

WITHDRAWAL NOT UNDER ENEMY PRESSURE

ITEM	ACTION	✓
1	Withdrawal principles	
	Speed/secretcy/deception	
	At night/in reduced visibility	
	As part of a larger force to perform another mission	
2	For plt as company security force	
	Cover entire company area	
	Reposition sqds/wpns to cover withdrawal	
	Place 1 sqd's key weapons in each plt psn to cover most dangerous AA	
	Co XO or PL is security force leader	

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3	For security force made up of 1 sqd / 1mg tm / 2 dragons	
	SL left in position is plt security leader	
	Reposition sqd to cover plt withdrawal and plt area	
	CP scty force Cdr controls plt scty force during withdrawal	
4	Security Force	
	Conceals withdrawal	
	Deceives enemy-keeps up normal operating patterns	
	Provides covering fire if enemy attacks	
	Withdraw when company is at next position or as ordered	

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	Gets withdrawal order by land line or radio codeword	
	Uses company plan to withdraw	
	Reassembles to move to rear	
	If under attack, conducts fire and maneuver to rear until they break contact	
5	Quartering party	
	Send ahead before withdrawal	
	PSG and guide for each squad	
	Recons and selects psn/sectors/routes/OP for plt	
	Meets and guides plt into psn	
	PSG meets/briefs PL on position/situation	

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ITEM	ACTION	✓
6	Company OPORD contains	
	Time withdrawal will start	
	Location of plt/co assembly area & routes between	
	Plt mission(s) upon arrival	
	Size/org/Cdr of scty force	
	Next co/plt mission	
7	Platoon Leader plans	
	When his withdrawal starts	
	Location of sqd/plt assembly areas and routes between	
	Sqd missions on arrival	
	Size/org/Cdr of scty force	
	Next plt/sqd mission(s)	