

# Defending Against the “Standard” Offenses

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## L-Ambush

The standard ambush of a convoy is laid on the outer edge of a sharp bend in the road. The long leg of the L defilades the passing convoy with RPG-7 grenades and the short leg enfilades the convoy with Kord machine gun fire. The ditch is typically mined to prevent the people in the convoy from charging the grenadiers. ATGW cannot take part because they have a minimum distance they must fly before the main rocket motor ignites and the warhead arms itself, so this is not a concern even if your enemy possesses these expensive weapons.

Insurgents know a lot of different ambushes (e.g. my [calling-card ambush](#)), but soldiers from a superpower are assumed to always possess superior firepower and so they are typically only taught the L-ambush. It allows them to put a lot of inexperienced soldiers in the long leg with little danger of them accidentally shooting each other. Also, it gets everybody shoulder-to-shoulder with very simple instructions not to fire until the experienced soldiers in the short leg initiate fire, which avoids premature ejaculation.

Because of their superior firepower, it is assumed that they will win. Their biggest concern is friendly fire and the only way this can happen is if the gunners in the short leg traverse their machine guns around to fire into the tail of the long leg. For this reason, the gunners are given strict orders not to fire into the long leg under any circumstances and the grenadiers are given strict orders not to move out of their assigned position under any circumstances lest they wander into machine gun fire.

There are three types of terrain: mountains, plains and cities. The L-ambush works so well in mountains that they should just be avoided, even if the alternate route is hundreds of kilometers longer. Send convoys through mountain passes only very slowly and with much reconnaissance, preferably using helicopters. The L-ambush does not work in cities because the major streets are too wide for machine guns to enfilade a convoy, the residential streets are too numerous to know where to set the ambush, and the streets form a grid with few bends.

In plains, there are relatively few bends in a road suitable for an L-ambush. When approaching a bend in the road, the lead vehicle should go off road on the outer edge of the bend and outside the ditch about 40 to 50 meters from the road. Just run over the line of grenadiers. As

soon as the lead vehicle goes off road, it is protected from the machine guns because they are not allowed to fire towards the tail of the long leg. It will approach the machine guns from the side and can grenade the gunners at short range. Thus, the lead vehicle should have as much off-road capabilities as possible and should be armed with a roof-mounted automatic grenade launcher. If the trucks are capable of off-road travel, then they should follow the lead vehicle. If they are not, then they should wait until it clears a bend in the road before they advance.

The greatest danger is from traveling fast at night and not seeing a bend in the road until the lead vehicle is already in the kill zone. For this reason, convoy leaders should always consult their maps and carefully mark all the bends in the road that are likely ambush sites, as well as sending motorcycles ahead. There are four variations that they should be prepared for:

1. If an L-ambush is set on a straight road with the heavy machine guns in the middle of the road, it is not called an ambush, it is called a checkpoint. If you are not prepared to bribe your way through, then take another route.
2. If there is no short leg, either because the enemy lacks heavy machine guns or because there is no suitable bend in the road, then it is called a linear ambush. Because they are unable to stop the lead vehicle, this is really just harassing the convoy, not ambushing it. Drive as fast as possible and have a trailing vehicle with off-road capabilities that can attempt to run over the grenadiers when it observes the trucks taking grenades.
3. If the enemy has seen the long leg of an L-ambush get run over, they may set a line of soldiers in front of it for the purpose of enfilading the lead vehicle if it goes off road. These soldiers are taken away from the main ambush, which can only be done if the enemy has more soldiers than they actually need to destroy your convoy. This is called a Z-ambush and represents a superior force that one should always run from. If your lead vehicle is destroyed as soon as it goes off road, the other vehicles in the convoy should make U-turns and retreat. If the road is too narrow for U-turns, then everybody should dismount and retreat on foot towards the outside of the bend in the road.
4. If the enemy is mistaken about which direction you will be approaching from, they may have their L backwards. Thus, just because the lead vehicle is not running over any grenadiers, the driver should not become complacent and turn back onto the road until he is around the bend. Capture their machine guns while their grenadiers retreat.

Historical context: Wagon trails took many turns to avoid steep inclines because horses are not very strong. Thus, convoys of horse-drawn wagons were always vulnerable to the L-ambush.

## Find, Fix, Flank, Finish (FFFF)

Finding the enemy with reconnaissance and then fixing them in place with heavy machine guns while an assault force maneuvers around their flank and then finishes (overruns) them is the “ideal” offense.<sup>1</sup> Many soldiers believe that this is how all offenses work except those that must be modified because the terrain does not allow a flanking maneuver, which results in a straight-on charge; those where the enemy is shattered by fire, so that flanking and finishing can be skipped; or those where the enemy returns formidable fire, which results in a retreat.

This sequence became standard only in recent times, specifically after the invention of boat-tail projectiles and radios. The former gives heavy machine guns and light artillery pieces the ability to sit on a hilltop and fire on targets several kilometers away; the latter gives them the ability to inform the assault force of their cease fire. Without radios, an assault force would never venture into an area that had recently been under fire just because it was silent – the guns might simply be waiting for resupply or changing barrels and will recommence fire.

In the past, bronze cannons that fired spherical projectiles had to be pulled by horses to a point with line of sight on the enemy and only a few hundred meters away from them. This was slow going on dry ground and often impossible in the mud. The enemy never stood still for this and the only way to fix them in place was for skirmishers to attack their flank and keep them preoccupied until the cannons and the infantry could be brought forward. When they observed the skirmishers withdraw, as they always did because they had only five rounds in their revolvers and could make only as many runs at the enemy as they carried revolvers, then the cannons would fire. When the officer gave the order, the cannons would cease fire and the infantry would conduct a frontal assault. Assaulting the flank was impossible as that would require separating the infantry and the cannons, which is only possible with radios.

Today, skirmishers are known as reconnaissance because they rarely engage any but the smallest of enemy forces. Since the military never really solved the problem of mud, the heavy machine guns and light artillery are semi-permanently positioned on a hilltop.<sup>2</sup> If the enemy trench is facing the guns, as it always was in the past because they were also expecting a frontal assault from the infantry that accompany guns, then it is vulnerable to being enfiladed by the RPG-7 single-shot and [Plamya](#) automatic grenade launchers carried by the assault force that is

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<sup>1</sup> The acronym FFFF may also refer to the four stages of a relationship: flirt, French, feel and fuck. When your commanding officer says he is going to conduct an FFFF offense, he is *not* sending you into town to meet girls.

<sup>2</sup> Russian Shilkas and Nonas are self-propelled automatic cannons and mortars, respectively. But the West only has towed automatic cannons and mortars. They usually position these weapons semi-permanently on hilltops.

maneuvering to their flank. But orienting their trench to the side is not a complete solution because then it is being enfiladed by the guns and because there is still the possibility that the assault force will conduct a frontal charge, though they prefer not to because they have several kilometers to travel to the enemy and do not like doing this with friendly fire over their heads.

For those on the receiving end of an FFFF attack, the best course of action – we cannot call it a “solution” since success is far from assured – is to acknowledge that all the guns are enemy guns and thus that success can only be achieved if these guns are used against the enemy. So dig your trench in a zigzag or a square; it does not really matter because you are going to have to abandon it. When you first come under fire and before taking any casualties, rush to a position between the hilltop guns and the approaching assault force. Since you do not have any reconnaissance, you do not actually know where the assault force is, but it should be obvious that they are approaching your former flank along the path of greatest cover.

Once the assault force starts taking fire from their own guns, they will make desperate calls on their radios to cease fire. Turn the handful of heavy machine guns and snipers that you possess towards the assault force. Your infantry should withdraw towards the hilltop where the enemy guns are and, after a couple hundred meters, form a skirmish line to hold off the assault force while your heavy machine guns and snipers leapfrog over them. In this way you leapfrog away from the assault force and towards the hilltop. Hopefully, throughout this maneuver, the assault force will never be certain of whether they are taking fire from your heavy machine guns or their own, but will assume that it is from their own and continue to call for a cease fire.

When you come near the hilltop, assault it. If you rout the gunners on the hilltop, turn their guns on the pursuing assault force and rout them too. Then scoop up all the food and vodka that your men can carry and get out of Dodge.

## **Conclusion**

The common theme here is that the enemy has powerful guns and numerous grenadiers and the only way you are going to win is by turning the enemy’s guns against their own grenadiers. When your lead vehicle overruns the long leg of an L-ambush, it is drawing the enemy guns on the short leg to fire towards their own grenadiers. When you maneuver between the enemy guns and the enemy assault force in an FFFF attack, you are drawing the enemy guns to fire towards their own grenadiers. Not all offenses follow the L or FFFF pattern, but it is generally true that success can only be achieved by turning the enemy’s guns on their own grenadiers.