## **BUILT-UP AREA** FIGHTING PRINCIPLES ITEM PRINCIPLE Attack rapidly, in depth, to 1 dominate killing areas, use masking smoke 2 Clear each house thoroughly/ consolidate 3 Keep equipment light Plan for casualty/EPW armored evac 4 Clear streets, houses, buildings 5 and basements Mark cleared structures 6 Wear body armor, use armored vehicles as transports/moving shield, sand-bag/harden thinskin vehicles **Employ shock-producing** 8 weapons to reduce enemy strongpoints Employ expertise/equipment of 9 combat engineers