

<b>PRINCIPLES OF AN AMBUSH</b>		
<b>ITEM</b>	<b>PRINCIPLE</b>	<b>✓</b>
1	Place effective fires into entire kill zone - assign sectors	
2	Use well-trained teams with simple plan and prior recon	
3	Maintain security, especially when returning to friendly psn	
4	Soldier and weapon placement - priority to concealment and fields of fire	
5	Clear signals to open/shift/cease fire	
6	<u>Point ambush</u> - enemy attacked in single kill zone	
7	<u>Area ambush</u> - unit deploys to 2 or more related point ambushes in area	
	Security elements/teams on flank & rear if possible	

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	Pl reorganize into assault element, support element, security element	
	Man trap/natural boundary on far side of kill zone Plan indirect fires to seal area & cover withdrawal Initiate with most casualty producing wpn - have backup	
8	<u>Vehicular ambush</u> - stop lead & trail vehicles in kill zone; kill armor first	
9	<u>Night ambush</u> similar to day	
	Control soldiers/issue clear orders & signals	
	Use sector stakes Move to position after EENT; plan illum	