

CHAPTER 5

TECHNIQUE OF FIRE

Section I. TECHNIQUE OF FIRE

77. Characteristics of Fire.

a. General. The characteristics of the submachinegun govern the manner in which it is used. It is highly effective at close quarters. It is very dependable, because of the simplicity of its mechanism. The soldier who uses the weapon properly can attain considerable accuracy in firing automatic fire at close ranges.

b. Collective Firing. Collective firing is the combined firing of a group of individuals. The submachinegun is normally issued as an individual weapon. It is not issued to all members of a unit, as is the pistol, carbine, or rifle. Consequently, collective firing of submachineguns is seldom employed. The submachinegun may be used in conjunction with other weapons, especially the machinegun. When used in this manner, it is normally fired at short range targets, while the other weapon is fired at longer ranges.

78. Types of Fire Commands.

a. Formal fire commands are seldom necessary or desirable. For control on target ranges, such commands as COCK, LOCK, AND LOAD; READY; COMMENCE FIRING; and CEASE FIRING are used. In combat, fire commands, if necessary, are normally limited to COMMENCE FIRING and CEASE FIRING.

b. The target designation may be added to the fire command when the firer has not seen the target. In this case, the fire command may be given as follows: JONES, BEHIND TREE, RIGHT, COMMENCE FIRING. Normally, each soldier discovers targets and immediately takes them under fire.

79. Sample Technique-of-Fire Exercises.

In preparing exercises involving the use of the submachinegun, advantage is taken of field exercises and maneuvers to present logical situations, some phases of which would require the em-

ployment of this weapon both from the ground and from a vehicle. These exercises should include the use of the submachinegun in the dismounted reconnaissance of a roadblock, its employment on outpost duty or in establishing march outposts, and its use by mounted scouts and armored vehicle personnel in assumed ambush situations.

a. Exercises, General. The following exercises are given as a guide and may be modified to suit the terrain, equipment, and time available. Each problem utilizes natural terrain features, equipment normally available, and actual personnel targets (all fire is simulated). The exercises should be conducted under the supervision of a commissioned officer, who will note any errors made and critique each exercise. Service ammunition is not fired during these exercises. They train the soldier and unit leader in locating targets, target designation, fire commands, and the use of the submachinegun as a supporting weapon in the unit. Every effort is made to employ the fundamentals of concealment, camouflage, and scouting and patrolling in the conduct of these exercises. Personnel acting as targets should be rotated with firers, and the targets should be shifted frequently to avoid monotony.

b. Exercise 1. A stretch of terrain not to exceed 350 meters in length and containing as many terrain features as possible—such as trees, shrubs, tall grass, ditches, logs, and walls—is selected for the course. Actual personnel targets are placed along a designated path, at various ranges from the path and in normal concealment. Typical targets include prone, kneeling, and standing soldiers, moving individuals and groups, machineguns with normal crews, and mounted scouts. The firer is required to proceed down the designated path and locate targets. When he discovers a target, he takes a firing position and simulates firing on the target. He is accompanied by an instructor, who checks all phases of the firer's actions and points out any errors made.

c. Exercise 2. A roadblock is established in a suitable location. It is held by a detachment of soldiers armed with submachineguns and rifles. Either a dismounted soldier with submachinegun, a mounted scout with submachinegun, an armored vehicle with submachinegun as an alternate weapon, or any combination of these, may operate against the roadblock. A commissioned officer should accompany the individual or the vehicle. He checks and instructs in procedure and critiques the exercise, including any commands given by a vehicle commander.

d. Exercise 3. A small area in which buildings predominate, and which can be presumed to be a village or city street, should

be selected for this exercise. It should be possible for personnel to occupy buildings, roofs, and windows and to erect barricades. Personnel armed with submachineguns and mounted in armored vehicles should be required to operate against personnel in buildings and to reduce barricades. This type of problem is especially beneficial in training for mounted and dismounted action, collective firing with other weapons, and proper leadership. All actions by individuals, squad or platoon leaders, and units should be carefully checked by a commissioned officer. The exercise should be reviewed and critiqued immediately upon completion.

Section II. FIRING AT MOVING GROUND TARGETS

80. General.

a. All personnel armed with the submachinegun should be trained to fire at moving vehicular and personnel-type targets. Normally such fire will be delivered at short ranges in short bursts. The high rate of fire, and the ability of the soldier to move the direction of fire at will, make the submachinegun particularly effective against moving personnel. The soldier must be trained to employ his submachinegun effectively and quickly. He must be trained in the proper use of the sights and methods of leading the target at short ranges.

b. Moving targets are seldom exposed for long periods and usually move at maximum speed during periods of exposure.

81. Use of Leads.

When targets are crossing the line of sight, the firer must aim ahead of the target so that the bullet and target will meet. The distance aimed ahead of the target is called the *lead*. For personnel targets moving across the line of sight, the point of aim should be slightly in front of the body, and the lead should be corrected by observation of the fire. Targets that approach directly toward the firer or move directly away from him require no lead.

82. Determination of Leads.

The lead necessary to hit a moving target depends upon the speed of the target, the range of the target, and the direction of movement with respect to the line of sight. Moving at 10 miles per hour, a vehicle travels approximately its own length in 1 second. The velocity of a bullet from the submachinegun is approximately 900 feet in 1 second.

83. Application of leads.

a. Leads are applied by using the length of the target (TL), as it appears to the firer, as a unit of measure. This eliminates the necessity for corrections due to the angle at which the target crosses the line of sight; because the more acute the angle, the shorter the target appears, and the less lateral speed it attains.

b. The following lead table for vehicles is furnished as a guide:

Miles per hour	Range 90 meters or less
10	1/3 TL
20	2/3 TL

84. Techniques of Fire at Moving Targets.

a. The firer uses the following technique in firing at moving targets.

(1) *Approaching or receding targets.* The firer holds his aim on or above the center of the target (depending upon the range) and fires in short bursts.

(2) *Crossing vehicular targets.* The firer estimates the proper amount of lead, aligns his sights on or above the bottom of the target at its rearward point (depending upon the range), swings straight across the target to the estimated lead, and fires short bursts, keeping the proper lead.

(3) *Grossing personnel targets.* The firer takes aim slightly in front of the center of the body of the target, with proper adjustment for range, and fires short bursts. He changes the lead and range as necessary after observing the effect of the bursts.

b. The high rate of fire of the submachinegun allows the firer to cover the target with fire and to improve his lead and range estimation by actual observation of the effectiveness of his fire.