Classification: public, no restriction
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Stacking

CQB, Urban Terrain

Situation: preparation to proceed at an opening or door
Basic idea: regroup and prepare for scanning and entry with maximum cover
Advantages:

- ensures that the team is prepared for action and room clearance

Disadvantages:

- operators are close together (vulnerable to enemy fire and explosives)
- takes time

Best case: -
Worst case: -
Number of Operators: min. 2
Basic Movement, AoR and Communication:

- leader orders “stack up!” at a door or opening
- all concerned operators get in position close to the opening/door ready for action and waiting for further orders
- get maximum cover from the walls and the door itself (if present)
- other operators stay clear
- when stacking at an opening, the team stays at it’s current side not crossing the opening
- when stacking at a close door, #1 chooses the side with maximum cover based on the situation (see variants below)
- do not expose or open the door without order
- maintain all-around cover: #1 covers the door/opening, #2 usually supports #1 (L-Shape if reasonable), last man covers the rear, all other operators can cover the flanks and upper/lower levels

Notes/Hints:

- a door/opening is always a fatal funnel
- opening a door produces a visual (and maybe audible) target indicator; as a result threats behind the door may already be focused on the doorway and even open fire blindly; so before a door is opened all operators (and civs) should get in a good covered and concealed position
- usually the pointman should make sure that no operator and no civ is in the fireline before you open the door
- operators may acknowledge that they are ready for entry (e.g. “Roger” or “With you”)
- pay attention that you don’t flag your gun muzzle to the opening, especially when you have just opened the door
- if there is little to no cover in front of the door, the use of explosive breaching devices or a different route is advised

Variants:

• <u>Normal/Default Stack</u>

- all concerned operators form up a column at one side, staying close to the wall (about one or two steps; if you rub at the wall you may produce noise, get slowed down or even stuck when trying to move on)
- this way the team gets maximum cover and the order of entry is absolutely clear
- operators should watch the team structure when stacking

• <u>Modified Stack</u>

- similar to the default stack, but operators form two columns, one at each side of the door/opening
- used if the primary side doesn't offer enough space for all operators, or if the opening/ door is huge enough for 2 operators to enter at the same time
- beware of friendly fire in case a tango pops out at the door/opening!
- operators at the secondary side should try to seek maximum cover, they enter after the operators from the primary side (if the opening doesn't allow entry at the same time)
- although this stacking in common in real life, it has a serious disadvantage in many computer games: even a short network delay is enough to let the operators bounce into each other and therefore get stuck in the fatal funnel

• <u>Dynamic</u>

- in case the team moves in dynamic mode and a very fast action is required/advised, the stacking procedure is made as fast as possible
- usually 1 operator chooses an opening/door and calls for backup
- further operators get in position fast and acknowledge (e.g. “”with you”); #2 might ready a tacaid depending on the situation
- as soon as “enough” (depending on the situation) operators (and a tacaid) are ready, the pointman issues “Let's move” and the team proceeds
- (side note: It's a bad idea to give such commands in a verbal way: it's telling hostile contacts that we are going to move in. But in most games we don't have the alternative of hand signals.)

• <u>Rolling Point:</u>

- used for stacking in hallways, especially during dynamic actions
- #1 moves passes a closed door and provides hallway security towards 12 oc, the rest of the team does a normal stack and assaults the room
- #1 should announce his decision to differ from the default stack by yelling out “Covering [hallway]!”

• *Breacher:*

- an operator who deploys a breaching tool (e.g. shotgun or door ram) might have to be right in front of the door to breach it, in this case he should seek cover fast after breaching

Alternative/Similar Tactics: -