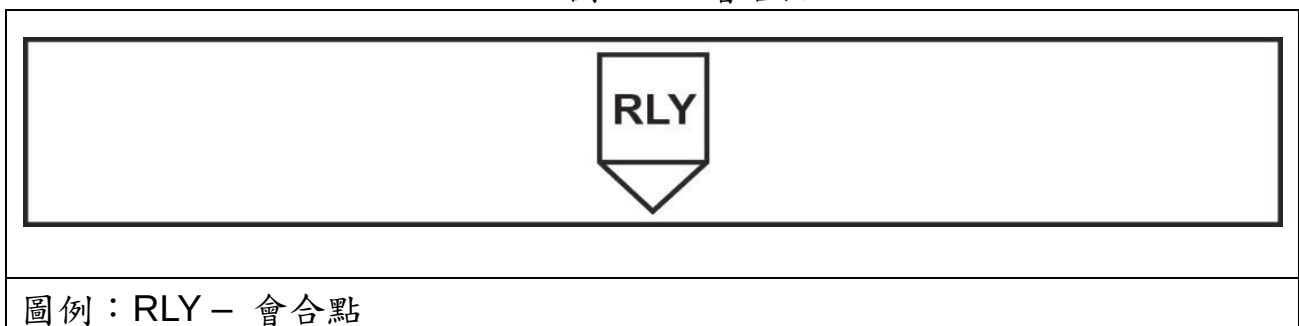
圖3-13. 概定部署線



• 會合點：係一顯著且可供已分散之部隊集合或重新調整編組之位置(如圖3-14)。

• Rally point. Is an easily identifiable point on the ground at which units can reassemble and reorganize if they become dispersed (see figure 3-14).

圖3-14. 會合點



• 火力支援陣地：係標示戰車排「以火力支援攻擊」的陣地位置(如圖3-15)。

• Support-by-fire position. Designates the general position from which the platoon conducts the tactical mission task of support by fire (see figure 3-15).



圖3-15. 火力支援陣地

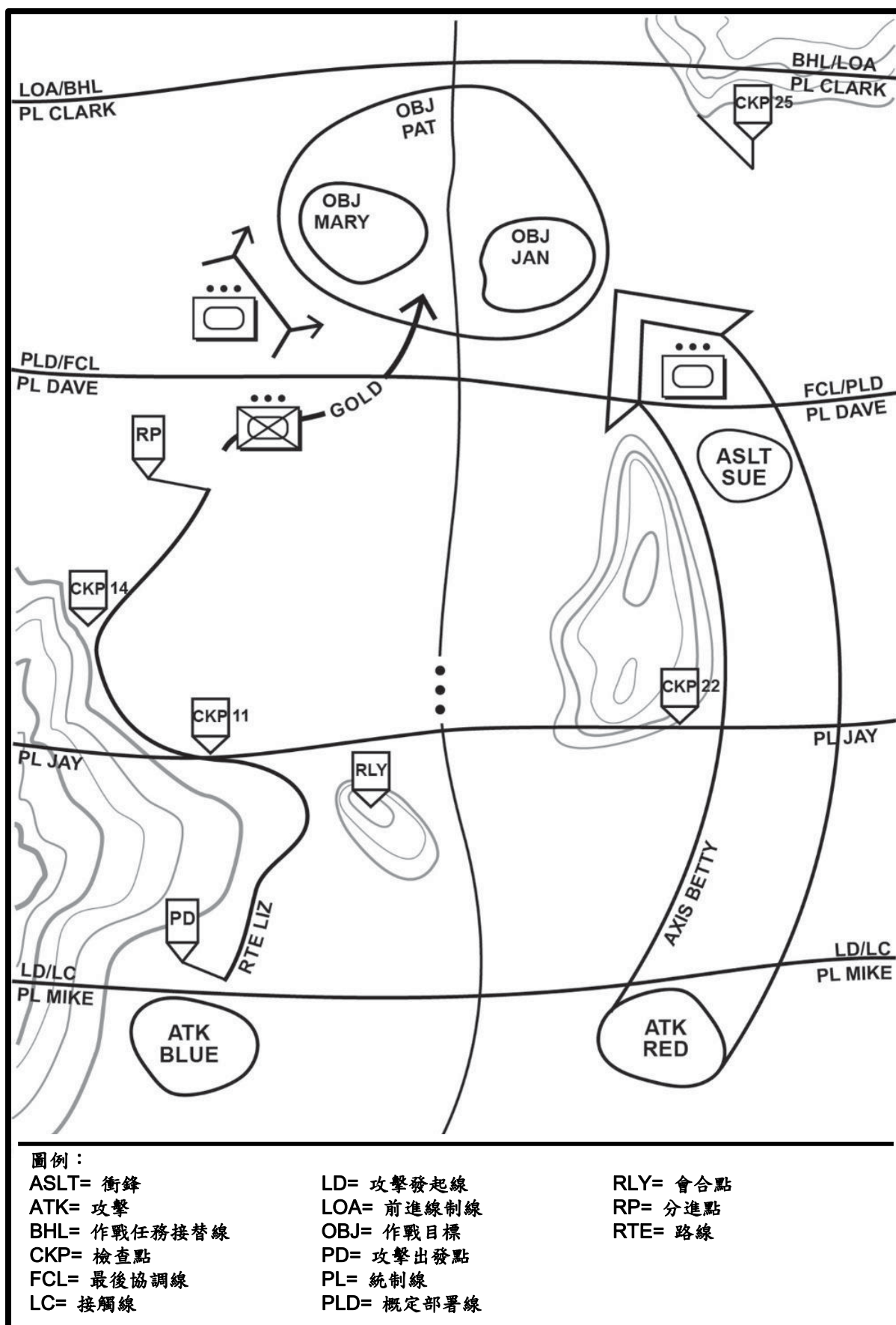


- 攻擊發起時間：係指先頭部隊通過攻擊發起線之時間。
- Time of attack. Is the time when the leading elements cross the LD.

3-20. 圖3-16為整合圖3-1至3-15的各項攻勢作戰常用管制措施的作圖範例。乃標繪戰鬥隊通過數個統制線(PLs)向代號PAT的目標發起攻擊之過程。

3-20. Figure 3-16 is an example maneuver graphic that integrates all the offensive control measures listed in figures 3-1 through 3-15 on pages 3-5 through 3-9. It depicts a company team conducting an attack into objective Pat crossing multiple PLs.

圖3-16. 攻勢作戰管制措施作圖範例





3-21. 作戰地區(AO)係界定下級部隊遂行攻勢行動的地區。將營、連的作戰地區劃分為更小的作戰地區並賦予代號，乃是界定下級部隊戰場空間的一種方式。部隊將持續在被賦予的作戰地區內執行作戰任務。營級(含)以上的偵搜部隊，可能被要求在沒有友軍單位所在的作戰地區內執行任務，而連、排級部隊通常在其作戰地區內執行偵搜行動。作戰地區劃分與目標參考點(TRPs)之運用，將能有效避免在非連續性環境中作戰，所可能造成的友軍誤擊。當偵蒐系統回報發現敵軍時，可運用目標參考點來增進負責單位友軍第一時間的反應能力。而賦予下級部隊作戰目標並律定檢查點，亦能協助指揮官掌握部隊動態。律定聯絡點(contact point)則可使鄰接友軍便於協調。

譯者補充：

依據美陸軍準則 ATP 1-02.3 《戰車排作戰教範》附件 A 第 36 條，目標參考點(Target Reference Point, TRP)係一用以界定與管制我軍部隊直射火力之明顯地點；亦可搭配曲射火力(砲兵或迫砲等)目標運用。目標參考點配合明顯之地形地物或目標來設立，如一

- 山丘的三角點
- 指標性的建築物
- 可被觀測的敵軍位置
- 已遭摧毀的車輛
- 配合地面爆破所產生火光之位置
- 緊急接戰時所使用的煙幕彈(非必要時不使用此方式)

亦可於戰場經營時，在接戰地區(EA)內放置自制螢光布板所為目標參考點。目標參考點常運用於所屬部隊射界之劃分，或在作戰指揮時指引各車火炮指向之基準，通常於作戰部署圖、戰車射擊諸元圖中標繪(將於後續譯刊有關「守勢作戰」時詳盡說明)。

3-21. An AO defines the location where the subordinate units conduct their offensive task. One technique breaks the battalion and company AO into many named smaller AO. Units remain in designated AO as they conduct their missions. Battalion and higher reconnaissance assets might be used to observe AO with no platoons in them, while platoons or companies provide their own reconnaissance in the AO. This technique, along with TRPs, help avoid fratricide in noncontiguous environments. A TRP facilitates the responsiveness of fixing and finishing elements once the reconnaissance element detects the enemy. Objectives and checkpoints guide the movement of subordinates and help leaders control their organizations. Contact points help coordination among units operating in adjacent areas.

3-22. 當指揮官運用地形地物作為管制措施律定的依據時，有以下三個類型

可納入運用考量：連續性、確切地點或一明確的地區。「連續性的地形地物」包含自然或人造的主要地形，如：山稜線、谷地、小徑、溪流、能源管線或道路。「確切地點」包含運用一明顯且具體的位置或精確的方格座標，如：山頂或標誌性建築。「明確的地區」則泛指相較於地點範圍要大的明顯位置，通常以混合運用方格座標線與地形地物之方式作為律定依據。

3-22. When looking for terrain features to use as control measures, leaders consider three types: contiguous; point; and area. Contiguous features follow major natural and manmade features such as ridgelines, valleys, trails, streams, power lines, and streets. Point features can be identified by a specific feature or a grid coordinate including, hilltops and prominent buildings. Area features are significantly larger than point features and require a combination of grid coordinates and terrain orientation.

第二節 攻勢作戰計畫作為一般考量事項

/ SECTION II COMMON OFFENSIVE PLANNING CONSIDERATIONS

3-23. 「計畫作為階段」始於戰車排受領上一級預備命令(WARNORD)或正式作戰命令(OPORD)時，迄排長實施命令下達止。在受領預備命令後，排長旋即開始實施戰術運動、戰鬥程序(battle drills)與行動程序的預演。這些一般性的行動預演，將使全排開始針對當前任務實施作戰整備。一旦排長完成計畫作為，上述的預演項目將與實際作戰地區內的地形地貌及預判敵我雙方部隊接觸後的行動與反應更加切合。排長在研擬作戰命令時，尤須注意各作戰職能(WFFs)是否能有效發揮。

譯者補充：

依據美陸軍準則 ATP 1-02.3《戰車排作戰教範》第3章第99條，戰鬥程序(battle drills)係指戰車排與敵接觸時，部隊實施戰鬥與處置之標準程序。戰鬥程序區分：隊形變換程序、接觸戰鬥程序、行動與反應程序、砲擊處置程序、空中攻擊處置程序、核子攻擊處置程序與生化攻擊處置程序等7種，將於後續譯刊本章節下篇時詳加說明。

3-23. The planning phase begins when the platoon receives the higher WARNORD or OPORD and ends when the platoon leader/platoon commander issues an OPORD. After the WARNORD is issued, the leader initiates rehearsals of tactical movement, battle drills, or tasks. These generic rehearsals allow the platoon to begin preparing for the mission. Once the platoon leader/platoon commander completes the plan, the generic rehearsals are matched to the actual terrain and anticipated actions on enemy contact. In developing the OPORD, the platoon leader/platoon commander pays close attention to the following considerations applicable to the warfighting functions..



3-24. 作戰職能(WFFs)乃指揮官在作戰計畫、準備與執行階段所必須考量的重要戰術行動，作戰職能個項目是否能有效的協調與配合將是影響行動成敗的關鍵。本節將針對作戰職能(WFFs)以及其他計畫作為的考量是來實施研討。

3-24. The warfighting functions are critical tactical activities that leaders can use to plan, prepare, and execute. Synchronization and coordination among the warfighting functions are critical for success. This section discusses warfighting functions and other planning consideration. (Refer to MCWP 5-10 for further information on Marine Corps warfighting functions consideration.)

3-25.任務式指揮/指揮與管制

MISSION COMMAND/COMMAND AND CONTROL

排長最重要的工作乃是執行部隊指揮程序(TLP)。在接奉連長命令或配合連實施行動預演時，排長必須同時與其他友軍部隊指揮官、副連長甚或是連長，協調尚未解答或獲得解決的作戰問題。協調過程中應確認路線、部隊間距、機動速率、機動方向、火力管制措施、與友軍通信聯絡或情報傳遞的方式等。任務式指揮賦予下級部隊最大行動自由，並使排長依據被賦予的行動與作戰目的來發展作戰形勢、調整或針對狀況做出決定性反應。任務式指揮著重於賦予下級部隊指揮官適切權責，並共享戰場資訊，以增強扁平化與分散式指揮之效能。

3-25. The platoon leader's/platoon commander's key function is conducting TLP. Immediately after the company order is issued or during the company rehearsal, the platoon leader/platoon commander coordinates unresolved issues with the other leaders, the XO, and the company commander. The coordination should specify routes, intervals, movement speed, orientations, fire control measures, and signals between platoons. Mission command invokes the greatest possible freedom of action to the subordinates, facilitating their abilities to develop the situation, adapt, and act decisively through disciplined initiative within the platoon leader's/platoon commander's assigned task and purpose. It focuses on empowering subordinate leaders and sharing information to facilitate decentralized execution.

3-26.任務式指揮可傳達指揮官作戰企圖，以及指揮官就任務變數考量之重點事項，如一

- 敵軍位置、戰力與能力現況
- 任務與作戰目標，包含下級所屬各部隊的行動與作戰目的
- 指揮官作戰企圖
- 各所屬下級部隊的作戰地區(包含標繪相關的管制措施)
- 作戰開始時間
- 兵力運用構想
- 為達成任務所需執行的特殊行動

- 風險
- 可達成任務之行動選項

3-26. Mission command conveys the leader's intent, and an appreciation of METT-TC, with special emphasis on—

- Enemy positions, strengths, and capabilities.
- Missions and objectives, including task and purpose, for each subordinate element.
- Commander's intent.
- Areas of operations for use of each subordinate element with associated control graphics.
- Time the operation is to begin.
- Scheme of maneuver.
- Special tasks required to accomplish the mission.
- Risk.
- Options for accomplishing the mission.

3-27.戰術任務行動 TACTICAL MISSION TASKS

「戰術任務行動」可闡釋指揮官所望戰果或預期達到的作戰效果(任務敘述五何中的「何事」與「為何」)。「何事」係指一可量化的作戰效果，而「為何」即是作戰目的。這些戰術任務行動可依我軍行動或欲對敵軍達成之影響來闡述。

3-27. Tactical mission tasks describe the results or effects the commander wants to achieve—the what and why of a mission statement. The “what” is an effect that is normally measurable. The “why” of a mission statement provides the mission's purpose. These tasks may be expressed in terms of either actions by friendly force or effects on the enemy.

3-28. 第 3-29 至 33 條為諸多戰術任務行動中，戰車排可能奉令執行且與攻勢行動有關者。分述如下：

3-28. Paragraphs 3-29 through 3-33 on page 3-14 are select tactical mission tasks that the platoon may receive and are typically associated with offensive tasks. Each is described below.

3-29.破障 BREACH

「破障」係指由戰鬥部隊指揮官指揮兵種協同，以支援部隊機動通過障礙物的行動。破障區分為周密、急迫、秘匿等 3 種方式。排可能會採取破障併衝鋒、單純執行破障或任連之一部，協力以攻擊突破敵軍防禦陣地、障礙物、雷區或堅固工事，並開創進出通道等行動。排可執行急迫破障或任上級周密破障行動之一部。



3-29. A breach is a synchronized combined arms activity under the control of the maneuver commander conducted to allow maneuver through an obstacle (ATP 3-90.4/MCWP 3-17.8). There are three types of breaches: deliberate, hasty, and covert. A platoon may conduct a breach as the assault, breach, or support element of a company attack to break through or secure a passage through an enemy defense, obstacle, minefield, or fortification. A platoon can participate in a hasty breach or participate as part of a larger unit during the conduct of a deliberate breach.

3-30. 擊滅 DEFEAT

戰車排趁敵暫時或已永久失去其有形或無形戰力時擊滅敵軍。成功擊滅的定義，泛指敵軍指揮官已不具備指揮作戰行動的能力與意志。反之，我軍指揮官作戰意志則因此更為旺盛。更甚者，被擊滅的敵軍部隊已不再具備在某種程度上干涉我軍行動的能力。

3-30. A platoon defeats an enemy force when the enemy force has temporarily or permanently lost the physical means or the will to fight. A defeat is complete when the defeated force's leader is unwilling or unable to pursue the adopted COA, thereby yielding to the friendly commander's will. Also, the defeated force's leader can no longer interfere with the actions of friendly forces to a significant degree.

3-31. 摧毀 DESTROY

戰車排在作戰過程中削弱敵軍作戰效能直至其戰力重組，謂之摧毀。戰車排可藉下列方式摧毀敵軍—

- 在所有敵軍部隊進入獵殺區(預想殲敵地區)時實施伏擊
- 在接戰地區(EA)內運用直射及曲射火力
- 以相互配合之直、曲射火力對作戰目標實施射擊
- 集注曲射火力於敵未完成作戰準備之部隊

3-31. A platoon destroys an enemy force when it physically renders an enemy force combat-ineffective until it is reconstituted. A platoon can destroy an enemy force by—

- Executing an ambush where the entire enemy element is in the kill zone.
- Using direct and indirect fire into an EA.
- Coordinating direct and indirect fires onto an objective.
- Massing indirect fires onto an unprepared enemy.

3-32. 奪佔 SEIZE

戰車排透過實際佔領一作戰目標，且使敵軍無法運用直射火力對目標發揮影響，謂之奪佔。戰車排可在攻、守勢行動中執行奪佔行動。舉例而言：

- 排在戰鬥隊遂行破障行動時，命其一部奪佔障礙物側背要點
- 排任戰鬥隊周密攻擊之一部時，奪佔部分敵軍防禦陣地
- 排奪佔地形要點，以防敵運用

3-32. A platoon has seized an objective when it physically occupies it and the enemy can no longer place direct fire on it. A platoon may seize during either offensive or defensive tasks. Examples include:

- The platoon seizes the far side of an obstacle as part of a company team breach.
- The platoon seizes a portion of an enemy defense as part of a company team deliberate attack.
- The platoon seizes key terrain to prevent its use by the enemy.

3-33.制壓 SUPPRESS

戰車排藉執行制壓行動，使敵無法阻止我軍部隊達成任務。然此為一暫時性的戰術任務行動。戰車排可藉直、曲射及掩護火力遂行制壓行動。部隊通常以制壓火力於陣地內遂行以火力支援或攻擊(support and attack-by-fire)之任務。制壓也常被運用於排遂行攻擊時，其目的在一

- 為友軍單位廣領空間
- 在交互掩護的陣地位置對敵遂行火力制壓，以分割作戰目標
- 掩護衝鋒部隊沿攻擊發起線向作戰目標發起衝鋒

3-33. The platoon has suppressed an enemy when the enemy cannot prevent friendly forces from accomplishing their mission. It is a temporary measure. The platoon can use direct or indirect fire and obscuring fires. Units in support and attack-by-fire positions often use suppressive fires to accomplish their mission. It is often used by the platoon during an attack to.

- Allow further movement of friendly forces.
- Isolate an objective by suppressing enemy units in mutually supporting positions.
- Cover the assault element from the LD to the objective.

3-34.兵力運用與調動 MOVEMENT AND MANEUVER/MANEUVER

排長依據連長作戰企圖與特別指示，發展其兵力運用計畫，以支持連主攻方面作戰。排長依據地形、連長的兵力運用構想及與敵接觸之機率，進而決定排的路線、運動方法與隊形。排長特須注意觀測與射擊。上述因素將能協助界定敵軍可能的接戰地區。排長內心推演敵我接觸後的可能行動及執行關鍵行動的過程，並同步針對在作戰目標週邊的相關行動實施說明。

3-34. The platoon leader/platoon commander develops the platoon maneuver plan so that it matches the commander's intent and specific instructions and supports the company main effort. The platoon leader/platoon commander determines the platoon's route, movement technique, and formation based on the terrain, the company scheme of maneuver, and the likelihood of enemy contact. The platoon leader/platoon commander pays particular attention to fields of observation and fire; these factors can help to define potential enemy EAs. The platoon leader/platoon commander war-games anticipated



actions on contact and execution of essential tasks. The platoon leader/platoon commander also addresses actions on the objective.

3-35. 排長辨識可對已知或疑似之敵軍，遂行以火力支援(support-by-fire)或以火力攻擊(attack-by-fire)行動之陣地。排長設定目標參考點(TRPs)，並律定射界、觀測方向及武器指向。排長亦須律定射擊方式(若與單位現行作業程序相異時)，並同時報告接戰準則(ROE)對直射火力的限制。

譯者補充：

依據美陸軍準則 FM1-02.1 《作戰任務術語》，接戰準則(rule of engagement, ROE)係一由軍事權責單位核定之指引，以闡述美軍部隊與他國武裝力量發生接觸時，開始或繼續執行戰鬥之基準條件與限制。

3-35. The platoon leader/platoon commander identifies attack-by-fire and support-by-fire positions from which the platoon can engage known or suspected enemy positions. The platoon leader/platoon commander designates TRPs and assigns sectors of fire, observation, and weapons orientation. The platoon leader/platoon commander specifies platoon fire patterns (if different from those identified by SOP) and addresses restrictions on direct fire imposed by the ROE in effect for the operation.

3-36. 兵力運用與調動包含下列幾種行動：

- 部署
- 運動
- 部隊調動
- 運用直射火力
- 佔領某一地區
- 執行機動與反機動作戰行動
- 執行偵察與監視
- 運用戰場隱(掩)蔽作為

3-36. The movement and maneuver/maneuver warfighting function includes the following tasks:

- Deploy.
- Move.
- Maneuver.
- Employ direct fires.
- Occupy an area.
- Conduct mobility and countermobility operations.
- Conduct reconnaissance and surveillance.
- Employ battlefield obscuration.

3.37.情監偵 INTELLIGENCE

大部分針對敵軍狀況與可能行動的分析作業，均由營、連層級完成。然而，了解敵軍如何部署及影響我作戰地區及我軍任務達成之可能行動，仍是排長的職責。排長應將所有可能影響作戰地區已知或疑似的敵軍位置，及其直、曲射武器系統火力涵蓋的射程與範圍標繪於透明圖上。

3-37. Most analysis of the enemy situation and probable COA is done at the battalion- and company-level; however, it is the platoon leader's/platoon commander's responsibility to understand how the enemy's disposition and possible COA may affect the platoon's AO and the accomplishment of its mission. The platoon leader/platoon commander identifies and plots on overlays all known and suspected enemy positions that affect the platoon's AO and identifies indirect and direct fire range fans of enemy weapon systems.

3.38.火力運用 FIRES

排長須有完善的曲射火力計畫以涵蓋所有可能與敵接觸的路線。火力計畫內的目標，係排長經分析各項任務變數(METT-TC)後，與連火力計畫完成整合者。

3-38. The platoon leader/platoon commander must have a good indirect fire plan for the route to cover anticipated places of contact. These targets are a product of the platoon leader's/platoon commander's analysis of the factors of METT-TC and must be incorporated into the company's indirect fire plan.

3.39. 排長透過一明確的作戰構想，精準闡釋其在各作戰階段中運用火力影響敵軍部隊之企圖。依此，亦可協助連火力支援官(Company fire support officer)/火力支援組(FIST)組長，發展其火力支援計畫以支援戰車排達成上級所賦予之任務。

3-39. A clearly defined concept of the operation enables the platoon leader/platoon commander to articulate precisely how they want indirect fires to affect the enemy during the different phases of the operation. In turn, this allows the company fire support officer/fire support team (FIST) leader to facilitate the development of fires supporting accomplishment of the company's mission down to the platoon-level. (Refer to ADRP 3-09 for more information.)

3.40.持續力/後勤 SUSTAINMENT/LOGISTICS

將所望的作戰必需品前推支援是攻勢作戰的成功關鍵，尤其針對彈藥及油料。以彈藥而言，敵軍部隊編組乃是影響所需彈藥型式與數量之要素。在攻勢行動中，排長與副排長必須以較高的油料消耗率作為計畫作為時計算之考量。排長與副排長須確保戰車乘員熟悉保修、醫療救護與後送程序。副排長整合全排後勤補給需求，並向副連長(XO)及連士官督導長(1SG)回報。

3-40. A key to successful offense is the ability to anticipate the requirement to push support forward, specifically about ammunition and fuel. In regards to ammunition, enemy



composition must be factored when determining the type and number of rounds. During offensive operations, platoon leader/platoon commander and platoon sergeant must plan for a higher rate of fuel consumption. The platoon leader/platoon commander or platoon sergeant ensures that the tank crews are familiar with procedures for maintenance and medical treatment and evacuation. The platoon sergeant consolidates logistics and resupply needs of the platoon and reports those needs to the XO or 1SG/tank leader.

3.41.防護力/部隊安全防護 **PROTECTION/FORCE PROTECTION**

維持迅速的作戰節奏，以拒止敵軍計畫、準備與執行反制我軍之行動，乃指揮官確保部隊生存力的關鍵手段。運用多路、小群、高機動力、對敵分割擊滅、規劃部隊任務輪替，使部隊在戰力耗盡得以前脫離戰場，並精明地運用地形地物，皆是維持部隊迅速作戰節奏的方式。

3-41. Denying the enemy a chance to plan, prepare, and execute a response to the friendly offense by maintaining a high operational tempo is a vital means the leader employs to ensure the survivability of the force. Using multiple routes, dispersion, highly mobile forces, piecemeal destruction of isolated enemy forces, scheduled rotation and relief of forces before they culminate, and wise use of terrain are techniques for maintaining a high tempo of offense.

3.42. 在攻勢作戰中，維持部隊生存力之作戰行動，乃是透過變換實際環境，增強部隊迴避或抵抗敵軍行動之能力。在攻勢行動中，車輛偽裝與機動路線隱蔽作為，相較於其他維持部隊生存力的作戰行動更為重要。在部隊向前推進過程須暫時駐止時，可藉地形地物，提供部隊有效安全防護。就敵軍威脅言，敵空中武力為指揮官首要考慮的部隊安全防護重點，其中包含無人飛行載具(UAV)與化生放核(CBRN)威脅。倘若上述威脅均存在，指揮官須同步要求部隊完成相關作戰準備，並適切調整其兵力運用構想。而面對敵軍空中威脅時，部隊通常採取消極或積極(運用建制武器)防空。

3-42. In the offense, survivability operations enhance the ability to avoid or withstand hostile actions by altering the physical environment. Vehicle camouflage and route concealment typically play a greater role in survivability during offensive tasks than the other survivability operations. The use of terrain provides a measure of protection during halts in the advance. Depending on the threat, primary protection concerns of the commander may be enemy air (see chapter 8), including UAS and CBRN threats (see appendix B). If these threats exist, the commander prepares the unit and adjusts the scheme of maneuver accordingly. In the face of an enemy air threat, the unit usually has only passive and active (with its organic weapons) air defenses.

3.43. 指揮官須確保所屬部隊之安全防護，使敵無法干涉我軍行動。確保部隊之安全防護，亦是指揮官對其所屬部隊官兵，在法律與道德上義務。部分用

於部隊安全防護的資源須向上級提出申請。為確保部隊戰力完整，指揮官在計畫作為、準備與執行的過程中，持續評估並確保以下符合準則所律定的部隊安全防護作為有被納入考量：

- 執行作戰區域安全防護
- 實施風險管理
- 實施部隊預防保健
- 實施人員戰力恢復
- 執行反恐行動
- 執行捕俘行動
- 執行具體的安全防護程序
- 執行維持部隊生存力的作戰行動
- 執行化生放核行動
- 提供爆裂物軍品處理支援
- 協調防空與飛彈防護

3-43. The leader protects subordinate forces to deny the enemy the capability to interfere with their ongoing operations. Protection also meets the leader's legal and moral obligations to the organization's Service members. Some protection assets may need to be requested from higher. (Refer to ADP 3-37 for more information.) To help preserve the force, the leader constantly assesses and ensures the following doctrinal protection tasks are addressed during the platoon's planning, preparation, and execution:

- Conduct operational area security.
- Conduct risk management.
- Conduct force health protection.
- Conduct personnel recovery.
- Conduct antiterrorism.
- Conduct detention operations (detainee).
- Implement physical security procedures.
- Conduct survivability operations.
- Conduct CBRN operations.
- Provide support for explosive ordnance disposal.
- Coordinate air and missile defense.



3.44.城鎮作戰計畫考量 **URBAN PLANNING CONSIDERATIONS**

在城鎮環境中，攻勢任務通常以摧毀、擊滅或癱瘓敵軍部隊為目的。然而，其作戰目的可能為對住民或其城鎮設施達到特定之影響。指揮官應運用兵種協同手段來遂行城鎮攻勢行動。

3-44. Offensive missions in an urban environment aim to destroy, defeat, or neutralize an enemy force. However, the purpose may be to achieve some effect relating to the population or infrastructure of the urban area. Leaders should use a combined arms approach for offensive urban operations.

3.45. 戰車排通常以火力支援其他戰鬥部隊奪佔城鎮據點。爾後擔任瞭望掩護(overwatch)，以支援步兵部隊直至其控領該地區。在逐屋戰鬥或街道巷戰中，戰車部隊隨步兵實施作戰，並掃蕩敵反裝甲武器，以維護步兵部隊安全。

3-45. The tank platoon may provide support by fire while other maneuver elements seize a foothold. The platoon then can provide overwatch or serve as a base of fire for the Infantry until the area has been secured. In house-to-house and street fighting, tanks move down the streets protected by the Infantry, which clears the area of enemy AT guided missile weapons. (Refer to ATP 3-21.8 and ATP 3-06 for more information.)

3.46. 因城鎮作戰地形相異於一般野戰戰鬥狀況，因而有幾項特殊要求，如部隊執行任務所需、兵力調動及裝備使用。亦如所有的攻勢任務，指揮官必須保留足夠能力以向敵軍所在的反方向實施脫離。有關城鎮區域直射火力管制方面的限制，請參閱附件 A

3-46. Urban terrain imposes a number of demands different from ordinary field conditions, such as problems with troop requirements, maneuver, and use of equipment. As with all offensive missions, the leader must retain the ability to maneuver against enemy positions. See appendix A for more information on the limitations for direct fire control in an urban area.

第三節 準備階段/ **SECTION III – PREPARATION**

3.47. 準備階段止於戰車排通過攻擊發起線並完成攻擊部署時。排長須將下列作戰職能(WFFs) 考量納入準備階段中。

3-47. The preparation phase ends when the platoon crosses the LD and deploys for the attack. The platoon leader/platoon commander takes into account the following warfighting function considerations.

3.48.任務式指揮/指揮與管制

MISSION COMMAND/COMMAND AND CONTROL

在準備階段，排長持續遂行連以下部隊指揮程序(TLP)，並實施預演及戰備督導，以確保戰車排為後續作戰完成各項整備。在準備階段結束前，排長須針對戰車乘員及武器裝備整備狀況實施戰備督導(PCI)。

3-48. During the preparation phase, the platoon leader/platoon commander continues with TLP and conducts rehearsals and inspections to ensure the platoon is ready for the upcoming operation. Near the end of the phase, the platoon leader/platoon commander conducts a PCI of tank crews and equipment (see chapter 2 for more information).

3.49.兵力運用與調動 MOVEMENT AND MANEUVER/MANEUVER

在連實施最後一次行動預演時，排亦同步實施最終一次的行動預演，以整合連調整後的作戰構想。排行動預演須包含下列事項：

- 自現在位置出發後的部隊運動過程
- 路線
- 排與連的隊形與運動方法(將於本章第 4 節詳述)
- 各車在排隊形內的相對位置
- 武器指向與火力管制
- 決心點
- 接戰行動
- 在作戰目標上執行的行動(鞏固與整頓)
- 回報程序
- 信號傳遞

3-49. Following the last company rehearsal, the platoon should conduct a final rehearsal of its own to incorporate any adjustments to the company scheme of maneuver. The platoon rehearsal should cover the following subjects:

- Movement from current positions.
- Routes.
- Platoon and company formations and movement techniques.
- Vehicle positions in the platoon formation.
- Weapons orientation and fire control.
- Decision points.
- Actions on contact.
- Actions on the objective (consolidation and reorganization.)
- Reporting procedures.
- Signals.

3.50.情報 INTELLIGENCE

在準備階段，排長將接獲目視報告(SPOTREPs)，其內容包含已知或疑似敵軍的位置，以及最新的我軍動態。排長同步將更新後的敵我位置分別標繪於敵、我軍透明圖(或數位系統)上；依據地形狀況與偵察結果，排長適切調整其初步的兵力運用計畫。



譯者補充：

依據美陸軍準則 FM6-99《美陸軍訊息傳遞與報告格式》第 5055 報表，目視報告(Spot Report, SPOTREP)為美國陸軍制式報告格式之一，通常用於回報對當前任務或後續作戰有顯著影響之情資與狀況。此報告的目的乃在回報部隊所遭遇之狀況或事件。格式內容區分 11 段，如表 1。

表 1-目視報告(SPOTREP)格式與範例

項次	內容	實例
1	現在時間(日時組)	14205300HMAR23
2	回報單位	紫宸 21
3	目視單位之規模	5 名作戰人員
4	目視單位之活動狀態	於建築物內警戒
5	目視單位之位置	座標 0023,2156
6	目視單位之部隊番號或屬性	非正規作戰部隊
7	目視時間	14204940HMAR23
8	目視單位配賦之裝備	4 把自動步槍、1 挺班用機槍
9	評估與判斷	研判為守衛敵核心區域之外圍警戒
10	其他額外敘述	我軍繼續保持監視
11	識別碼(於通信諸元中律定)	LIW

3-50. During this phase, the platoon leader/platoon commander receives updated SPOTREPs listing known and suspected enemy locations as well as the latest friendly actions. The platoon leader/platoon commander plots the updated enemy and friendly locations on the overlay and on the enemy overlay (digital systems); based on terrain reconnaissance, the platoon leader/platoon commander adjusts the maneuver plan accordingly.

3.51.火力運用 FIRES

在行動預演過程中，排長除敘明作戰地區內各作戰目標的責任分配，另同步闡述計畫性曲射火力與煙幕運用於作戰環境中預期產生之效果。此外，排長在預演過程亦同時研討其直射火力運用構想，並至重點於排的作戰責任、已知或疑似的敵、友軍位置，以及律定的接戰準則(ROE)。

3-51. During the rehearsal, the platoon leader/platoon commander addresses responsibility for targets in the platoon AO. The platoon leader/platoon commander covers any scheduled indirect fires and the effects of smoke on the battlefield. In addition, the platoon leader/platoon commander discusses the direct fire plan, with emphasis on platoon

responsibilities, known and suspected enemy locations, friendly unit locations, and applicable ROE.

3.52.持續力/後勤 SUSTAINMENT/LOGISTICS

在準備階段中，戰車乘員執行補給品整補作業，以對其現有各類補給品存量實施再整補，同時亦針對其車輛與裝備實施預防保養檢查勤務(PMCS)。

3-52. During the preparation phase, tank crews conduct resupply operations to replenish their combat loads. They also perform preventive maintenance checks and services (PMCS) on their vehicles and equipment.

3.53. 行動預演須包含支持後續作戰行動，相關後勤支援計劃內的各個面向。包含緊急整補、人員與車輛的後送程序。更多有關後勤支援的資訊，請參閱第 6 章。

3-53. Rehearsals cover aspects of the sustainment/logistical plan that support the upcoming operation, including emergency resupply and personnel and vehicle evacuation procedures. For more information on logistics, refer to chapter 6.

第四節 隊形與運動方法

SECTION IV – FORMATIONS AND MOVEMENT TECHNIQUES

3.54. 本節內有關隊形與武器指向的圖示，均以不考量地形或其他任務變數(METT-TC)的方式標繪，然而上述要素仍是實戰中運用隊形時，極為重要的考量因素。指揮官必須能因應特定狀況，適切調整隊形運用。

3-54. The formations and weapons orientations shown in illustrations in this section are examples only; they generally are depicted without consideration of terrain and other METT-TC factors that are always the most crucial element in the selection and execution of a formation. Leaders must be prepared to adapt their choice of formation to the specific situation.

3.55.戰鬥隊形 COMBAT FORMATIONS

戰鬥隊形乃透過有序地排列部隊，進而達到特定目的與效果，亦為地面部隊的一般配置。戰鬥隊形區分以下 7 種：縱隊、橫隊、梯隊、楔隊、V 字隊型、箱型隊型及菱形隊型。戰車排通常以前 5 種作為主要的戰鬥隊形。地形特性與能見度將決定隊形安排中，人員與車輛的實際位置。戰鬥隊形並非固定僵化，而是透過各車時刻保持適當距離，而保有其彈性。隊形運用可使部隊將火力指向預判可能與敵接觸之方向。

3-55. A combat formation is an ordered arrangement of forces for a specific purpose and the general configuration of a unit on the ground (ADP 3-90). There are seven different combat formations: column, line, echelon (left or right), wedge, vee, box, and diamond. The tank platoon normally only uses the first five of the seven formations. Terrain characteristics and visibility determine the actual arrangement and location of the unit's personnel and



vehicles in a given formation. Formations are not intended to be rigid, with vehicles remaining a specific distance apart at every moment. Formations allow units to give the orient their firepower based upon the direction of anticipated enemy contact.

3.56. 排長運用隊形以達到以下幾種目的：使組與組間行動得以相互配合、部署火力以支持直射火力構想、部署作戰地區的安全警戒與增進戰鬥程序(battle drills)的執行效益。亦如排長考量如何運用運動方法(movement techniques)時，隊形運用之考量，將依預判敵我接觸之位置與連長計畫對敵軍行動所採取的反應(react)而適切選定。排長評估當前狀況並選定切合任務與現況的戰鬥隊形。

3-56. The platoon leader/platoon commander uses these formations for several purposes: to relate one section to another; to position firepower to support the direct-fire plan; to establish responsibilities for AO security; or to aid in the execution of battle drills. Just as the platoon leader/platoon commander does with movement techniques, the platoon leader/platoon commander plans formations based on where to expect enemy contact, and on the company commander's plans to react to contact. The platoon leader/platoon commander evaluates the situation and decides which formation best suits the mission and situation.

3.57.連與排之隊形時常因任務變數(METT-TC)而有所不同。舉例而言，當連採 V 字隊形運動時，其一部之戰車排可能採楔隊運動。除非連長有特別指示，排與連所運用的隊形無須完全相同。然而，排長仍須與同在一個指揮與部隊運動體系下的其他友軍單位，實施隊形運用方面的協調。

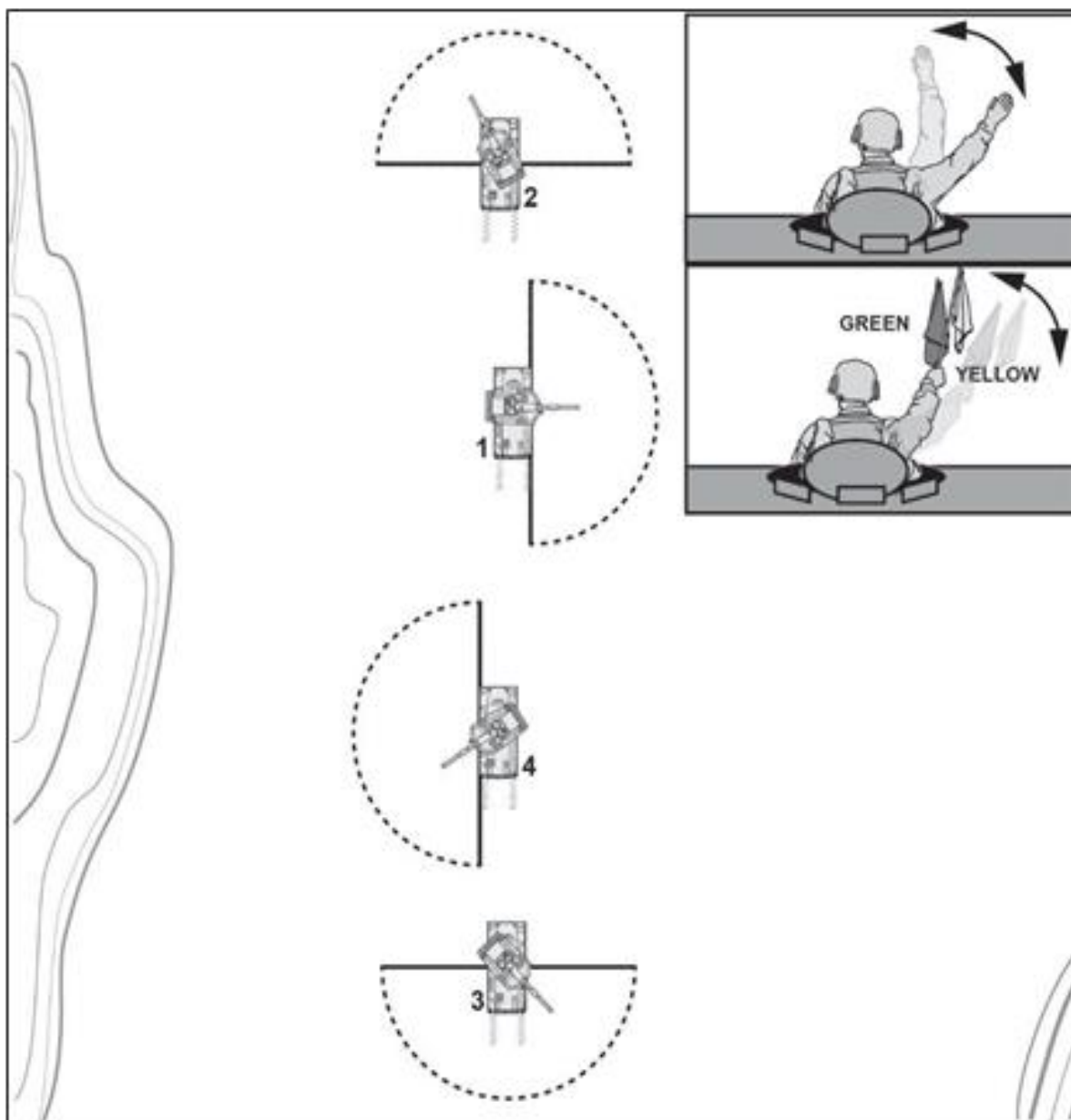
3-57. Sometimes platoon and company formations differ due to METT-TC. For example, the platoons could move in wedge formations in a company vee. It is not necessary for platoon formations to be the same as the company formation unless directed by the company commander. However, the platoon leader/platoon commander coordinates the formation with other elements moving in the main body team's formation.

3-58.縱隊 **COLUMN**

戰車排於快速前進、通過受限地形或運動過程中敵情顧慮較低時，採取縱隊。每輛車直接跟進於前一輛車後方。然可依當前狀況考量，適切橫向分散各車，變換為交錯縱隊，以增強部隊安全防護 (如圖 3-17)。

3-58. The platoon uses the column when moving fast, when moving through restricted terrain on a specific route, or when it does not expect enemy contact. Each vehicle normally follows directly behind the vehicle in front of it. However, if the situation dictates, vehicles can disperse laterally to enhance security. This is sometimes referred to as a staggered column (see figure 3-17).

圖 3-17. 縱隊



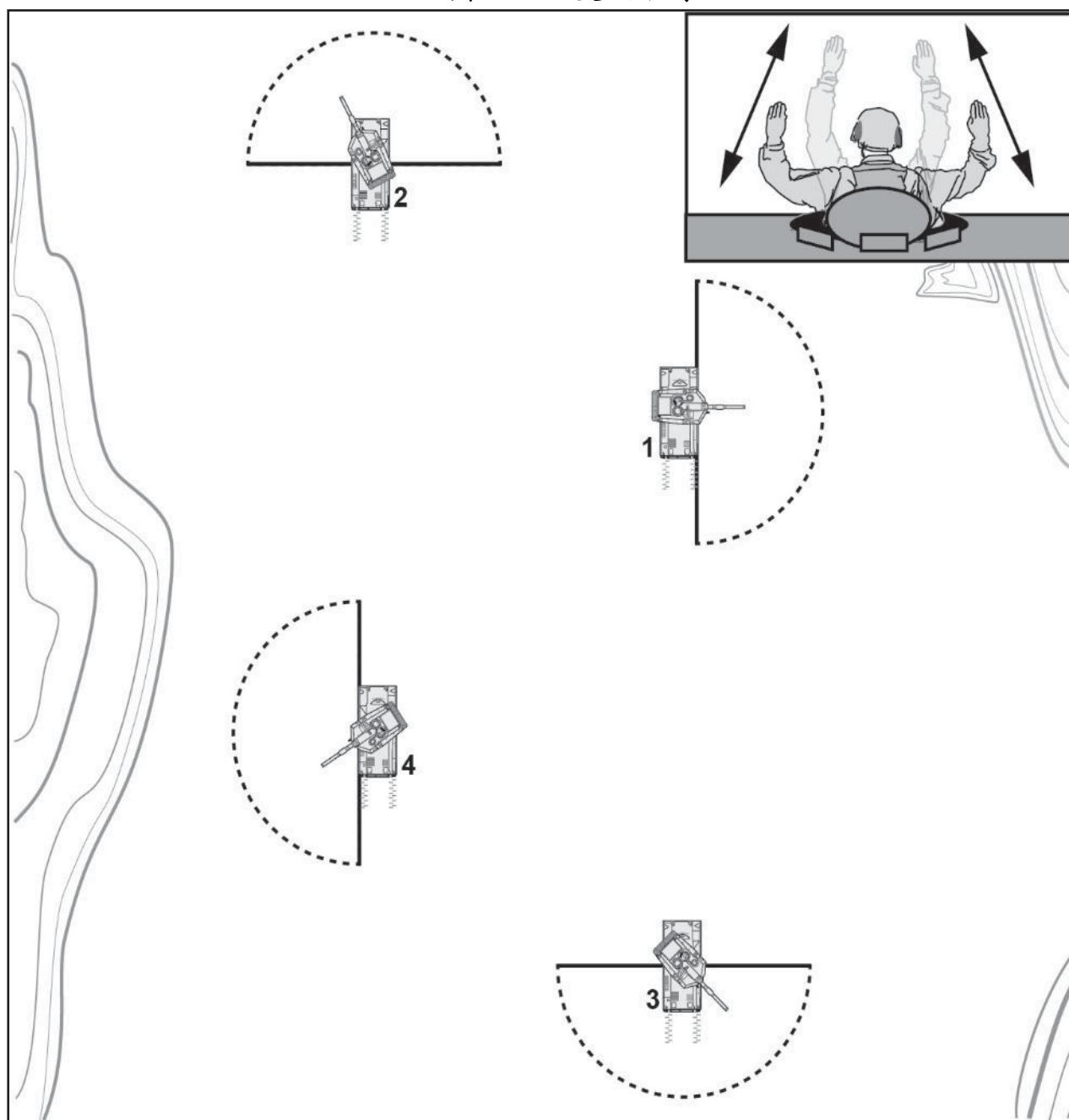
3-59. 交錯縱隊 STAGGERED COLUMN

交錯縱隊乃以縱隊為基礎，因應當前狀況適切調整而成。採一組在前任前導，一組在後提供瞭望掩護(overwatch)。交錯縱隊可確保正面與側翼火力發揚。此隊形常運用於速度仍為行動之關鍵，且橫向展開相對受限或有較高敵情顧慮時(如圖 3-18)。

3-59. The staggered column formation is a modified column formation with one section leading, and one section trailing to provide overwatch. The staggered column permits good fire to the front and flanks. It is used when speed is critical, when there is a limited area for lateral dispersion, or when enemy contact is possible (see figure 3-18).



圖 3-18. 交錯縱隊

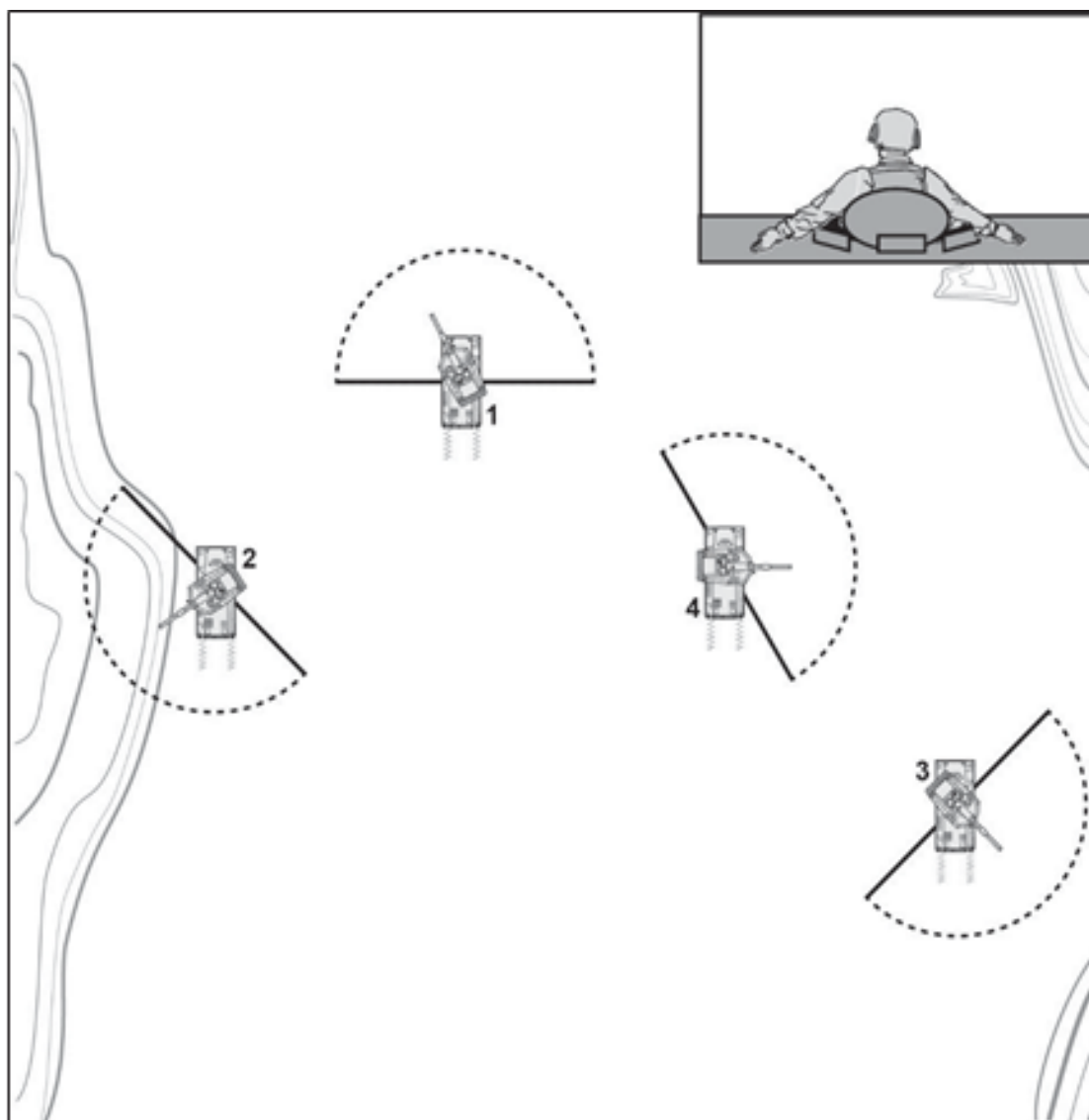


3-60. 楔隊 WEDGE

楔隊有利於正面及兩側翼火力發揚。此隊形可有利於排長指揮掌握全排車輛，且易於迅速變換為其他隊形。楔隊通常在敵情不明時，並依現況考量至重點於左或右側，排長及副排長指揮其僚車向其外側展開，並將武器指向正面或側翼(如圖 3-19)。

3-60. The wedge formation permits excellent firepower to the front and good fire to each flank. The platoon leader/platoon commander can easily control all vehicles and deploy rapidly into other formations. The wedge formation is often used when the enemy situation is vague. The orientation of the sections is left and right. The platoon leader/platoon commander and platoon sergeant control the other vehicle (wingman) of their section by directing it to follow to the outside and to orient its weapons toward the flanks (see figure 3-19).

圖 3-19. 楔隊



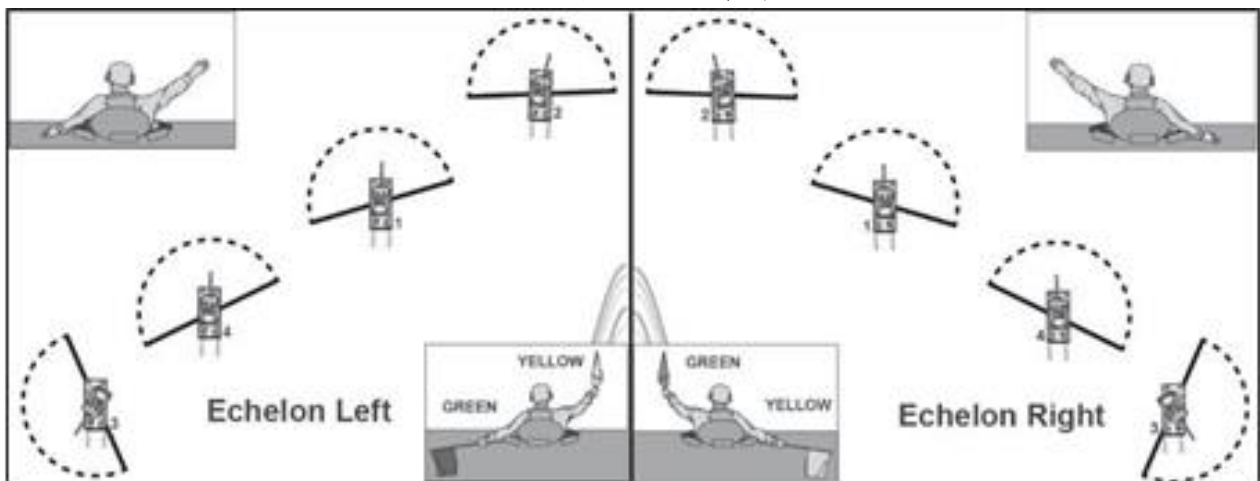


3-61. 梯隊 ECHELON

當戰鬥隊仍需維持其側翼安全警戒與觀測效能時，通常命其一部之戰車排採梯隊。梯隊有利正面與單側翼之火力發揚，通常運用於對排或更大層級部隊之暴露側翼實施安全警戒時 (如圖 3-20)。

3-61. When the company team wants to maintain security or observation of one flank, the platoon uses the echelon formation. The echelon formation permits excellent firepower to the front and to one flank. It is used to screen an exposed flank of the platoon or of a larger moving force (see figure 3-20).

圖 3-20. 梯隊

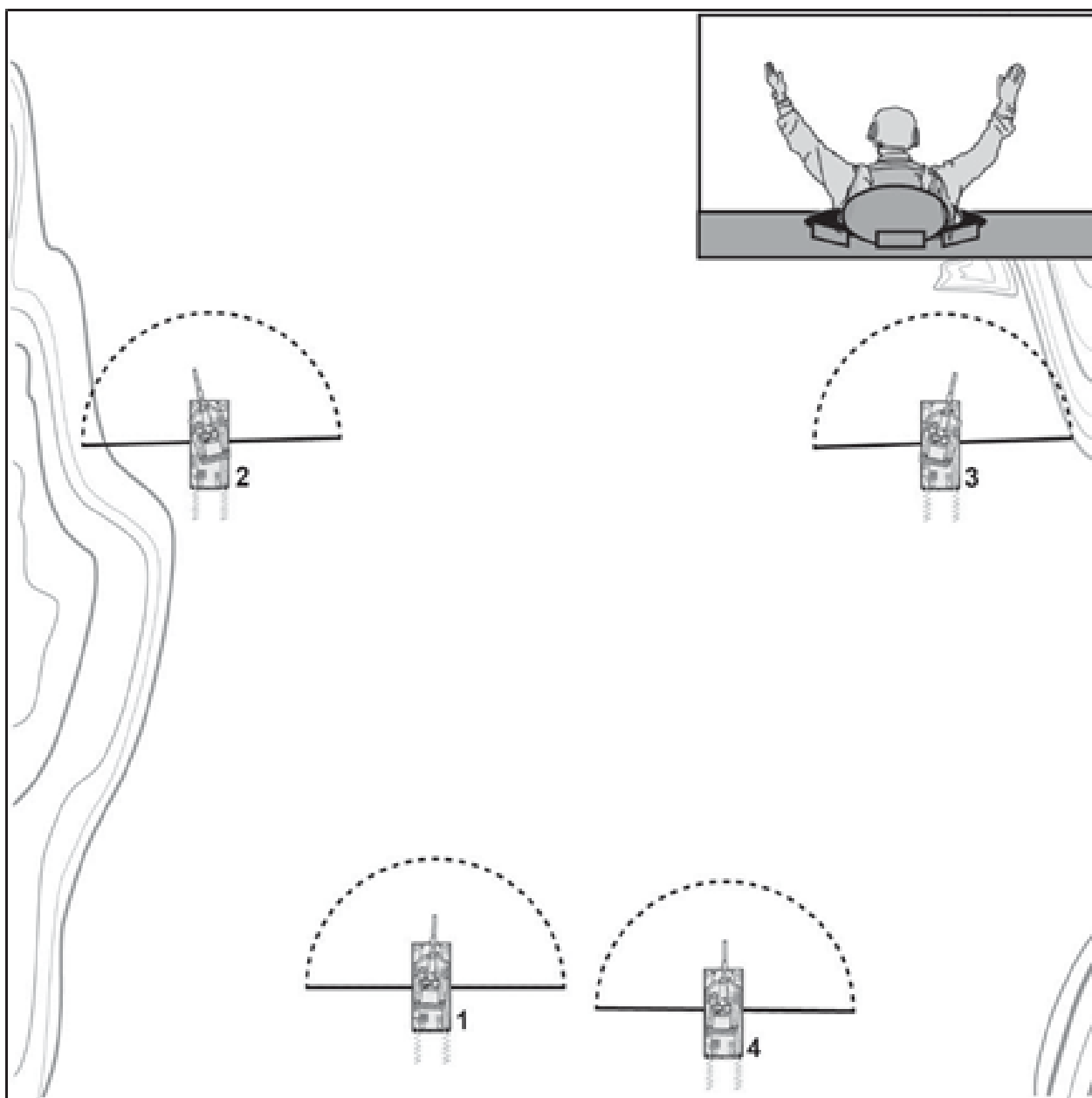


3-62. V 字隊形 VEE

V 字隊形可同時兼顧部隊安全防護與指揮掌握，然正面火力發揚相對受限。此隊形通常運用於地形受限狀況下，仍須兼顧瞭望掩護(overwatch)時(如圖 3-21)。

3-62. The vee formation provides excellent protection and control, but limits fires to the front. This formation is used when terrain restricts movement or when overwatch within the platoon is required (see figure 3-21).

圖 3-21. V 字隊形



3-63. 橫隊 LINE

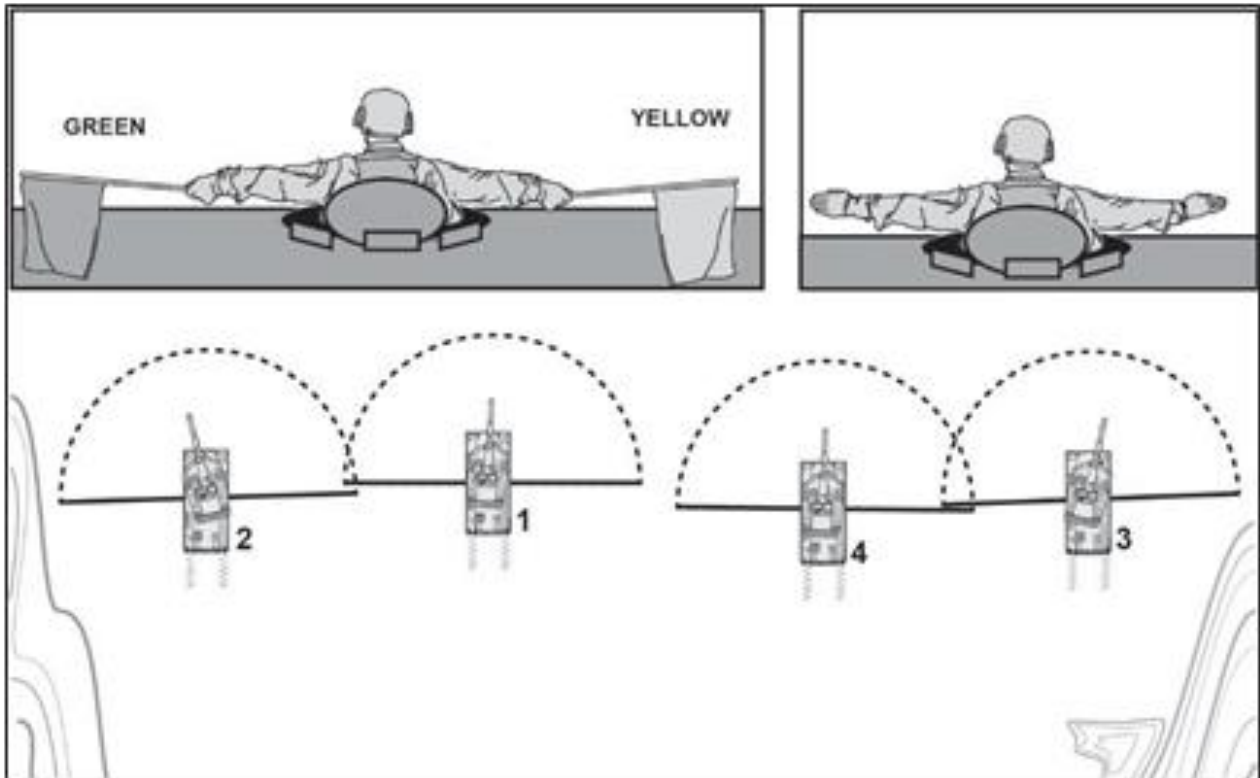
對防禦薄弱敵軍目標、通過開闊地區或佔領以火力支援陣地(support-by-fire position)時，戰車排通常採取橫隊。在遂行衝鋒時亦可採取橫隊，以充分發揚火力。橫隊有利於正面火力發揚，通常用於戰車排對目標遂行衝鋒或在其他友軍單位瞭望掩護(overwatch)下，通過危險地區時(如圖 3-22)。

3-63. When assaulting a weakly defended objective, crossing open areas, or occupying a support-by-fire position, the platoon uses the line formation. The platoon can use the line formation in the assault to maximize the platoon's firepower. The line formation provides maximum firepower forward. It is used when the platoon crosses danger areas



and is provided with overwatch by another element or when the platoon assaults enemy positions (see figure 3-22).

圖 3-22. 橫隊

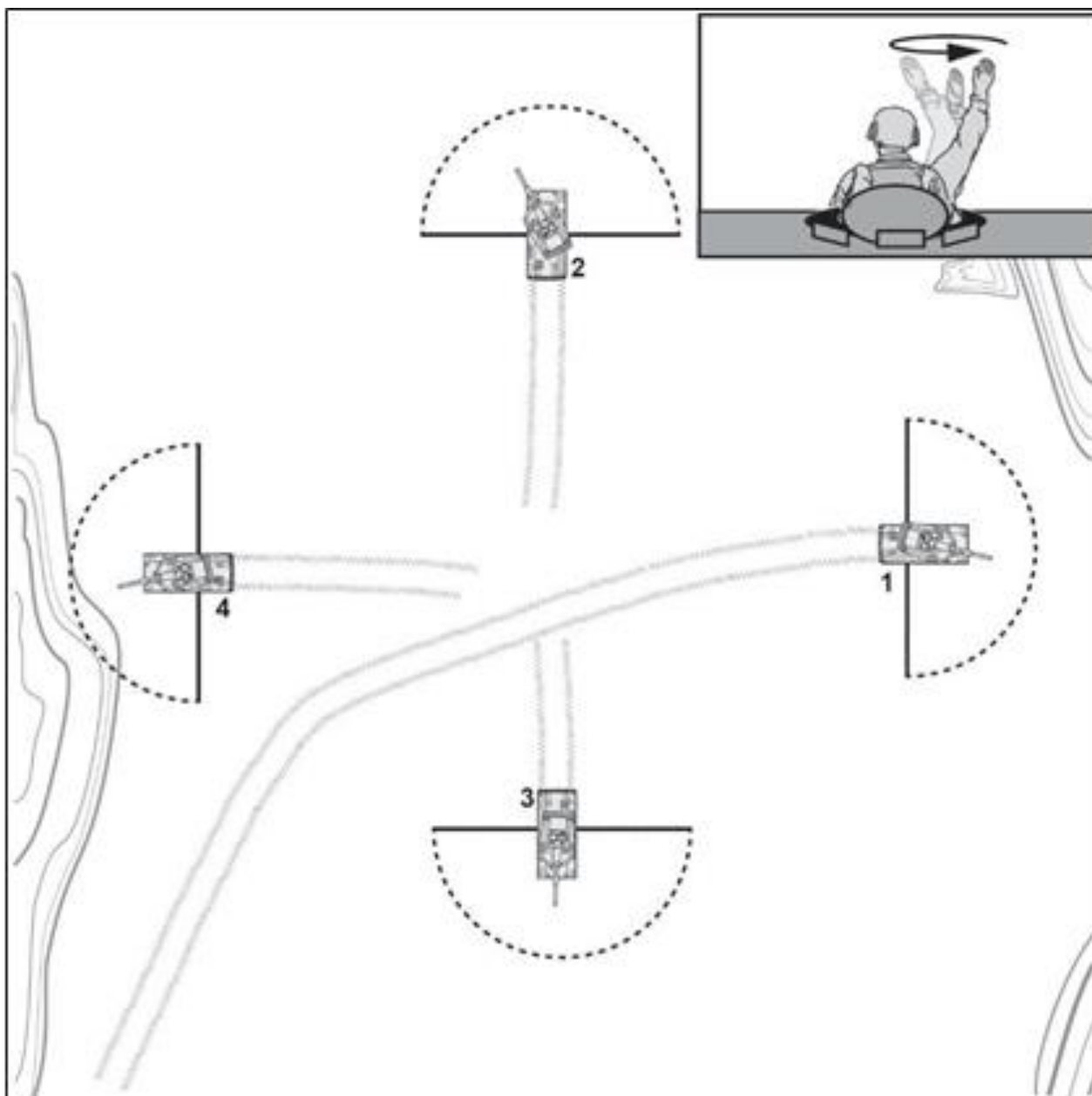


3-64. 環形隊形 COIL

戰車排在獨立作戰過程中，需長時間駐止於一地或戰鬥間歇時，通常採取環形隊形，以配置全方位環形防禦。先頭車輛停止時概略指向原機動方向(12點鐘)，其他車輛則以該車為基準向四周展開，形成環形，以涵蓋所有敵可能接近路線(如圖 3-23)。

3-64. The platoon uses the coil formation to establish a perimeter defense during extended halts, or lulls in combat, when it is operating independently. The lead vehicle halts the vehicle in the direction of travel (12 o'clock) while the other vehicles position themselves to form a circular formation covering all suspected enemy avenues of approach (see figure 3-23).

圖 3-23. 環形隊形



3-65. 人字隊形 HERRINGBON

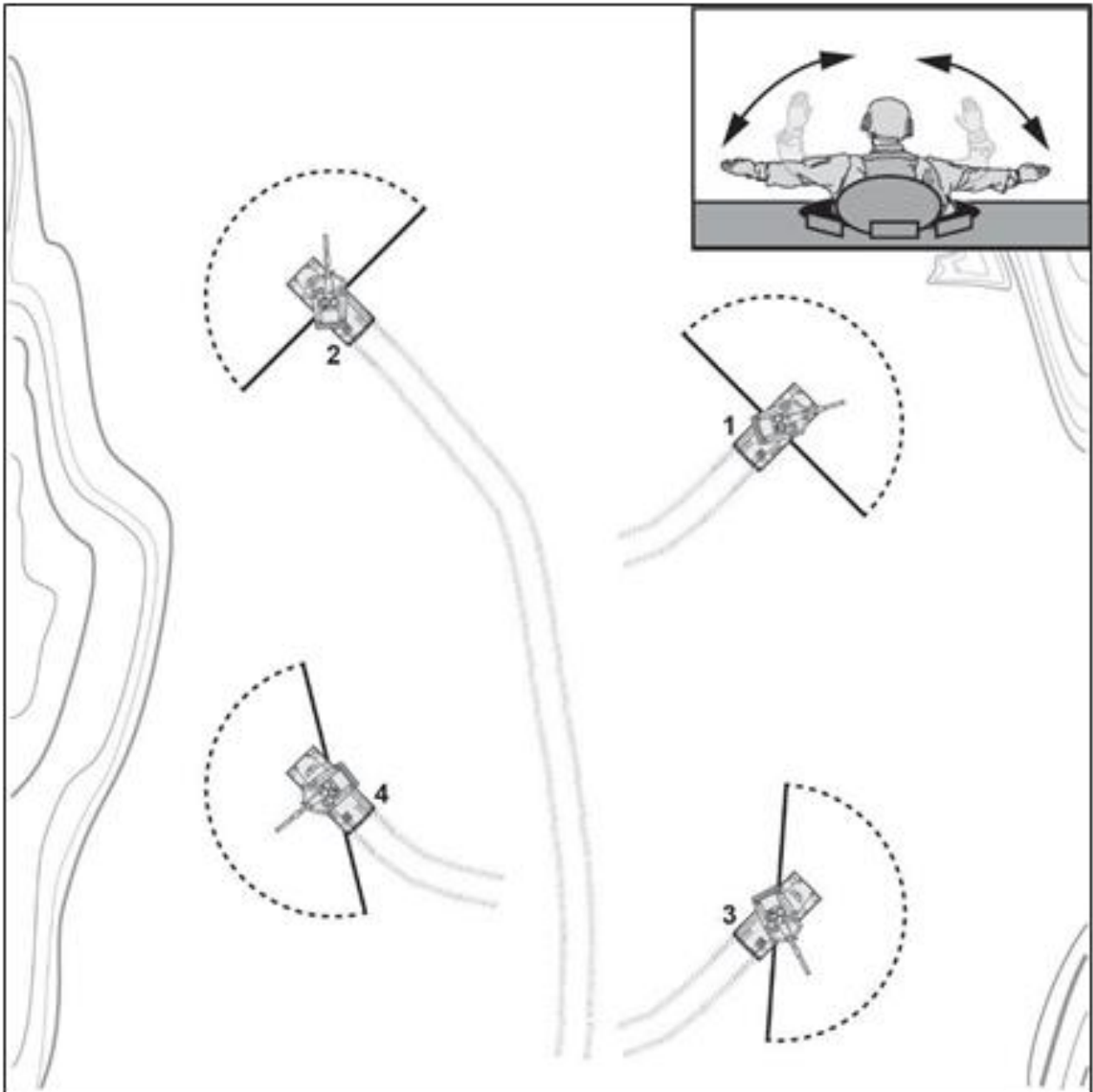
當戰車排必須於急迫狀況下實施360度全方位防禦時，通常運用人字隊形。此隊形可使戰車排在駐止後，迅速沿原方向機動，若地形狀況許可，車輛須以原機動方向為基準，向外側45度角駛離機動道路，使後方超越部隊車輛可通過我軍隊形中央。一般來說，戰車排在機動過程中，遭逢計畫性或臨機狀況須臨時停駐時，均採用此一隊形(如圖 3-24)。

3-65. The platoon uses the herringbone formation when it must assume a hasty defense with 360-degree security. This formation allows the platoon to remain ready to continue movement in its original direction of travel. If terrain permits, vehicles should move off the road and stop at a 45-degree angle, allowing passage of vehicles through the center



of the formation. Normally, platoons employ the herringbone formation during scheduled or unscheduled halts in a road march (see figure 3-24).

圖 3-24. 人字隊形



3-66. 環形與人字隊形，為排級部隊在駐止間須確保 360 度全方位安全防護時所採用。

3-66. The coil and herringbone are platoon-level formations employed when elements are stationary and must maintain 360-degree security.

3-67. 排長密切掌握所屬部隊運動狀況與隊形，並確保與連所採取之隊形相互配合。

3-67. The platoon leader/platoon commander tracks the platoon's formation and movement in conjunction with the company's formation.

3-68. 部隊運動(movement)在與敵發生接觸時轉變為機動部署(manuever)。在作圖時，標繪「概定部署線(PLD)」，即表示預期部隊由部隊運動轉為機動部署之位置。

3-68. The transition from movement to maneuver occurs in the presence of, or expected contact with, the enemy. A probable line of deployment is the graphic control measure that depicts anticipated transition from movement to maneuver.

3-69.運動方法 MOVEMENT TECHNIQUES

運動方法並非用來限制隊形運用的彈性。採取各類方法運動時，戰車與戰車之間距，通常依任務、敵情、地形狀況、能見度、運動速率或其他影響部隊管制的相關因素而定。適當的運動方法可使我軍降低暴露於敵火下之風險，並使部隊採取適當戰鬥隊形，以反制敵軍行動。運動方法區分 3 種：前進、前進掩護、躍進掩護。部隊管制、機動能力、部隊間距、運動速率與安全防護顧慮等因素為部隊運動方式選定之考量。

3-69. Movement techniques are not fixed formations. They refer to the distances between tanks based on mission, enemy, terrain, visibility, speed, and other factors affecting control. They limit the platoon's exposure to enemy fire and position it in a good formation to react to enemy contact. There are three movement techniques: traveling, traveling overwatch, and bounding overwatch. Factors to consider for each technique are control, ability to maneuver, dispersion, speed, and security.

3-70.前進 TRAVELING

當運動速率為關鍵，且敵情顧慮較小時，戰車排通常採取「前進」運動方法。前進時，排內所有車輛將同時運動。排長位於便於指揮掌握部隊之位置。當運用此一運動方法時，各車間距將依能見度、地形狀況與武器射程而定。

3-70. The platoon uses the traveling movement technique when speed is necessary and contact with enemy forces is not likely. All elements of the platoon move simultaneously. The platoon leader/platoon commander is located where they can best control the movement. When using the traveling movement technique, intervals between tanks is based on visibility, terrain, and weapon ranges.

3-71.前進掩護 TRAVELING OVERWATCH

敵情顧慮較大，且速率亦為運動之關鍵時，通常採用前進掩護之方式實施部隊運動。先頭(lead)單位將持續向前運動，跟進(trailing)單位則適時變換其運動速率，有時甚至停止於一地掩護先頭單位持續運動。向關鍵地形運動對跟進單位而言尤為重要，與敵接觸時，跟進單位將佔領可掩護先頭單位運動之有利位置。此位置有利跟進單位遂行戰場運動與射擊，以發揮掩護效能。



3-71. The platoon uses the traveling overwatch movement technique when contact with enemy forces is possible, but speed is important. The lead section is continuously moving, while the trailing section moves at variable speeds, sometime pausing to overwatch the movement of the lead section. The trailing section keys its movement to the terrain, overwatching from a position where they can support the lead section if it engages the enemy. The trailing section overwatches from positions and at distances that will not prevent them from firing or moving to support the lead section.

3-72. 瞭望掩護 Overwatch

瞭望掩護為遂行觀測並提供友軍單位直射火力支援。狀況認知(Situational understanding)為各類型掩護行動之關鍵因素。其目的乃在防止敵軍部隊，採奇襲方式影響我軍運動中的單位。執行瞭望掩護的單位須與運動單位保持密切通信聯絡，早期警報任何可能影響運動單位的敵情動態，並協力觀測其在運動過程中的視線死角。

3-72. Overwatch is a technique in which an element observes and provides direct fire support for a friendly moving element. Situational understanding is a crucial factor in all overwatch missions, whose objective is to prevent the enemy from surprising and engaging the moving unit. The overwatch force must maintain communications with the moving force and provide early warning of enemy elements that could affect the moving force. It also scans gaps and dead space within the moving element's formations.

3-73. 若掩護單位無法對運動部隊視線上死角實施觀測，務須對其發出警示。掩護單位須具備以直射或曲射火力支援運動單位的能力。掩護單位可以靜止或行進間遂行瞭望掩護。

3-73. If the overwatch is unable to scan dead space and engage the enemy, it must alert the moving element of the lapse in coverage. The overwatch must also be able to support the moving force with immediate direct and indirect fires. The overwatch element can be either stationary or on the move.

3-74. 機動掩護 Overwatch on the Move

跟進單位或執行瞭望掩護的戰車排，在某一指定位置保持隊形，並持續對先頭單位之作戰地區(AO)實施搜索，尤其針對先頭單位視線上之死角。跟進單位考量其武器效能與地形狀況，與先頭部隊保持適當之距離，並視需要在地形要點上短暫停留，以發揮掩護效能。

3-74. The trail section or platoon maintains a designated location in the formation. It continuously scans the lead element's AO, closely monitoring gaps and dead space. The trail element maintains an interval dictated by the capabilities of its weapon systems and the effects of terrain. As needed, it can execute a short halt on key terrain to provide more effective overwatch.

3-75.躍進掩護 BOUNDING OVERWATCH

當預判可能與敵接觸時，戰車排通常採取躍進掩護之方法，實施戰場運動。躍進方法區分兩種：交互躍進(alternate bounds)與連續躍進(successive bounds)。上述兩者均是以掩護單位在隱掩蔽且對敵部署位置有良好觀測與射擊之處，掩護先頭單位運動。若躍進中的單位遭遇敵軍時，掩護單位可立即以兵實施火力支援。若躍進中的單位在機動路線上遭遇敵軍，則立即尋求隱掩蔽良好之接近路線，進入次一個可遂行火力支援(support-by-fire)之陣地。部隊躍進的距離，通常須考量掩護單位的武器射程與其所在之地形位置。在實施躍進掩護時，所有運動中的單位必須保有良好之隱掩蔽、觀測與射擊及部隊安全防護。

3-75. The platoon uses the bounding overwatch movement technique when contact with enemy forces is expected. There are two variations of this technique: alternate bounds and successive bounds. In both cases, the overwatching section covers the bounding section from covered and concealed positions with good observations and fields of fire against possible enemy positions. They can immediately support the bounding section with maneuver or fires, if the bounding section makes contact. Unless they make contact en route, the bounding section moves via covered and concealed routes into the next set of support-by-fire positions. The length of the bound is based on the terrain and range of overwatching weapon systems. In bounding overwatch, all movement keys on the next support-by-fire position, which must offer, cover and concealment, good observation and fields of fire, and protection.

3-76.靜止間掩護 Stationary Overwatch

戰車組或戰車排佔領半遮蔽陣地(hull-down firing positions)，以具備有效隱掩蔽與良好之觀測與射界。組長、排長賦予射界，各戰車乘員積極運用各種搜索技巧，以辨識敵軍所在。掩護單位則置重點於受掩護單位視線上之死角。如若與敵接觸，掩護單位即以強烈之直、曲射火力制壓敵軍。並透過主要(primary)與預備(alternate)陣地之變換，使敵無法對我造成決定性傷損。

譯者補充：

依據美陸軍準則 ATP 1-02.3《戰車排作戰教範》第4章第79條，半遮蔽陣地(hull-down firing positions)為周密戰鬥陣地的一種，可供戰車隱蔽底盤(hull)，並保有火炮搜索與射擊能力之位置。周密戰鬥陣地區分為：半遮蔽陣地(hull defilade positions)、全遮蔽陣地(turrent defilade positions)、隱蔽陣地(hide positions)等3種；全遮蔽陣地(turrent defilade positions)可提供戰車砲塔、底盤之遮蔽，戰車車長在此陣地內藉由觀測工具(如望遠鏡、夜視鏡等)或車長獨立熱像系統(CITV，配賦於 M1A2 戰車)等方式實施目標搜索。隱蔽陣地(hide positions)則位於半遮蔽或全遮蔽陣地後方，可供戰車隱伏並可快速進入上述陣地之處。



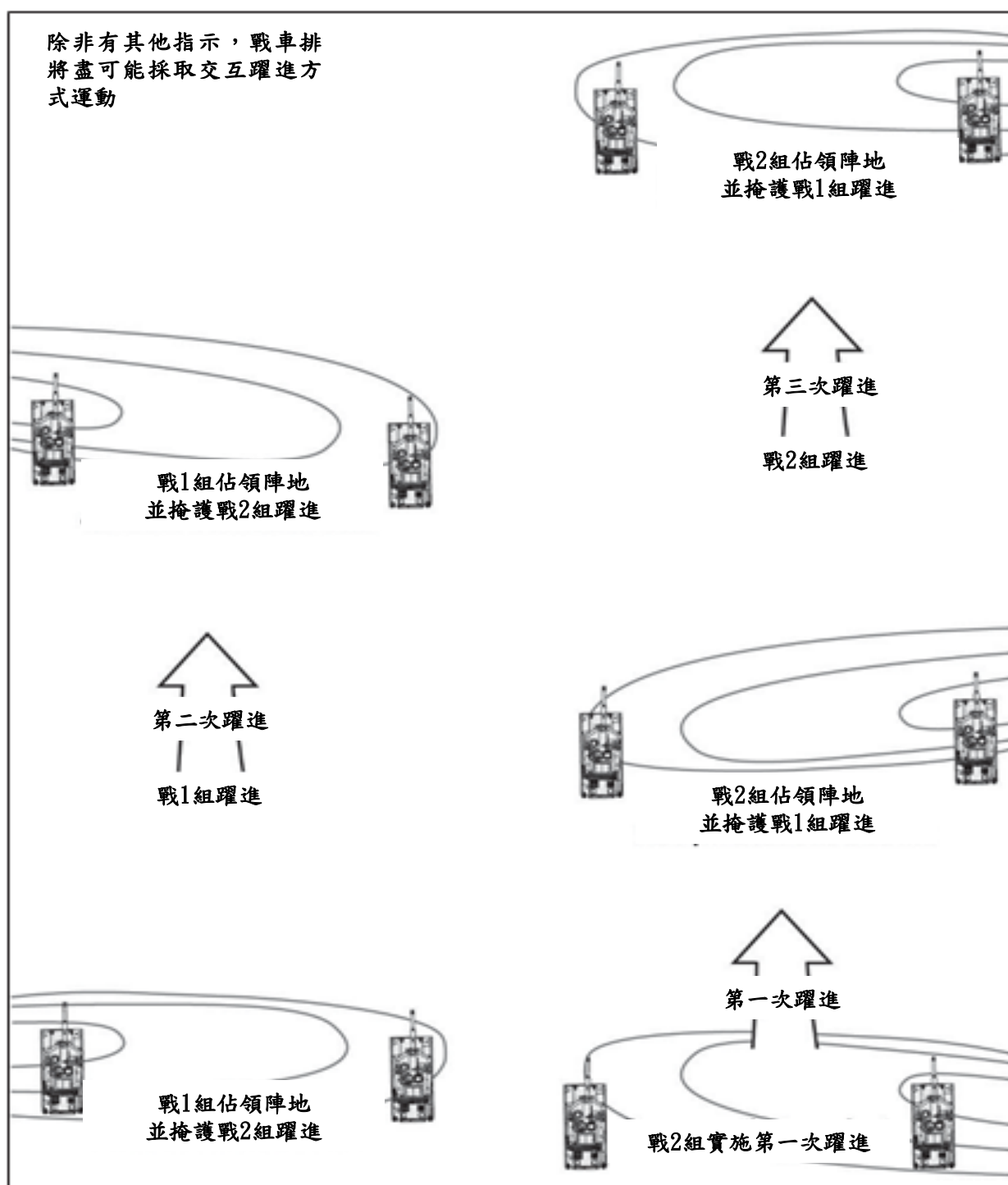
3-76. The section or platoon occupies hull-down firing positions that provide effective cover and concealment, unobstructed observation, and clear fields of fire. The section or platoon leader/platoon commander assigns sectors of fire. Individual crews aggressively scan their sectors using applicable search techniques to identify enemy positions. The overwatch element scans, paying close attention to gaps and dead space. If contact is made, the overwatch element initiates a high volume of direct or indirect suppressive fires; it moves as necessary between primary and alternate positions to avoid being decisively engaged.

3-77.交互躍進 Alternate Bounds

戰車排採交互躍進方式時，先頭單位將向前運動並佔領火力支援陣地 (support-by-fire position)，以直射火力掩護在其後方跟進之單位向前躍進，而後方跟進單位在先頭單位向前實施運動時，提供其火力掩護，並在超越先頭單位時，佔領次一火力支援陣地以掩護原先頭單位實施下一次躍進。在躍進過程中，一次僅限一個單位向前運動。此方式較連續躍進更為迅速(如圖 3-25)。

3-77. If the platoon uses alternate bounds, the lead section moves forward, halts, and occupies a support-by-fire position covered at all times by the rear overwatching section. The former rear overwatching section advances past the former lead section and takes up overwatch positions. The initial lead section then advances past the initial trail section and occupies a new support-by-fire position. One section moves at a time. This method is usually more rapid than successive bounds (see figure 3-25).

圖 3-25. 交互躍進



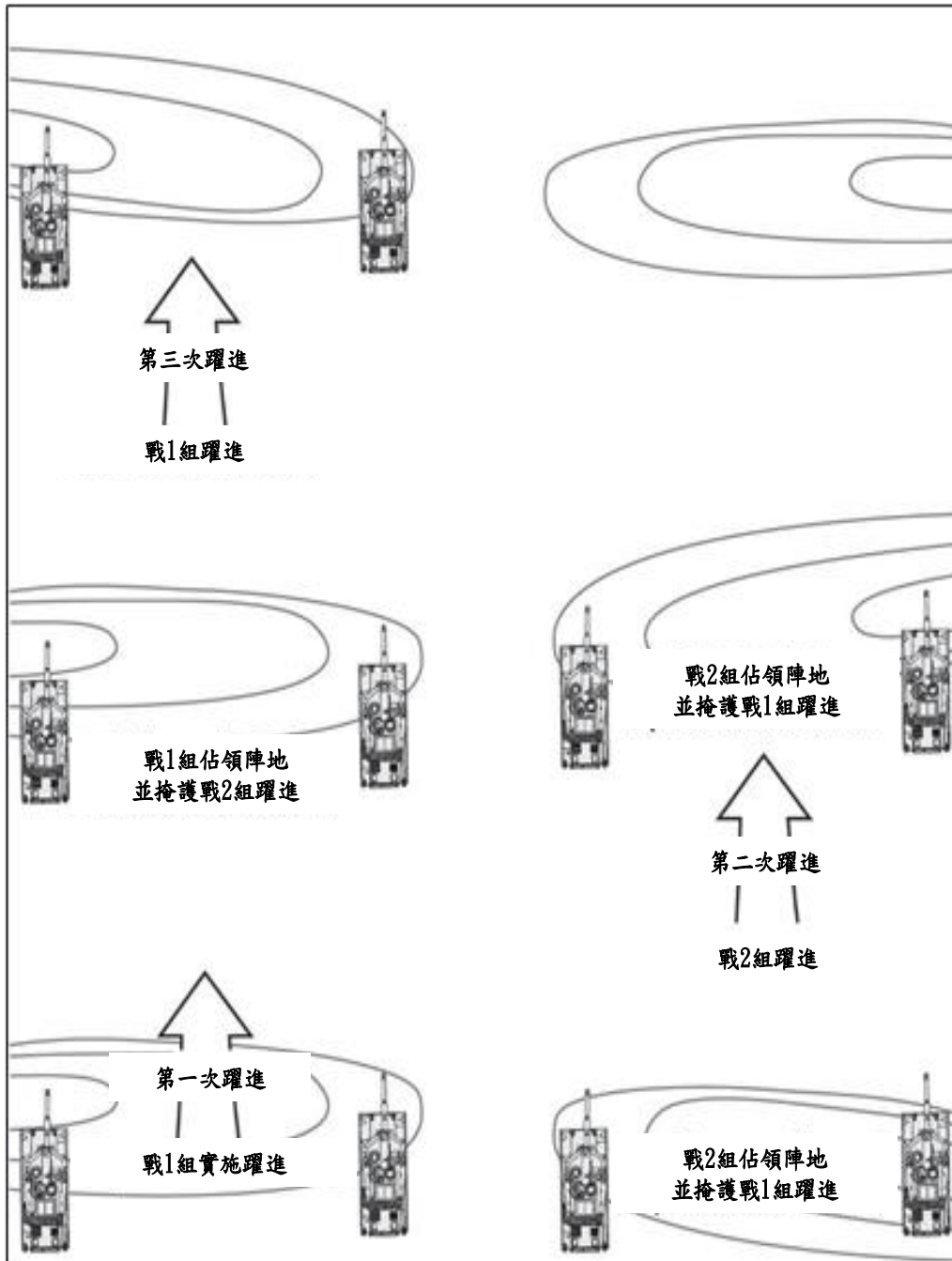
3-78.連續躍進 Successive Bounds

戰車排採連續躍進方式時，先頭單位受到跟進單位掩護，向前推進並佔領火力支援陣地(support-by-fire position)，跟進單位隨後亦向前推進並佔領與先頭單位平行之火力支援陣地。爾後，先頭單位繼續向次一位置實施運動。在躍進過程中，一次僅限一個單位向前運動，而跟進單位在運動過程中必須避免超越先頭單位所在位置(如圖 3-26)。



3-78. If the platoon uses successive bounds, the lead section, covered by the trail section, advances and occupies a support-by-fire position. The trail section advances to a support-by-fire position abreast with the lead section and halts. The lead section then moves to the next position and the move continues. One section moves at a time, and the trail section avoids advancing beyond the lead section (see figure 3-26).

圖 3-26. 連續躍進



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