Classification: public, no restriction
Version 0.1 wip

Dynamic Assault

CQB

Situation: building/structure clearance
Basic idea: clear as fast as possible to avoid counter-measures
Advantages:

- speed and surprise often prevent organized resistance

Disadvantages:

- speed and loose team structure demand high situational awareness and tactical thinking from every operator

Best case: clear the whole structure before the tangos can take defensive positions
Worst case:

- get stuck at the entry point and lose the element of surprise
- get splitted and separated inside the structure

Number of Operators: minimum 4, advised 6 or more
Basic Movement, AoR and Communication:

- team structure must allow a fast, flexible distribution of manpower as needed, so either operate in fixed, small teams (2 or 3 operators) or in a full fluid manner
- the team(s) should proceed as fast as possible, only short stops at doors to regroup (remember never to enter a room alone!)
- if no floor plan is present, a scheme of clearing must be set during the briefing
- communication must be short and precise:
    - “Assaulting!” - indicate that you are about to enter and clear a room
    - “[We need] Backup!” - call for reinforcement from the backup team
    - “All Clear.” - indicate that the room is under control (should be followed by one of the following statements)
    - “Trailers” - call for backup team to fall in after the room is clear
    - -“Dead End, move on!” - advise the backup team that the room is clear and that there are no further doors/openings
    - “Split, move on!” - advise the backup team that the assault team found a door/ opening and will proceed alone
    - - “Come in/out!” advise a team to move into the room/extract to the hallway
    - - “Coming in/out!” notify other teams that you come into their room/extract to their hallway (more specific version of “Friendly!”)
- cleared rooms should be marked (e.g. with a light stick)

Notes/Hints:

- Fill the gap!

Variants: -
<u>Alternative/Similar Tactics:</u>

- Stealth Assault