

THE TECHNIQUE OF MODERN TACTICS

A Course in the Art of Troop Leading and Command

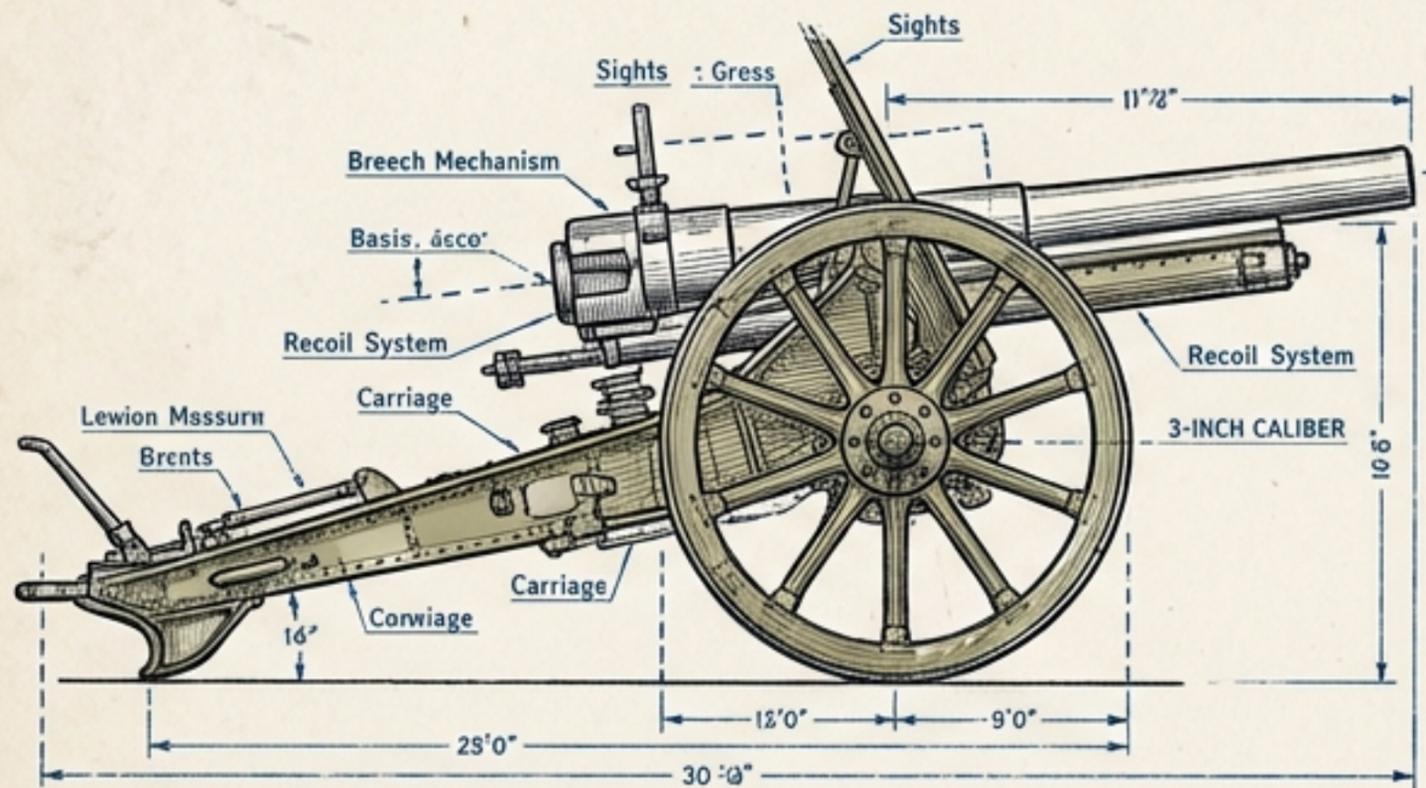
Based on the seminal work by Majors P.S. Bond and M.J. McDonough

“War is an art, not a science. The only insurance against national disaster is preparation.”

Doctrine: The Applicatory System

THE PHILOSOPHY OF PREPAREDNESS

MATERIAL PREPARATION



Forts, arsenals, and weapons are essential, but static. They are merely the tools, not the craftsman.

PERSONNEL TRAINING



The brain of the officer is the most critical weapon. "Simplicity is the keynote of sane tactical procedure."

THE VON MOLTKE PARADIGM

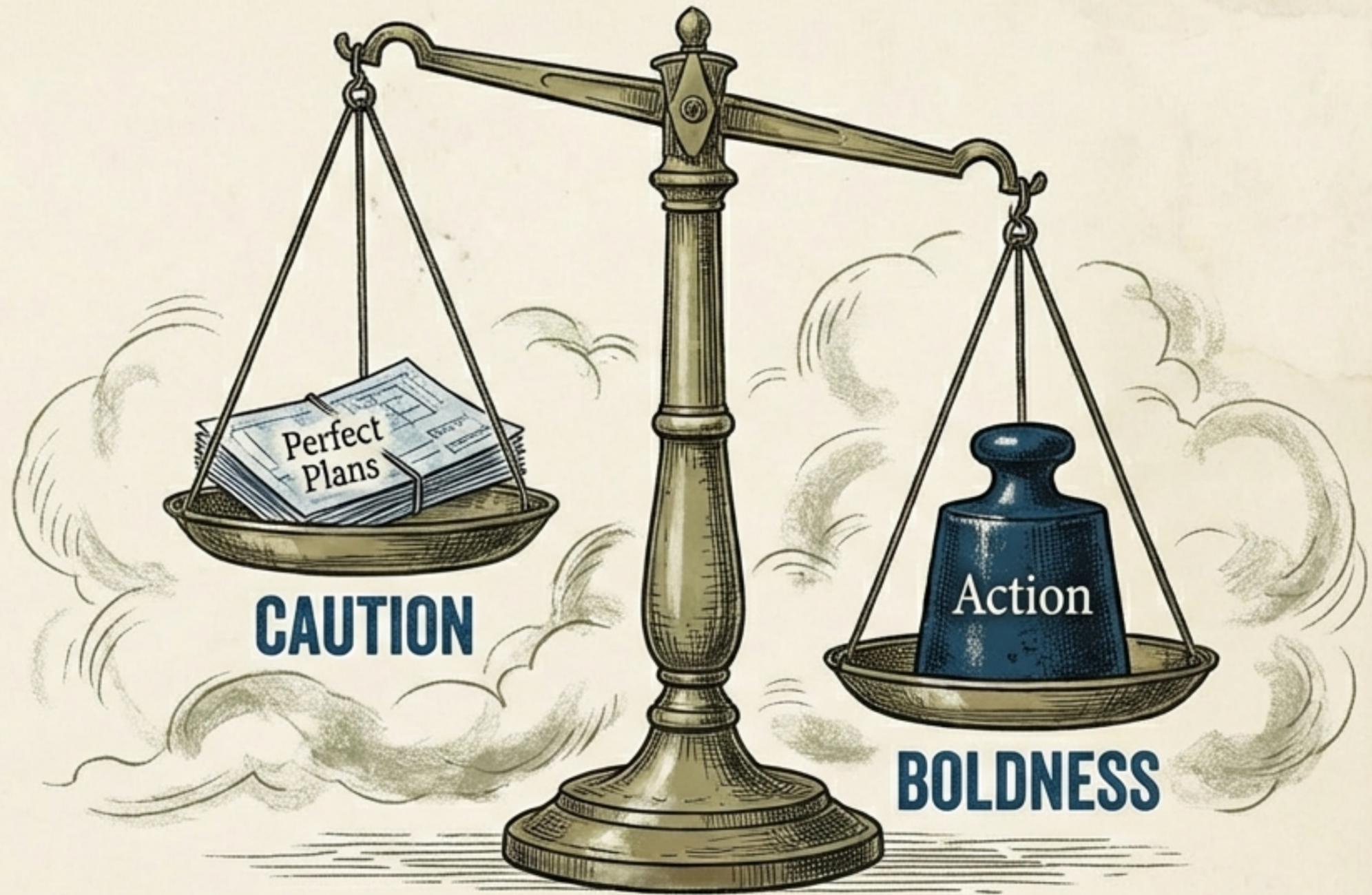
When asked about the readiness of the Prussian Army, Von Moltke pointed not to the armory, but to a blackboard and a small library: "It is with this that we beat our adversaries every morning."

THE ART OF DECISION IN THE FOG OF WAR

The Dilemma: Information is always contradictory or missing.

The Solution: A simple plan, boldly executed, is superior to a complex plan executed hesitantly.

The Rule: If in doubt, assume the aggressive. Force the enemy to adapt to you.



“Simplicity, Decision, and Responsibility.”

TRANSLATING DECISION INTO ACTION: FIELD ORDERS

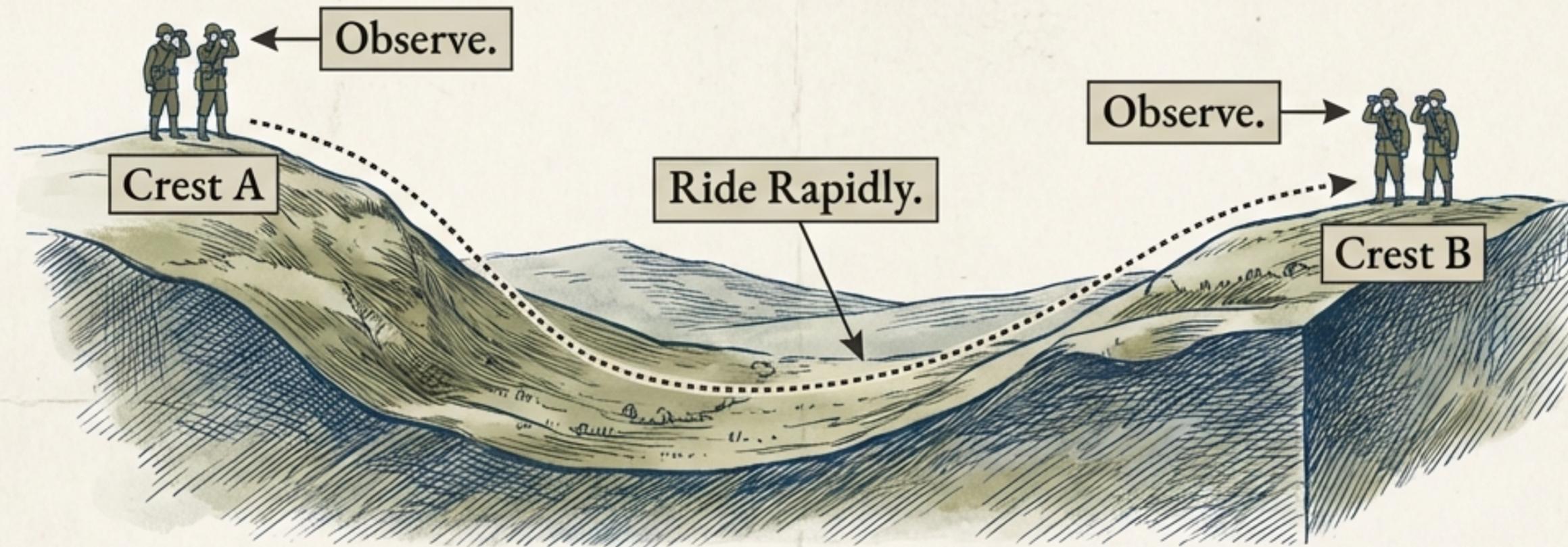
5-PARAGRAPH ORDER

1. INFORMATION: → Enemy position & Supporting troops
2. PLAN: ← The general objective
3. DISPOSITIONS: → Specific duties for units A, B, C...
4. ADMINISTRATIVE: → Trains, ammo, sanitary troops
5. COMMAND: ← Location of Commander

The Golden Rules:

1. Tell subordinates *what* to do, not *how* to do it.
2. Brevity and Clarity: Avoid “at dusk” or “as far as possible.”
3. Tone: “Good news prominent, bad news touched lightly.”

EYES AND EARS: THE SCIENCE OF PATROLLING



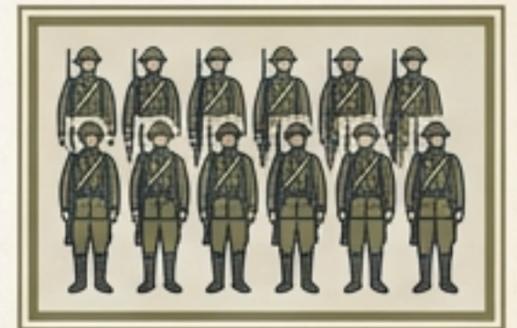
Tactic: Successive Bounds



UNDER 6 MEN

Too few. Cannot send messages without depleting force.

Negative information—reporting what **IS NOT** there—is as vital as as positive contact.



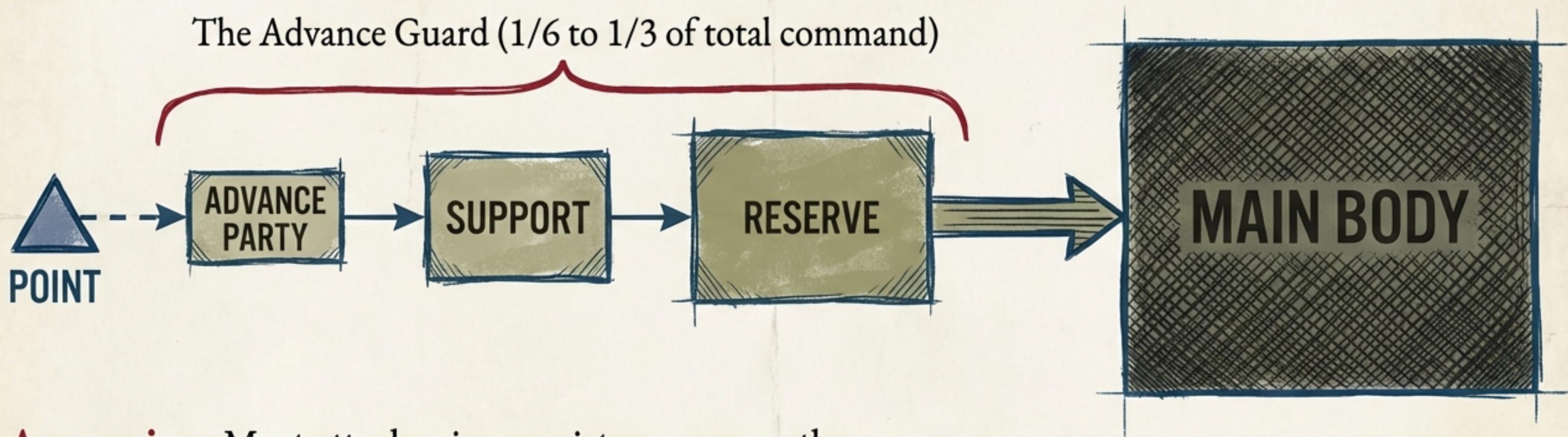
OVER 10 MEN

Too many. Hard to conceal; a target.

THE HAMMER: ADVANCE GUARDS

Ensuring uninterrupted march.

The Advance Guard (1/6 to 1/3 of total command)



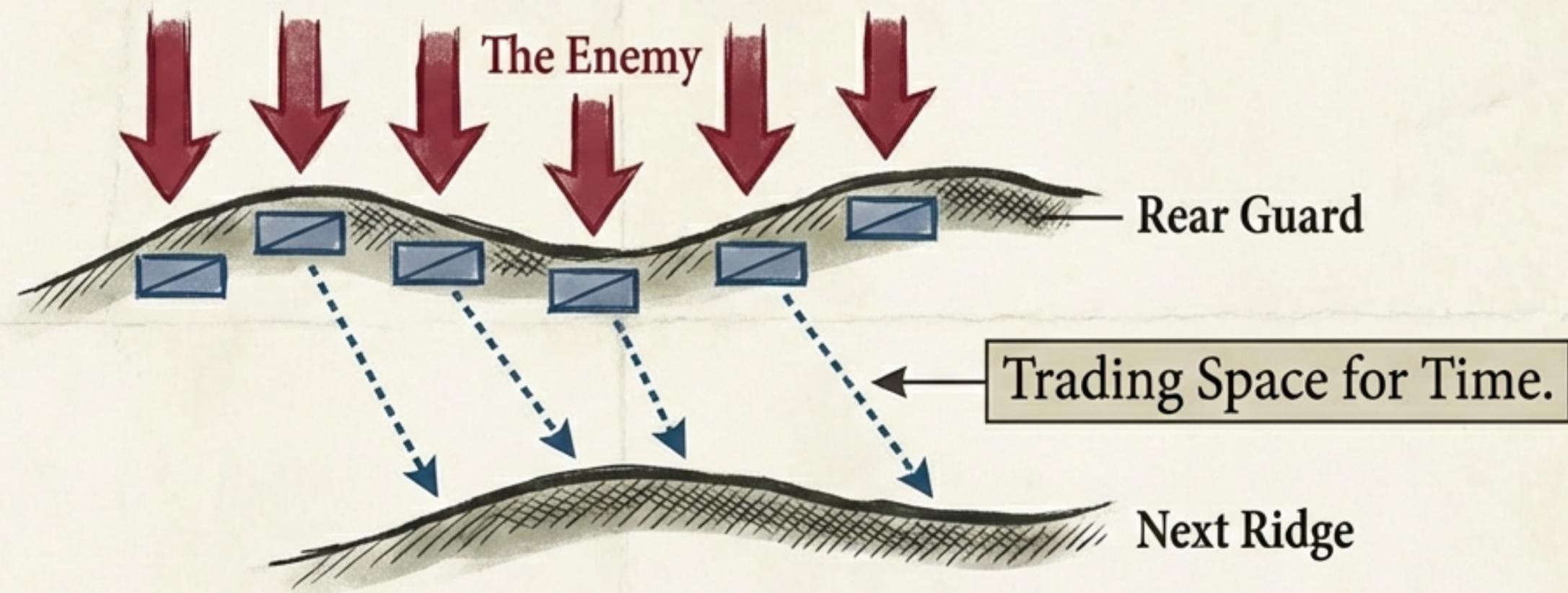
Aggression: Must attack minor resistance promptly.

Caution: Must not commit the Main Body to a disastrous engagement.

Definition: "Leading Troops" are not an advance guard; an advance guard implies the power to fight.

THE SHIELD: REAR GUARDS

The most difficult tactical maneuver.



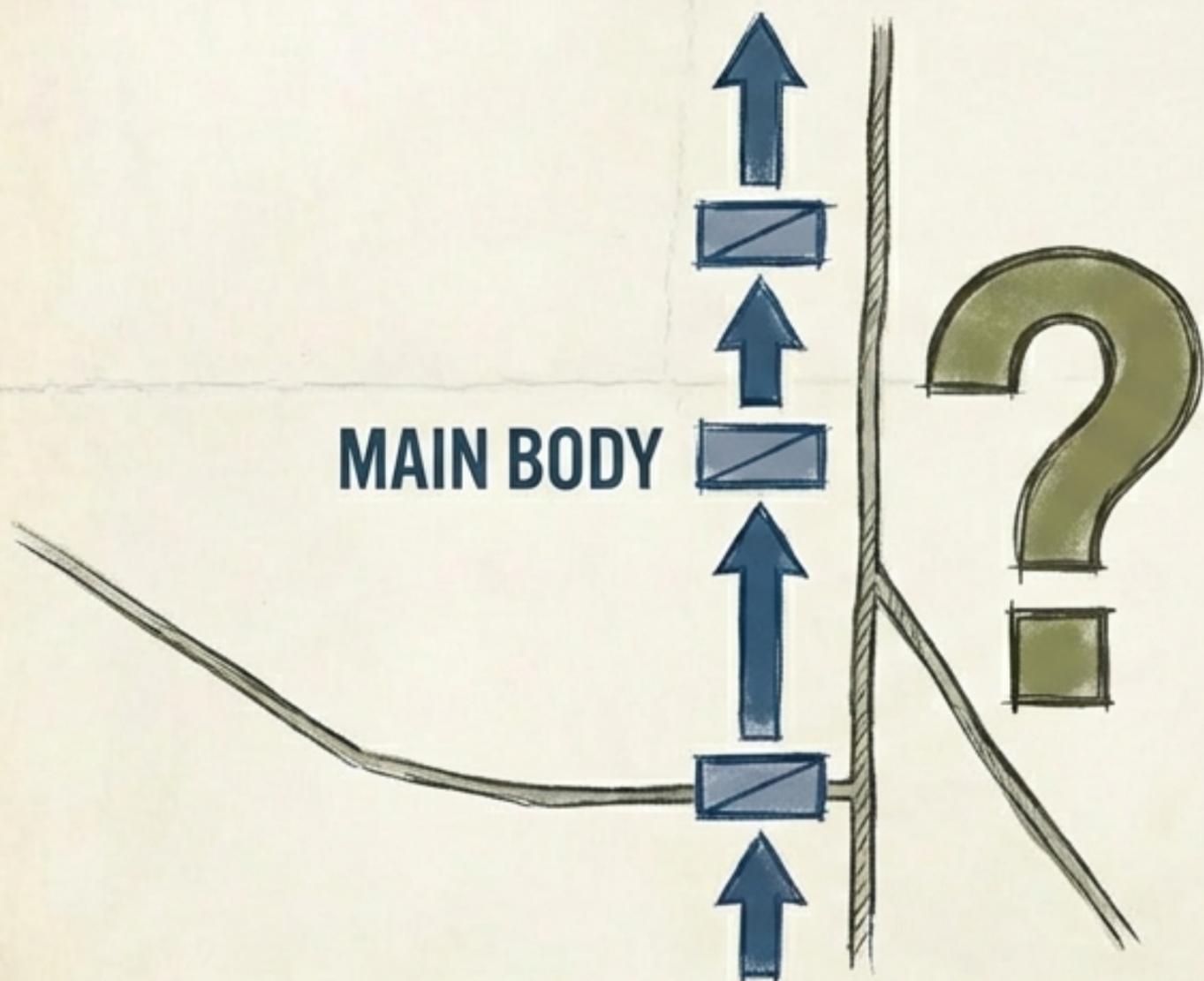
Mission: Check the enemy long enough for the main body to escape.

Method: Force the enemy to deploy (consuming time), then withdraw before he attacks.

The Trap: A rear guard is a shield, not a sword. It must not take the offensive without special orders.

FLANK GUARDS: THE CALCULUS OF NECESSITY

Ensuring security without unnecessary division.



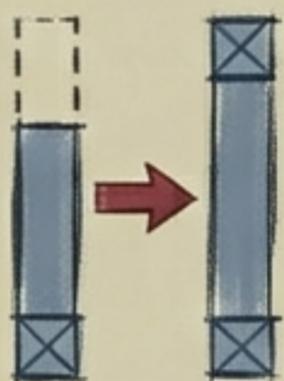
DECISION MATRIX

- Is the enemy close enough to strike during the march?
- Are there impassable obstacles protecting the flank?
- Will a guard facilitate or delay the march?

If in doubt, do not send a flank guard.
It fatigues troops and splits the force.
Use mounted patrols instead.

Metric: Effective distance: 1.5 to 2 miles (Artillery Range).

THE LOGISTICS OF THE MARCH



ELONGATION:
Columns lengthen up to 25% while moving.



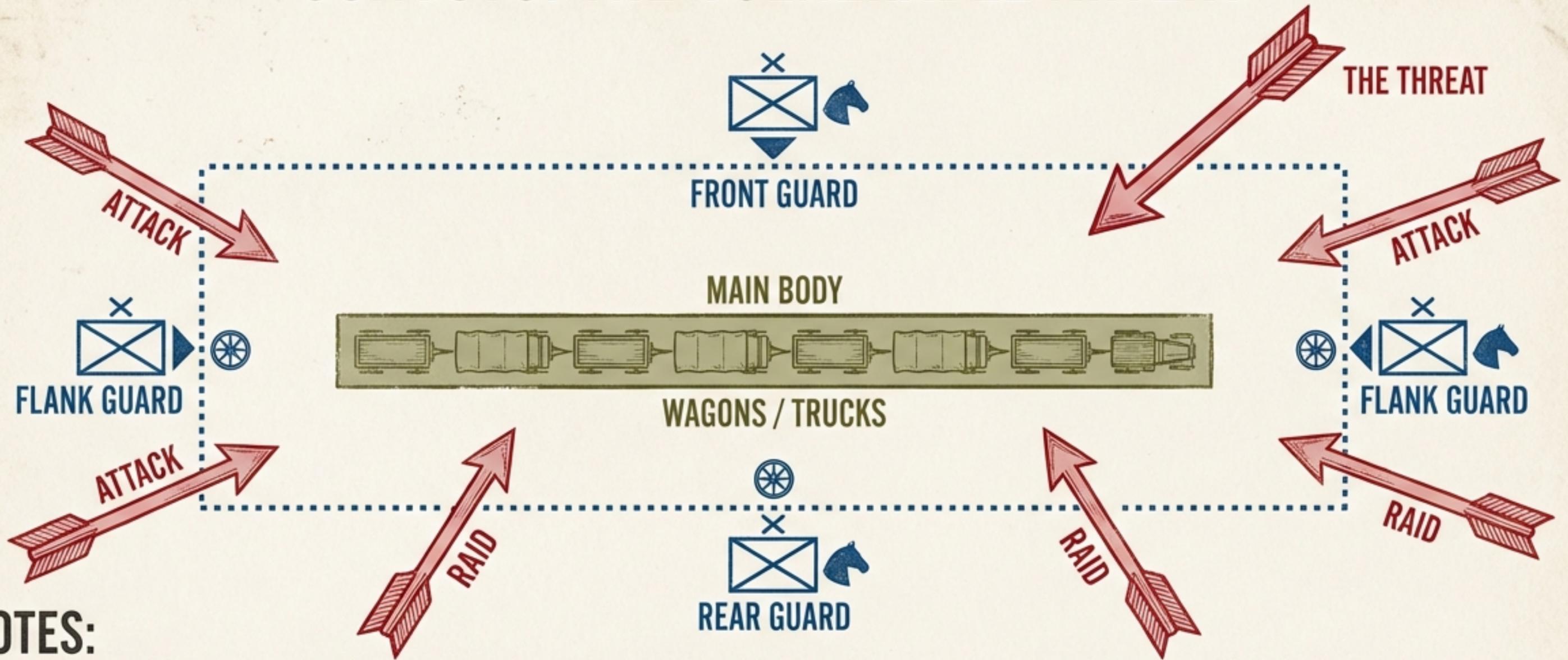
PACING:
Infantry walks ~3 miles/hour.



FATIGUE:
"Marches often cause greater losses than battles."

 **NOTE:** Avoid intermingling foot and mounted troops.

CONVOYS: THE VULNERABLE ARTERY

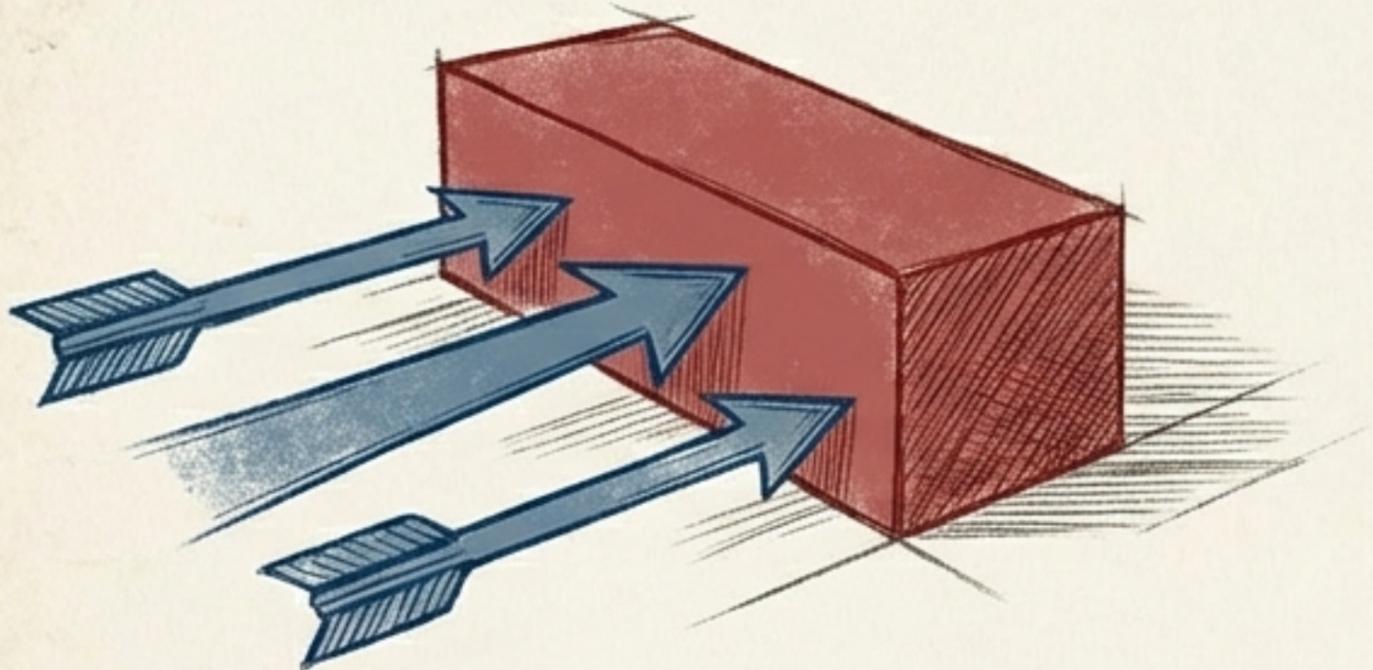


NOTES:

- ☞ The Box: Defense must be pushed out far enough to keep enemy artillery out of range of the wagons.
- ☞ The Corral: In emergency, park wagons in a circle/square for defense.
- ☞ The Threat: Usually cavalry or armored cars.

COMBAT PRINCIPLES: FIRE AND MOVEMENT

A FRONTAL ATTACK



Costly / Difficult. 

B ENVELOPING ATTACK



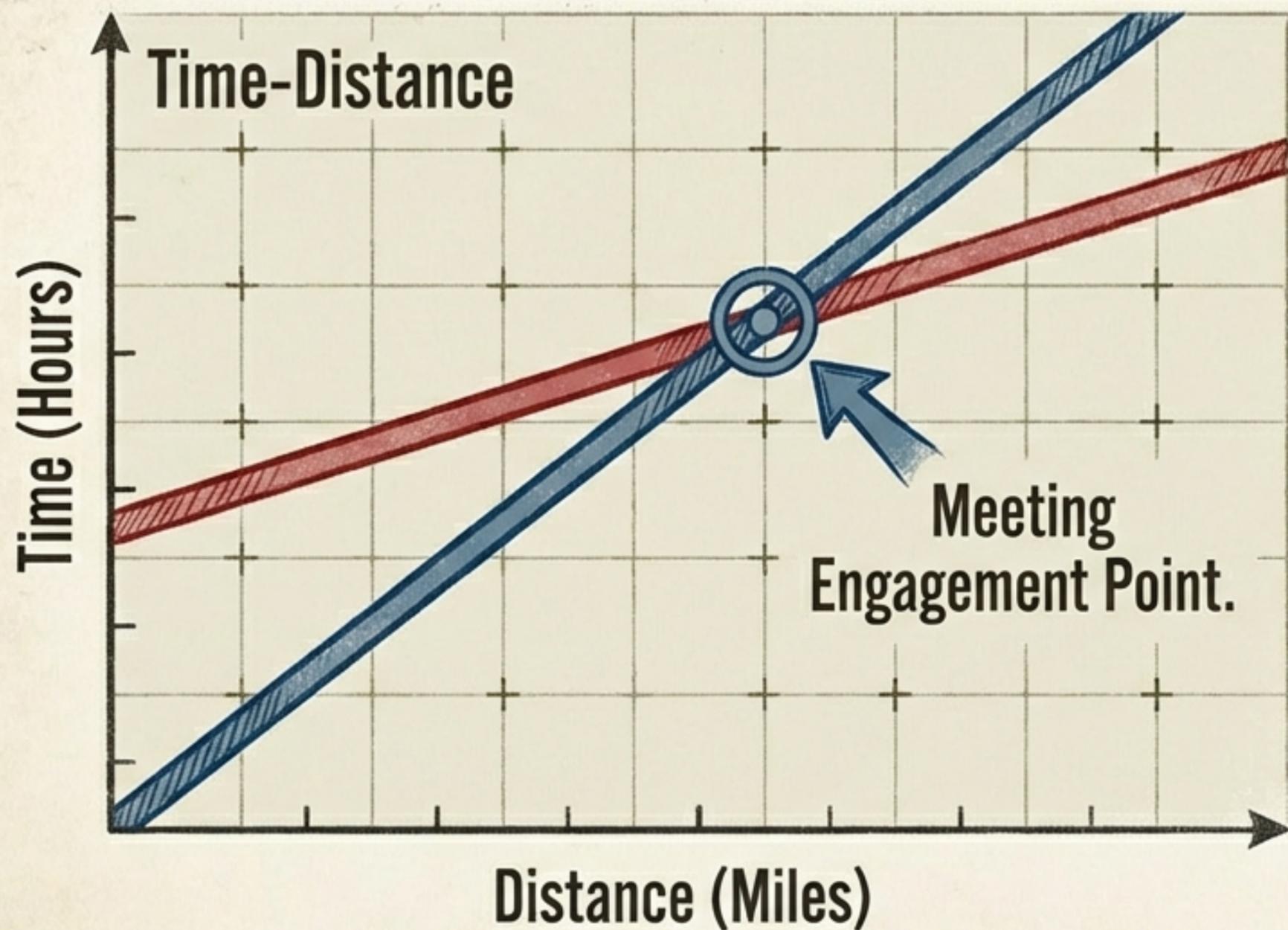
 Decisive / Converging Fire. 

CORE CONCEPTS:

1. **Fire Superiority:** The keynote of success. You cannot advance without it.
2. **Defense:** A passive defense spells defeat. Reserves must counter-attack.

VISUALIZING THE PROBLEM: DIAGRAMMATIC ANALYSIS

Solving for Time and Space.



- ➡ **Application:** Will the baggage train block the artillery? Sketch it.
- ➡ **Geometry of War:** Visualizing these lines prevents interference and chaos.
- ➡ **Insight:** Complex situations become simple when mapped diagrammatically.

THE BURDEN OF COMMAND



Responsibility develops character.

- ➡ Tactics is not just about rules, but the judgment to know when to break them.
- ➡ The solution lies not in the terrain, but in the spirit of the leader.

SIMPLICITY, DECISION, AND RESPONSIBILITY.