

## WITHDRAWAL UNDER ENEMY PRESSURE

ITEM	ACTION	✓
1	Withdrawal principles	
	Co Cdr controls sequence of plt withdrawals/PL controls squads	
	Initiate break contact drill using fire, maneuver, overwatch, obscuration	
2	Disengagement technique based on enemy status, terrain, available covering fires	
	Simultaneous when overwatch is present; by teams; thinning the lines	

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<b>3</b>	<b>Maintain base of fire</b>	
	<b>Move AT weapons/tanks back first against enemy mounted attack</b>	
	<b>Use Infantry in close terrain/ limited visibility/against dismounted enemy</b>	
<b>4</b>	<b>Plan for/specify</b>	
	<b>Scheme for maneuver</b>	
	<b>Time of withdrawal</b>	
	<b>Location of new positions</b>	
	<b>Size/make-up of advance party/overwatch forces</b>	
	<b>Battle/overwatch positions</b>	
	<b>Routes/checkpoints</b>	

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ITEM	ACTION	✓
	Remount point(s)	
	Evacuation of wounded	
	Evacuation of equipment	
	Priorities	
	Obstacles	
	Items to destroy	

**Notes:**