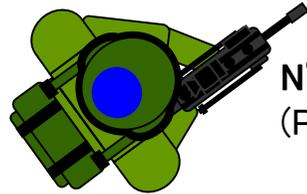
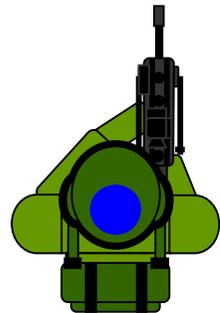


***DEPLACEMENT INDIVIDUEL***

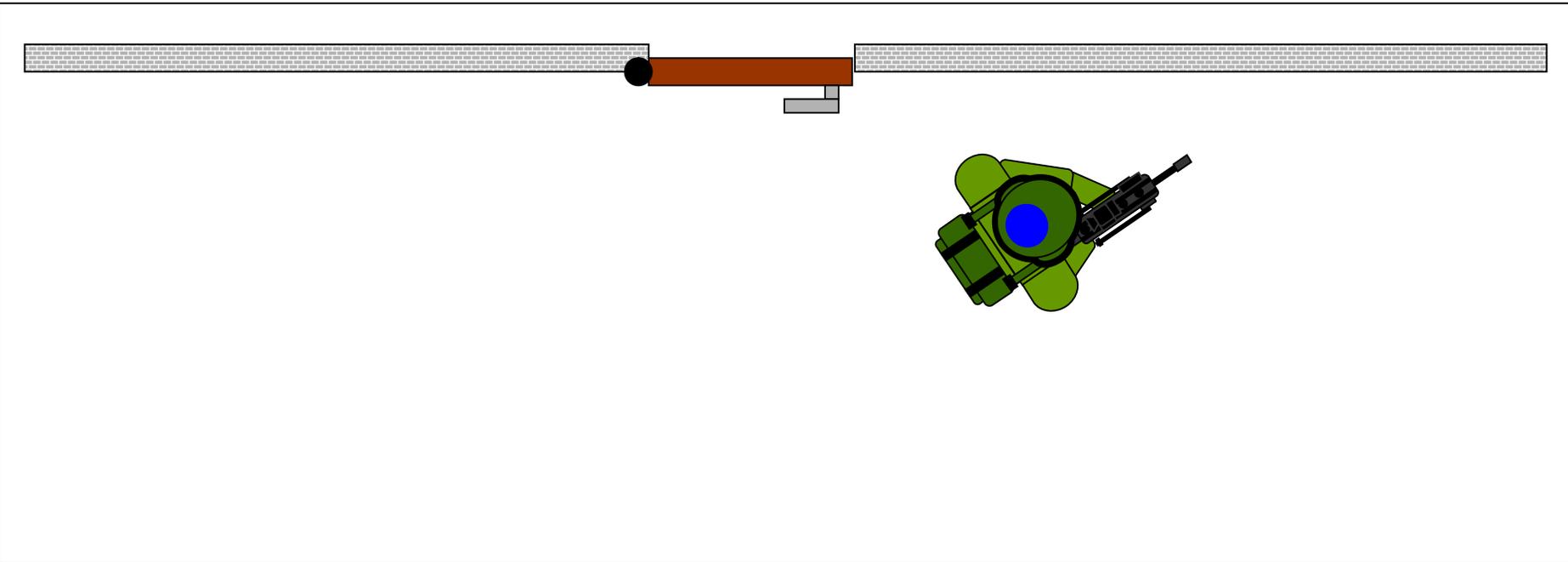
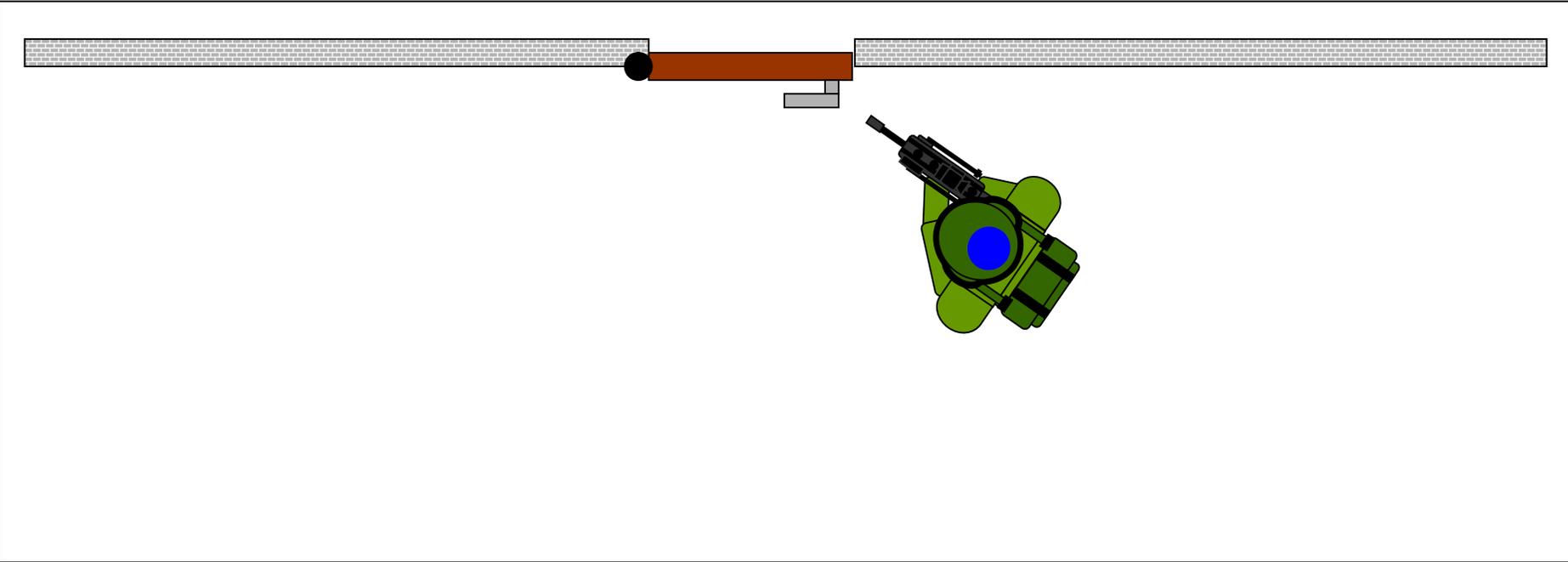
***"OUVERTURE OBSTRUEE"***



N° 1 : ANALYSE DE L'OUVERTURE  
(PIEGES, SENS D'OUVERTURE...)

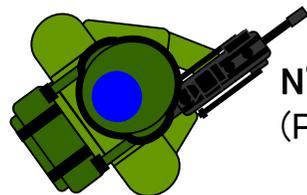


N° 1 : SURVEILLANCE DE  
L'OUVERTURE

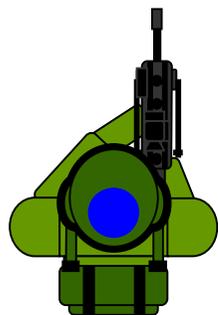
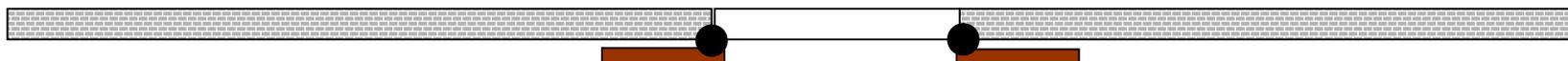
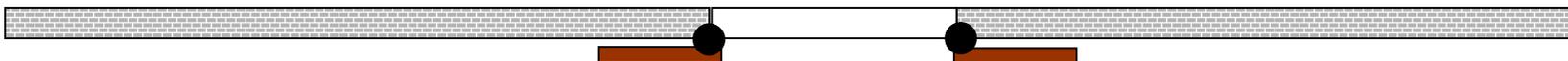


***DEPLACEMENT INDIVIDUEL***

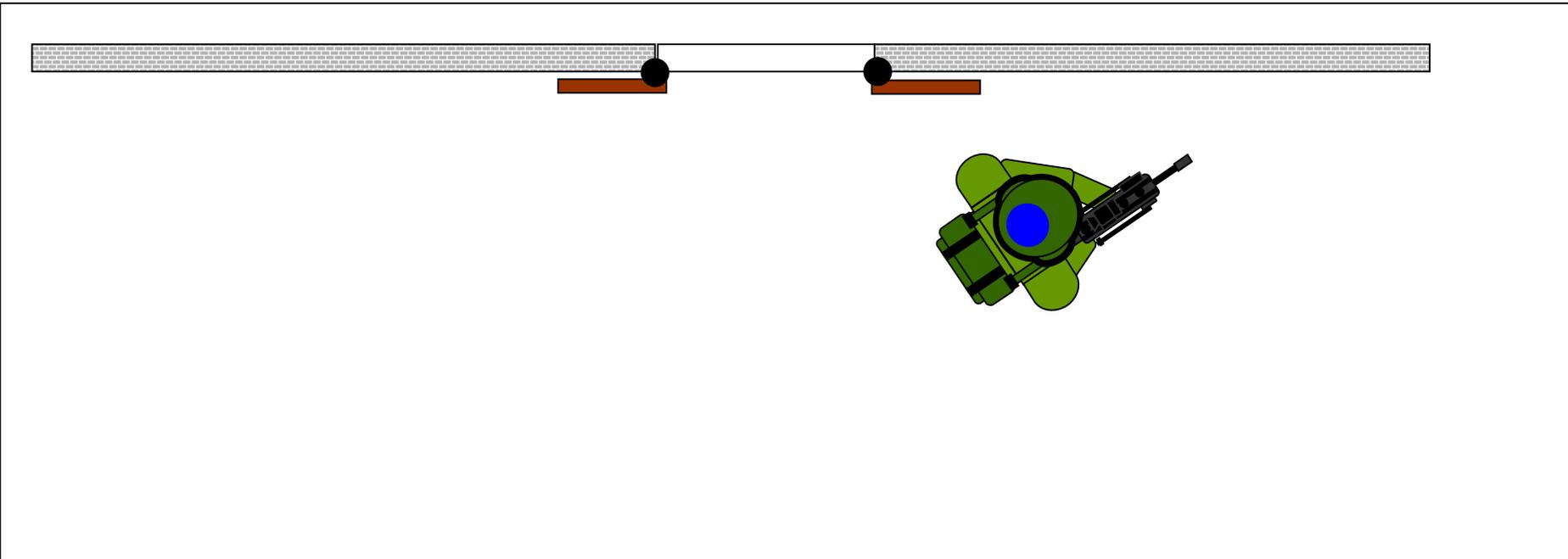
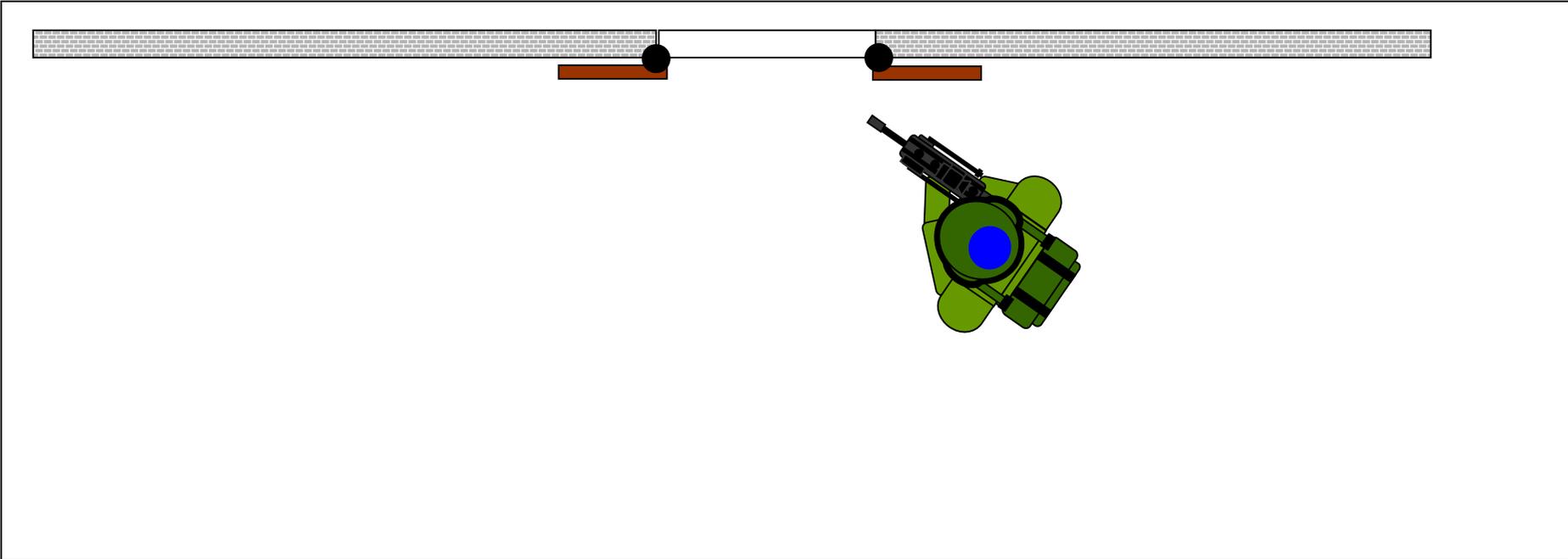
***"OUVERTURE NON OBSTRUEE"***



N° 1 : ANALYSE DE L'OUVERTURE  
(PIEGES, SENS D'OUVERTURE...)



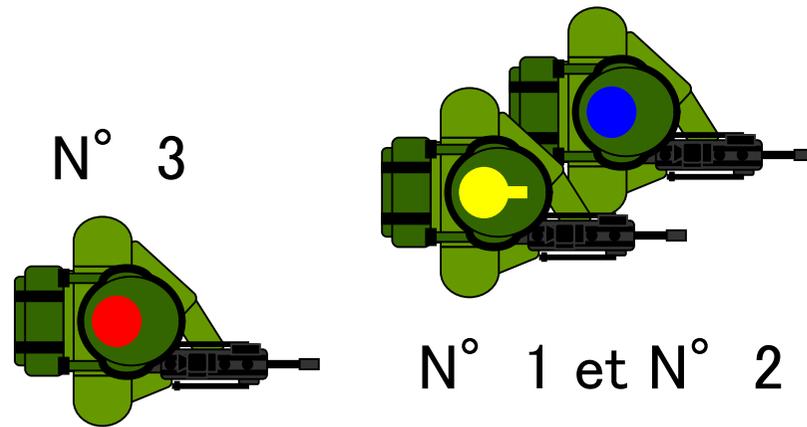
N° 1 : SURVEILLANCE DE  
L'OUVERTURE



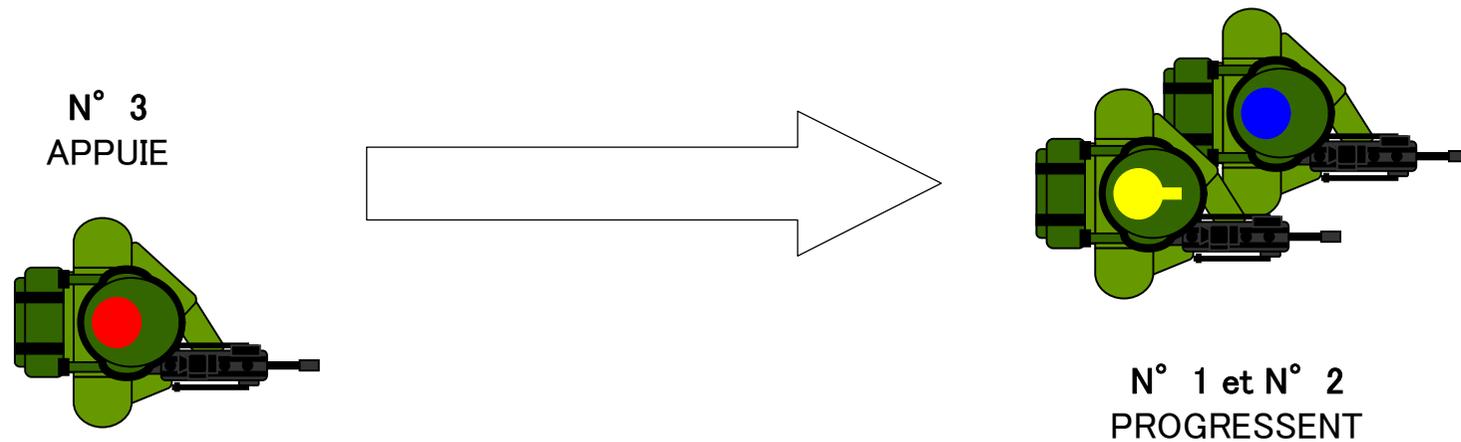
**LE TRINÔME**

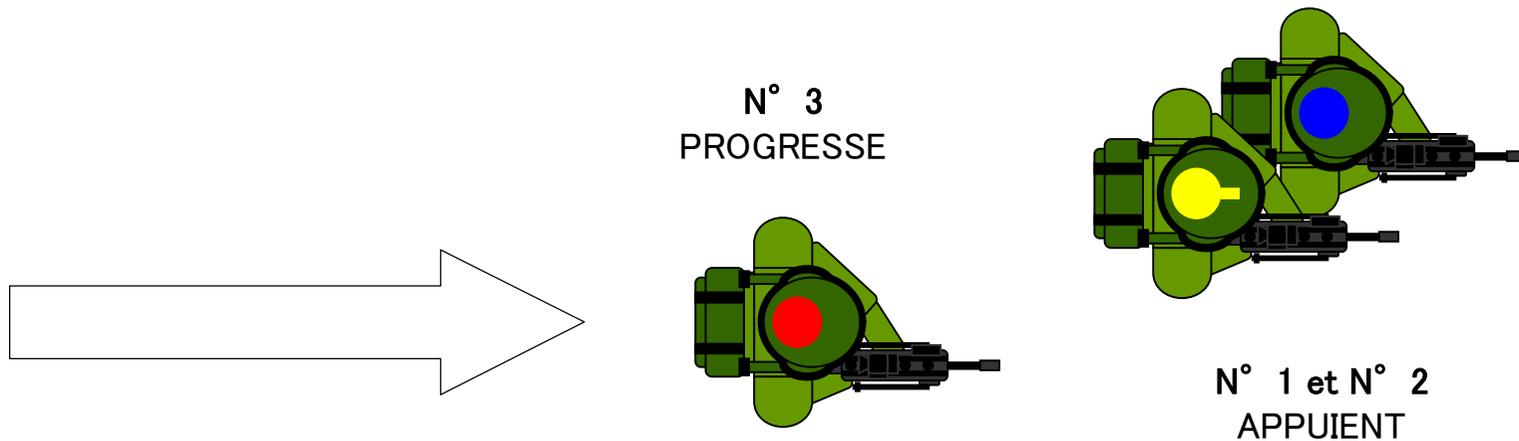
**EN COMBAT EN LOCALITE**

# ORGANISATION DU TRINÔME

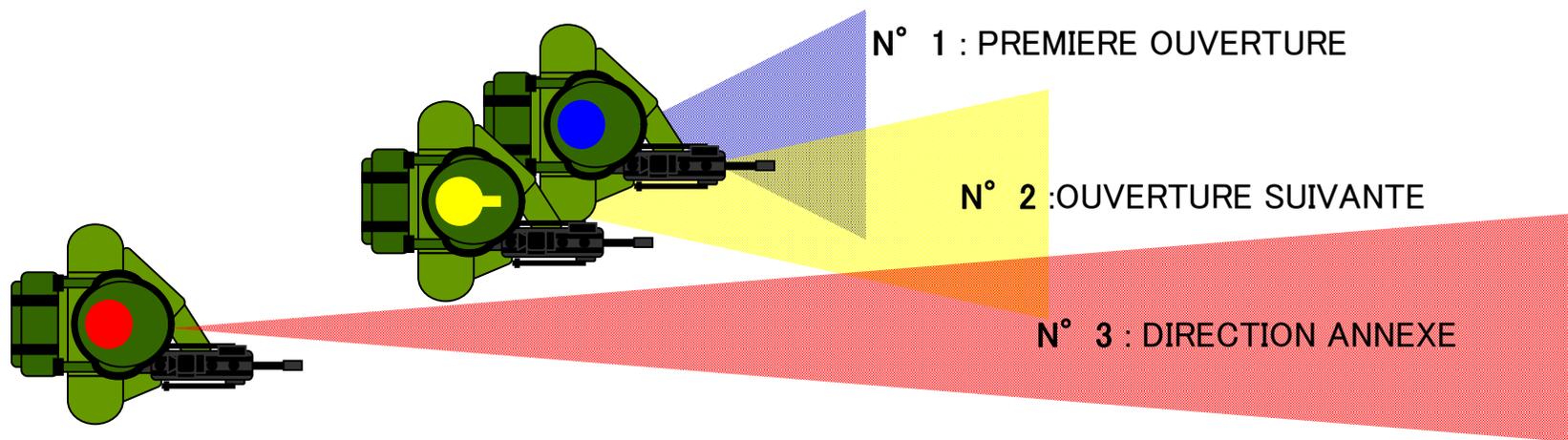


**NB** : UN ELEMENT APPUIE  
UN ELEMENT PROGRESSE

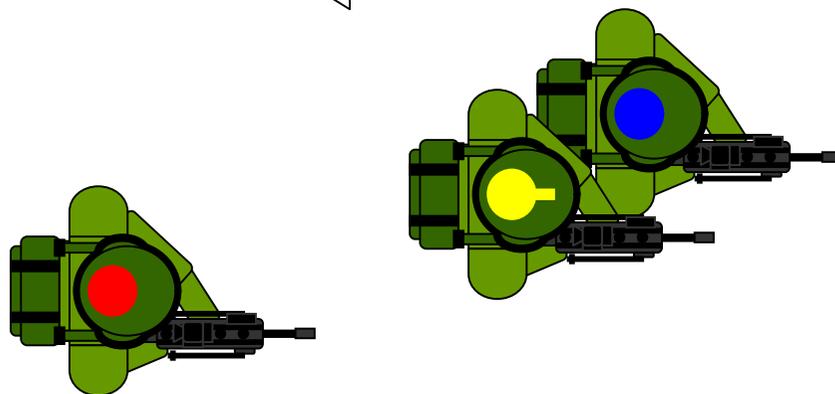




## LES SECTEURS DE TIR ET DE SURVEILLANCE



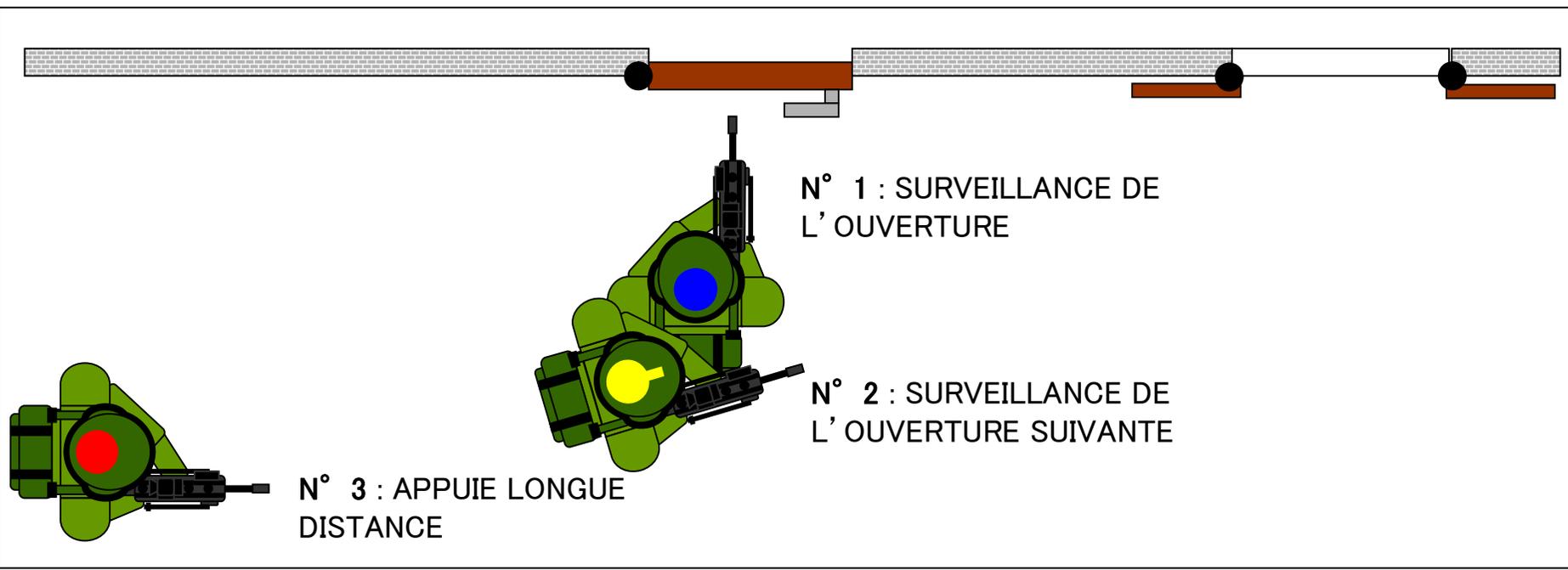
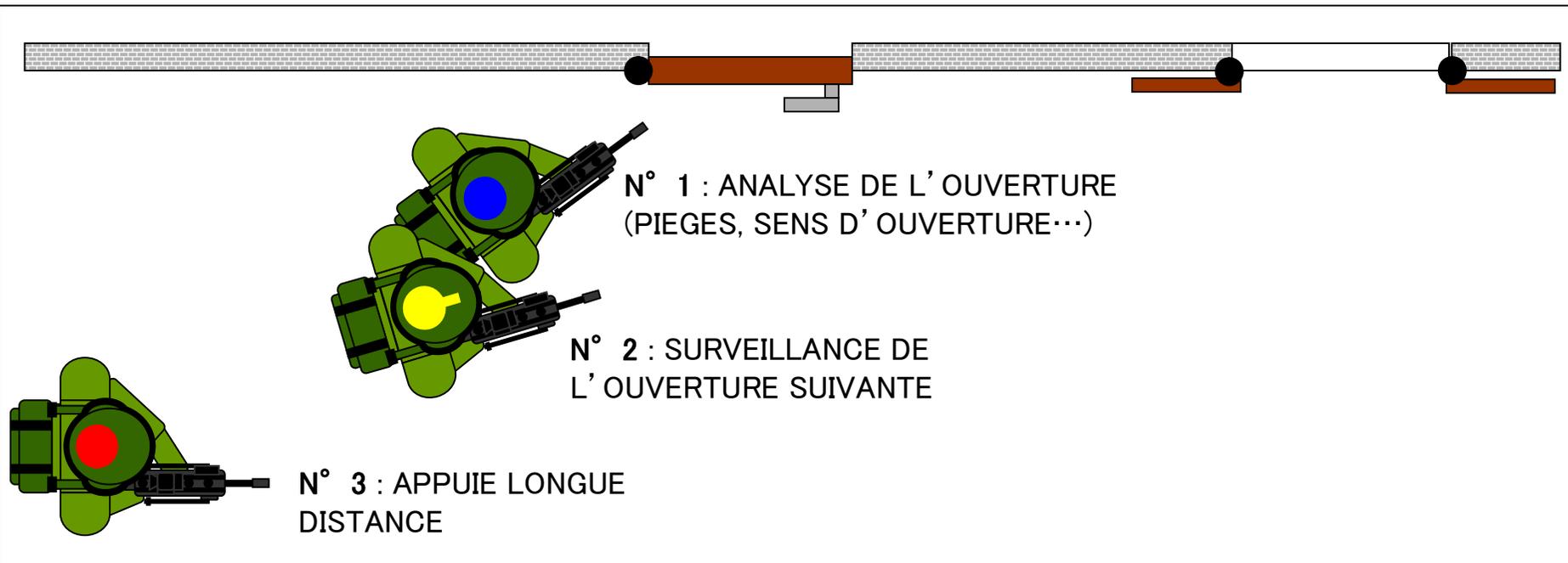
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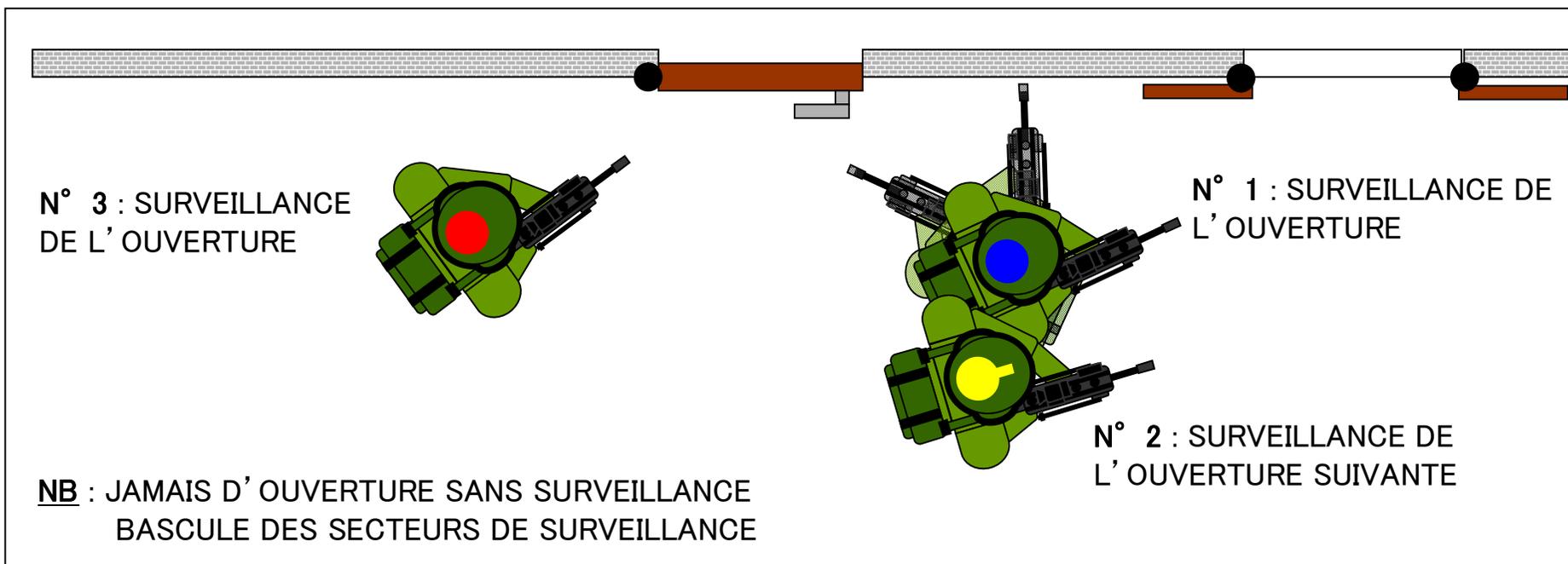
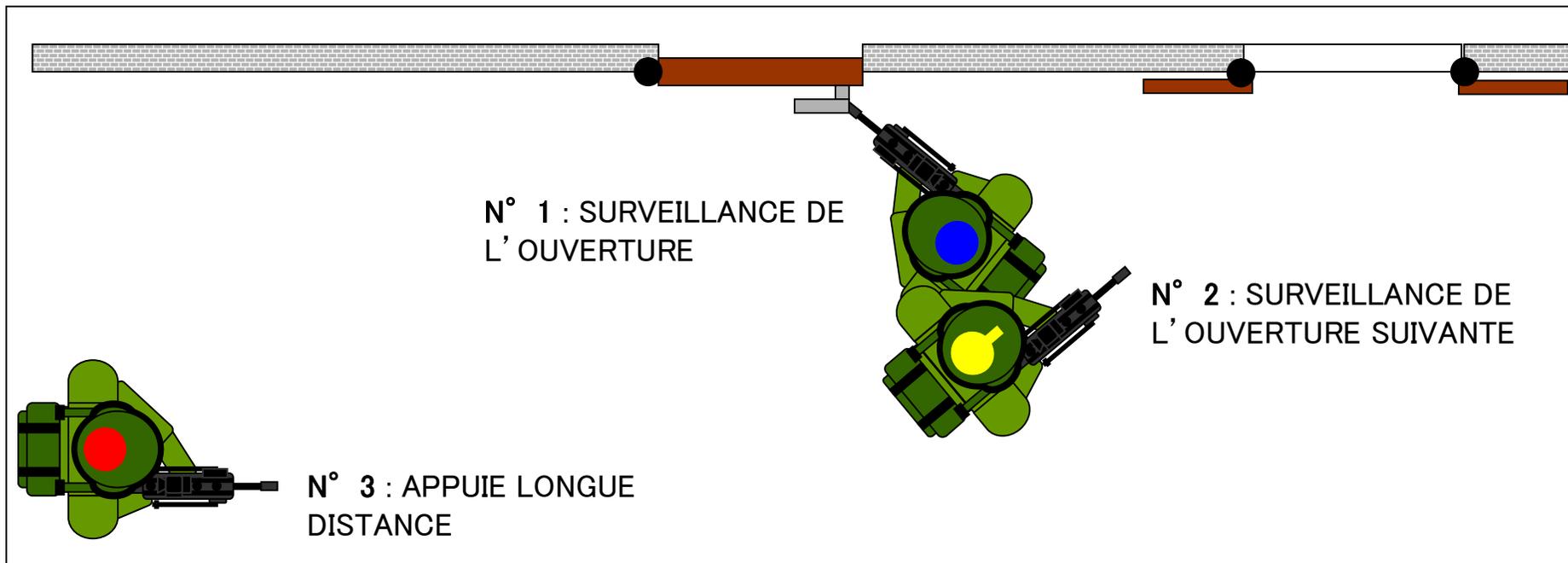


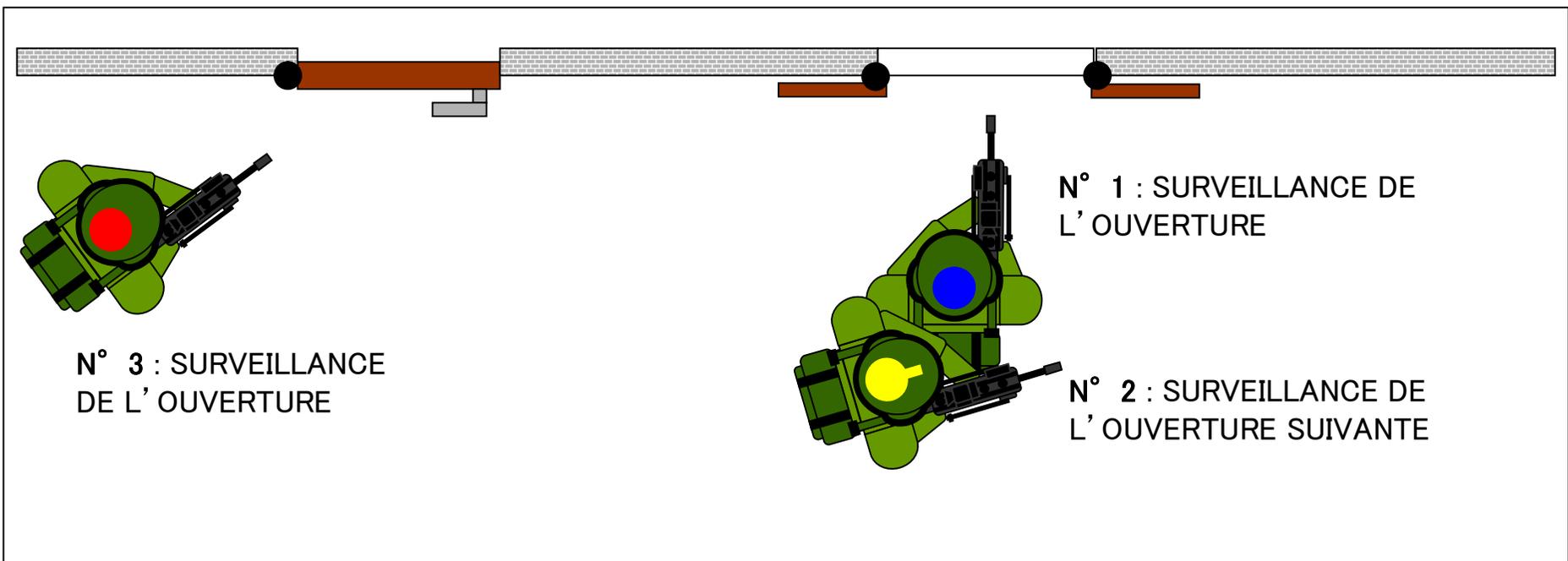
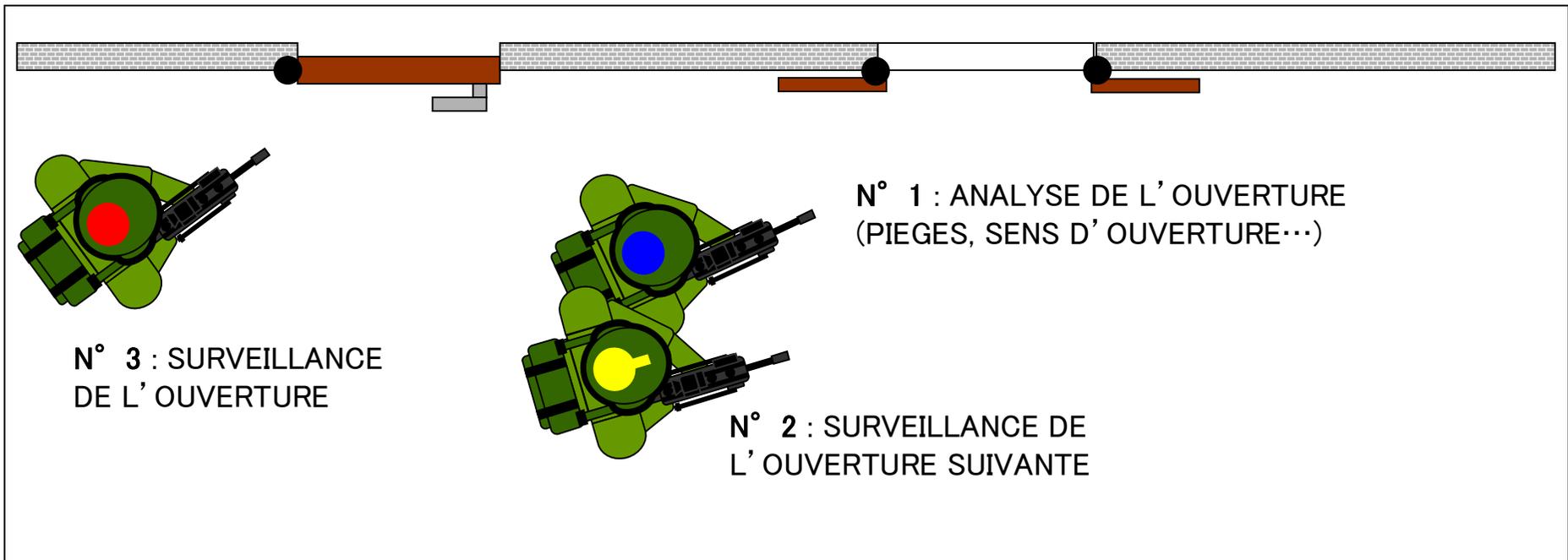
**NB** : DISTANCE D' ENVIRON UN BRAS  
ENTRE LE MUR ET N° 1  
POUR PERMETTRE LE PASSAGE

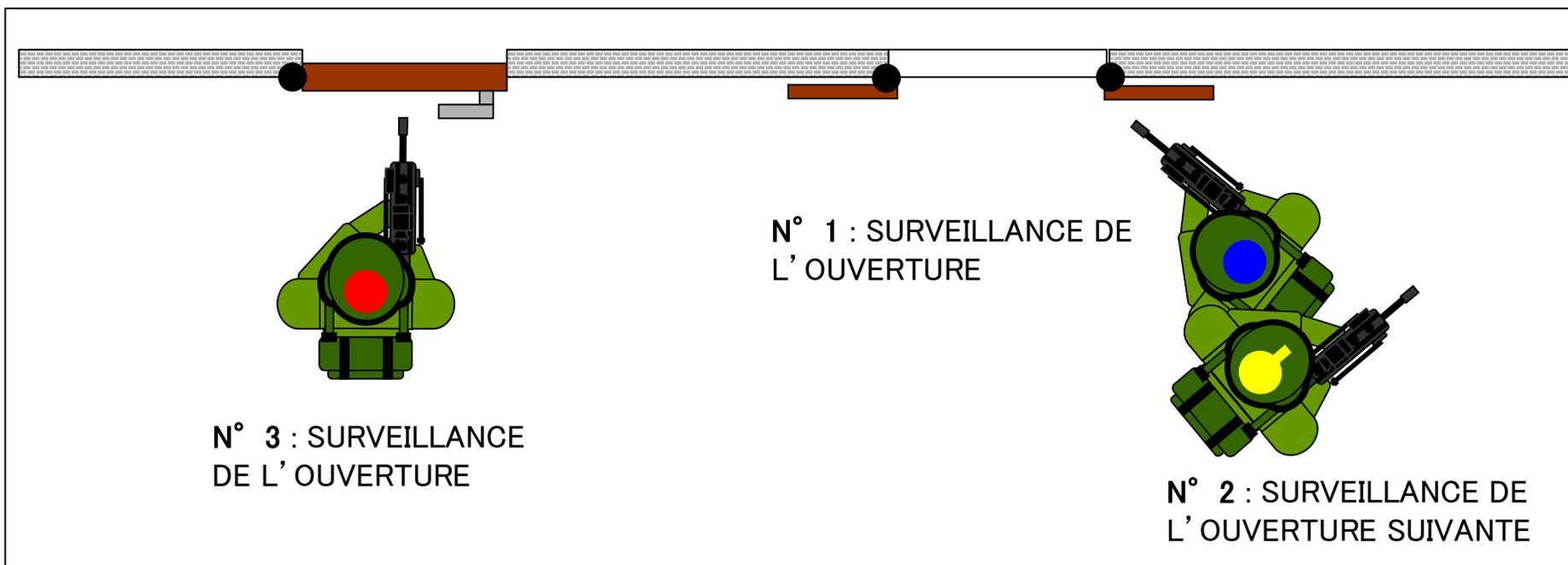
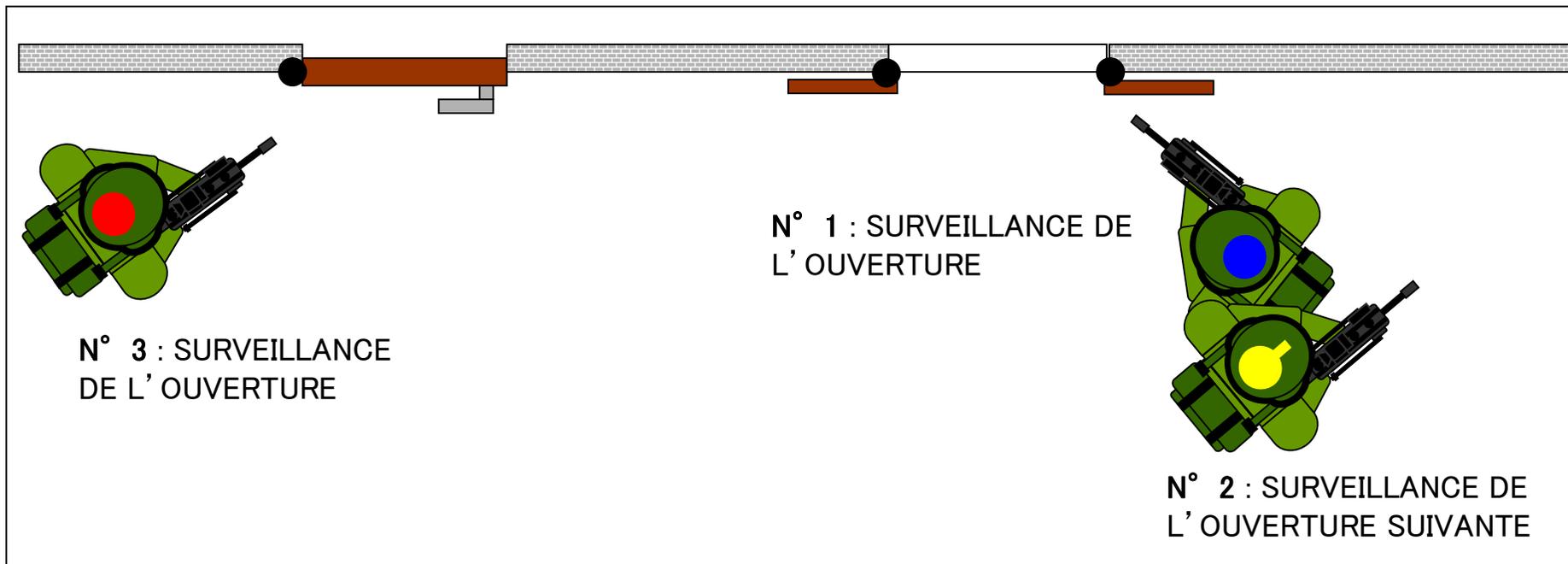
**DEPLACEMENT TRINOME**

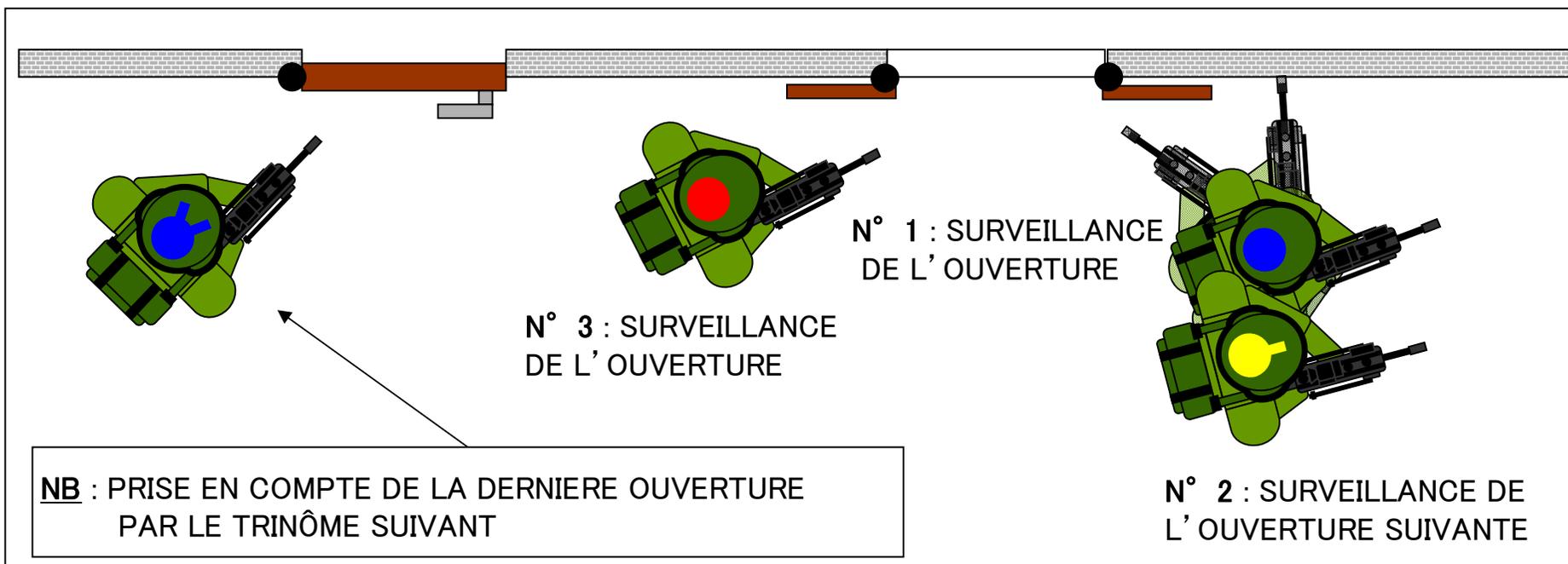
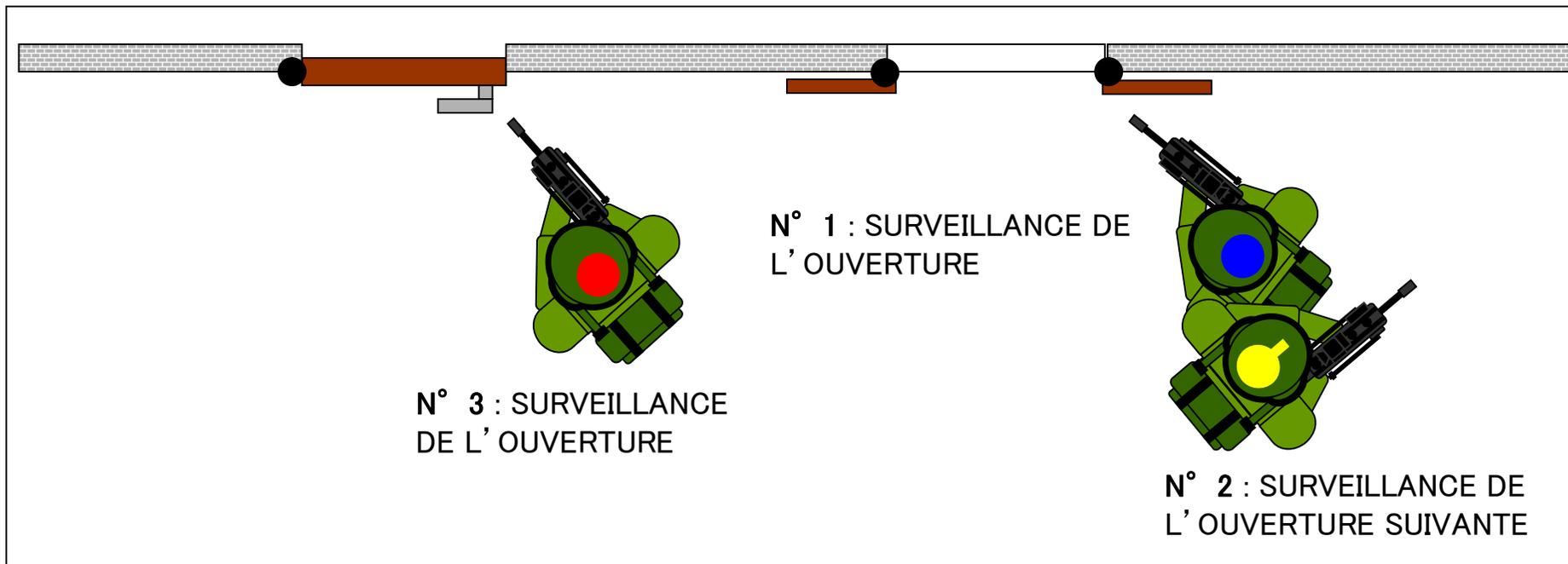
**"OUVERTURE OBSTRUEE, NON OBSTRUEE"**

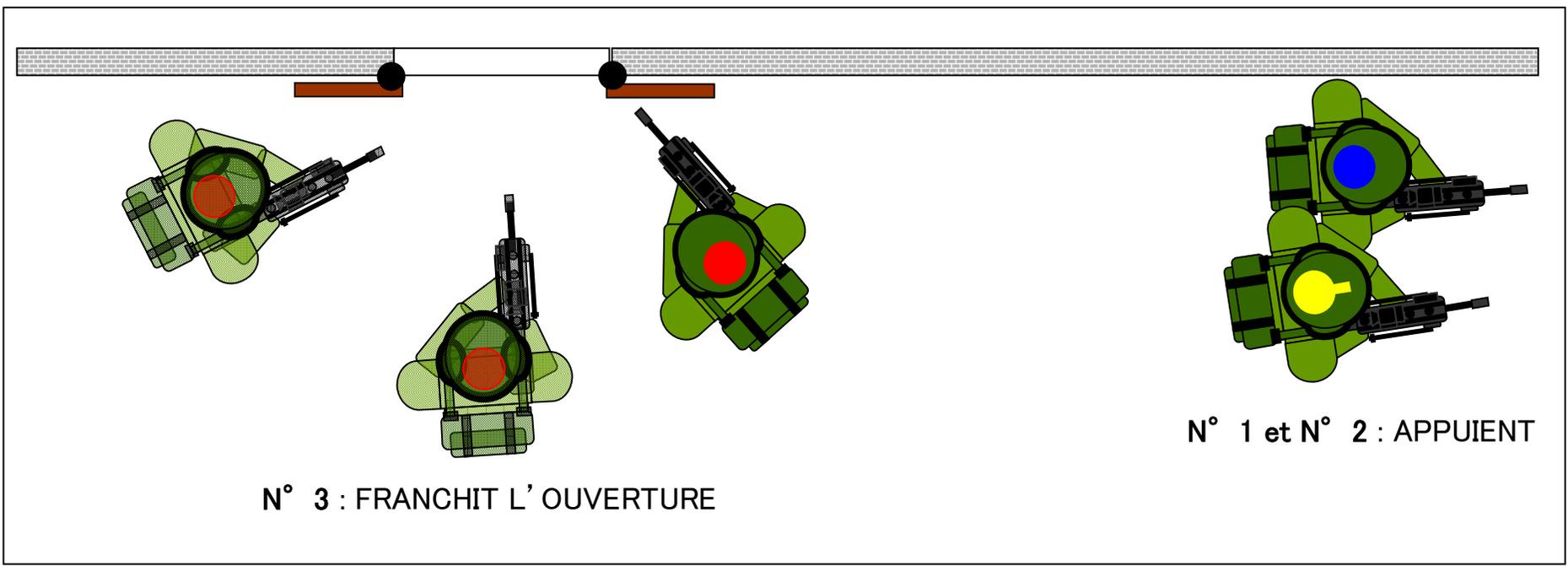
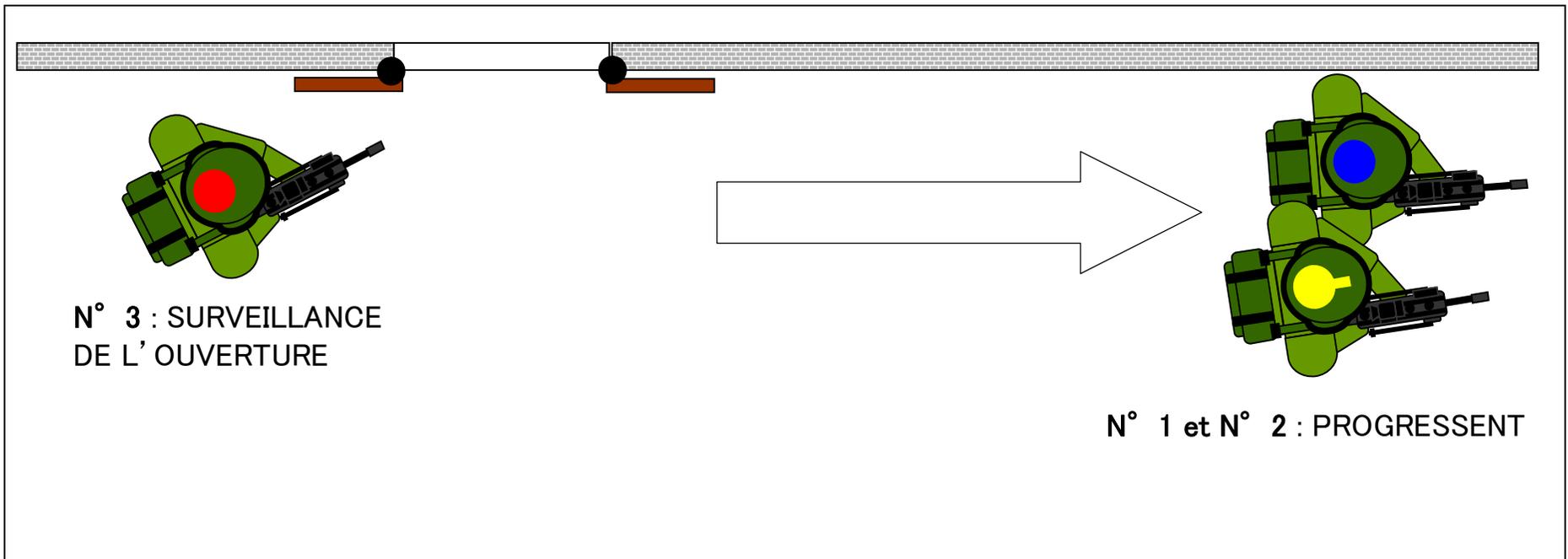


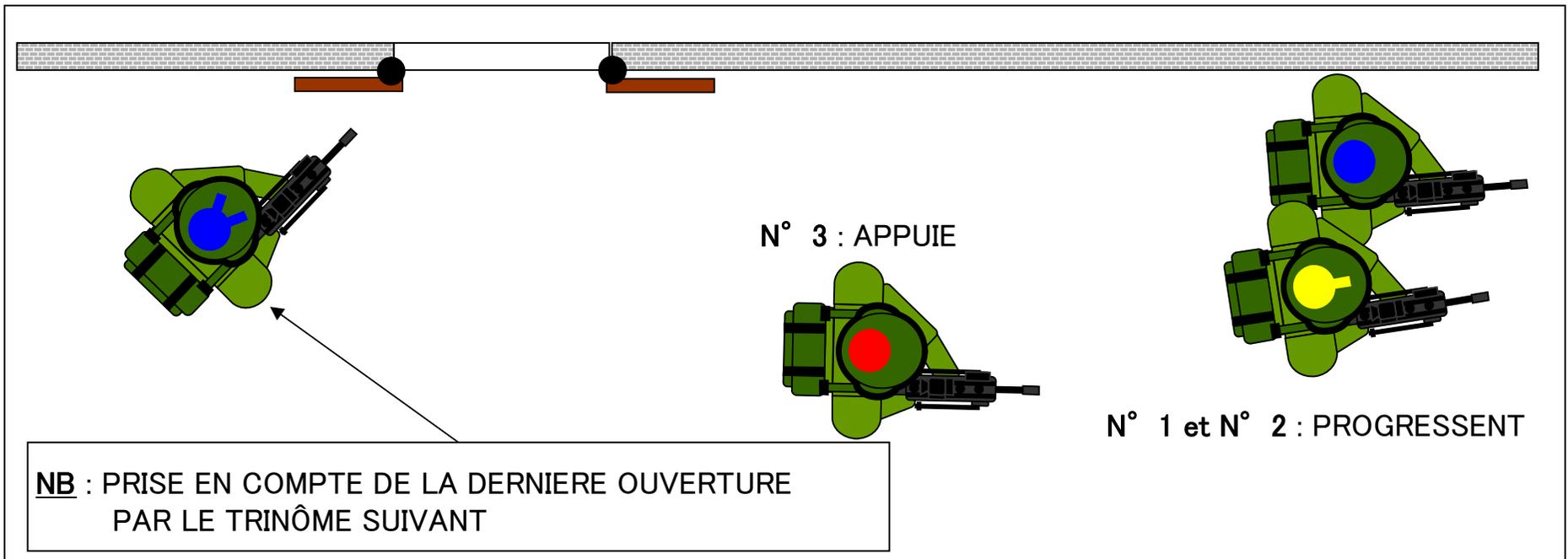




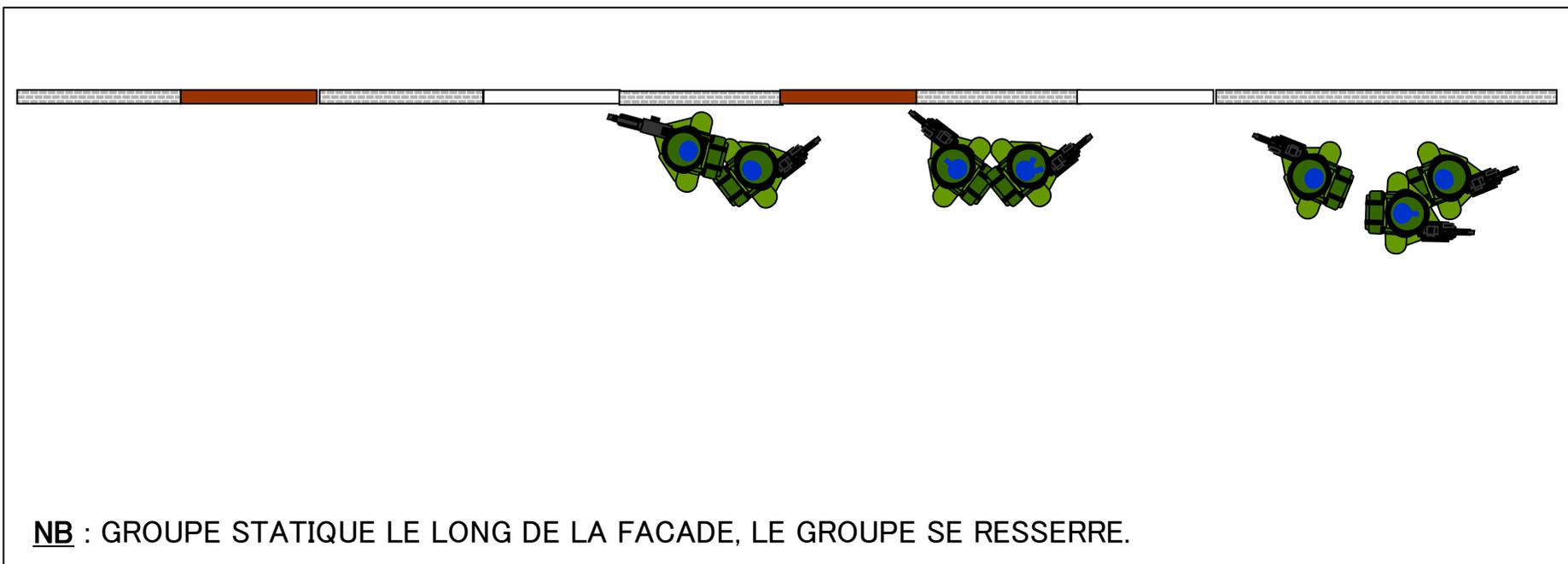
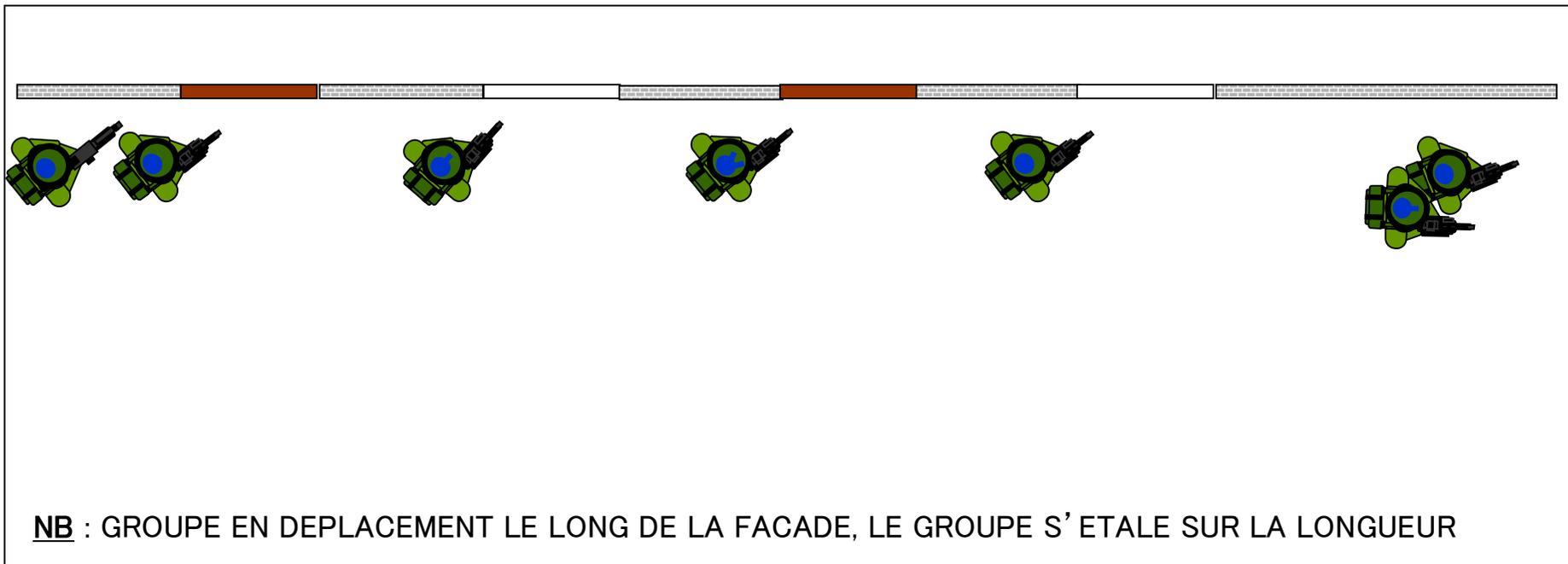






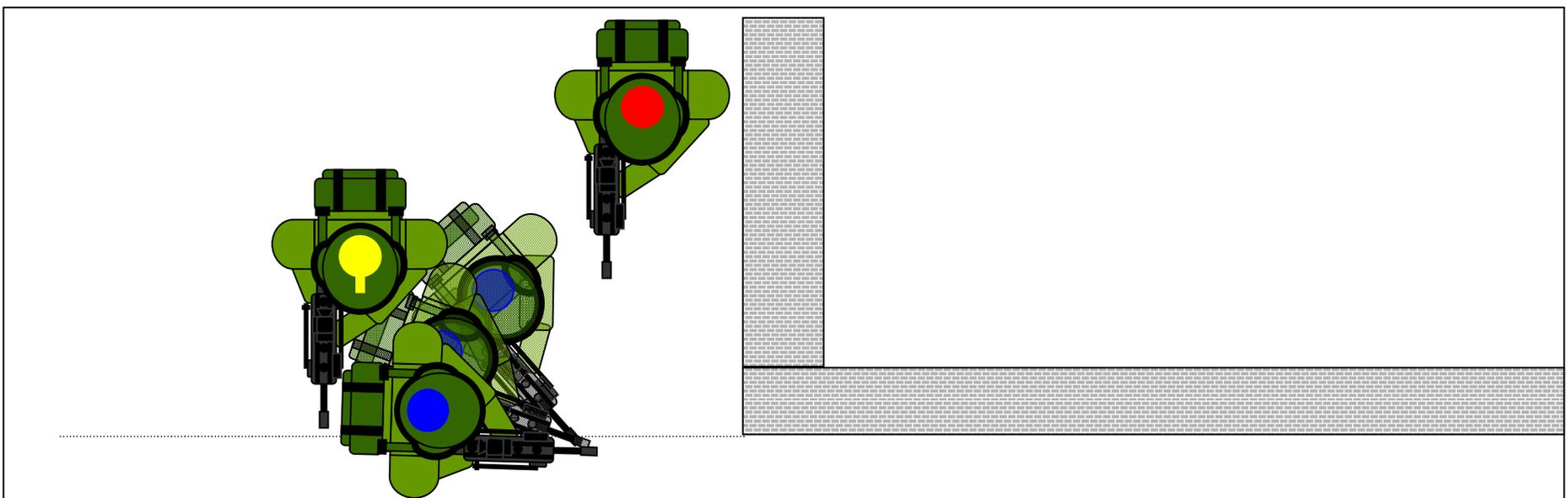
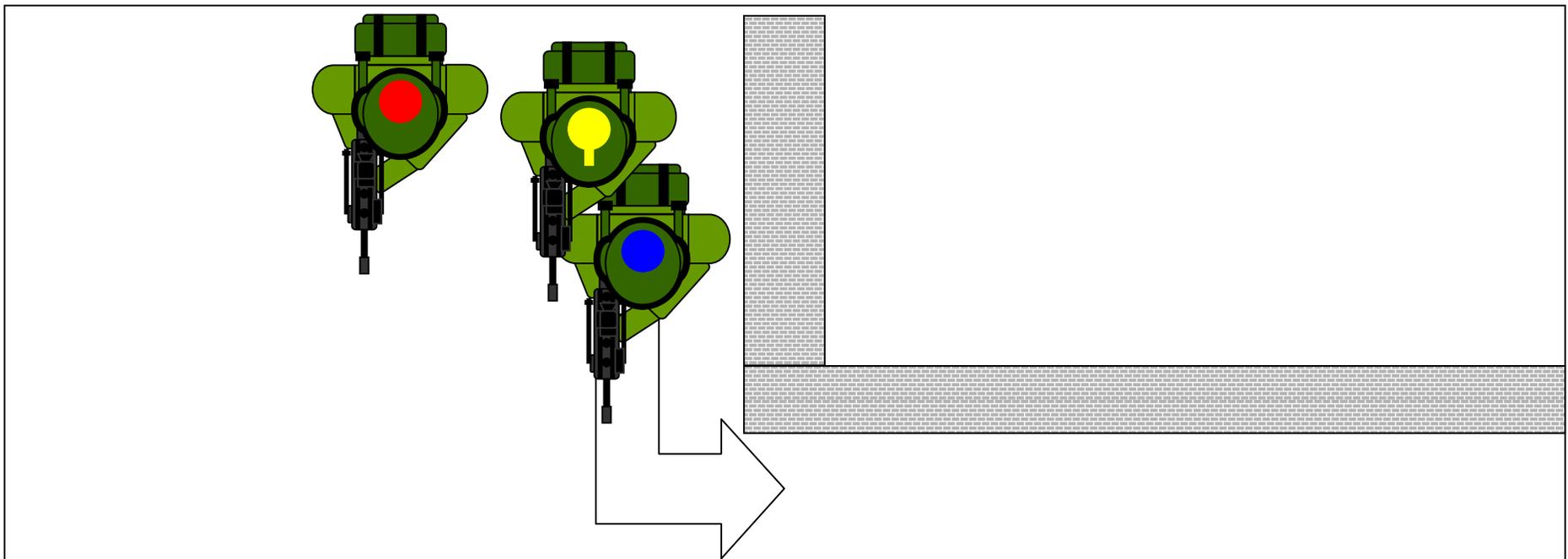


**DEPLACEMENT GROUPE**

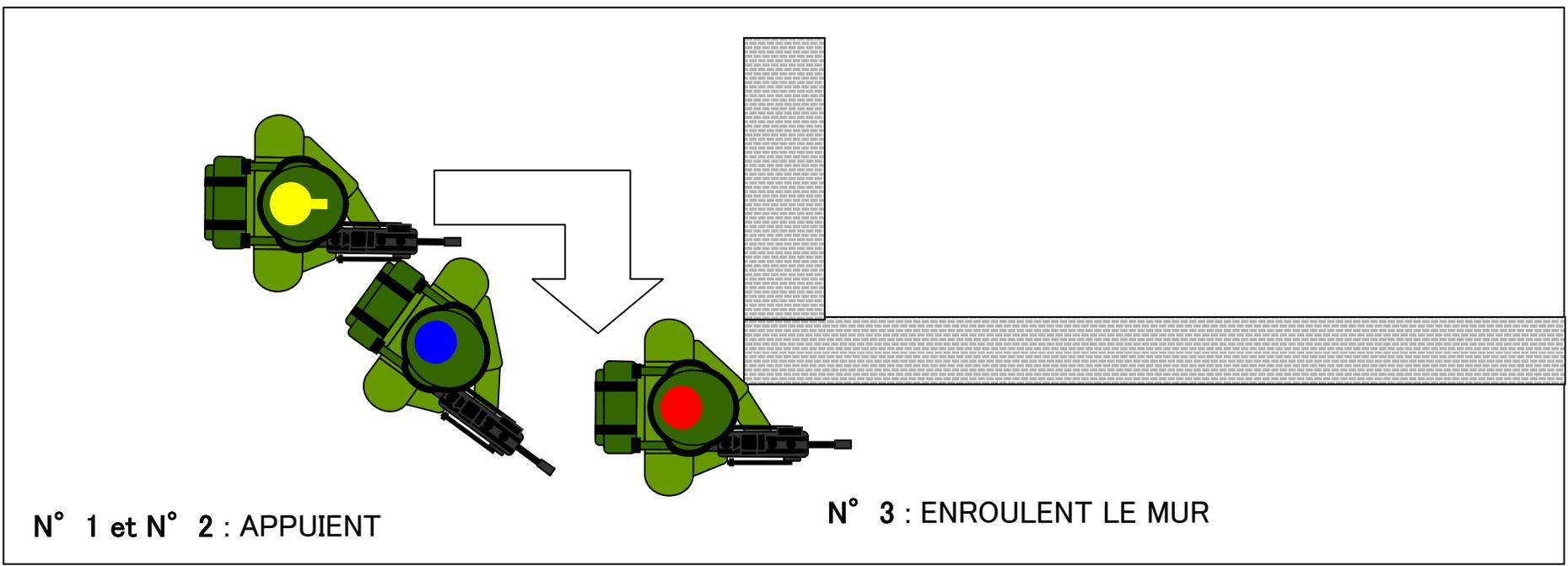
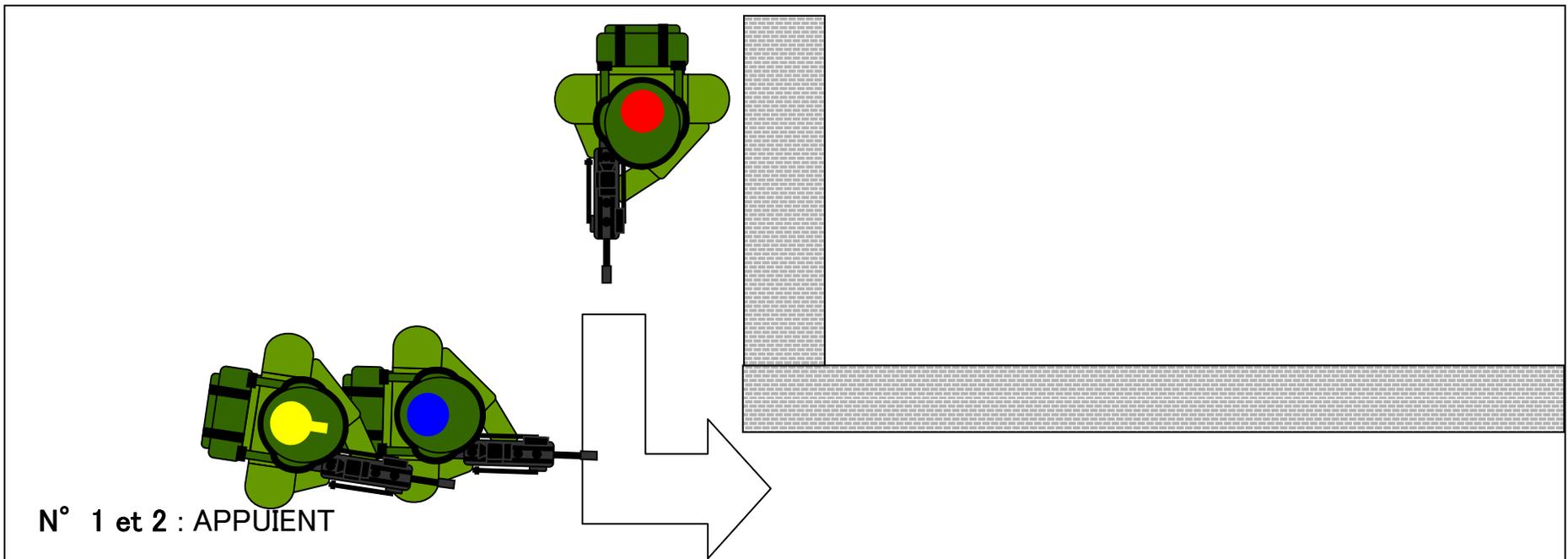


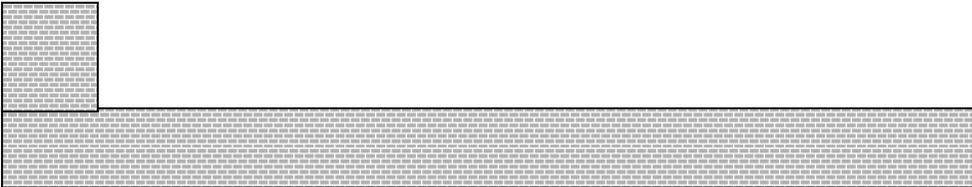
*PASSAGE D'UN ANGLE DE MUR*

**TRINÔME**

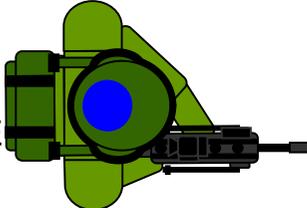


N° 1 : OUVERTURE D' ANGLE, TENU PAR N° 2

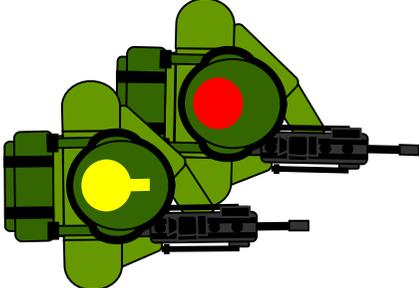




N° 3 : APPUIE

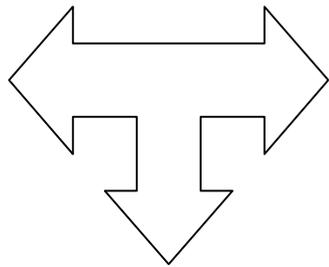
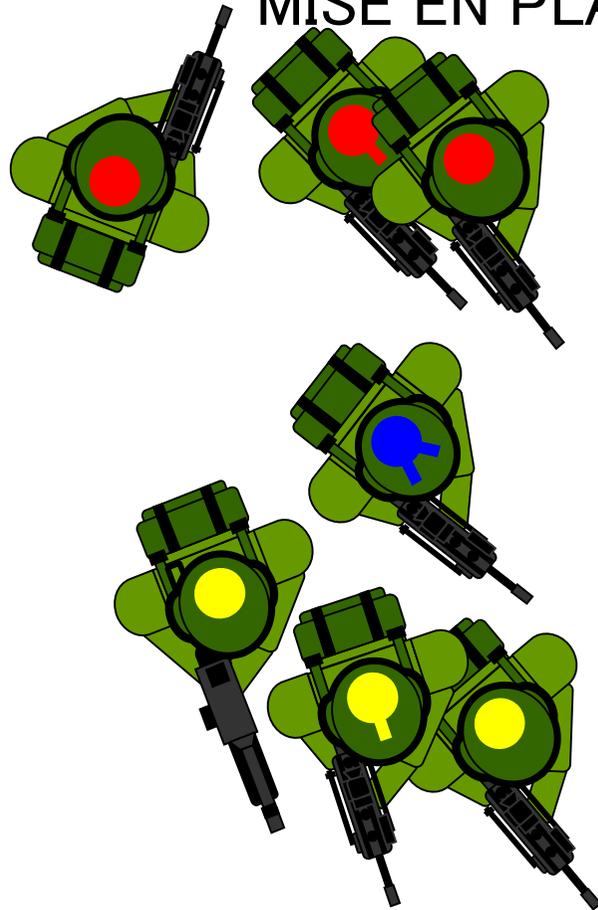


N° 1 et N° 2 : PROGRESSENT

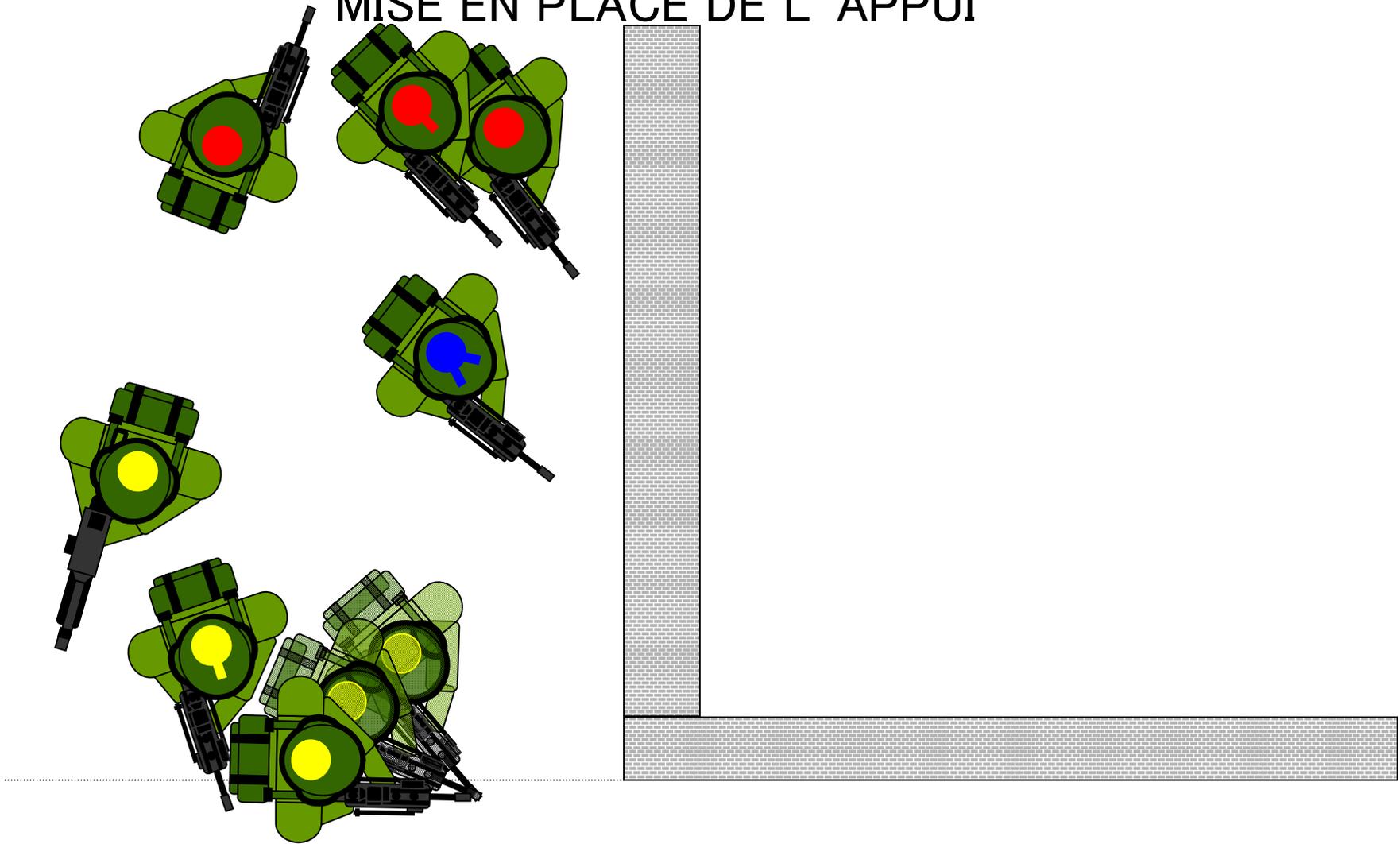


**GROUPE**

# MISE EN PLACE DE L' APPUI

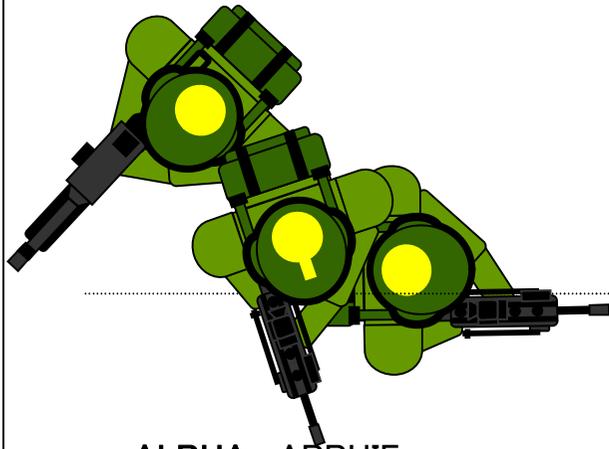
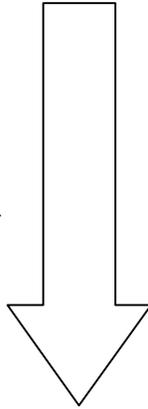
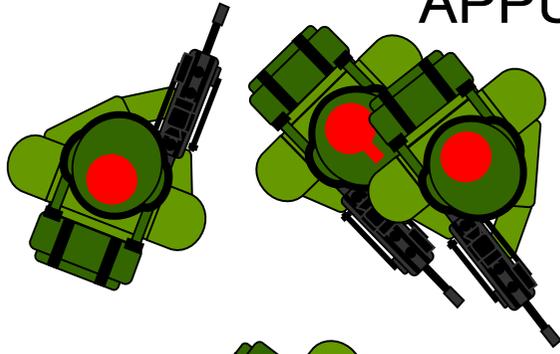


# MISE EN PLACE DE L' APPUI

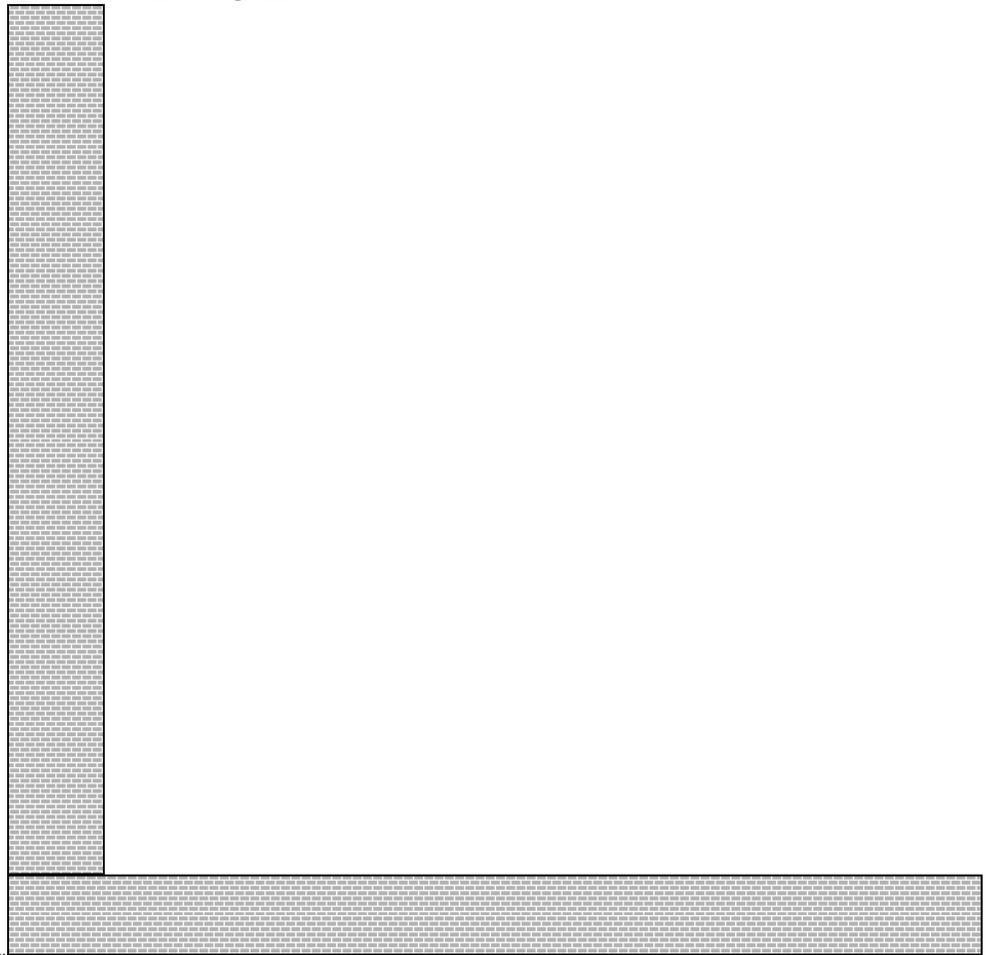


ALPHA 1 : OUVERTURE D' ANGLE, TENU PAR ALPHA 2

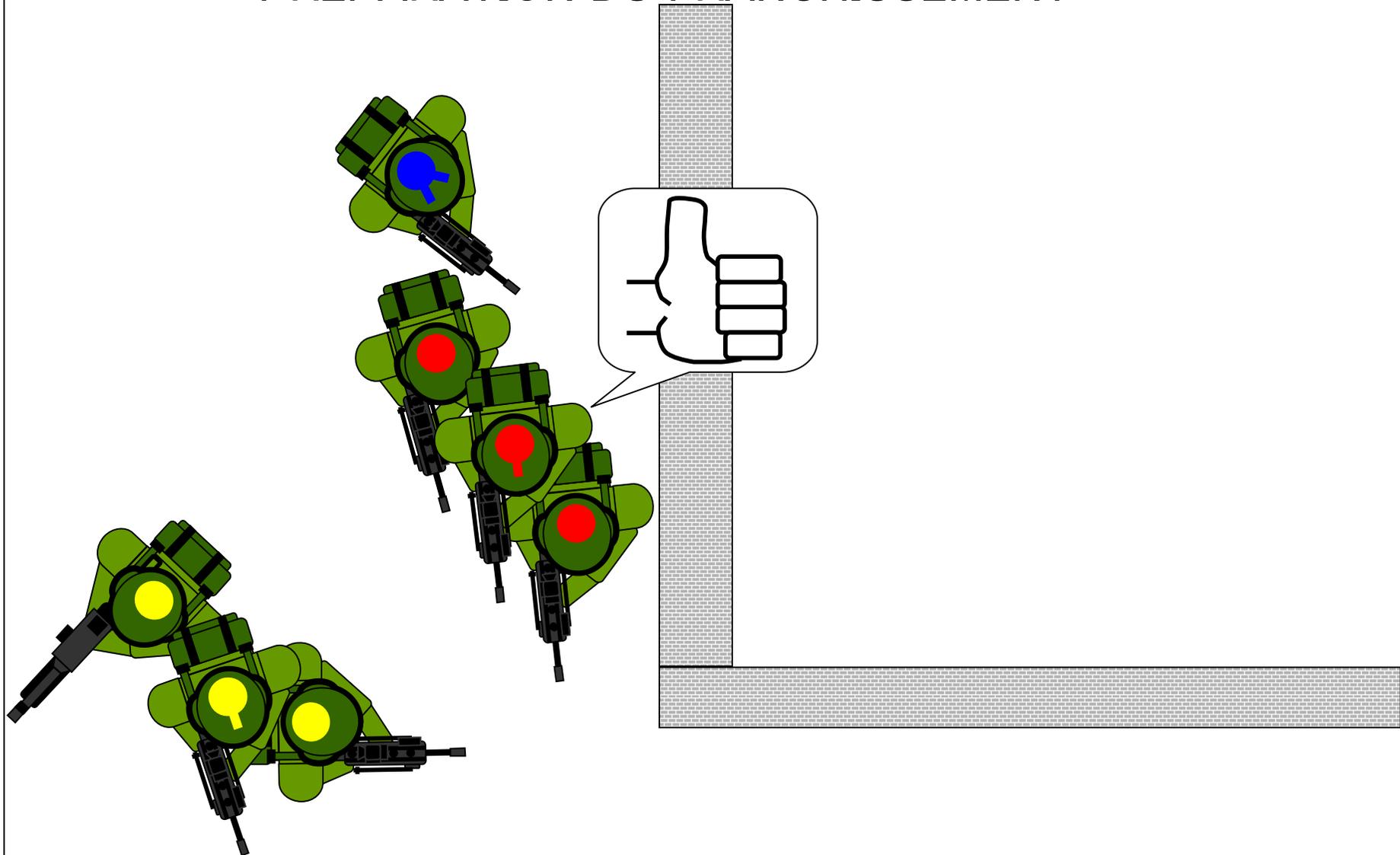
APPUI EN PLACE



ALPHA : APPUIE

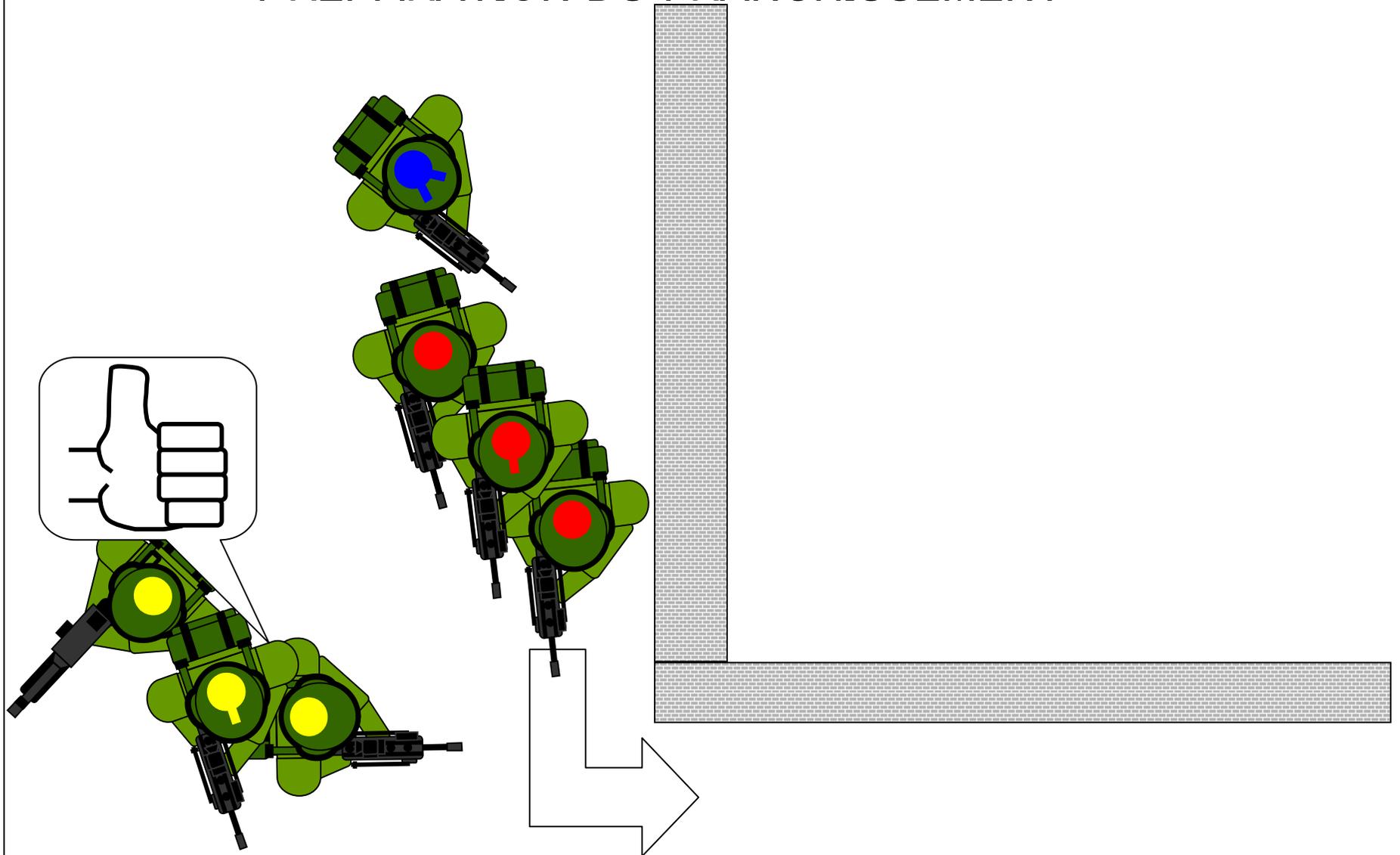


# PREPARATION DU FRANCHISSEMENT



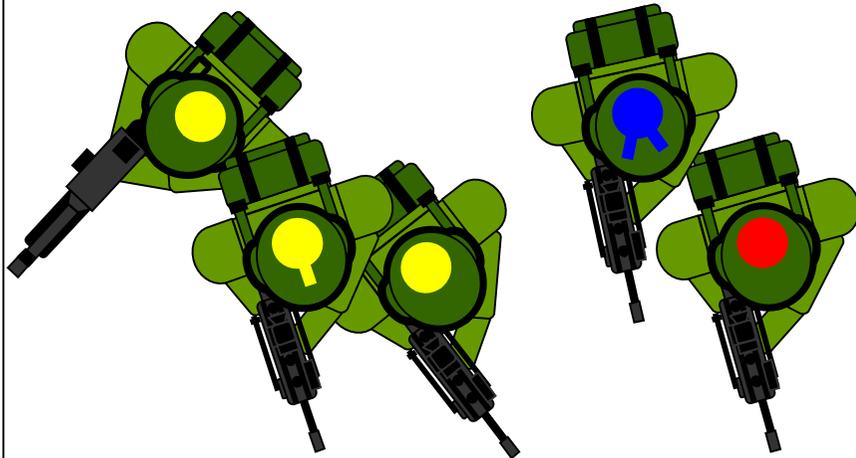
ALPHA : APPUIE

# PREPARATION DU FRANCHISSEMENT

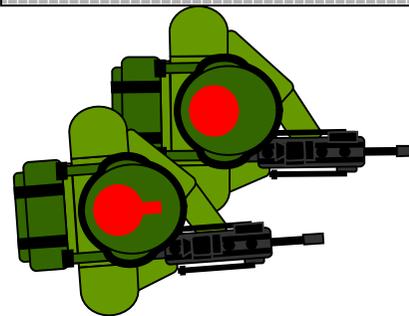
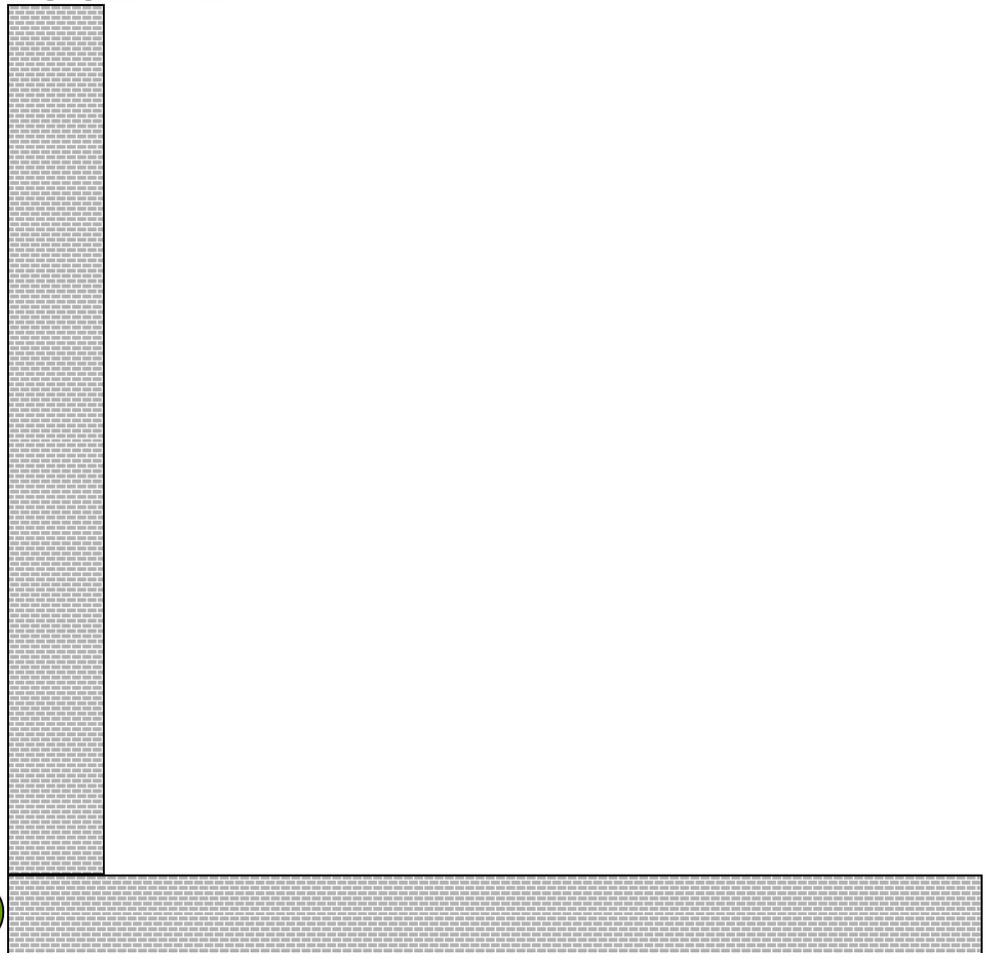


ALPHA : APPUIE

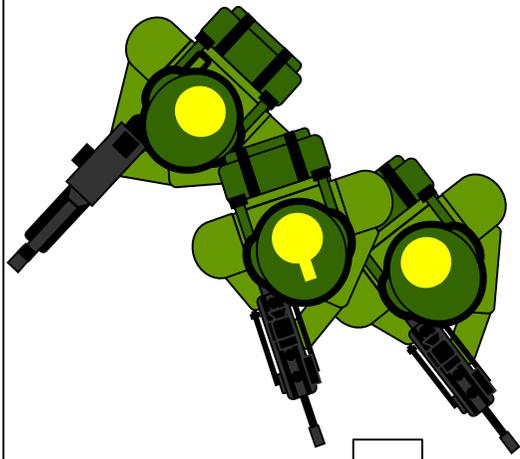
# FRANCHISSEMENT



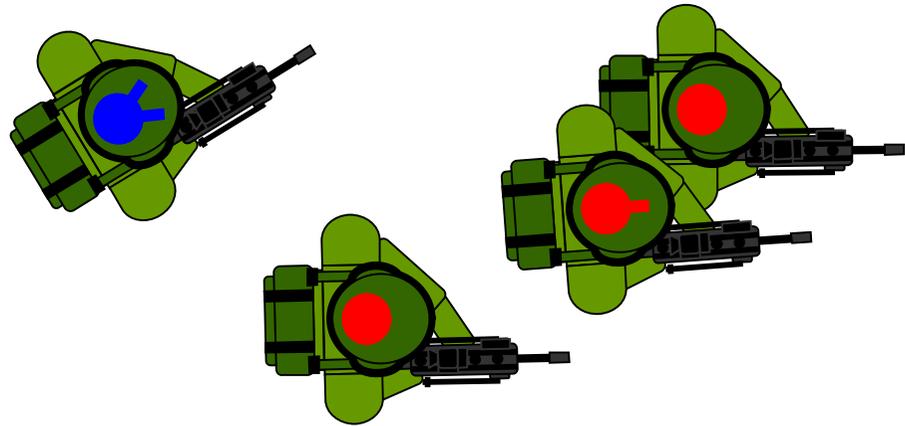
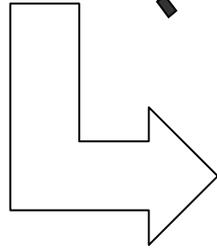
ALPHA 3 : REPORT DE TIR



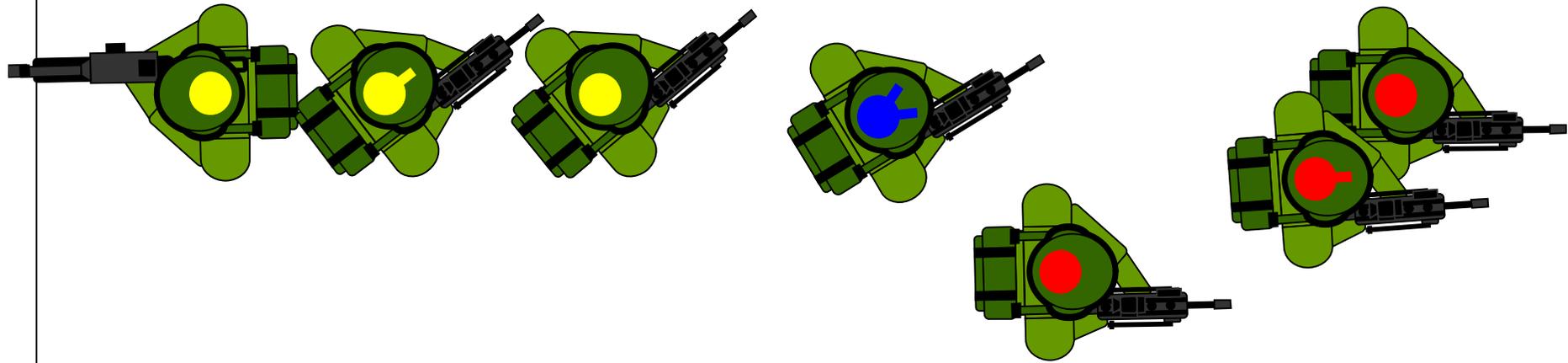
# FRANCHISSEMENT



ALPHA : APPUIE



# FIN DU FRANCHISSEMENT

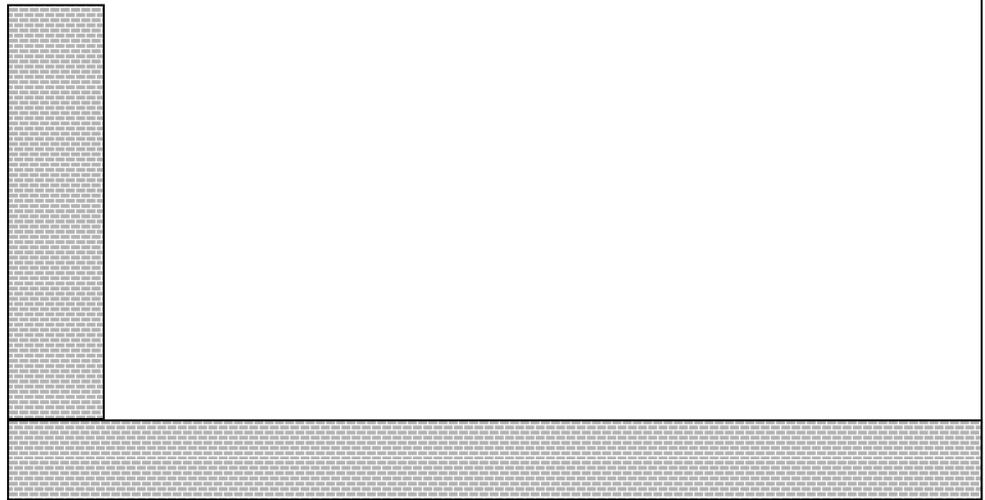
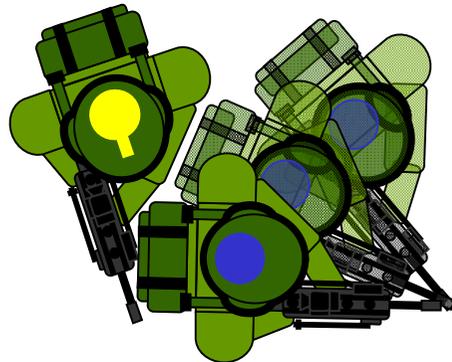
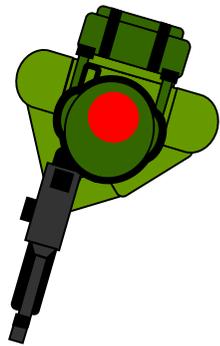
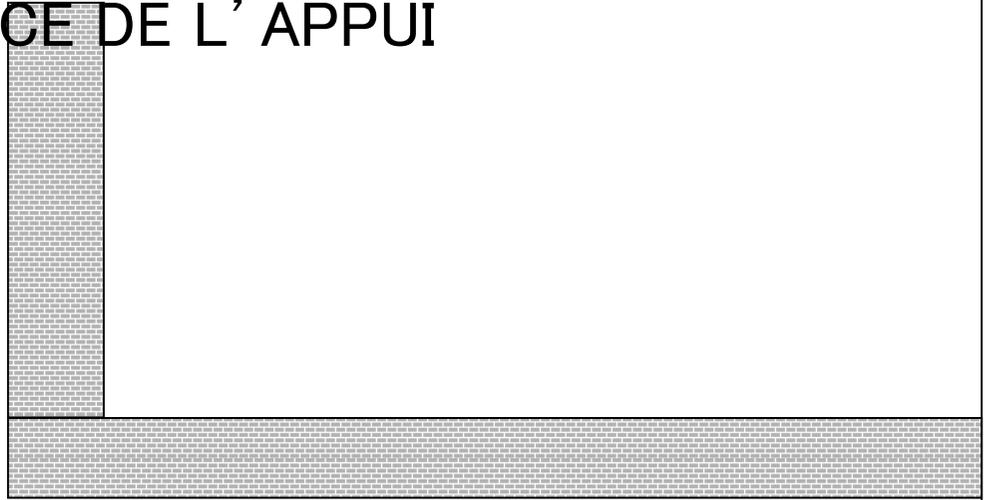
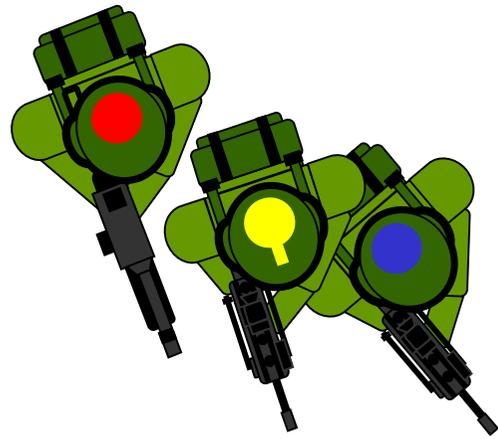


***TRAVERSEE***

***DE RUE***

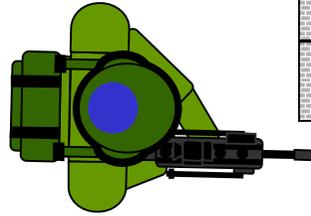
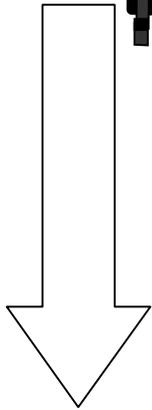
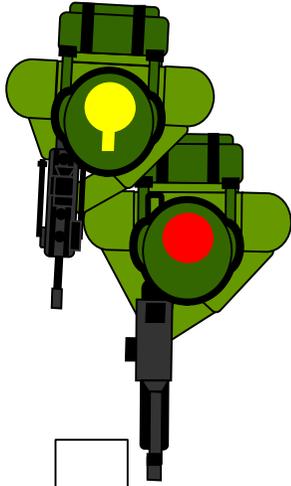
**TRINÔME**

# MISE EN PLACE DE L' APPUI

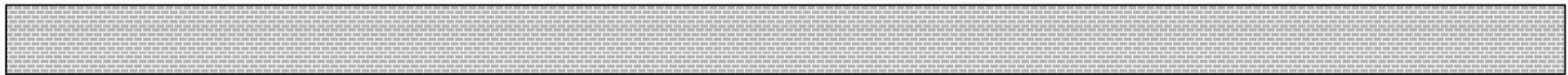
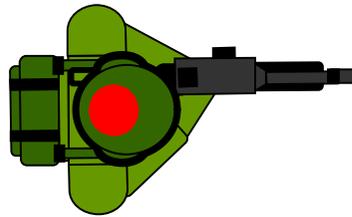
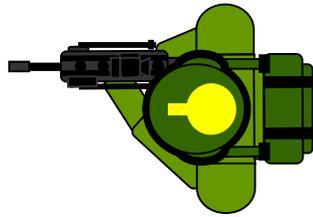
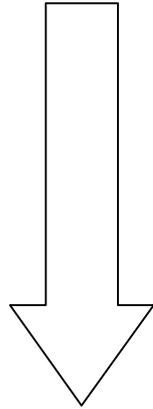
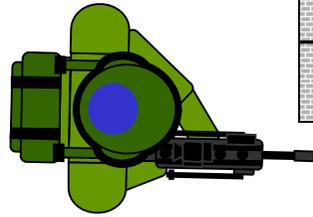


N° 1 : OUVERTURE D' ANGLE, TENU PAR N° 2

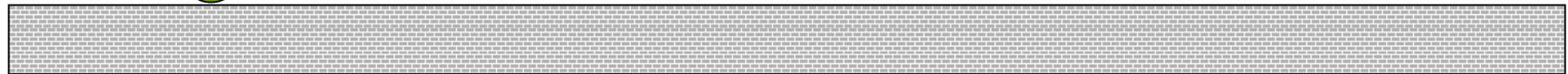
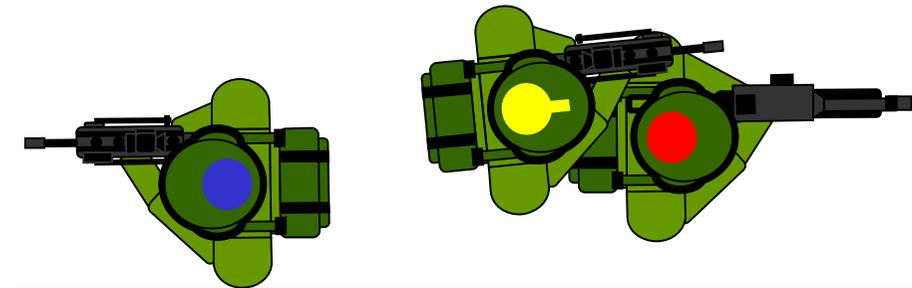
# FRANCHISSEMENT



# FRANCHISSEMENT

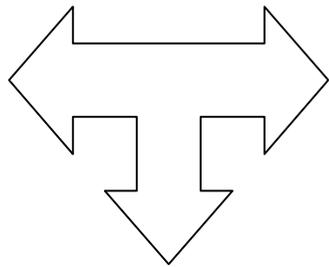
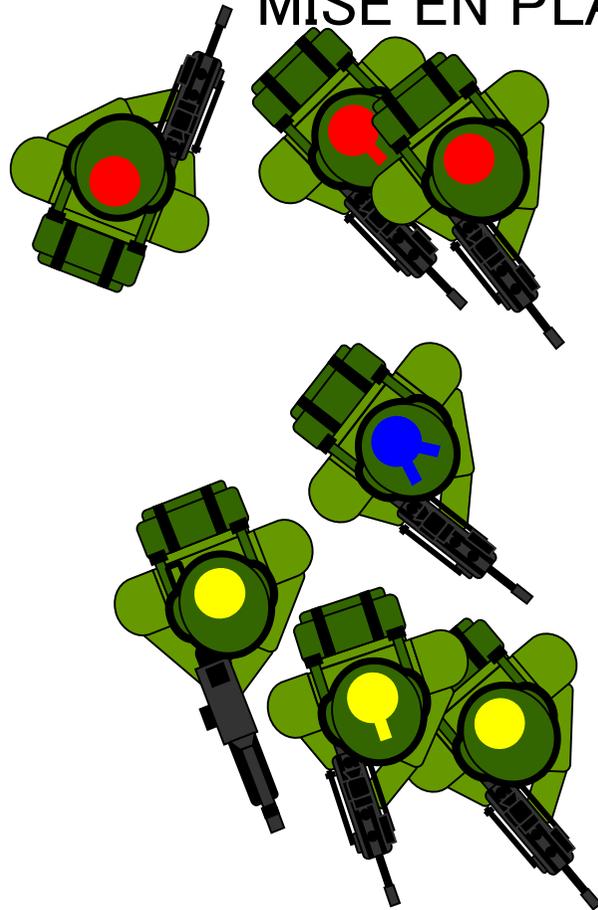


# FRANCHISSEMENT

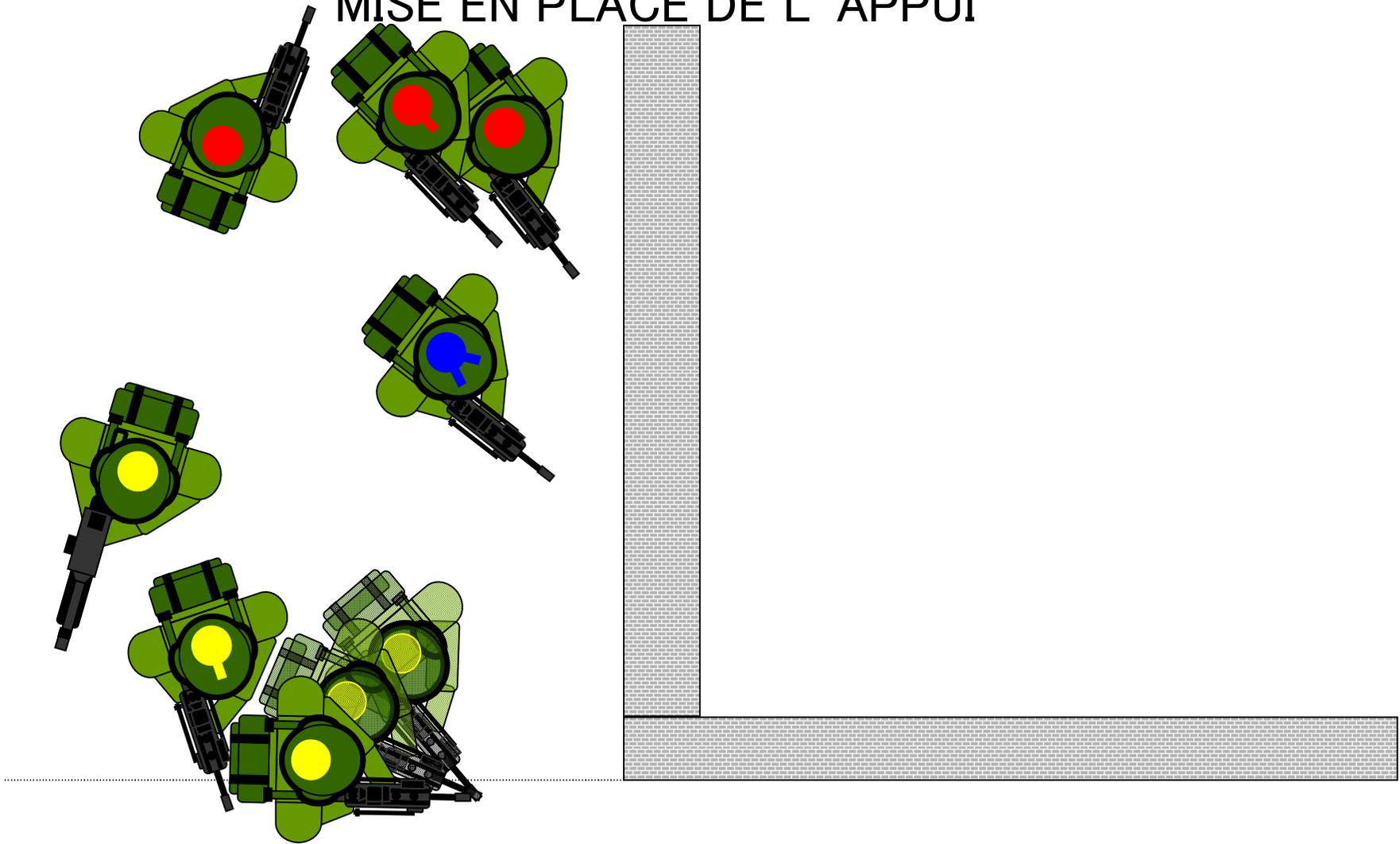


**GROUPE**

# MISE EN PLACE DE L' APPUI

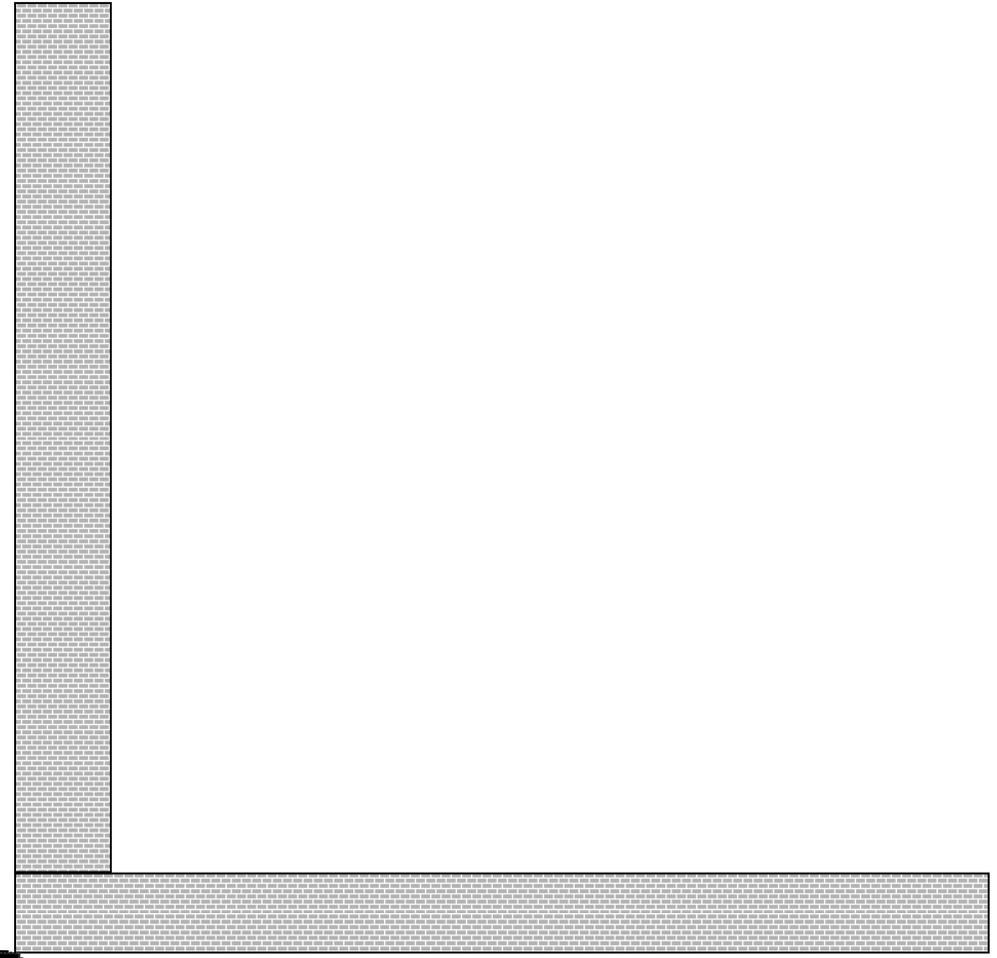
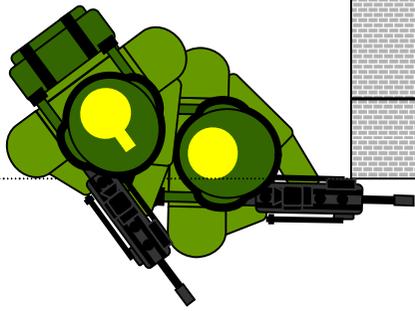
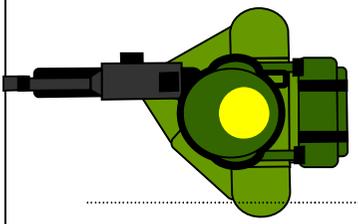
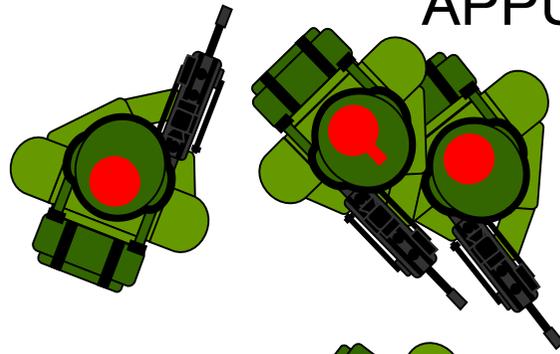


# MISE EN PLACE DE L' APPUI



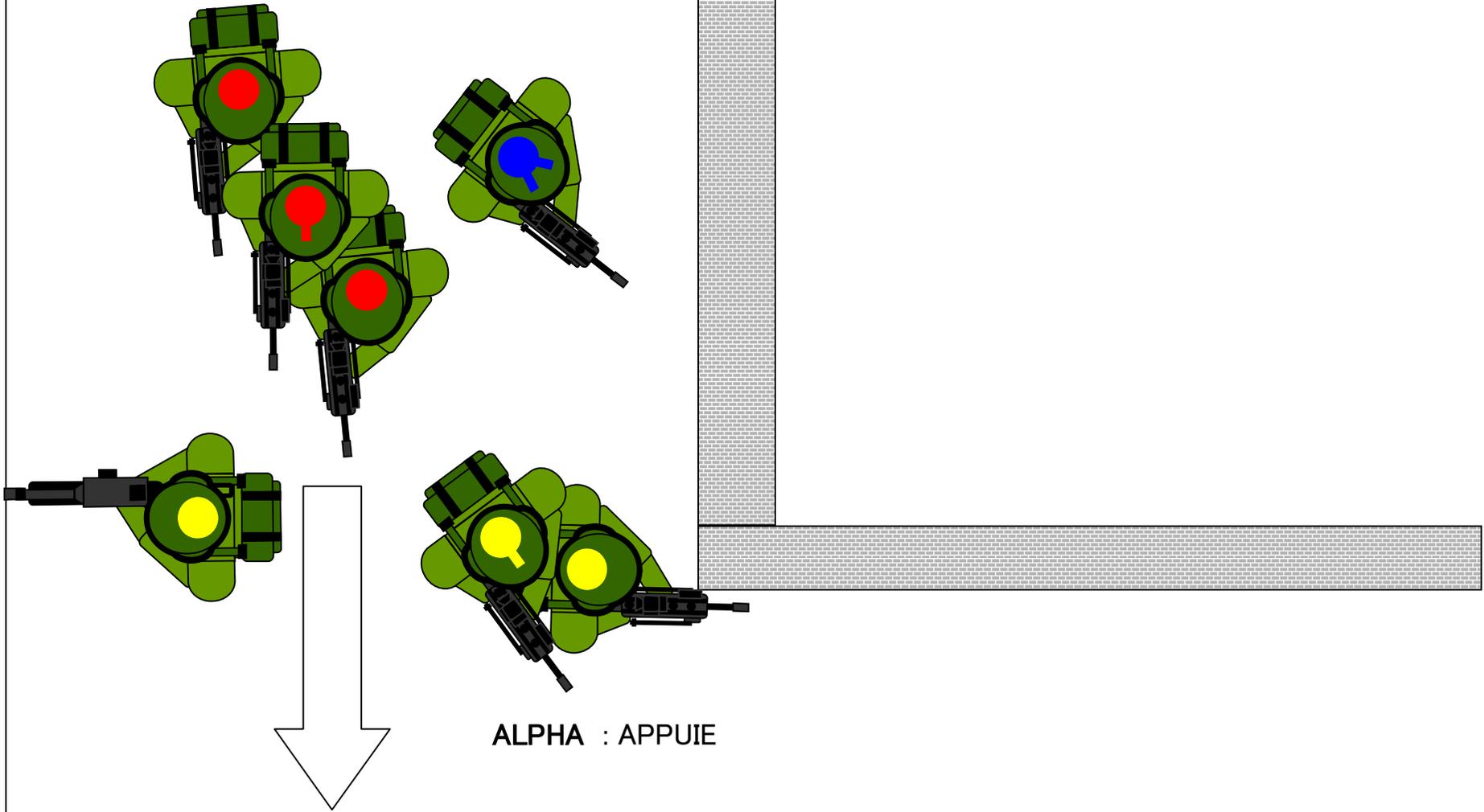
ALPHA 1 : OUVERTURE D' ANGLE, TENU PAR ALPHA 2

APPUI EN PLACE



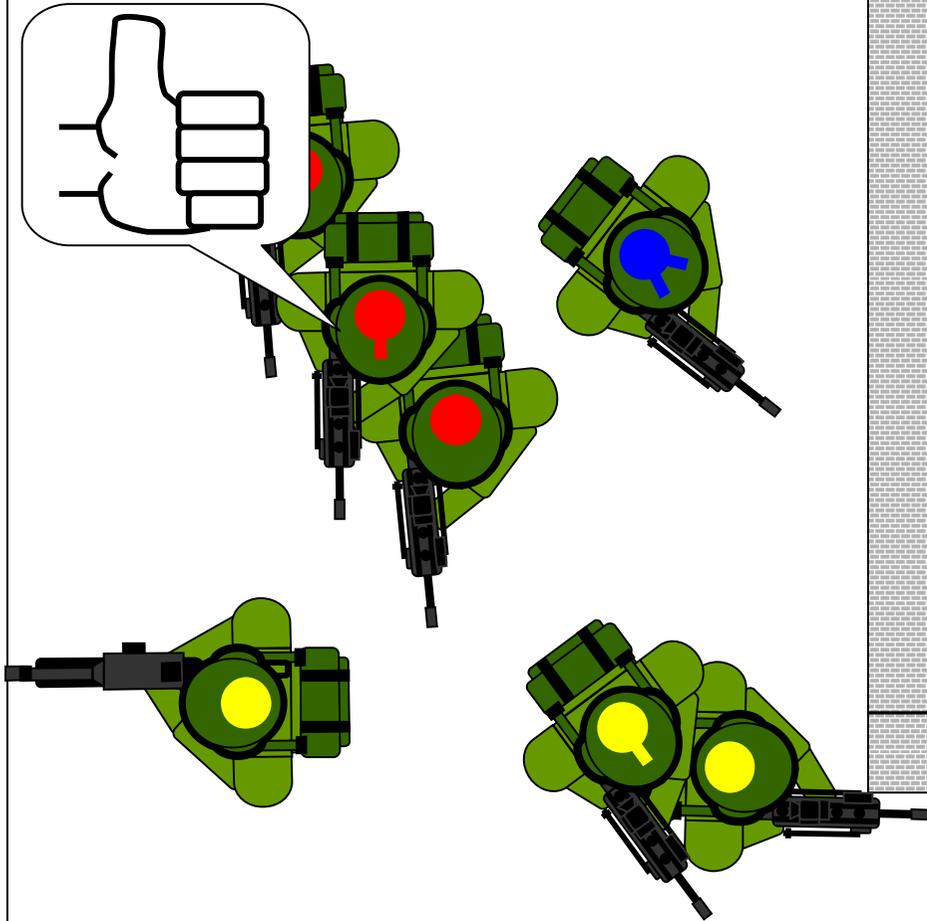
ALPHA : APPUIE

APPUI EN PLACE



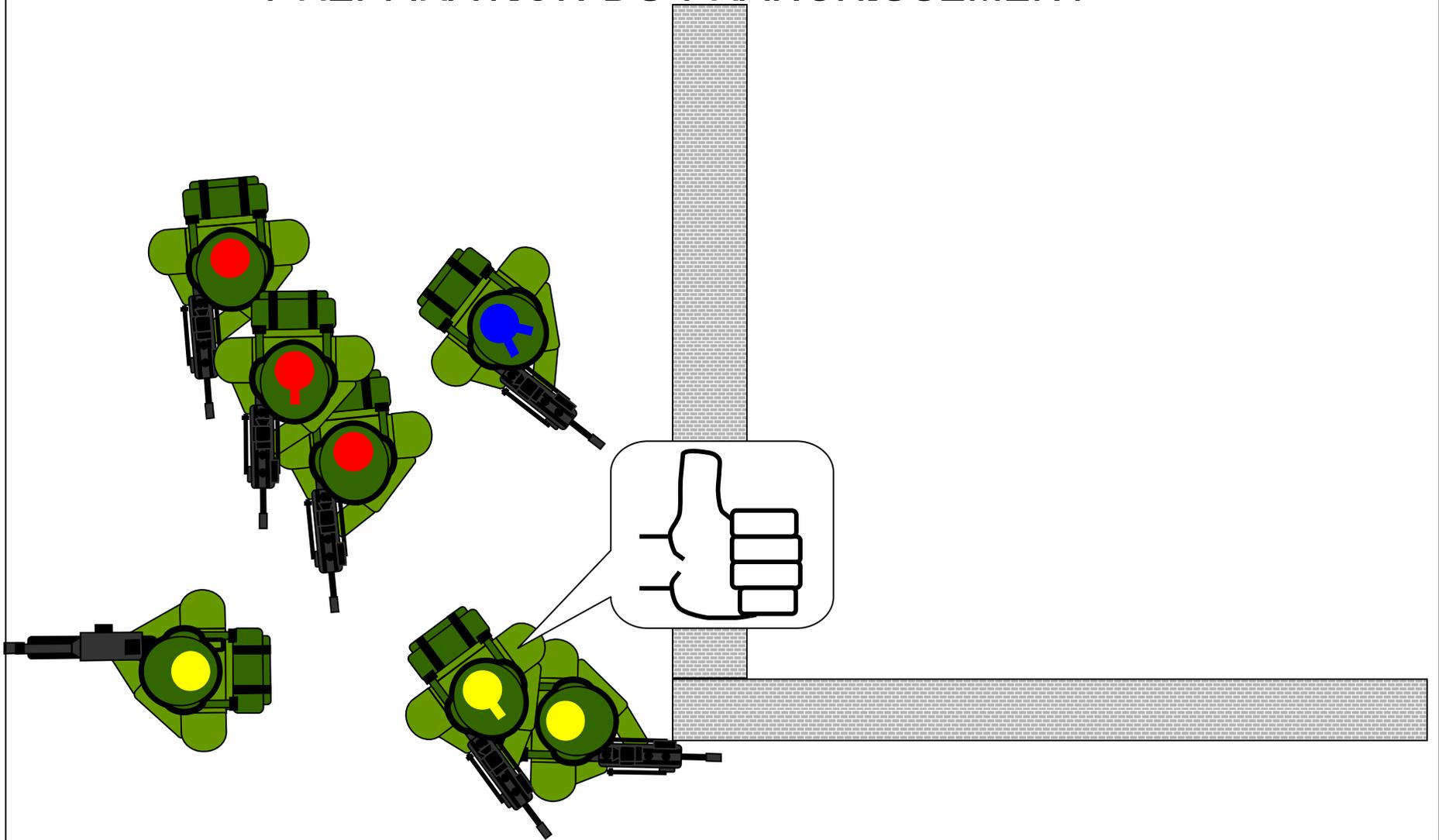
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# PREPARATION DU FRANCHISSEMENT



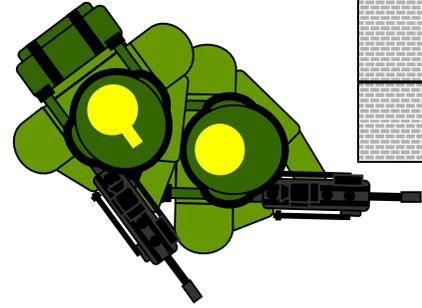
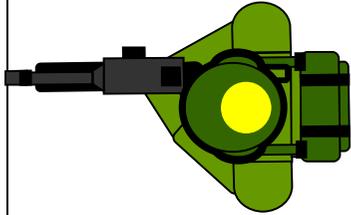
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# PREPARATION DU FRANCHISSEMENT

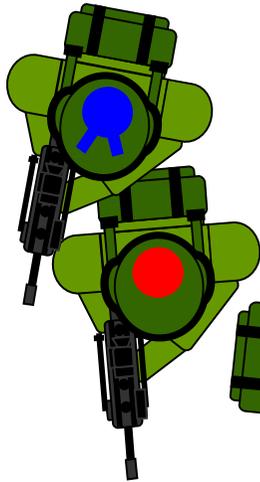


ALPHA : APPUIE

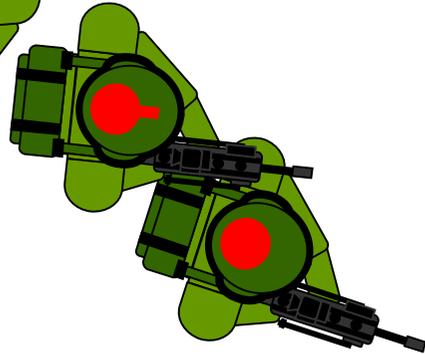
# FRANCHISSEMENT



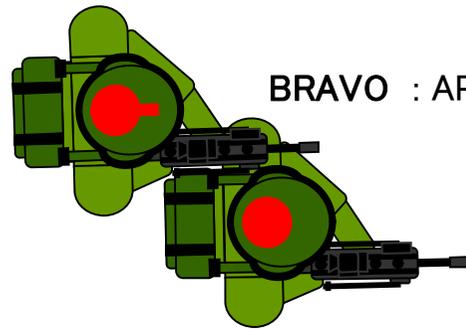
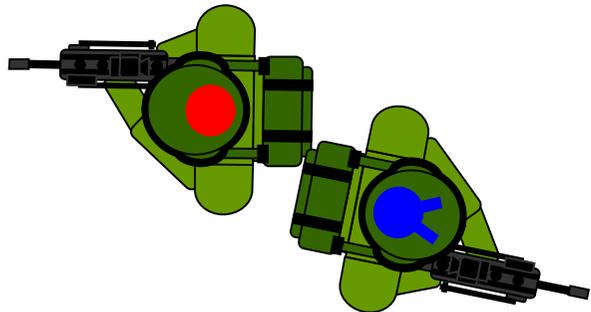
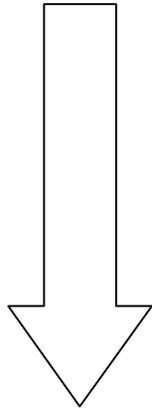
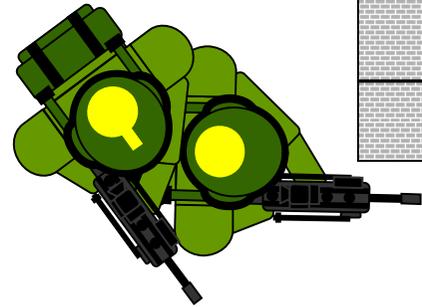
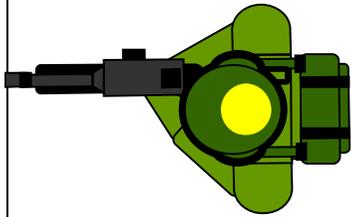
ALPHA : APPUIE



BRAVO : FRANCHIT



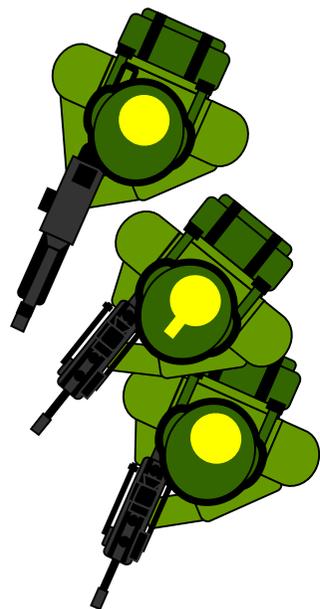
# FRANCHISSEMENT



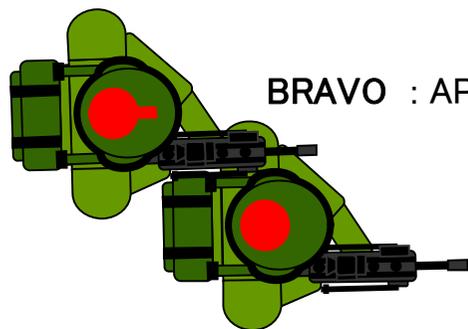
BRAVO : APPUIE



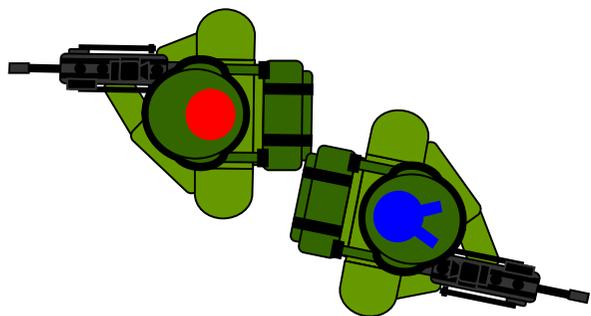
# FRANCHISSEMENT



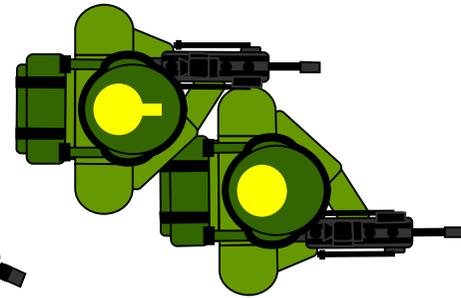
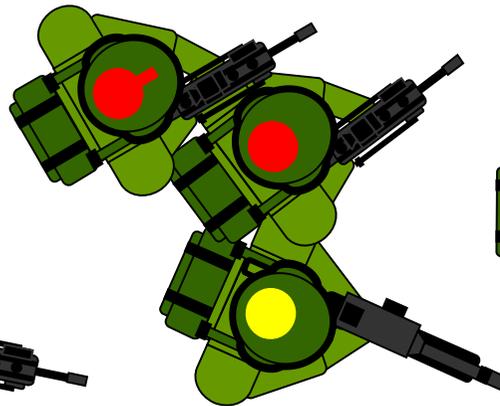
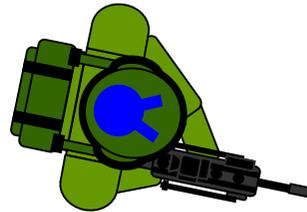
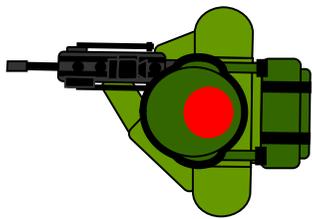
ALPHA : FRANCHIT



BRAVO : APPUIE

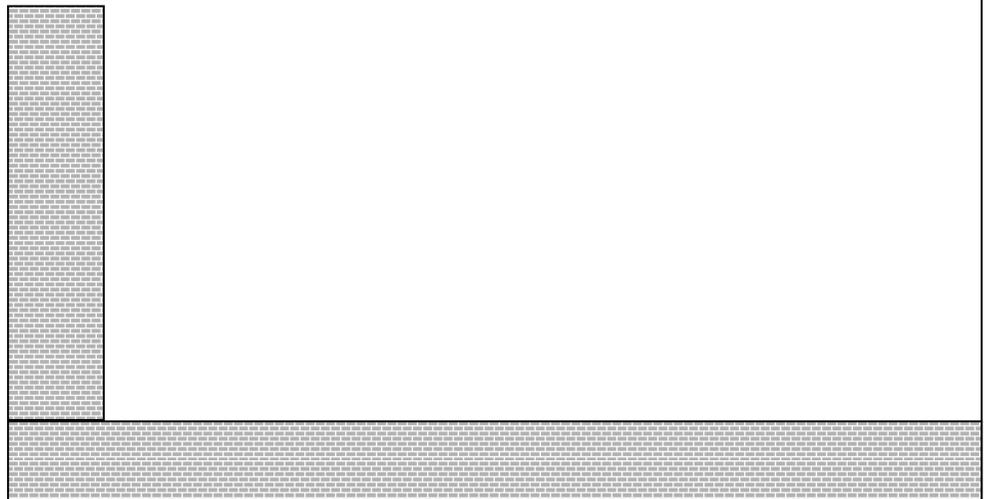
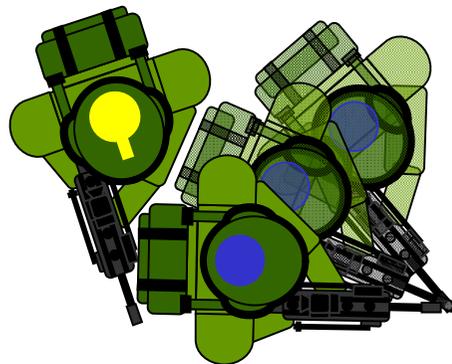
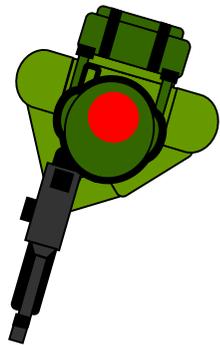
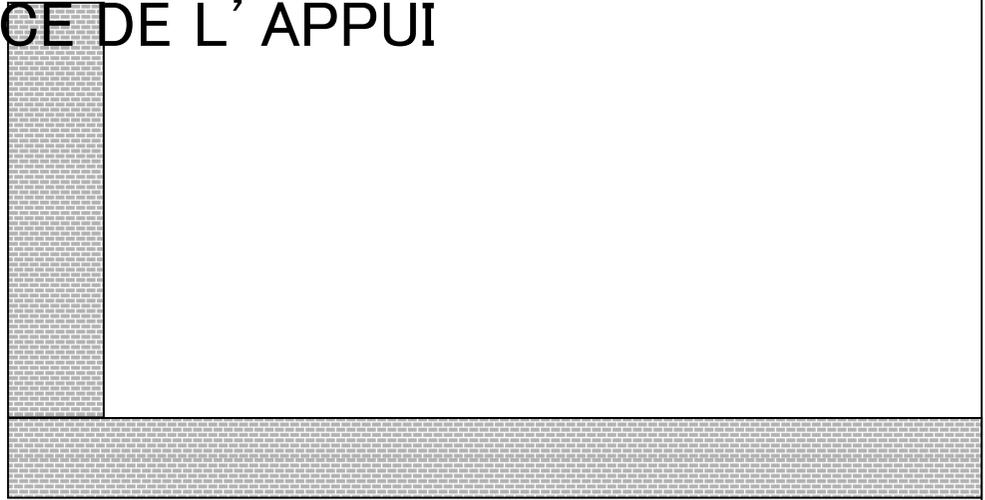
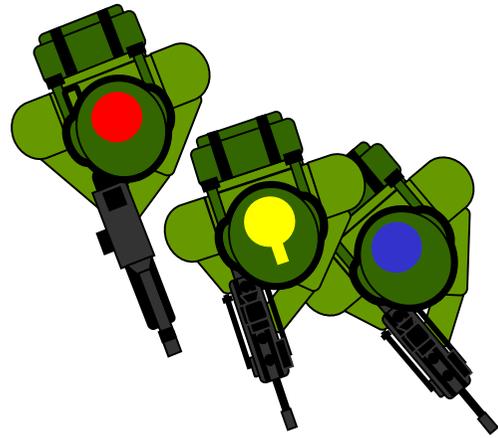


# FIN DU FRANCHISSEMENT



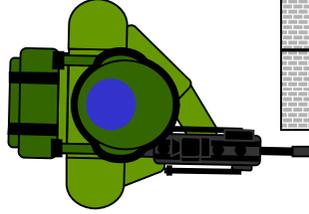
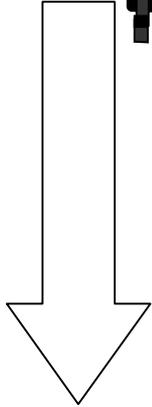
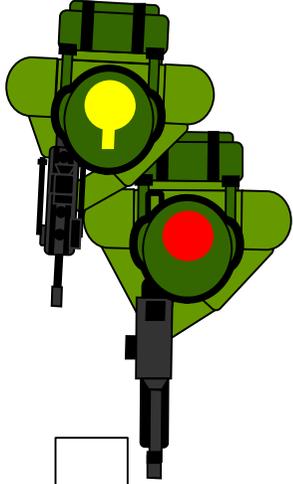
**TRAVERSEE**  
**DE RUE**  
**(SOUS LE FEU)**  
TRAVERSEE  
DE RUE  
**TRINOME**

# MISE EN PLACE DE L' APPUI

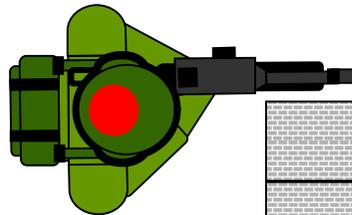
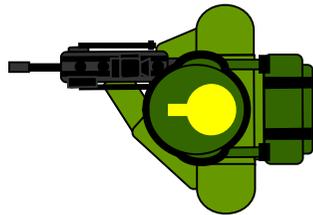
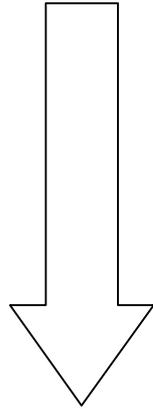
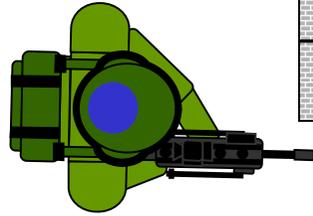


N° 1 : OUVERTURE D' ANGLE, TENU PAR N° 2

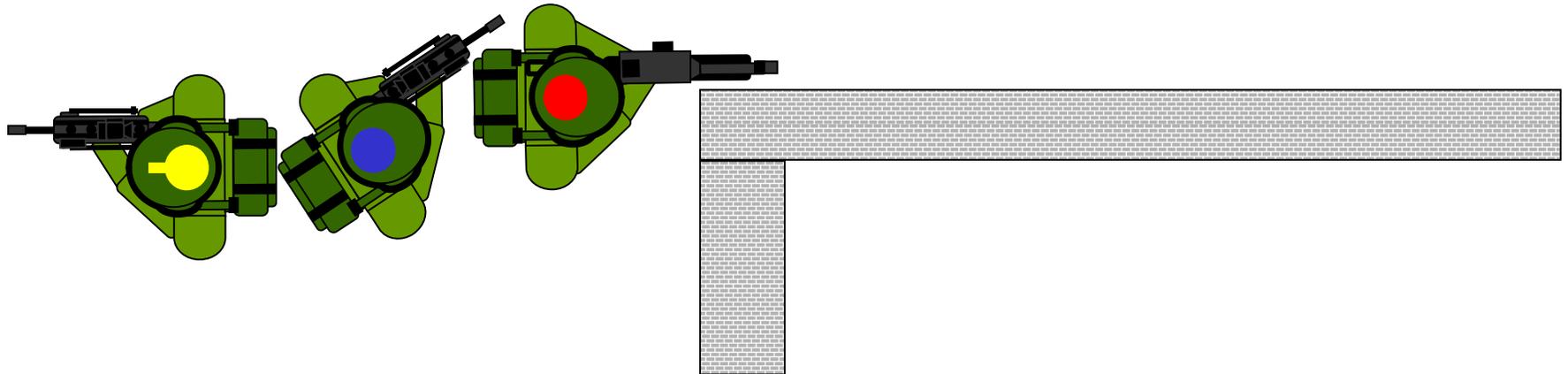
# FRANCHISSEMENT



# FRANCHISSEMENT



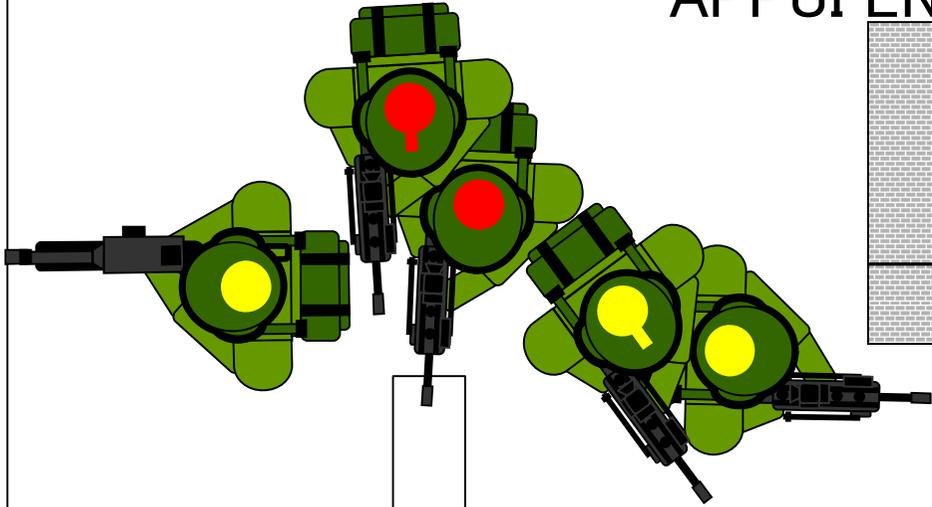
# FRANCHISSEMENT



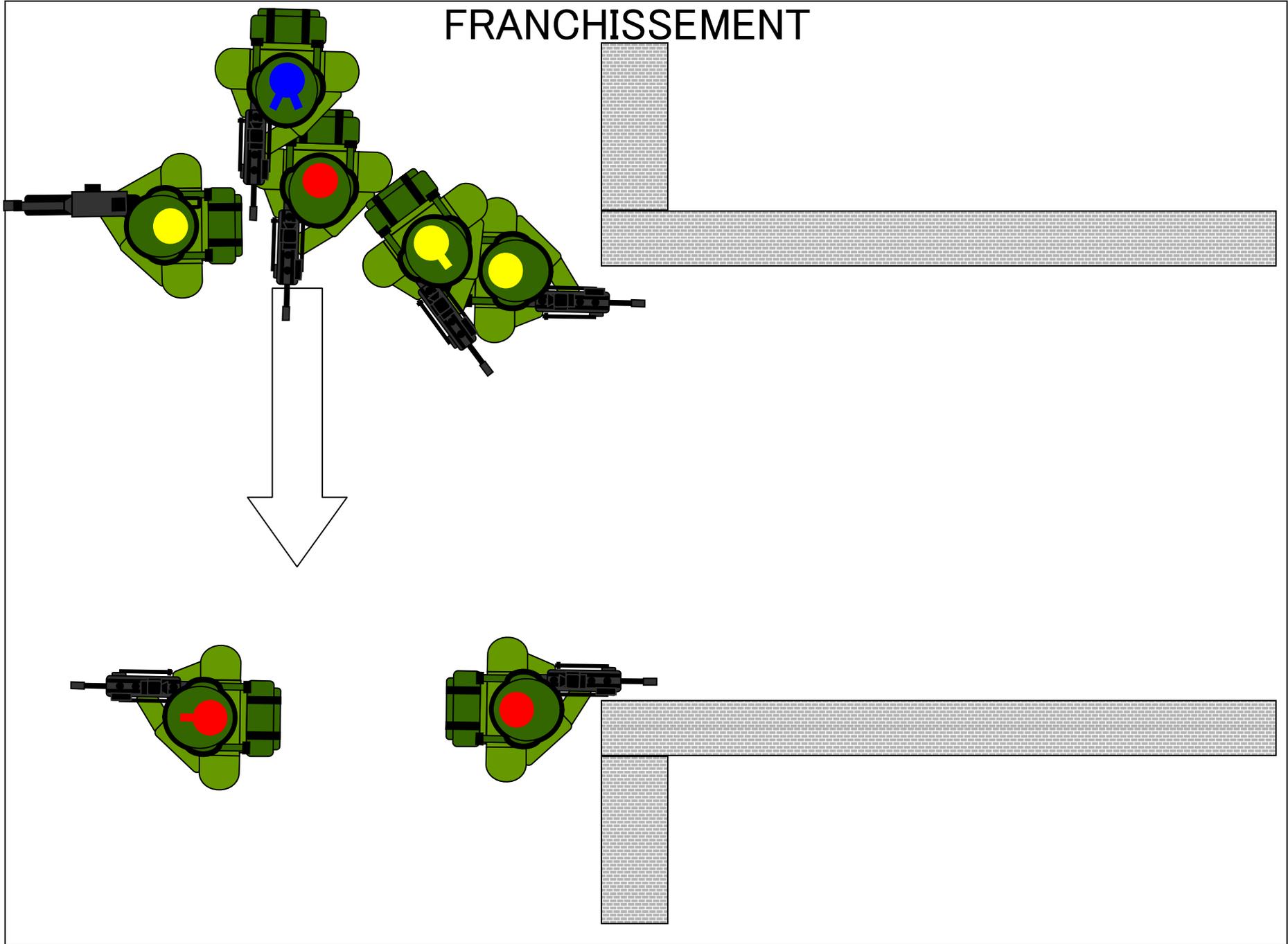
**TRAVERSEE**  
**DE RUE**  
**(SOUS LE FEU)**

**TRAVERSEE**  
**DE RUE**  
**(SOUS LE FEU)**  
**GROUPE**

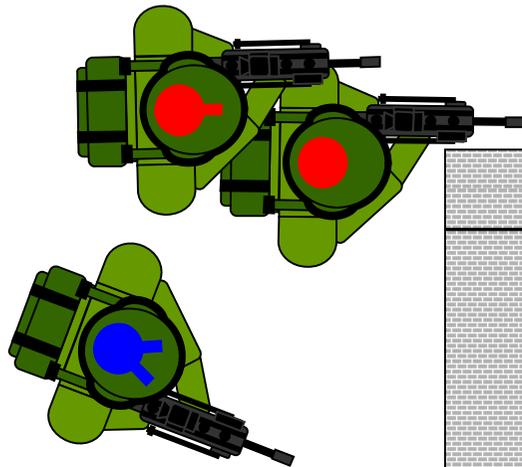
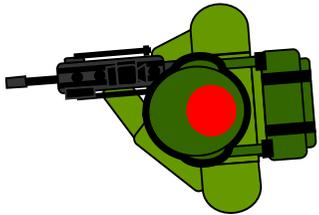
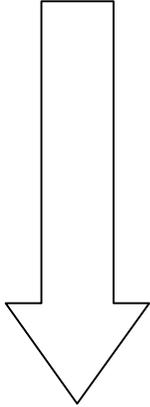
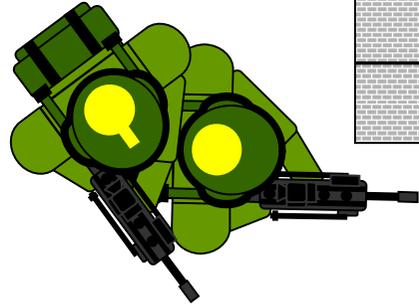
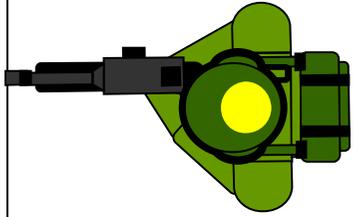
APPUI EN PLACE



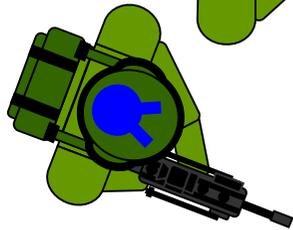
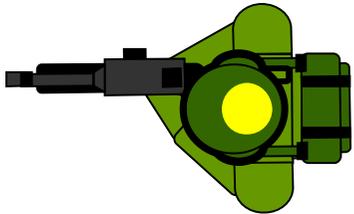
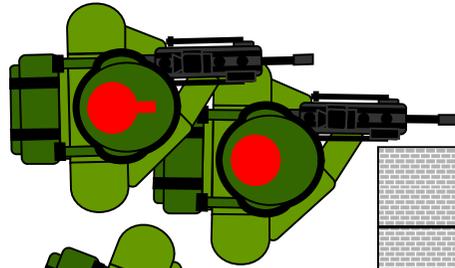
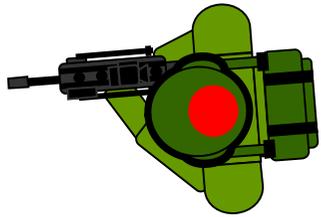
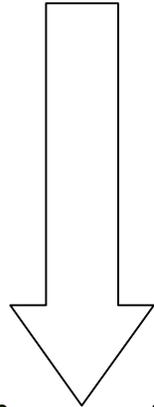
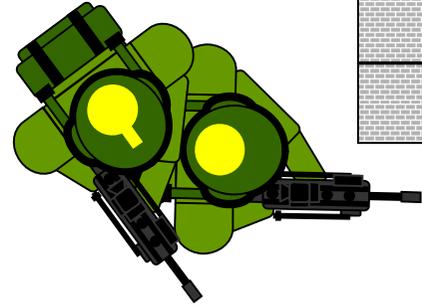
# FRANCHISSEMENT



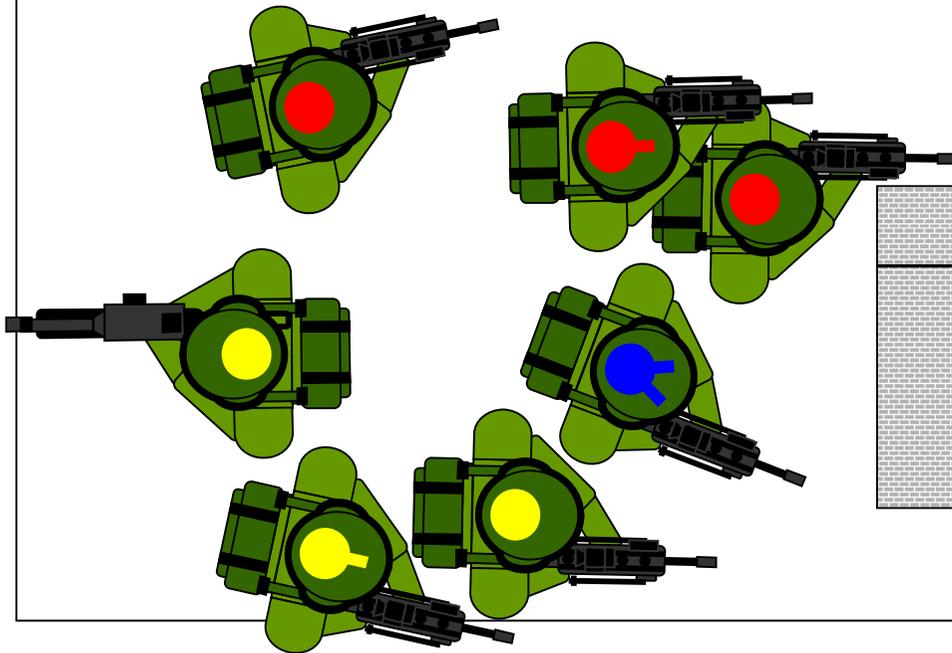
# FRANCHISSEMENT



# FRANCHISSEMENT



# FRANCHISSEMENT



**LE TRINÔME**

**PENETRE DANS**

**UNE PIECE**

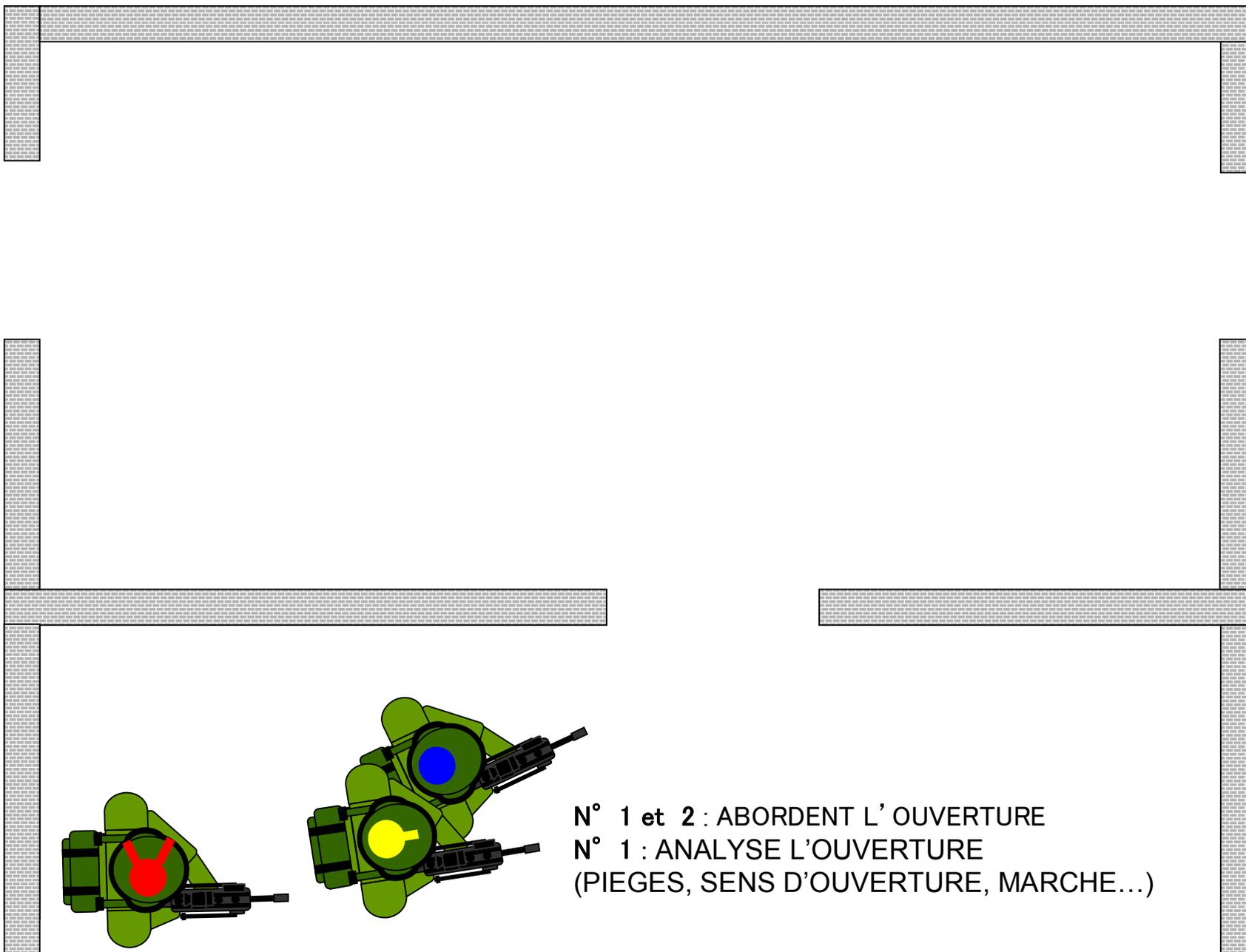
**(A PARTIR DE L'INTERIEUR D'UNE HABITATION)**

**CONTEXTE 1**

***ENNEMI NON DECELE***

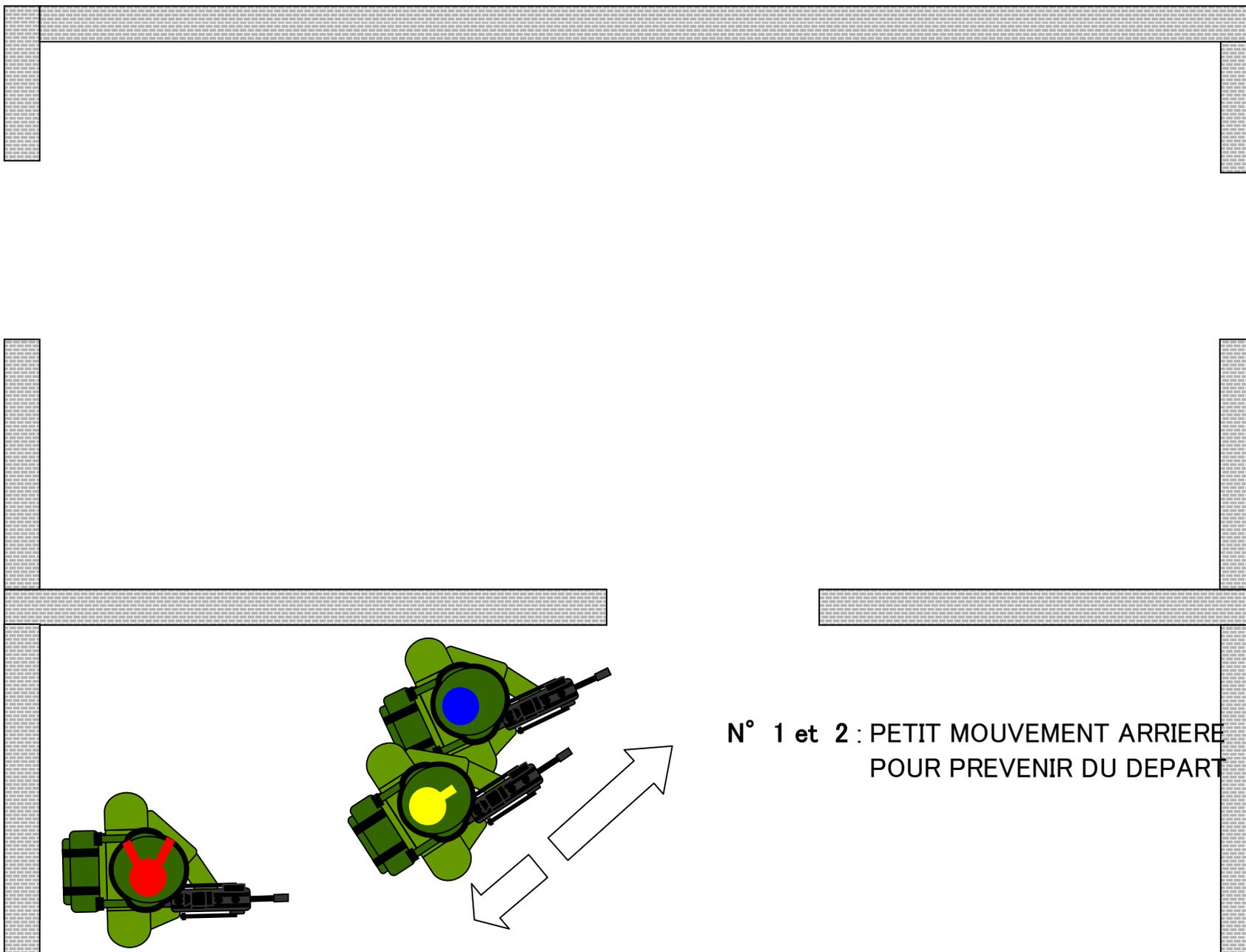
***AMBIANCE SOUPLESSE ET DISCRETION***

# ABORDER



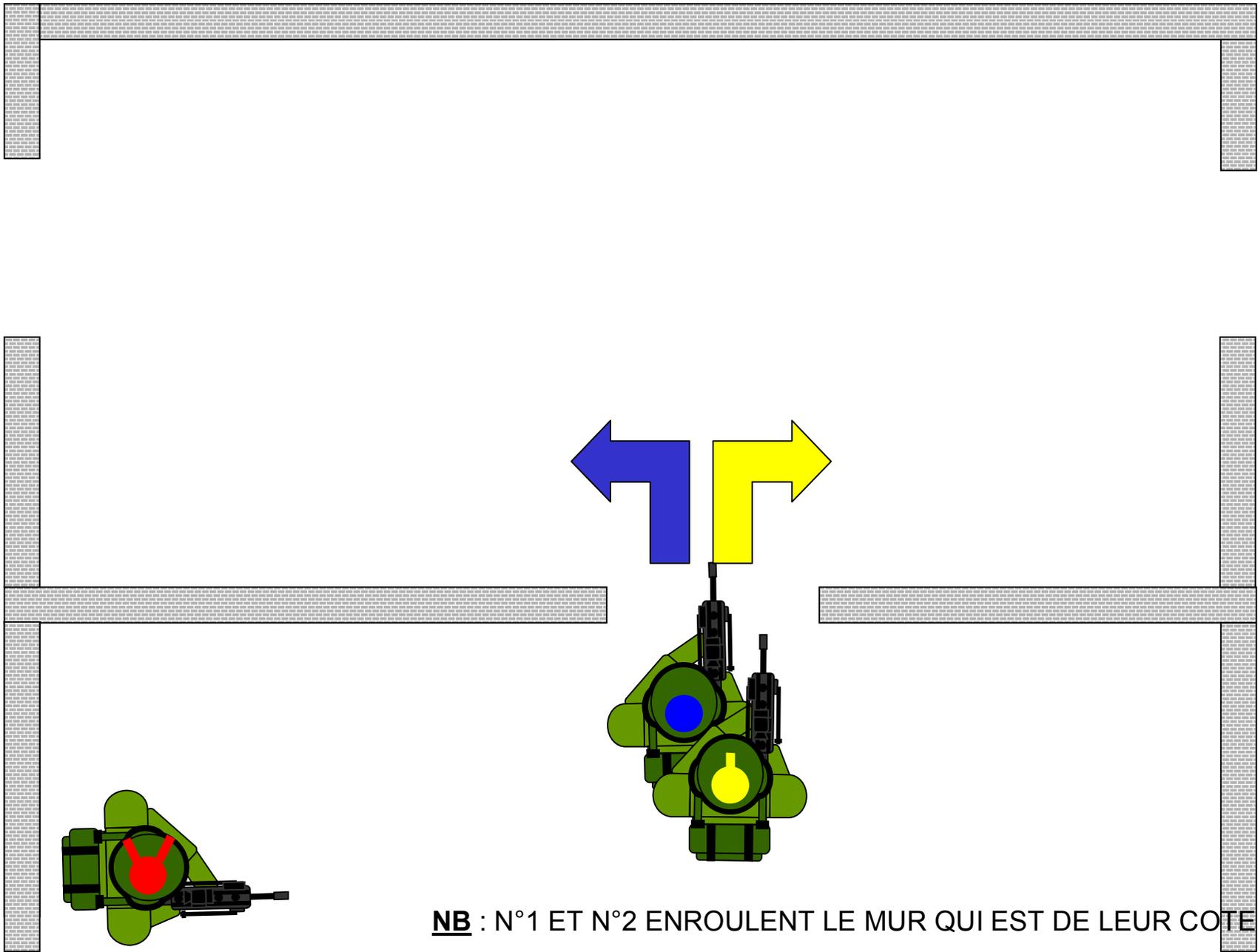
N° 1 et 2 : ABORDENT L'OUVERTURE  
N° 1 : ANALYSE L'OUVERTURE  
(PIEGES, SENS D'OUVERTURE, MARCHE...)

# PREPARER



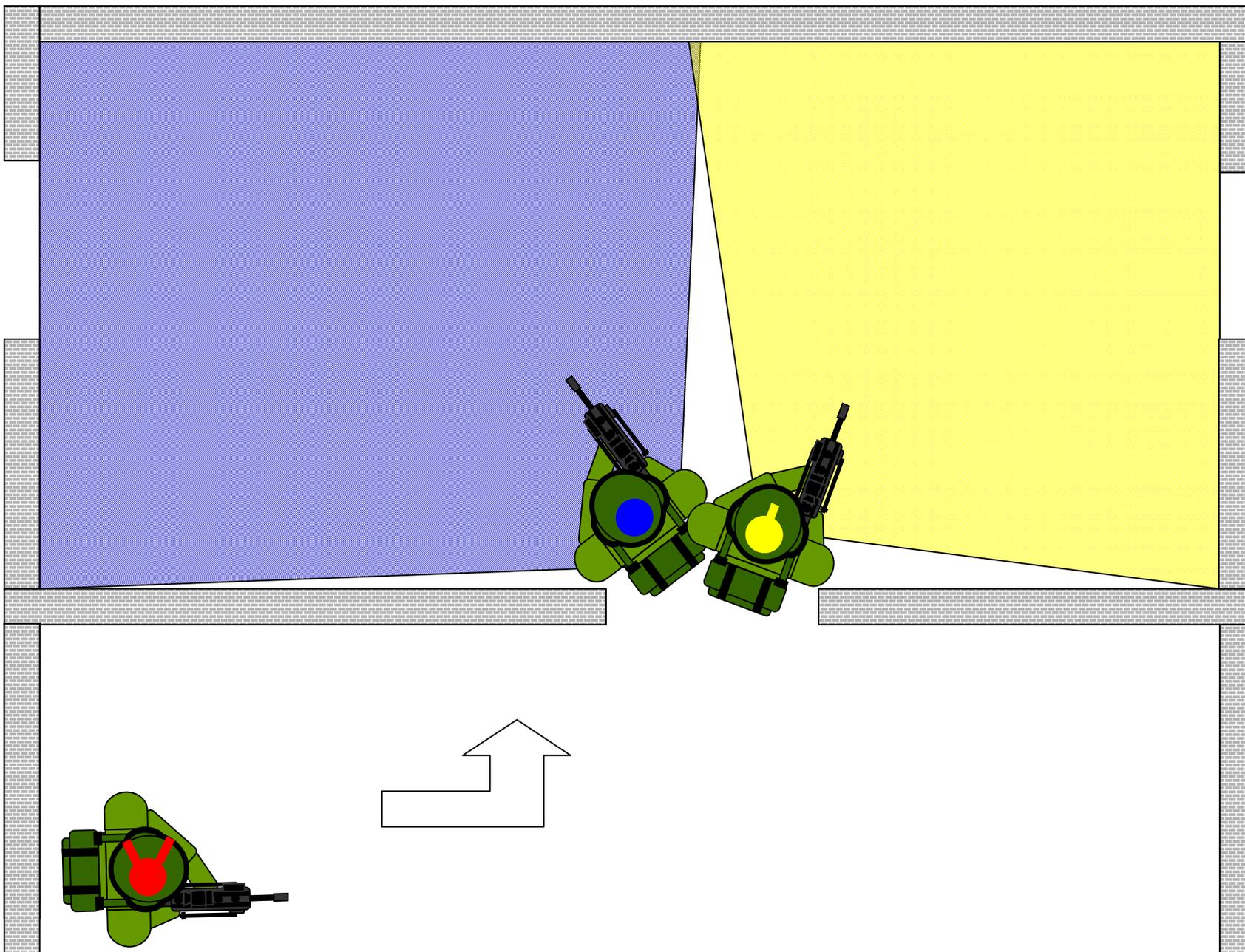
N° 1 et 2 : PETIT MOUVEMENT ARRIERE  
POUR PREVENIR DU DEPART

# PENETRER



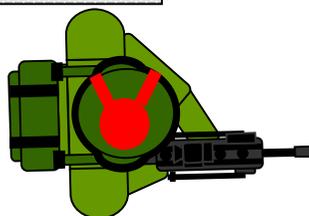
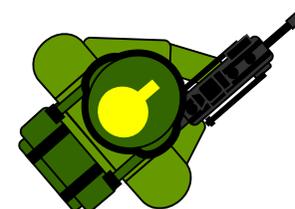
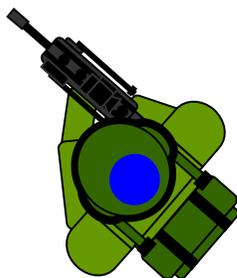
**NB :** N°1 ET N°2 ENROULENT LE MUR QUI EST DE LEUR COTE

# PENETRER



# PENETRER

N° 1 et 2 : SURVEILLENT LES OUVERTURES

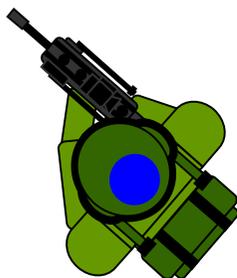


N° 3 : APPUIE, ET GARDE LE CONTACT VISUEL

**NB** : N°1 ET N°2 LAISSENT UN PASSAGE ENTRE EUX ET LE MUR  
POUR PERMETTRE LE DEPLACEMENT DE N°3 OU D'UN AUTRE TRINÔME

# RENDRE COMPTE

N° 1 : SURVEILLE

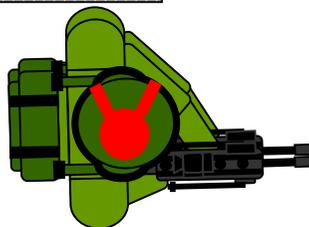


VERT  
LE 3 A GAUCHE

N° 2 : REND COMPTE



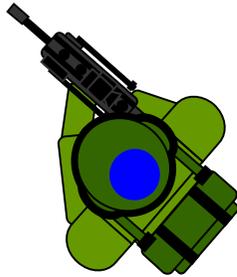
N° 3 : APPUIE, ET GARDE LE  
CONTACT VISUEL



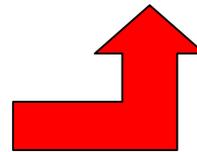
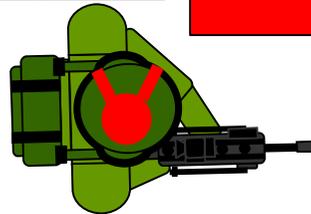
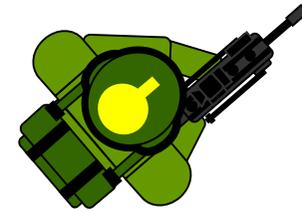
**NB** : POUR LE COMPTE RENDU, N°2 ANNONCE LE CODE COULEUR DE LA PIECE, ET DONNE LA PLACE DU N°3 (CHEF DE GROUPE)

# PENETRER

N° 1 : SURVEILLE

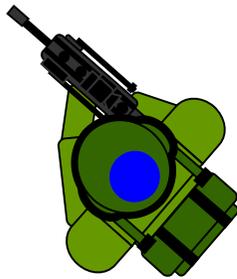


N° 2 : SURVEILLE

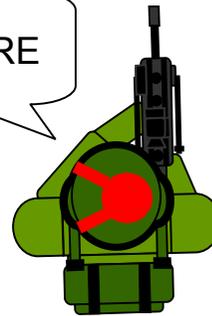


# PENETRER

N° 1 : SURVEILLE



JE RENTRE



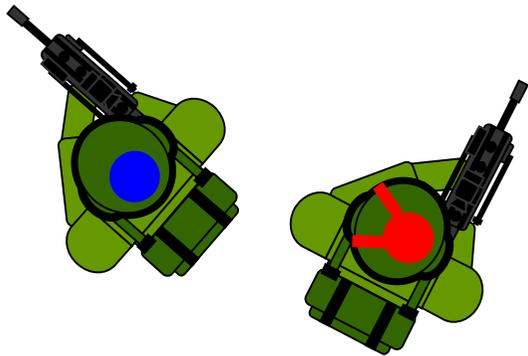
N° 2 : SURVEILLE



N° 3 : S'ANNONCE

# PENETRER

N° 1 : SURVEILLE



N° 2 : SURVEILLE

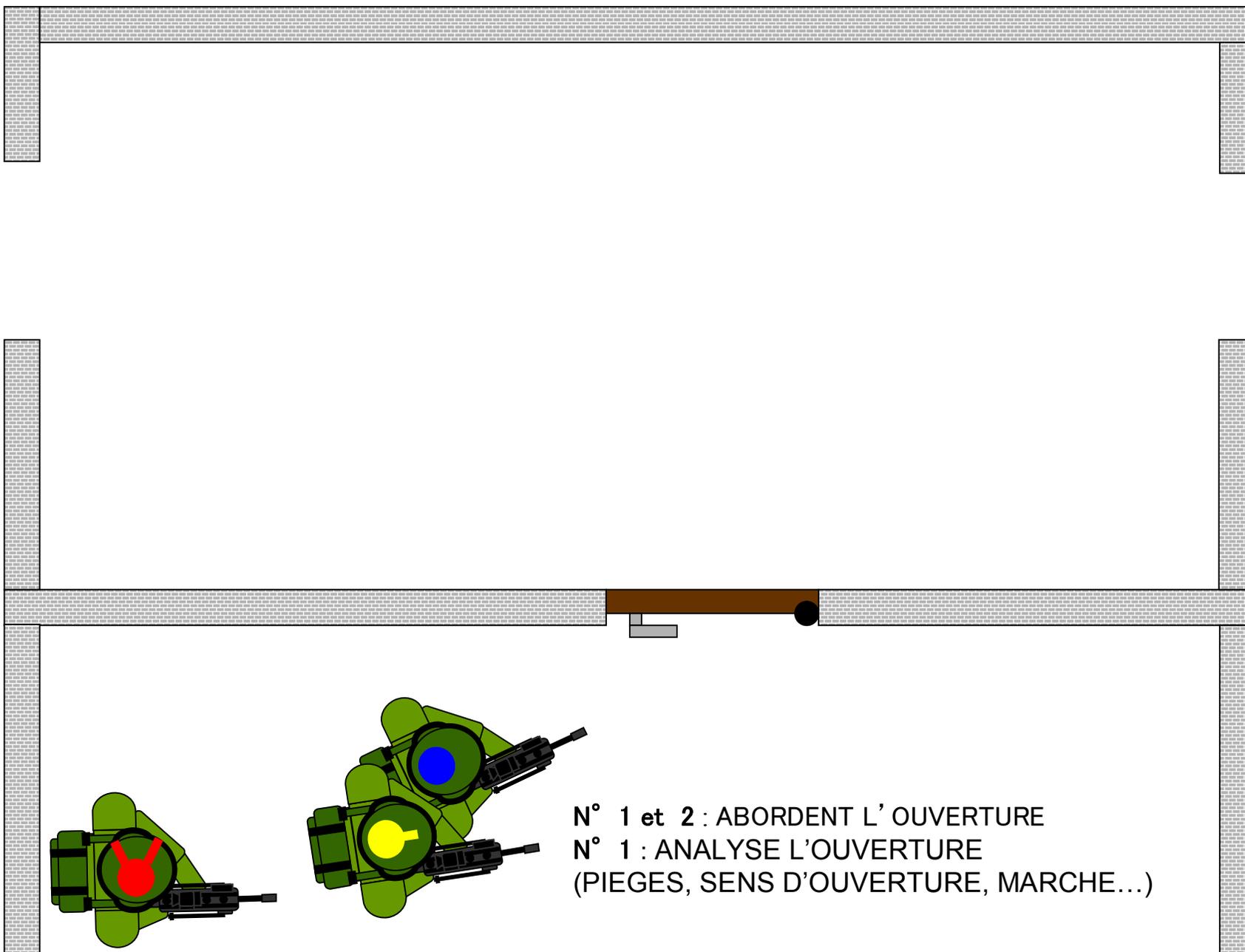


***PORTE FERMEE***

***NON VERROUILLEE***

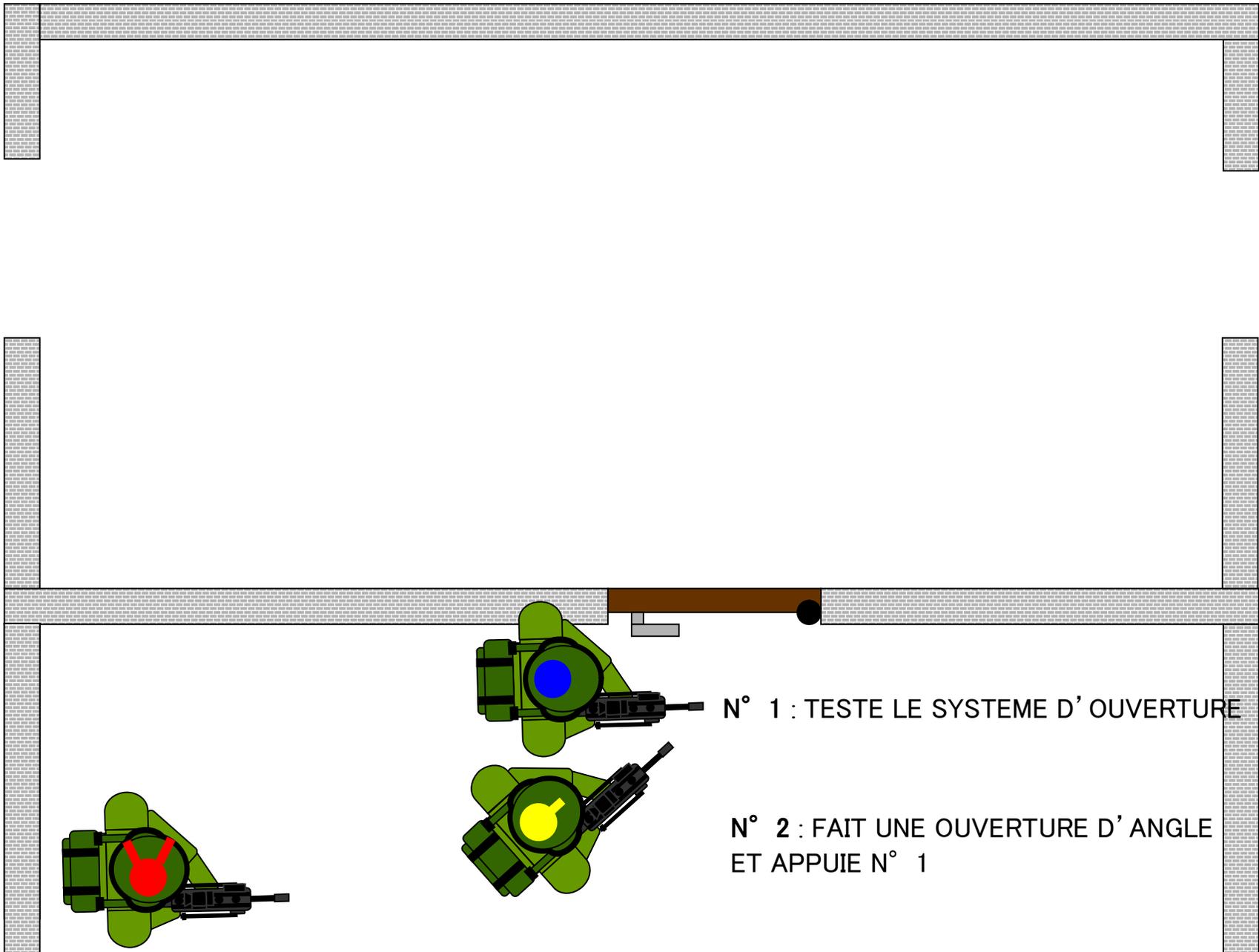
***COTE POIGNEE***

# ABORDER

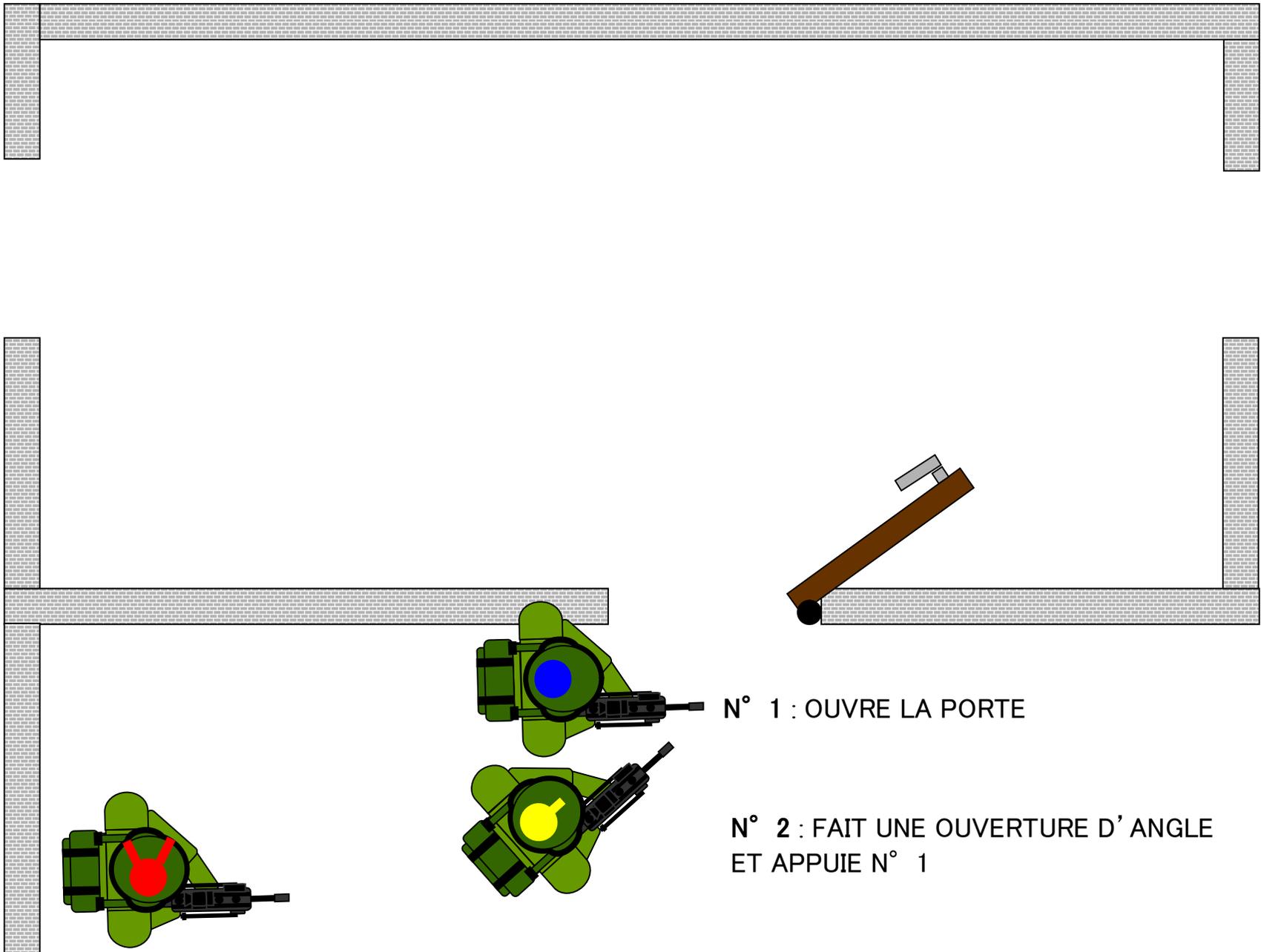


N° 1 et 2 : ABORDENT L'OUVERTURE  
N° 1 : ANALYSE L'OUVERTURE  
(PIEGES, SENS D'OUVERTURE, MARCHE...)

# PREPARER



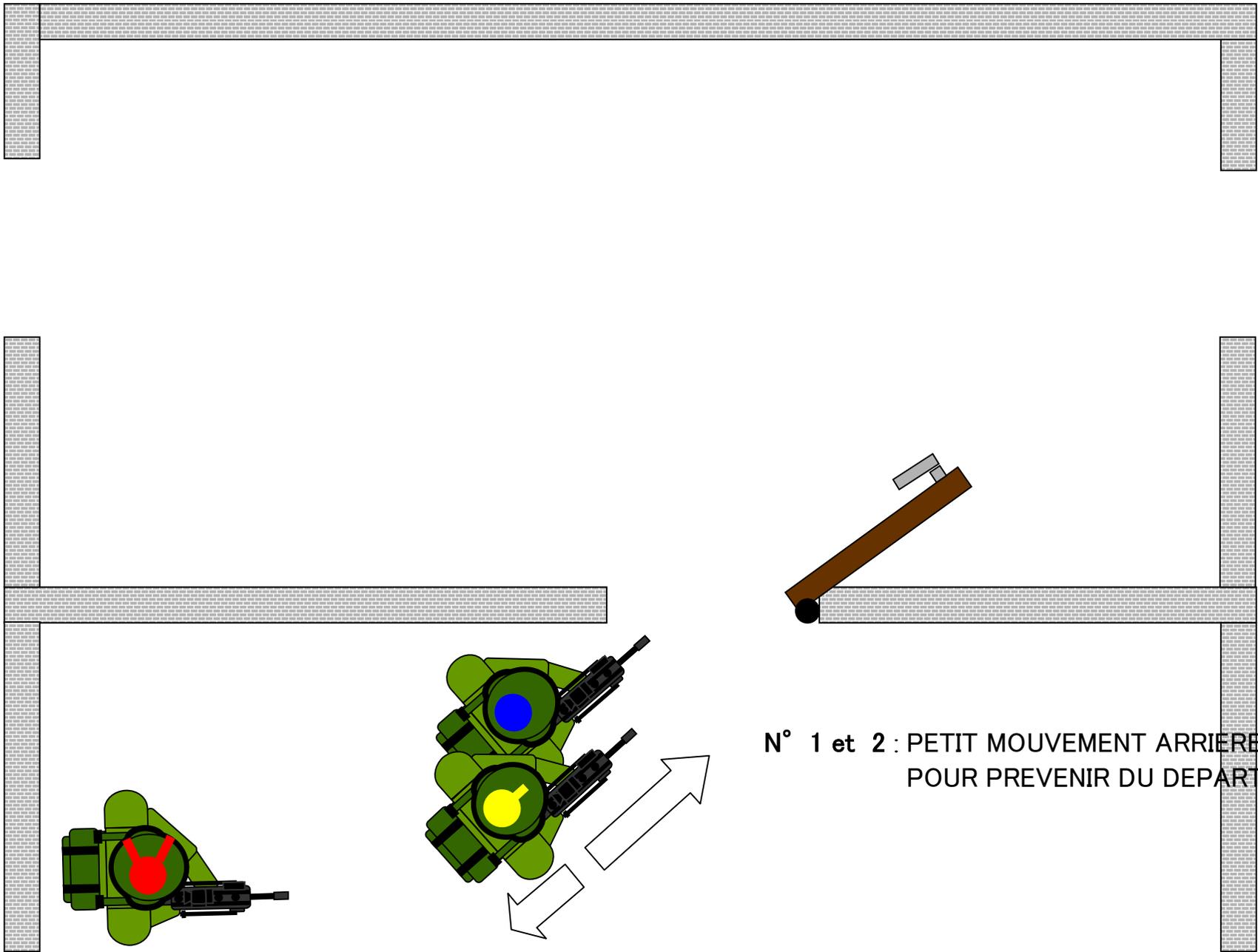
# PREPARER



N° 1 : OUVRE LA PORTE

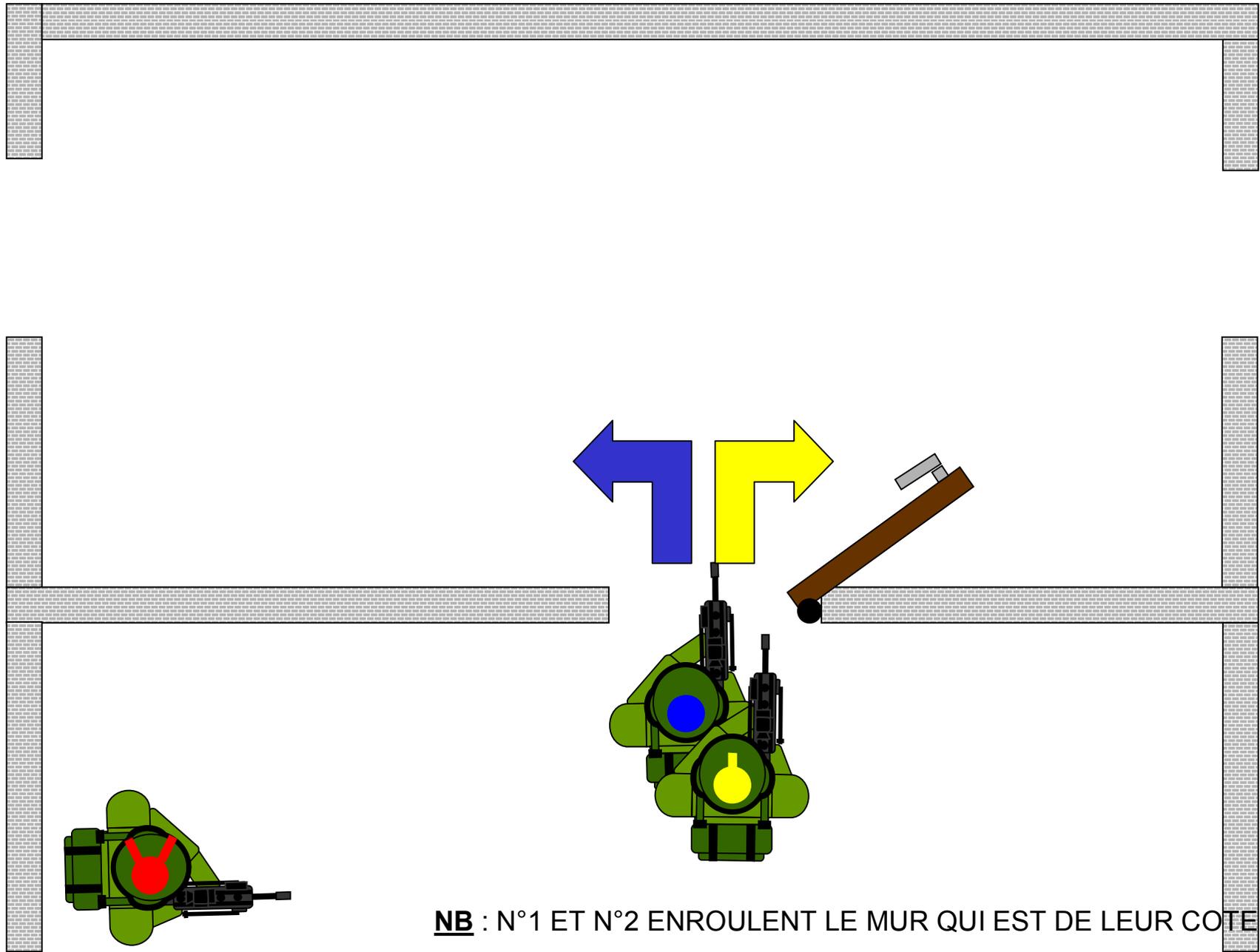
N° 2 : FAIT UNE OUVERTURE D' ANGLE  
ET APPUIE N° 1

# PREPARER



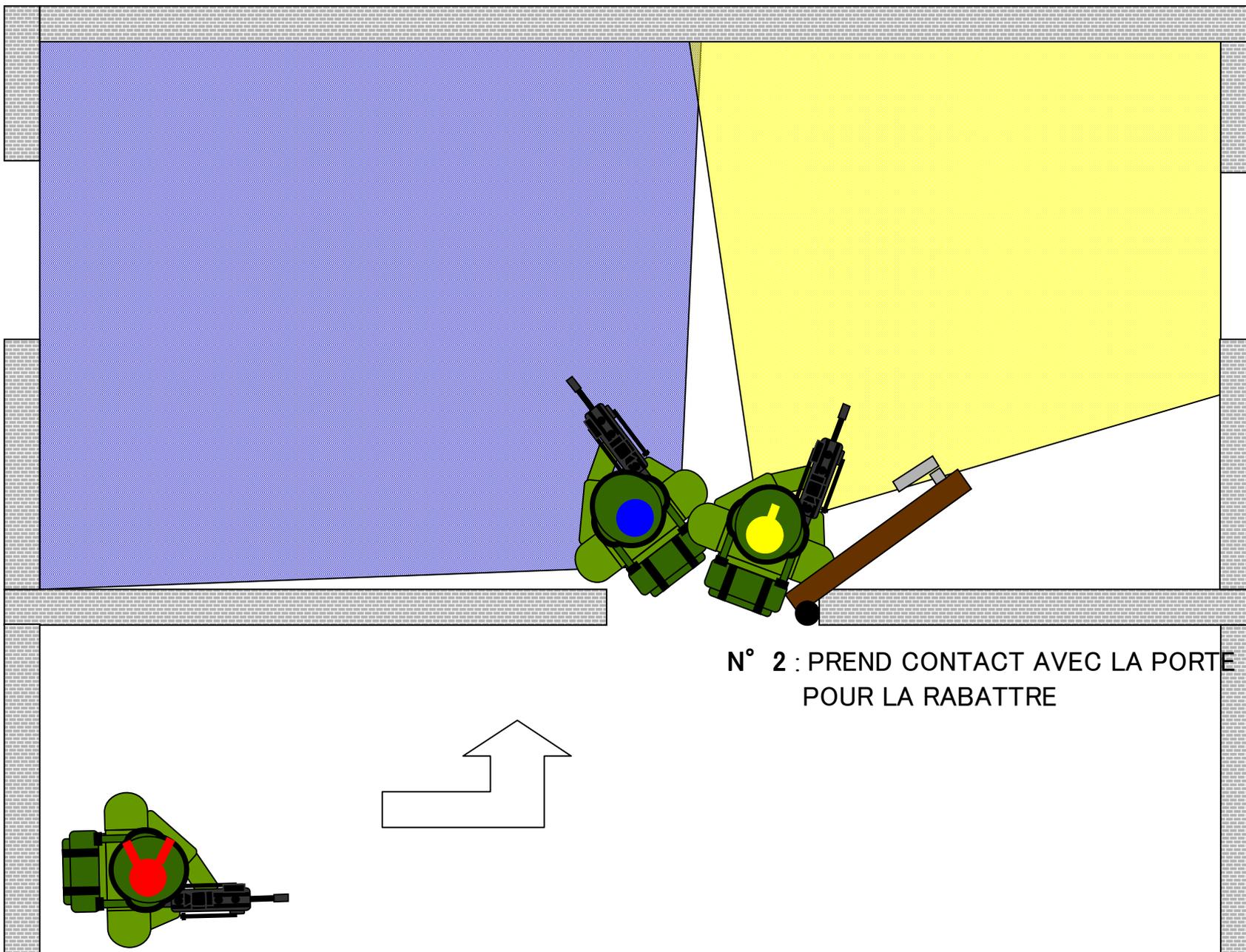
N° 1 et 2 : PETIT MOUVEMENT ARRIERE  
POUR PREVENIR DU DEPART

# PENETRER



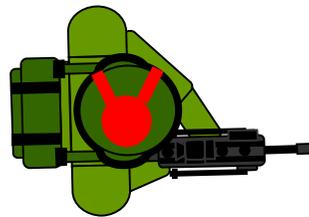
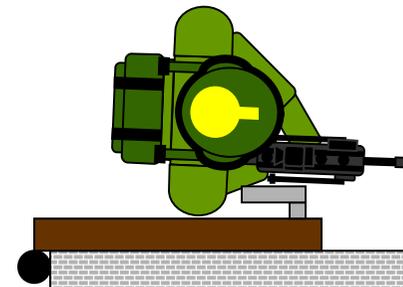
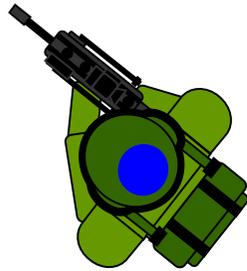
**NB :** N°1 ET N°2 ENROULENT LE MUR QUI EST DE LEUR COTE

# PENETRER



N° 2 : PREND CONTACT AVEC LA PORTE  
POUR LA RABATTRE

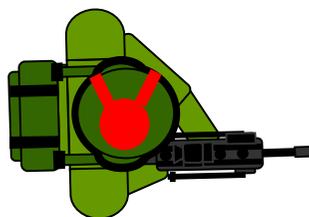
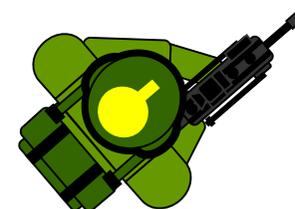
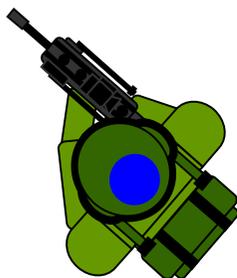
# PENETRER



N° 3 : GARDE LE  
CONTACT VISUEL

# PENETRER

N° 1 et 2 : SURVEILLENT LES OUVERTURES

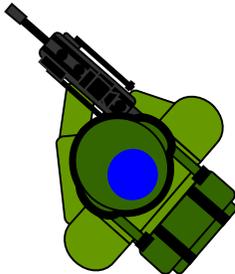


N° 3 : GARDE LE  
CONTACT VISUEL

**NB** : N°1 ET N°2 LAISSENT UN PASSAGE ENTRE EUX ET LE MUR  
POUR PERMETTRE LE DEPLACEMENT DE N°3 OU D'UN AUTRE TRINÔME

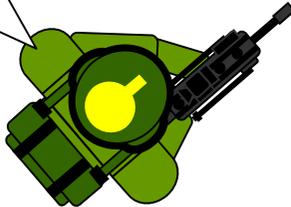
# RENDRE COMPTE

N° 1 : SURVEILLE

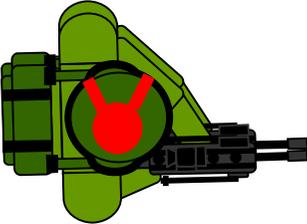


VERT  
LE 3 A GAUCHE

N° 2 : REND COMPTE



N° 3 : GARDE LE  
CONTACT VISUEL



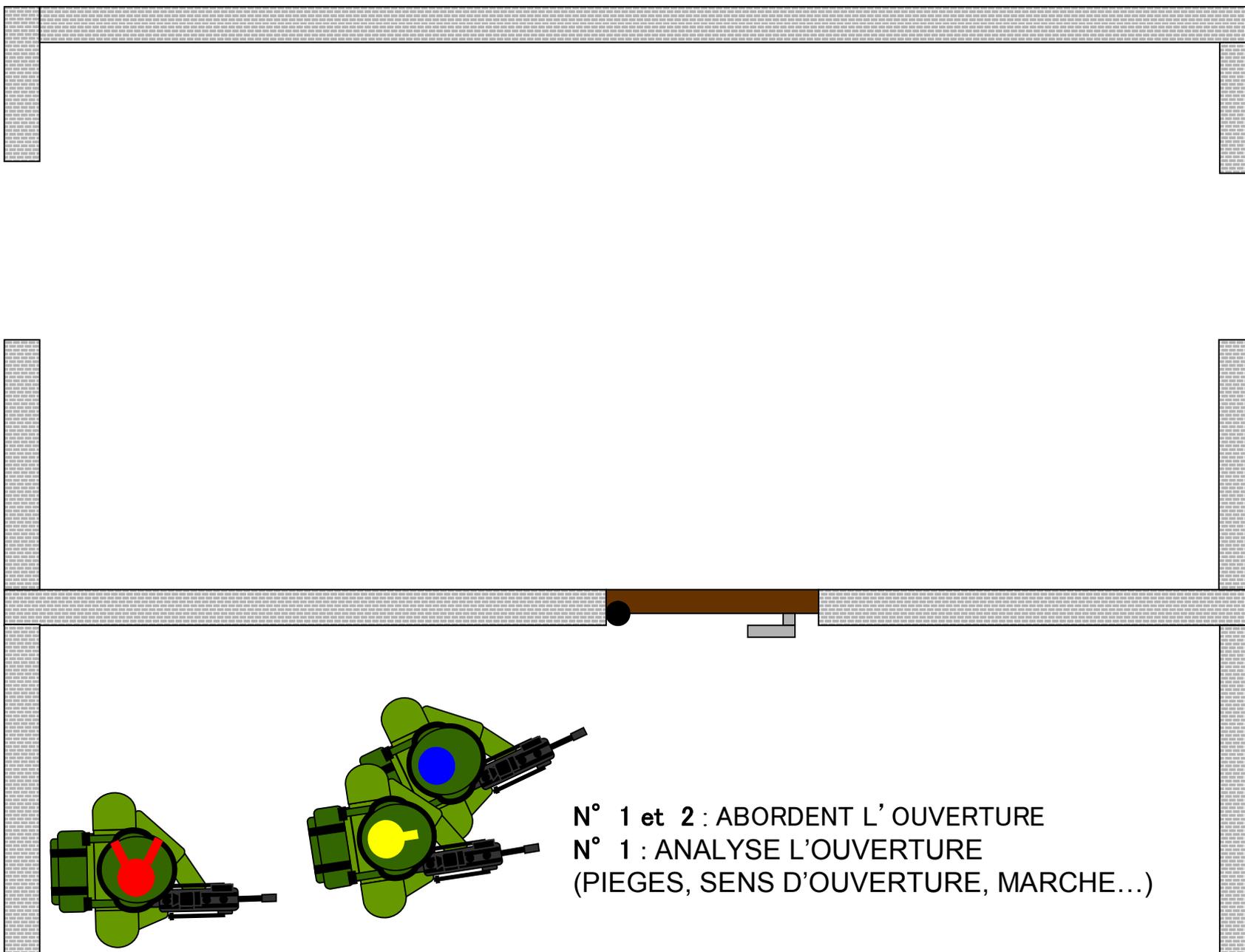
**NB** : POUR LE COMPTE RENDU, N°2 ANNONCE LE CODE COULEUR DE LA PIECE, ET DONNE LA PLACE DU N°3 (CHEF DE GROUPE)

***PORTE FERMEE***

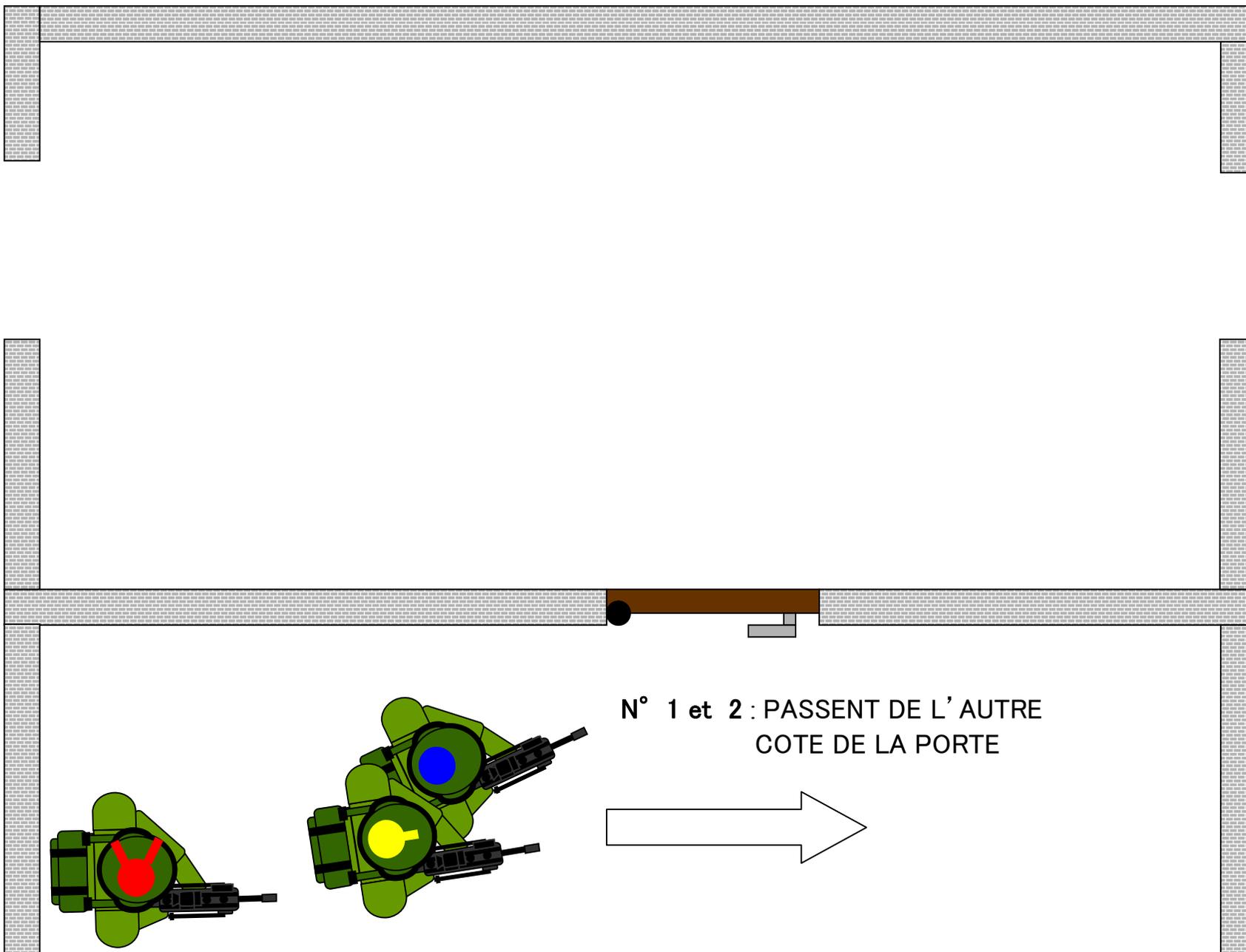
***NON VERROUILLEE***

***POIGNEE OPPOSEE***

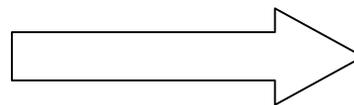
# ABORDER



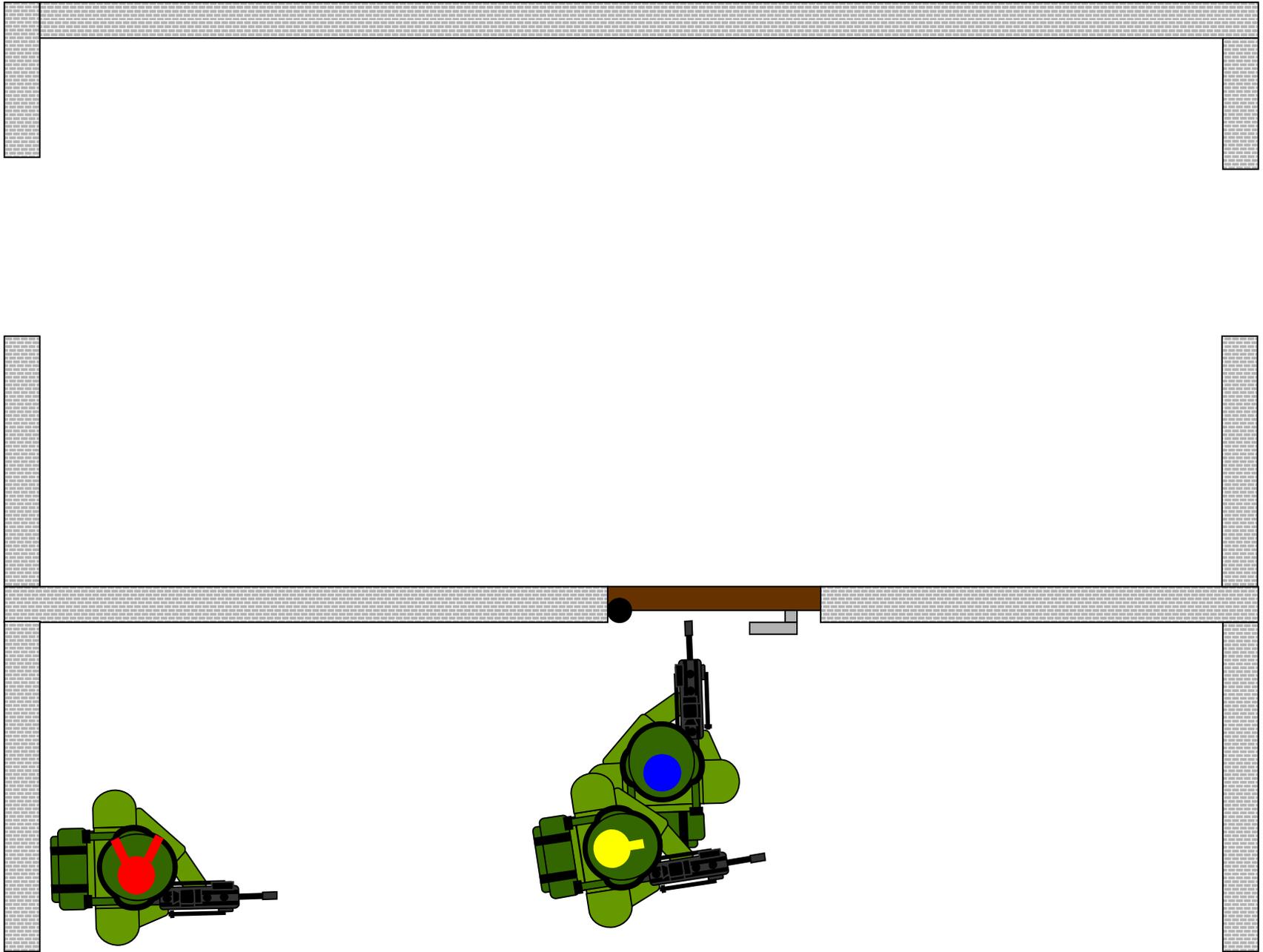
# ABORDER



N° 1 et 2 : PASSENT DE L' AUTRE  
COTE DE LA PORTE



# ABORDER

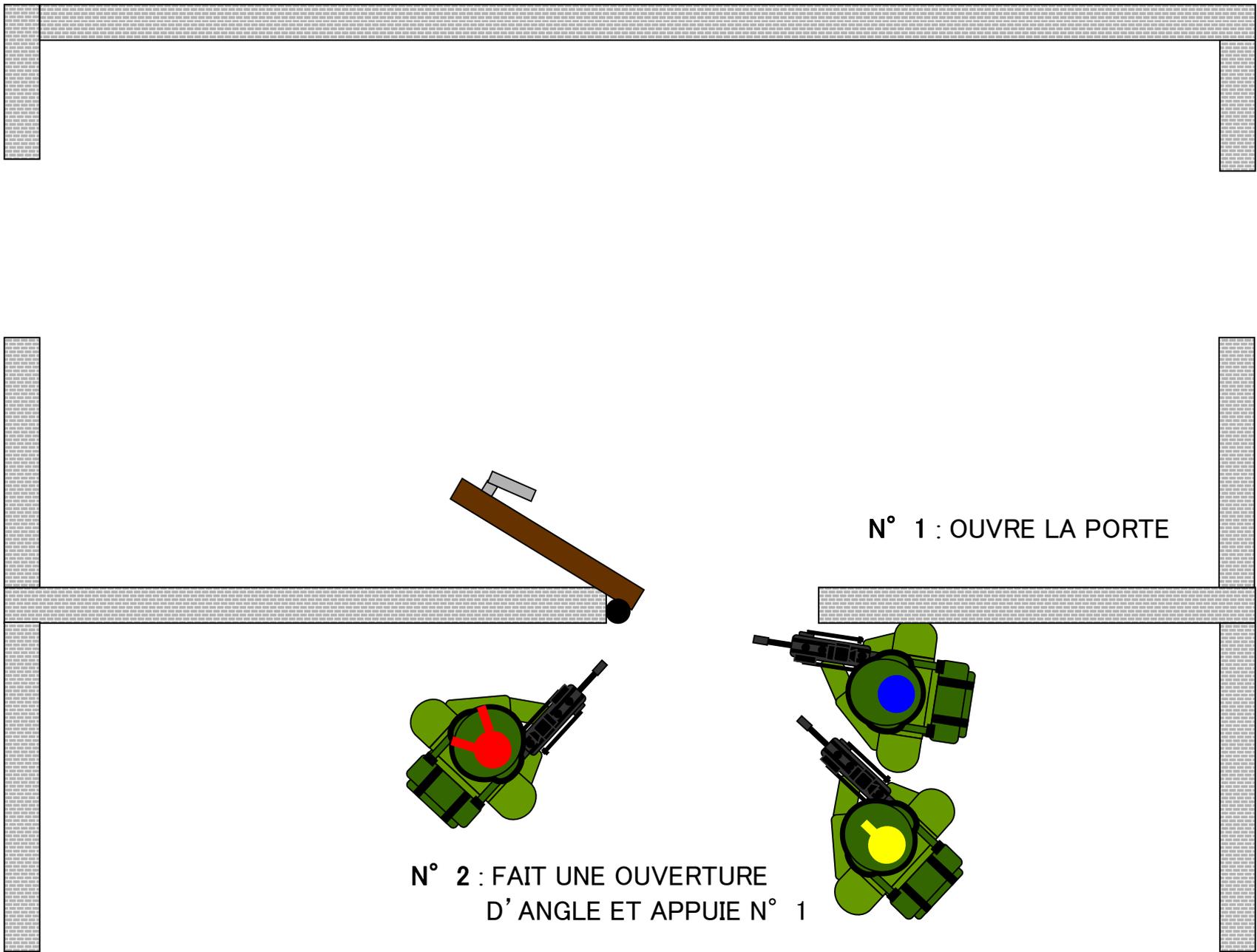


# ABORDER



N° 1 et 2 : APPUIENT

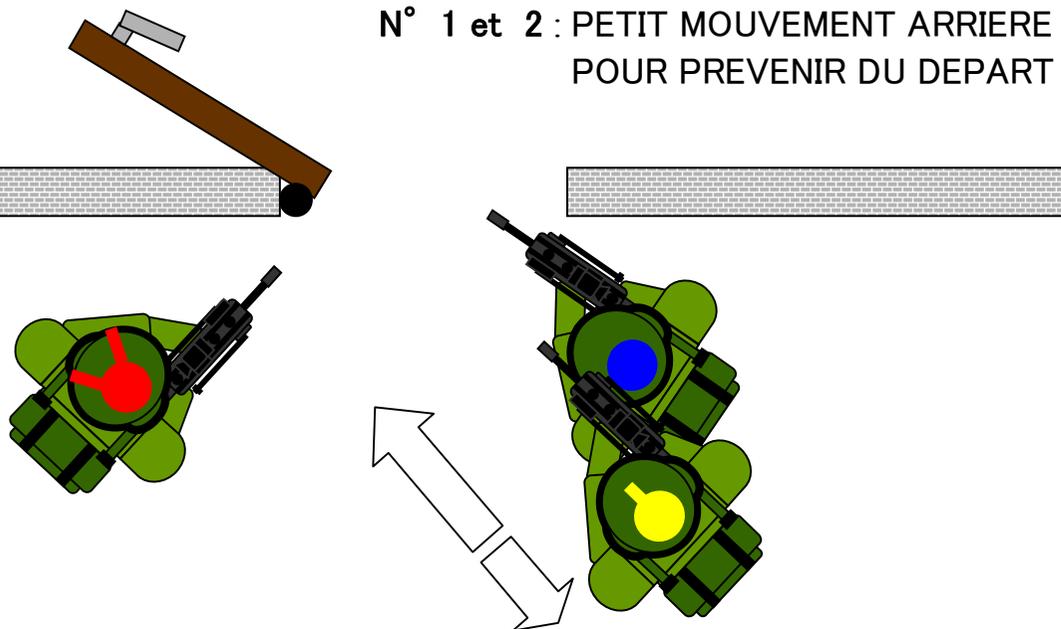
# PREPARER



N° 1 : OUVRE LA PORTE

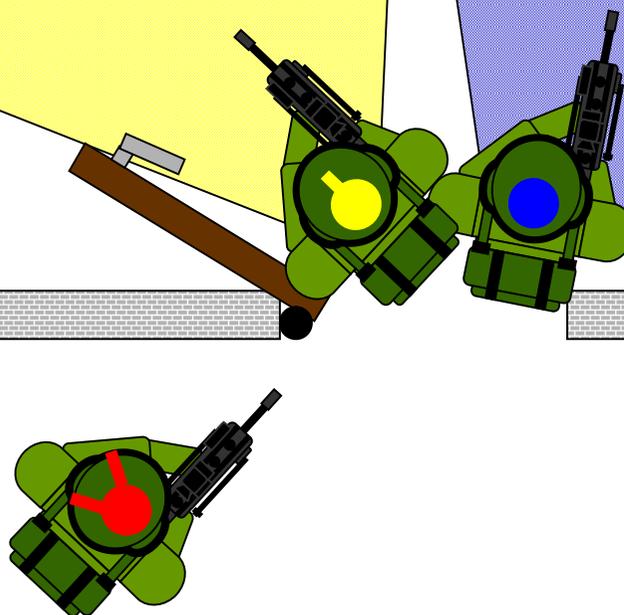
N° 2 : FAIT UNE OUVERTURE  
D'ANGLE ET APPUIE N° 1

# ABORDER



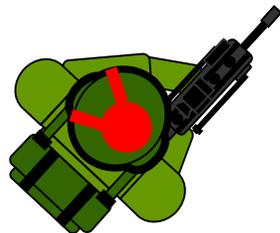
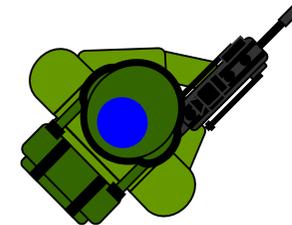
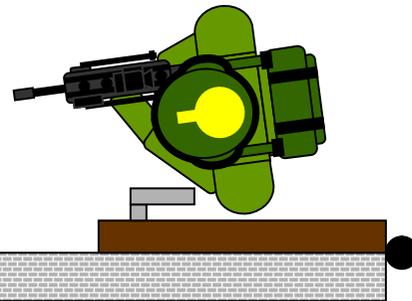
# PENETRER

N° 2 : PREND CONTACT AVEC LA PORTE  
POUR LA RABATTRE

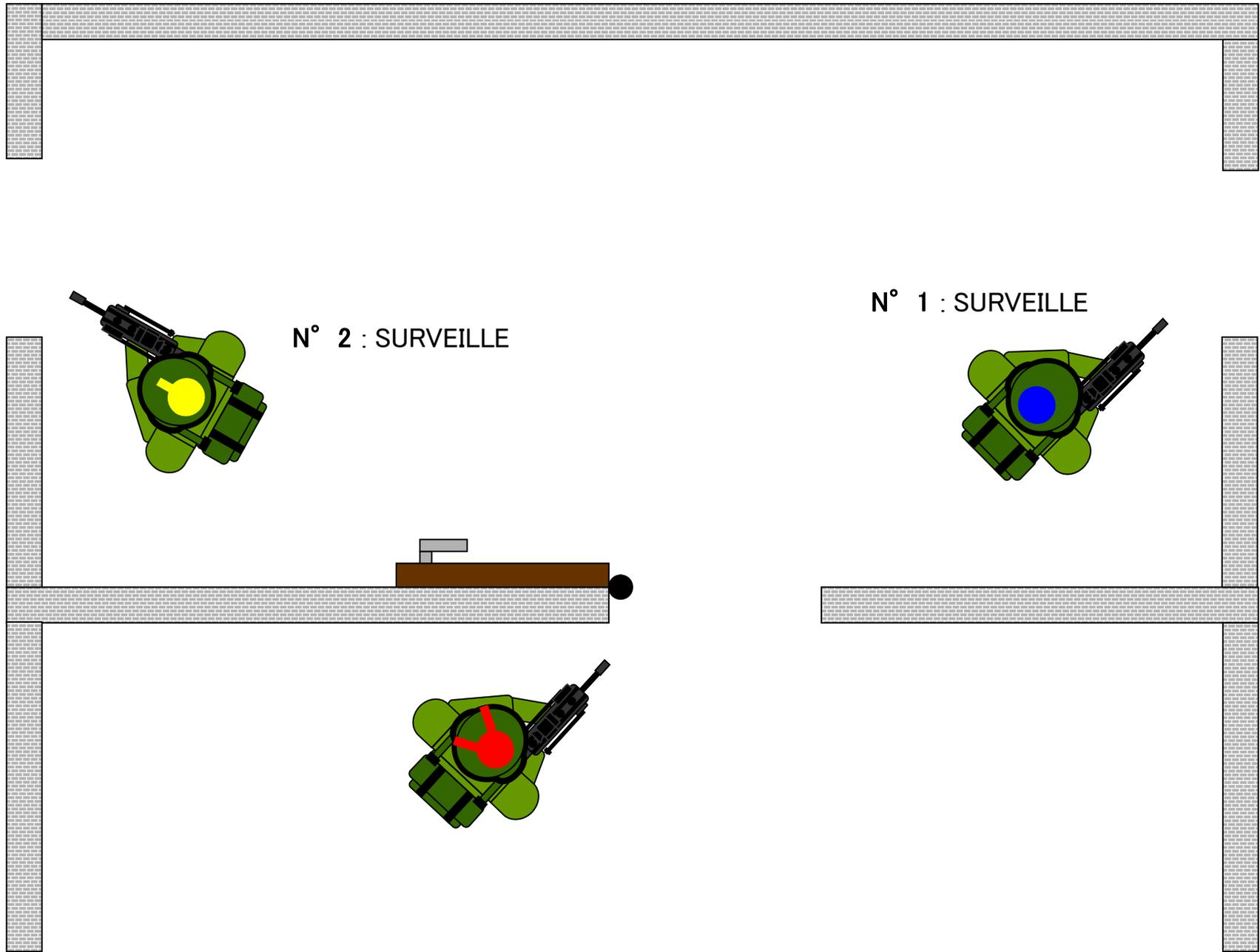


# PENETRER

N° 1 : SURVEILLE



# PENETRER



# **CONTEXTE 2**

***ENNEMI DECELE OU PROBABLE***

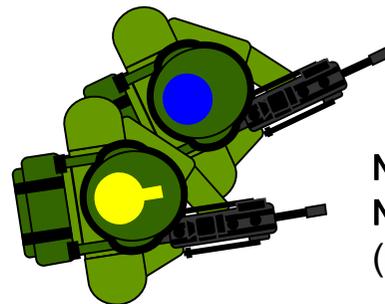
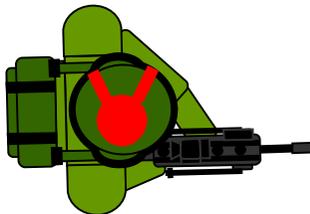
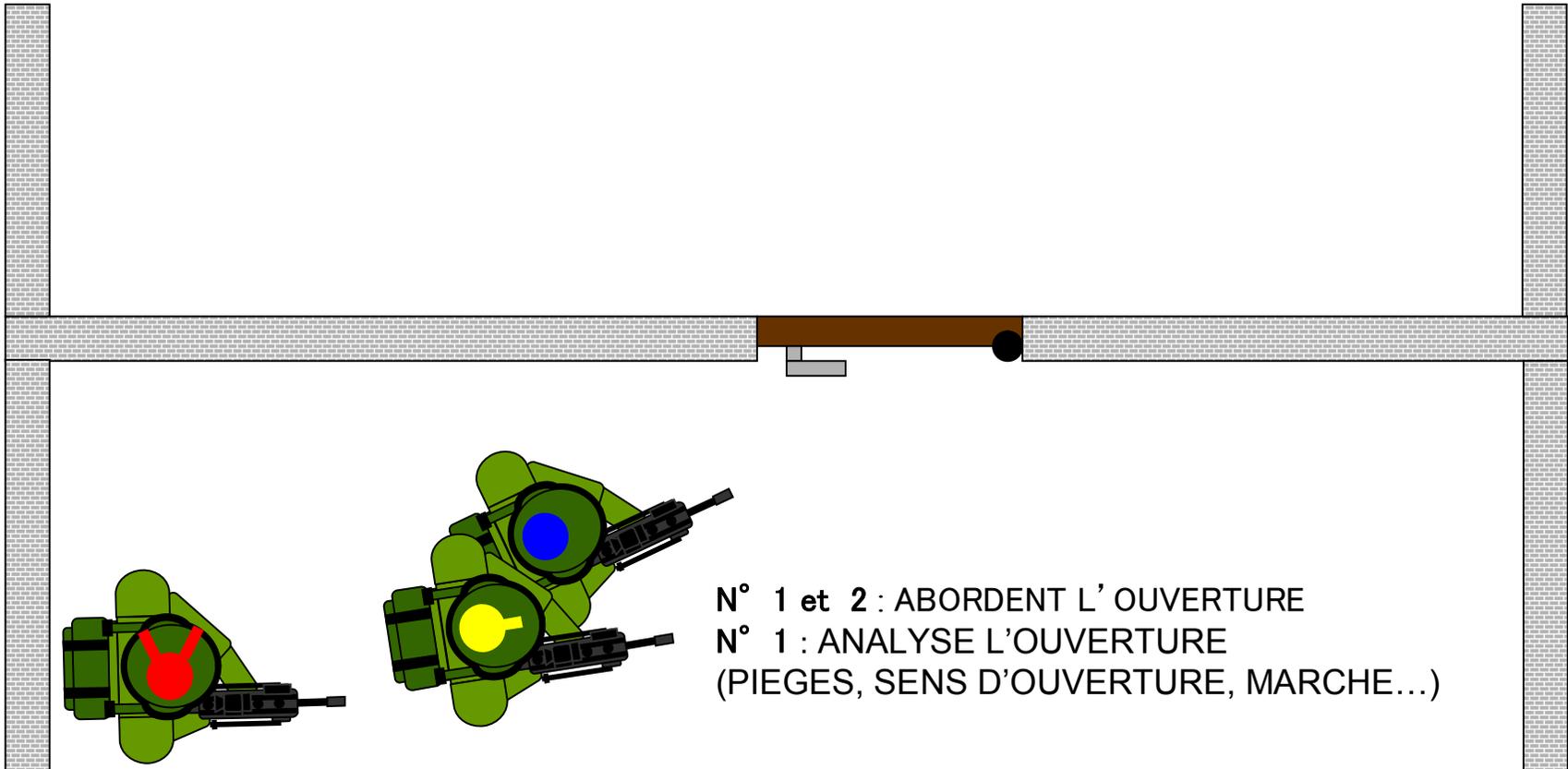
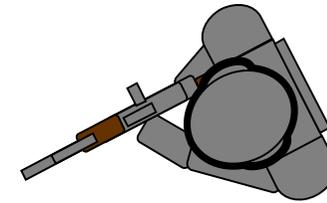
***AMBIANCE DYNAMIQUE ET RAPIDITE***

***PORTE FERMEE***

***NON VERROUILLEE***

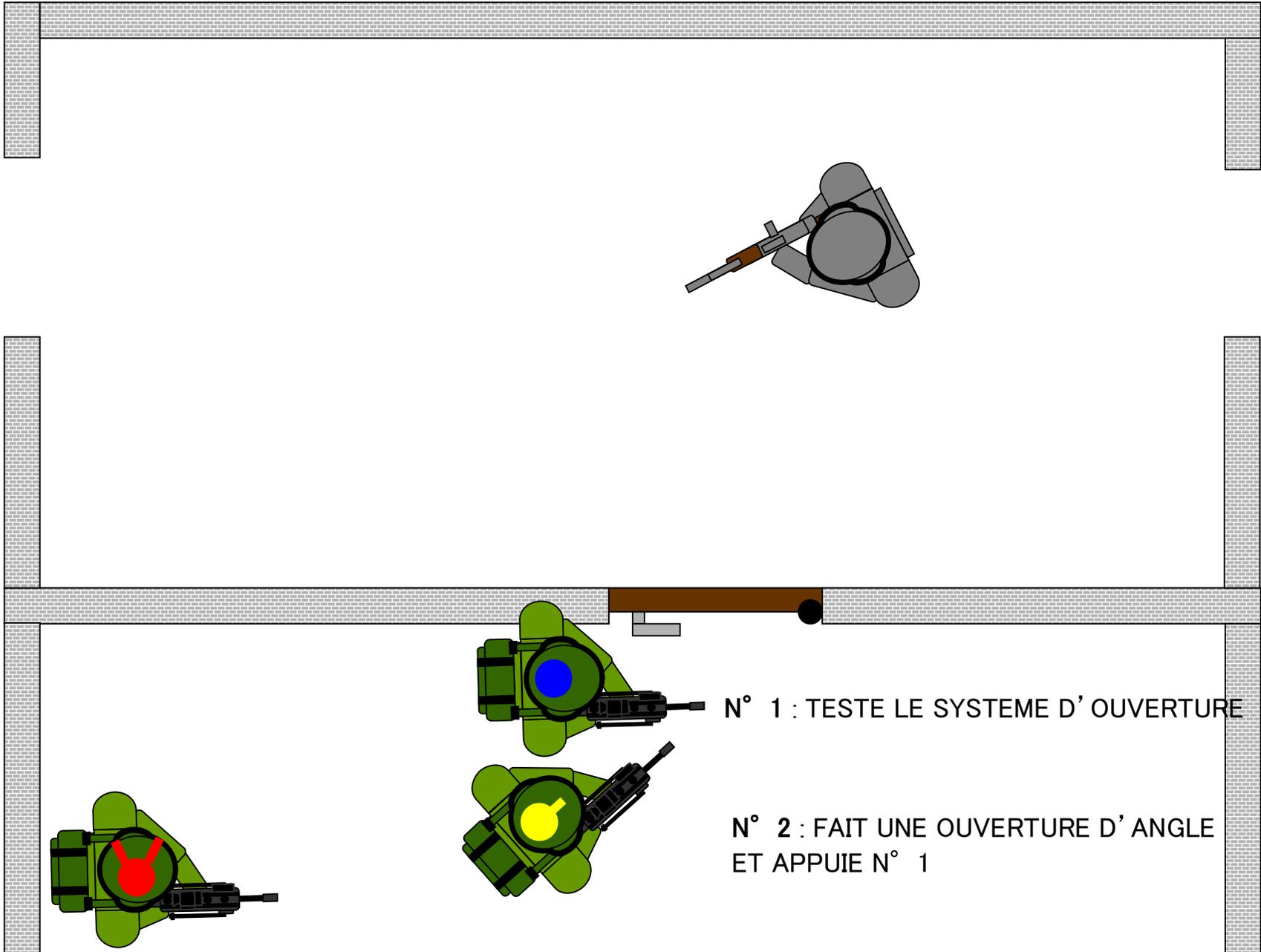
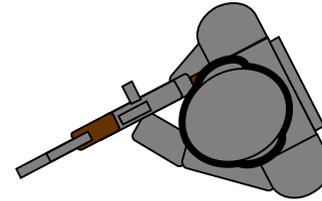
***COTE POIGNEE***

# ABORDER



N° 1 et 2 : ABORDENT L'OUVERTURE  
N° 1 : ANALYSE L'OUVERTURE  
(PIEGES, SENS D'OUVERTURE, MARCHE...)

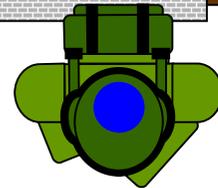
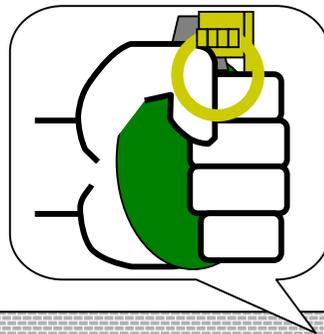
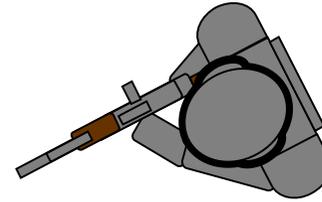
# ABORDER



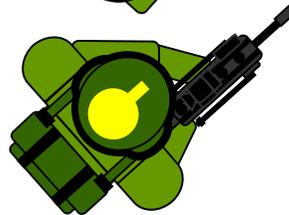
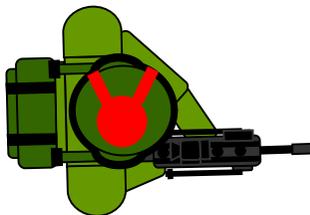
N° 1 : TESTE LE SYSTEME D'OUVERTURE

N° 2 : FAIT UNE OUVERTURE D'ANGLE  
ET APPUIE N° 1

# PREPARER

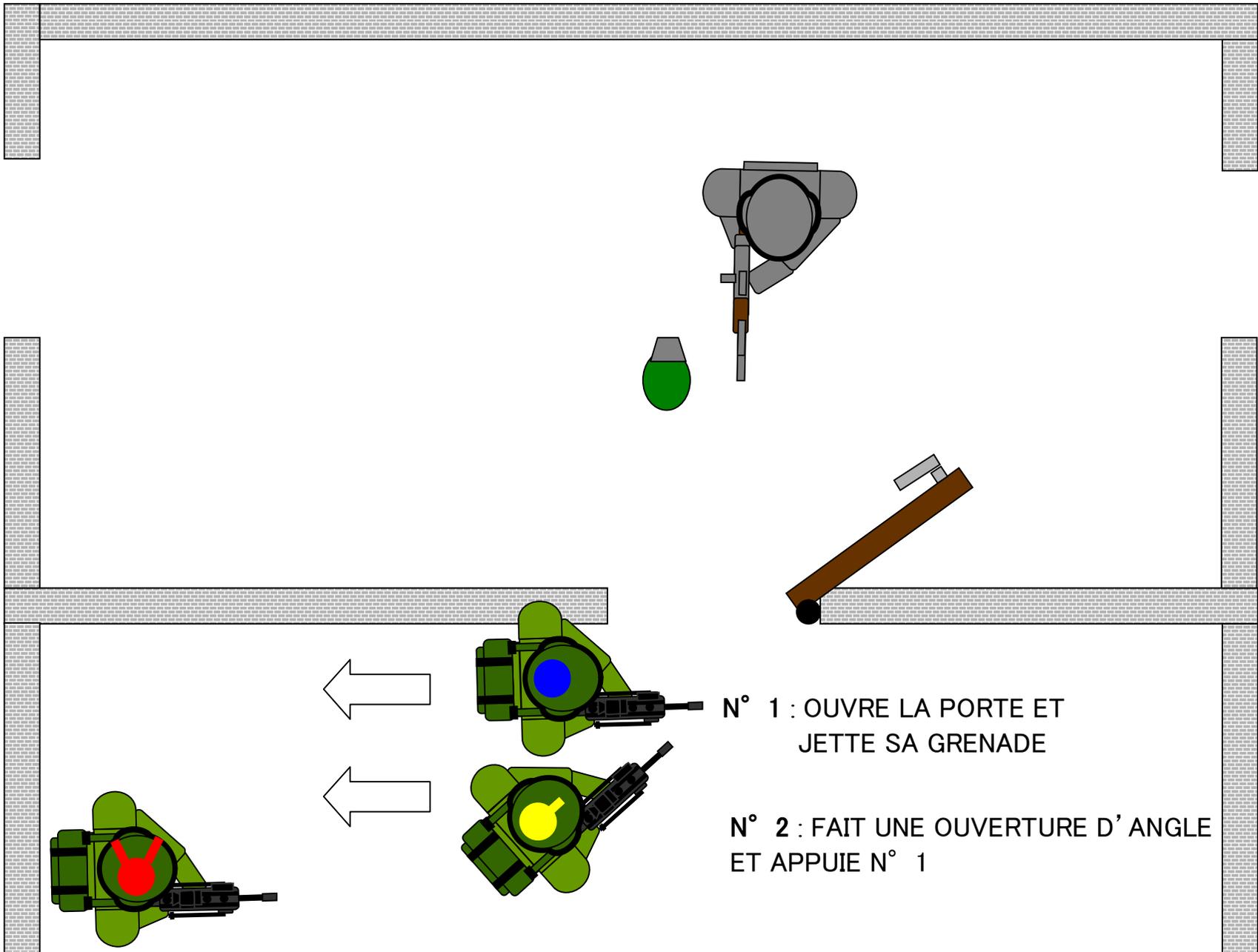


N° 1 : PREPARE ET MONTRE  
SA GRENADE



N° 2 : FAIT UNE OUVERTURE D' ANGLE  
ET APPUIE N° 1

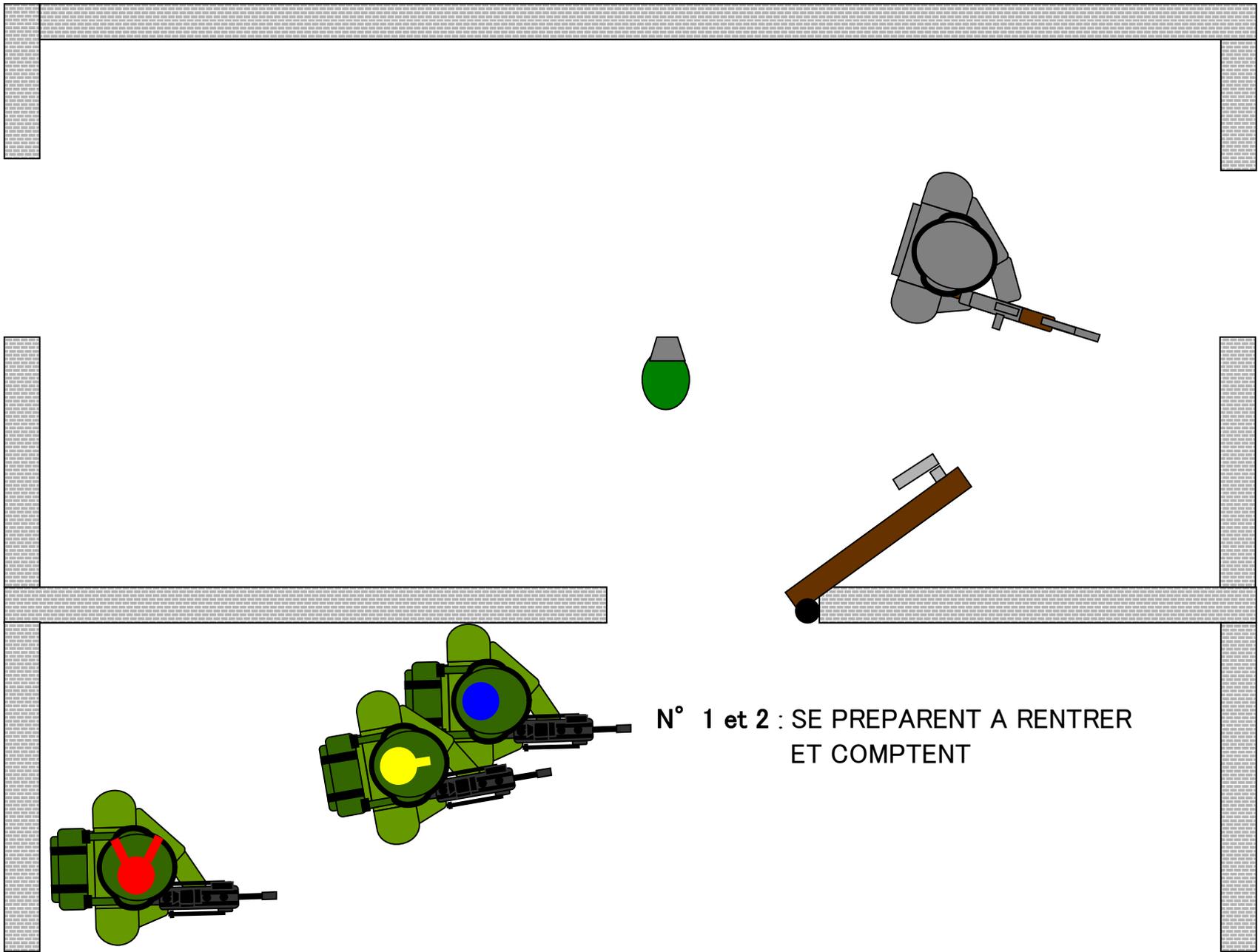
# PREPARER



N° 1 : OUVRE LA PORTE ET  
JETTE SA GRENADE

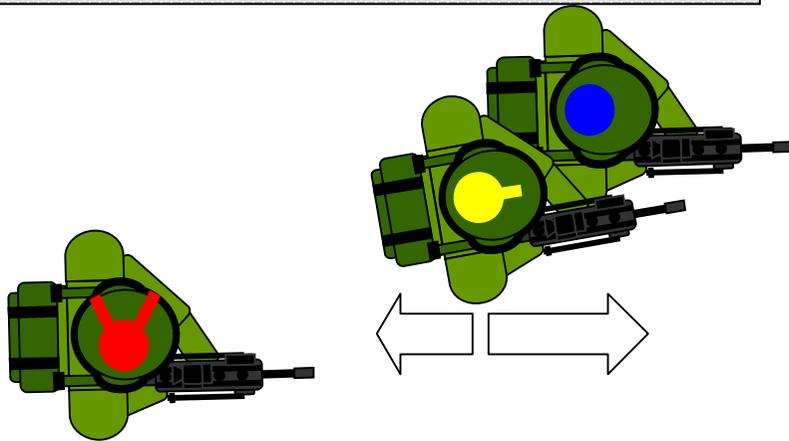
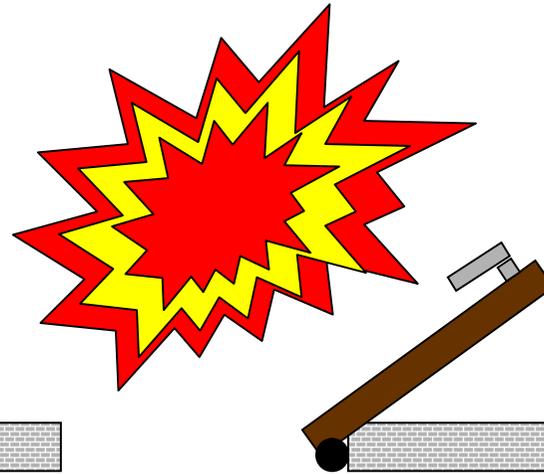
N° 2 : FAIT UNE OUVERTURE D' ANGLE  
ET APPUIE N° 1

# PREPARER



N° 1 et 2 : SE PREPARENT A RENTRER  
ET COMPTENT

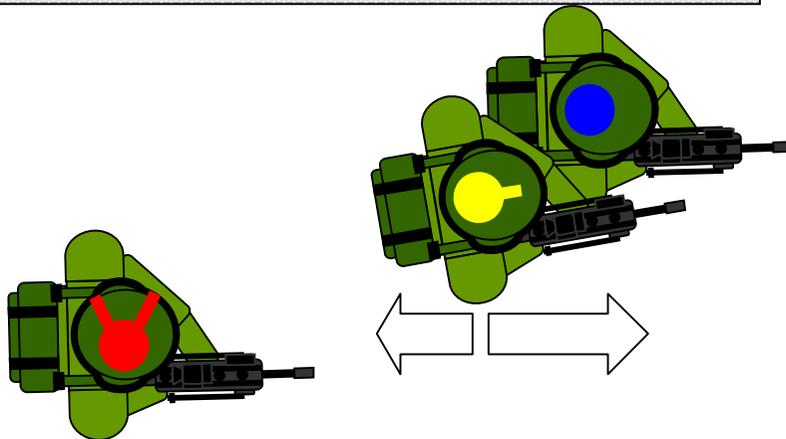
# PREPARER



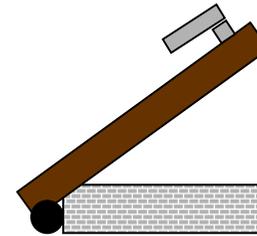
N° 1 et 2 : SE PREPARENT A RENTRER  
PETIT MOUVEMENT ARRIERE  
POUR PREVENIR DU DEPART

# PREPARER

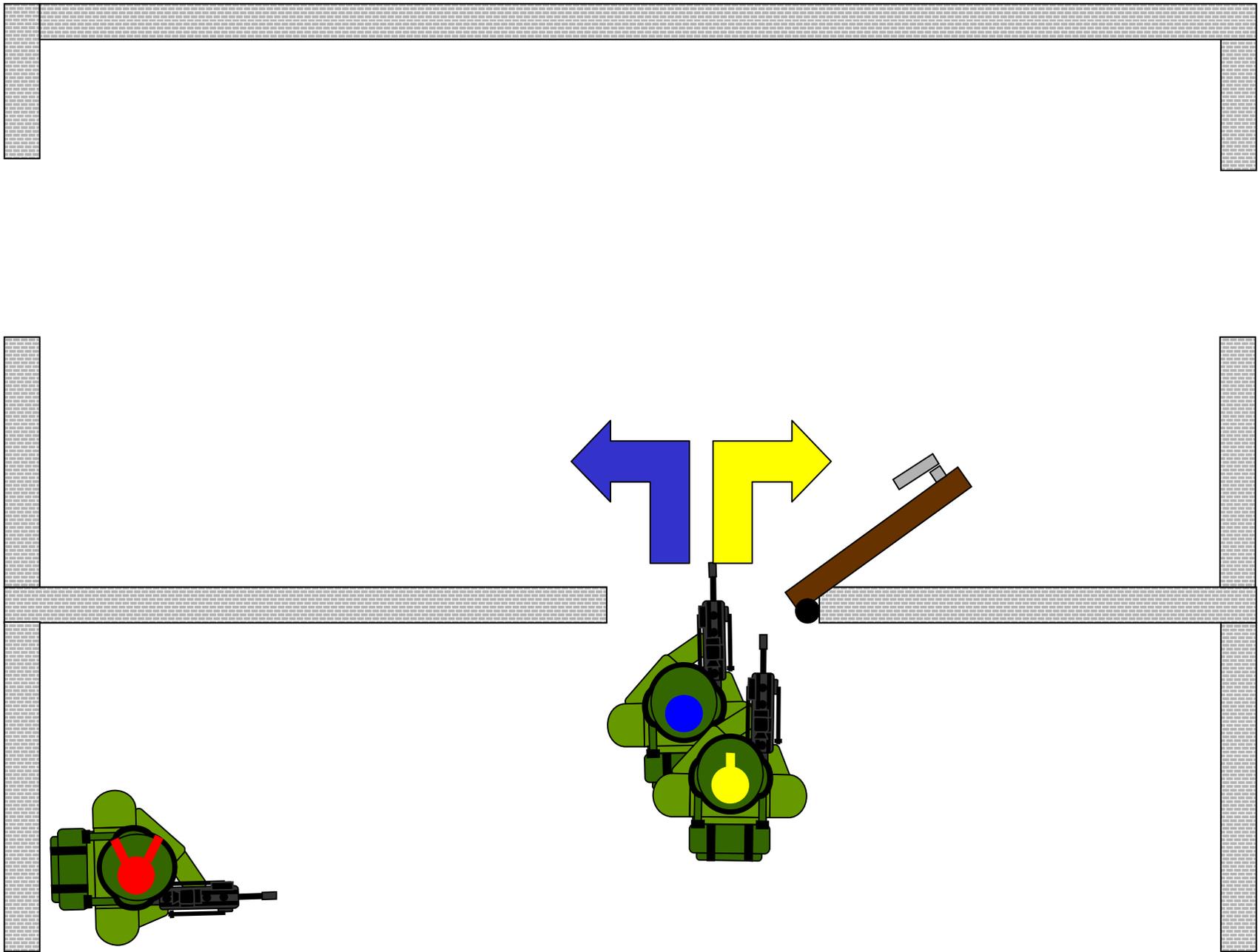
331, 3332, 333  
334, 335



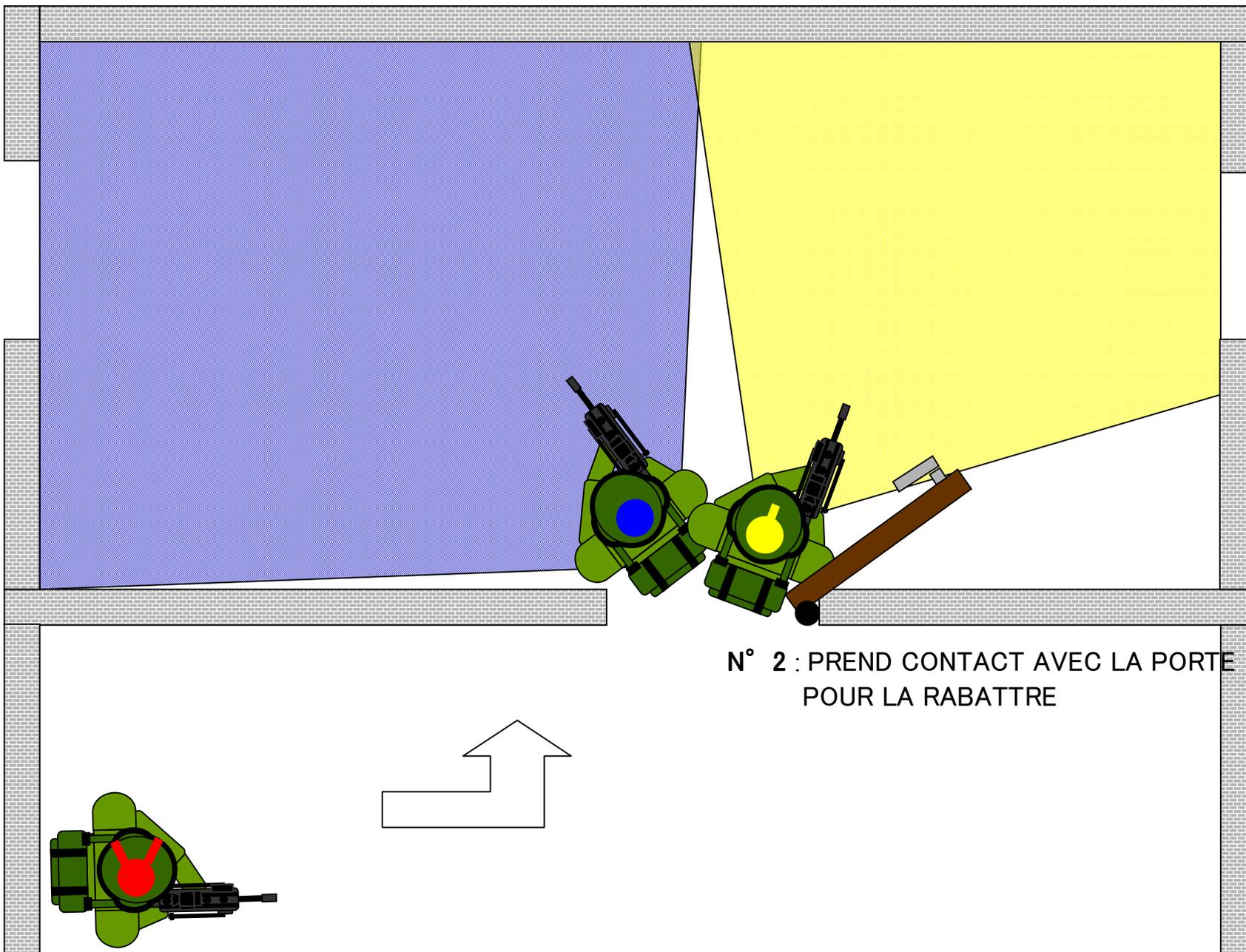
N° 1 et 2 : SE PREPARENT A RENTRER  
PETIT MOUVEMENT ARRIERE  
POUR PREVENIR DU DEPART



# PENETRER

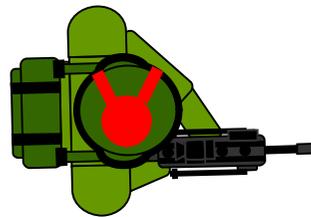
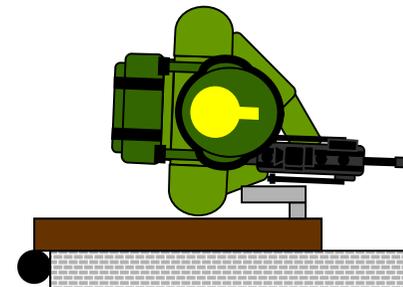
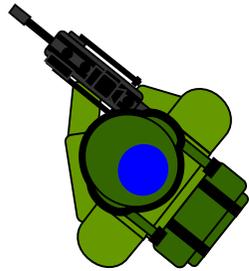


# PENETRER



N° 2 : PREND CONTACT AVEC LA PORTE  
POUR LA RABATTRE

# PENETRER



N° 3 : GARDE LE  
CONTACT VISUEL

# ***PENETRATION DANS UNE HABITATION***

**GROUPE**

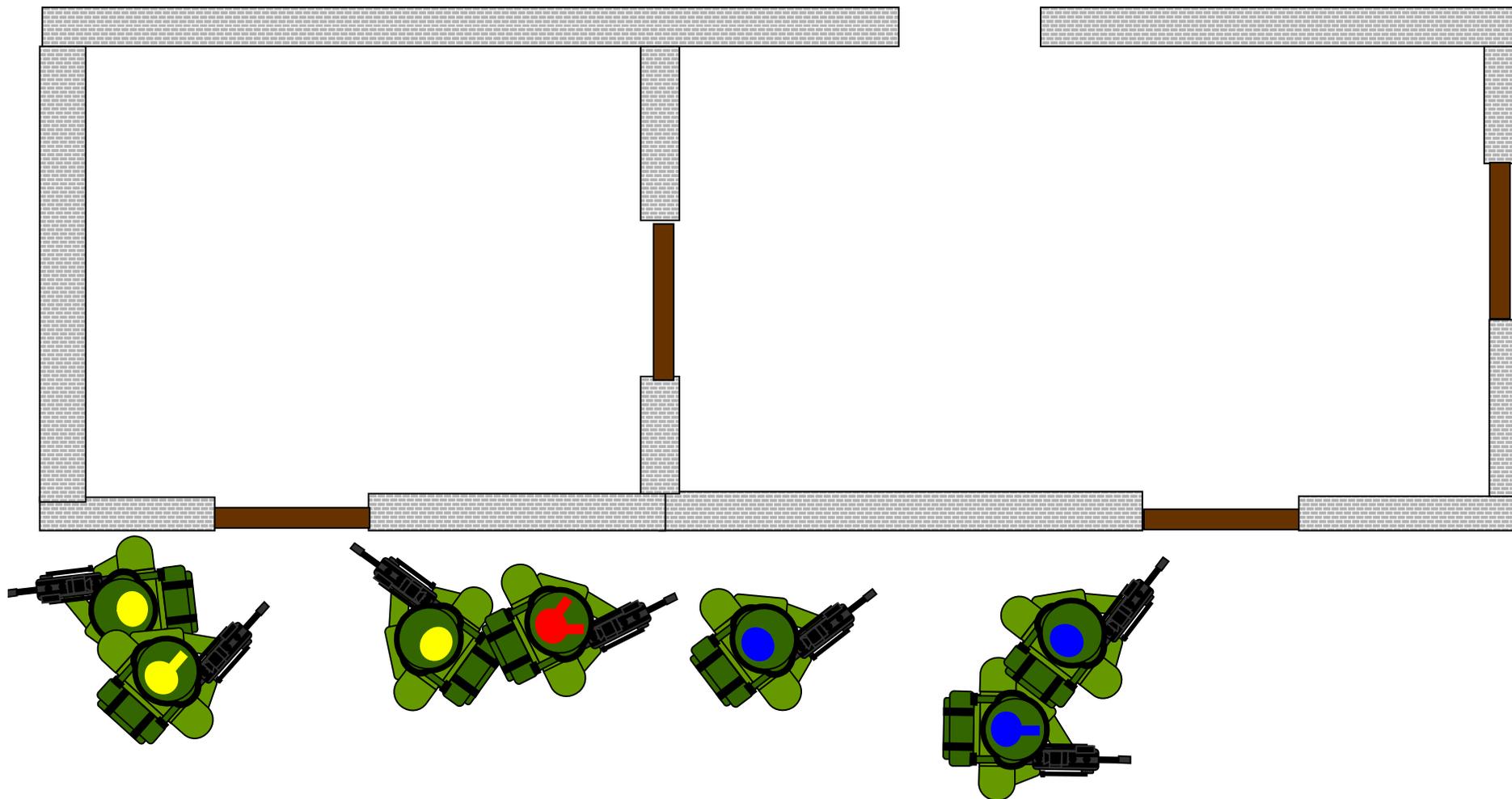
***(A PARTIR DE L'EXTERIEUR D'UNE HABITATION)***

**CONTEXTE 1**

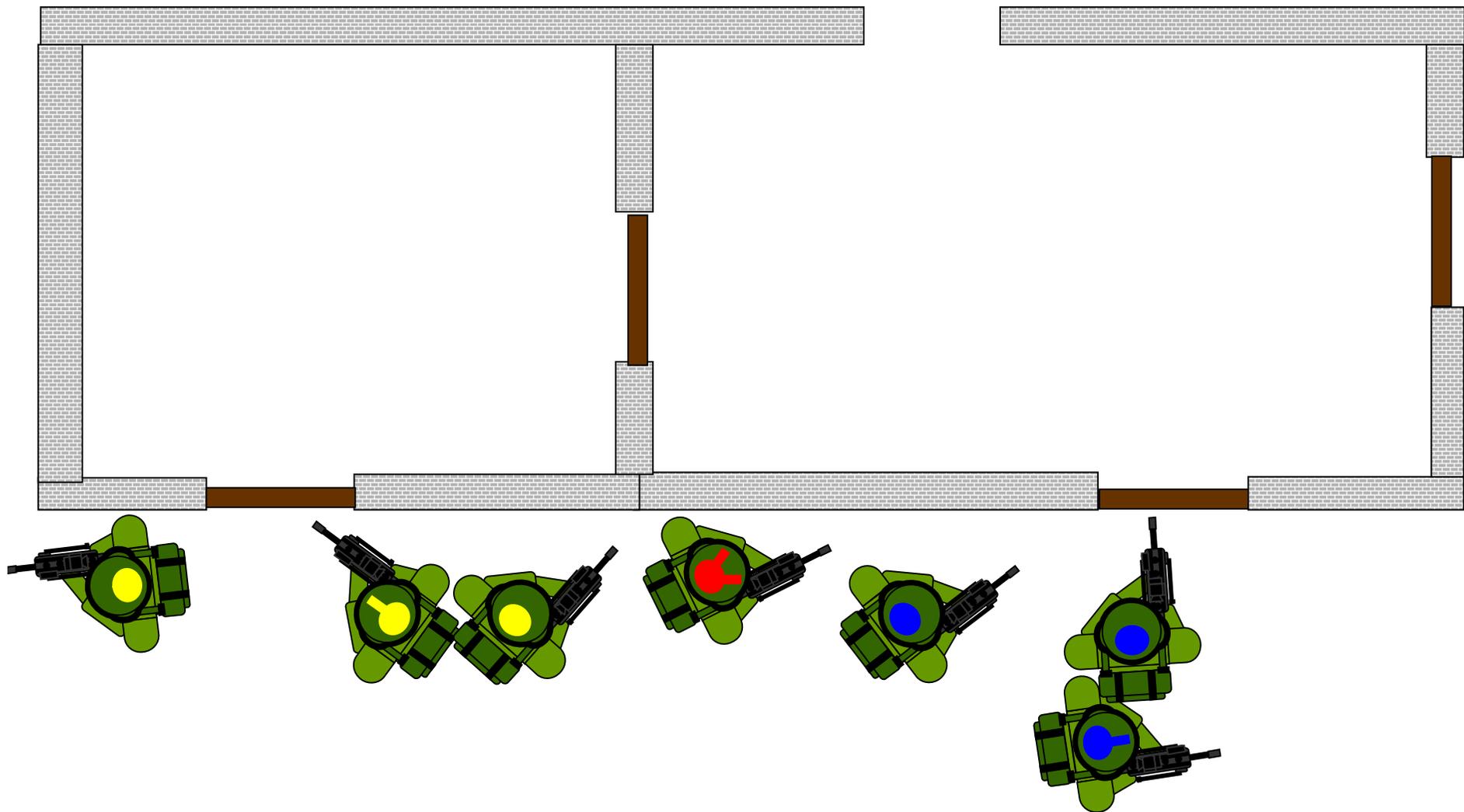
***ENNEMI NON DECELE***

***AMBIANCE SOUPLESSE ET DISCRETION***

# ABORDER

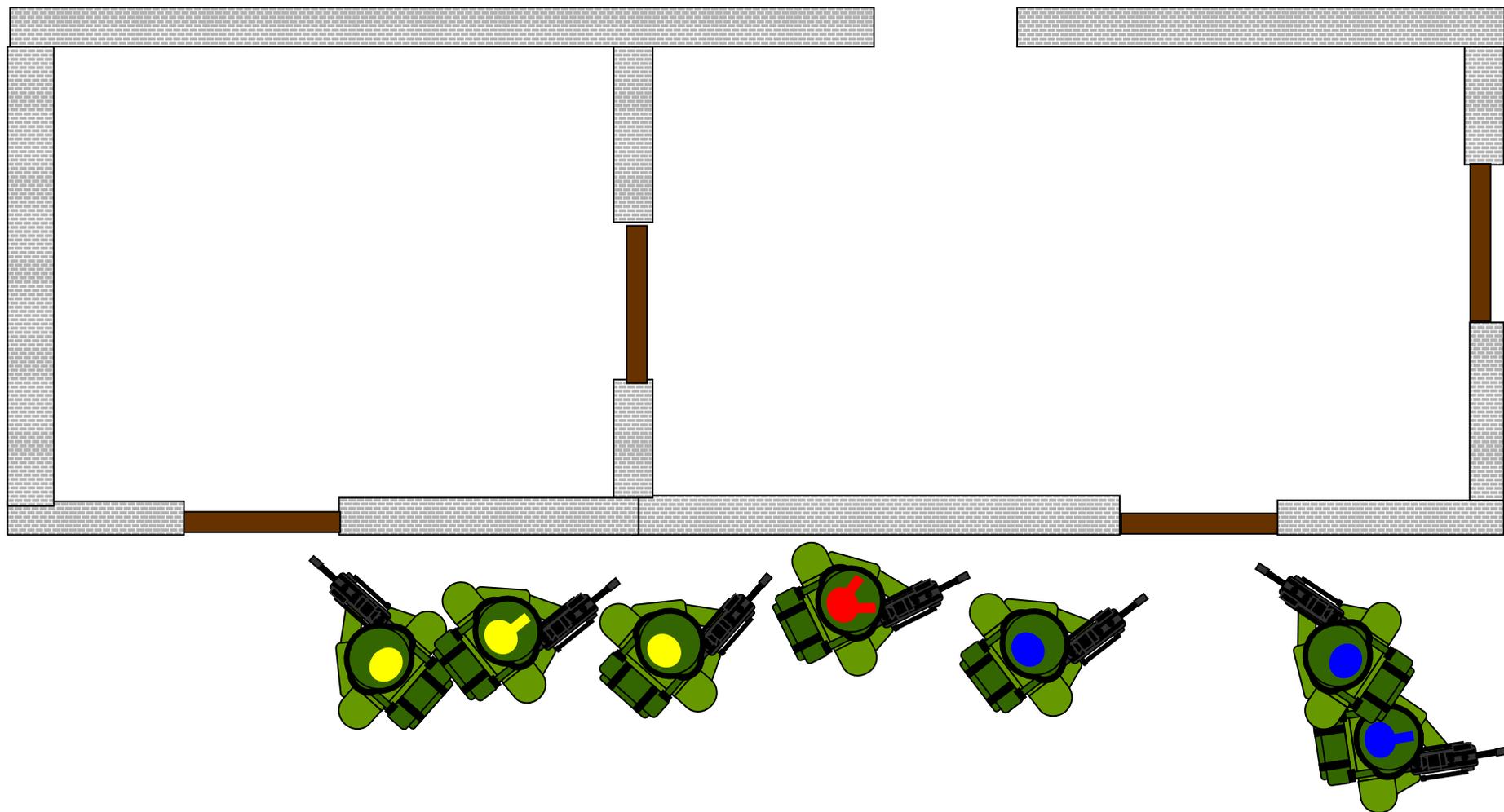


# ABORDER



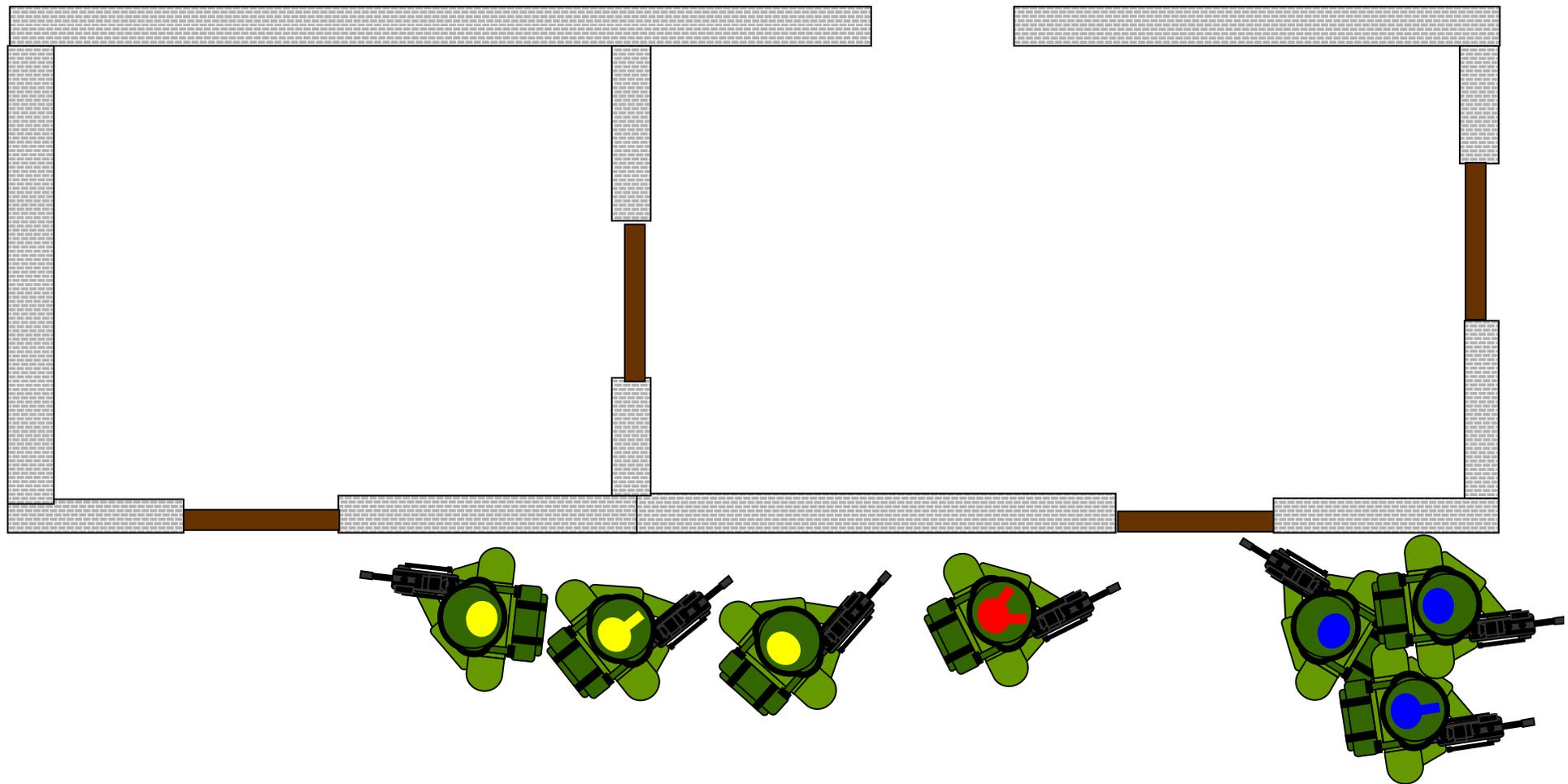
**NB** : DANS TOUS LES CAS DE FIGURE, LE PREMIER TRINOME PASSE DE L'AUTRE COTE DE LA PORTE POUR SE PLACER EN PROTECTION

# ABORDER



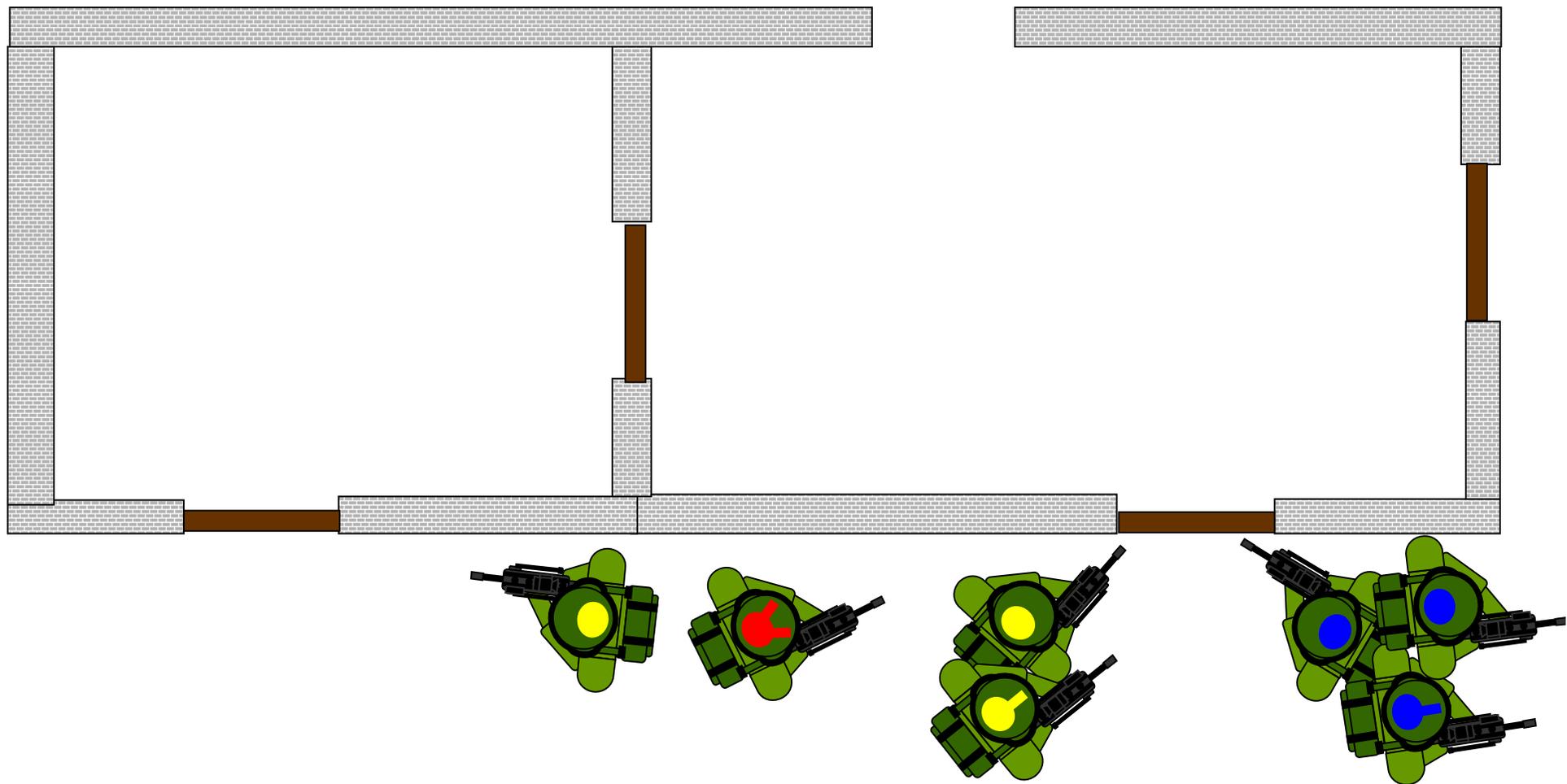
**NB** : DANS TOUS LES CAS DE FIGURE, LE PREMIER TRINOME PASSE DE L'AUTRE COTE DE LA PORTE POUR SE PLACER EN PROTECTION

# ABORDER



**NB** : DANS TOUS LES CAS DE FIGURE, LE PREMIER TRINOME PASSE DE L'AUTRE COTE DE LA PORTE POUR SE PLACER EN PROTECTION

# ABORDER



**NB** : DANS TOUS LES CAS DE FIGURE, LE CHEF DE GROUPE SE PLACE EN N°3 DU DEUXIEME TRINOME.

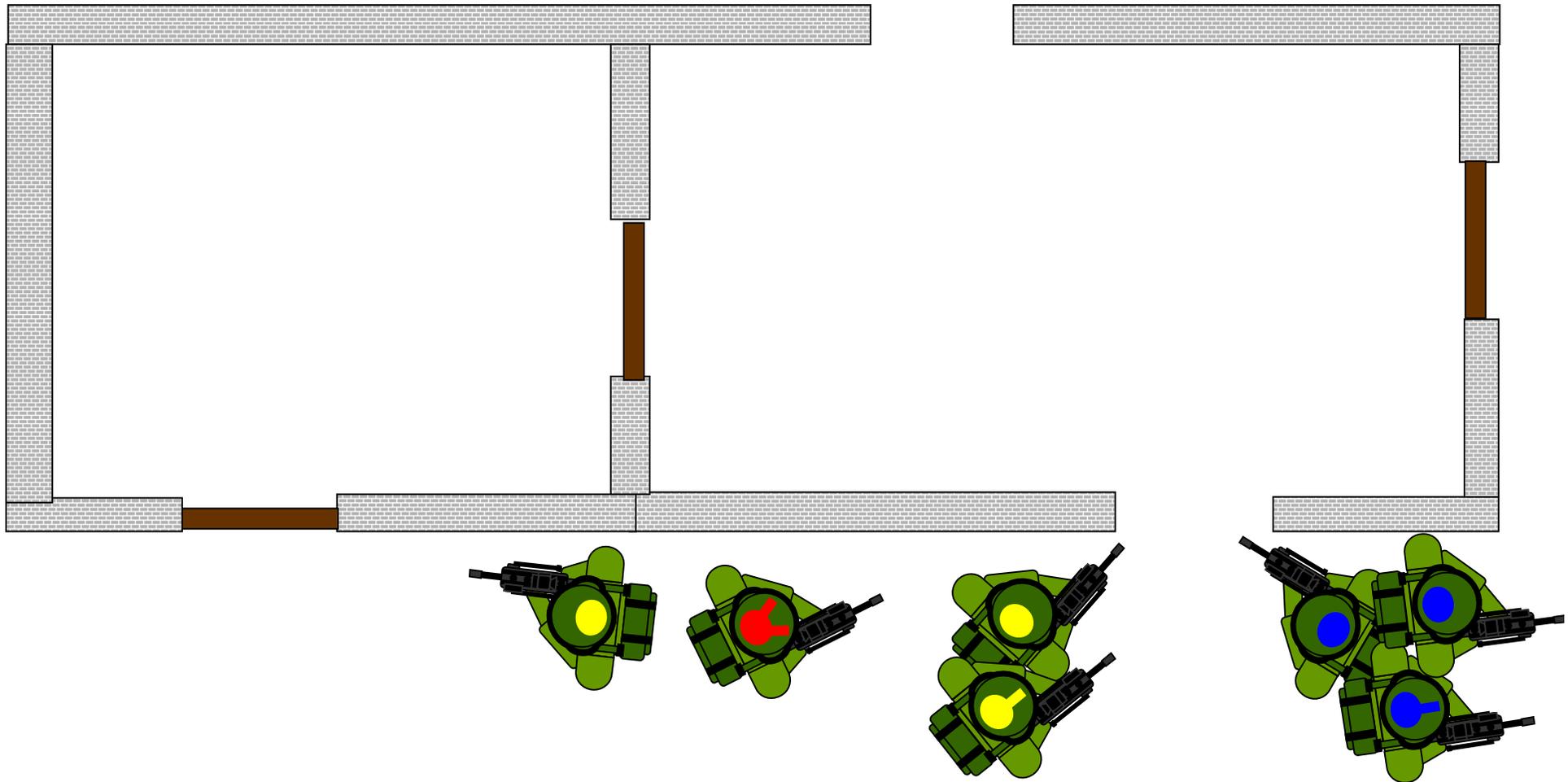
**CONTEXTE 1**

**ENNEMI NON DECELE**

**AMBIANCE SOUPLESSE ET DISCRETION**

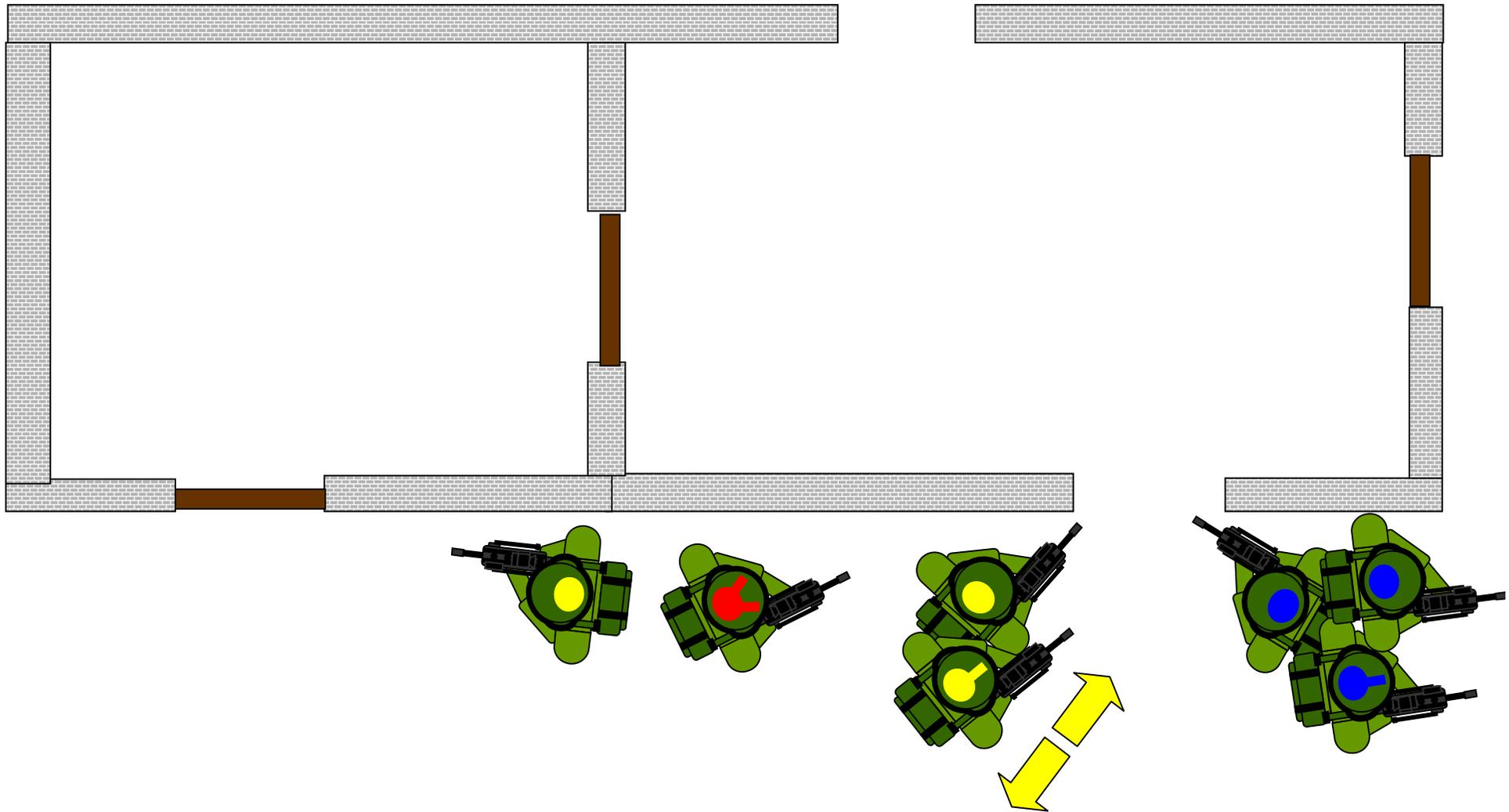
**(PORTE OUVERTE)**

# PREPARER



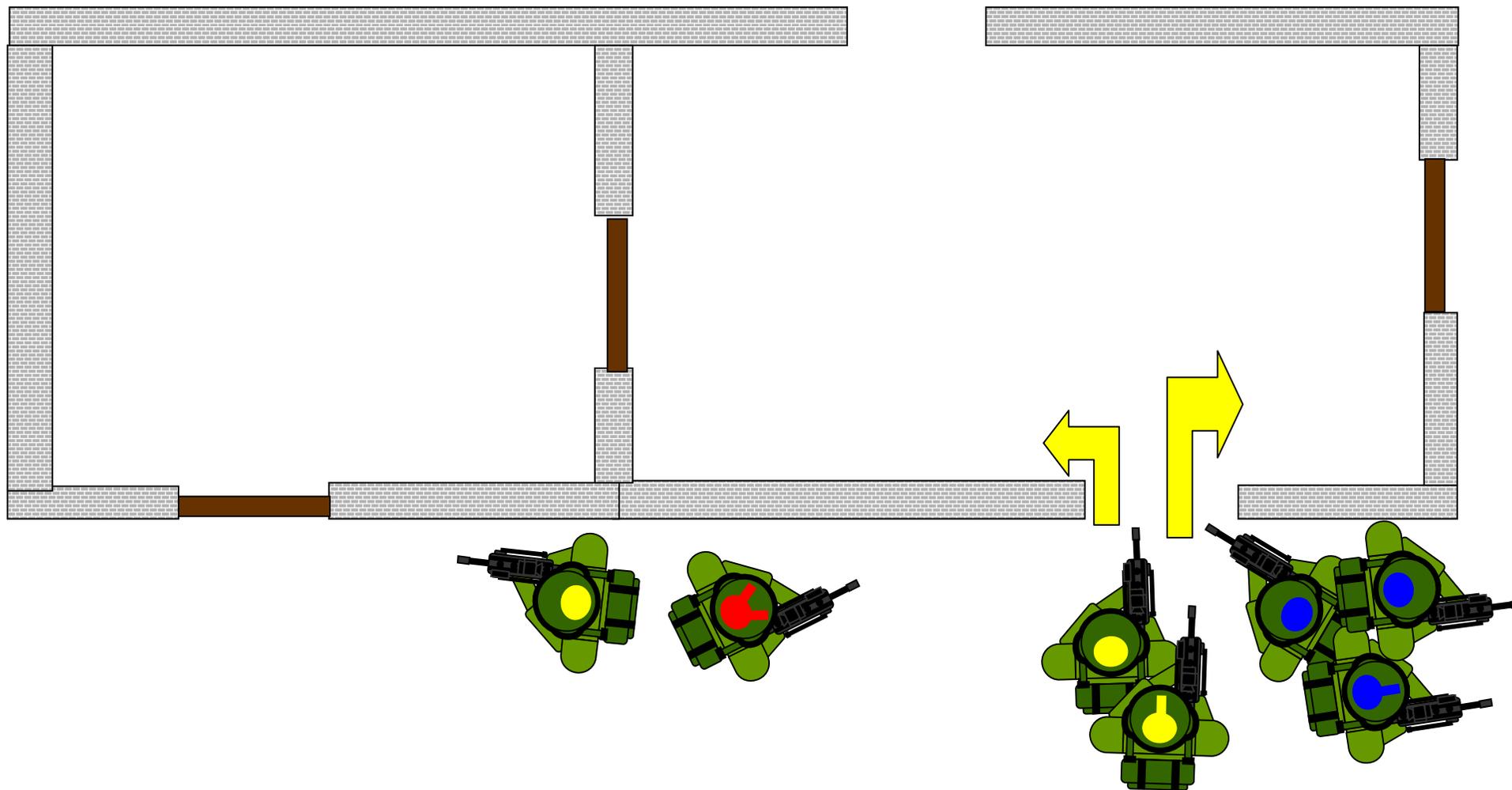
**NB** : DANS TOUS LES CAS DE FIGURE, LE PREMIER TRINOME PASSE DE L'AUTRE COTE DE LA PORTE POUR SE PLACER EN PROTECTION, LE CHEF DE GROUPE SE PLACE EN N°3 DU DEUXIEME TRINOME. LE N° 3 DU PREMIER TRINOME RENSEIGNE SUR LA PIECE (PRESENCE D'ESCALIER A L'ENTREE)

PREPARER

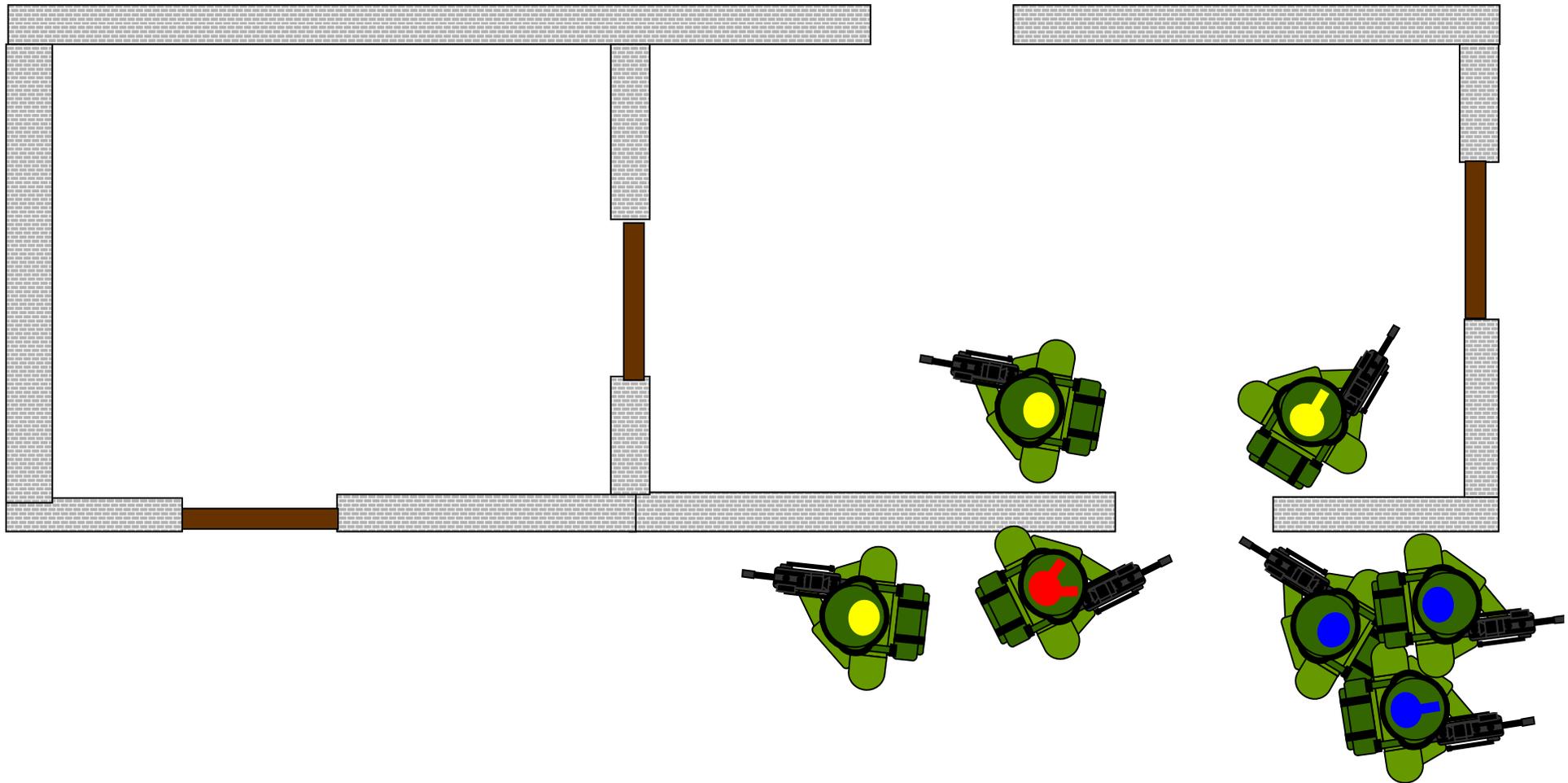


PETIT MOUVEMENT ARRIERE  
AVANT LE DEPART

# PENETRER

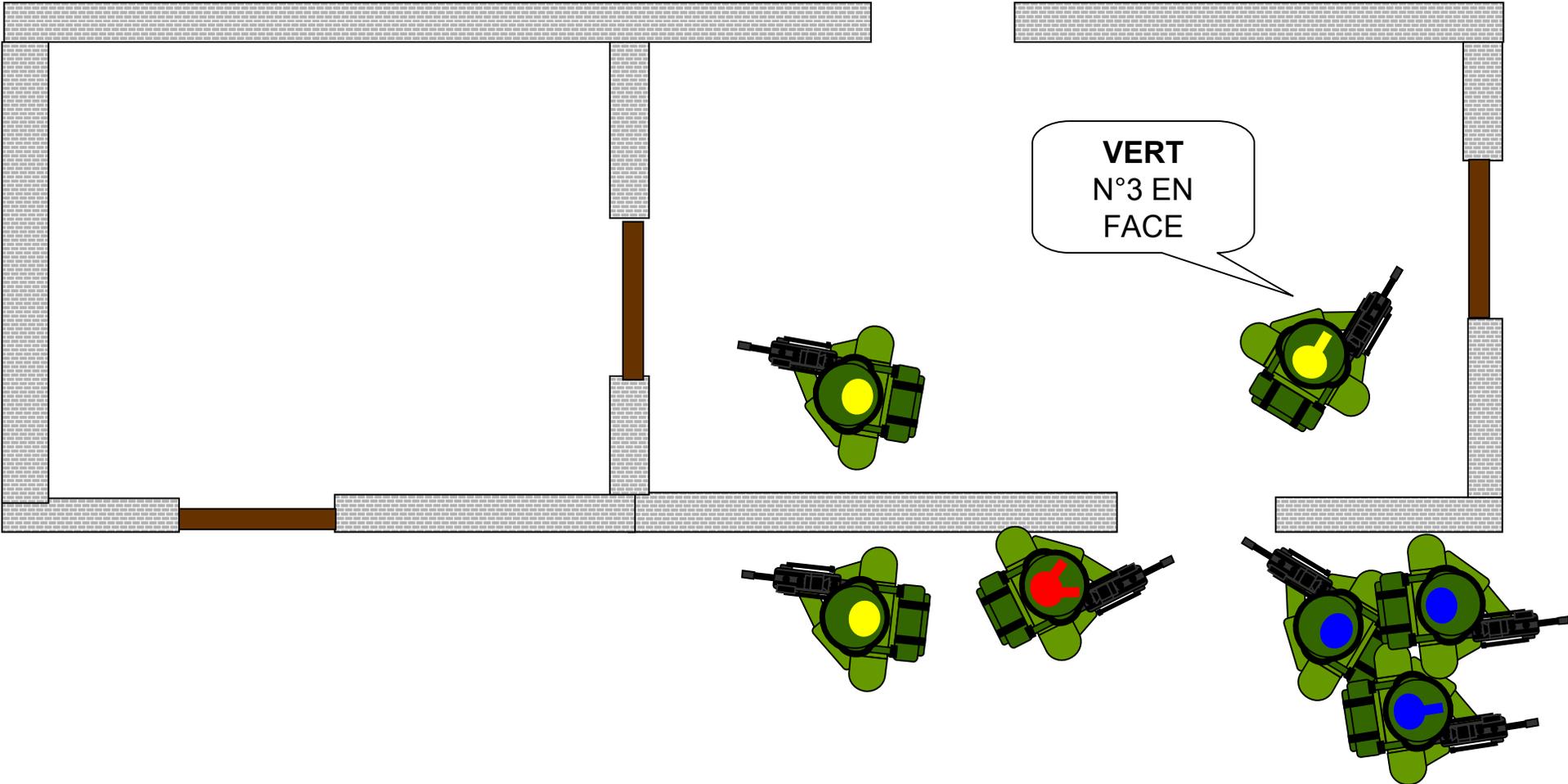


# PENETRER

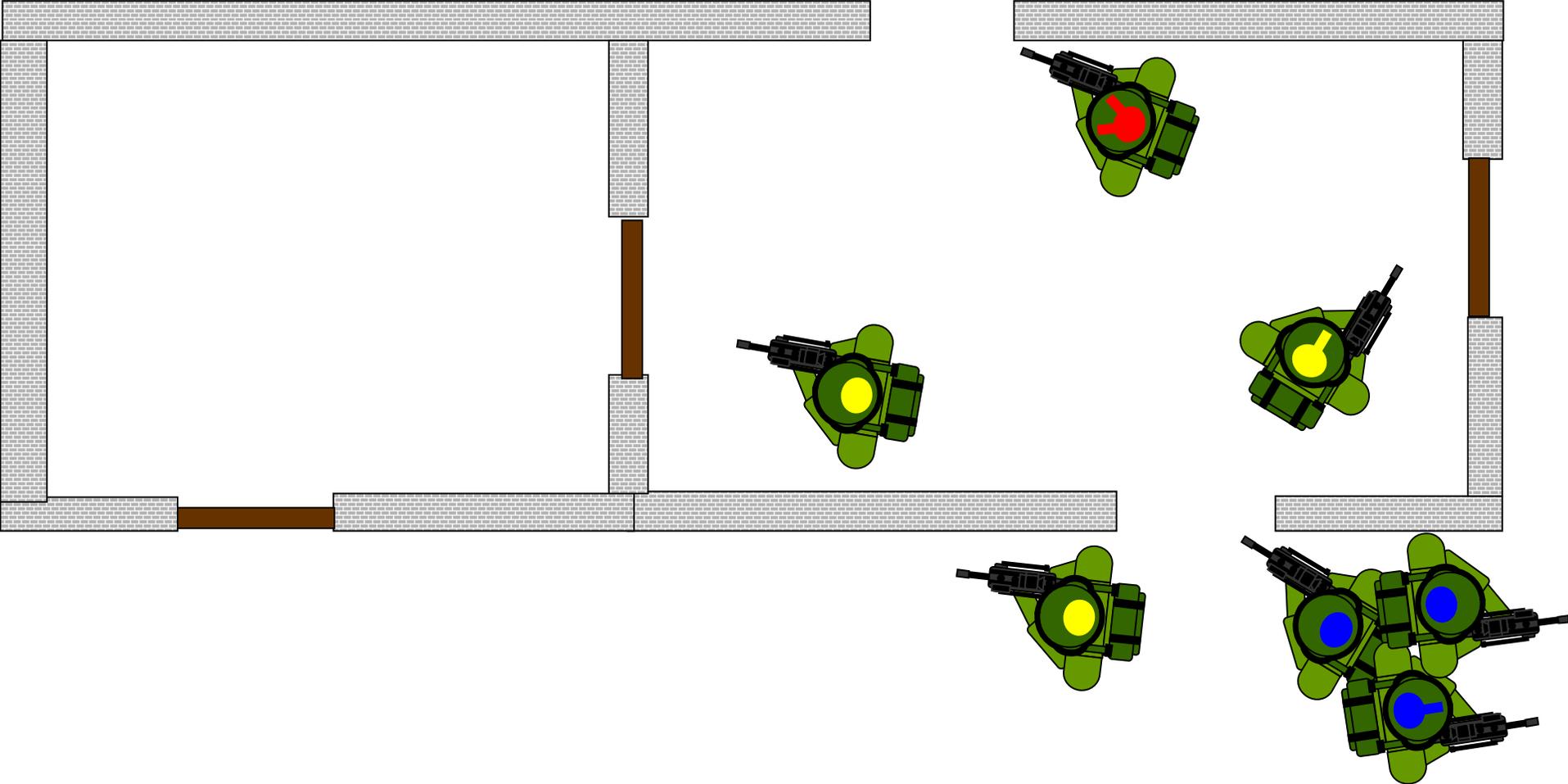


**NB** : APRES LA PENETRATION DU BINOME, LE CHEF DE GROUPE VIENT SE PLACER PRES DE LA PORTE POUR AVOIR VU SUR LA PIECE OU POUR AVOIR LAISON AVEC SON BINOME

# RENDRE COMPTE



# RENDRE COMPTE



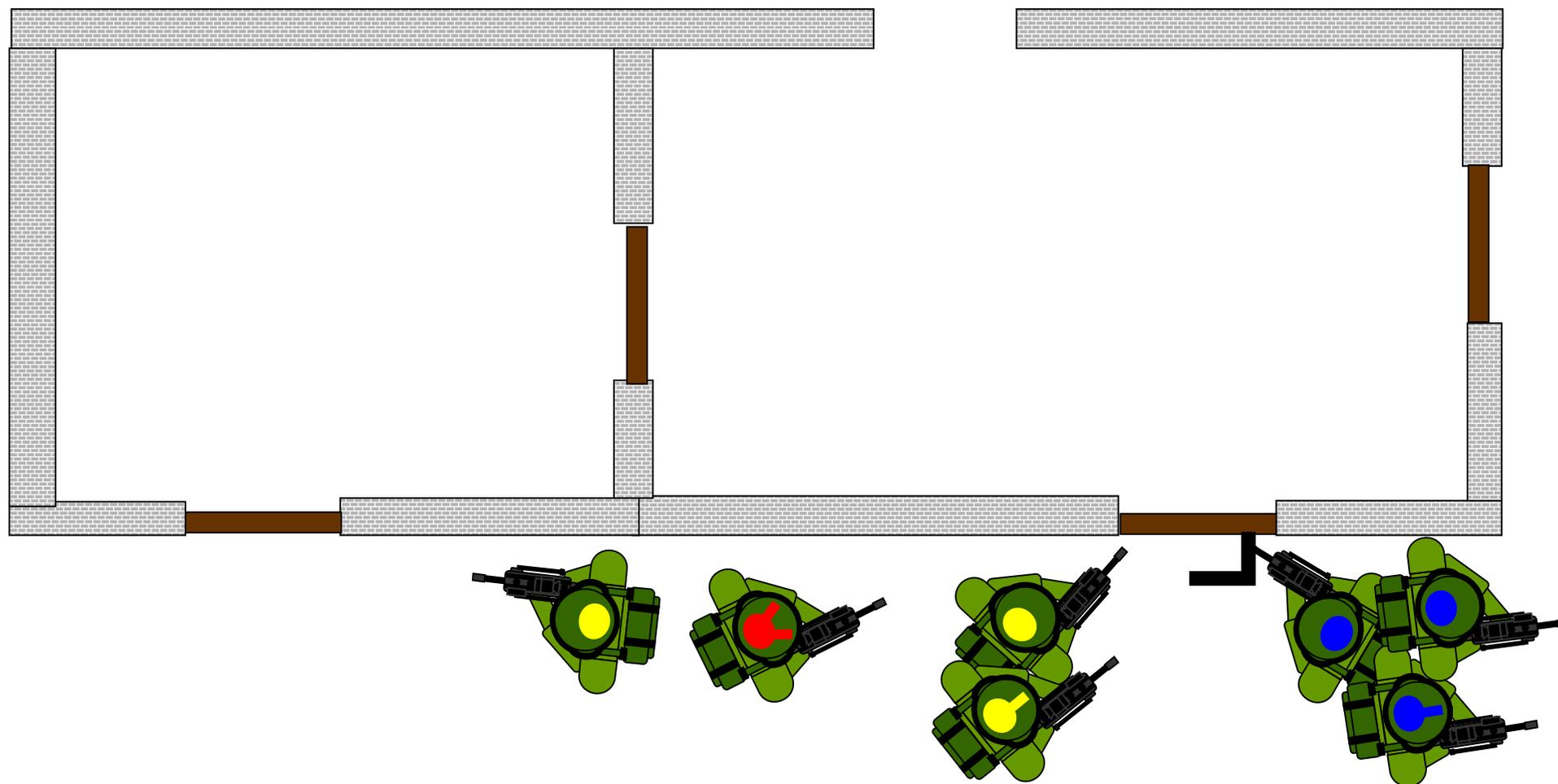
**CONTEXTE 1**

**ENNEMI NON DECELE**

**AMBIANCE SOUPLESSE ET DISCRETION**

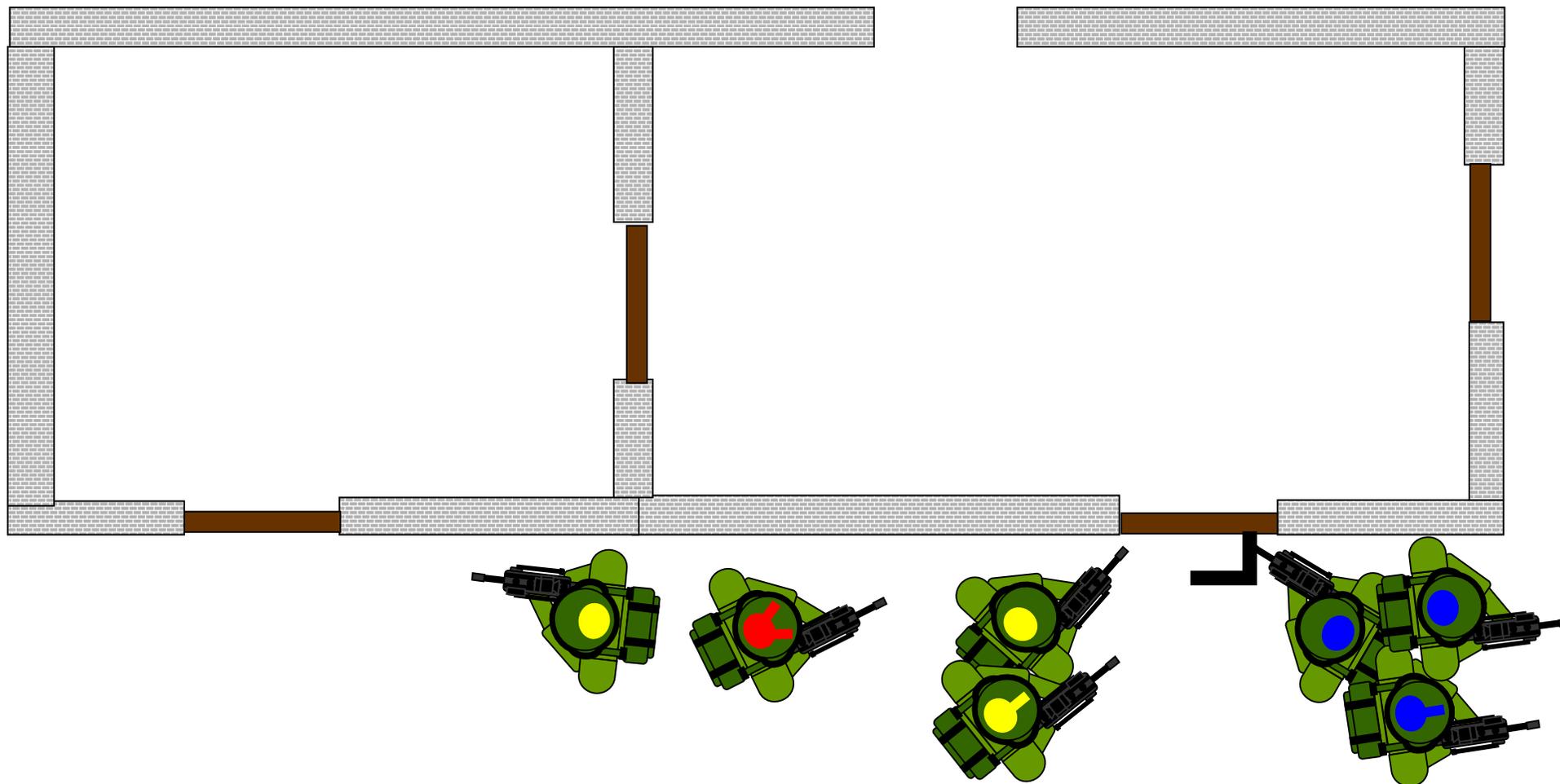
**(POIGNEE DU COTE DU PREMIER TRINOME)**

# ABORDER



**NB** : DANS TOUS LES CAS DE FIGURE, LE PREMIER TRINOME PASSE DE L'AUTRE COTE DE LA PORTE POUR SE PLACER EN PROTECTION, LE CHEF DE GROUPE SE PLACE EN N°3 DU DEUXIEME TRINOME.

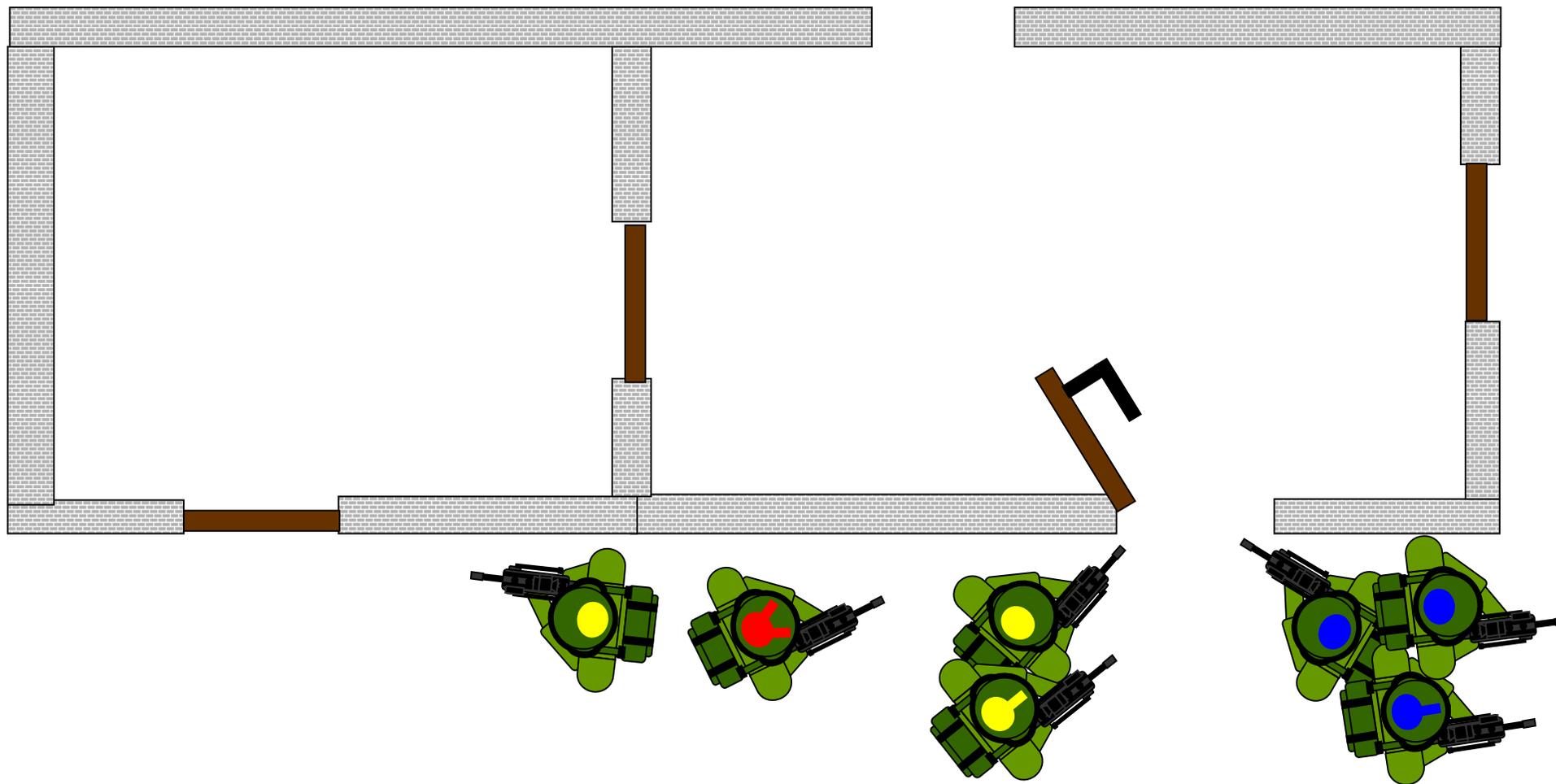
# PREPARER



N°3 DU PREMIER TRINOME SE COORDONNE AVEC LE BINOME JAUNE POUR L'OUVERTURE DE LA PORTE.

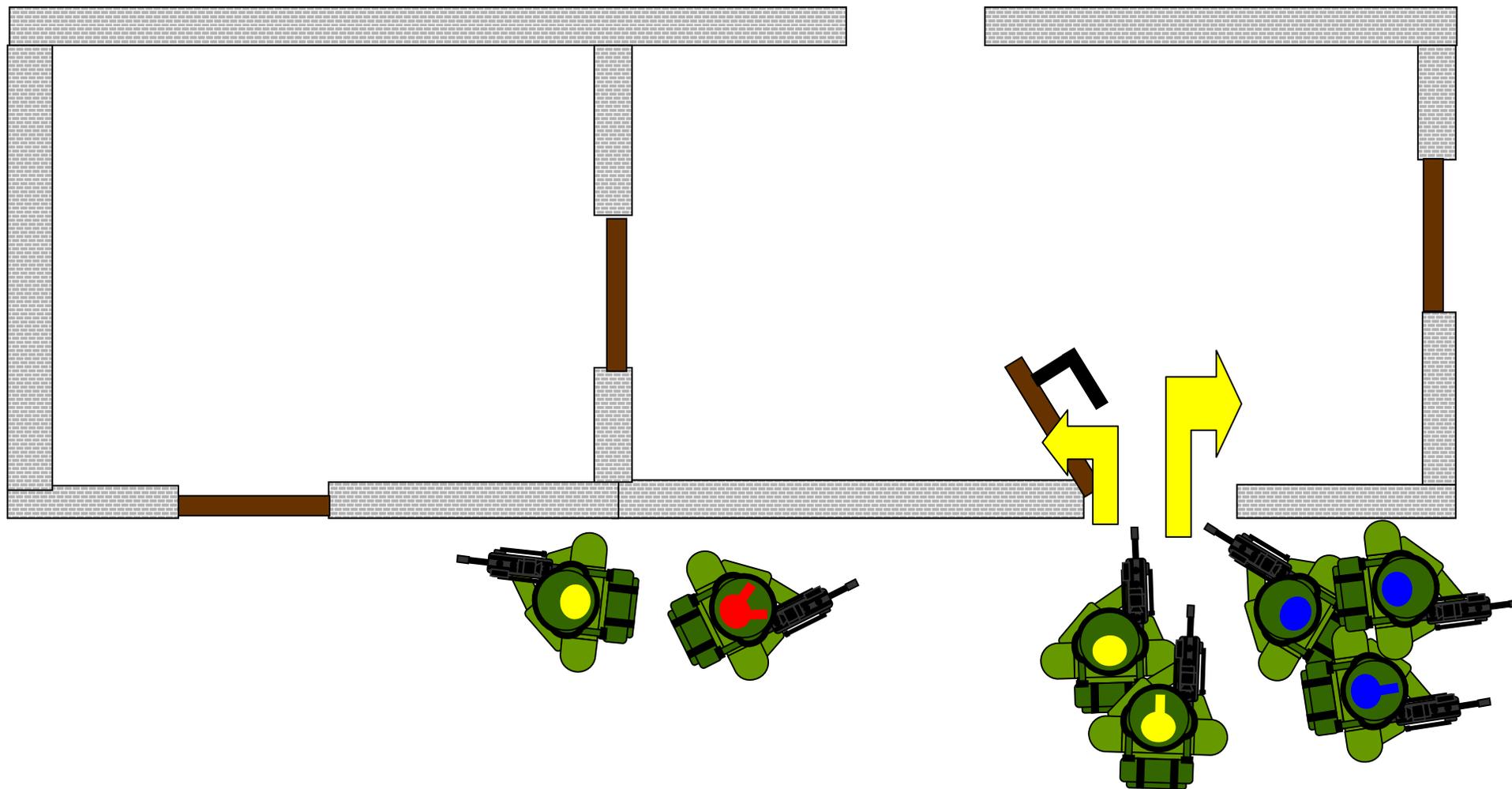
**NB** : DANS TOUS LES CAS DE FIGURE, C'EST CELUI QUI EST LE PLUS PRES DE LA POIGNEE QUI OUVRE LA PORTE

# PREPARER

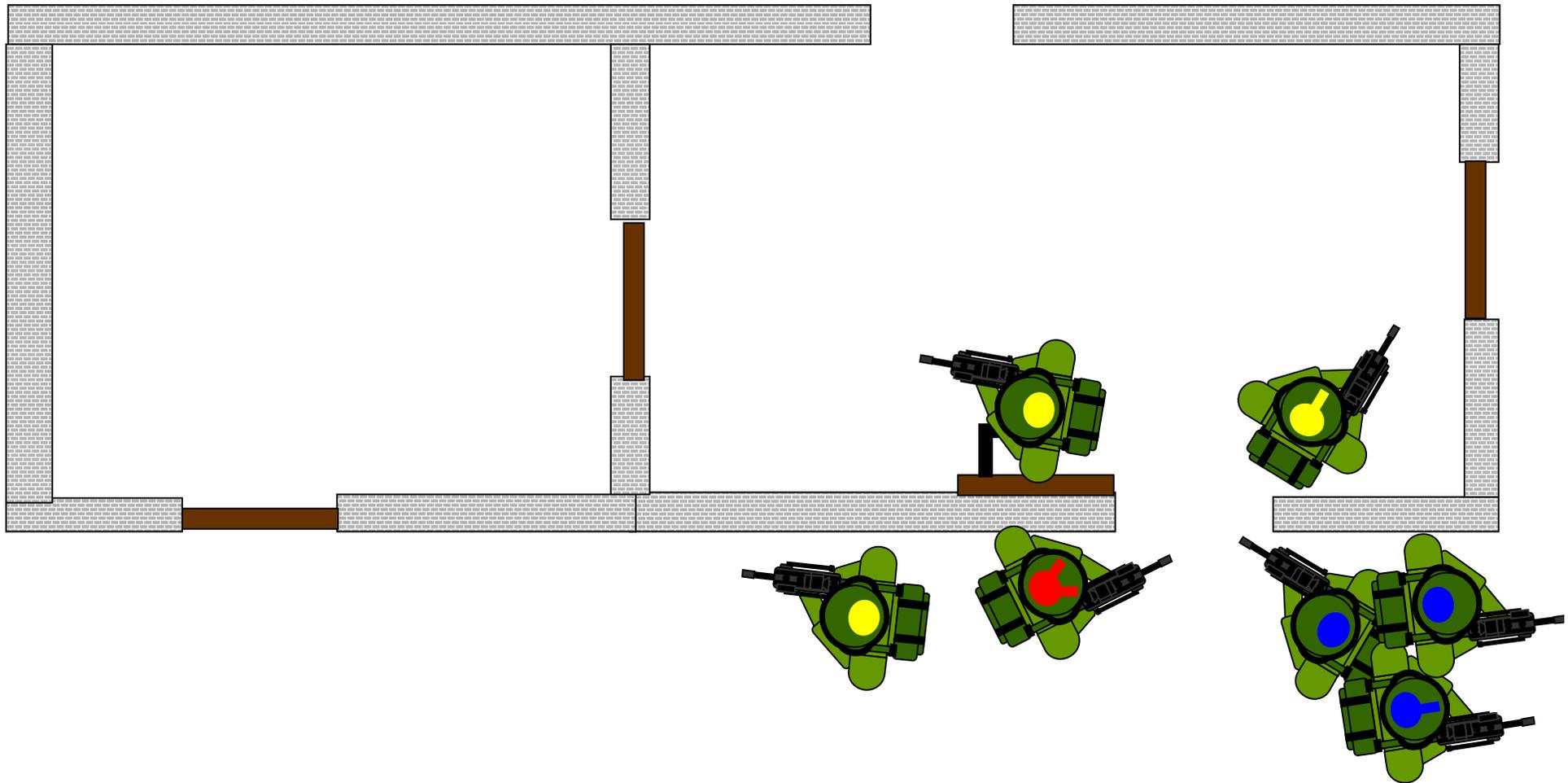


LE N° 3 DU PREMIER TRINOME  
RENSEIGNE SUR LA PIECE  
(PRESENCE D'ESCALIER A  
L'ENTREE)

# PENETRER

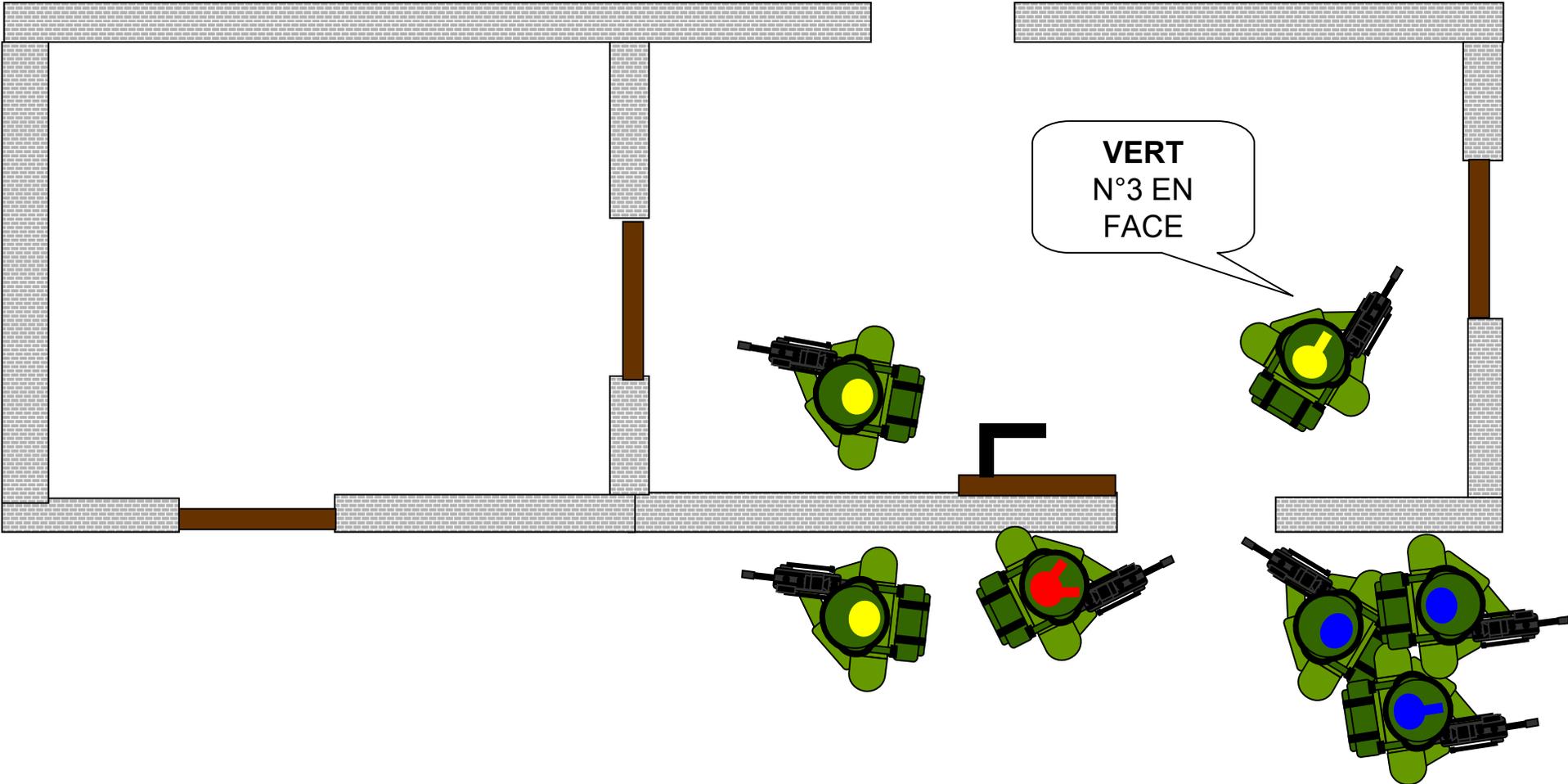


# PENETRER

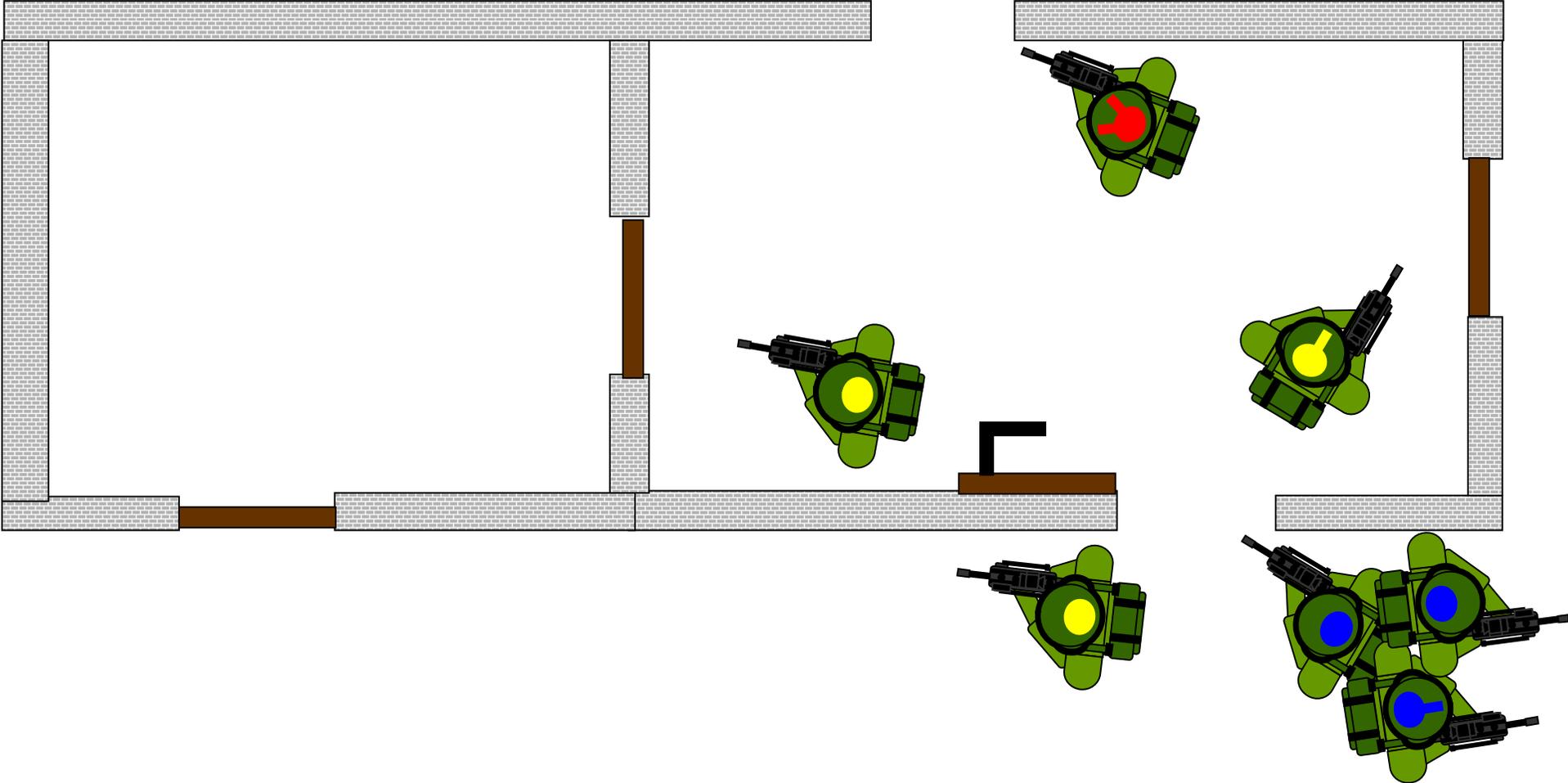


**NB** : APRES LA PENETRATION DU BINOME, LE CHEF DE GROUPE VIENT SE PLACER PRES DE LA PORTE POUR AVOIR VU SUR LA PIECE OU POUR AVOIR LAISON AVEC SON BINOME

# RENDRE COMPTE



# RENDRE COMPTE



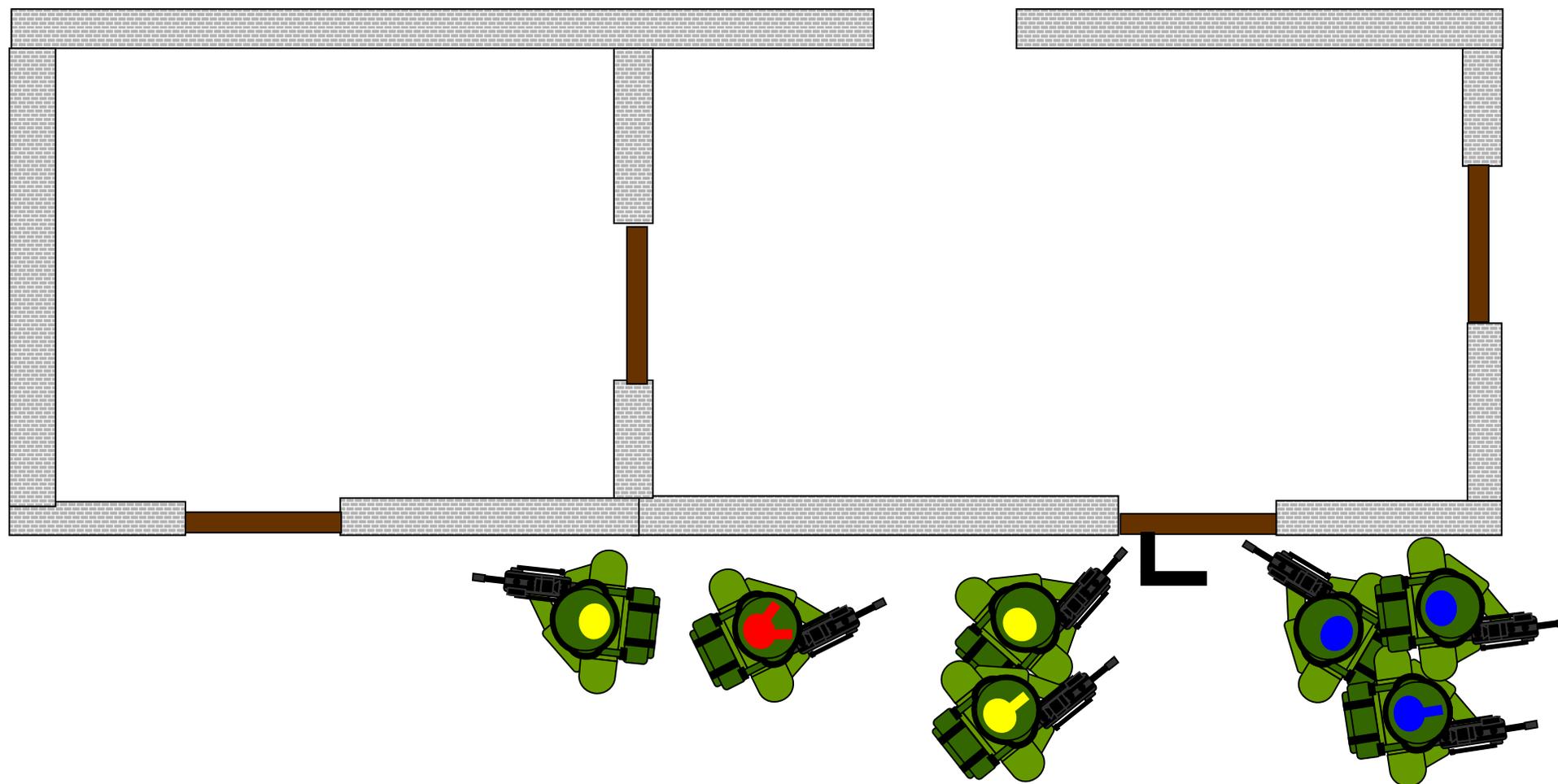
**CONTEXTE 1**

**ENNEMI NON DECELE**

**AMBIANCE SOUPLESSE ET DISCRETION**

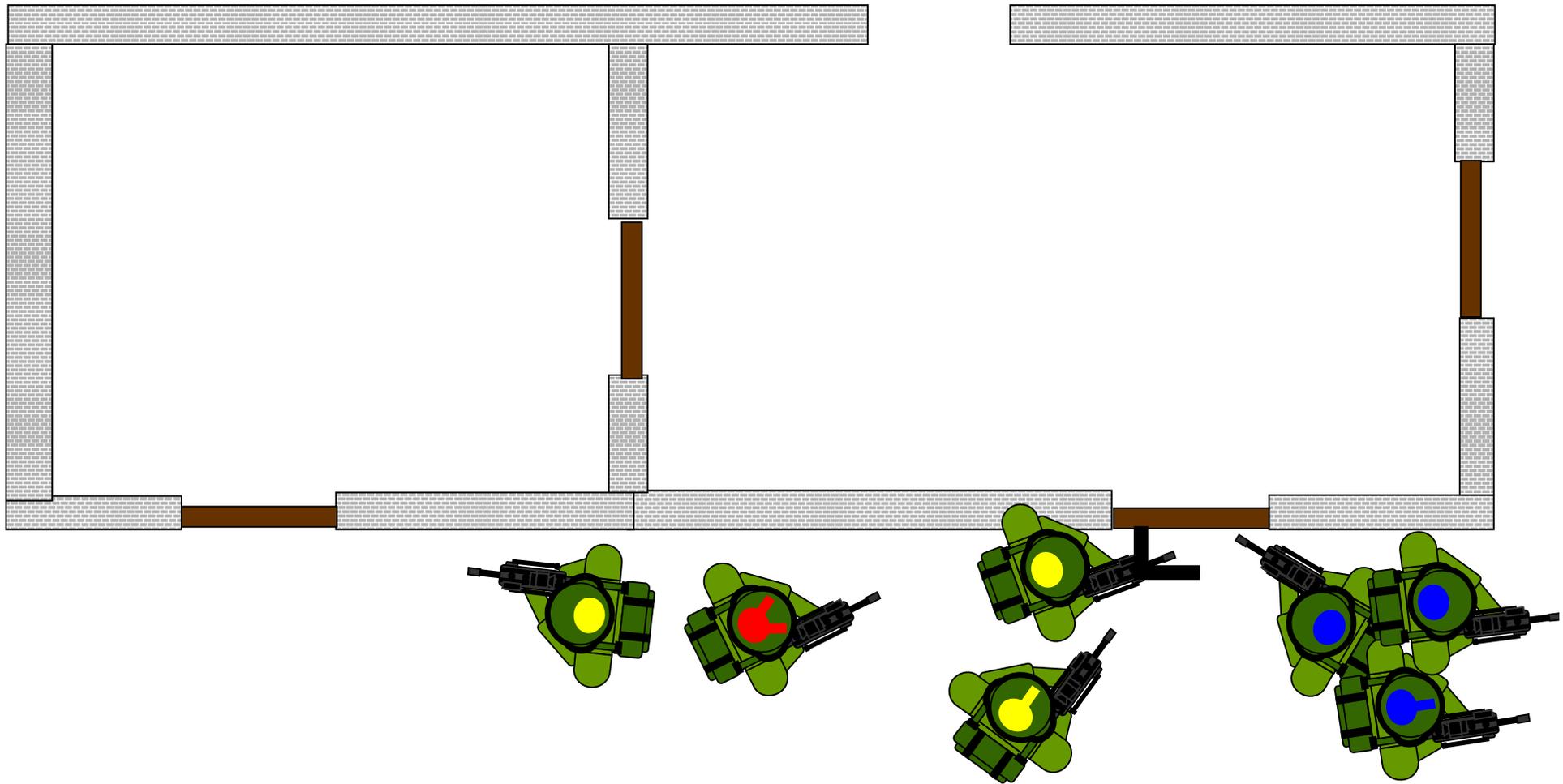
**(POIGNEE DU COTE DU DEUXIEME TRINOME)**

# ABORDER



**NB** : DANS TOUS LES CAS DE FIGURE, LE PREMIER TRINOME PASSE DE L'AUTRE COTE DE LA PORTE POUR SE PLACER EN PROTECTION, LE CHEF DE GROUPE SE PLACE EN N°3 DU DEUXIEME TRINOME.

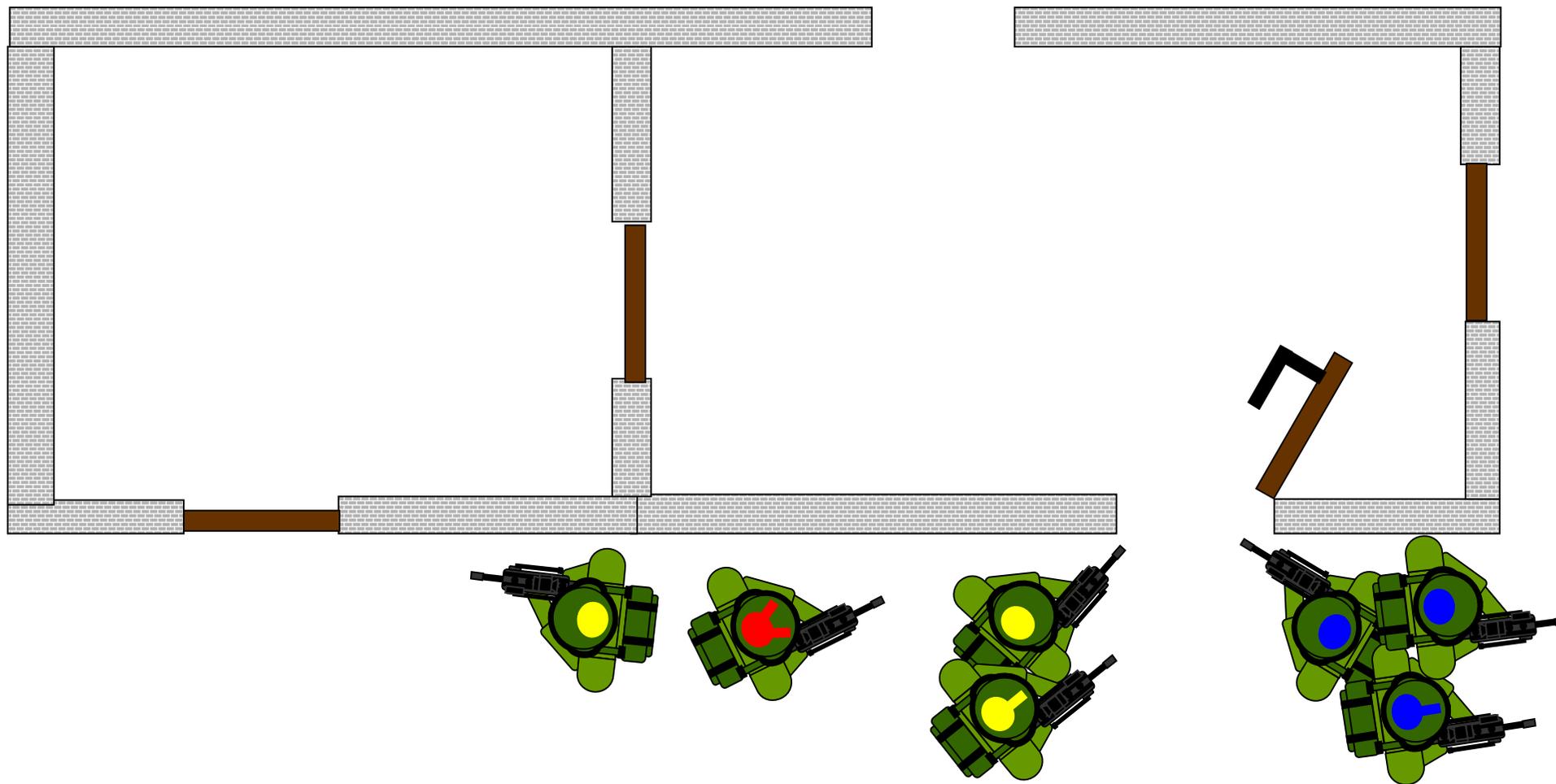
# PREPARER



N°1 DU DEUXIEME TRINOME  
OUVRE LA PORTE, APPUYE PAR  
SON N°2 ET N°1 DU PREMIER  
TRINOME

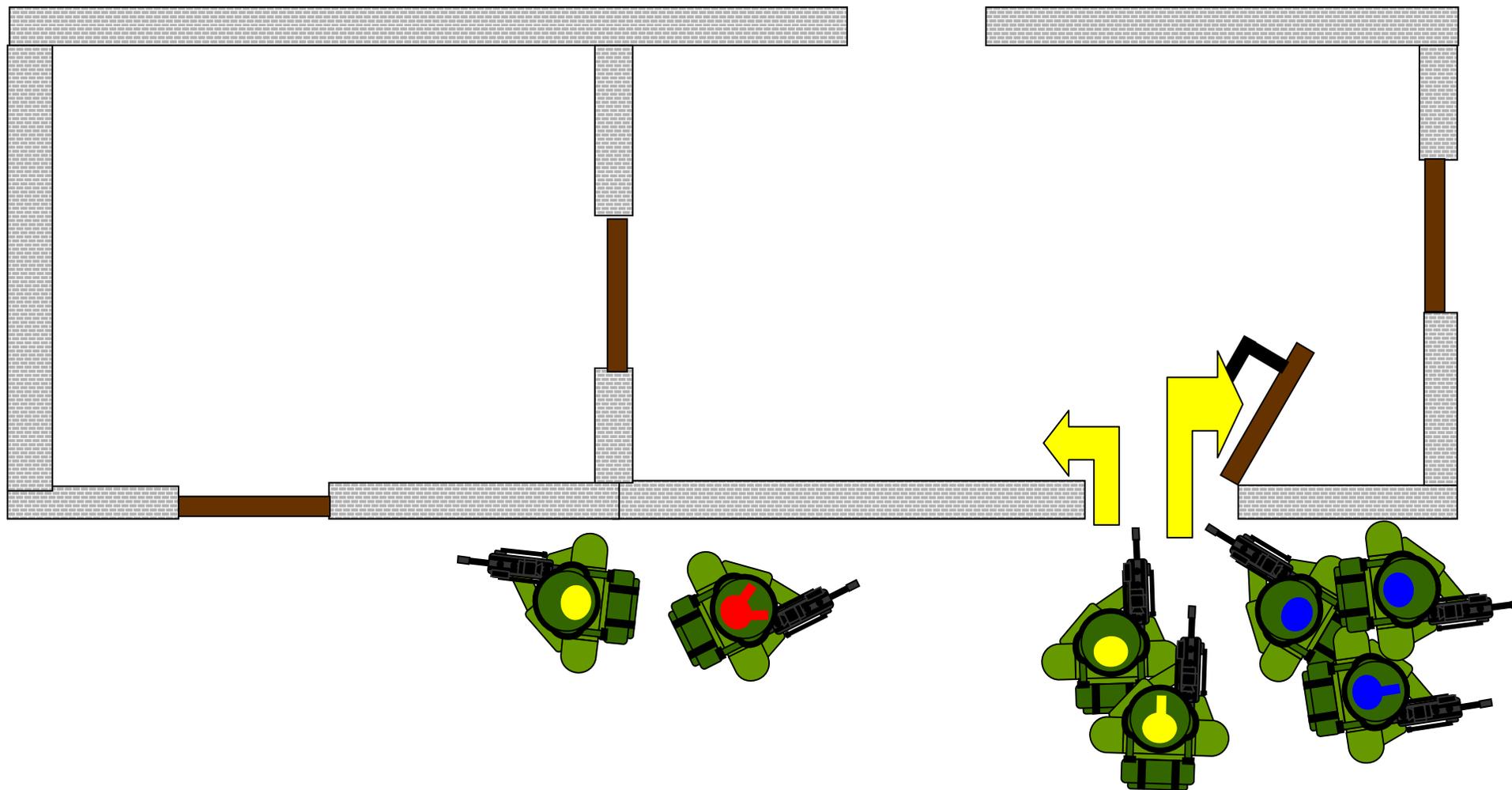
**NB** : DANS TOUS LES CAS DE FIGURE, C'EST CELUI QUI EST LE PLUS  
PRES DE LA POIGNEE QUI OUVRE LA PORTE

# PREPARER

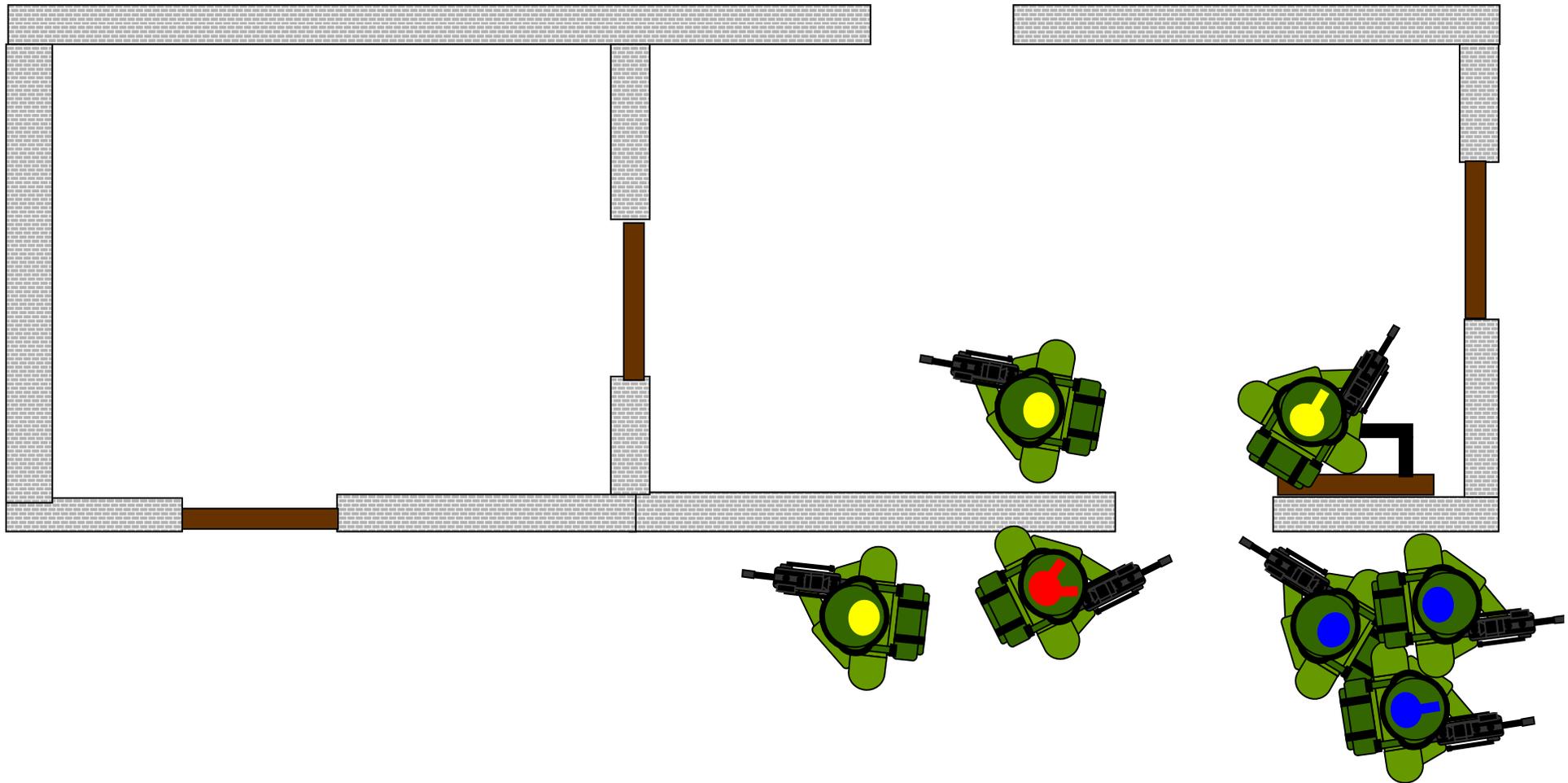


LE N° 3 DU PREMIER TRINOME  
RENSEIGNE SUR LA PIECE  
(PRESENCE D'ESCALIER A  
L'ENTREE)

# PENETRER

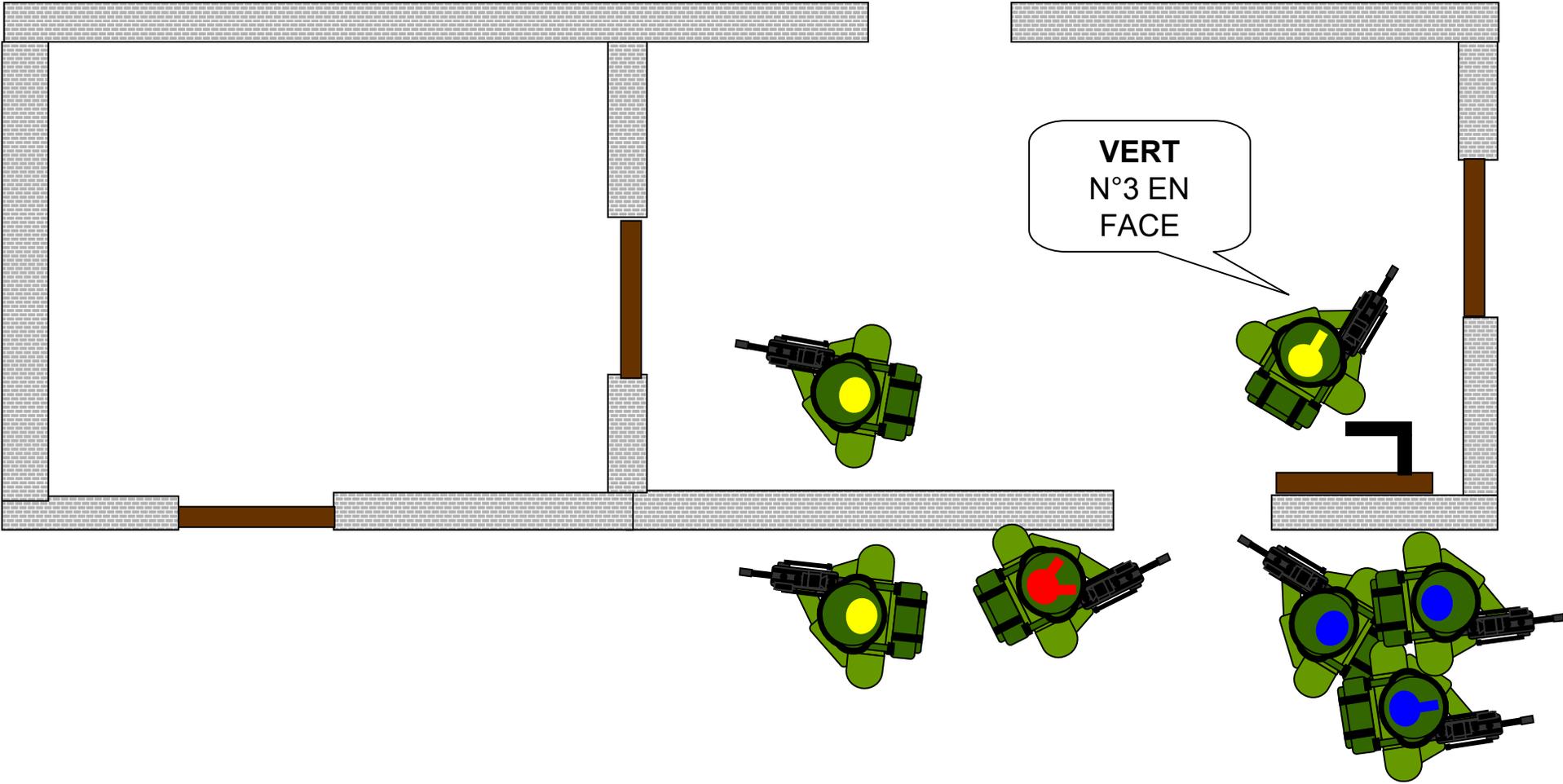


# PENETRER

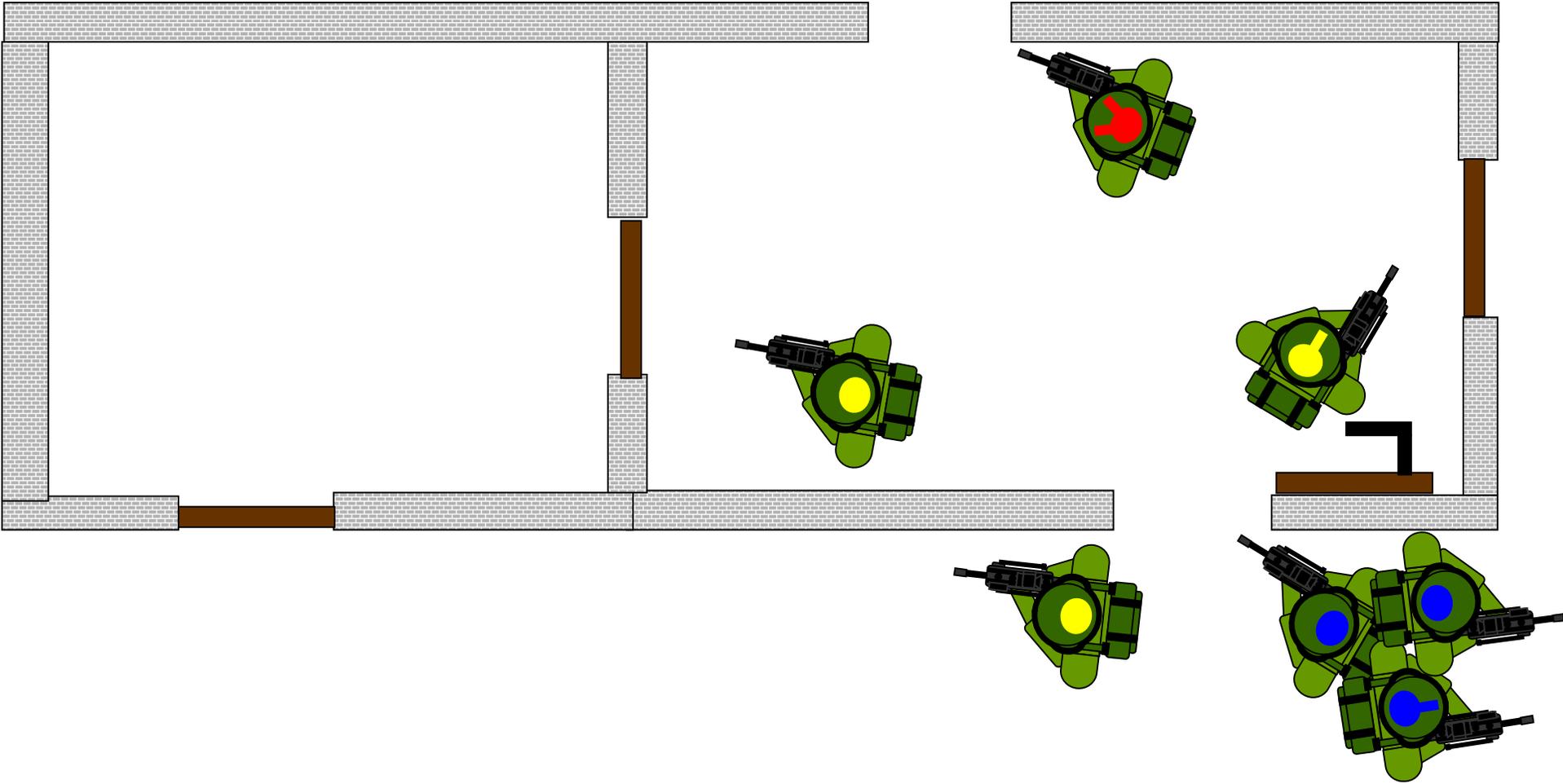


**NB** : APRES LA PENETRATION DU BINOME, LE CHEF DE GROUPE VIENT SE PLACER PRES DE LA PORTE POUR AVOIR VU SUR LA PIECE OU POUR AVOIR LAISON AVEC SON BINOME

# RENDRE COMPTE



# RENDRE COMPTE



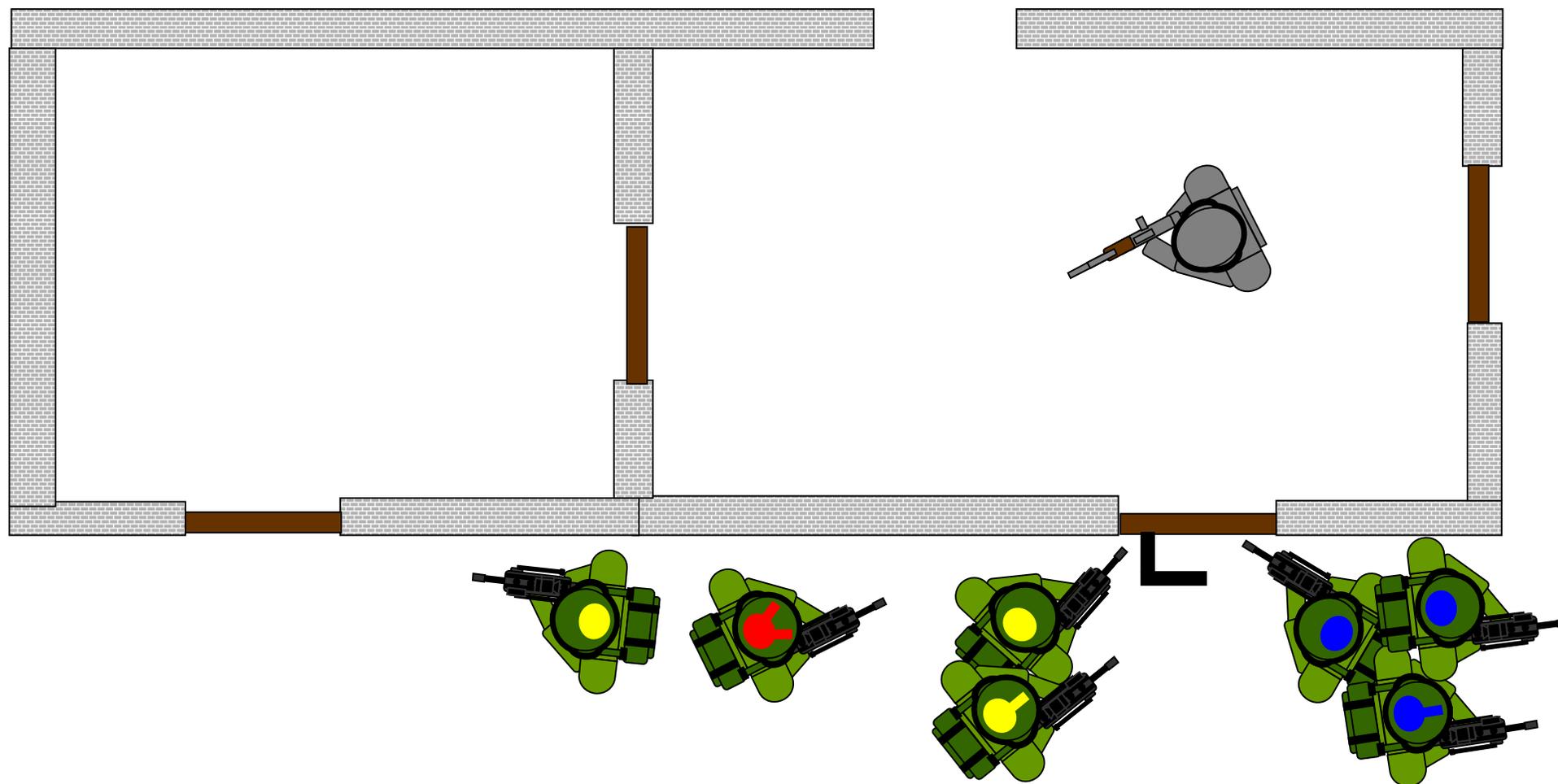
## **CONTEXTE 2**

***ENNEMI DECELE OU PROBABLE***

***AMBIANCE RAPIDITE DYNAMIQUE***

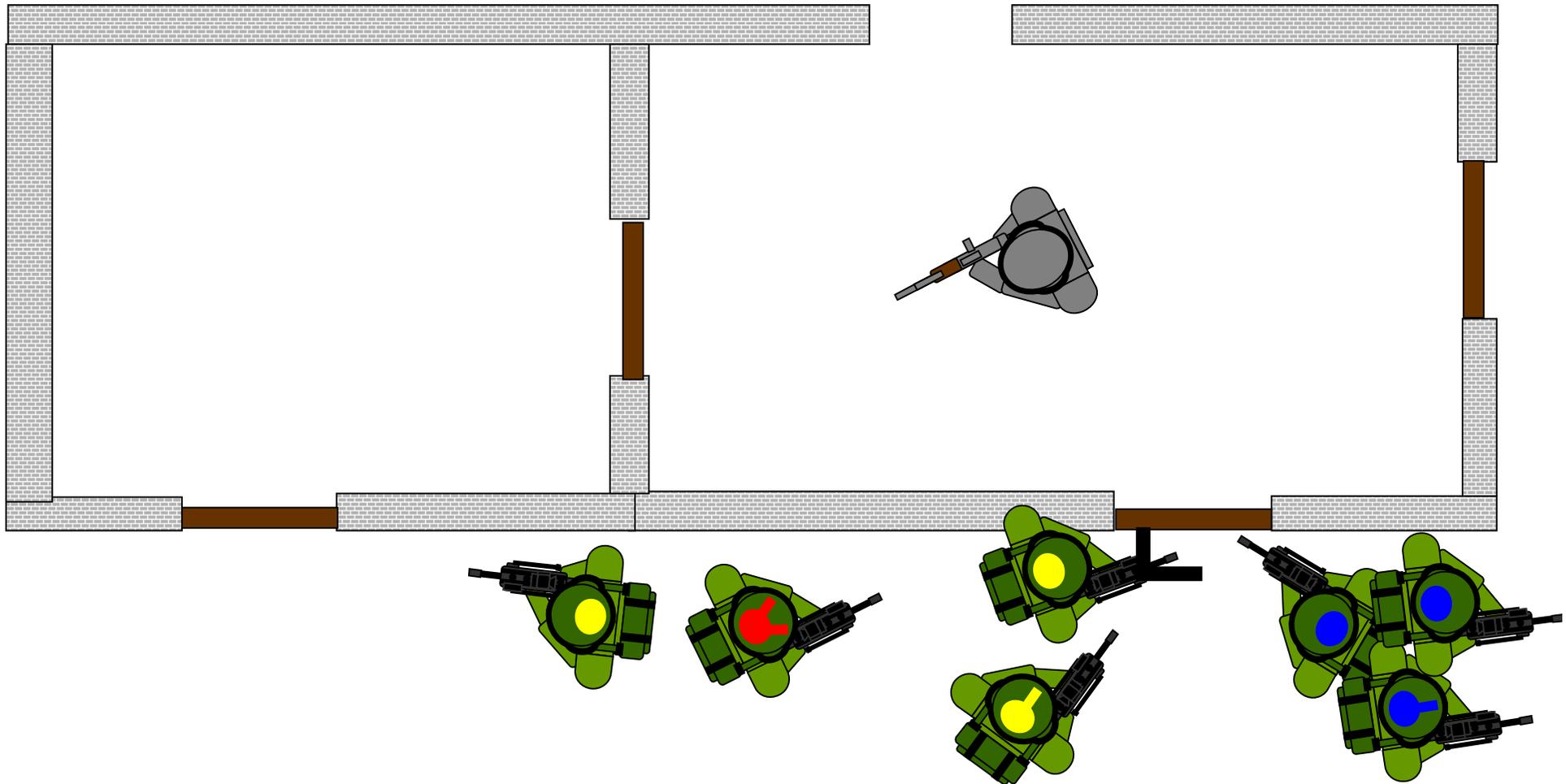
***(UTILISATION GRENADE ET ARME)***

# ABORDER



**NB** : DANS TOUS LES CAS DE FIGURE, LE PREMIER TRINOME PASSE DE L'AUTRE COTE DE LA PORTE POUR SE PLACER EN PROTECTION, LE CHEF DE GROUPE SE PLACE EN N°3 DU DEUXIEME TRINOME.

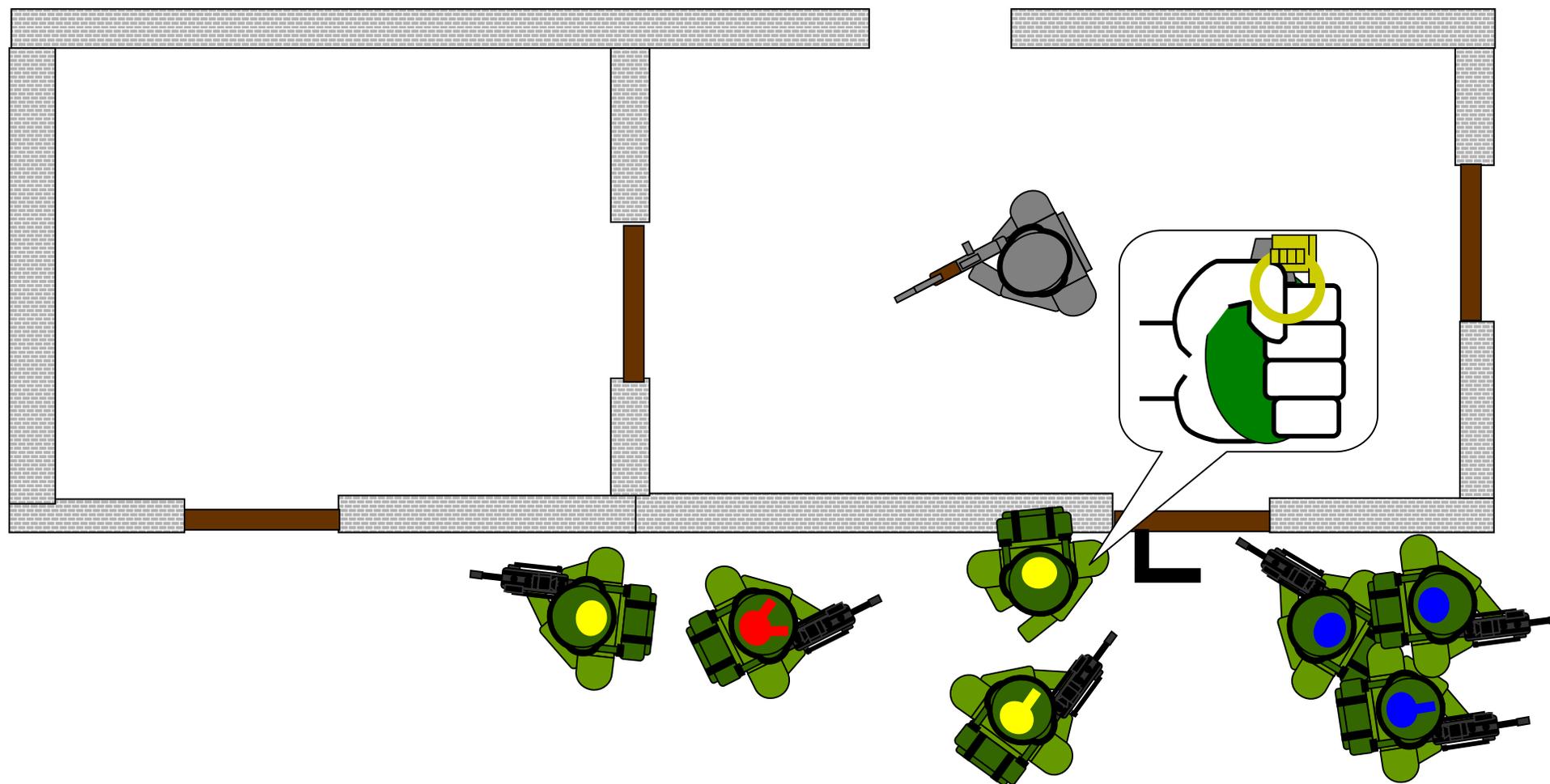
# PREPARER



N°1 DU DEUXIEME TRINOME  
TESTE LA PORTE, APPUYE PAR  
SON N°2 ET N°1 DU PREMIER  
TRINOME

**NB** : DANS TOUS LES CAS DE FIGURE, C'EST CELUI QUI EST LE PLUS  
PRES DE LA POIGNEE QUI OUVRE LA PORTE

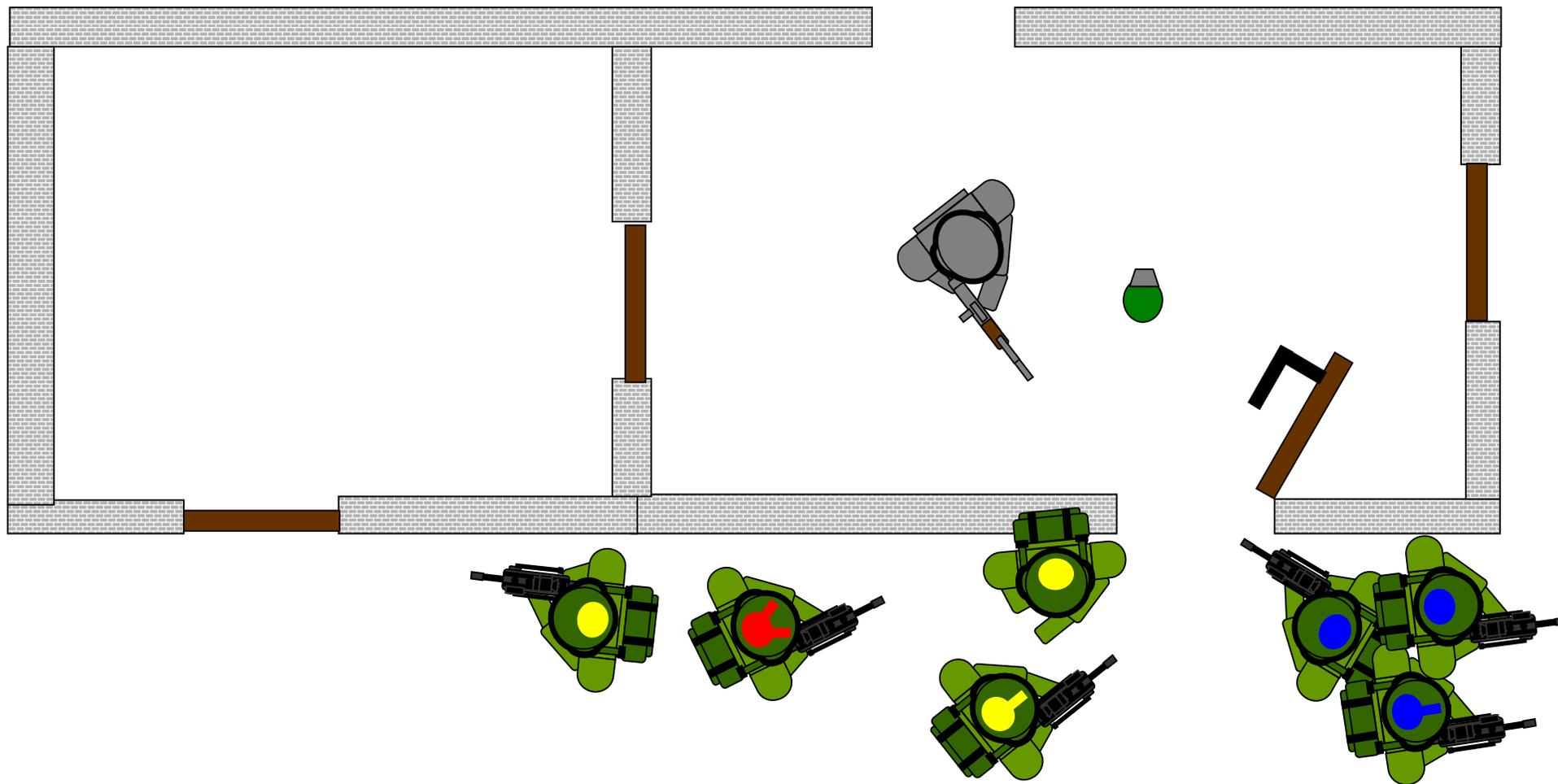
# PREPARER



N°1 DU DEUXIEME TRINOME  
PREPARE SA GRENADE

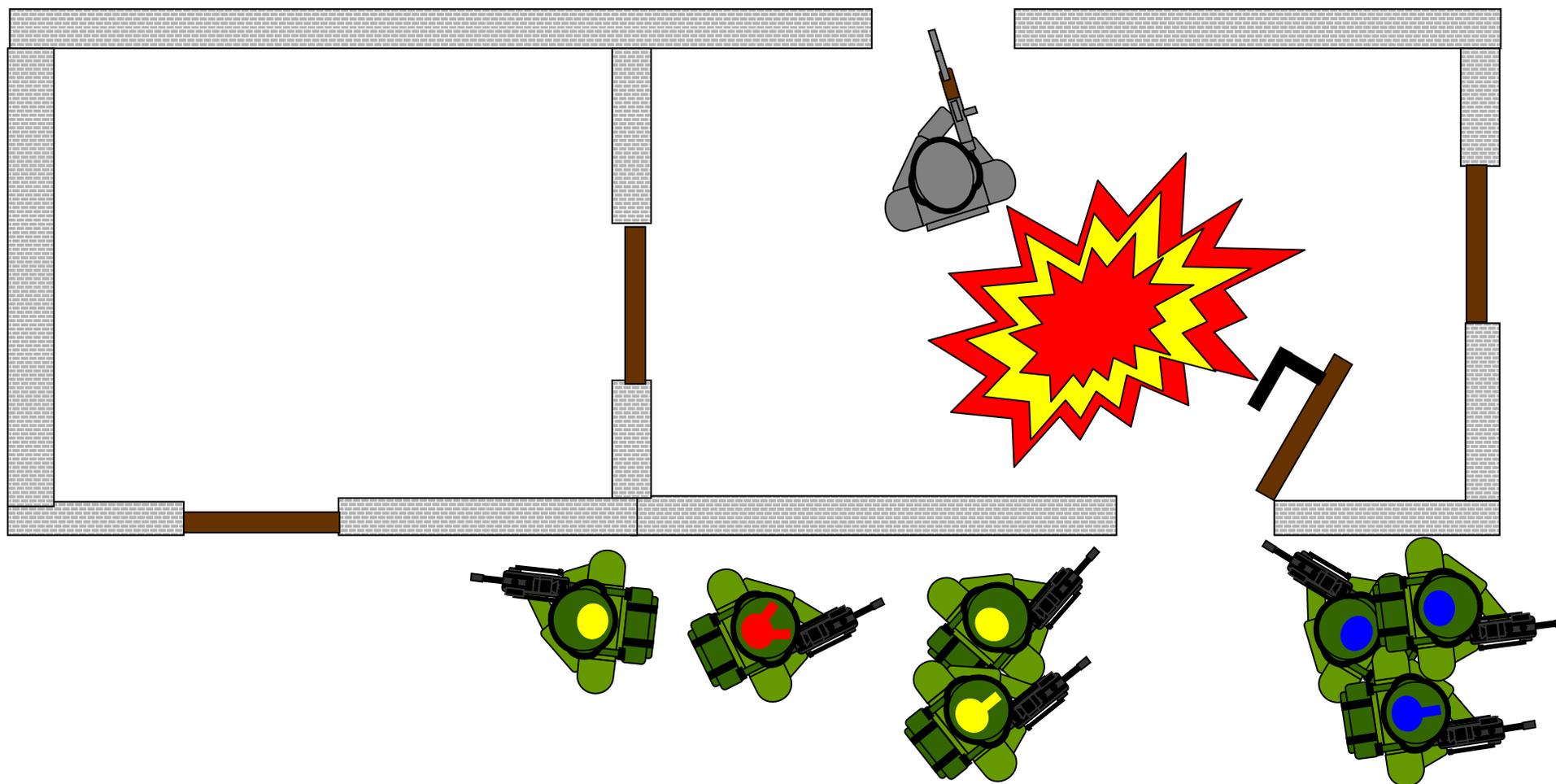
**NB** : DANS TOUS LES CAS DE FIGURE, C'EST CELUI QUI OUVRE LA  
PORTE, QUI LANCE LA GRENADE.

PREPARER



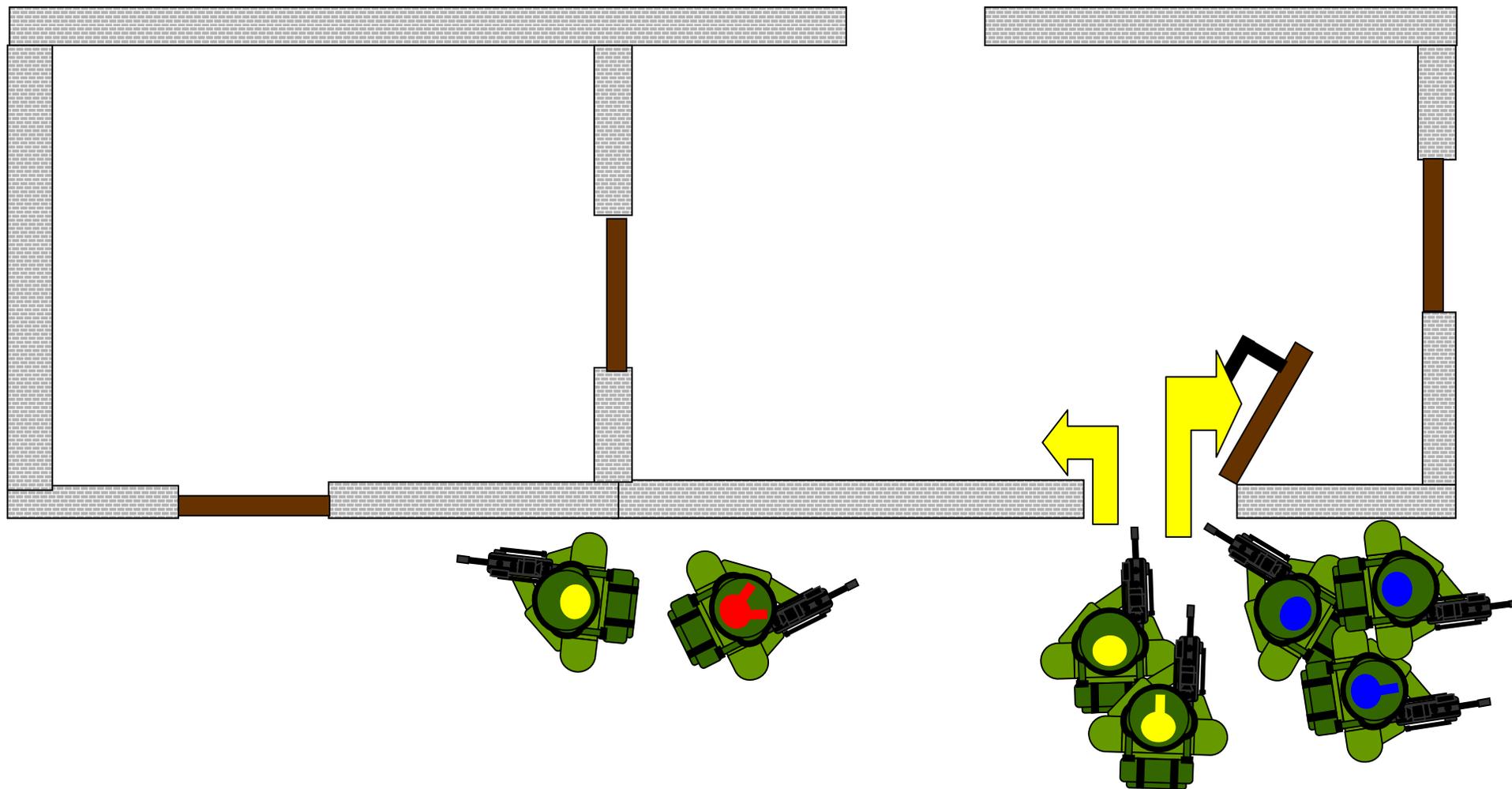
N°1 DU DEUXIEME TRINOME  
OUVRE LA PORTE ET JETTE SA  
GRENADE

# PREPARER

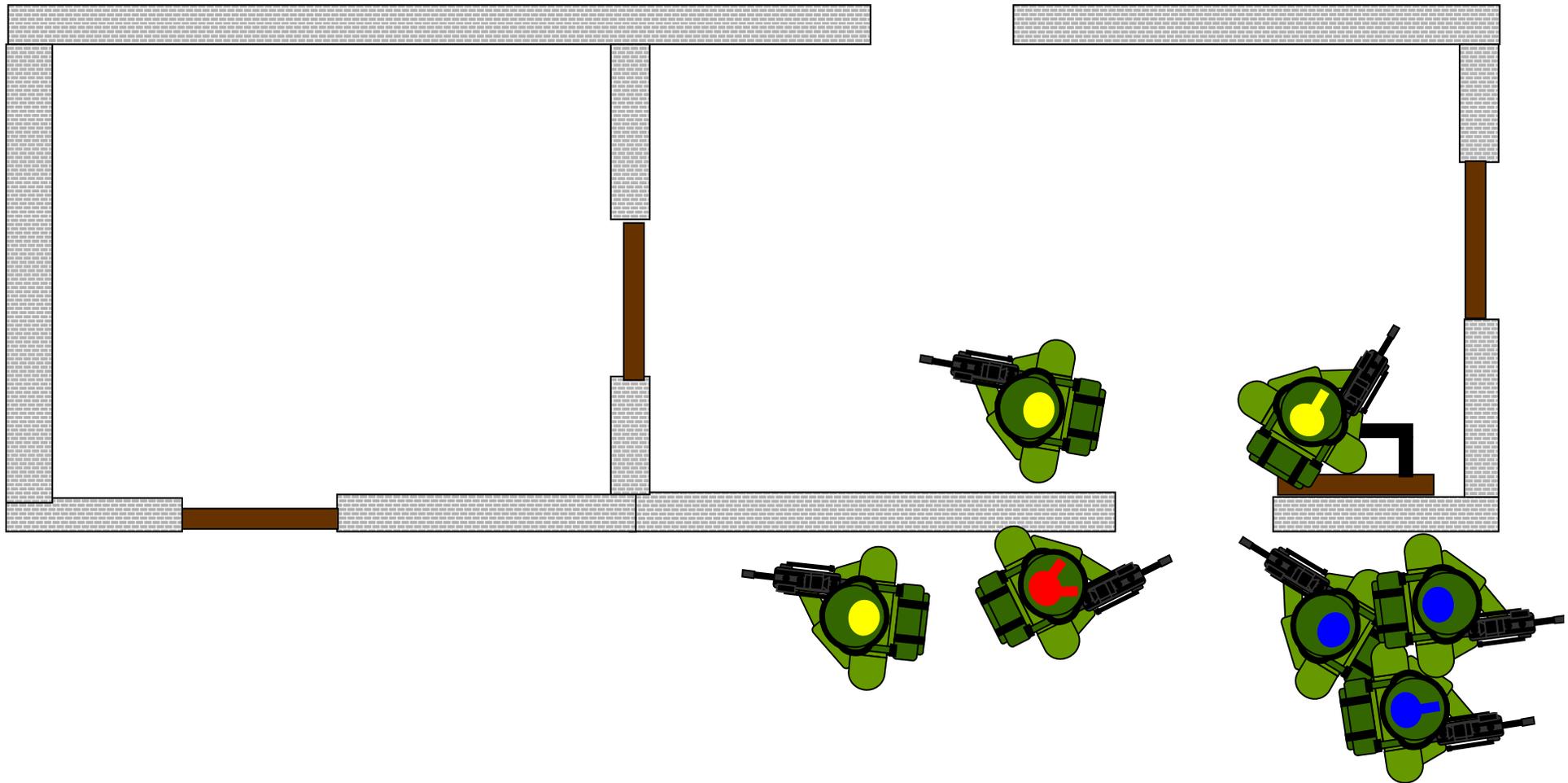


LE BINOME SE PREPARE A  
PENETRER. APRES  
L'EXPLOSION IL ATTEND  
ENVIRON 10 SECONDE AVANT  
D'ENTRER DANS LA PIECE

# PENETRER

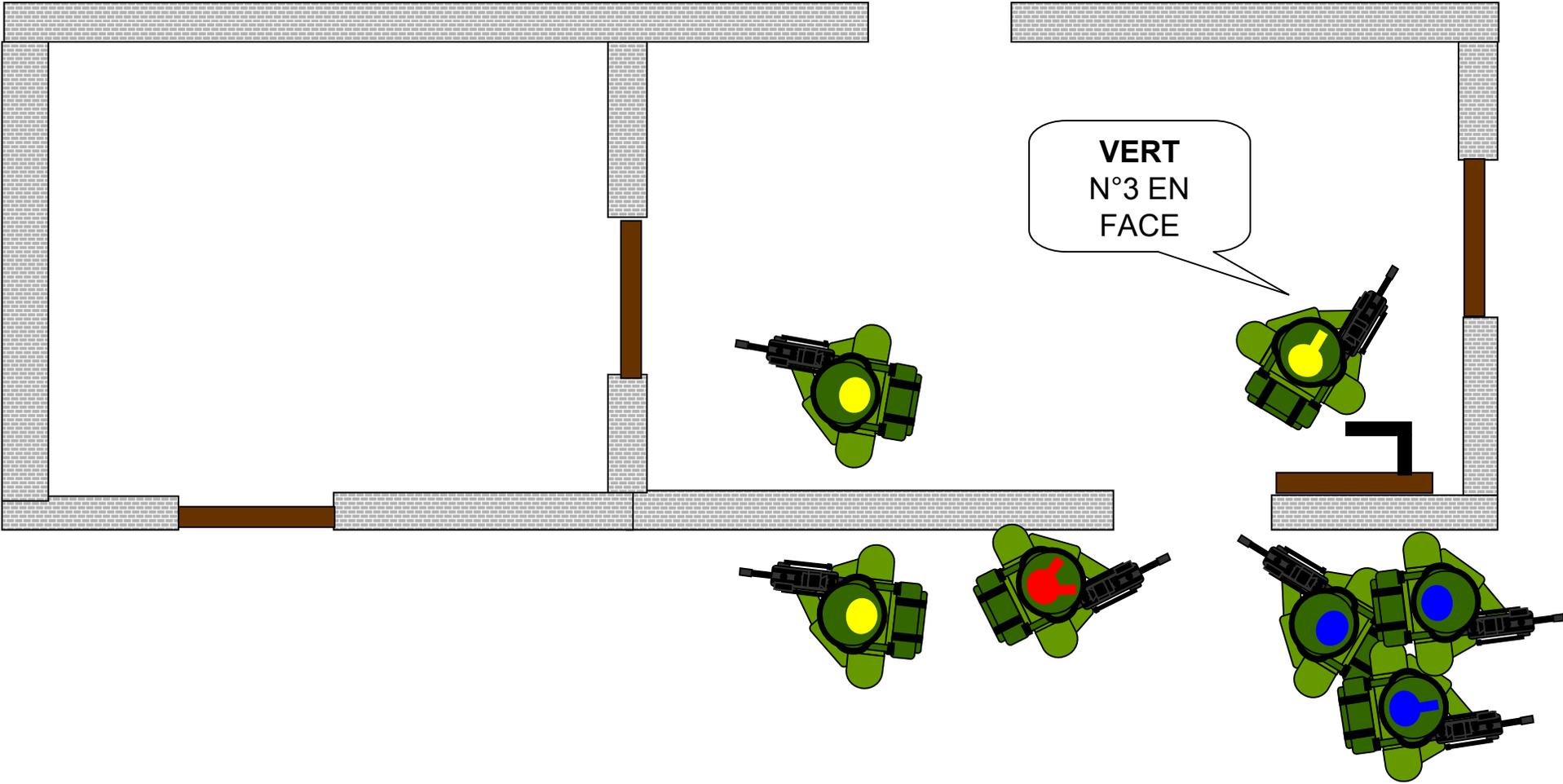


# PENETRER

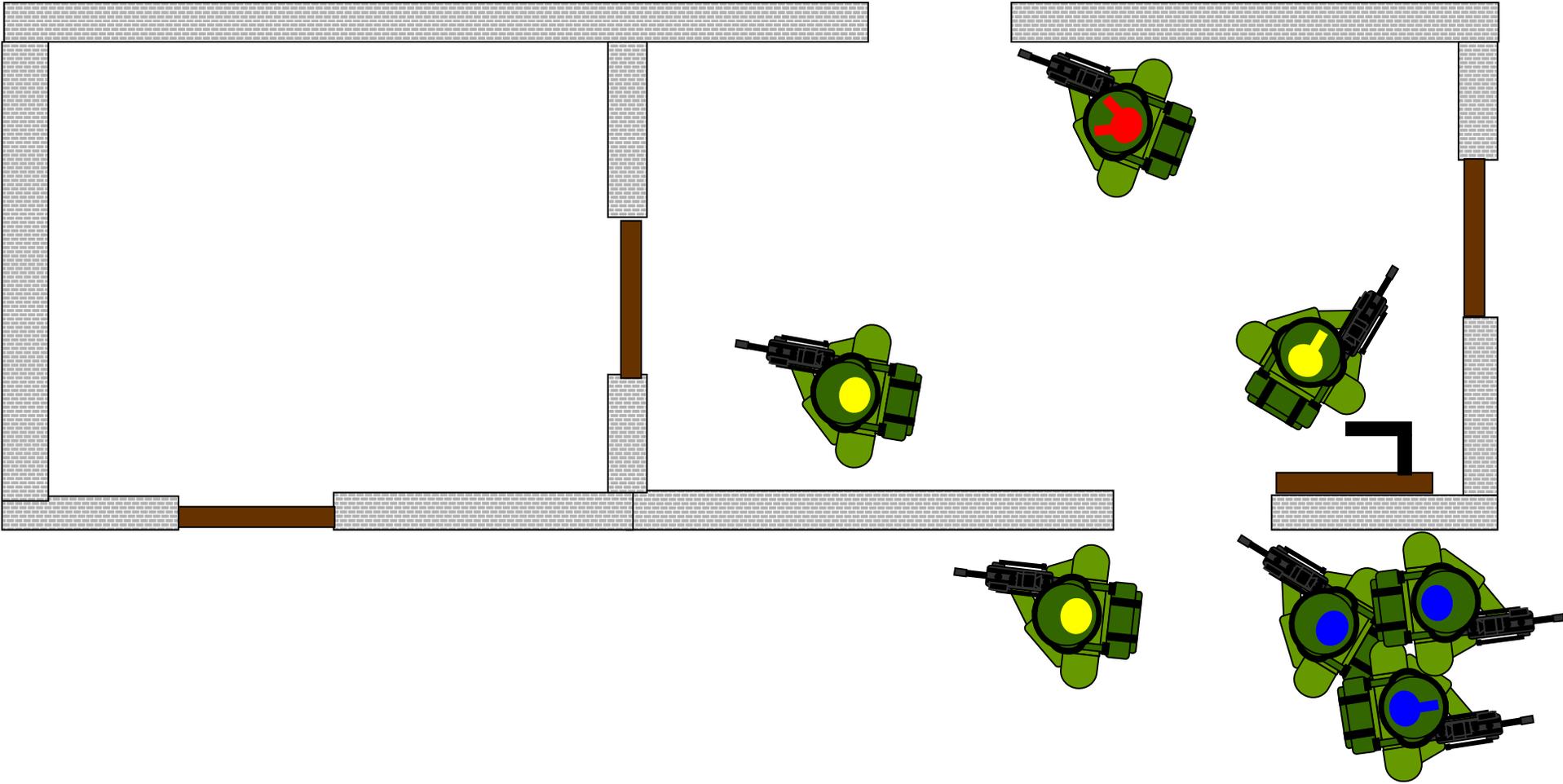


**NB** : APRES LA PENETRATION DU BINOME, LE CHEF DE GROUPE VIENT SE PLACER PRES DE LA PORTE POUR AVOIR VU SUR LA PIECE OU POUR AVOIR LAISON AVEC SON BINOME

# RENDRE COMPTE



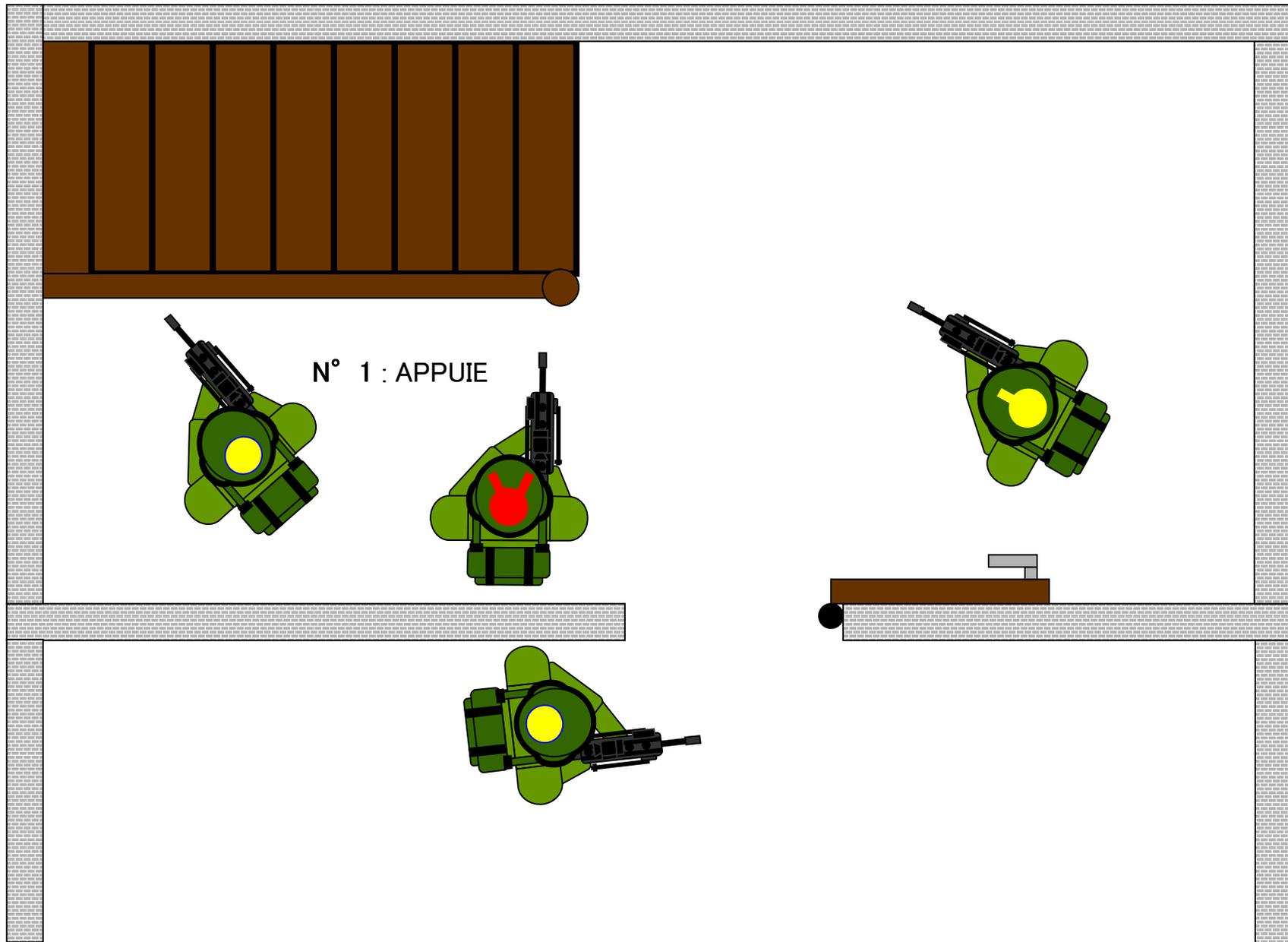
# RENDRE COMPTE



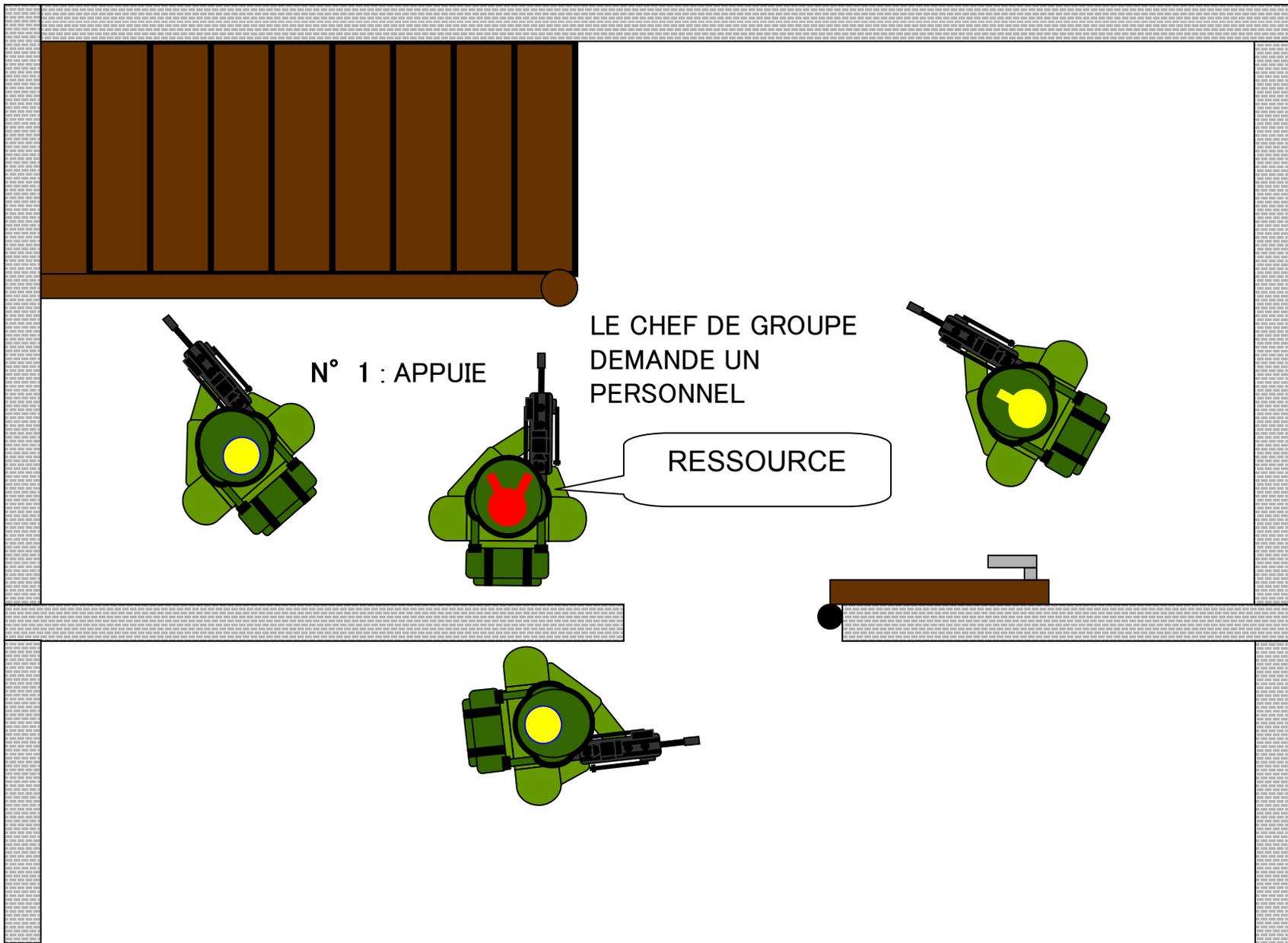
***MONTER UN ESCALIER***

**À  
TRINÔME**

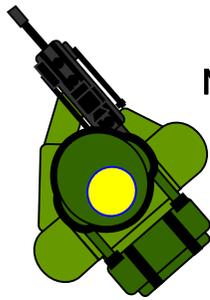
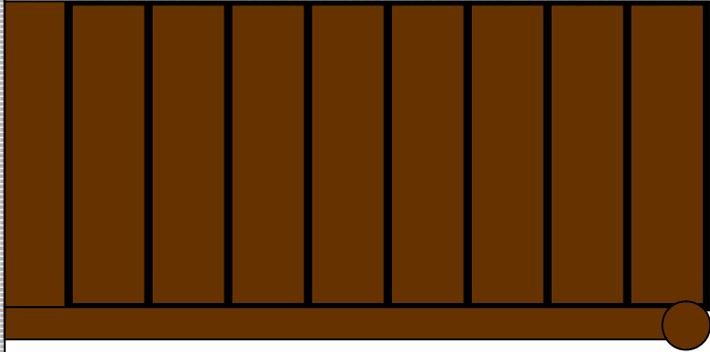
# ABORDER L' ESCALIER



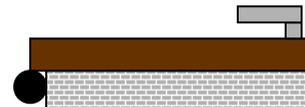
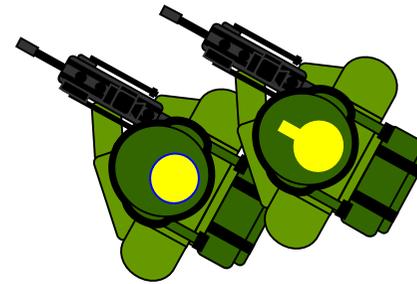
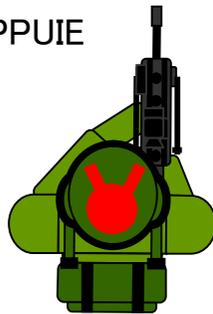
# PREPARER



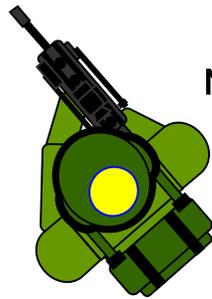
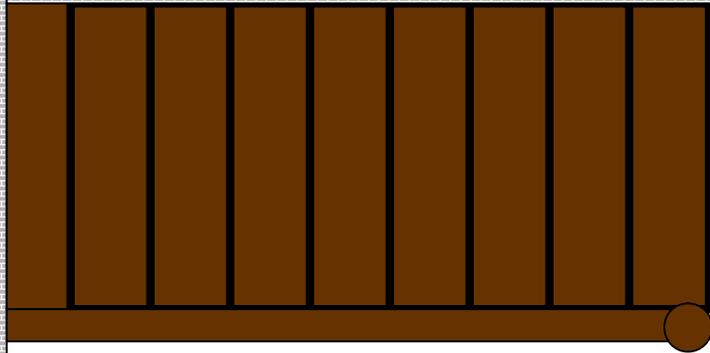
# PREPARER



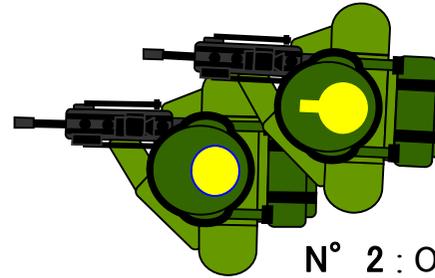
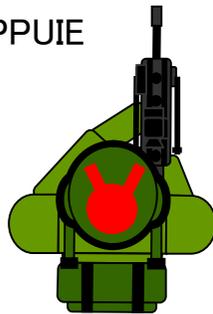
N° 1 : APPUIE



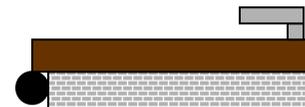
# PREPARER



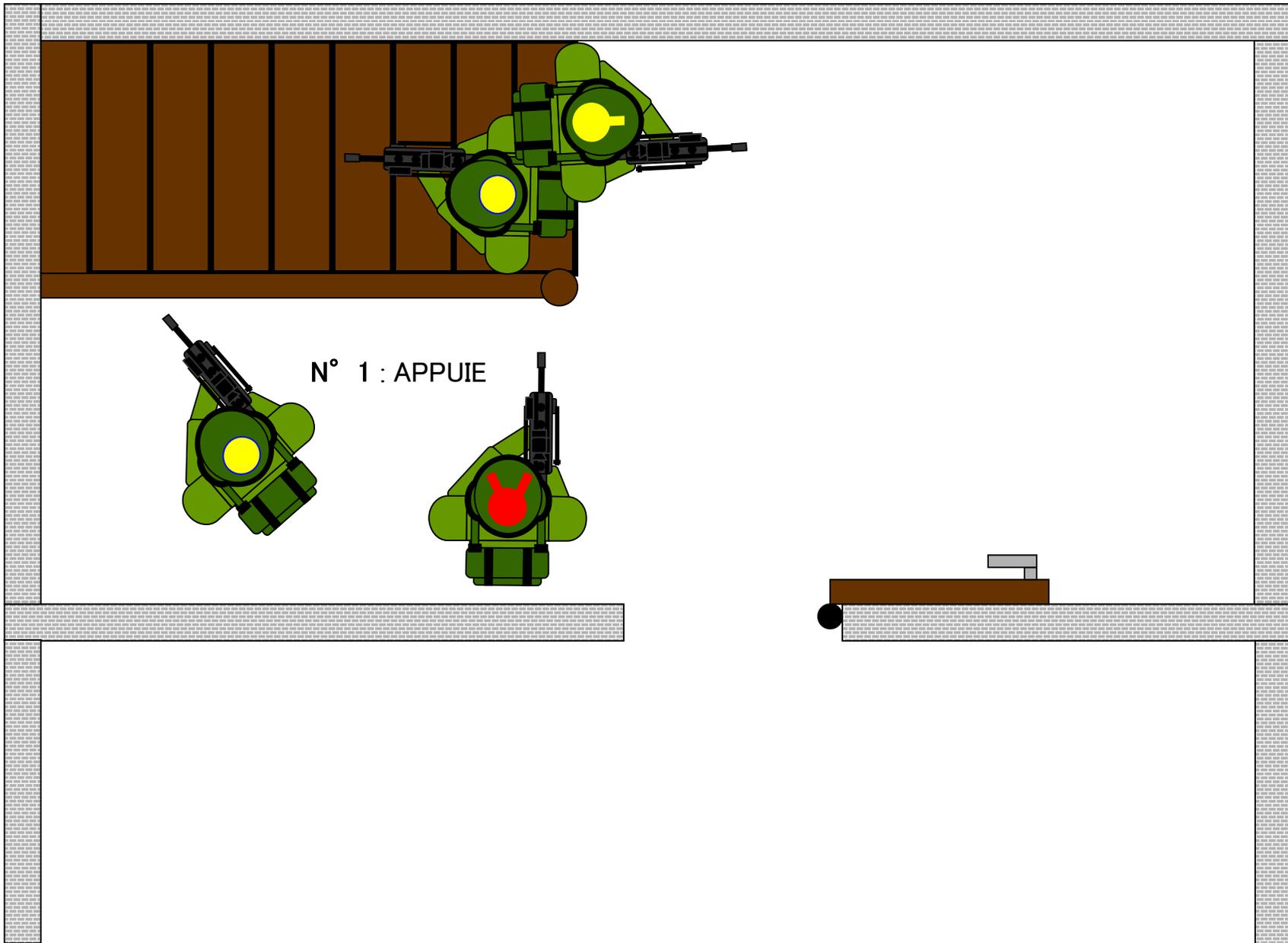
N° 1 : APPUIE



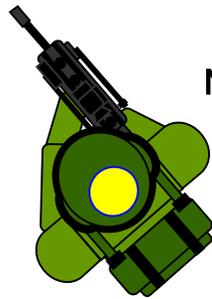
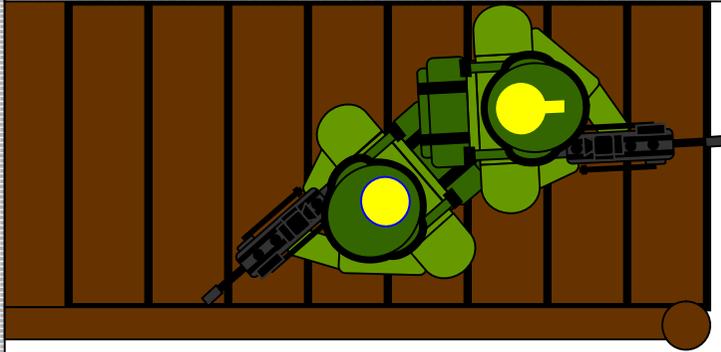
N° 2 : OBSERVE L' ESCALIER  
ET DONNE LES SECTEURS



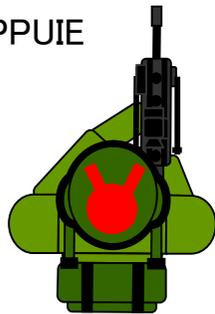
# MONTER



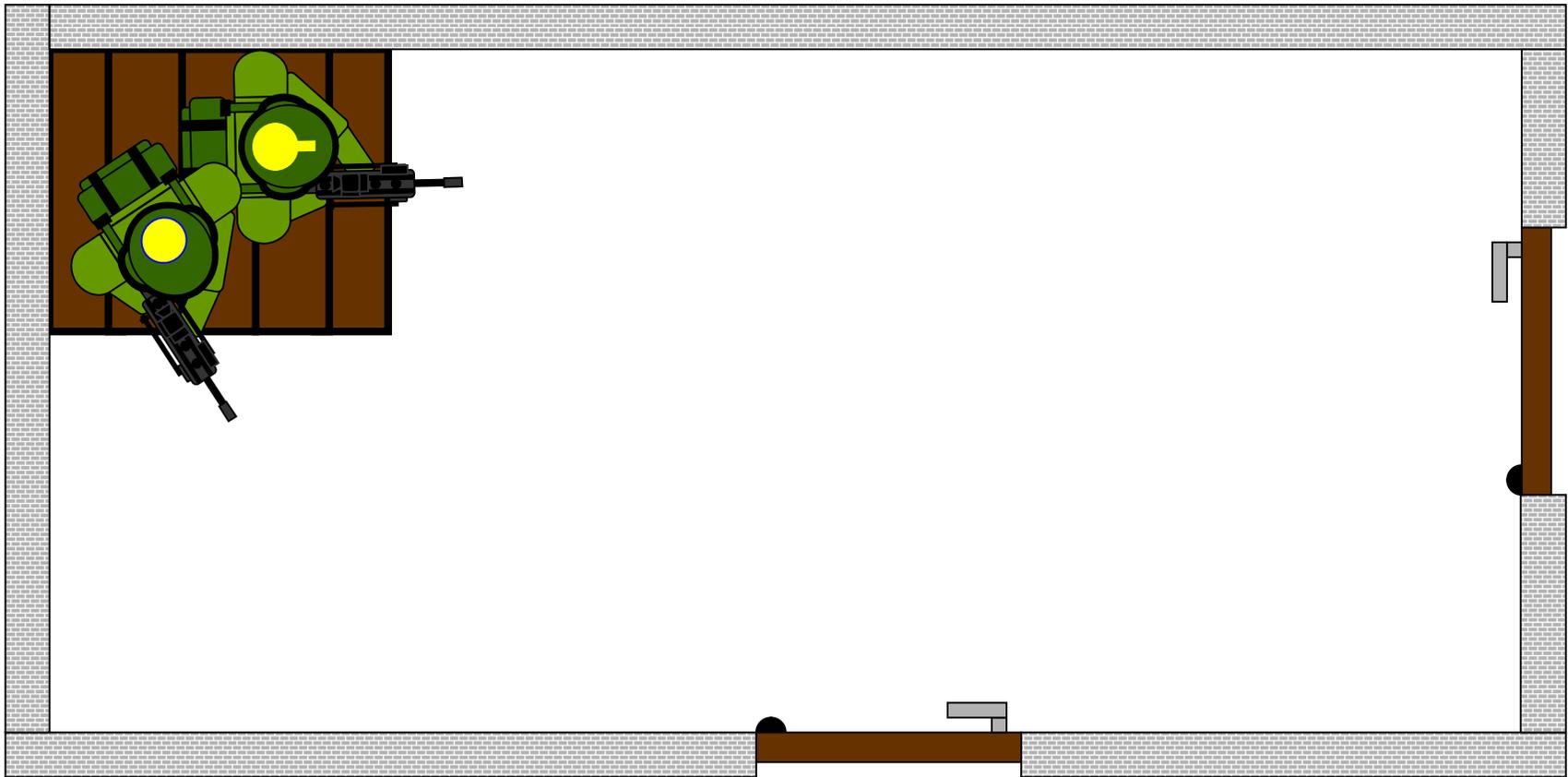
# MONTER



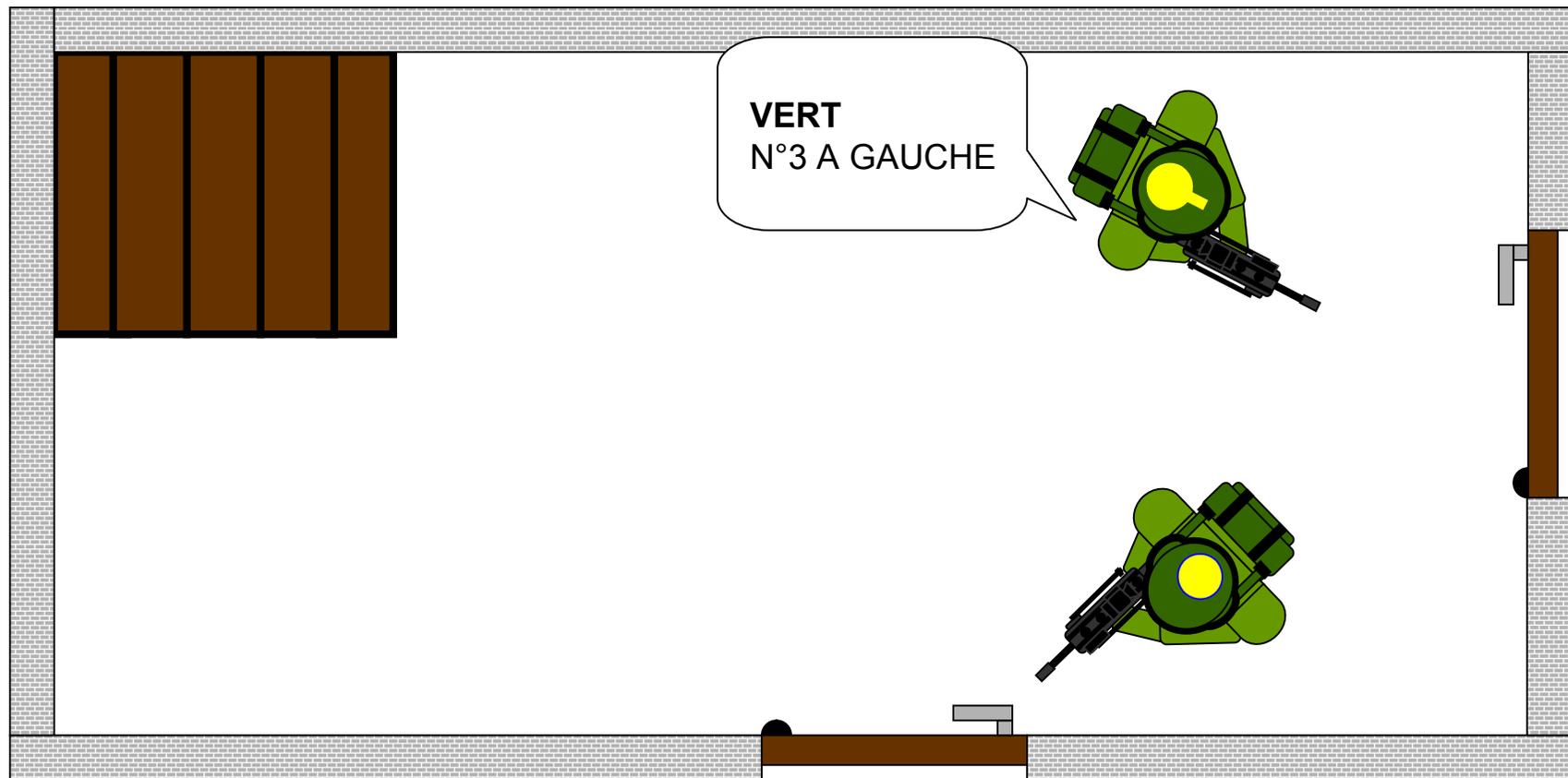
N° 1 : APPUIE



# RECONNAITRE

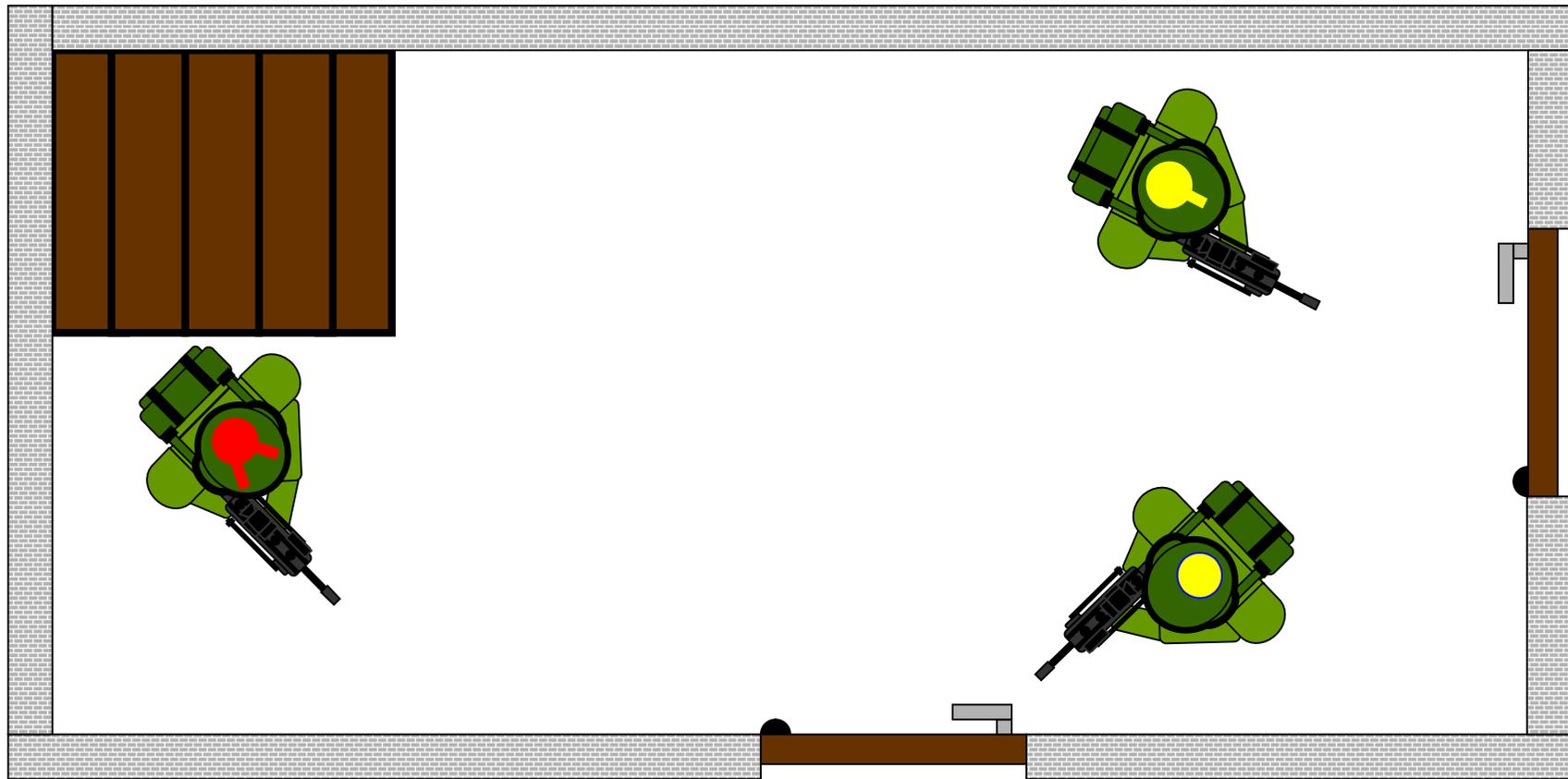


# RENDRE COMPTE



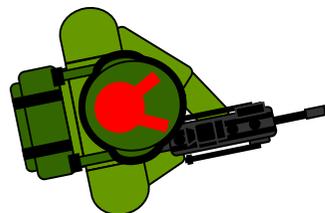
**NB** : EN FONCTION DU TYPE D'ESCALIER (MEZZANINE, A PALIER, DROIT, COURBE...) DE SA DISPOSITION DANS LA PIECE, LES POSITIONS DU TRINÔME SERONT DIFFERENTES

# RENDRE COMPTE

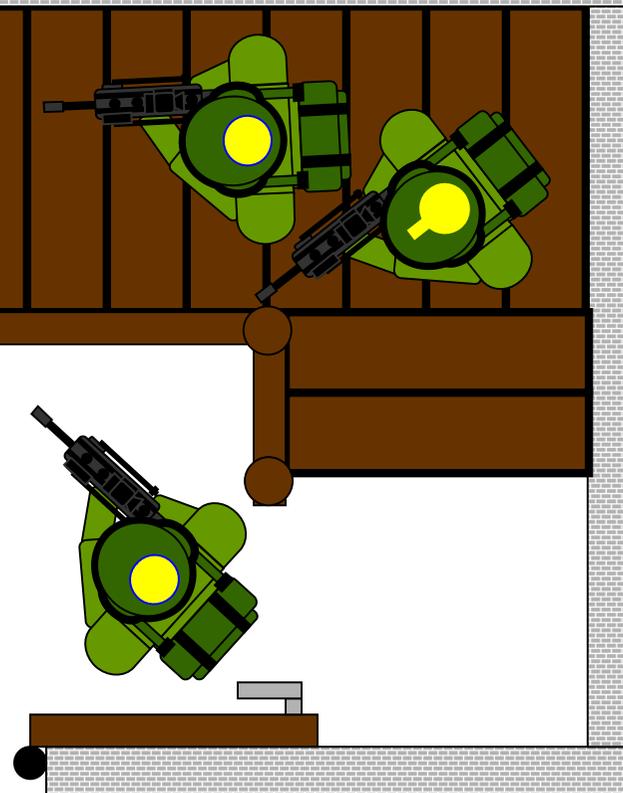


**NB** : EN FONCTION DU TYPE D'ESCALIER (MEZZANINE, A PALIER, DROIT, COURBE...) DE SA DISPOSITION DANS LA PIECE, LES POSITIONS DU TRINÔME SERONT DIFFERENTES

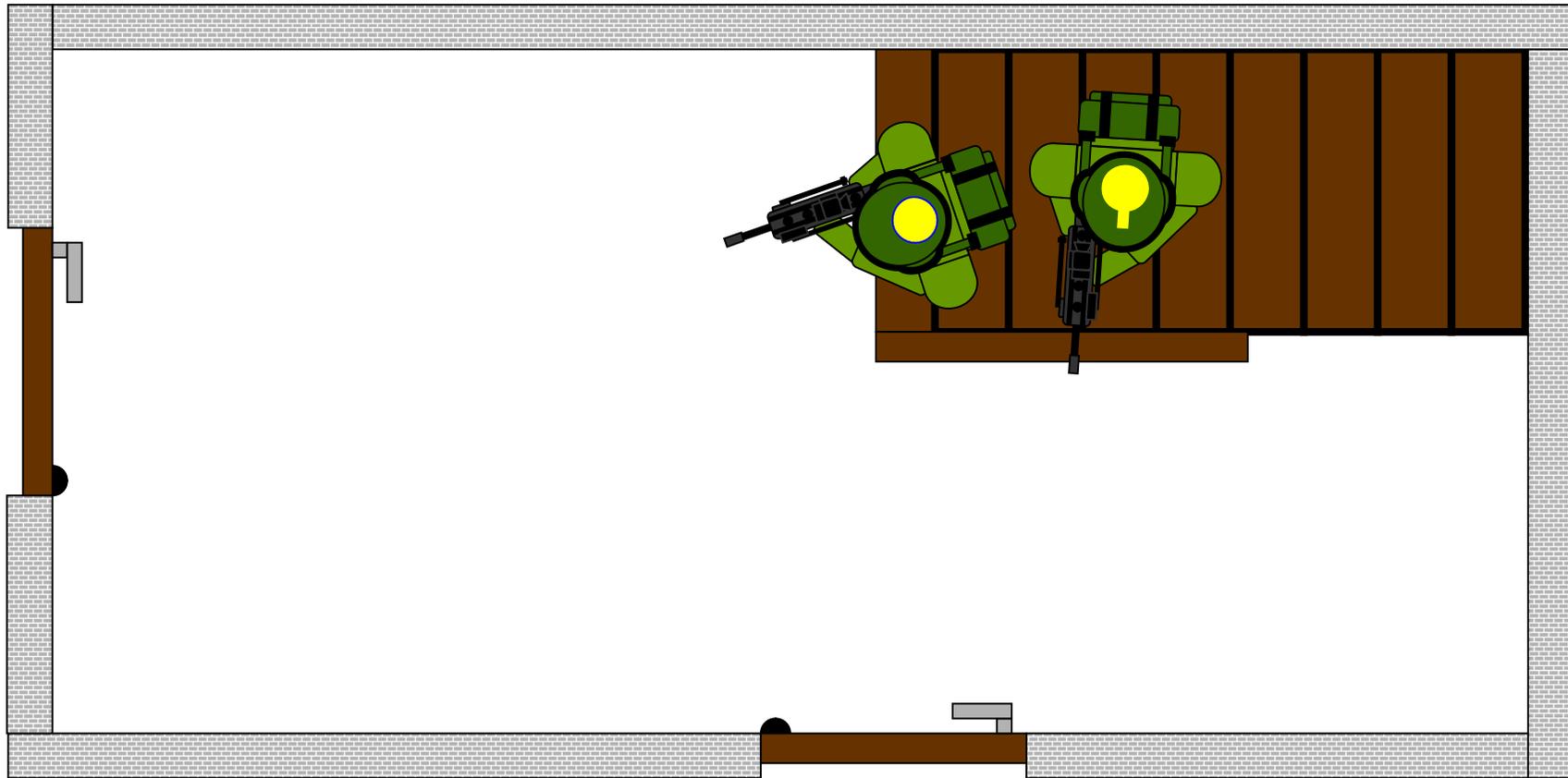
# MONTER



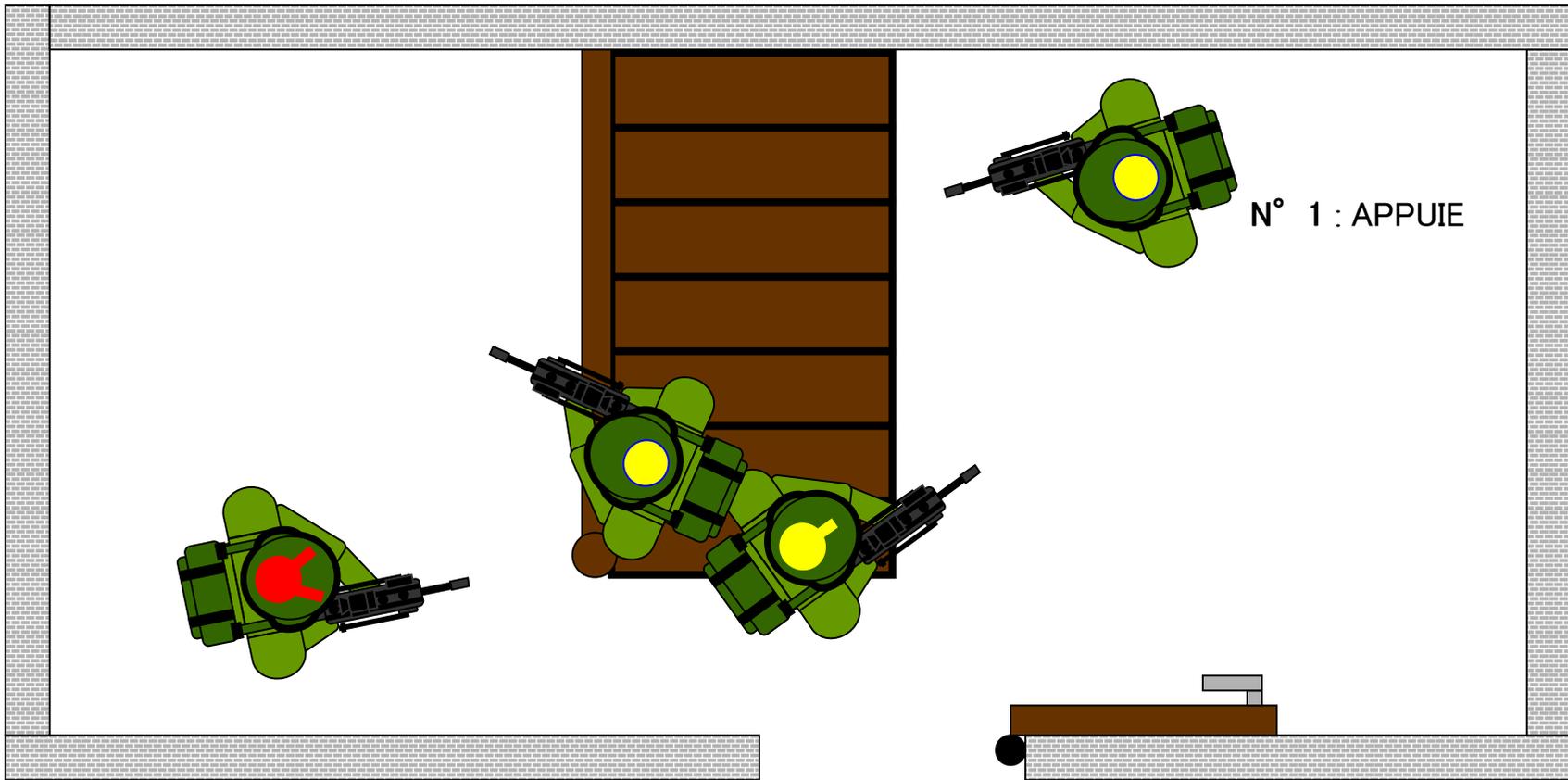
N° 1 : APPUIE



# RECONNAITRE

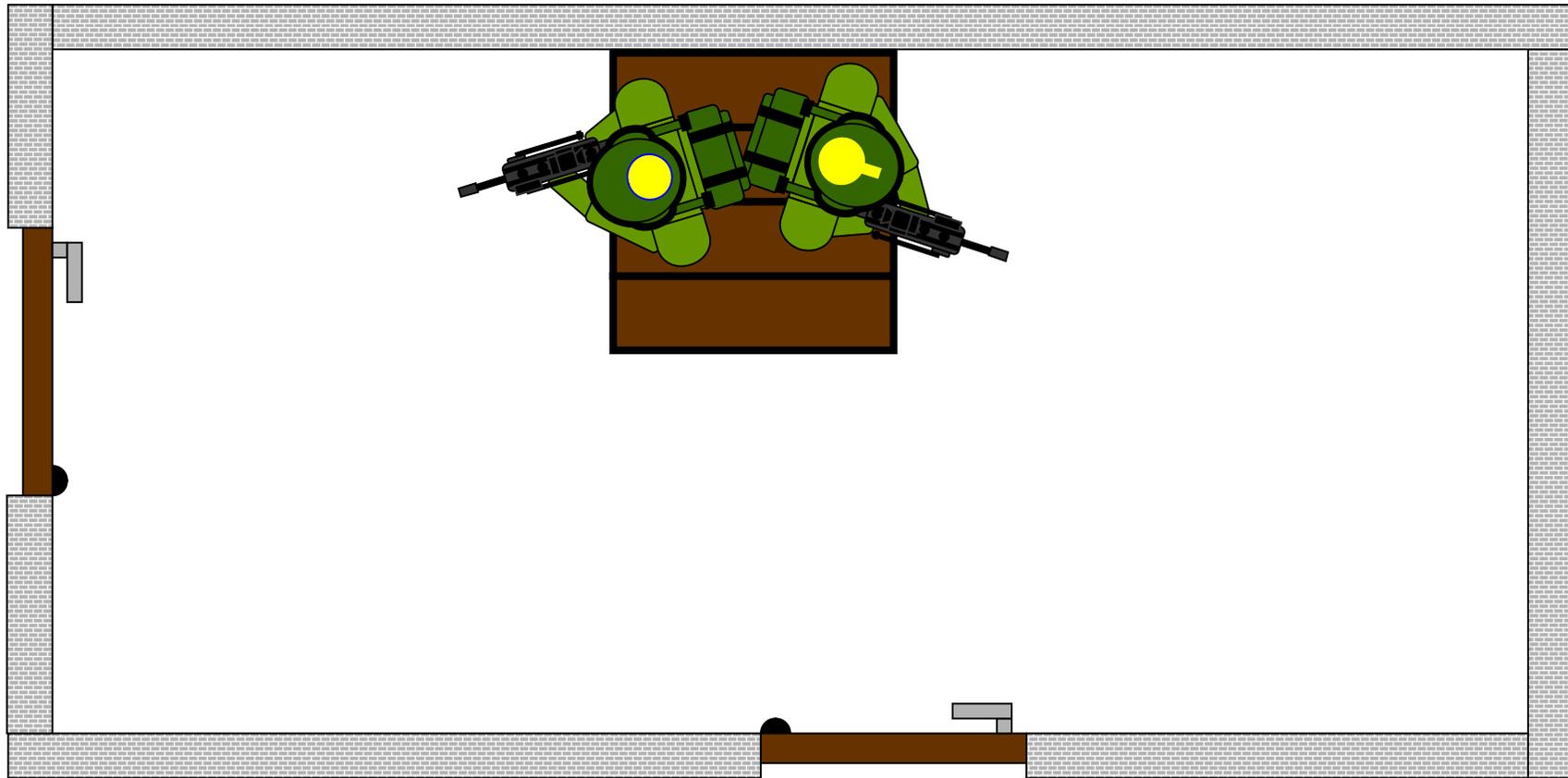


# MONTER



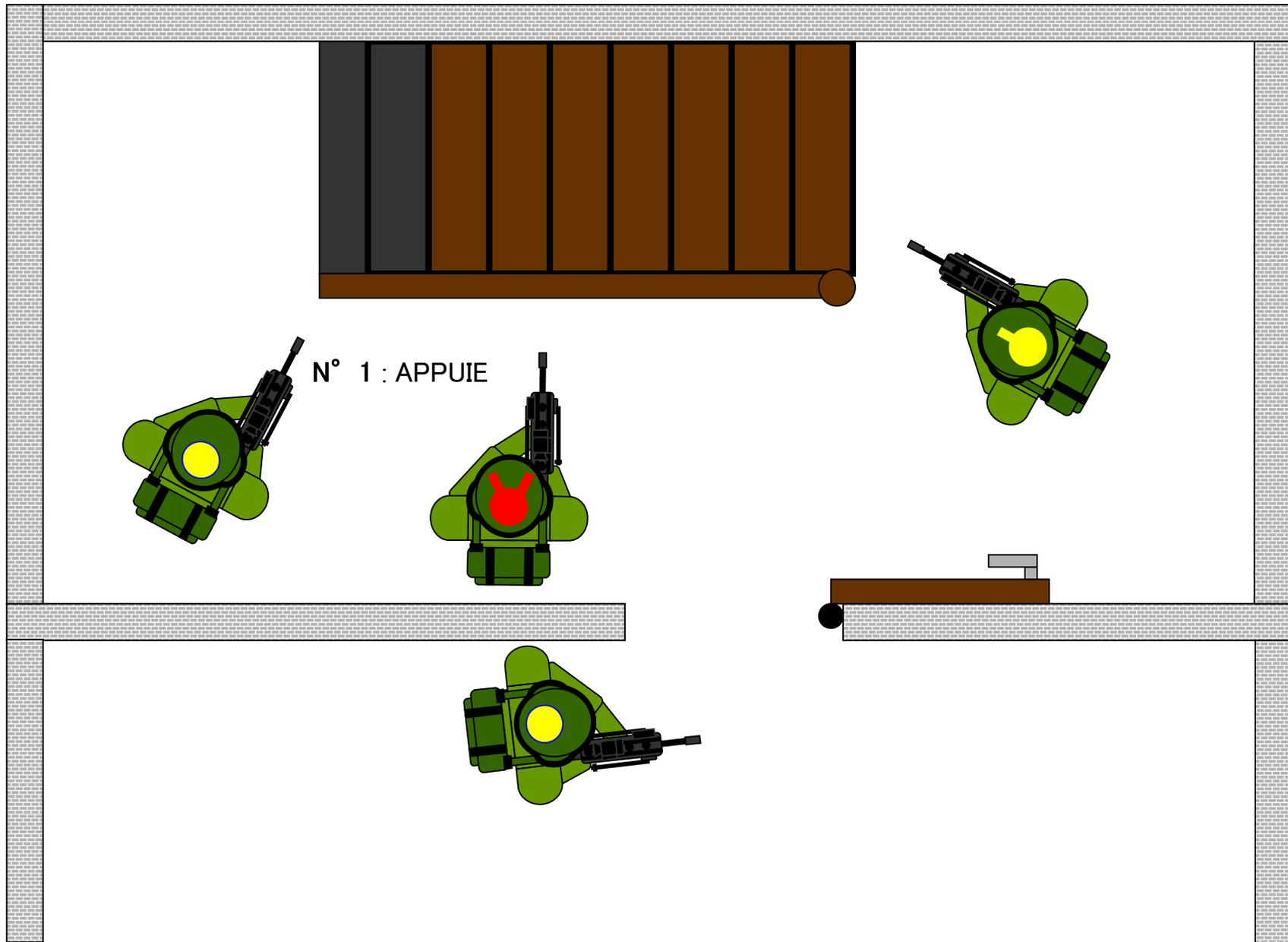
N° 1 : APPUIE

# RECONNAITRE

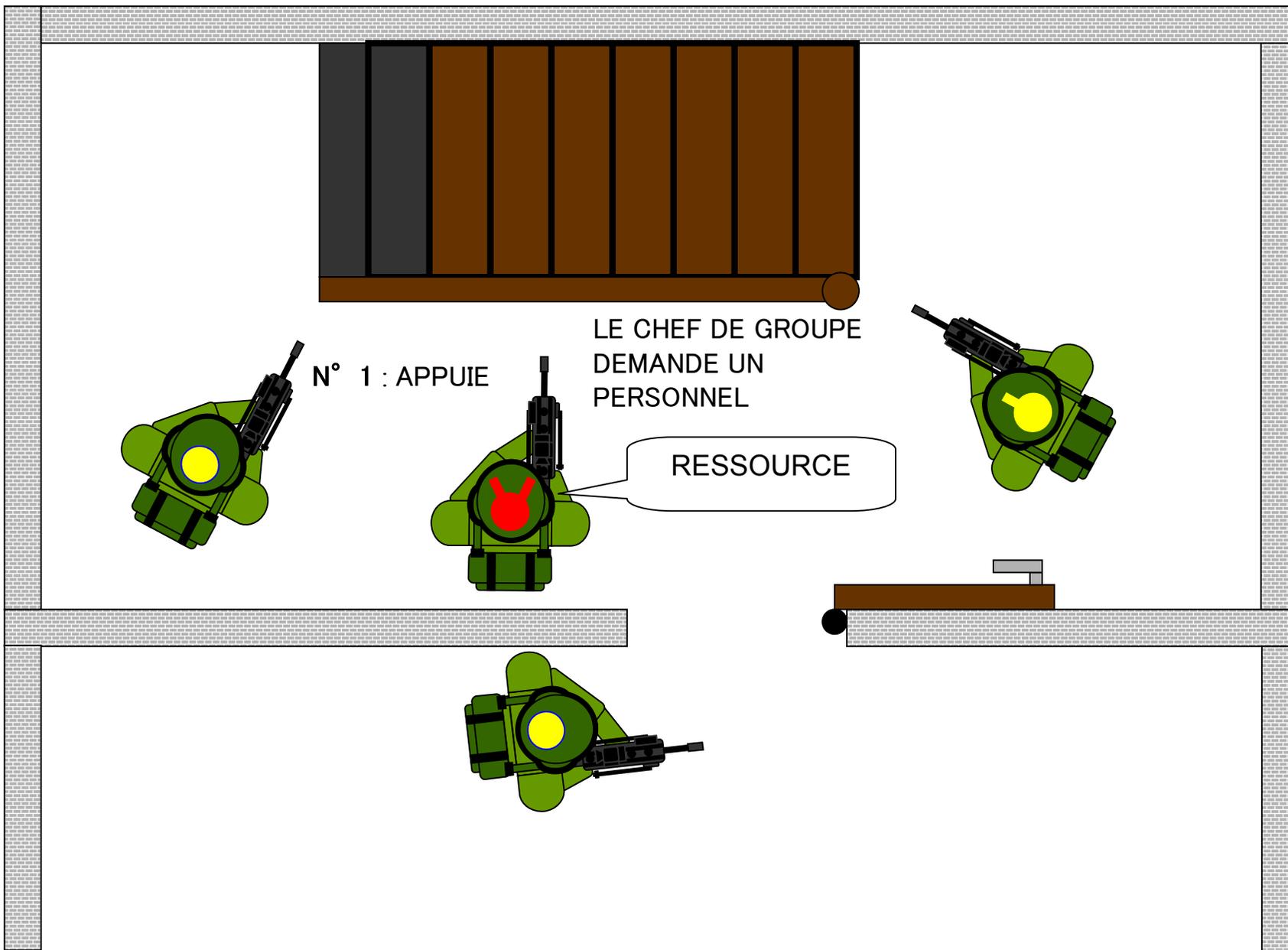


**DESCENDRE UN ESCALIER**

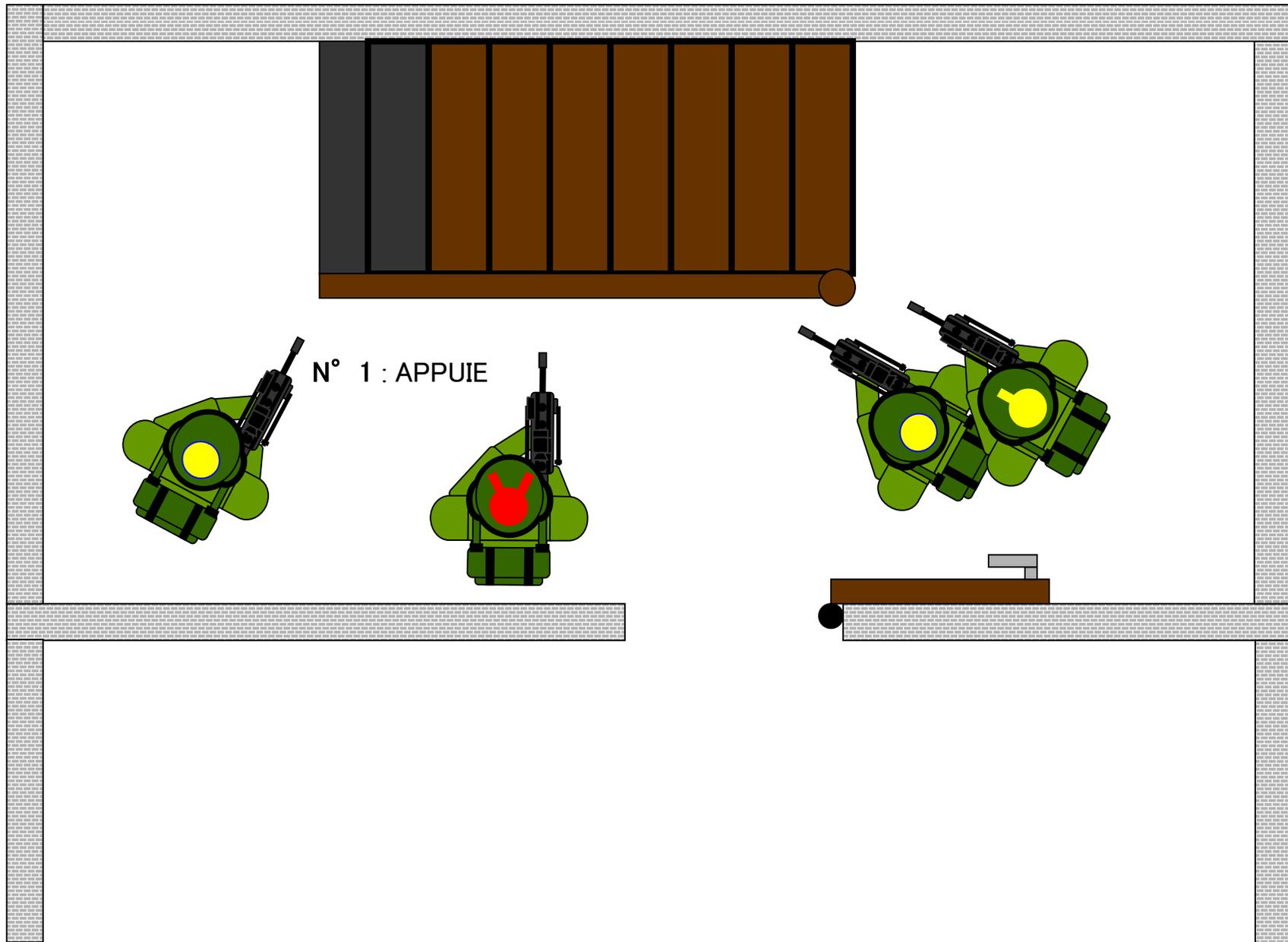
# ABORDER L' ESCALIER



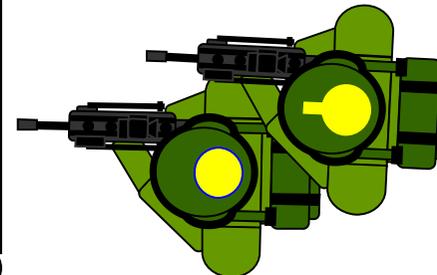
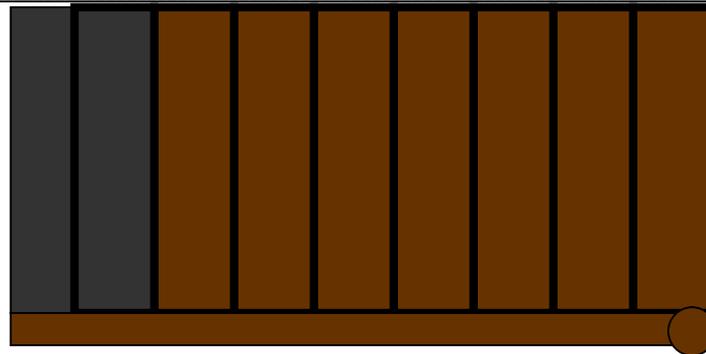
# PREPARER



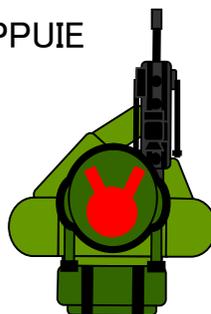
# PREPARER



# PREPARER



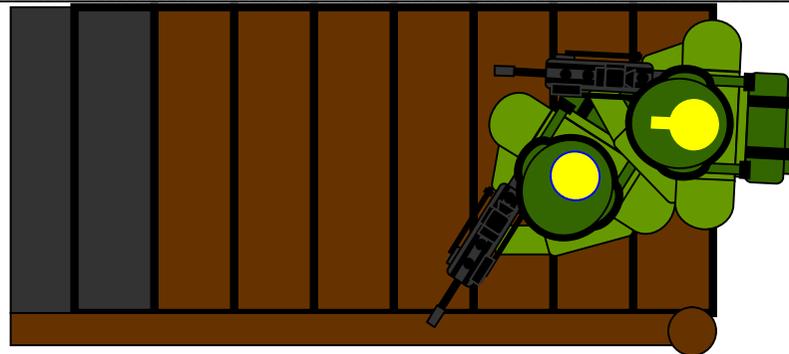
N° 1 : APPUIE



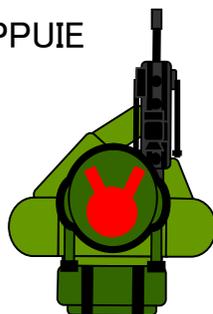
N° 2 : OBSERVE L' ESCALIER  
ET DONNE LES SECTEURS



# DESCENDRE



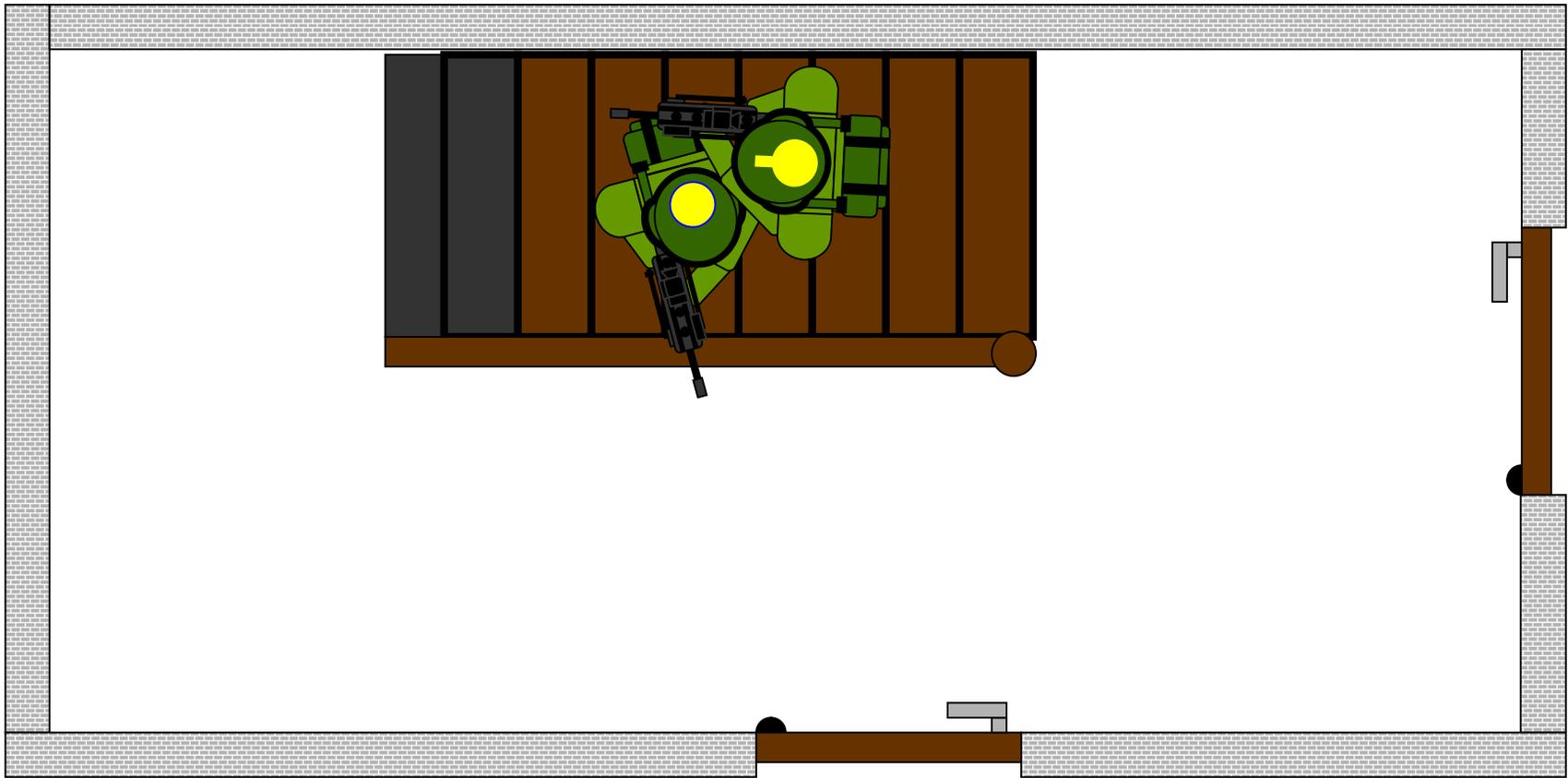
N° 1 : APPUIE



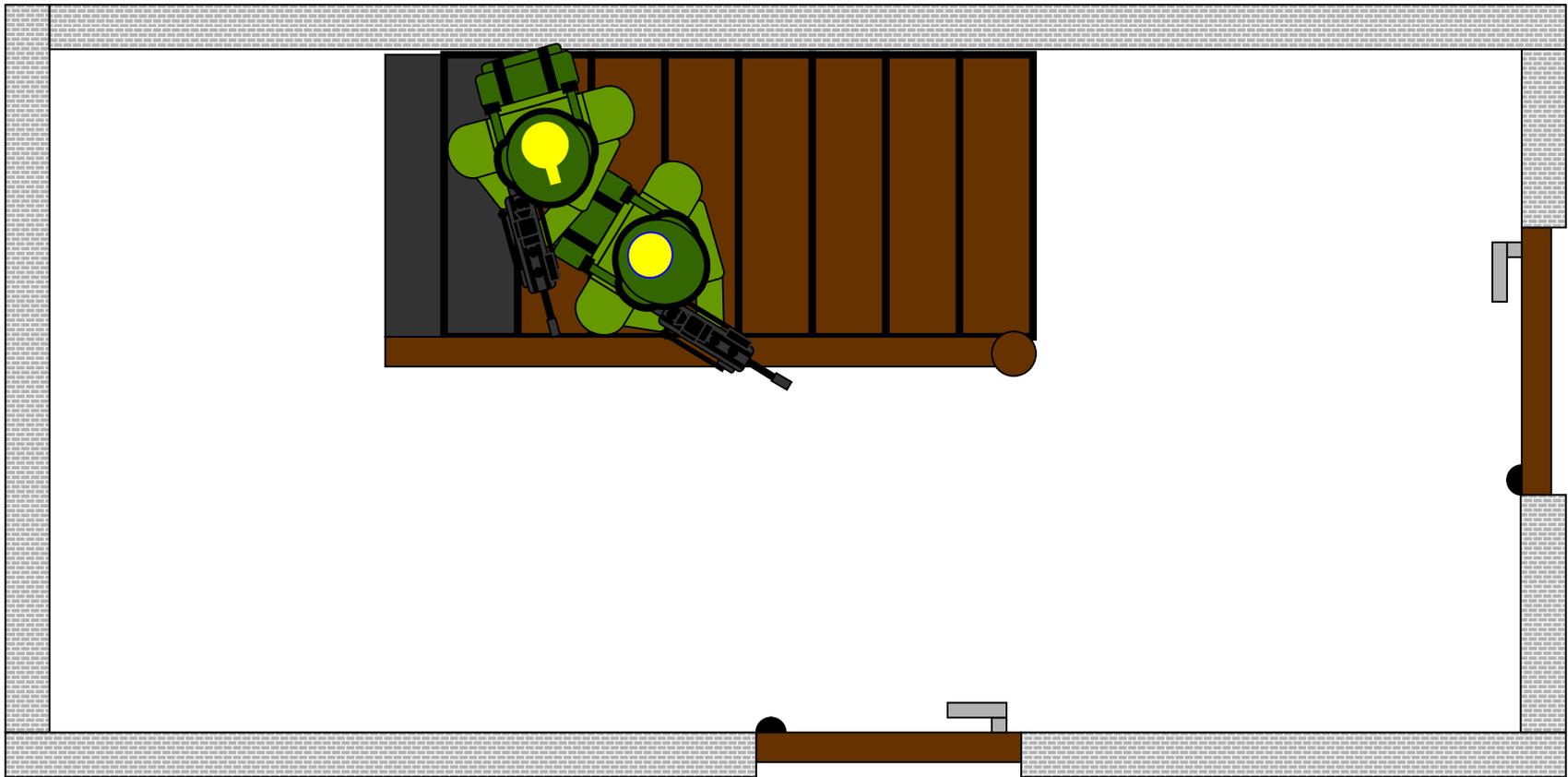
N° 2 : OBSERVE L' ESCALIER  
ET DONNE LES SECTEURS



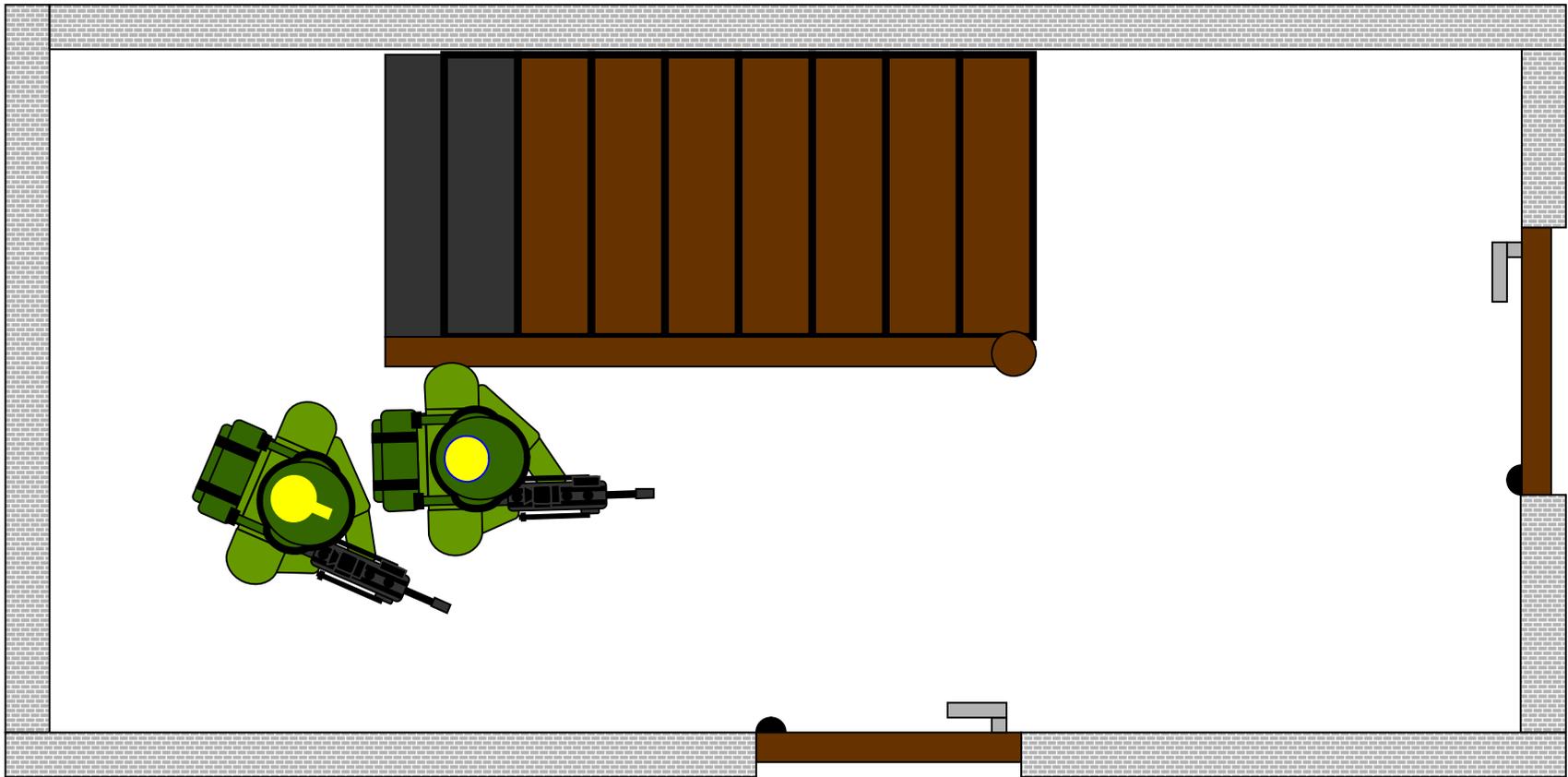
# DESCENDRE



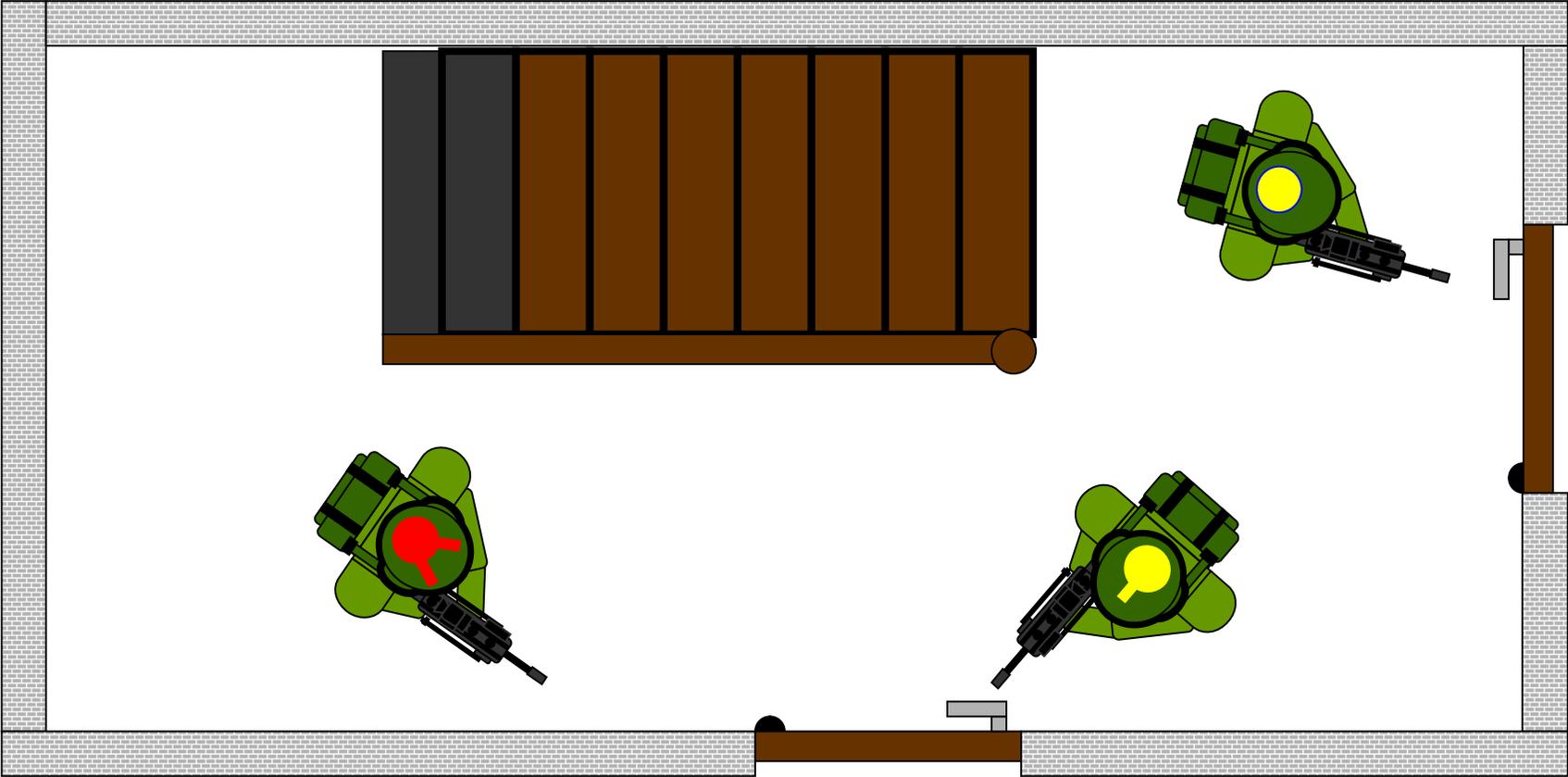
# DESCENDRE



# DESCENDRE



# RENDRE COMPTE

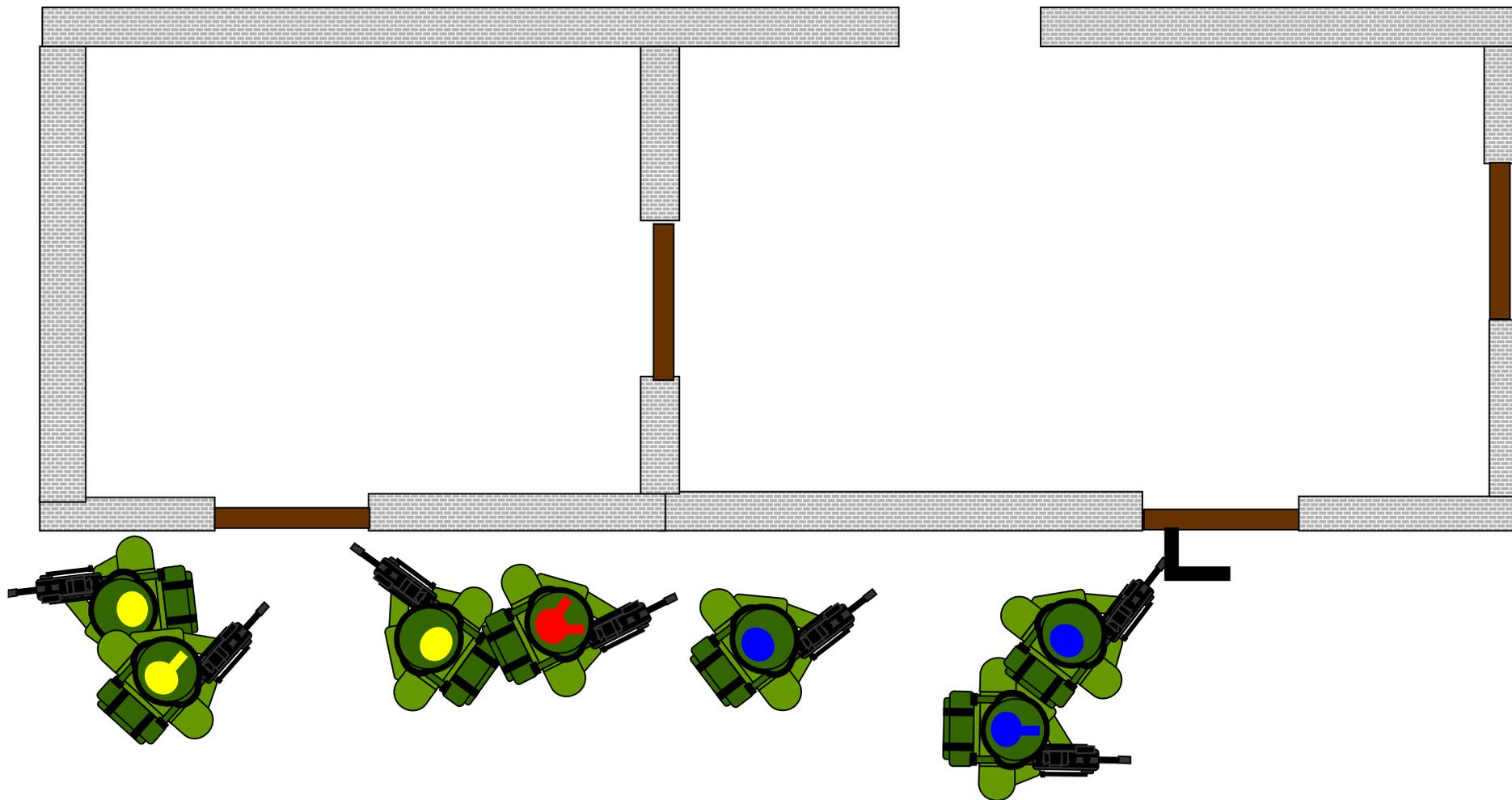


***EFFRACTION***

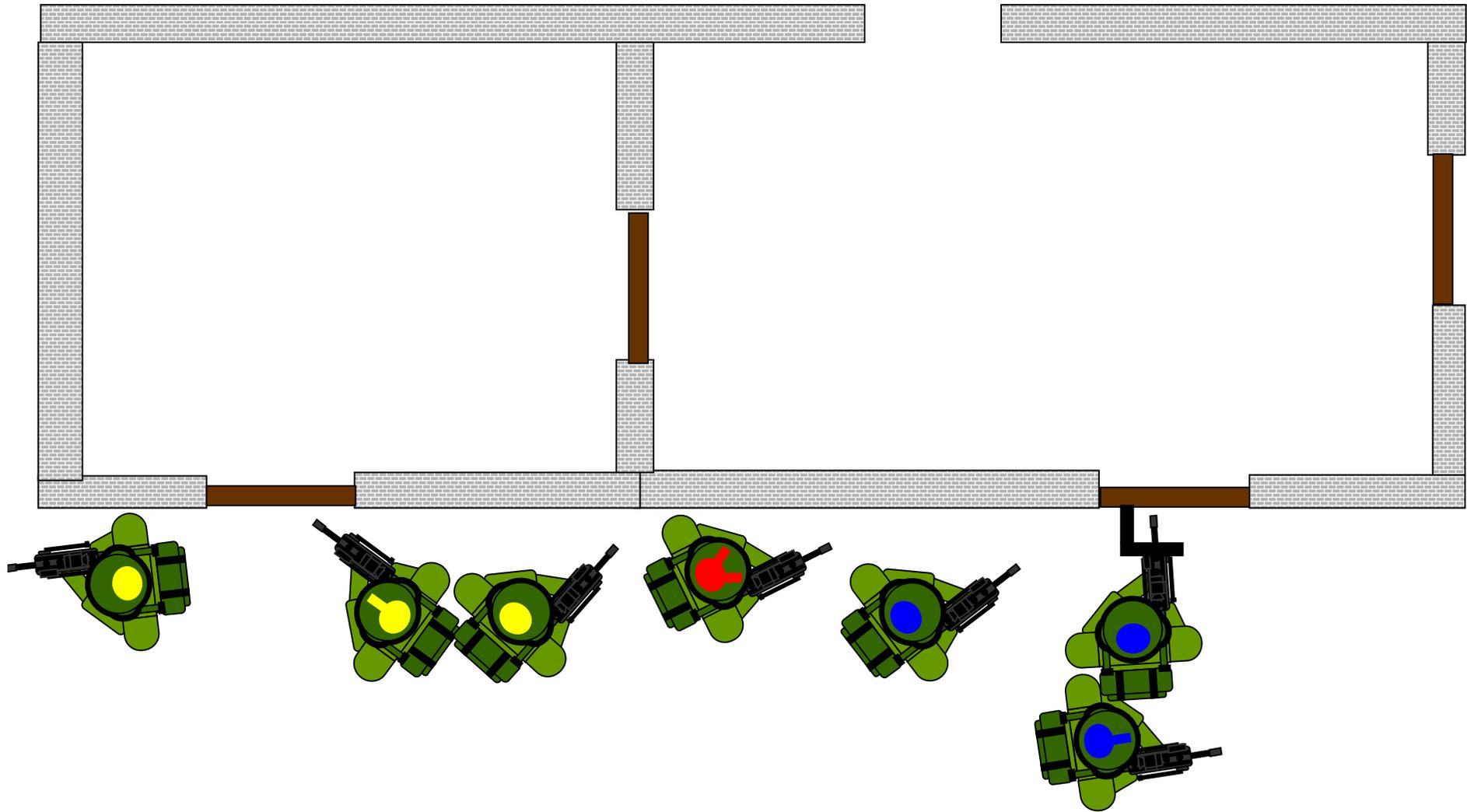
***UTILISATION DU BELIER***

**ABORDAGE**  
**COTE POIGNEE**  
**(CONTEXTE 1)**

# ABORDER

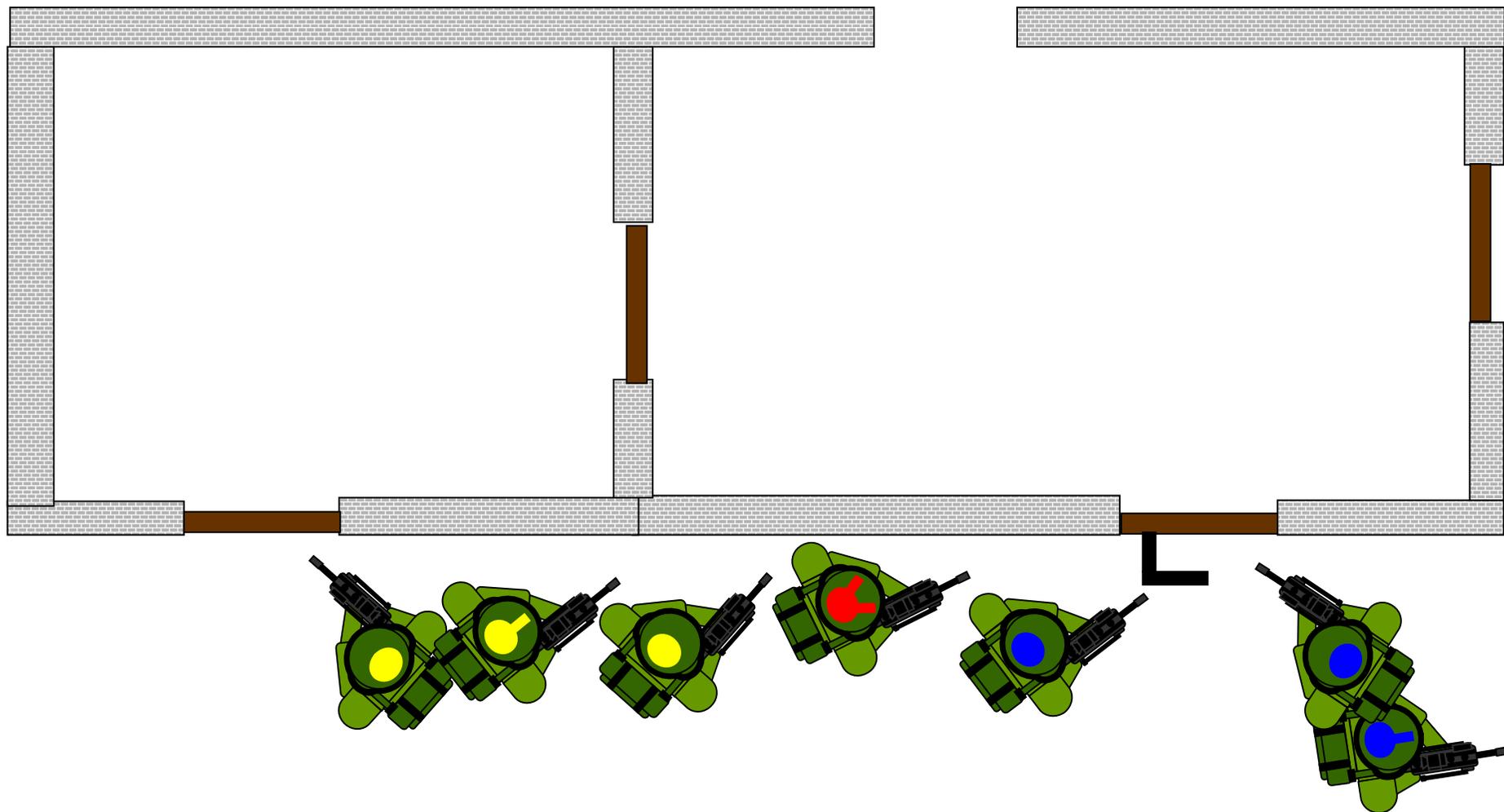


# ABORDER



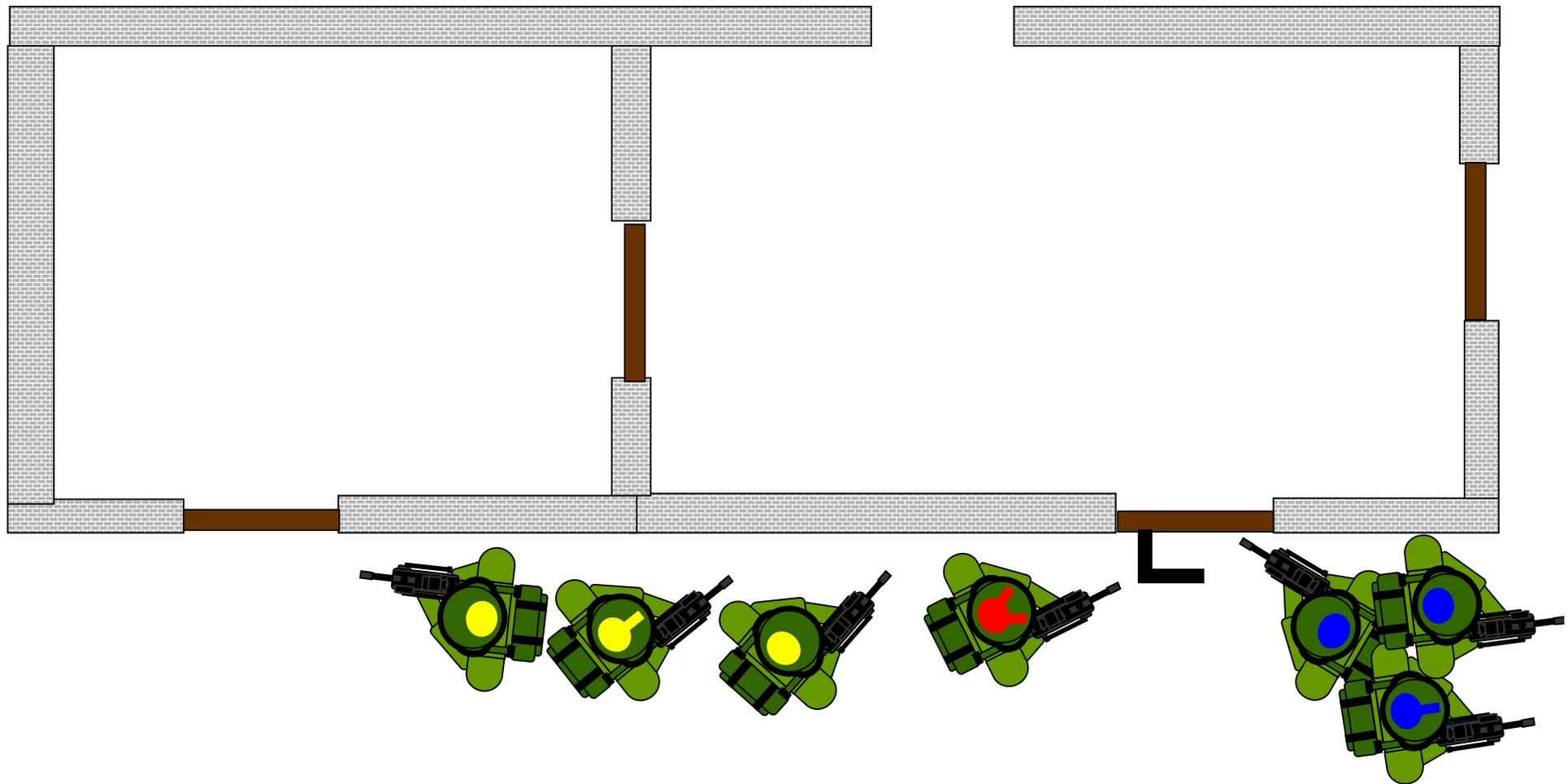
**NB** : DANS TOUS LES CAS DE FIGURE, LE PREMIER TRINOME PASSE DE L'AUTRE COTE DE LA PORTE POUR SE PLACER EN PROTECTION

# ABORDER



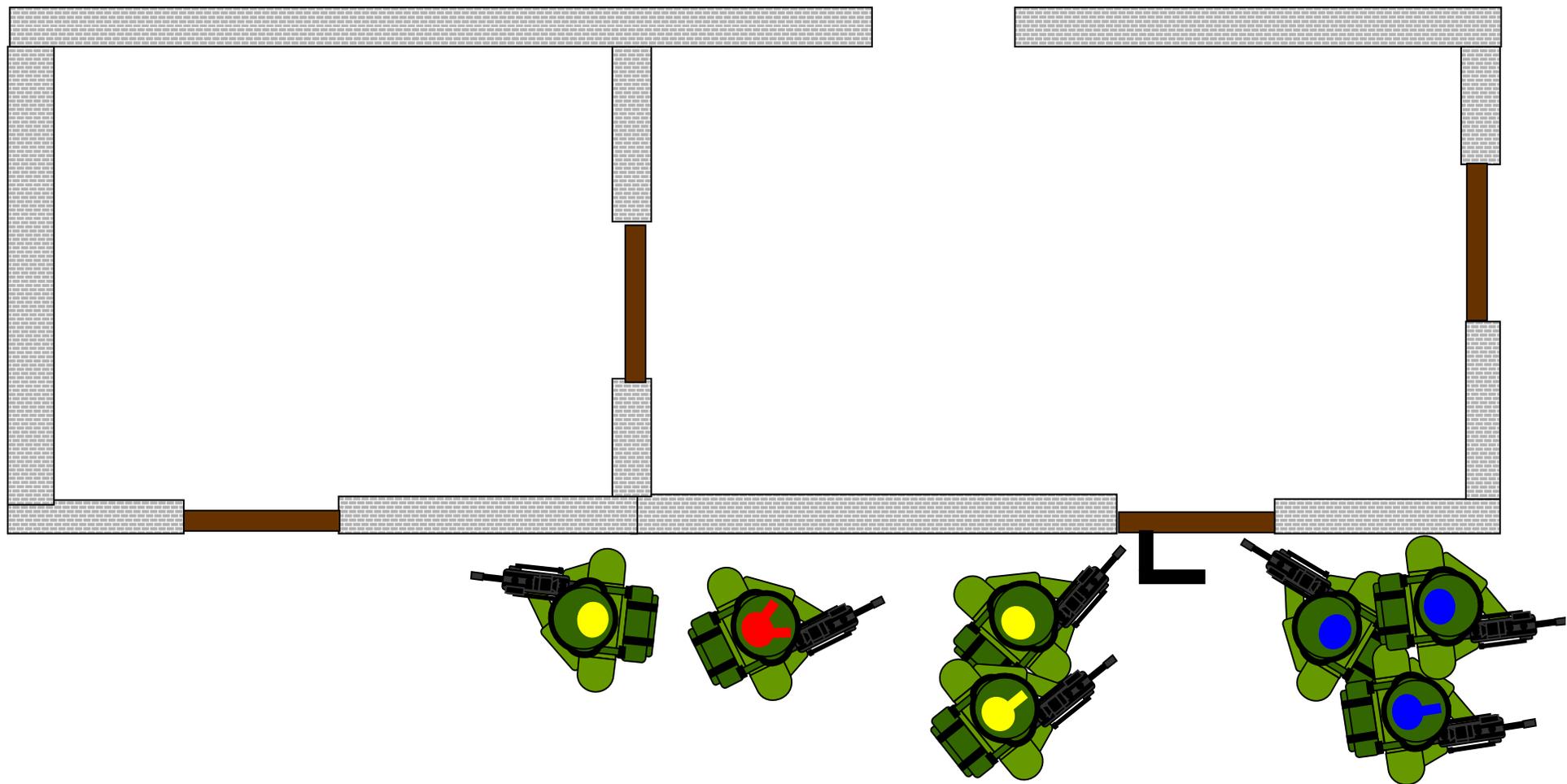
**NB** : DANS TOUS LES CAS DE FIGURE, LE PREMIER TRINOME PASSE DE L'AUTRE COTE DE LA PORTE POUR SE PLACER EN PROTECTION

# ABORDER



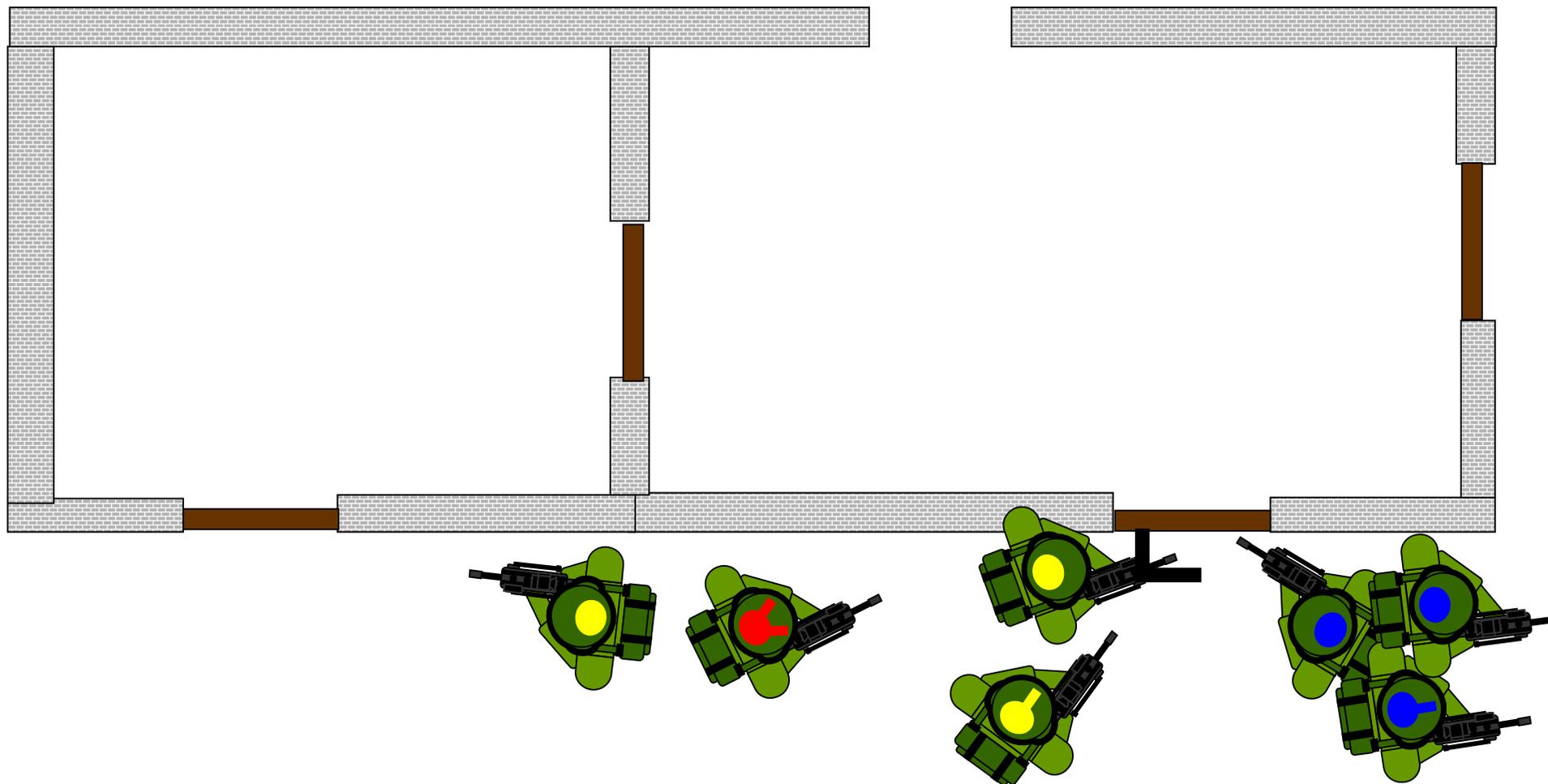
**NB** : DANS TOUS LES CAS DE FIGURE, LE PREMIER TRINOME PASSE DE L'AUTRE COTE DE LA PORTE POUR SE PLACER EN PROTECTION

# ABORDER



**NB** : DANS TOUS LES CAS DE FIGURE, LE CHEF DE GROUPE SE PLACE EN N°3 DU DEUXIEME TRINOME.

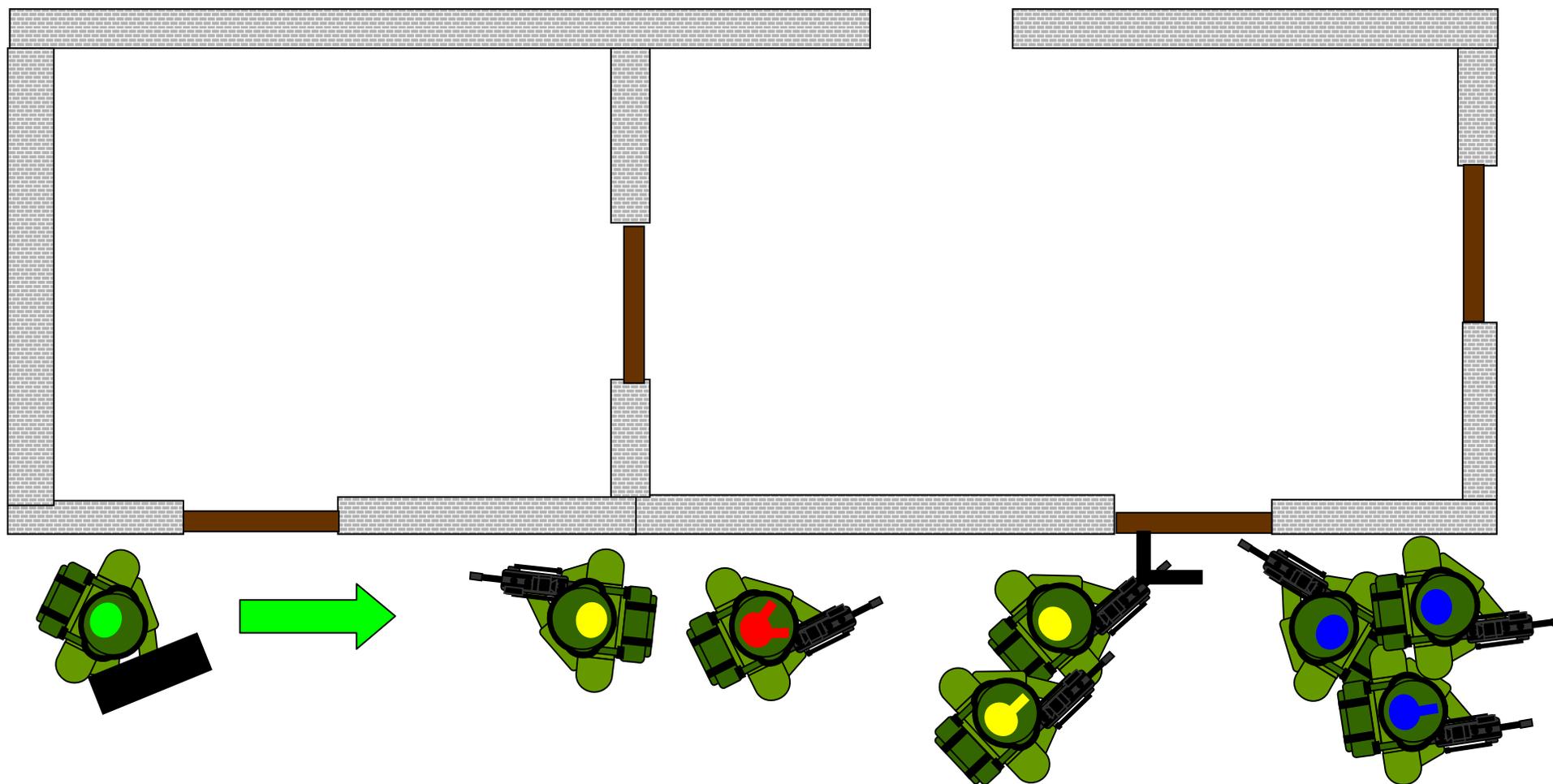
# PREPARER



N°1 DU DEUXIEME TRINOME  
TESTE LA PORTE, APPUYE PAR  
SON N°2 ET N°1 DU PREMIER  
TRINOME

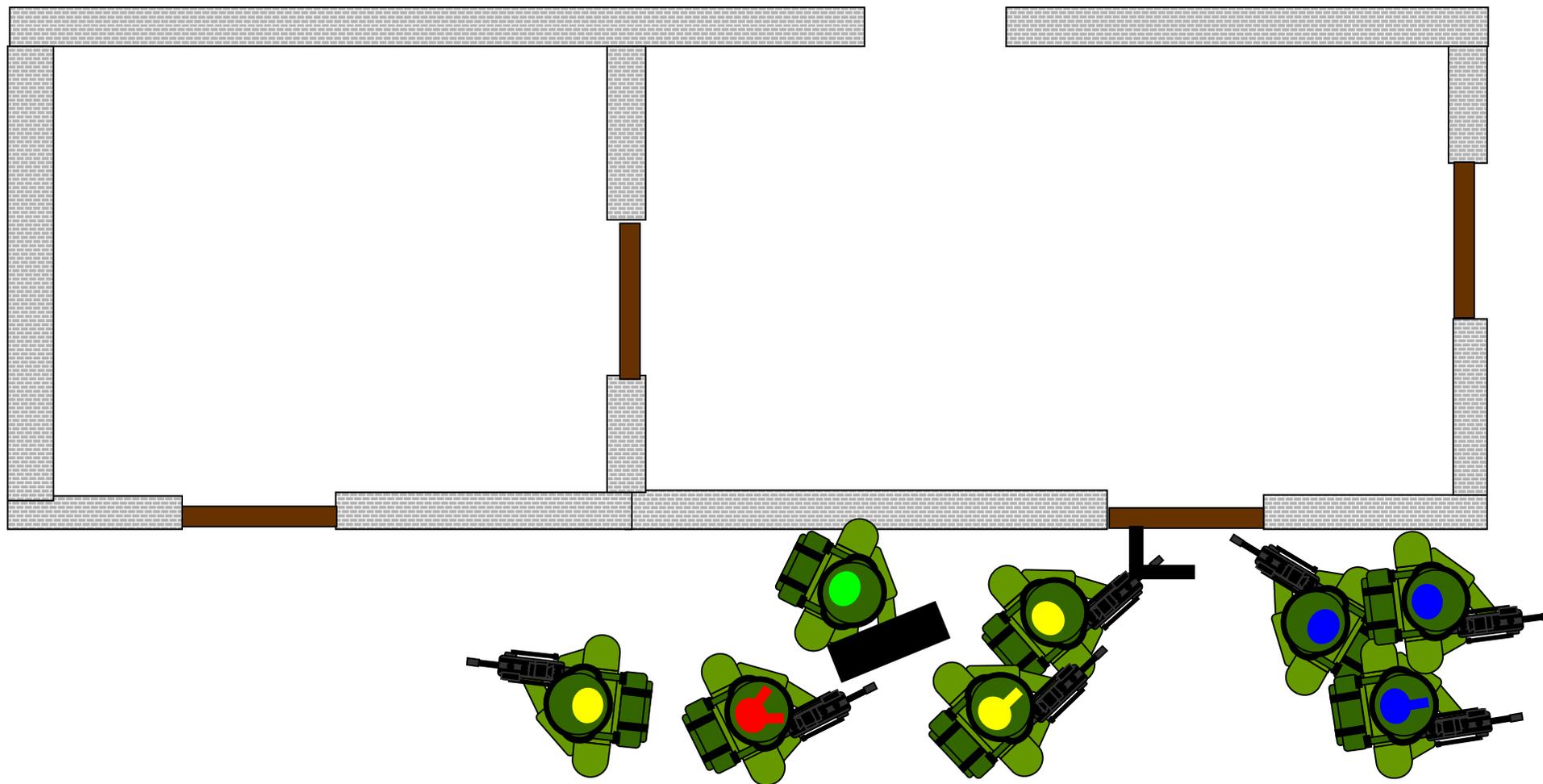
**NB** : DANS TOUS LES CAS DE FIGURE, C'EST CELUI QUI EST LE PLUS  
PRES DE LA POIGNEE QUI OUVRE LA PORTE

# PREPARER

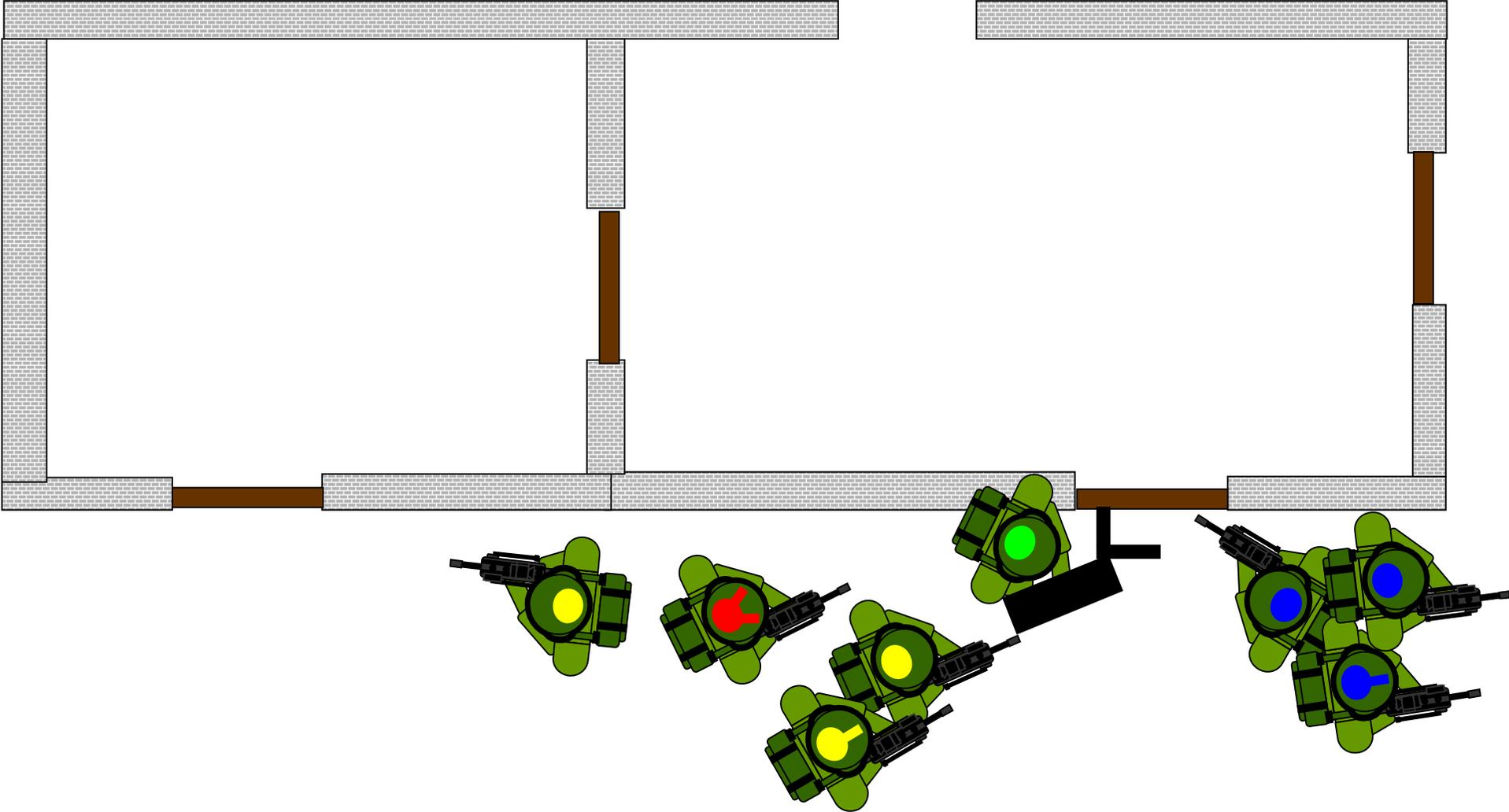


**NB** : LA PORTE EST VERROUILLEE, IL FAUT FAIRE APPEL AU BELIER

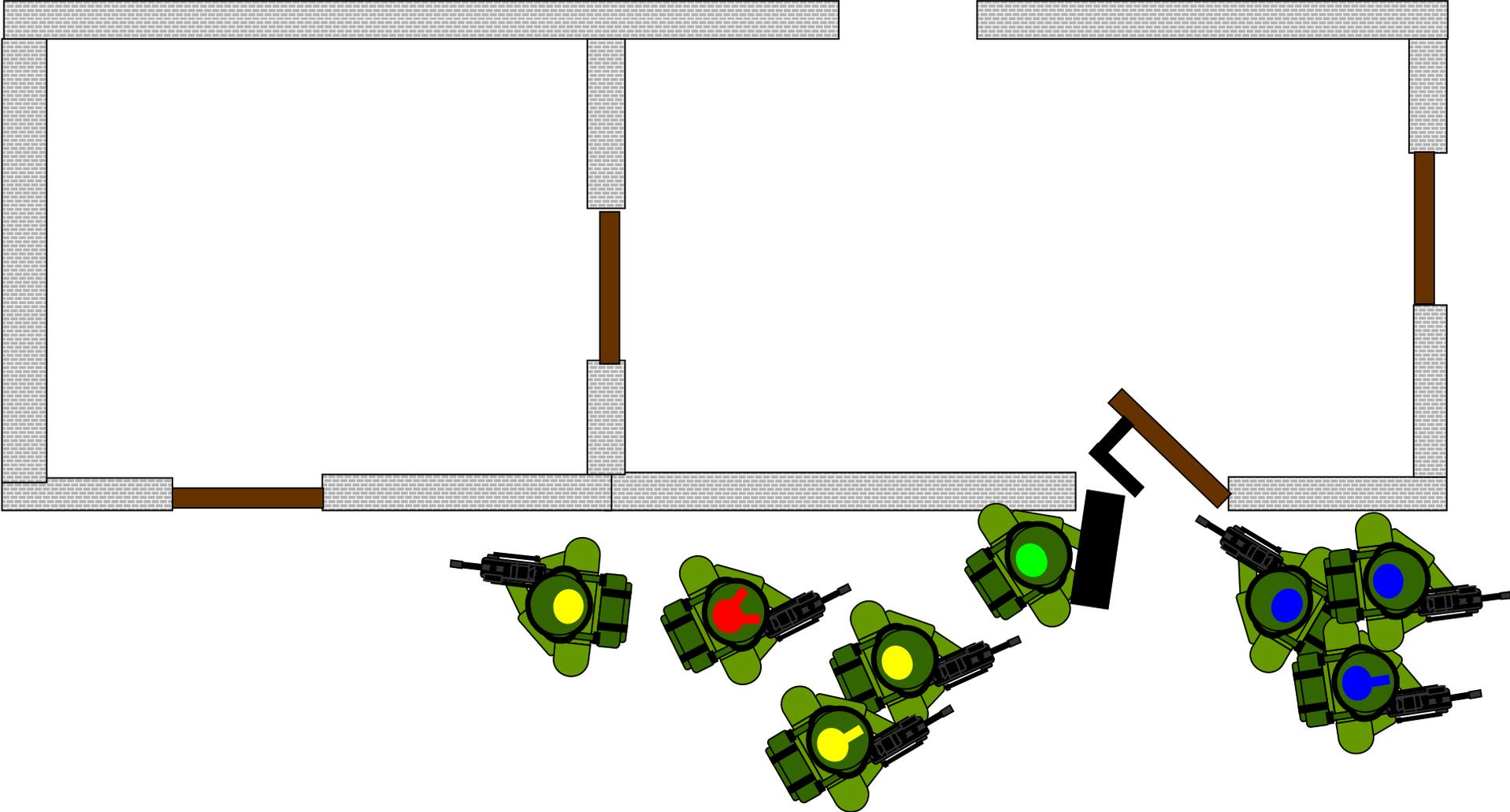
# PREPARER



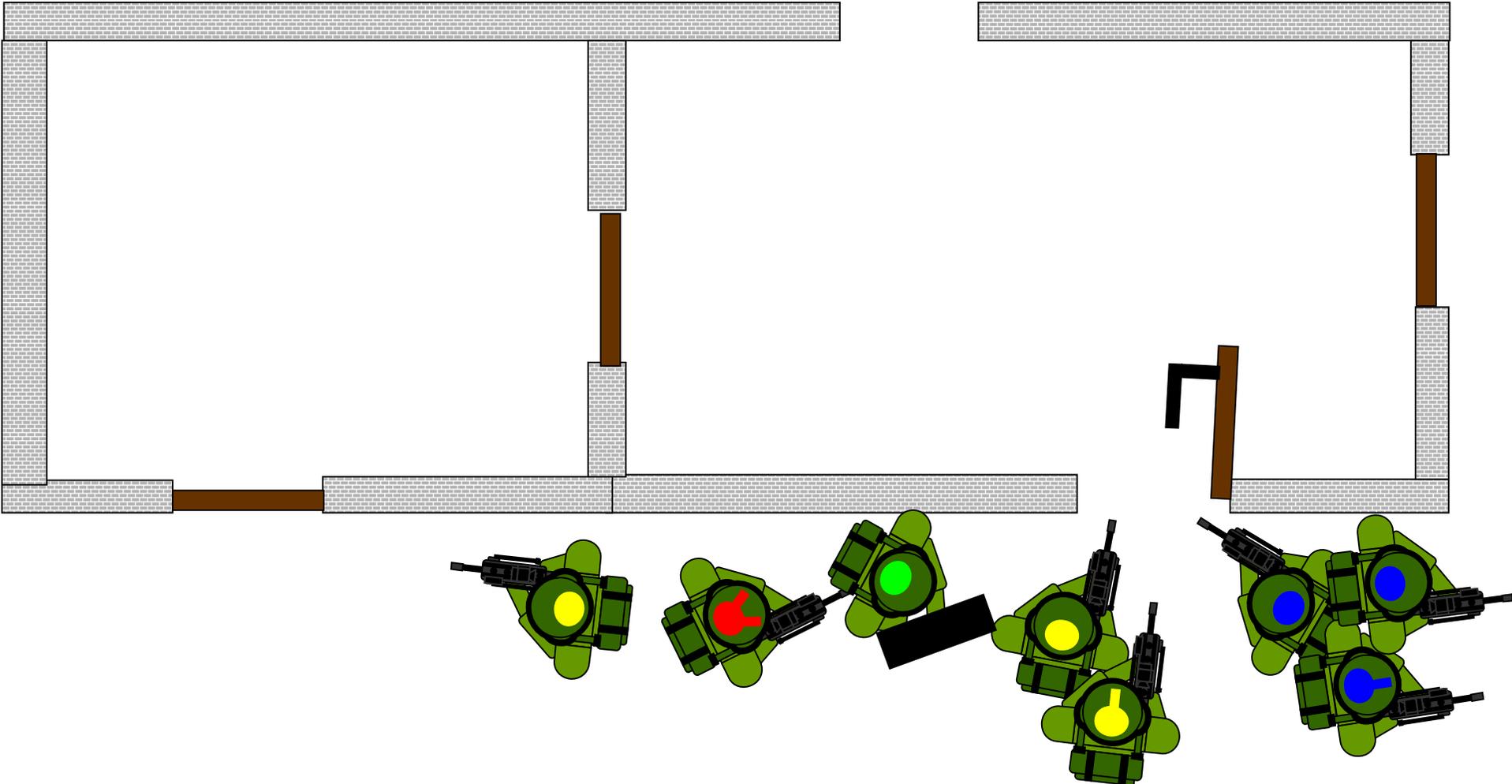
# PENETRER



# PENETRER



# PENETRER

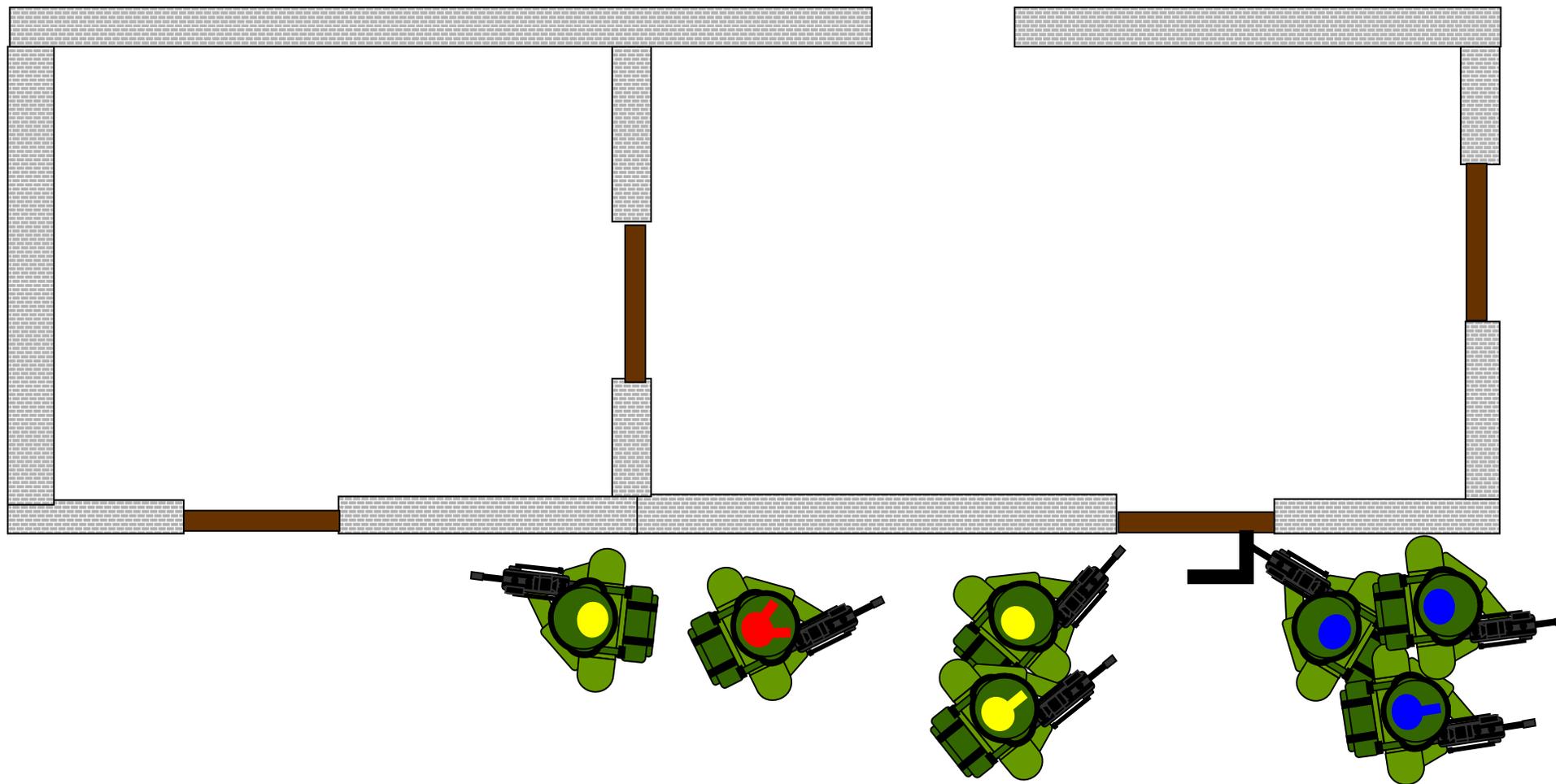


**ABORDAGE**

***COTE OPPOSE POIGNEE***

***(CONTEXTE 1)***

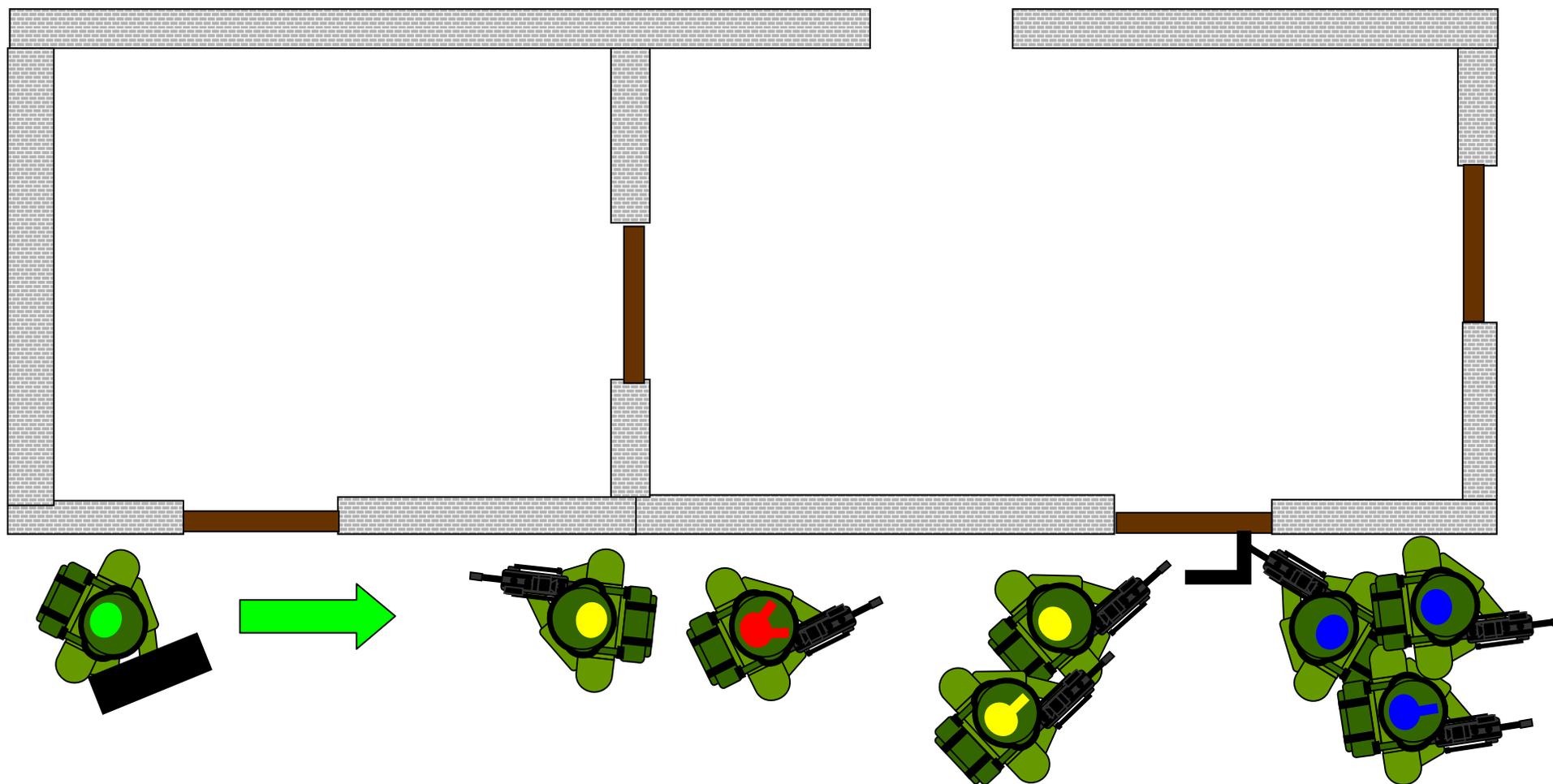
PREPARER



N°3 DU PREMIER TRINOME  
TESTE LA PORTE, ELLE EST  
VERROUILLEE

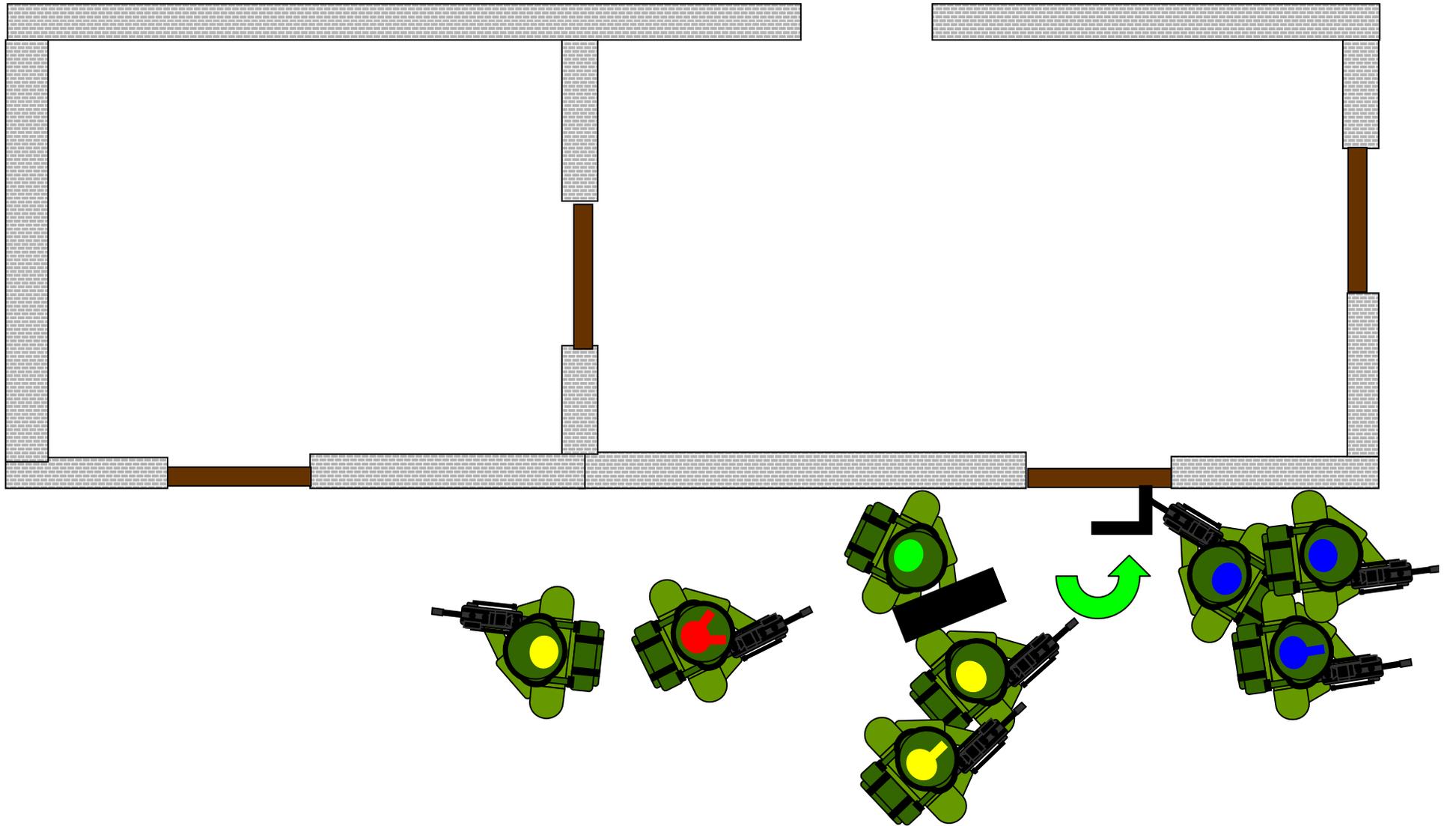
**NB** : LA PORTE EST VERROUILLEE IL FAUT FAIRE APPEL AU BELIER

# PREPARER

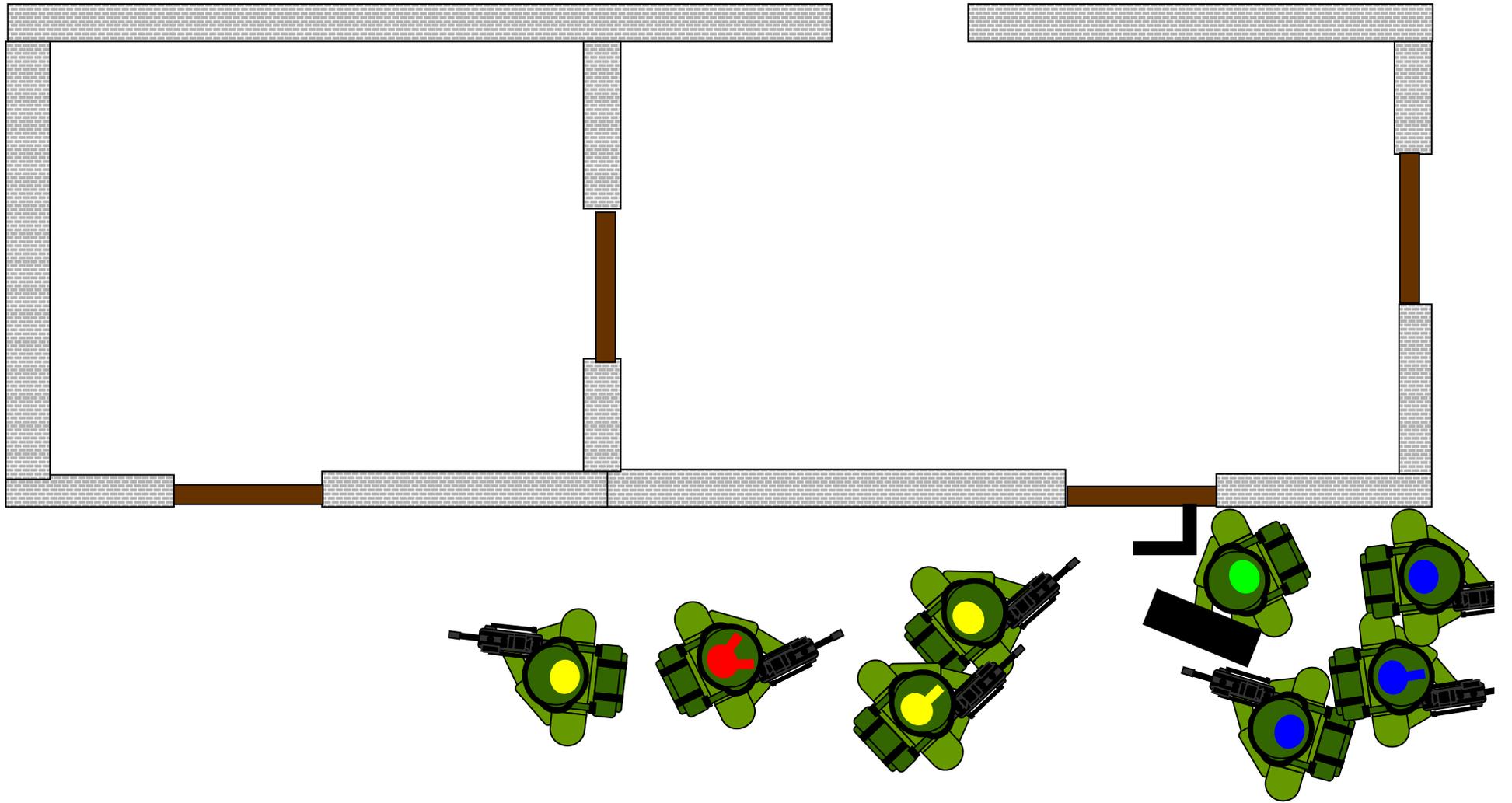


**NB** : LA PORTE EST VERROUILLEE, IL FAUT FAIRE APPEL AU BELIER

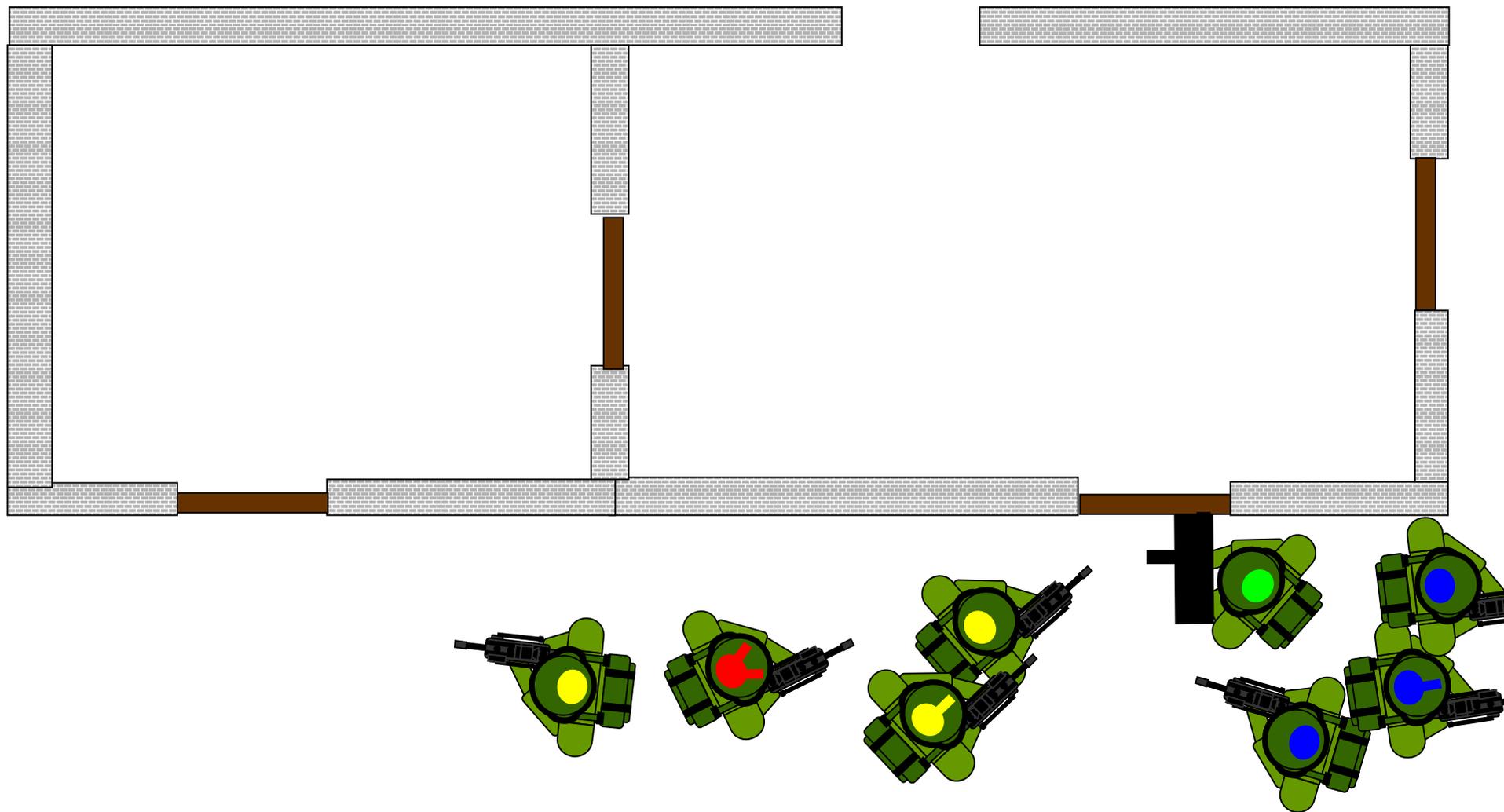
# PREPARER



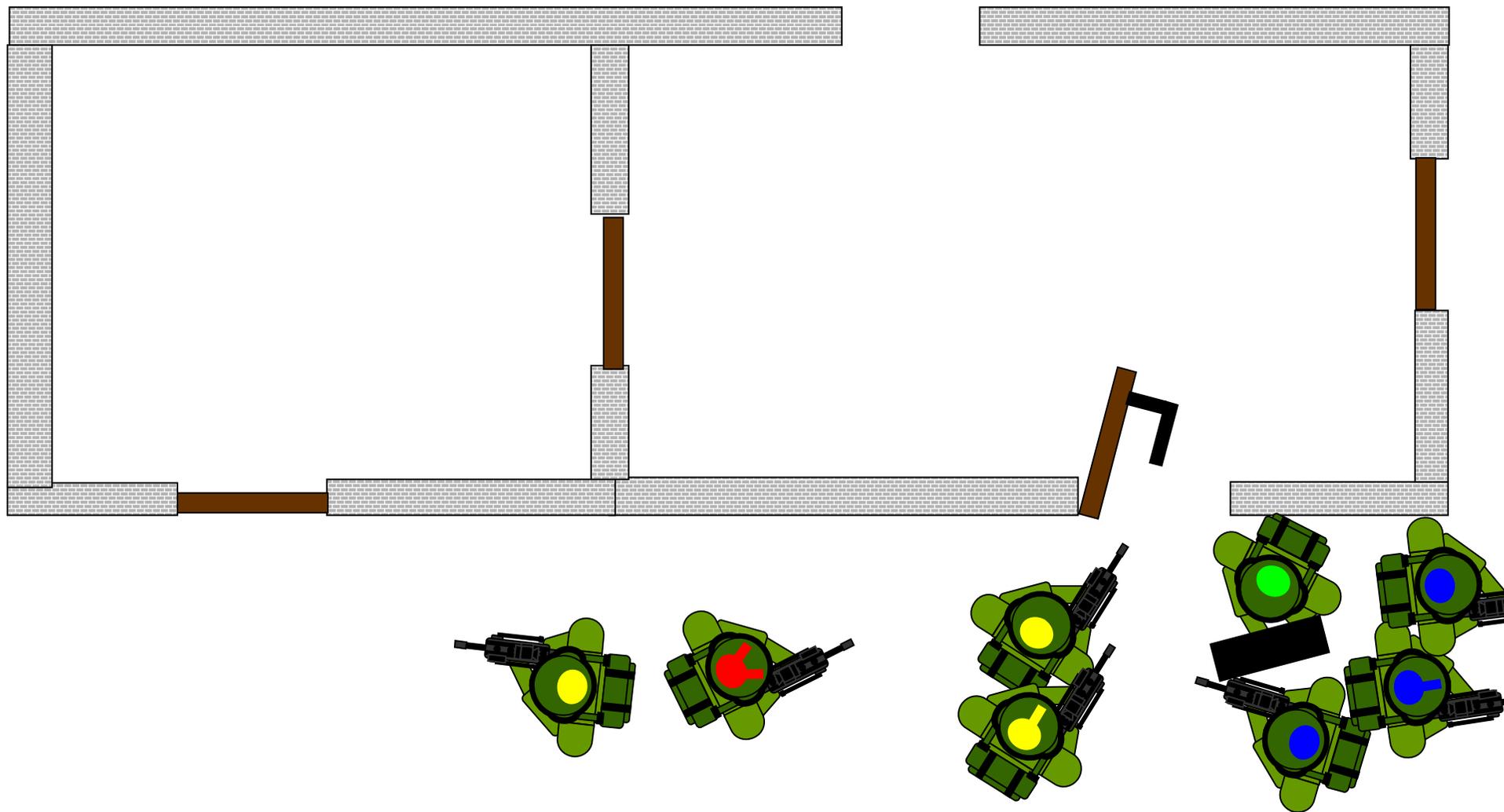
# PREPARER



# PENETRER

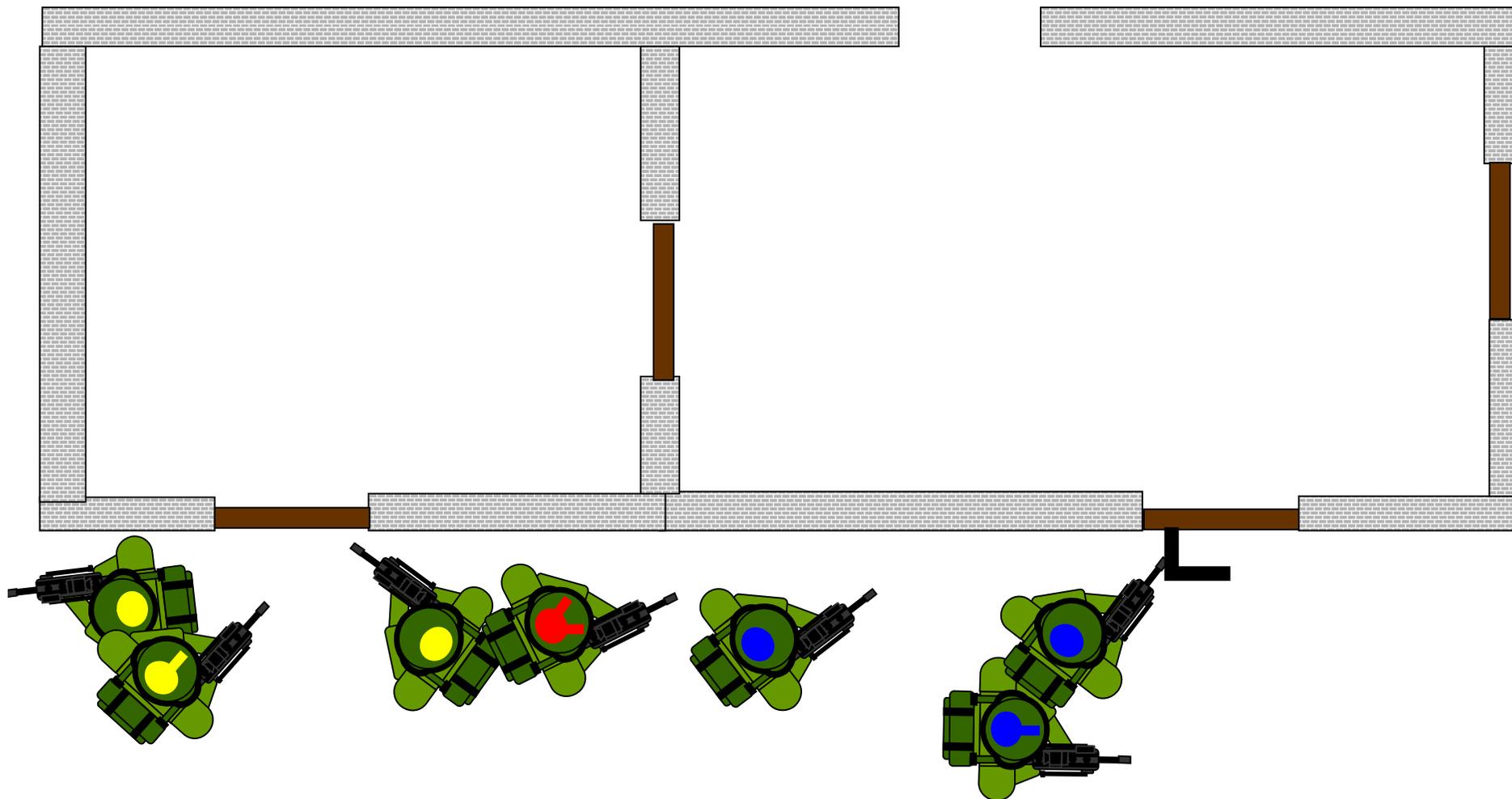


# PENETRER

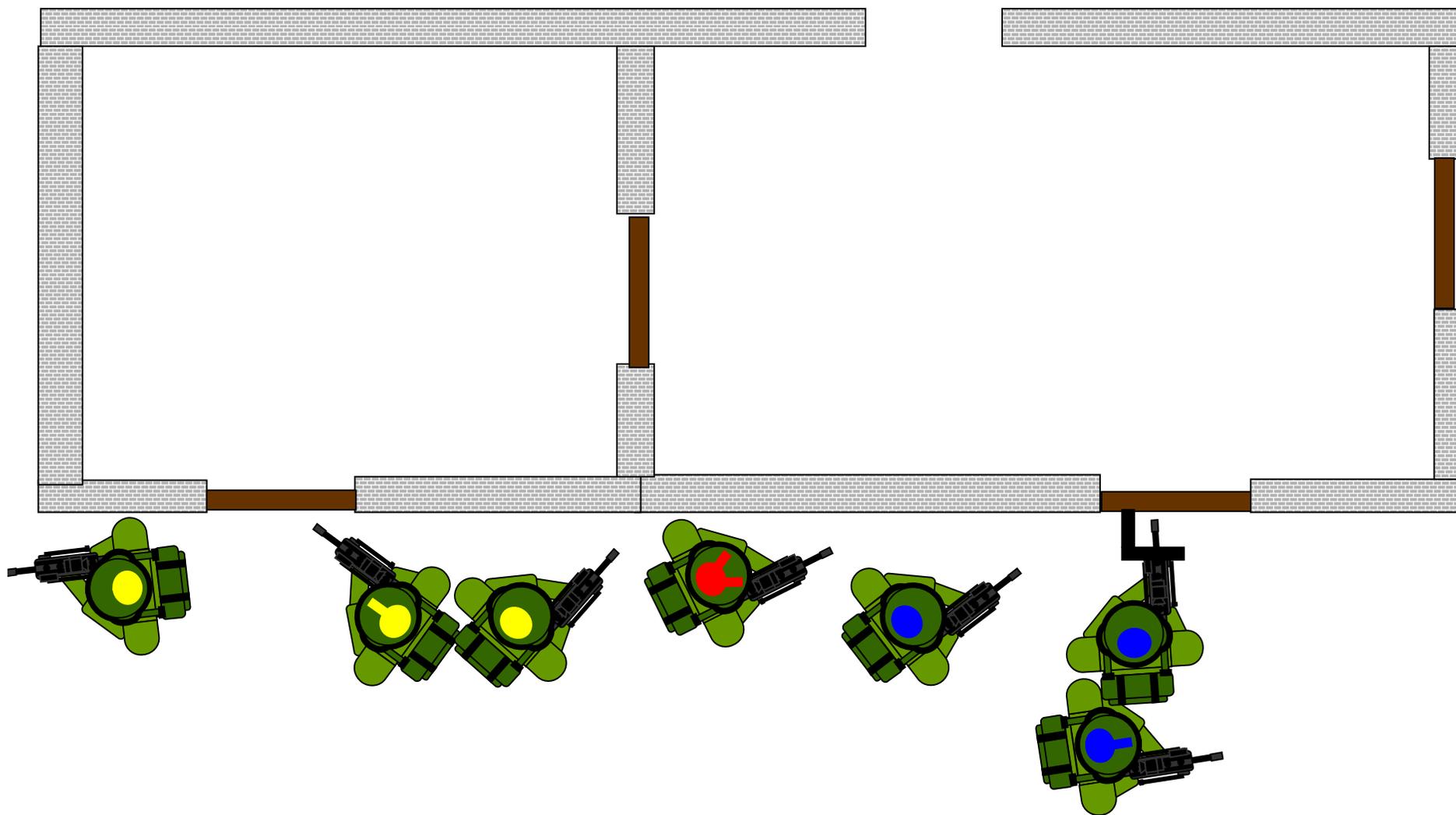


**ABORDAGE**  
**COTE POIGNEE**  
**(CONTEXTE 2)**

# ABORDER

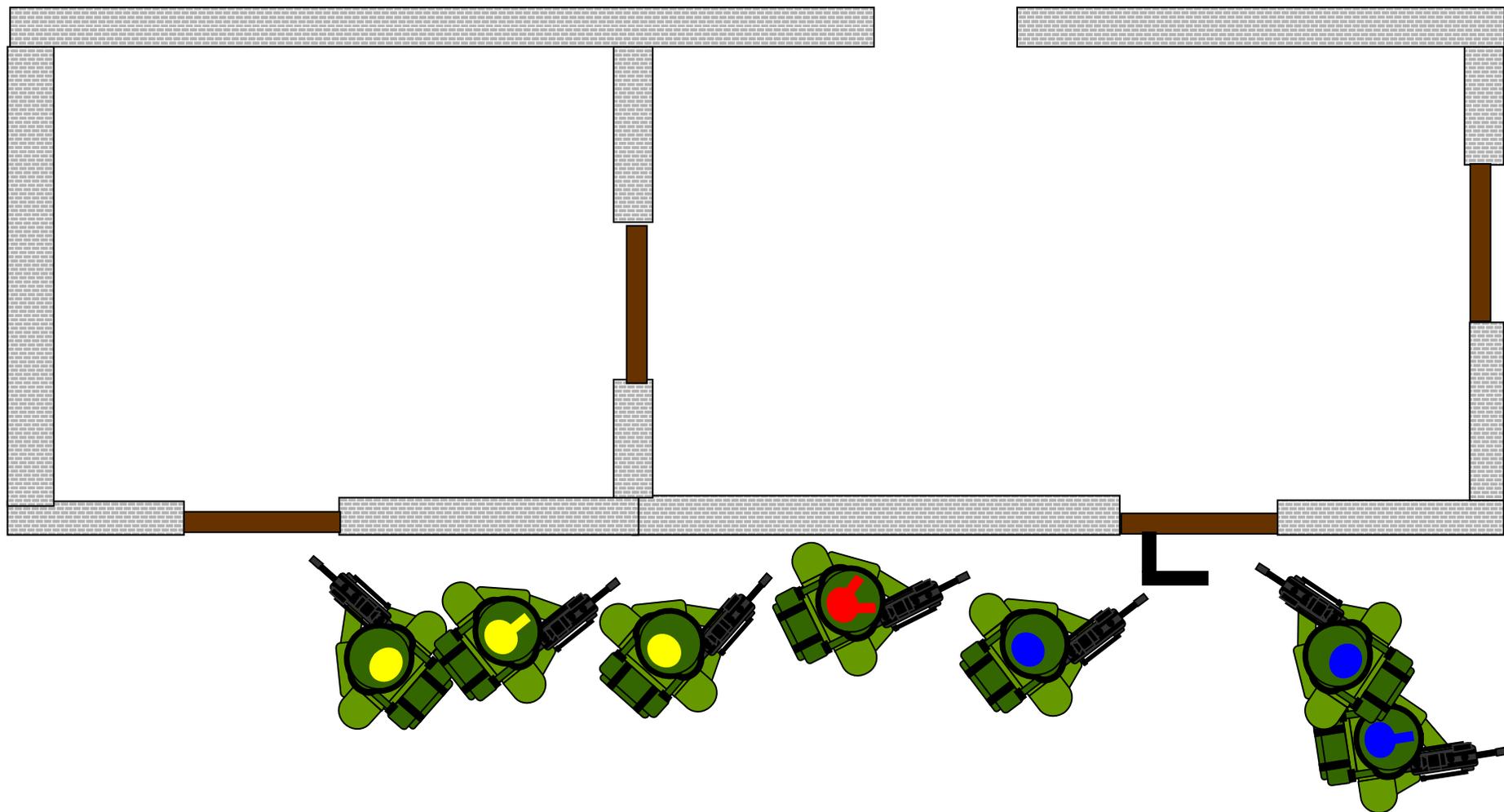


# ABORDER



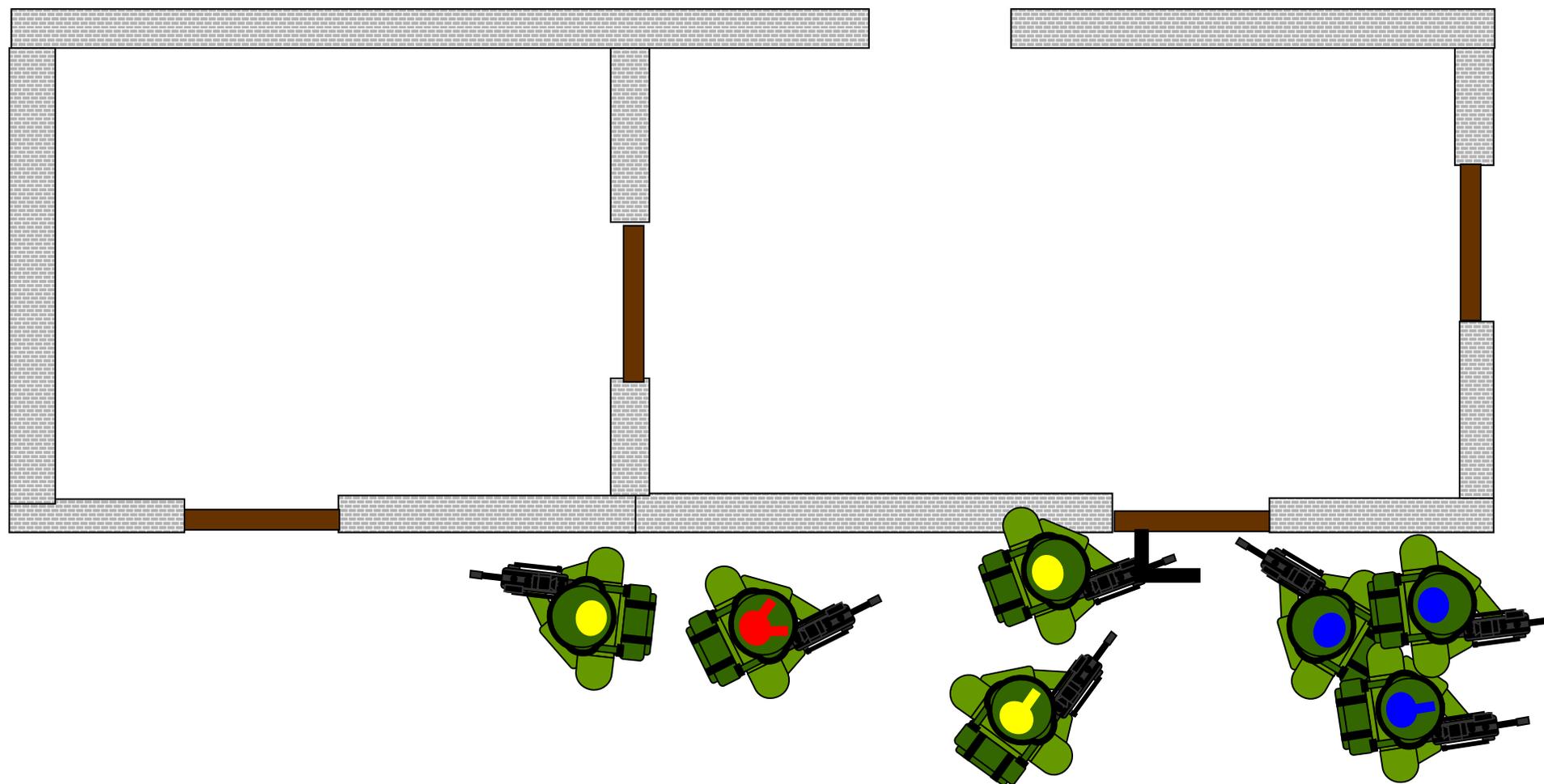
**NB** : DANS TOUS LES CAS DE FIGURE, LE PREMIER TRINOME PASSE DE L'AUTRE COTE DE LA PORTE POUR SE PLACER EN PROTECTION

# ABORDER



**NB** : DANS TOUS LES CAS DE FIGURE, LE PREMIER TRINOME PASSE DE L'AUTRE COTE DE LA PORTE POUR SE PLACER EN PROTECTION

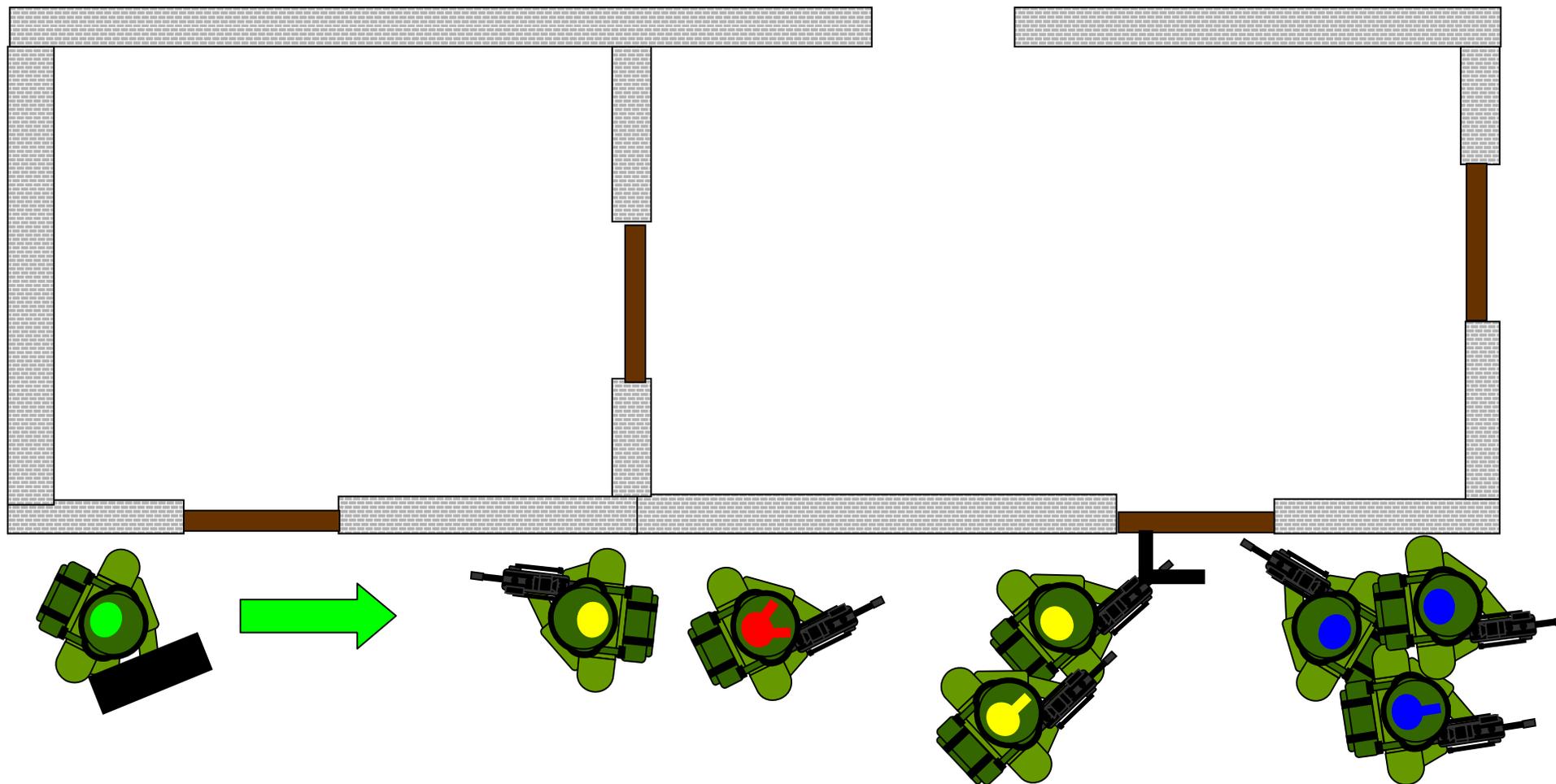
# PREPARER



N°1 DU DEUXIEME TRINOME  
TESTE LA PORTE, APPUYE PAR  
SON N°2 ET N°1 DU PREMIER  
TRINOME

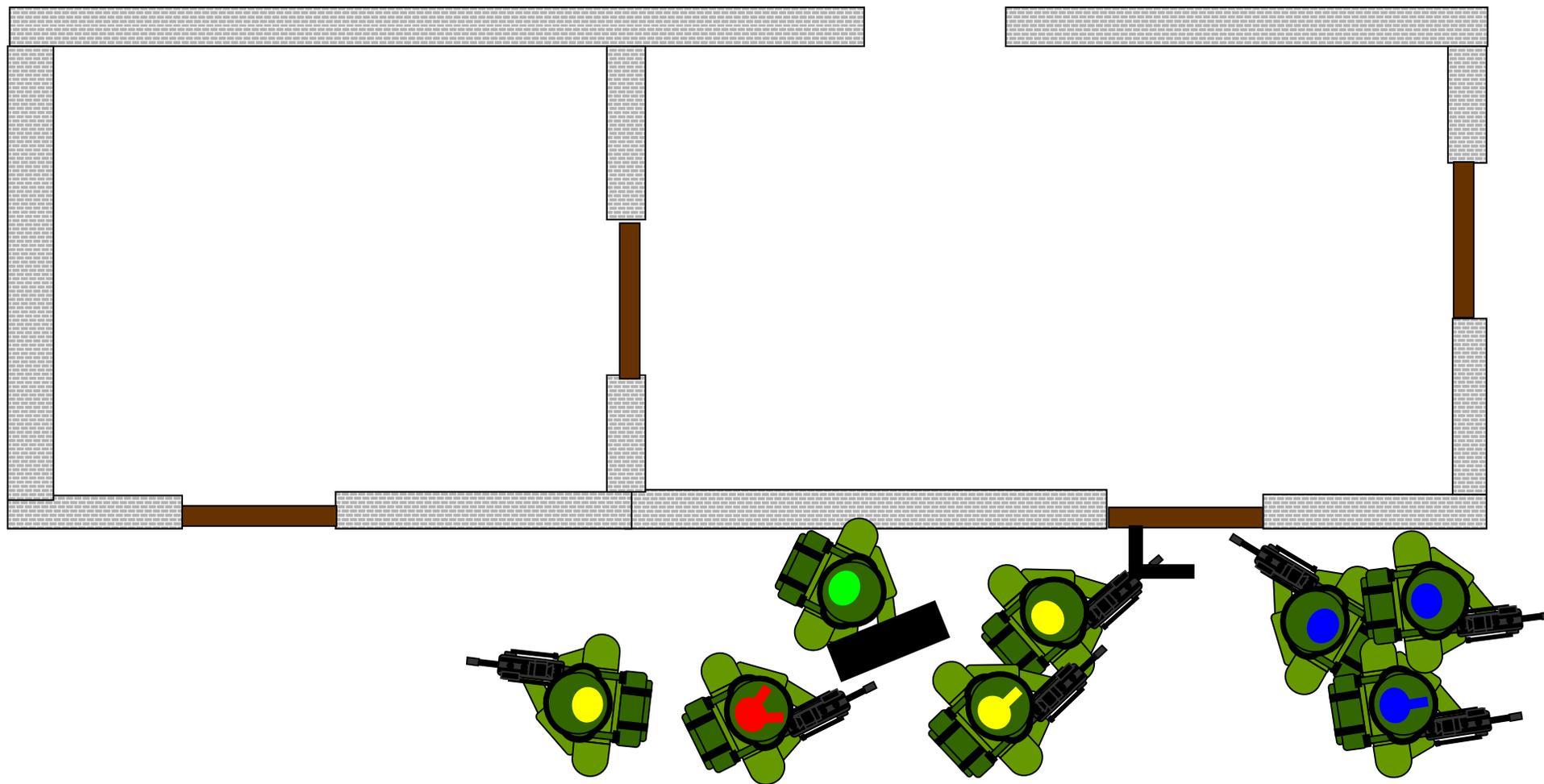
**NB** : DANS TOUS LES CAS DE FIGURE, C'EST CELUI QUI EST LE PLUS  
PRES DE LA POIGNEE QUI OUVRE LA PORTE

# PREPARER

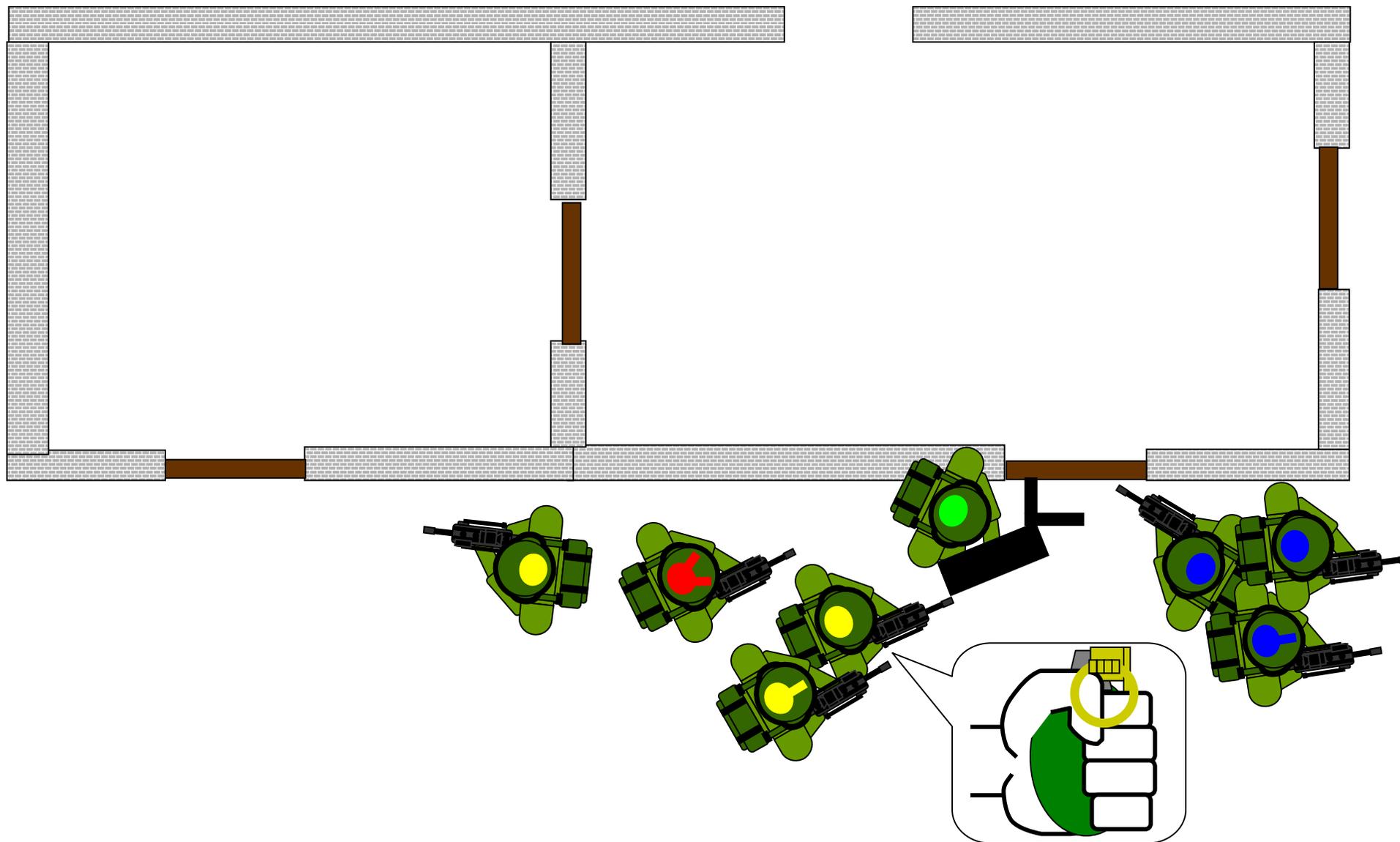


**NB** : LA PORTE EST VERROUILLEE, IL FAUT FAIRE APPEL AU BELIER

# PREPARER

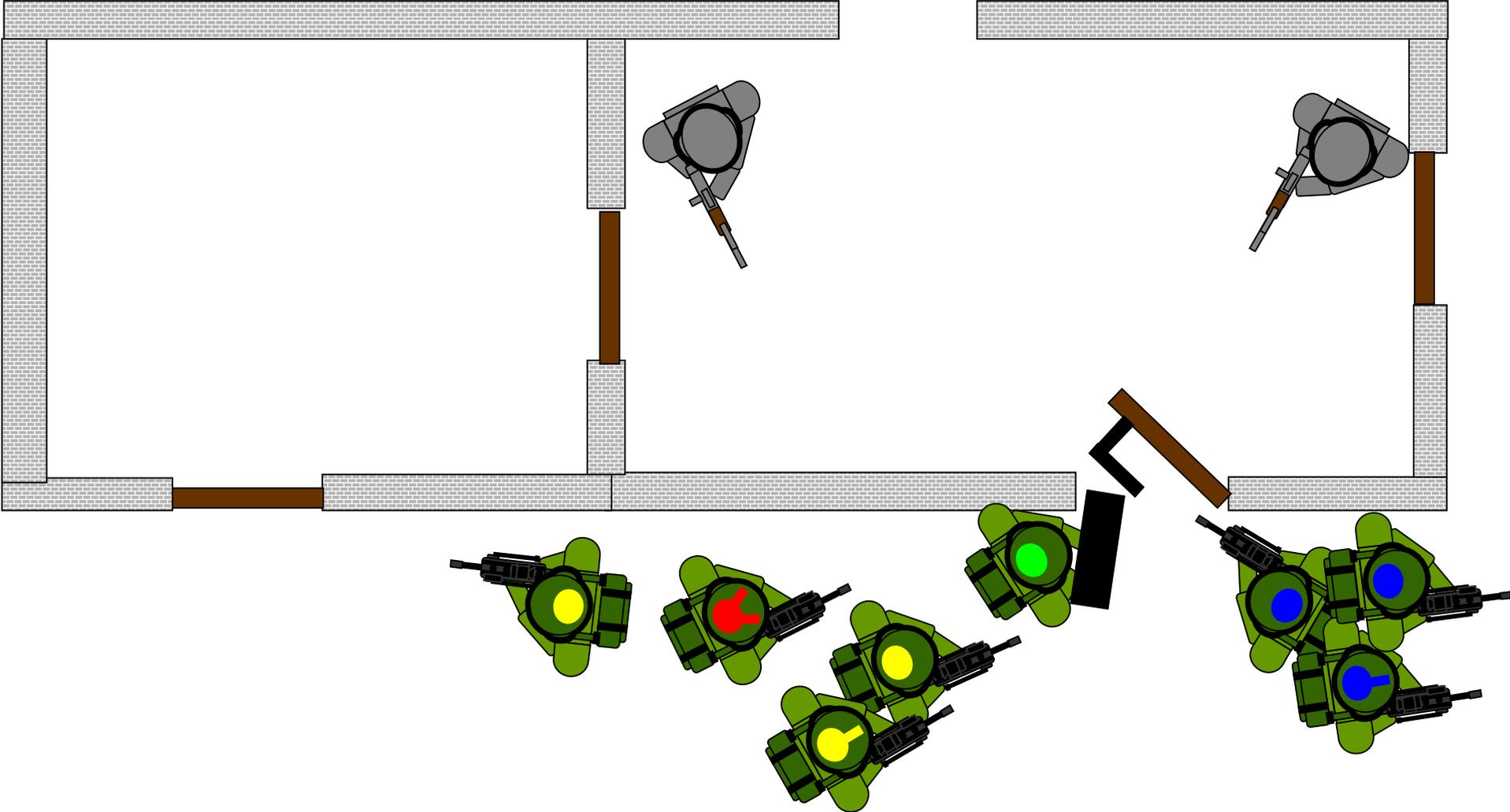


# PREPARER

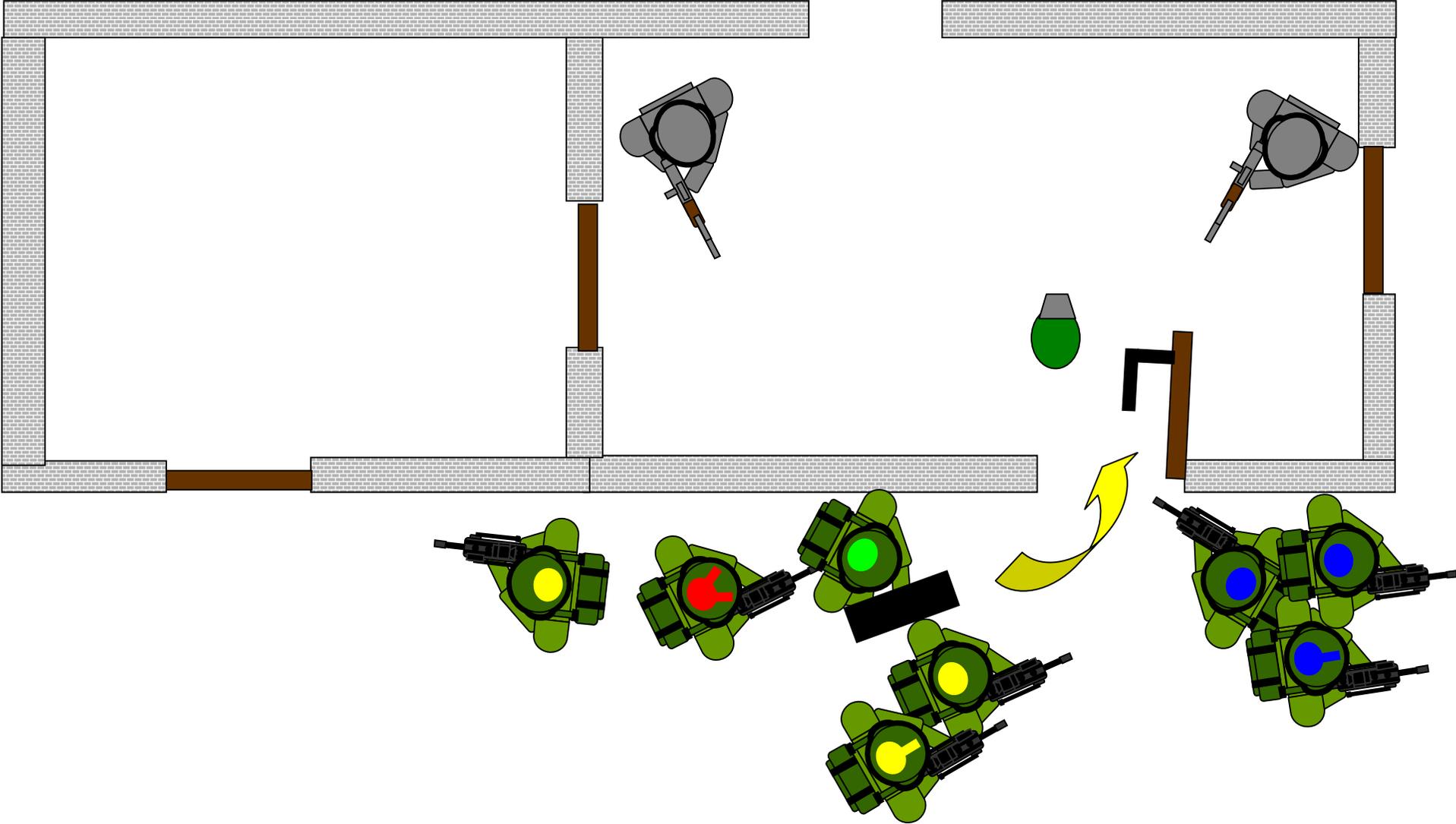


**NB** : LE N°1 DU TRINOME JAUNE PREPARE UNE GRENADE POUR LA LANCER AVANT LA PENETRATION

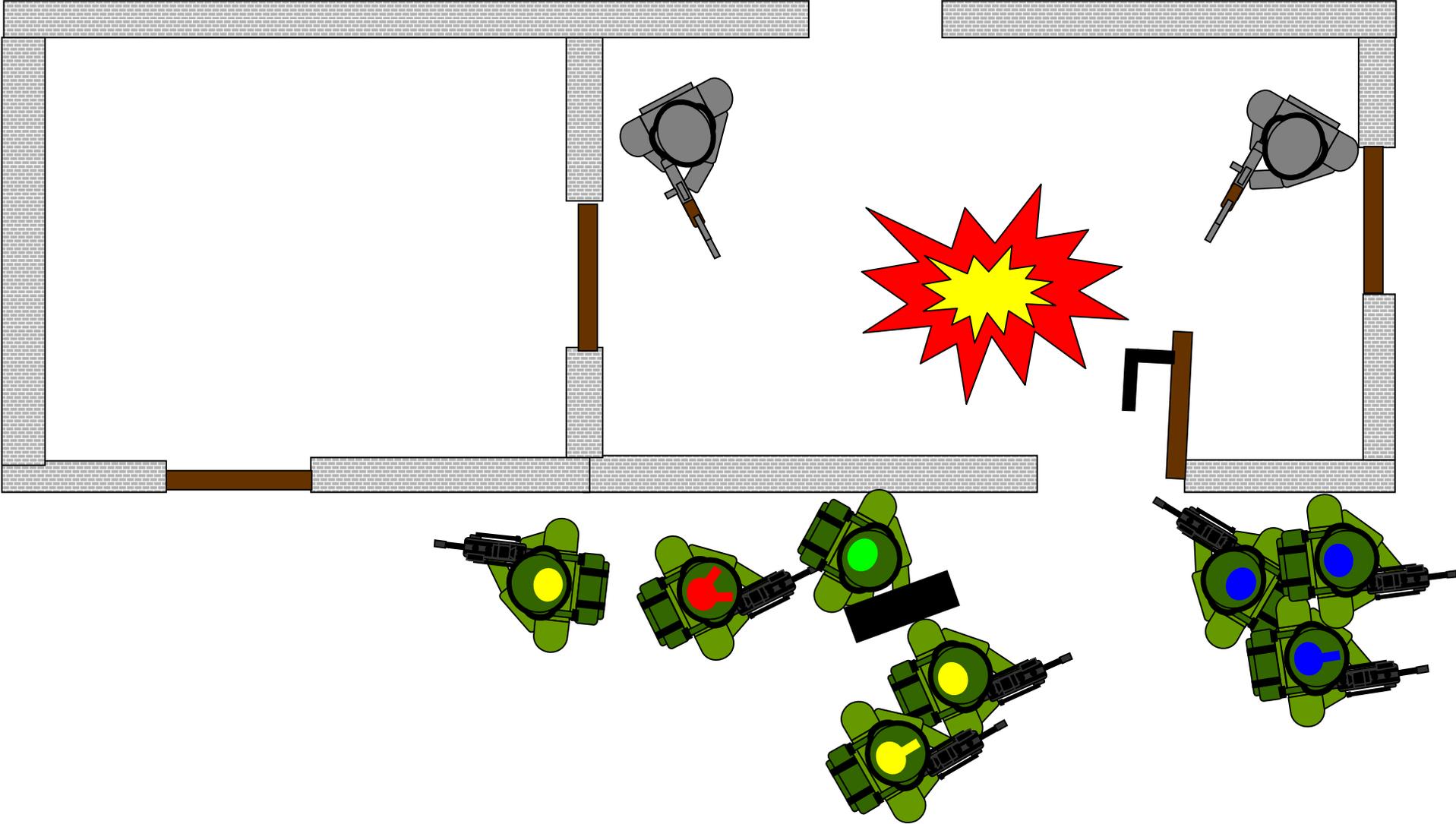
# PENETRER



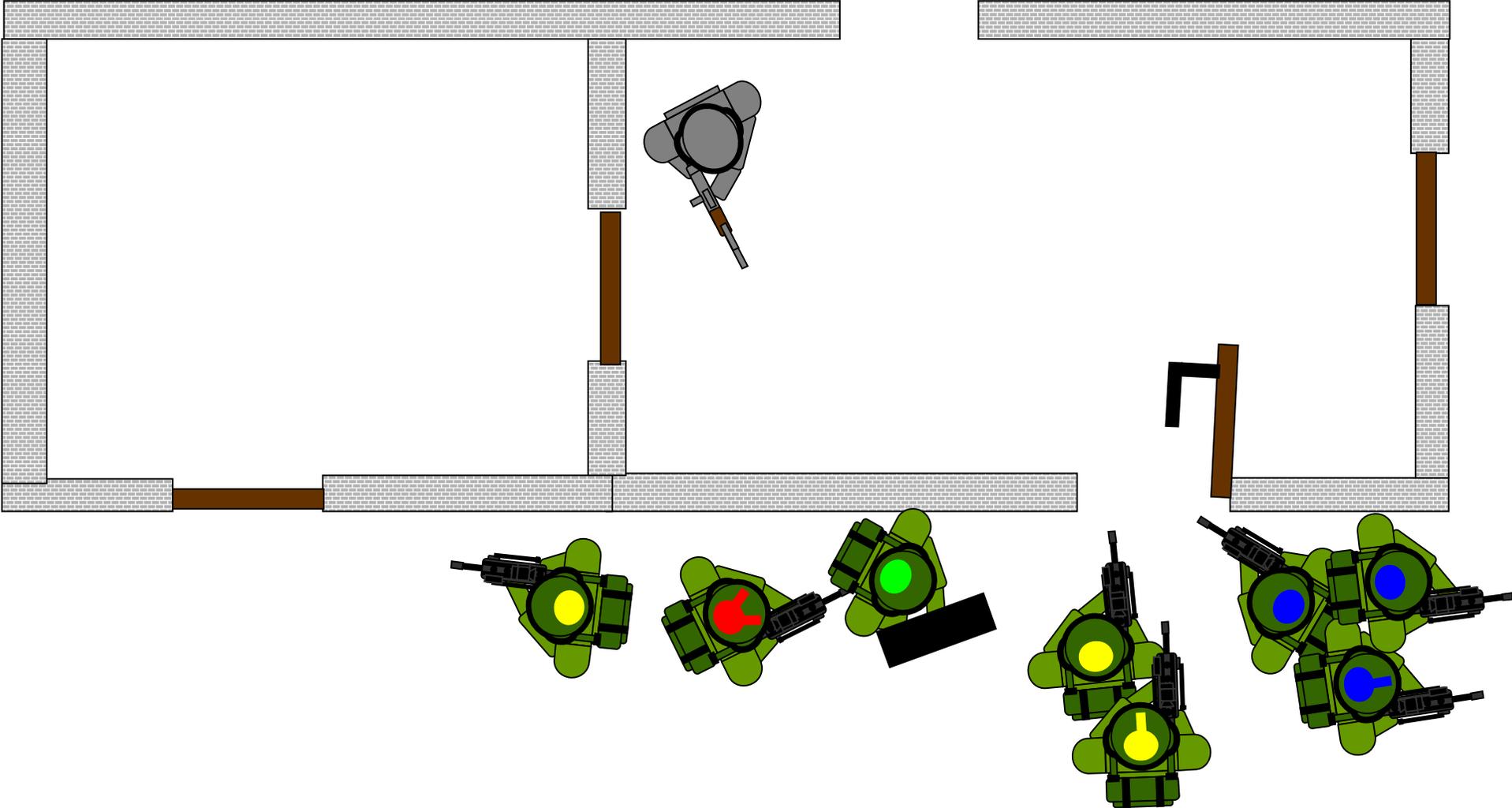
# PENETRER



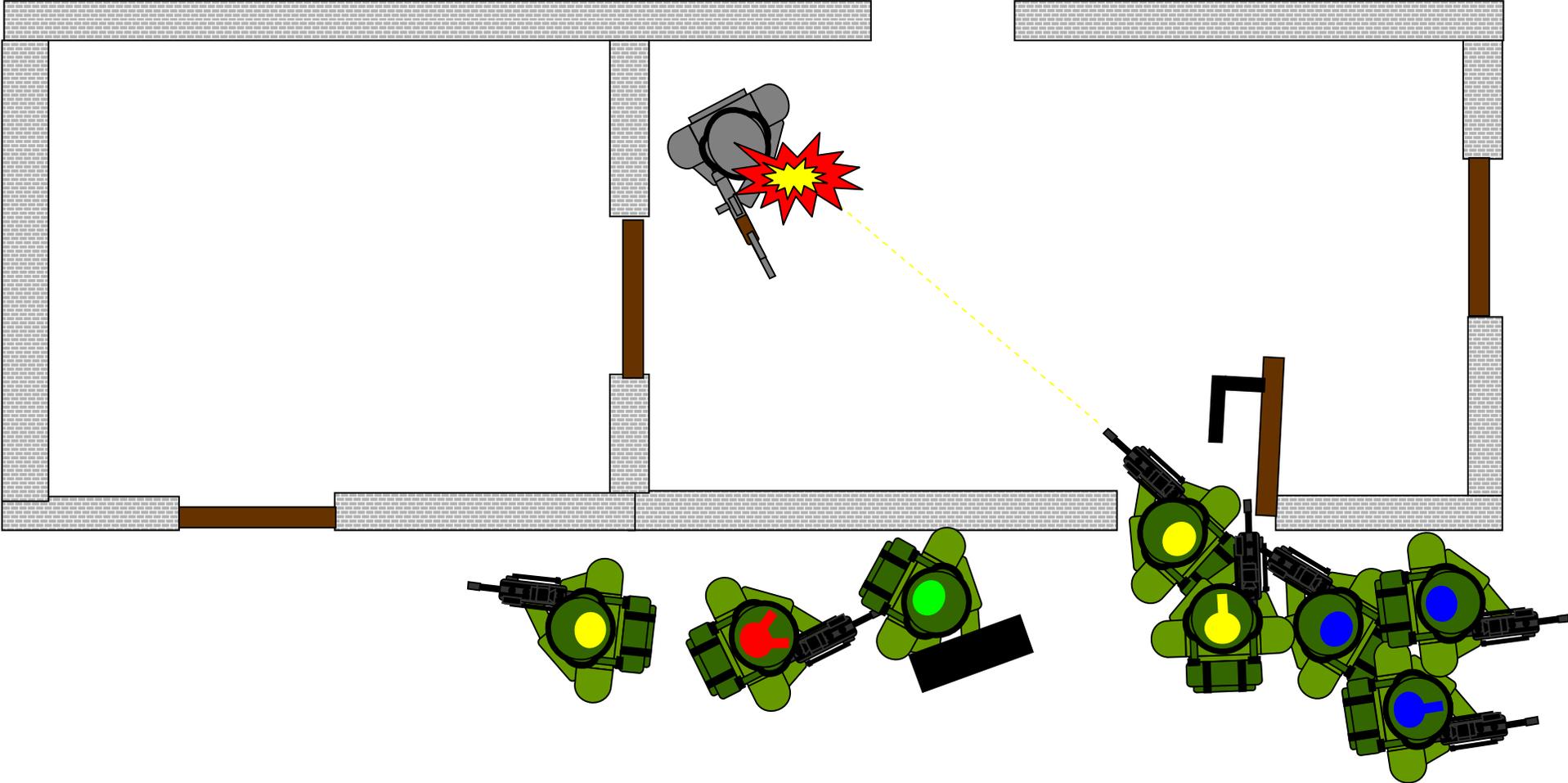
# PENETRER



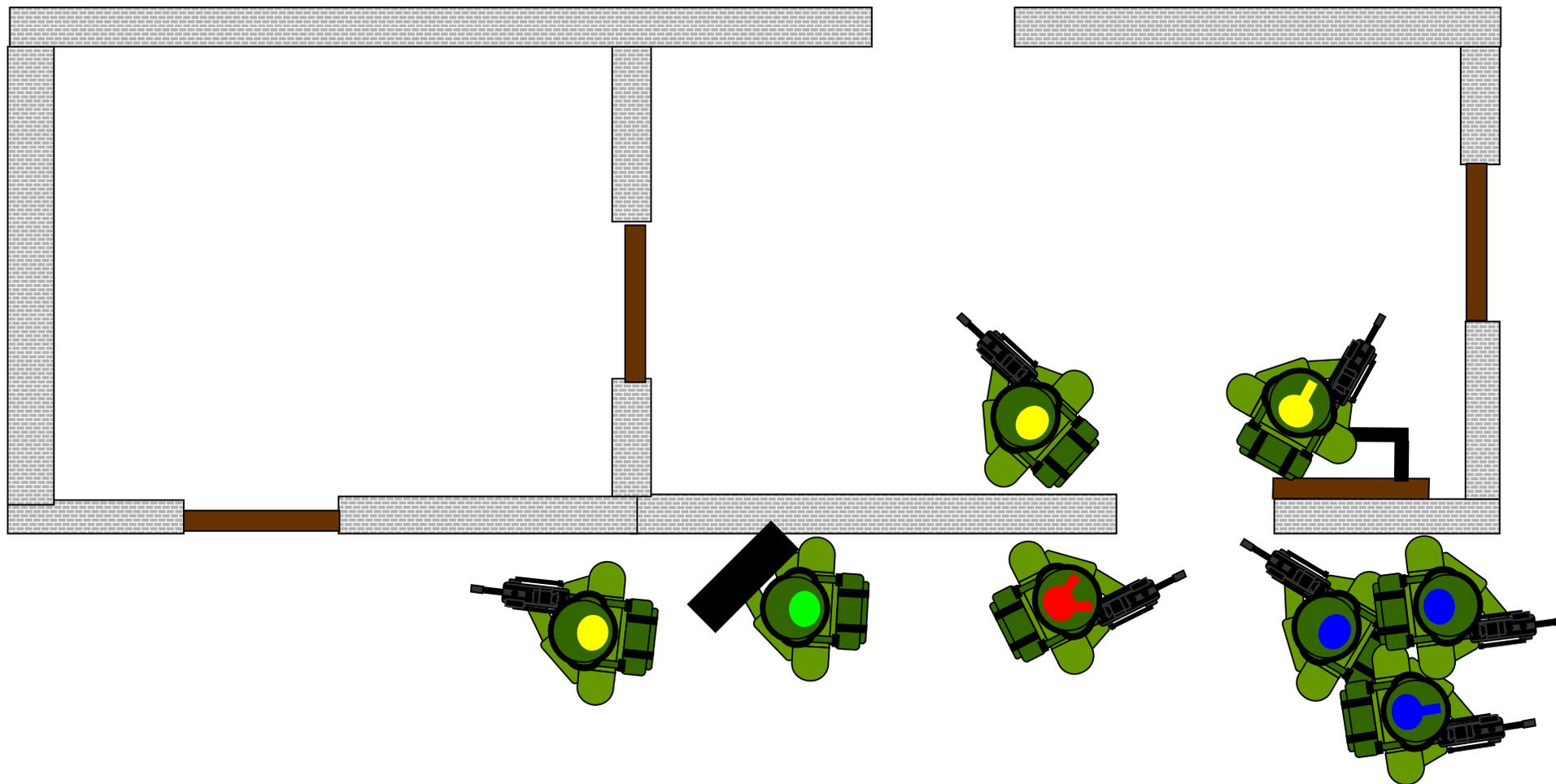
# PENETRER



# PENETRER



# PENETRER

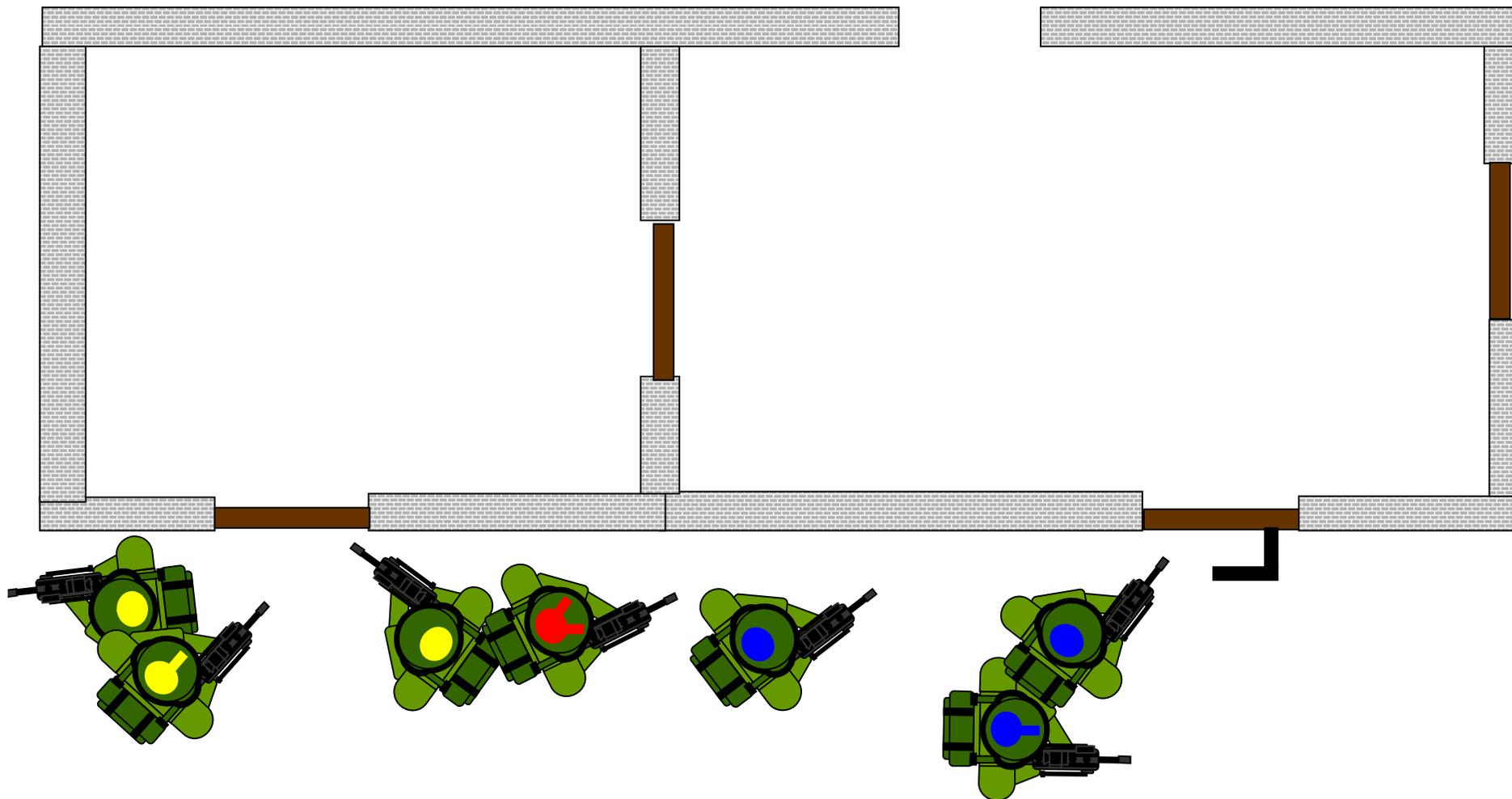


**ABORDAGE**

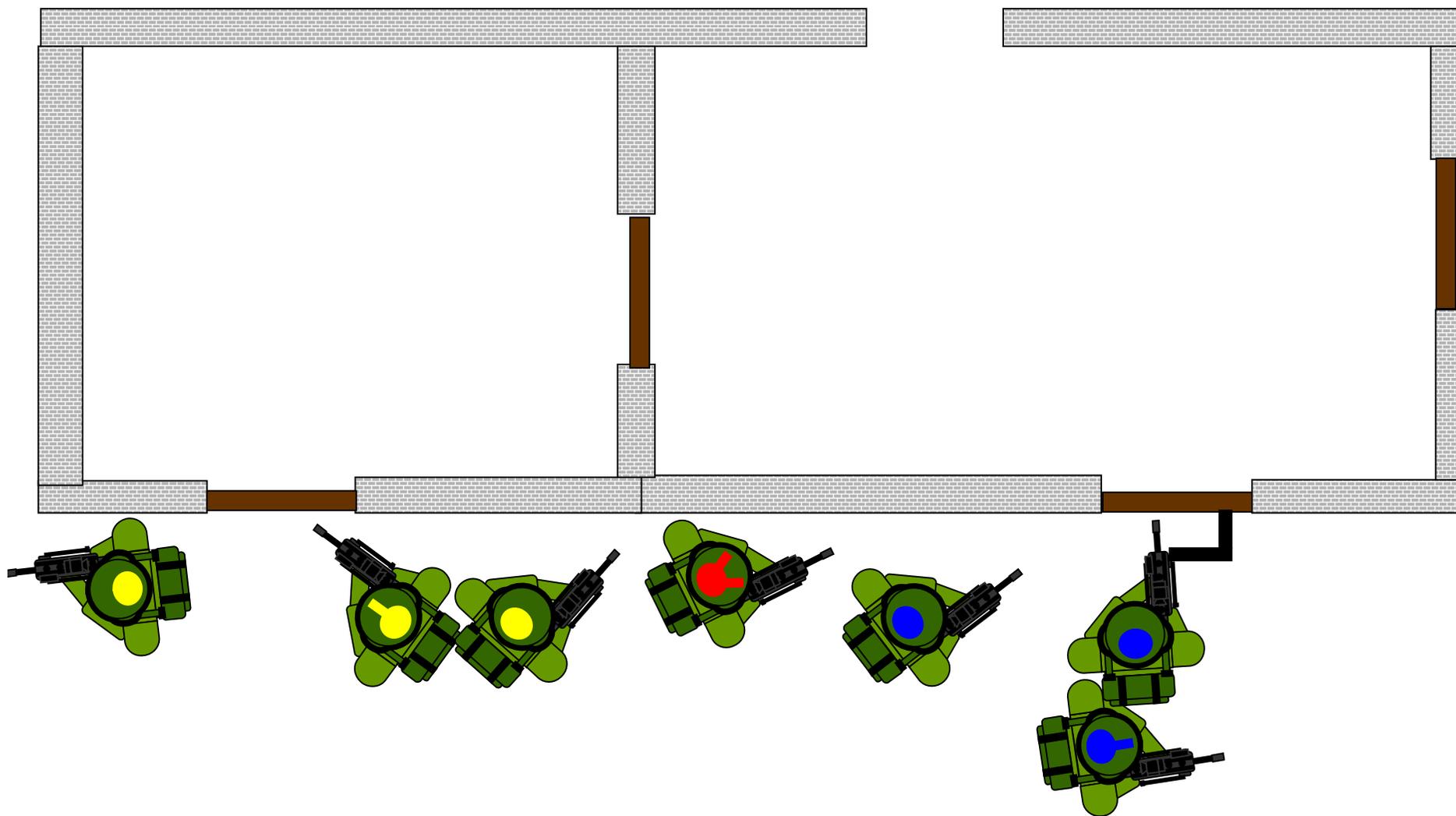
***COTE OPPOSE POIGNEE***

***(CONTEXTE 2)***

# ABORDER

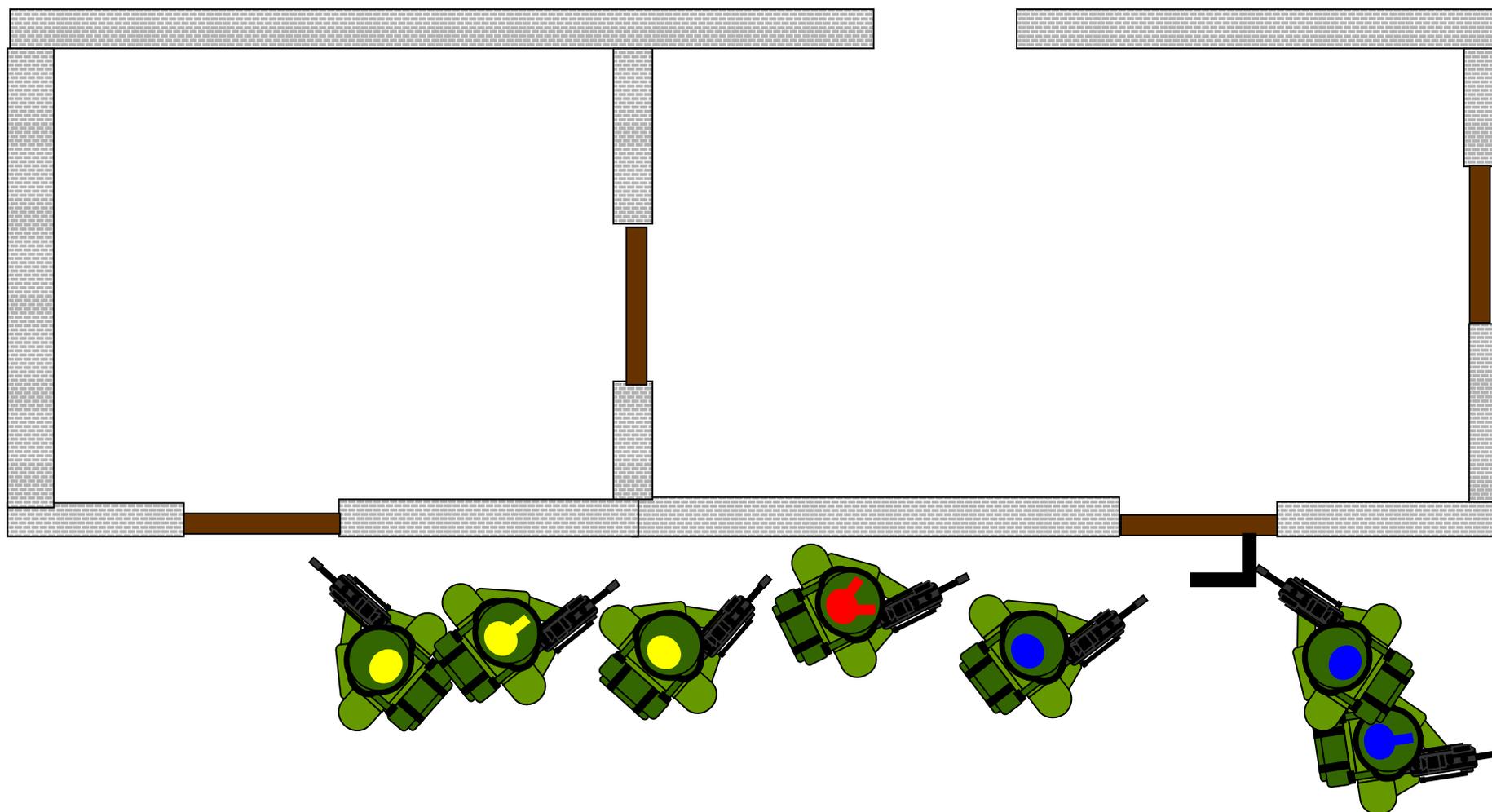


# ABORDER



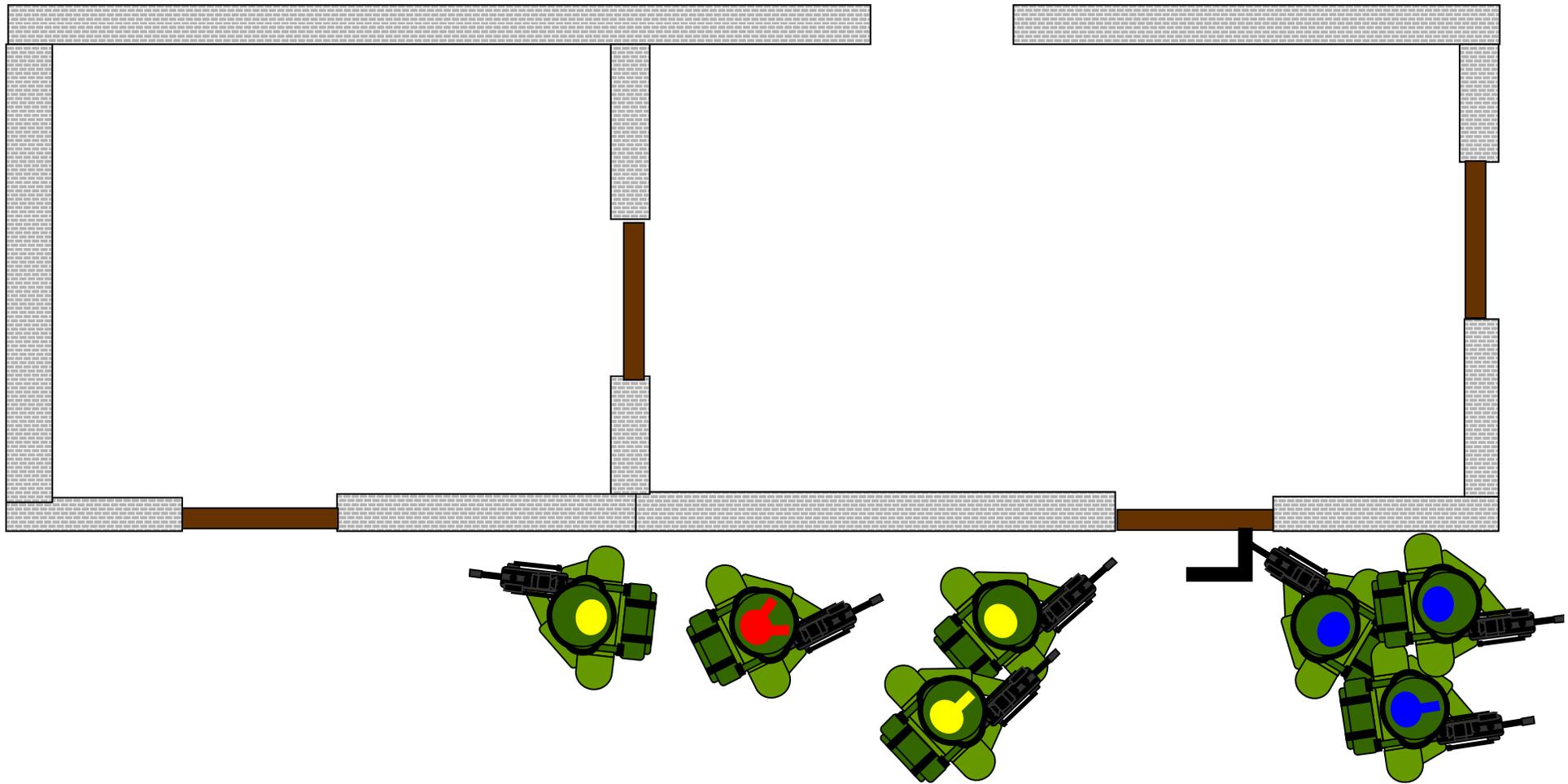
**NB** : DANS TOUS LES CAS DE FIGURE, LE PREMIER TRINOME PASSE DE L'AUTRE COTE DE LA PORTE POUR SE PLACER EN PROTECTION

# ABORDER



**NB** : DANS TOUS LES CAS DE FIGURE, LE PREMIER TRINOME PASSE DE L'AUTRE COTE DE LA PORTE POUR SE PLACER EN PROTECTION

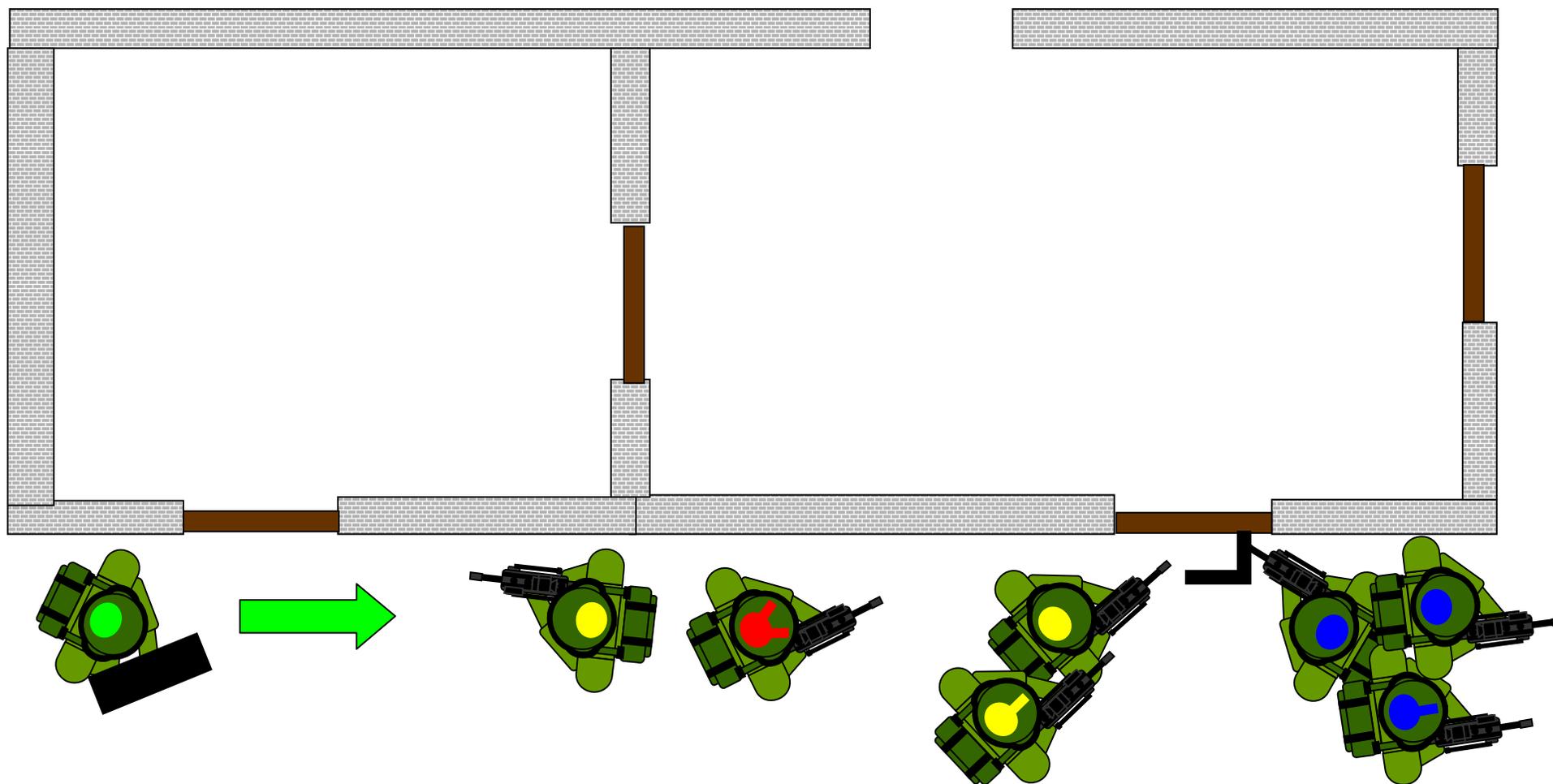
# PREPARER



N°3 DU PREMIER TRINOME  
TESTE LA PORTE, APPUYE PAR  
N°2 ET N°1 DU DEUXIEME  
TRINOME

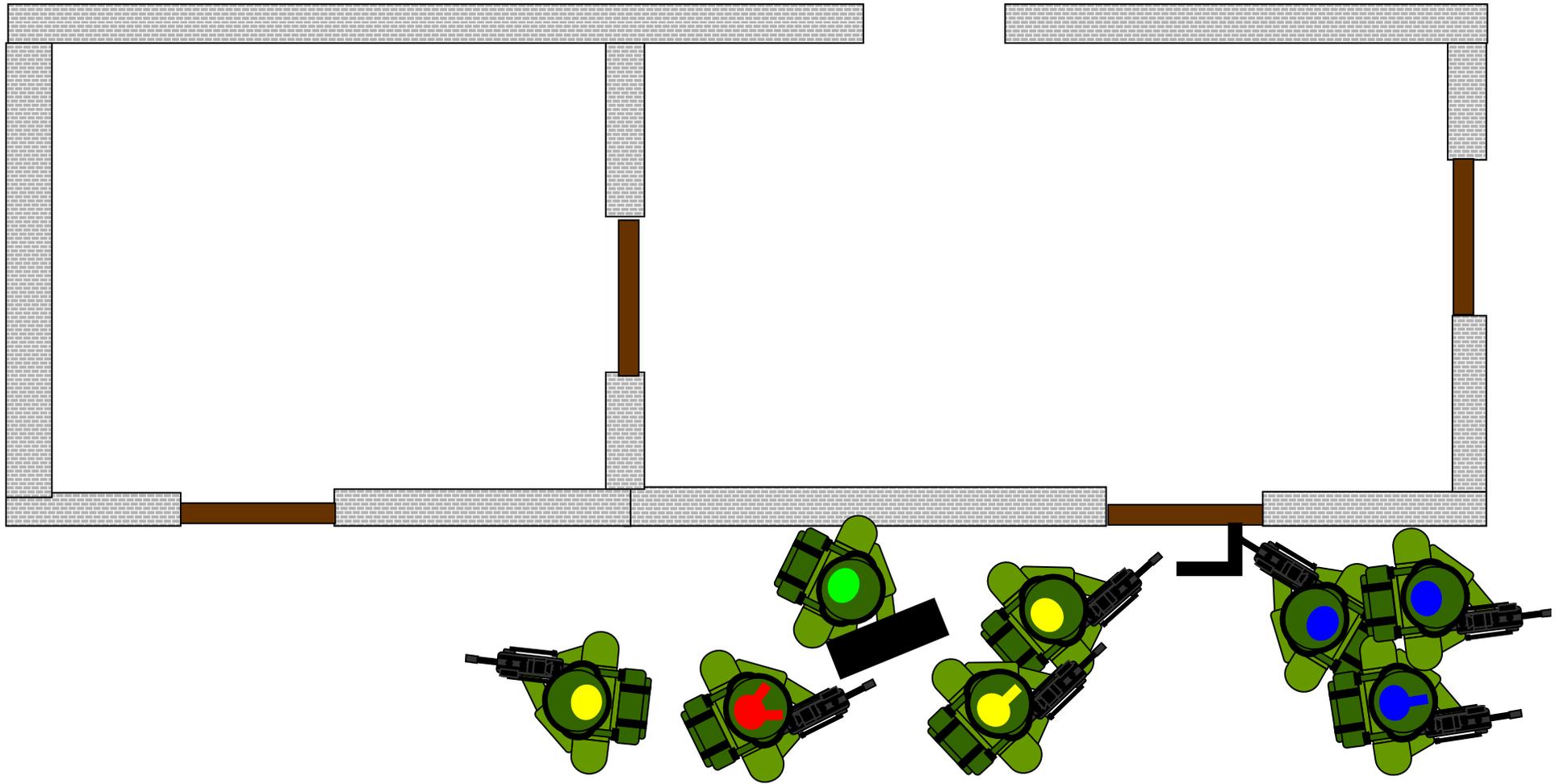
**NB** : DANS TOUS LES CAS DE FIGURE, C'EST CELUI QUI EST LE PLUS  
PRES DE LA POIGNEE QUI OUVRE LA PORTE

# PREPARER

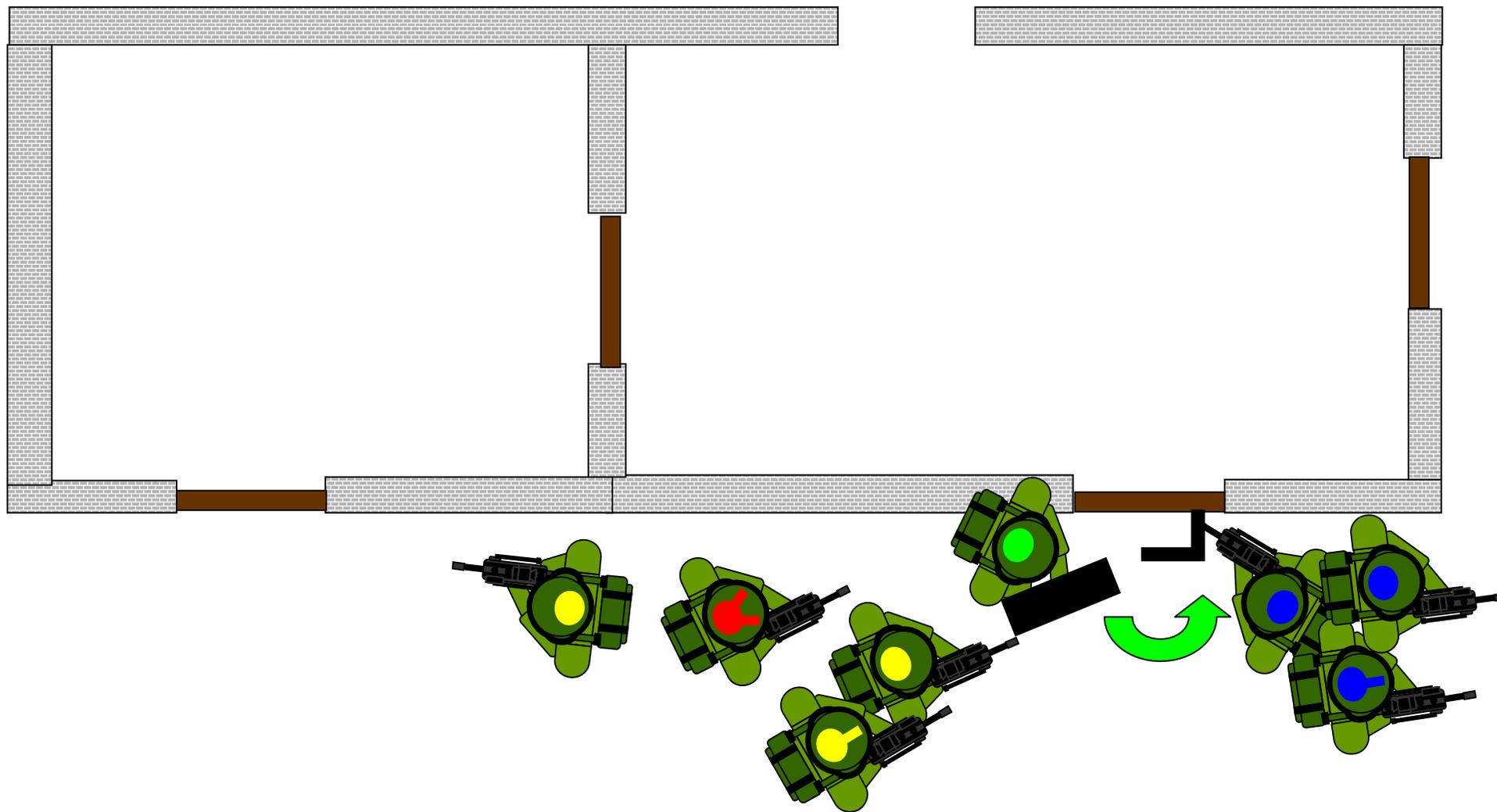


**NB** : LA PORTE EST VERROUILLEE, IL FAUT FAIRE APPEL AU BELIER

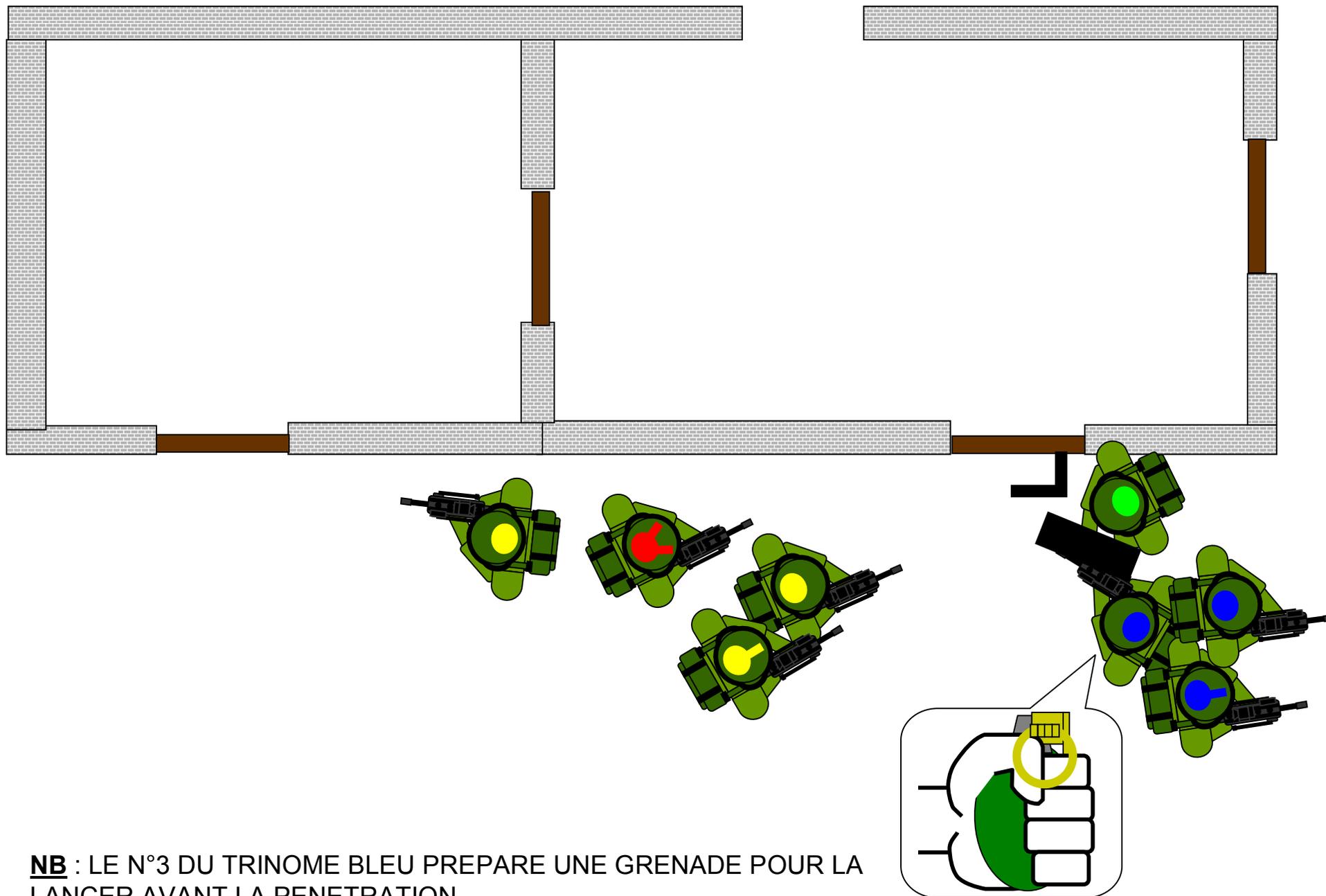
# PREPARER



# PREPARER

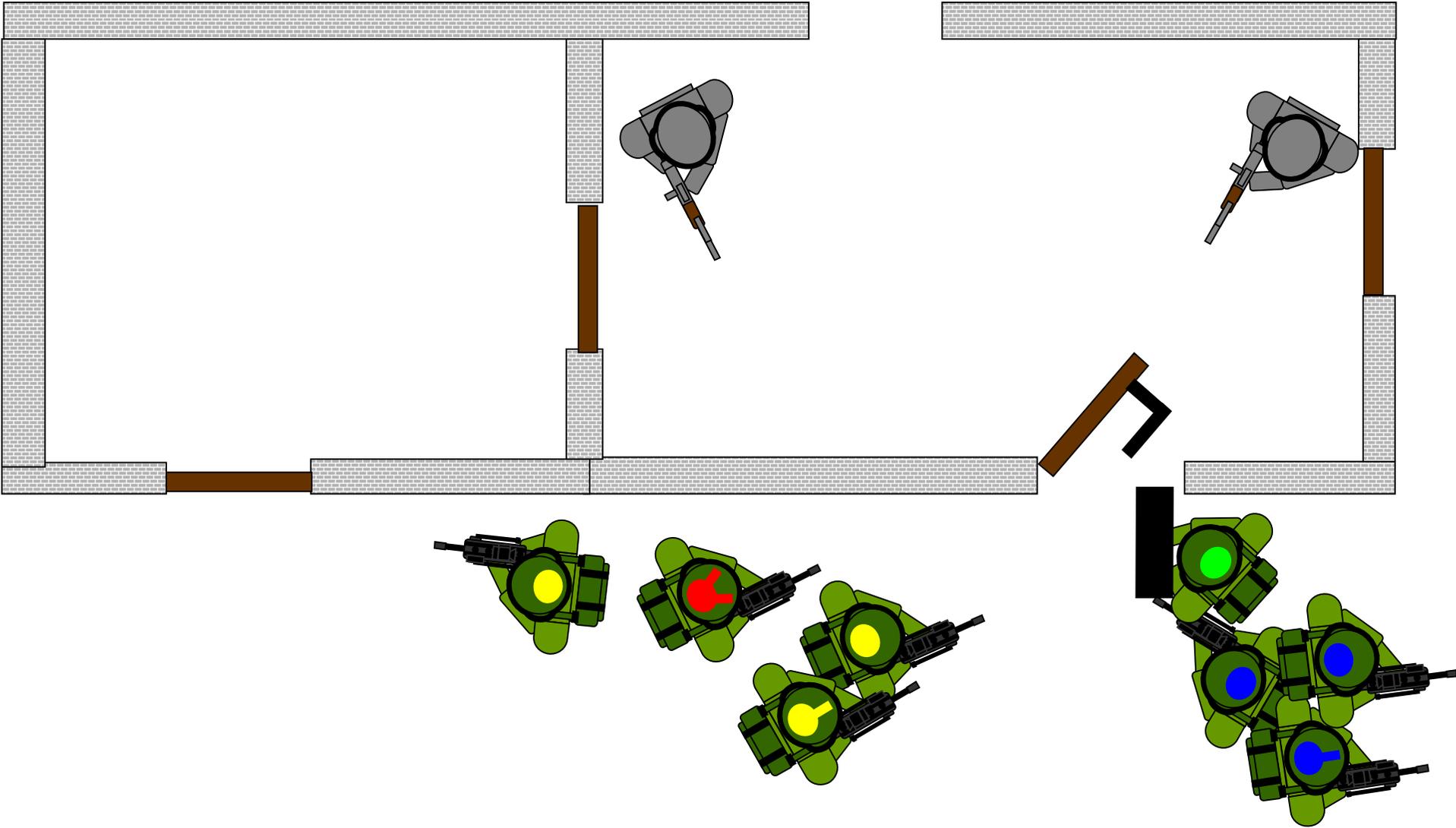


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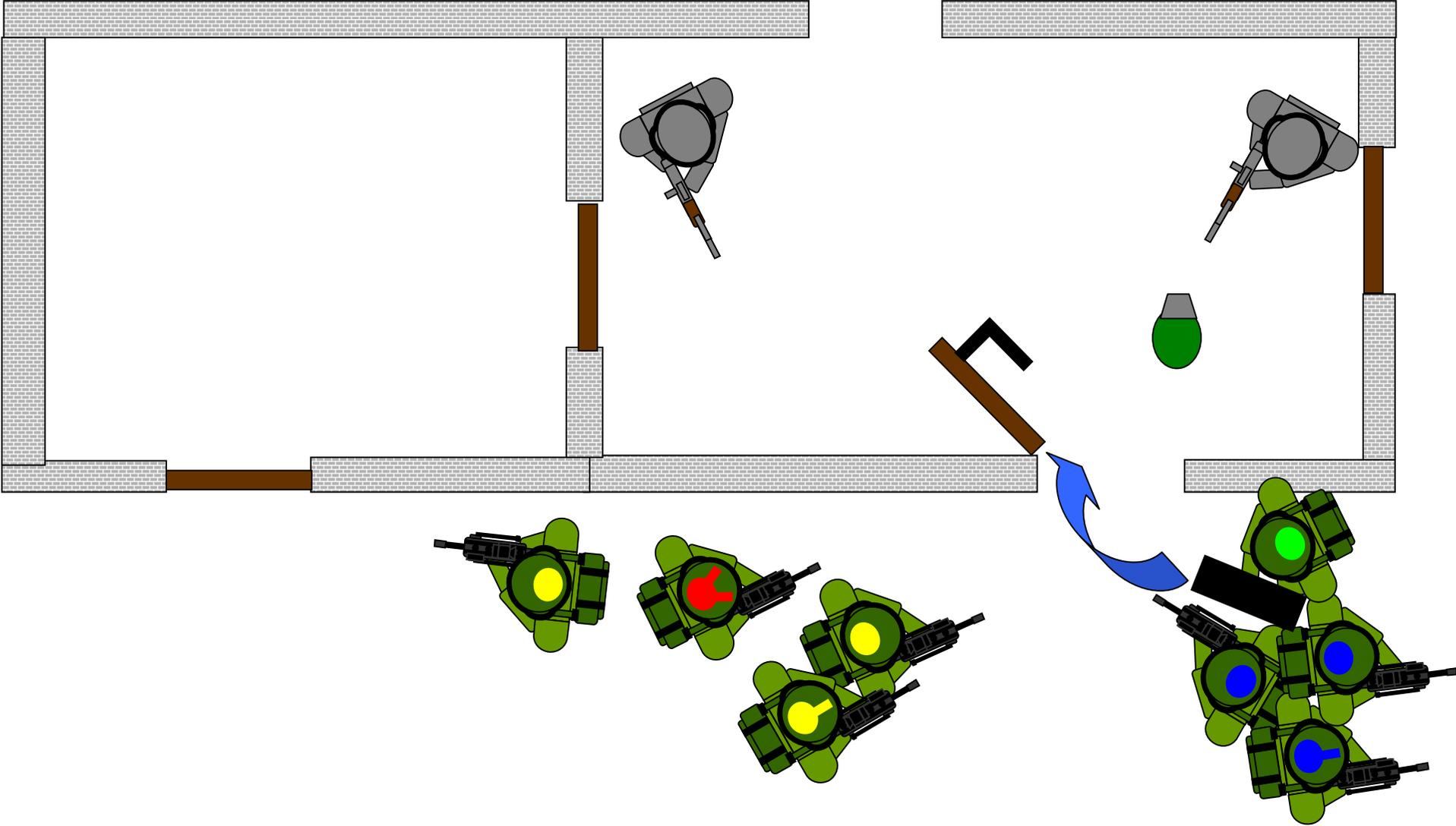


**NB** : LE N°3 DU TRINOME BLEU PREPARE UNE GRENADE POUR LA LANCER AVANT LA PENETRATION

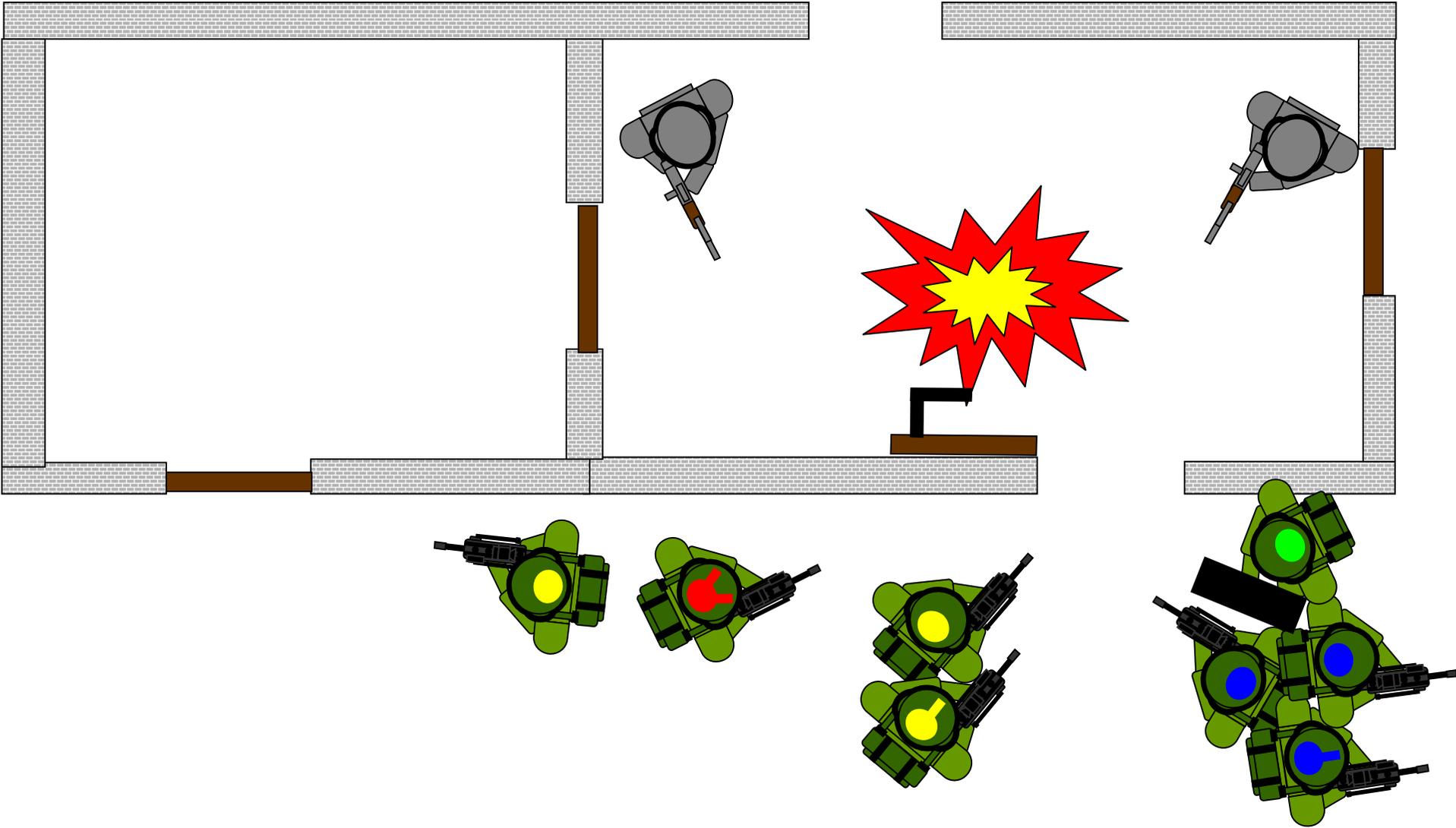
# PENETRER



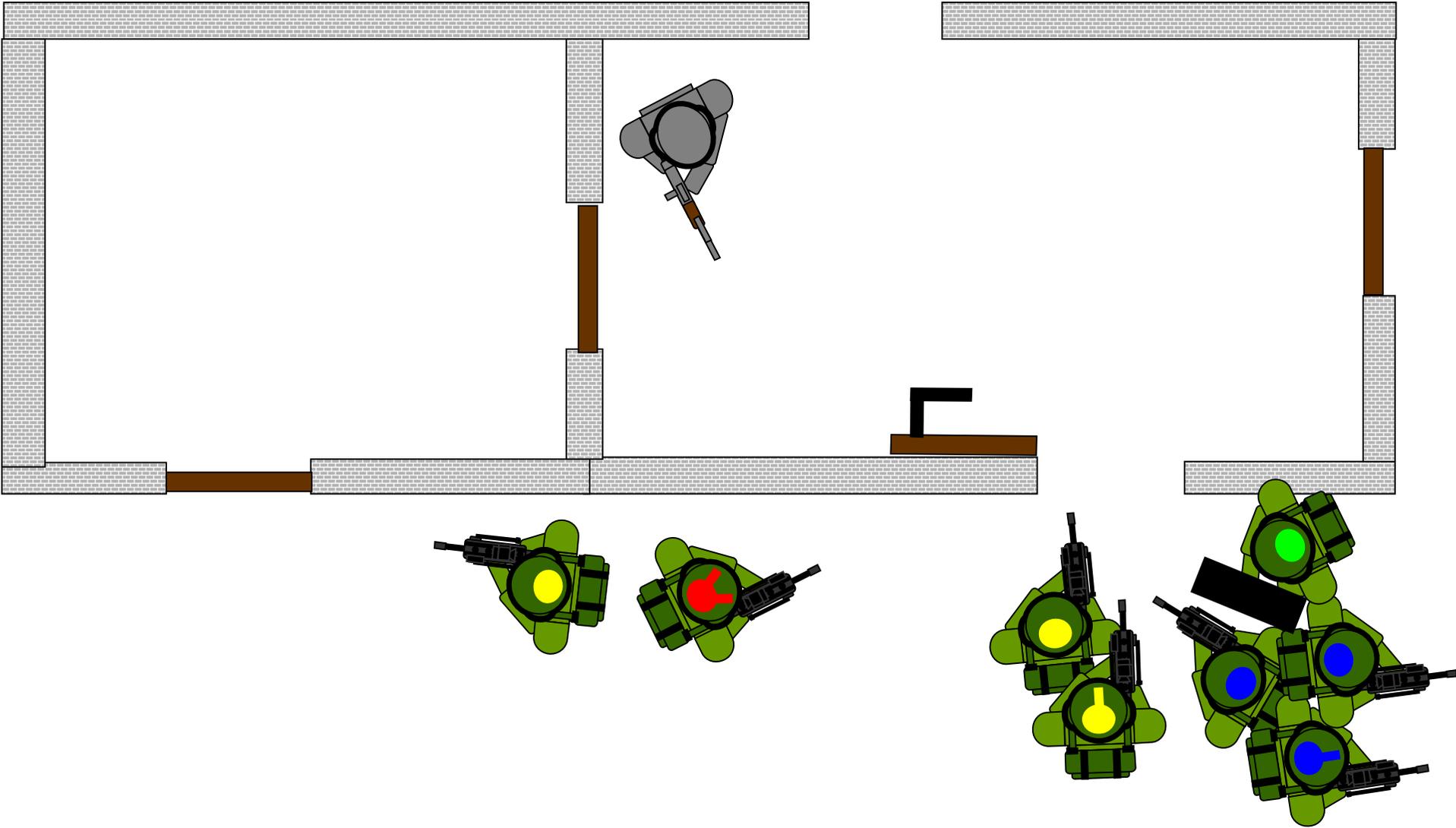
# PENETRER



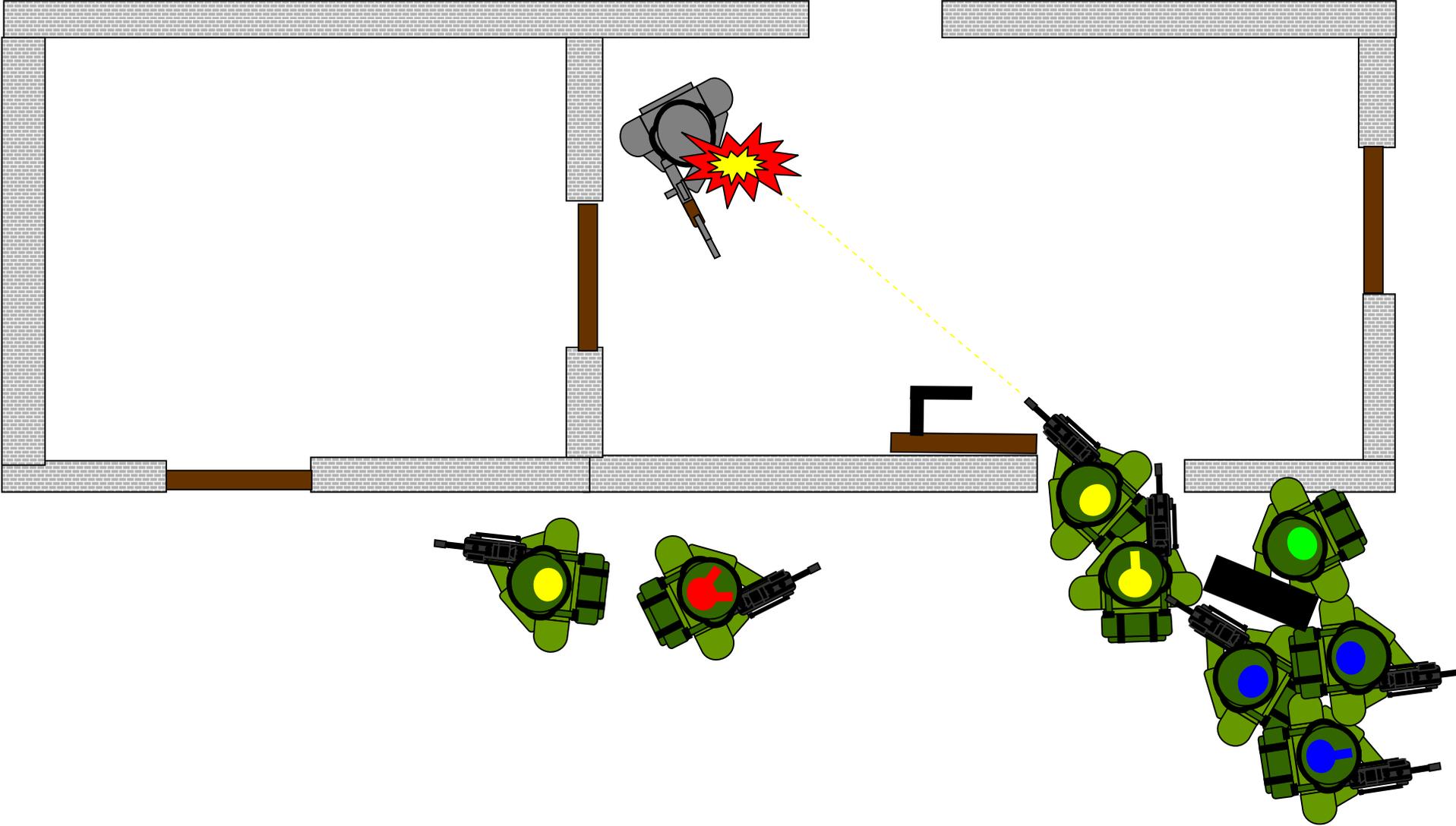
# PENETRER



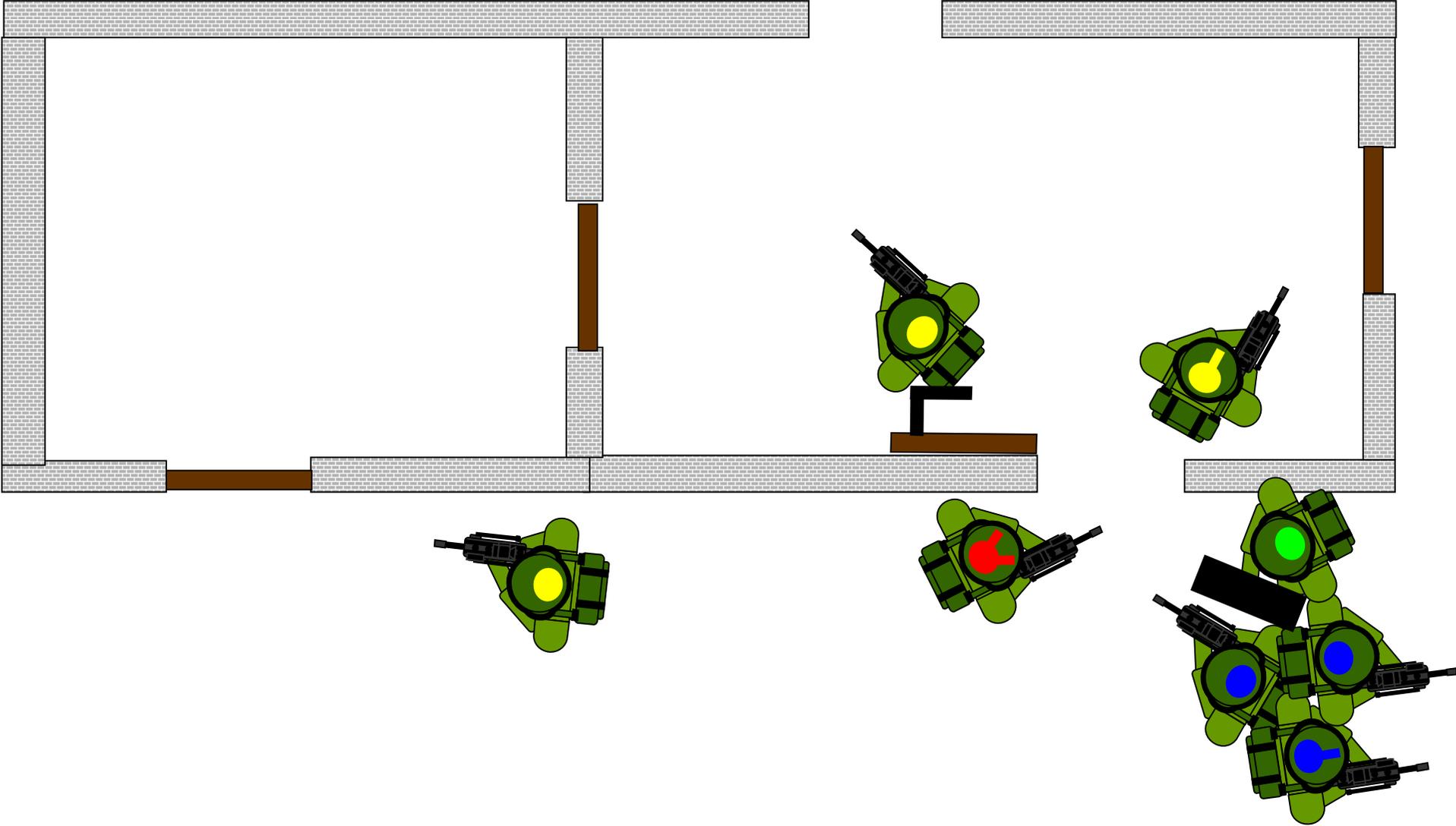
# PENETRER



# PENETRER



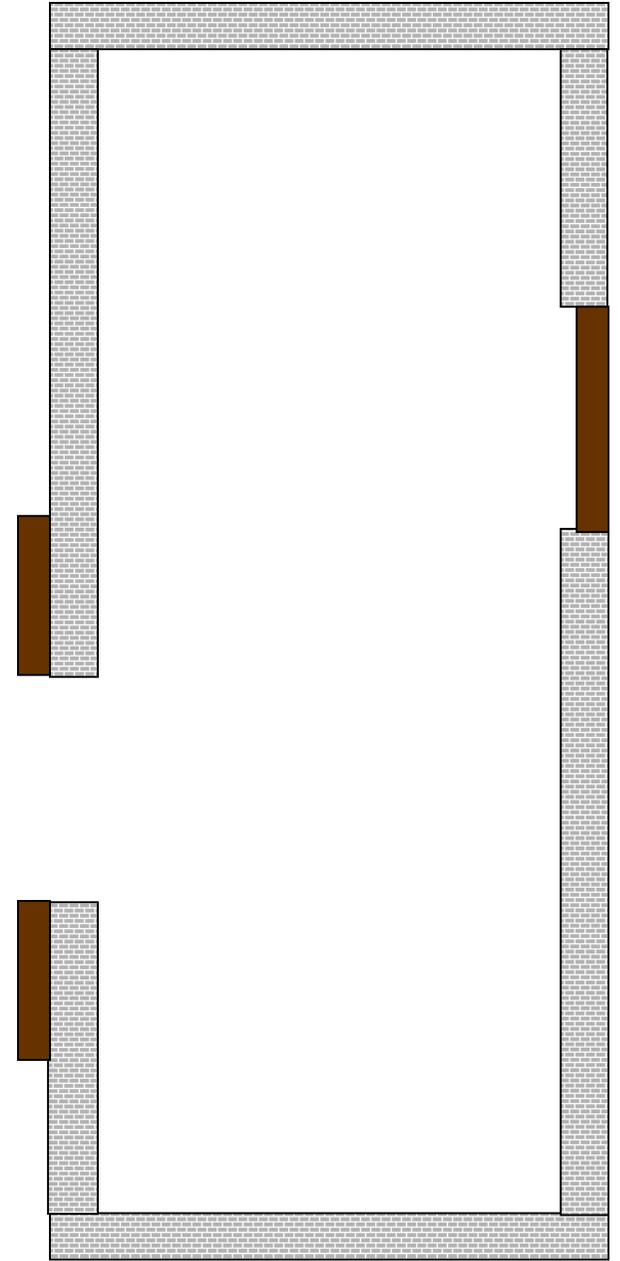
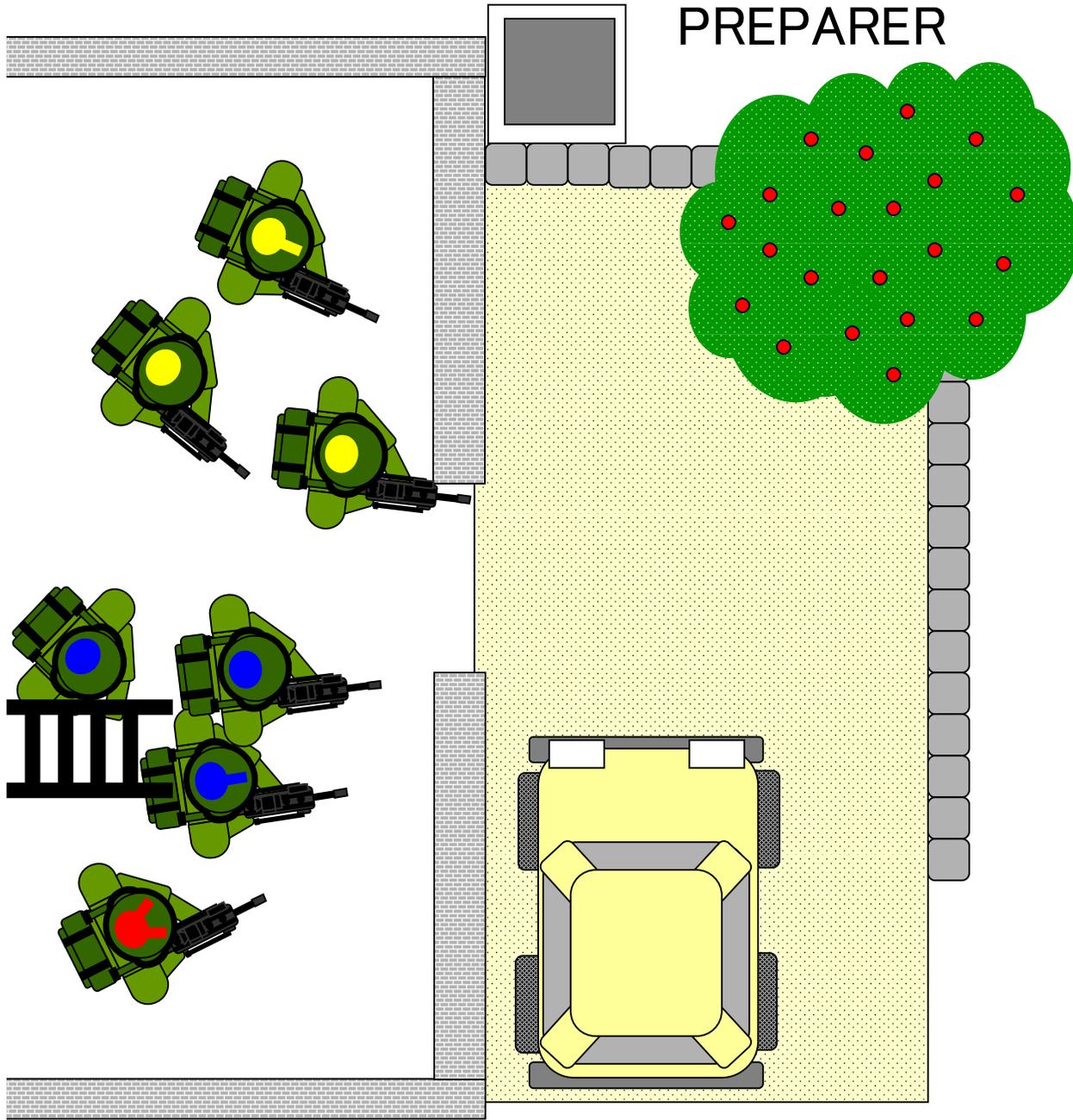
# PENETRER



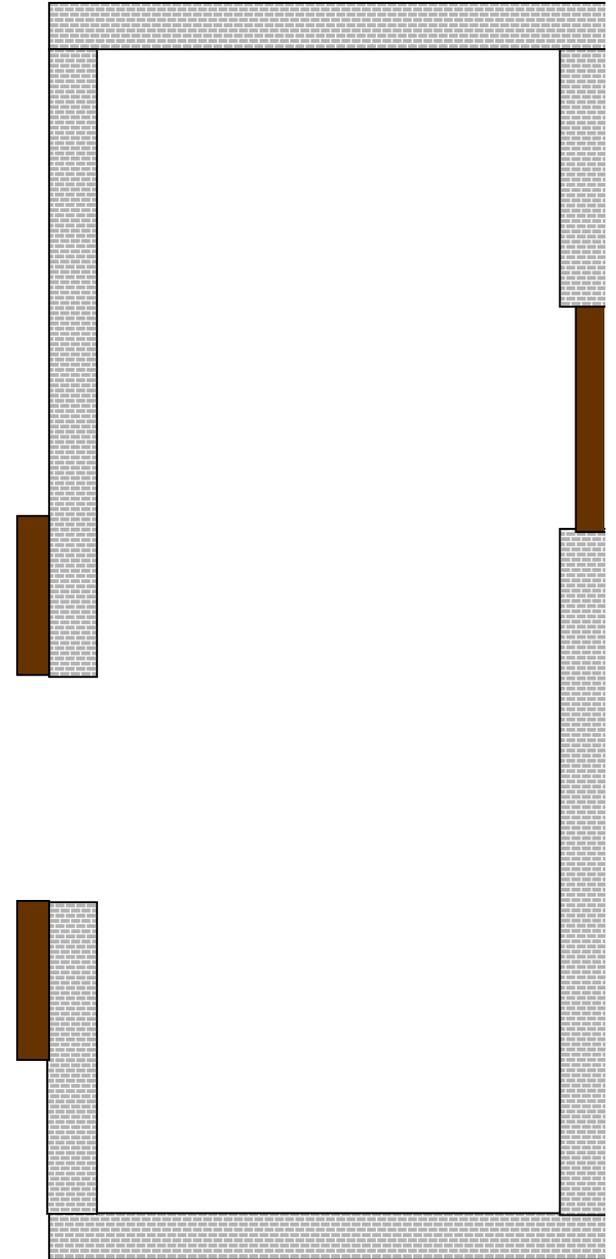
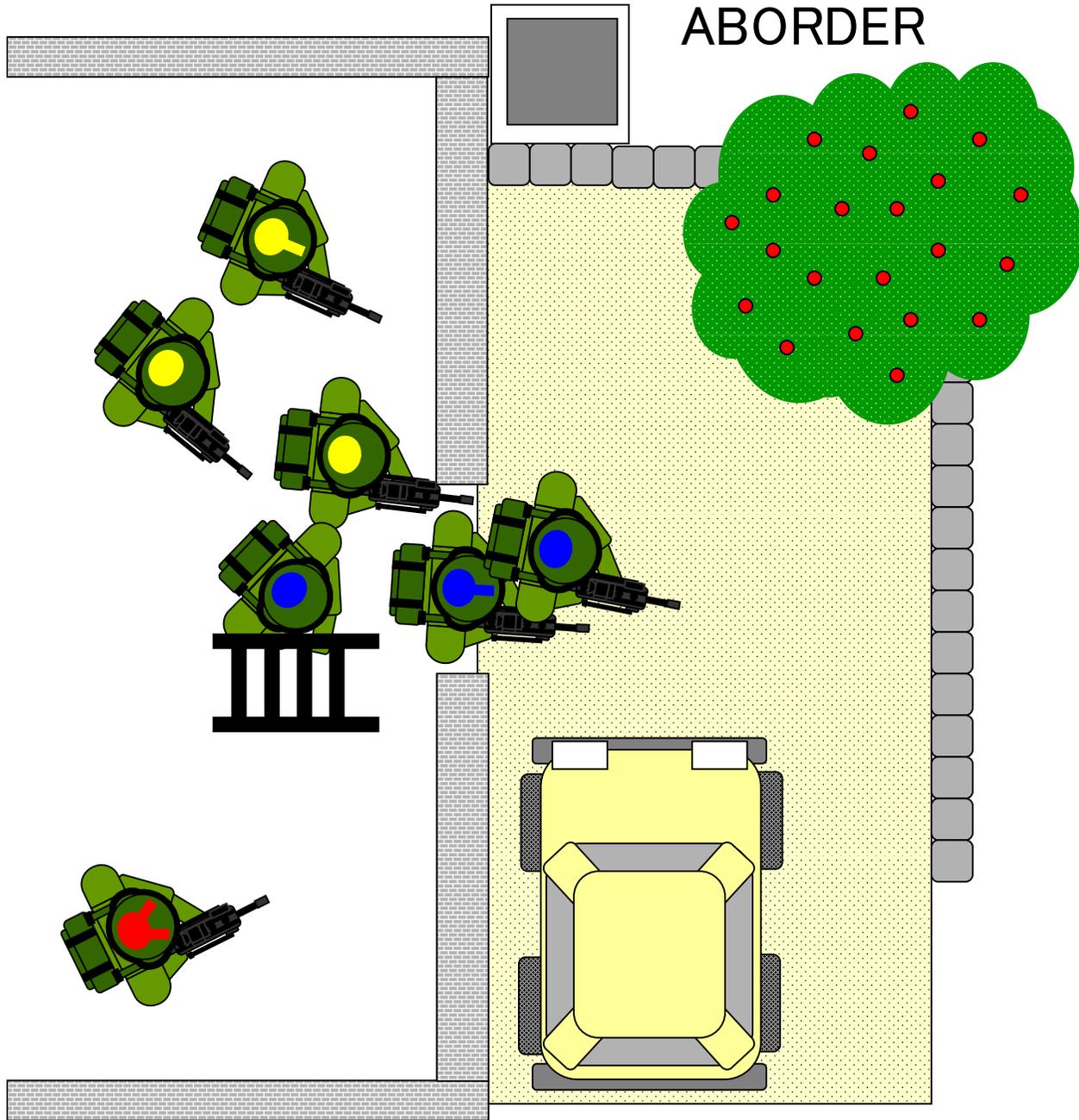
***FRANCHISEMENT***

***UTILISATION DE L'ECHELLE***

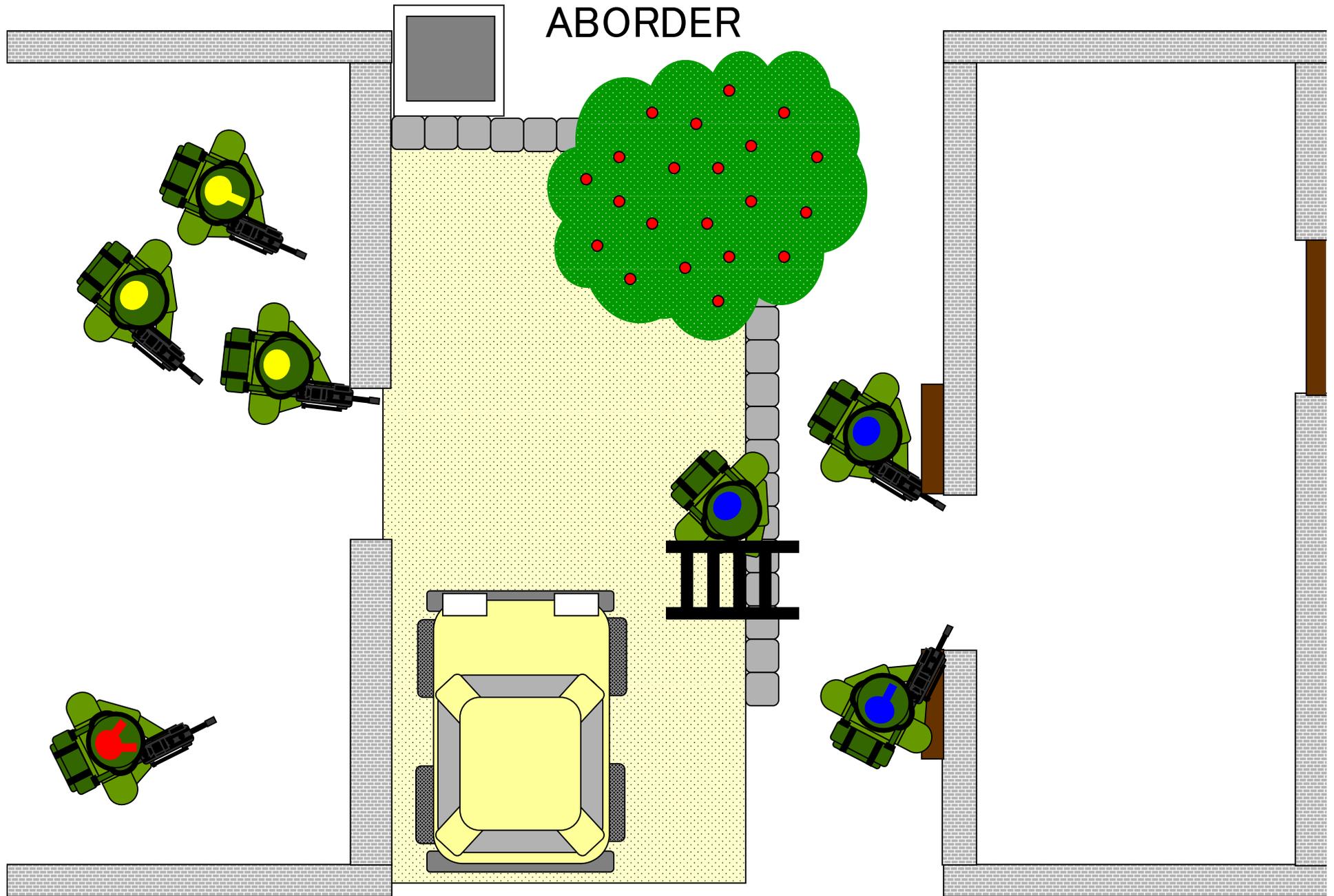
PREPARER



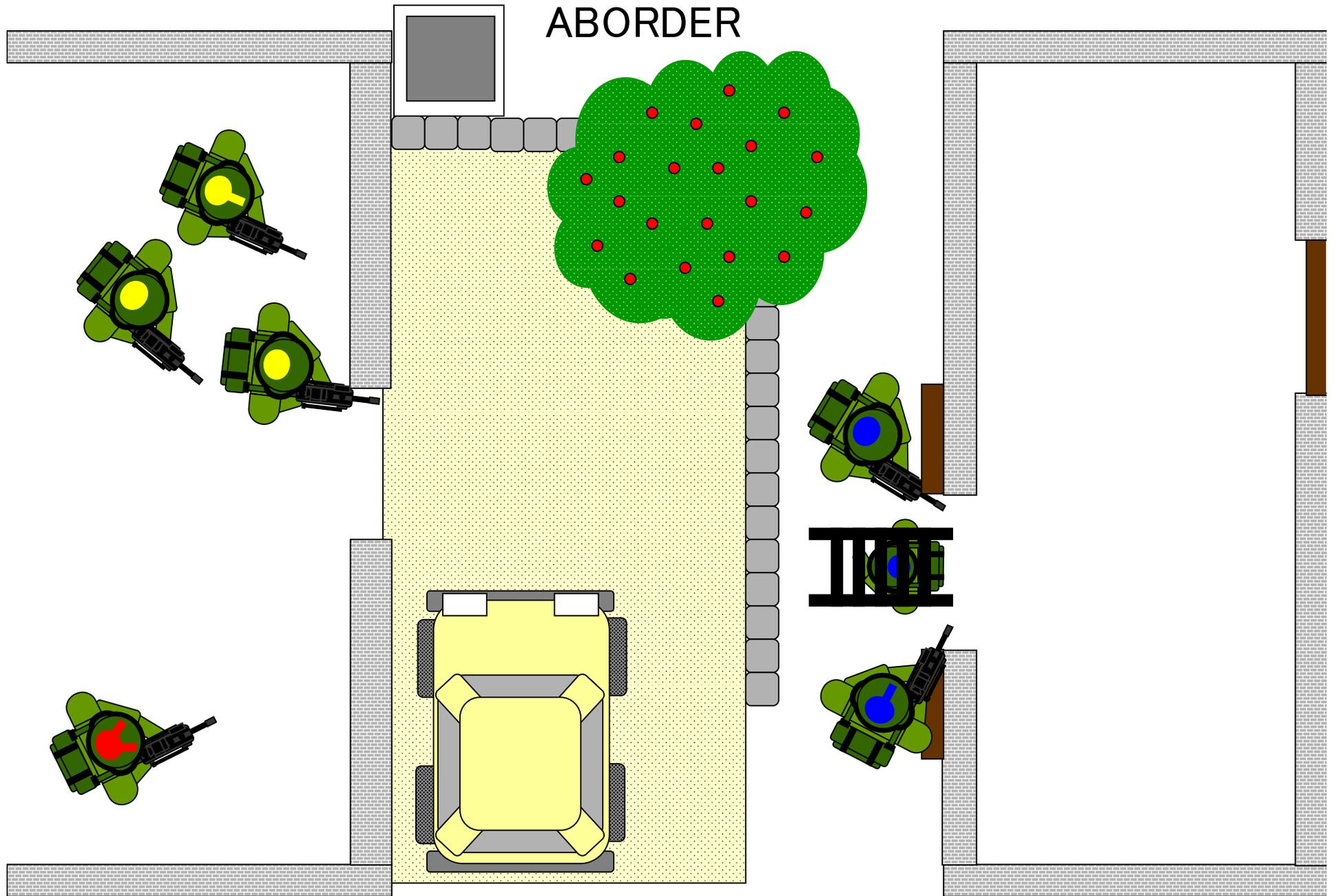
ABORDER



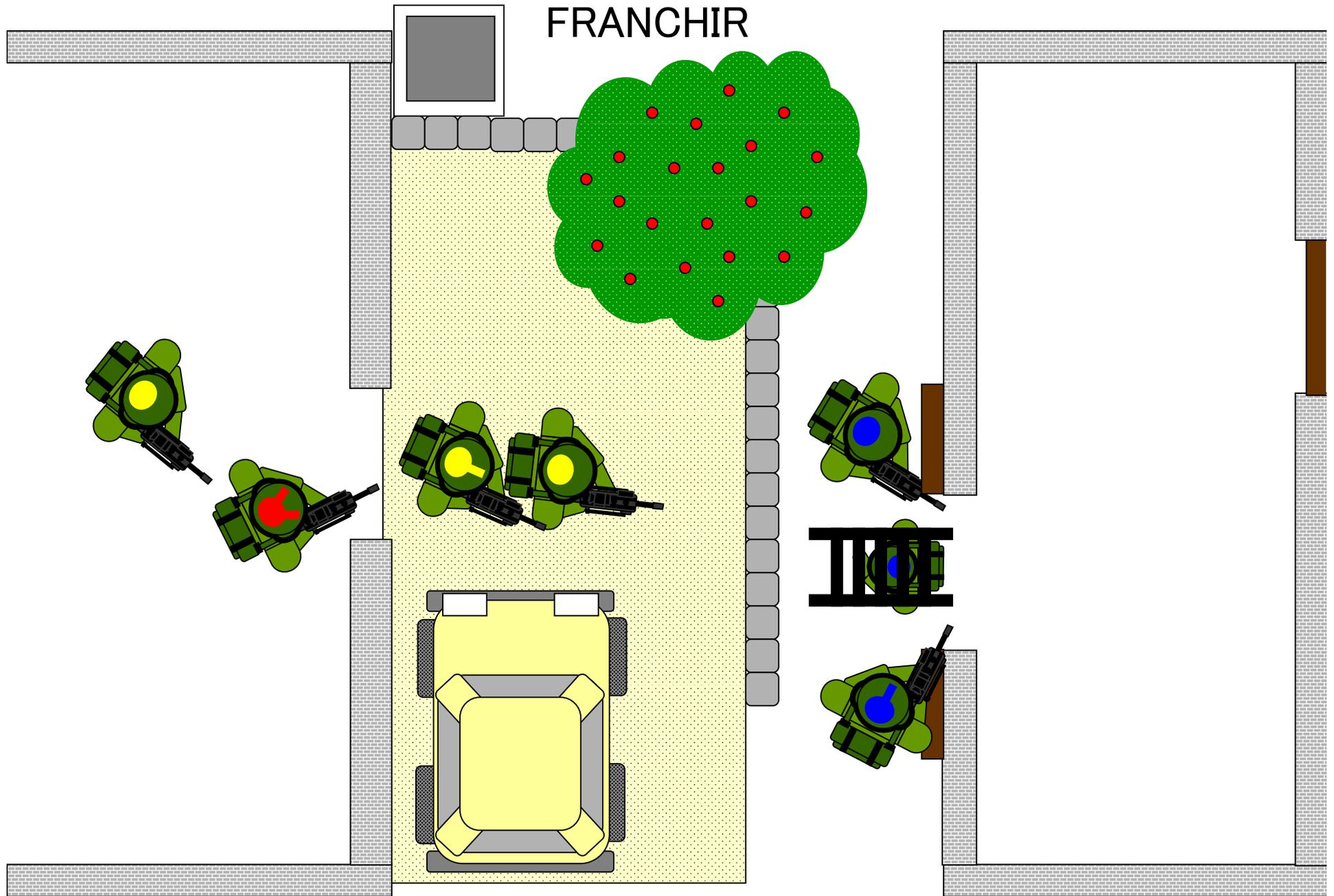
ABORDER



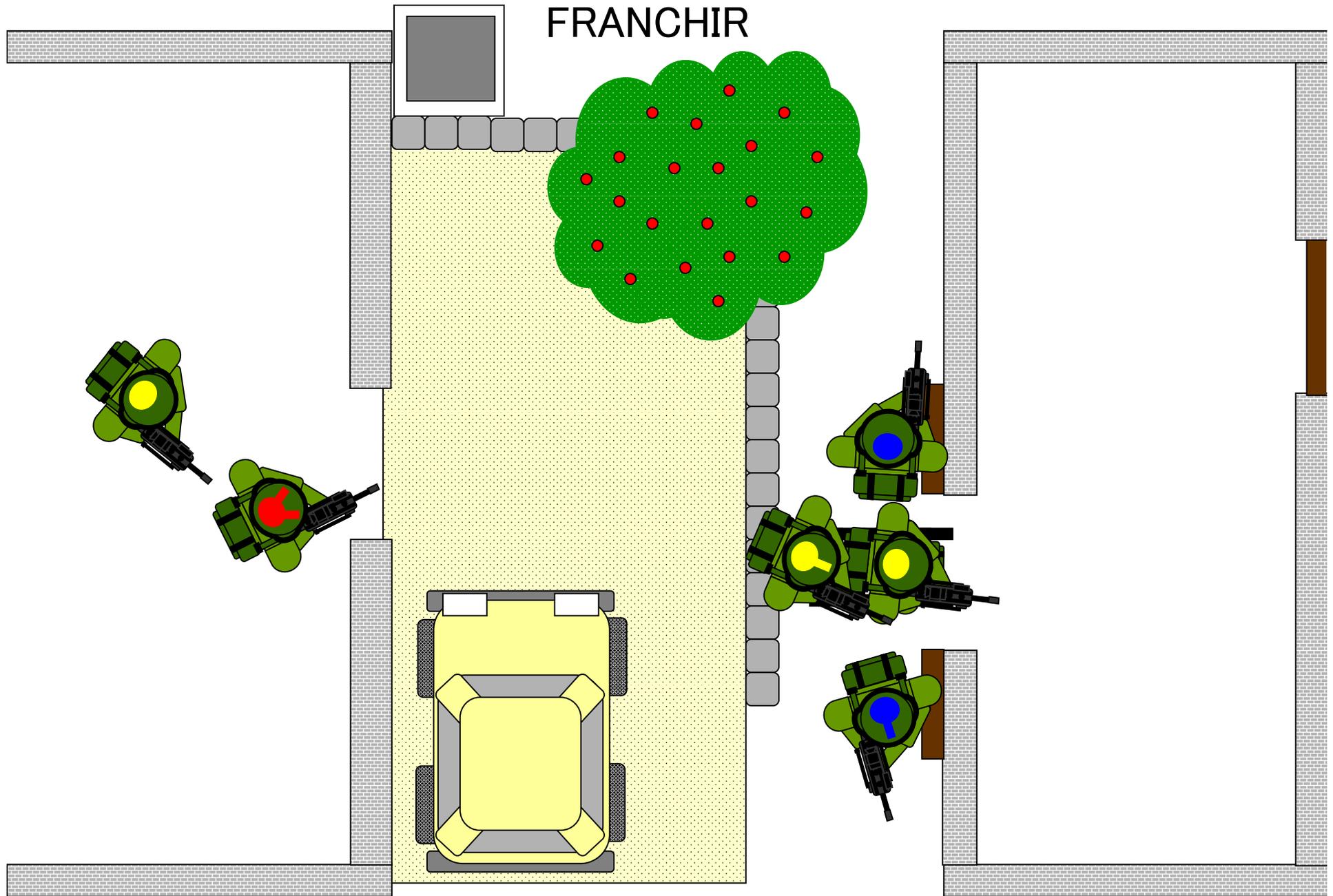
ABORDER



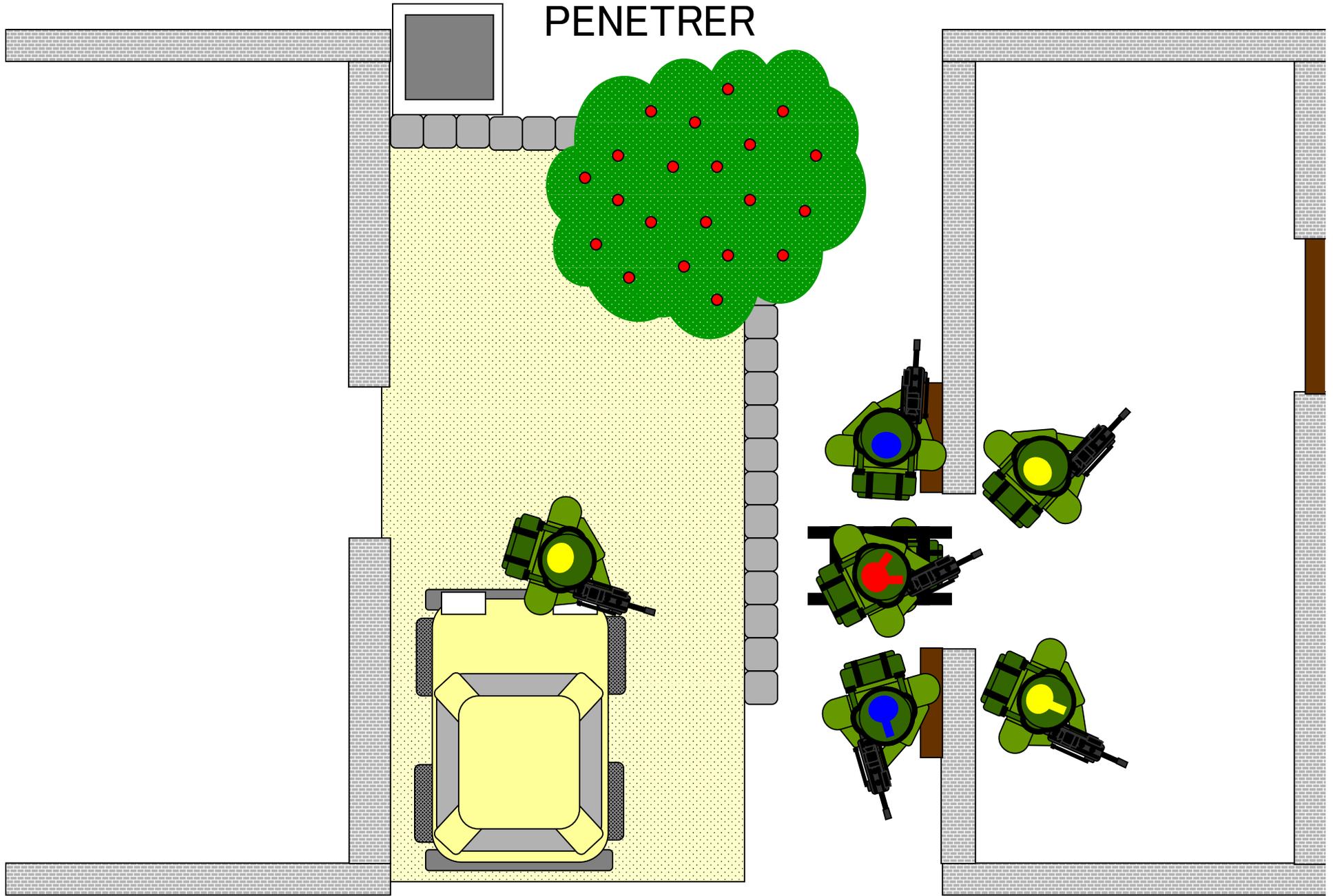
FRANCHIR



FRANCHIR

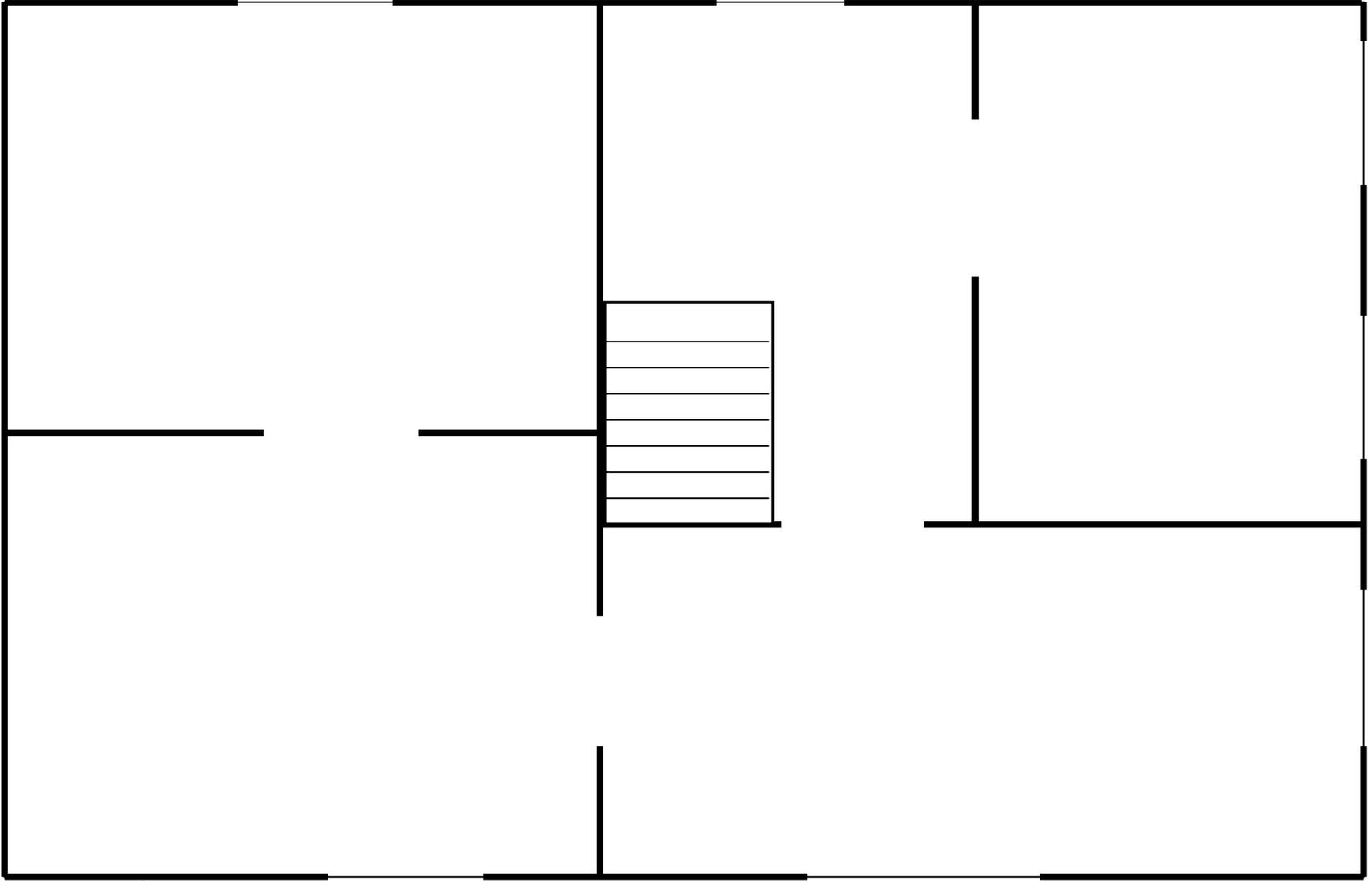
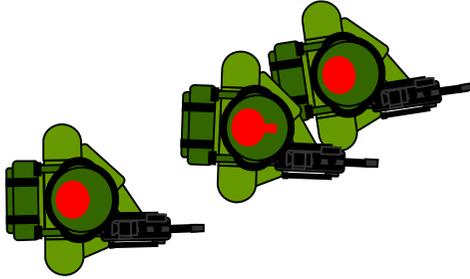
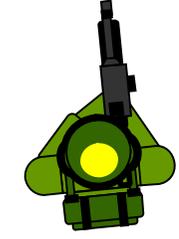


PENETRER

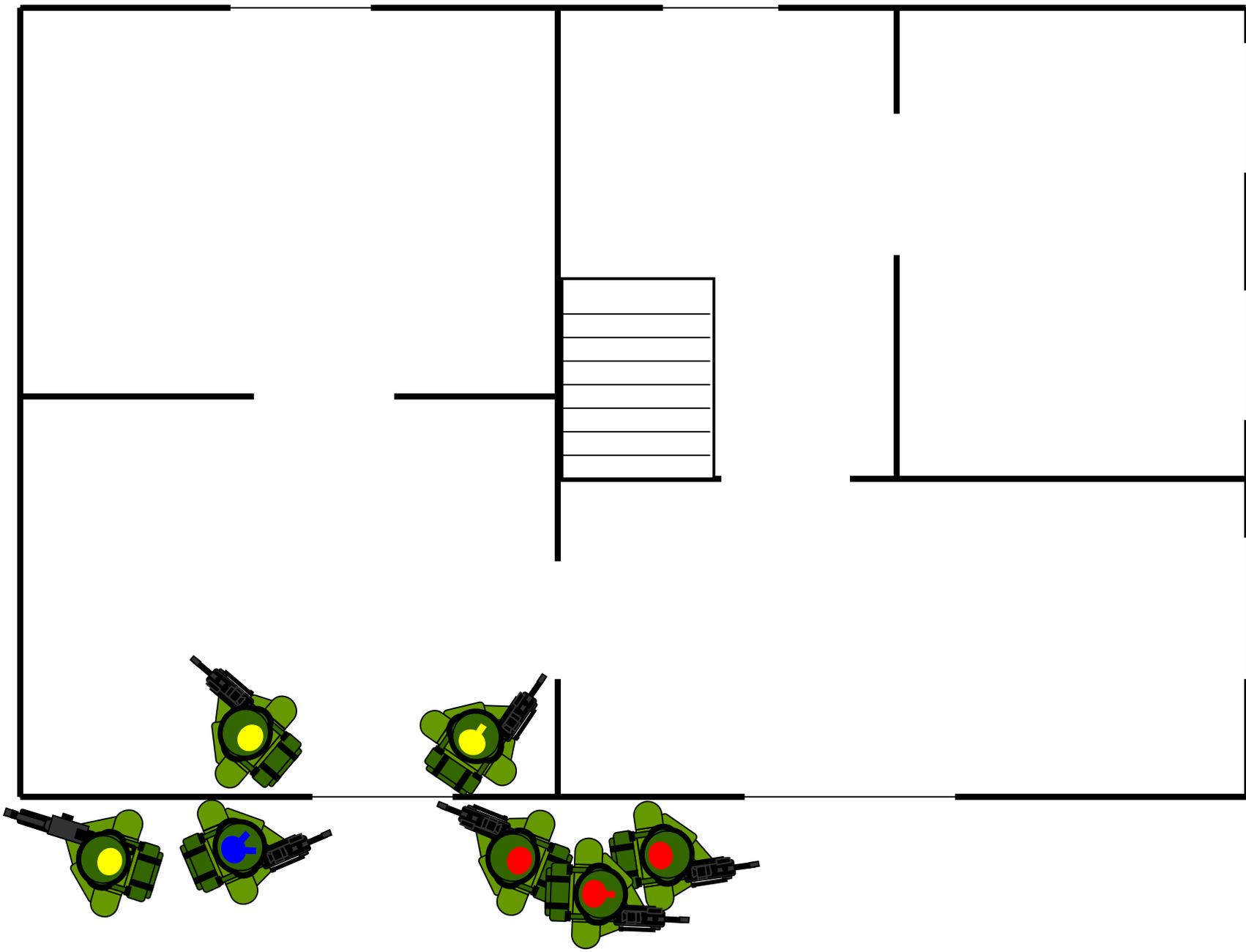


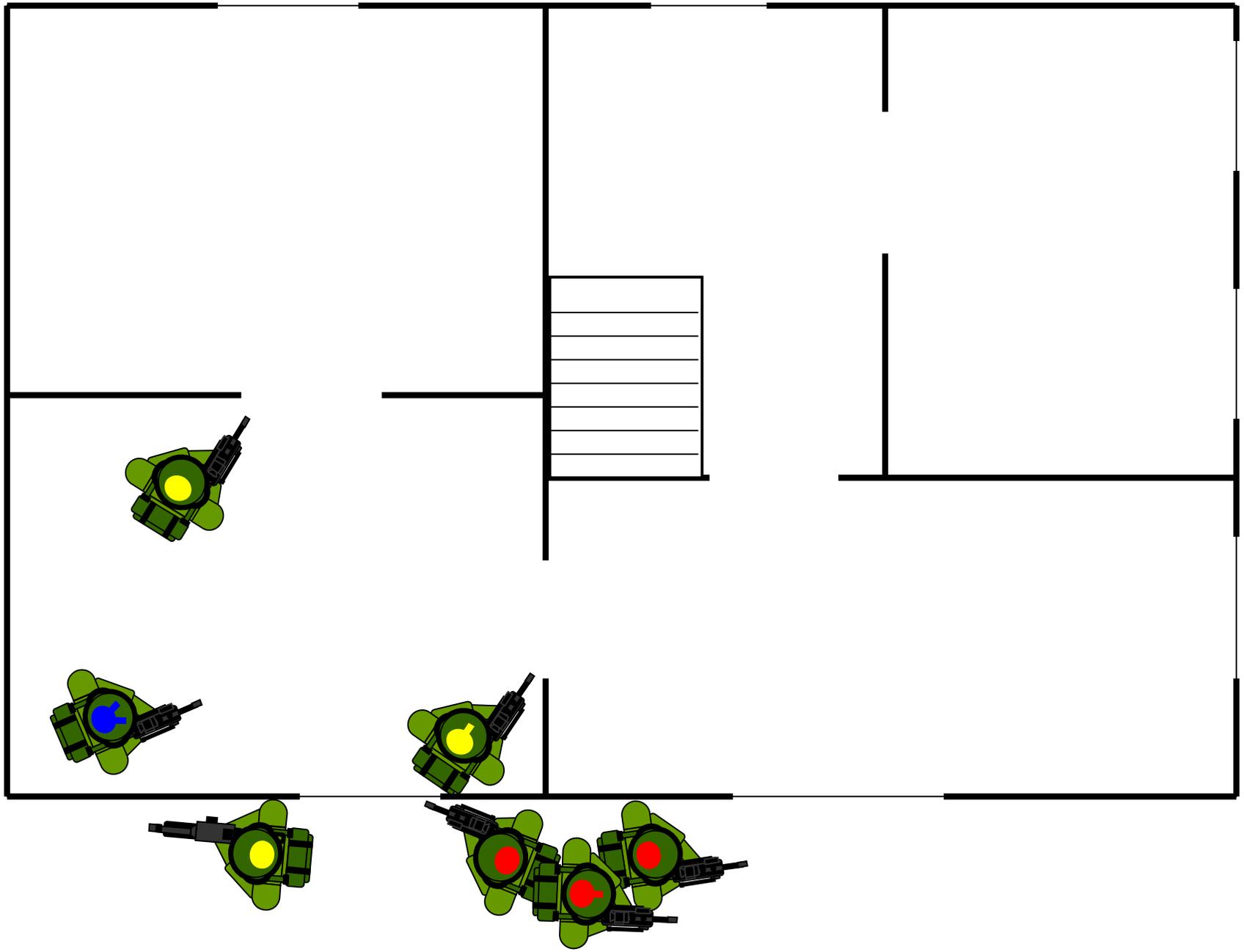
***DEPLACEMENT***

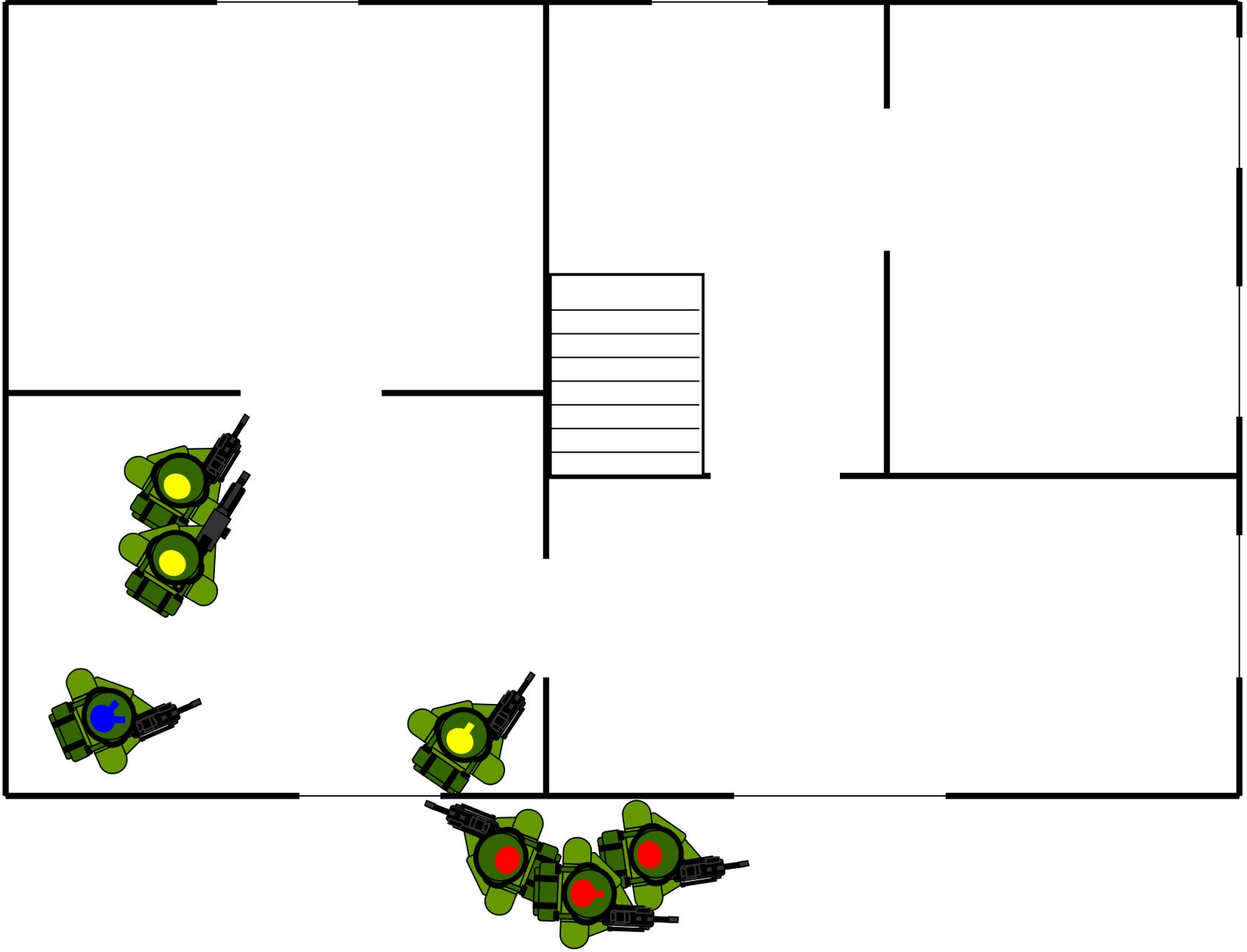
***EN MILIEU CLOS***

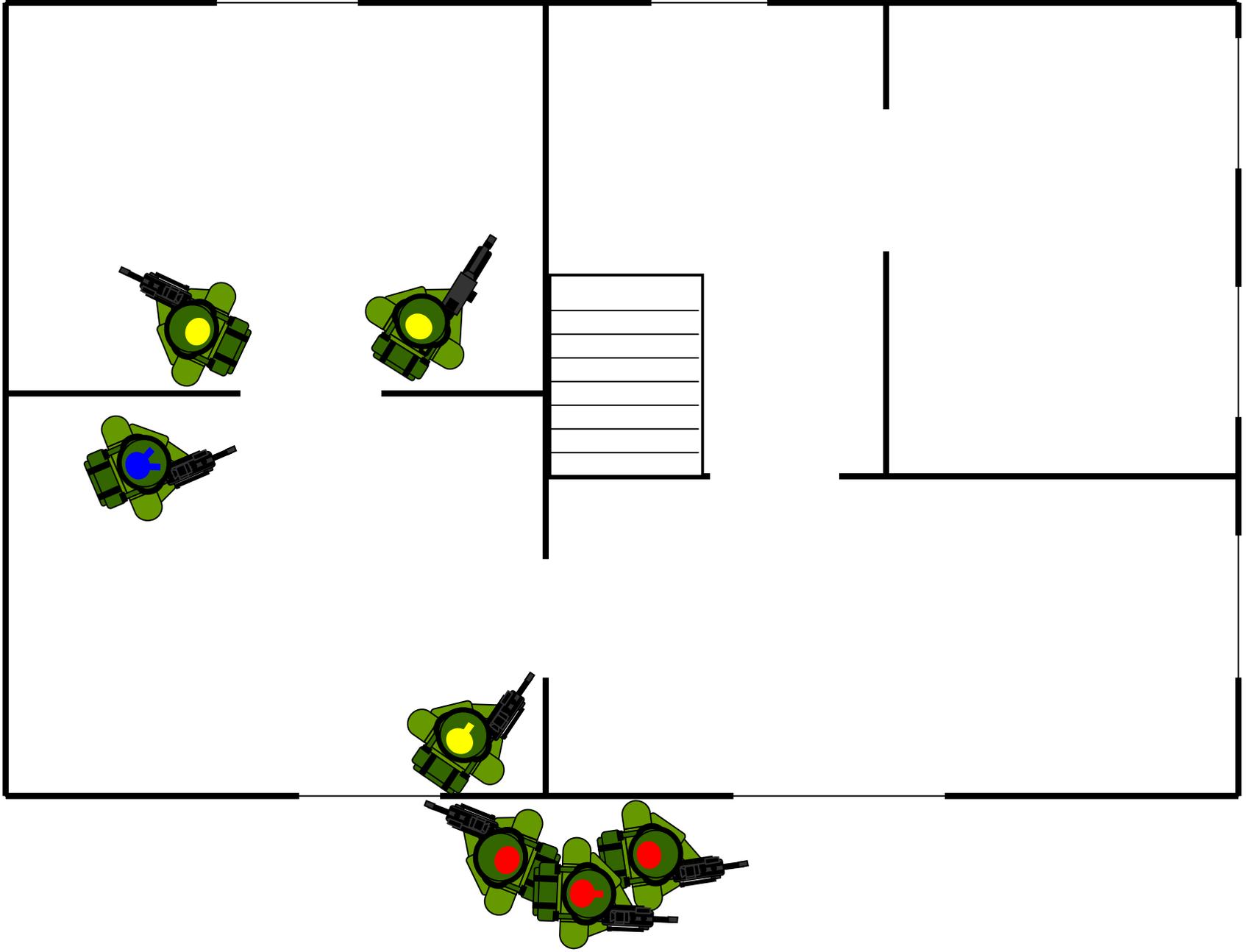


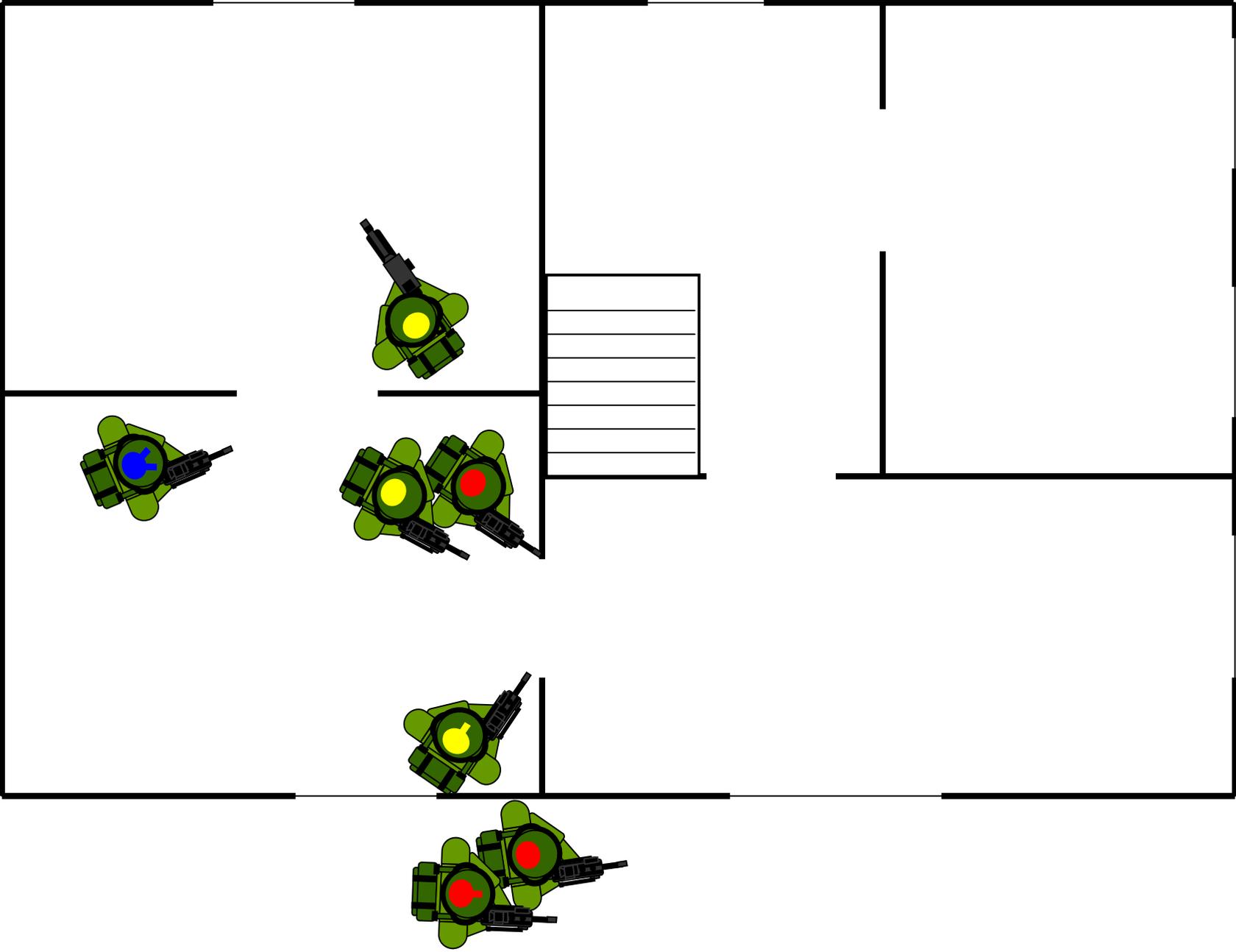






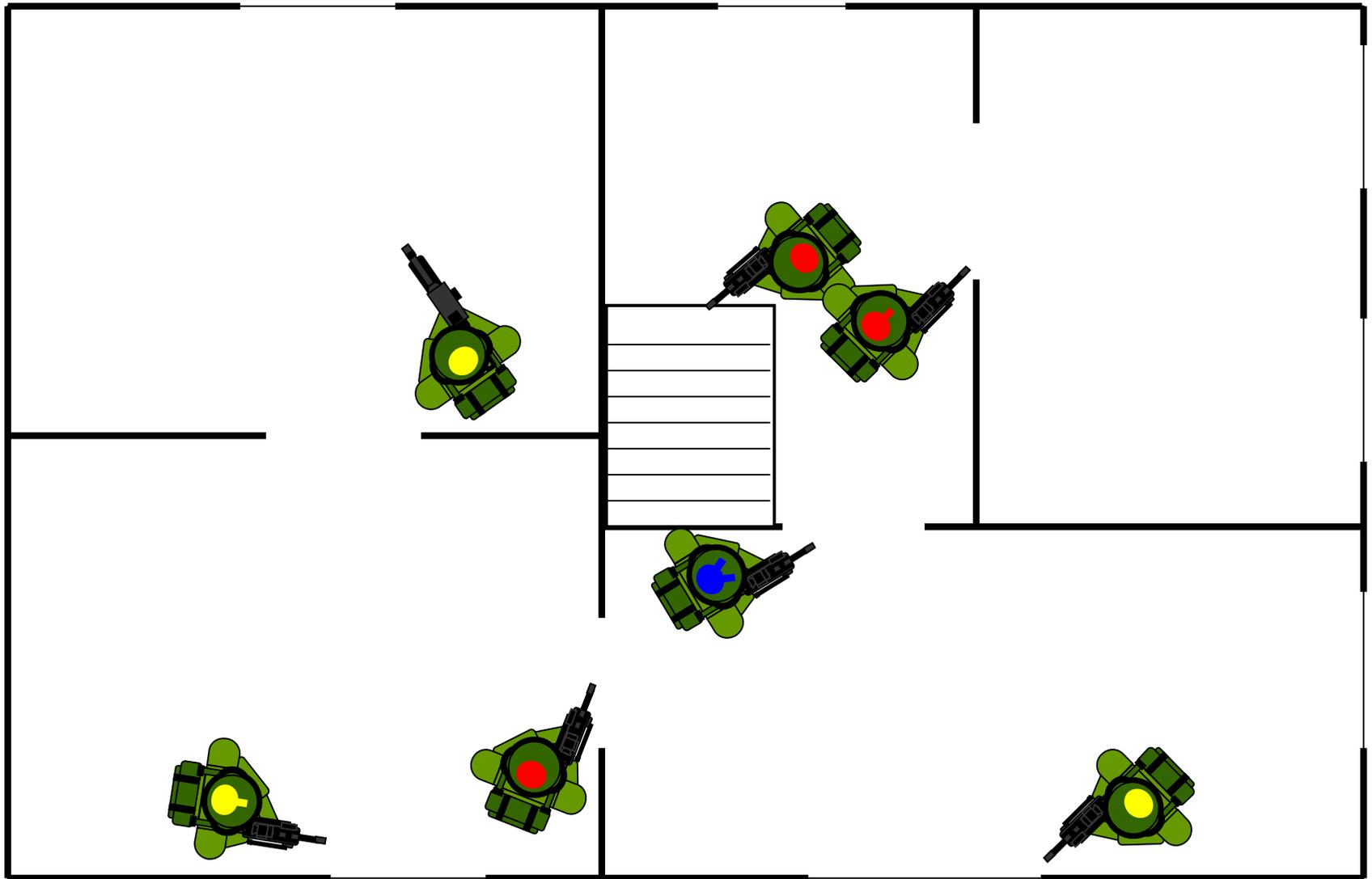


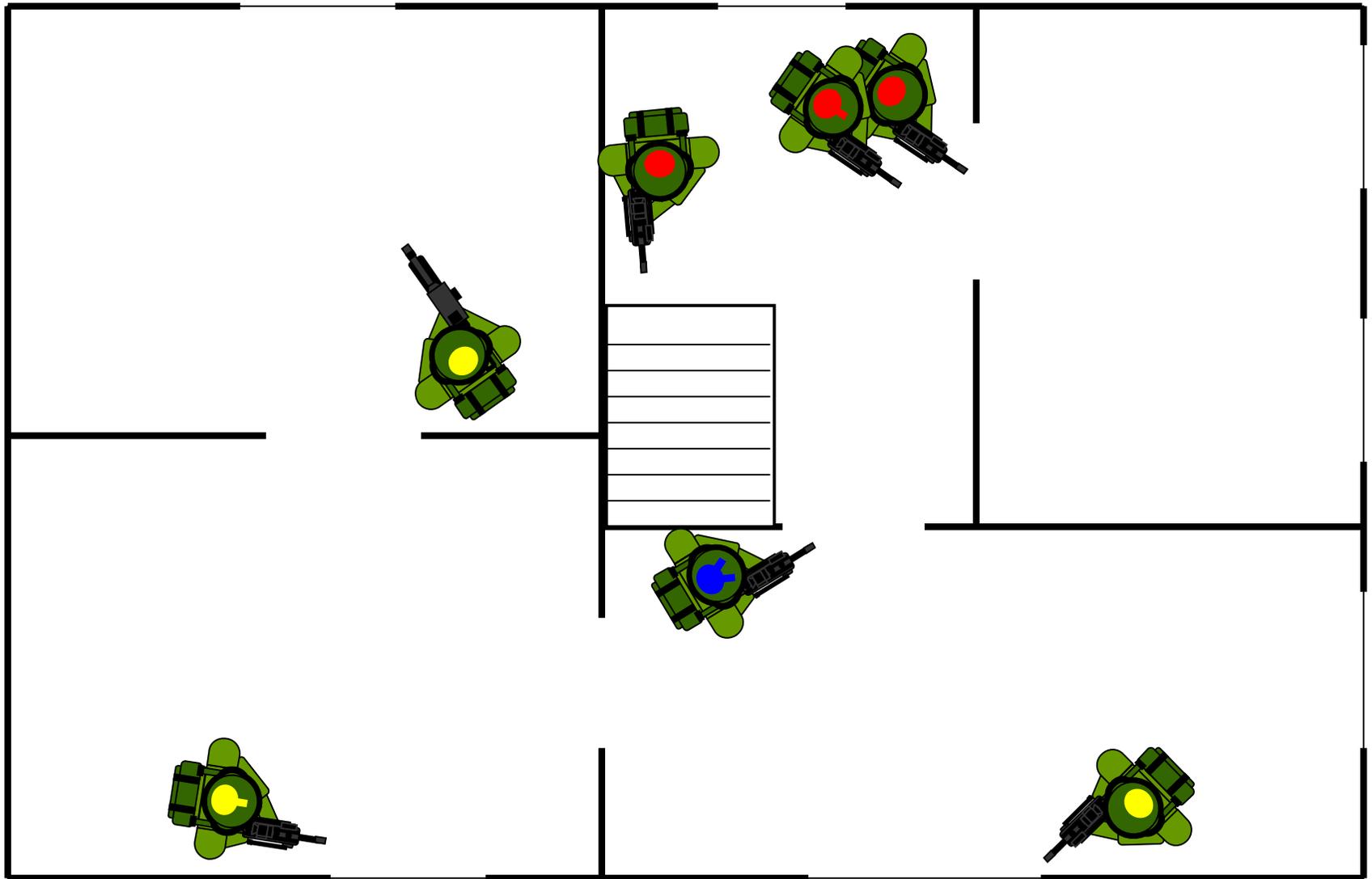










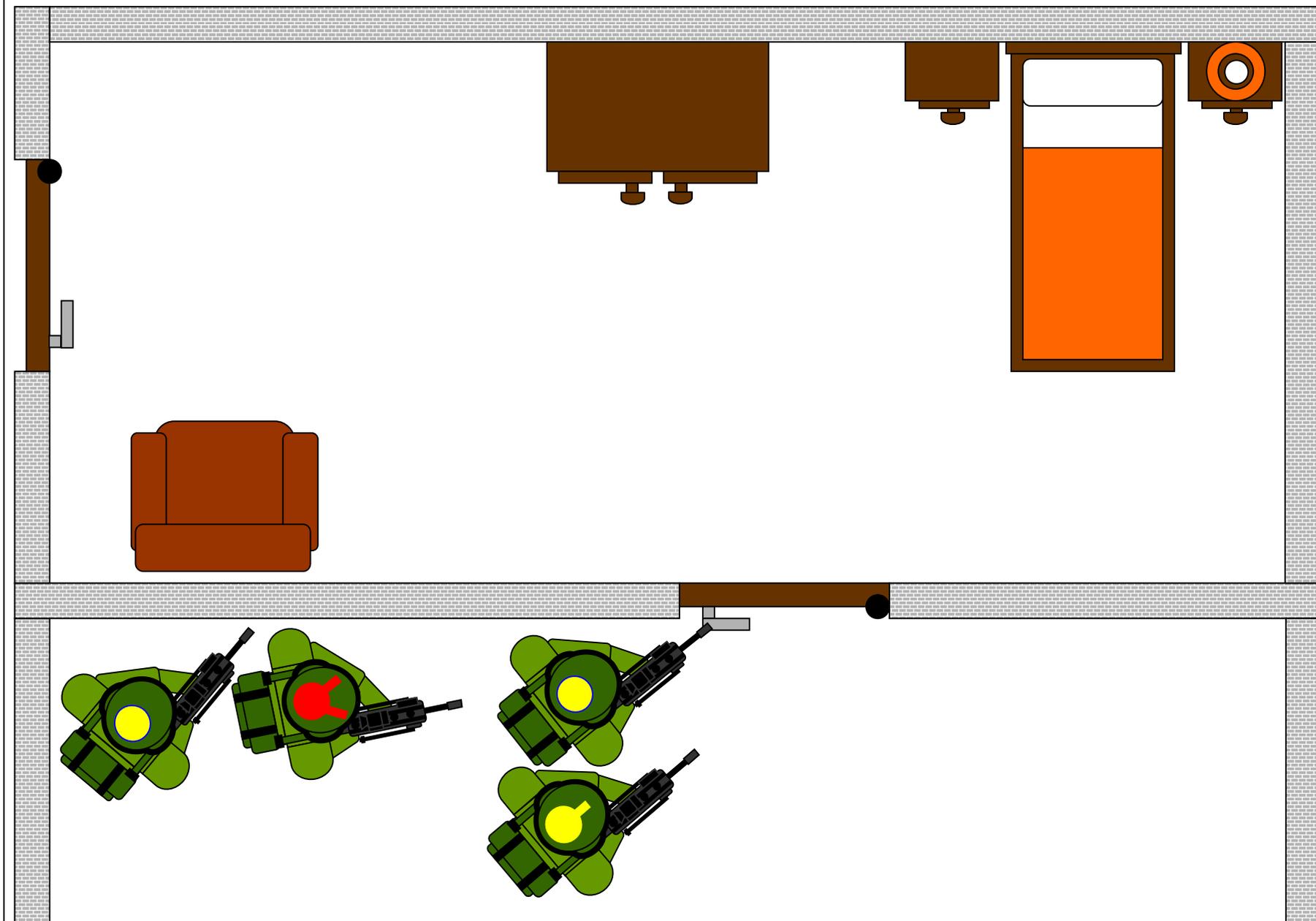




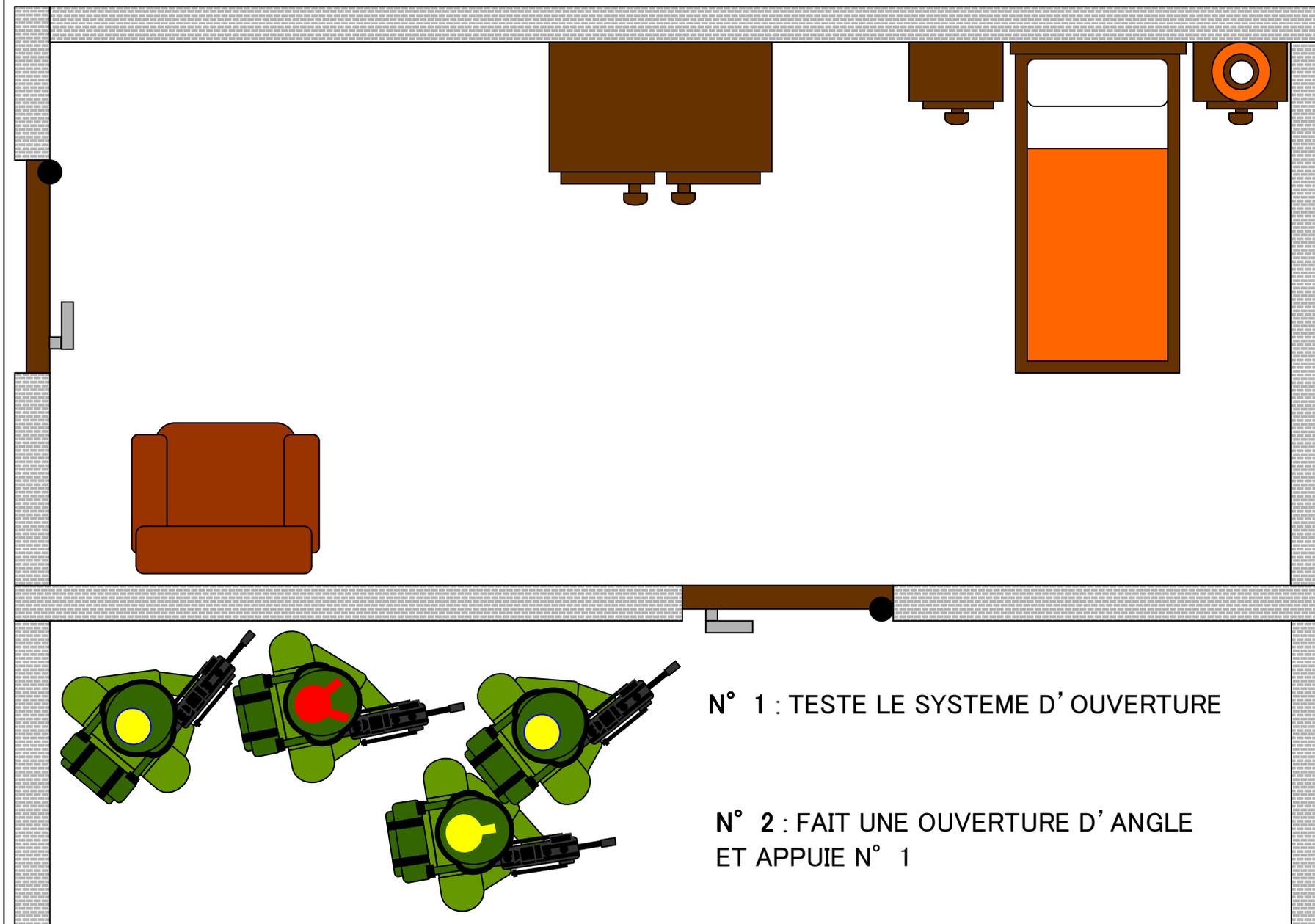
**LE TRINÔME**

***FOUILLE UNE PIÈCE***

# ABORDER



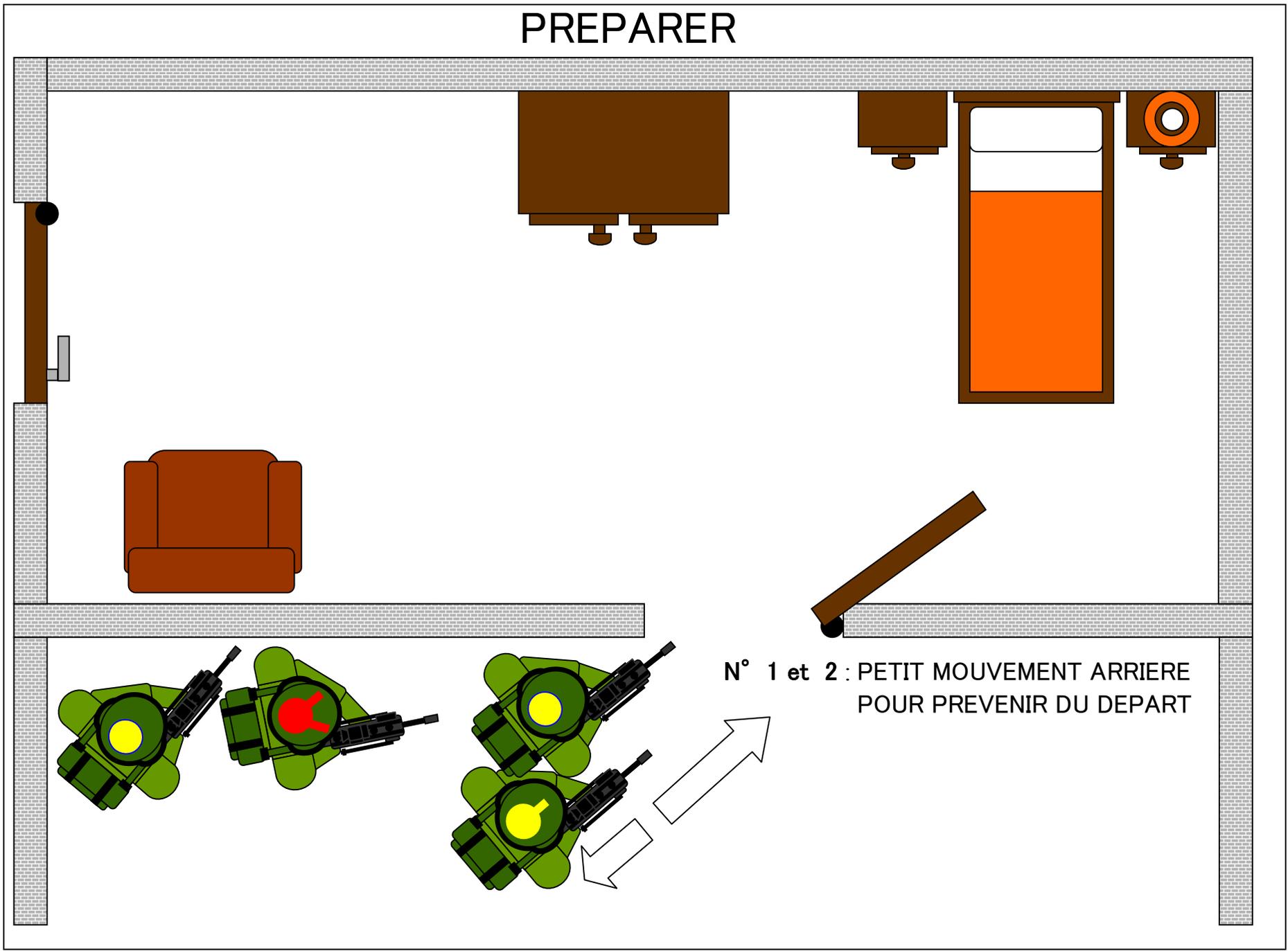
# ABORDER



N° 1 : TESTE LE SYSTEME D'OUVERTURE

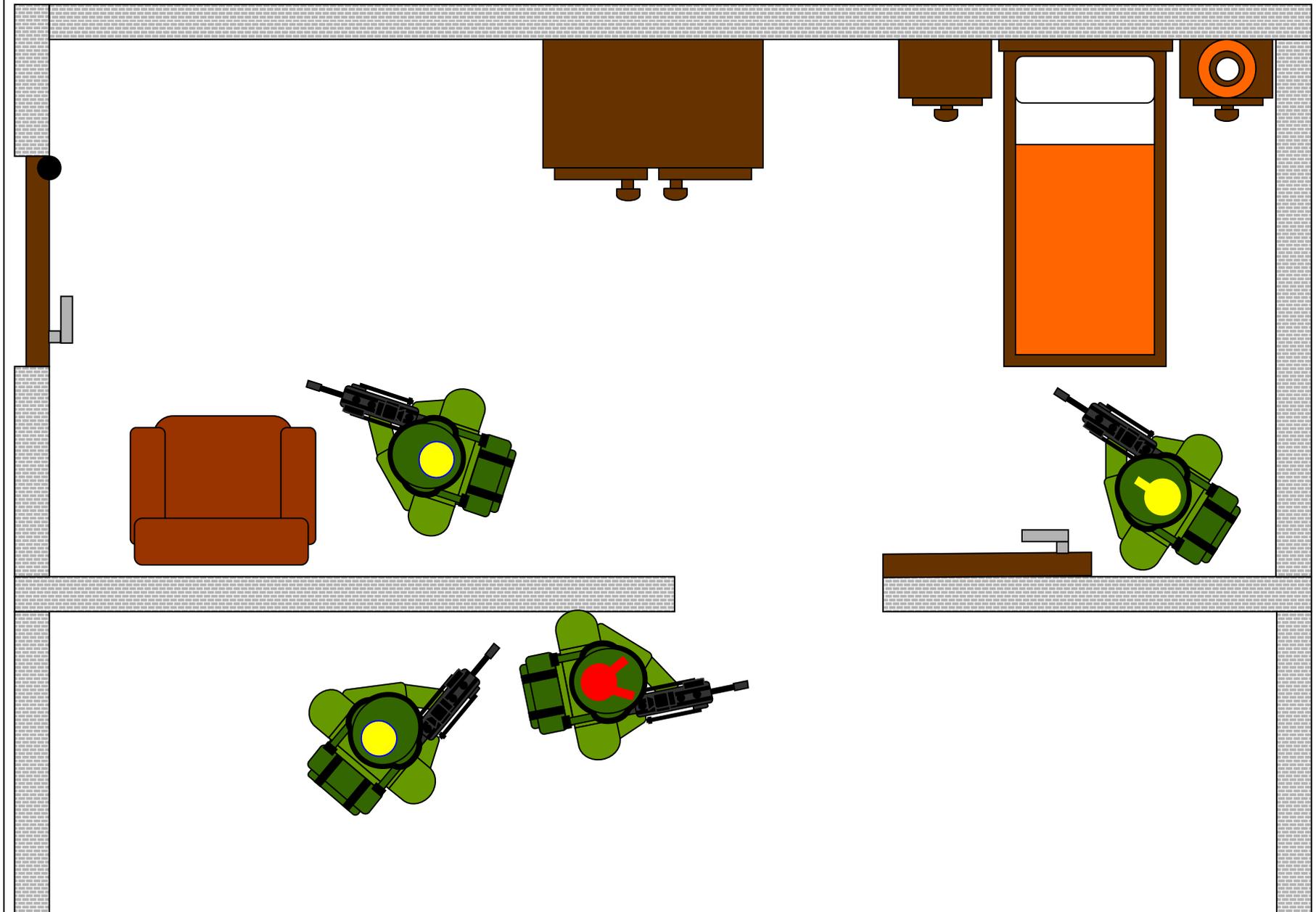
N° 2 : FAIT UNE OUVERTURE D'ANGLE  
ET APPUIE N° 1

# PREPARER

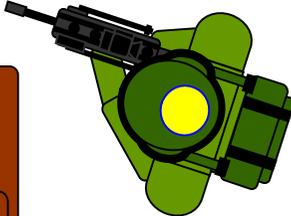
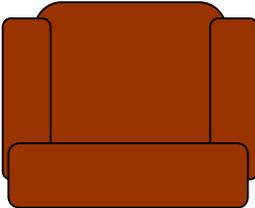


N° 1 et 2 : PETIT MOUVEMENT ARRIERE  
POUR PREVENIR DU DEPART

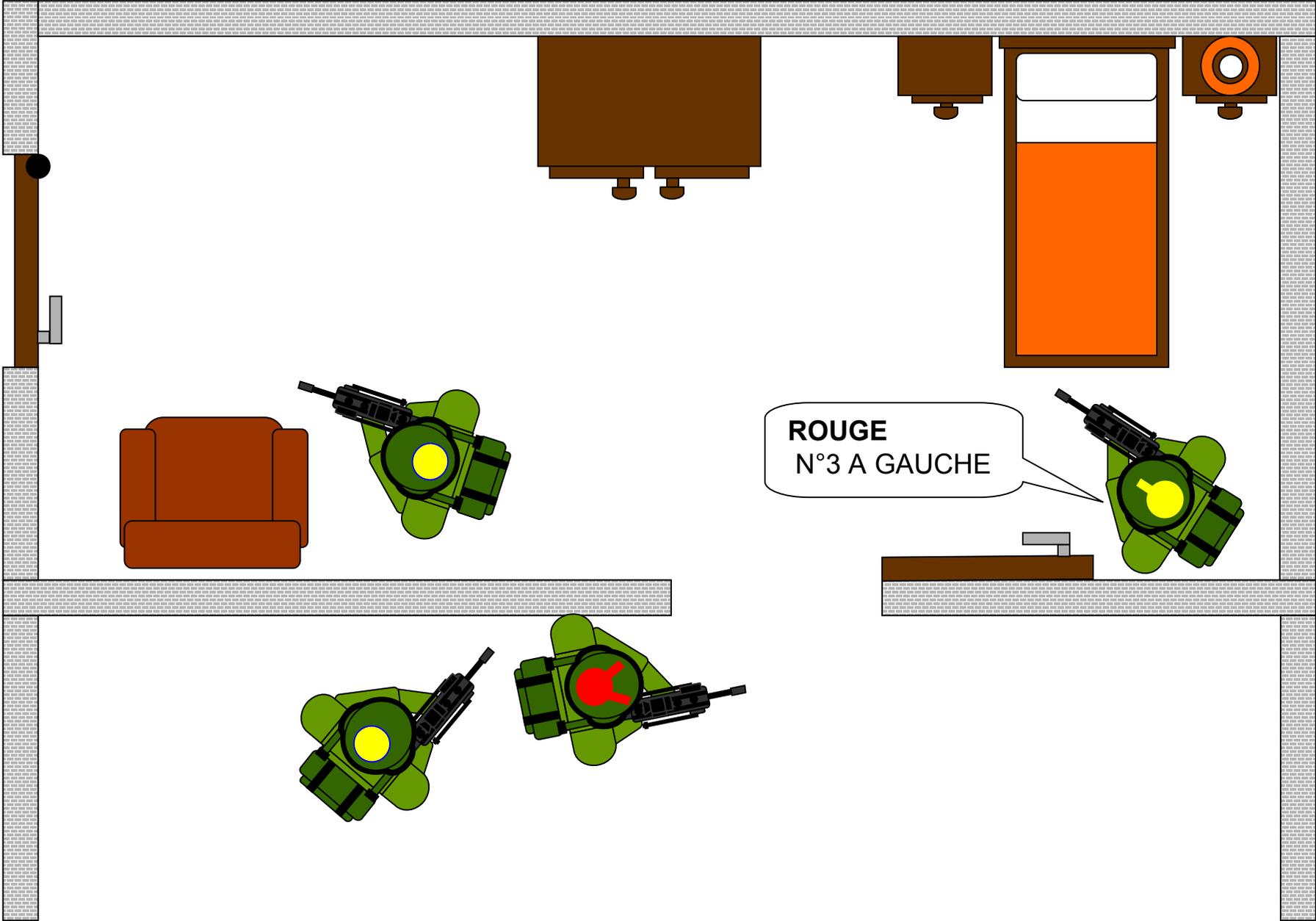
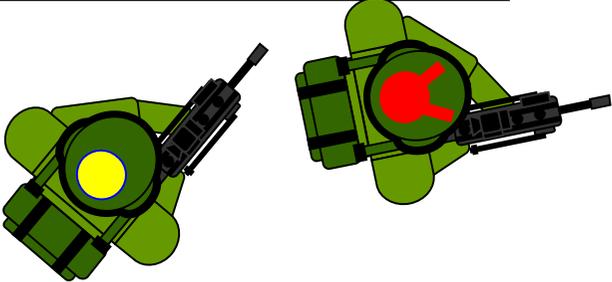
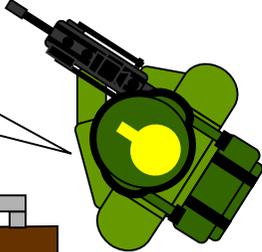
# PENETRER



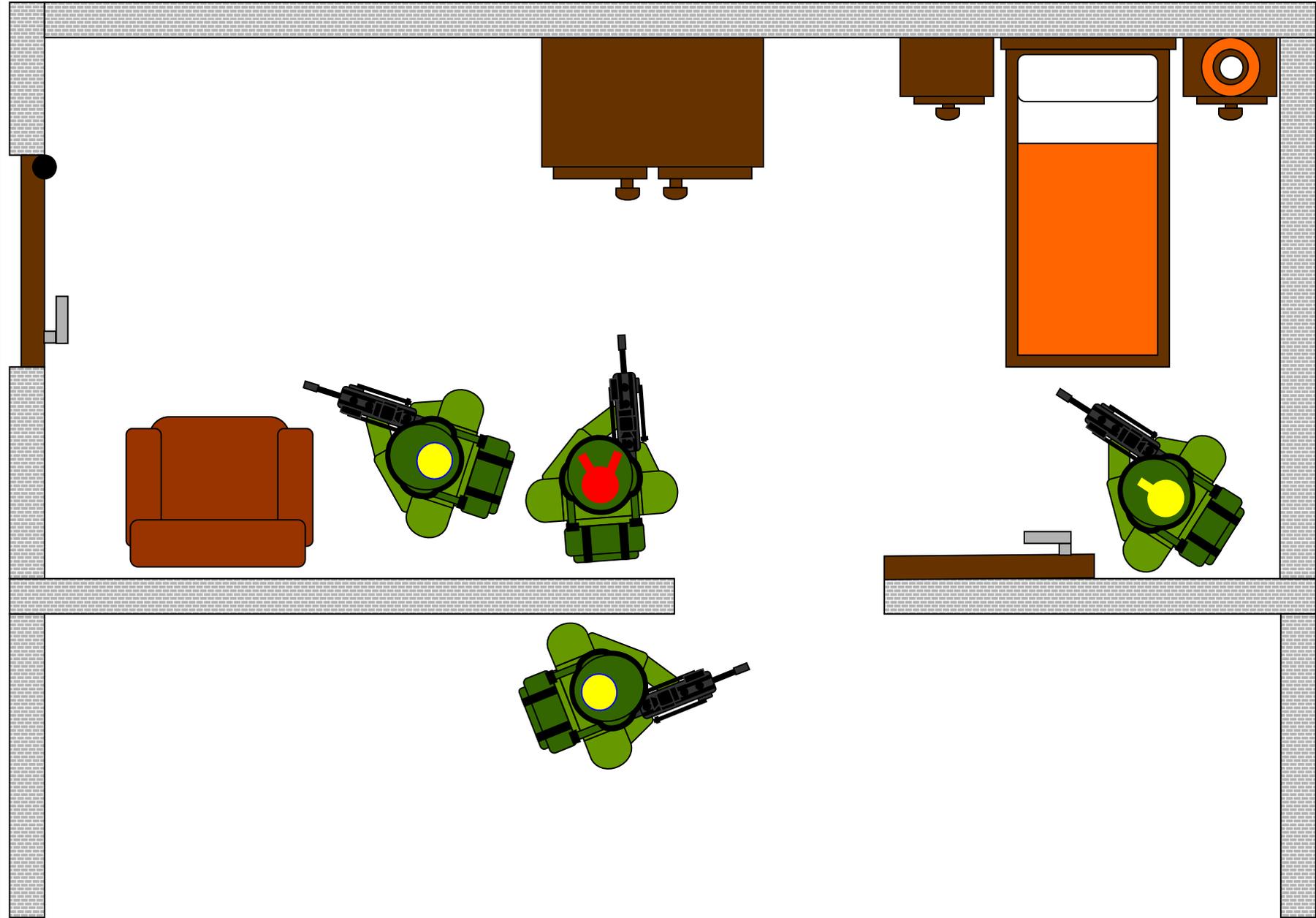
# RENDRE COMPTE



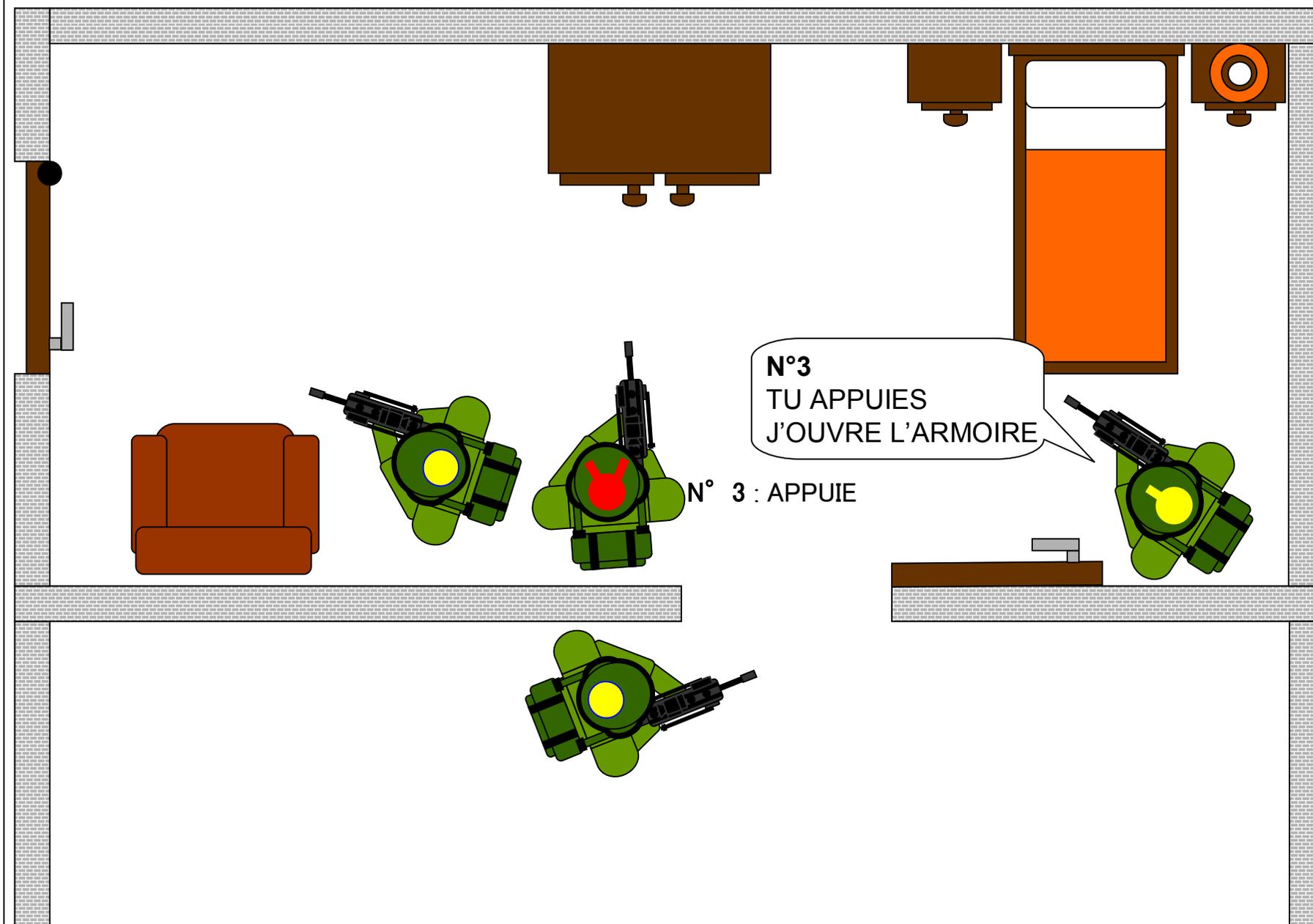
ROUGE  
N°3 A GAUCHE



# RENDRE COMPTE



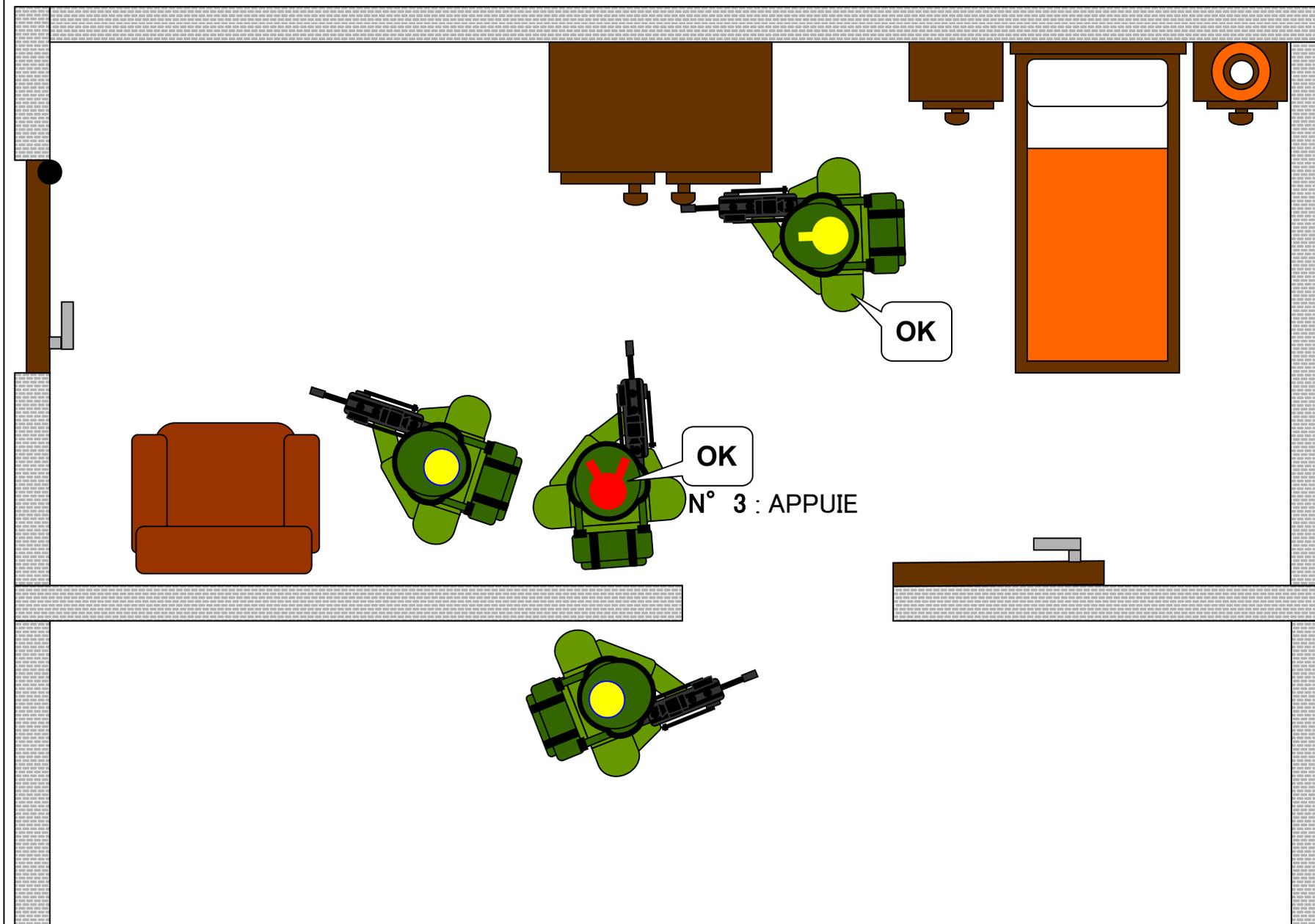
# FOUILLER



N°3  
TU APPUIES  
J'OUVRE L'ARMOIRE

N° 3 : APPUIE

# FOUILLER

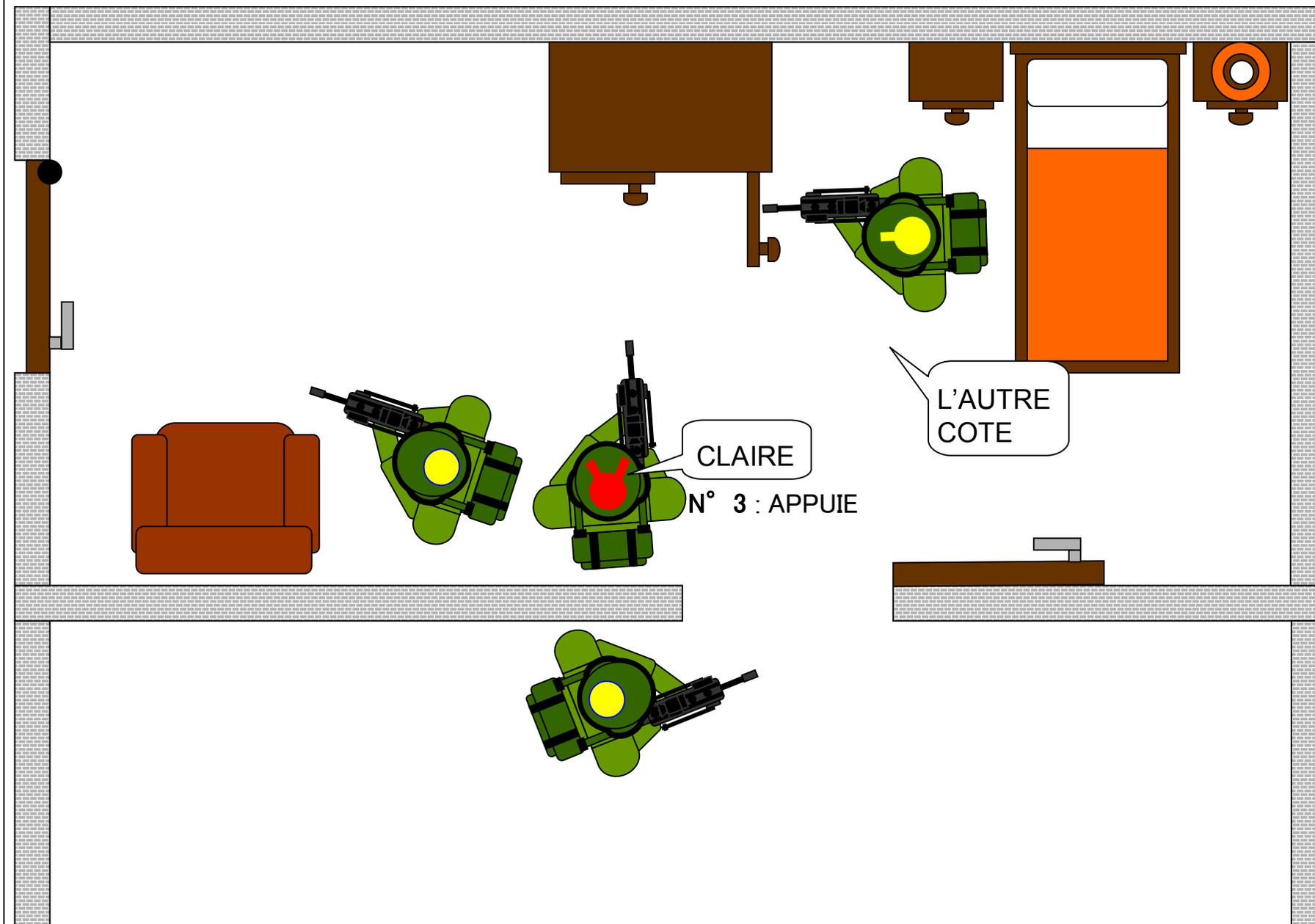


OK

OK

N° 3 : APPUIE

# FOUILLER

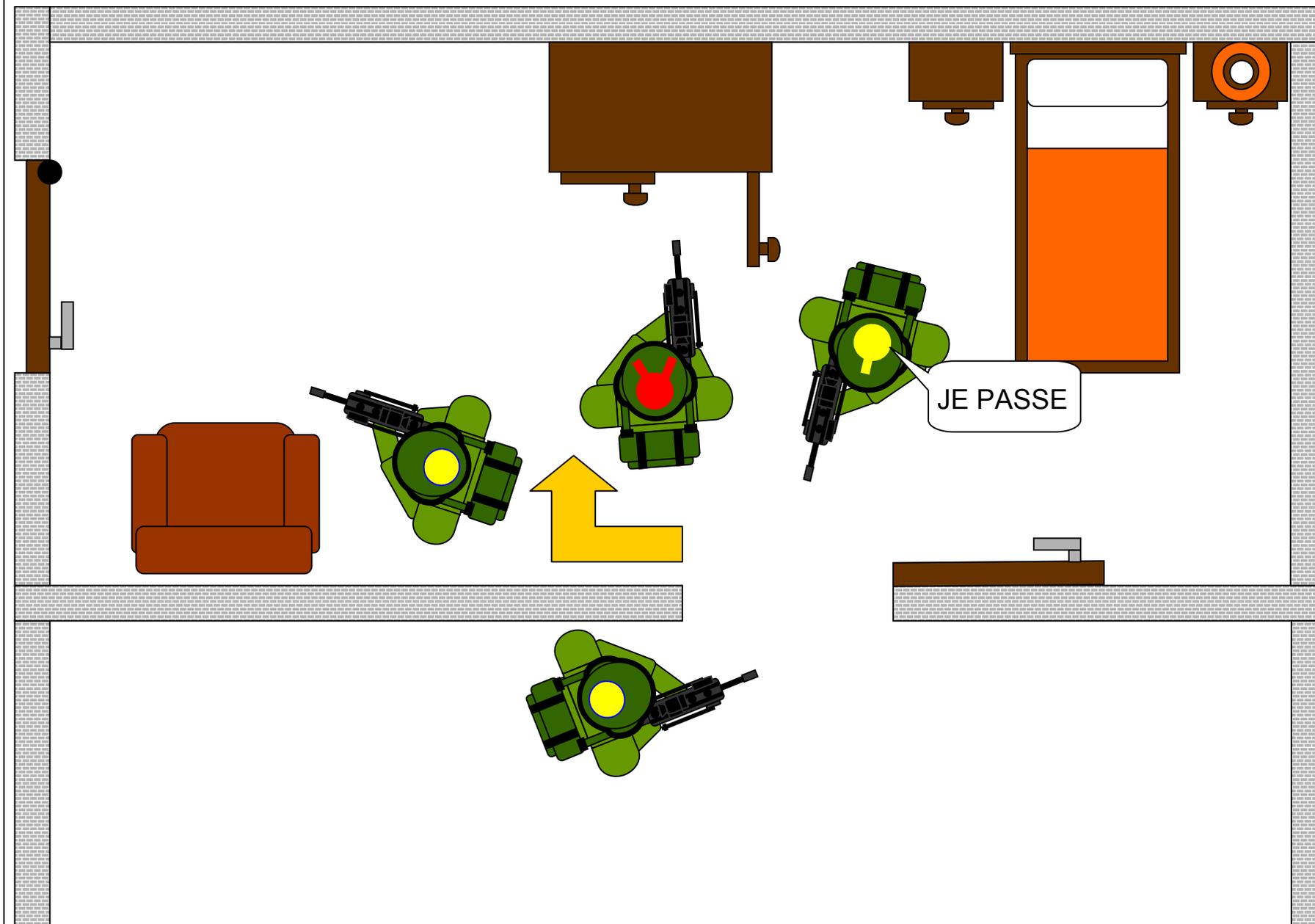


L'AUTRE  
COTE

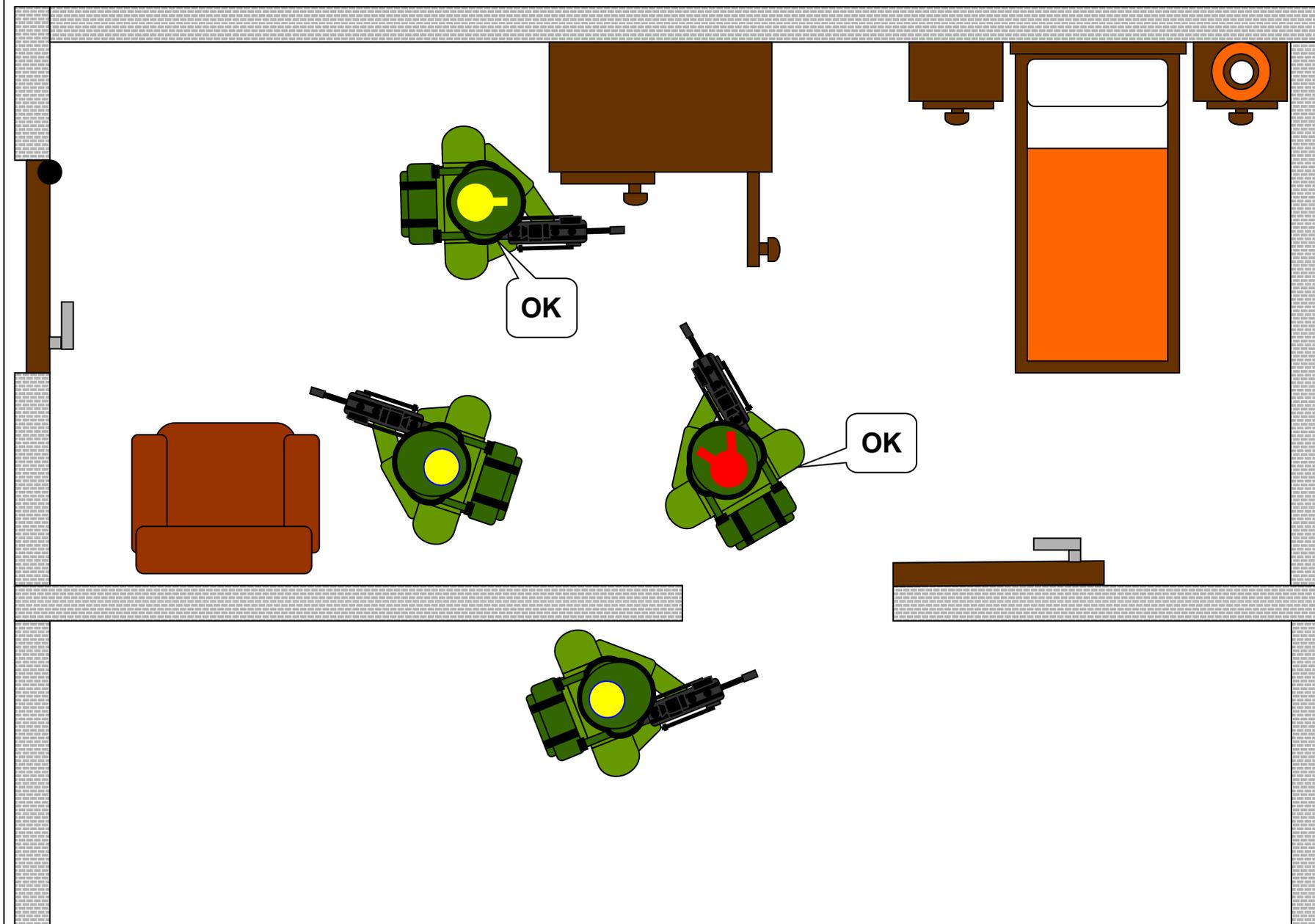
CLAIRE

N° 3 : APPUIE

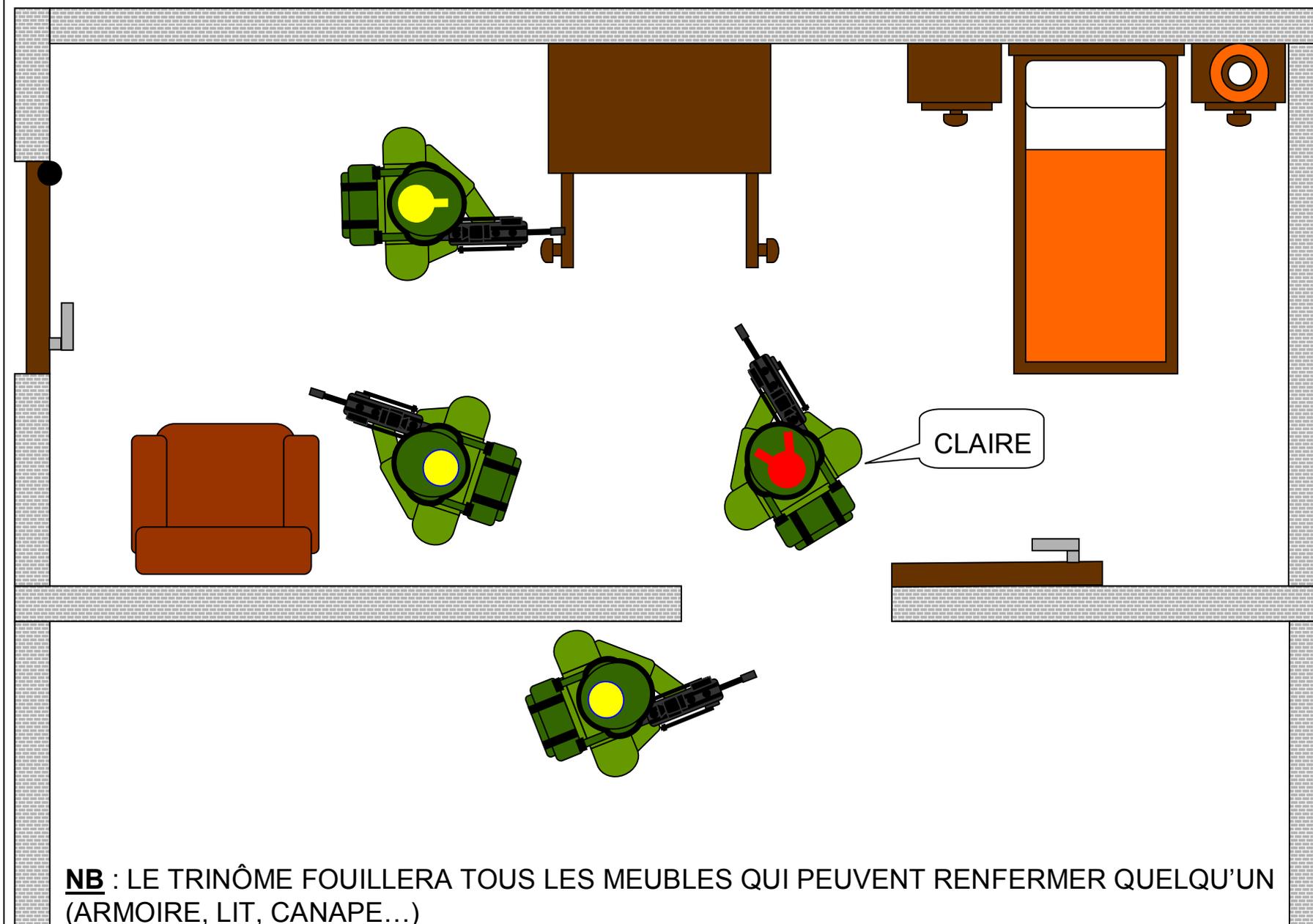
# FOUILLER



# FOUILLER

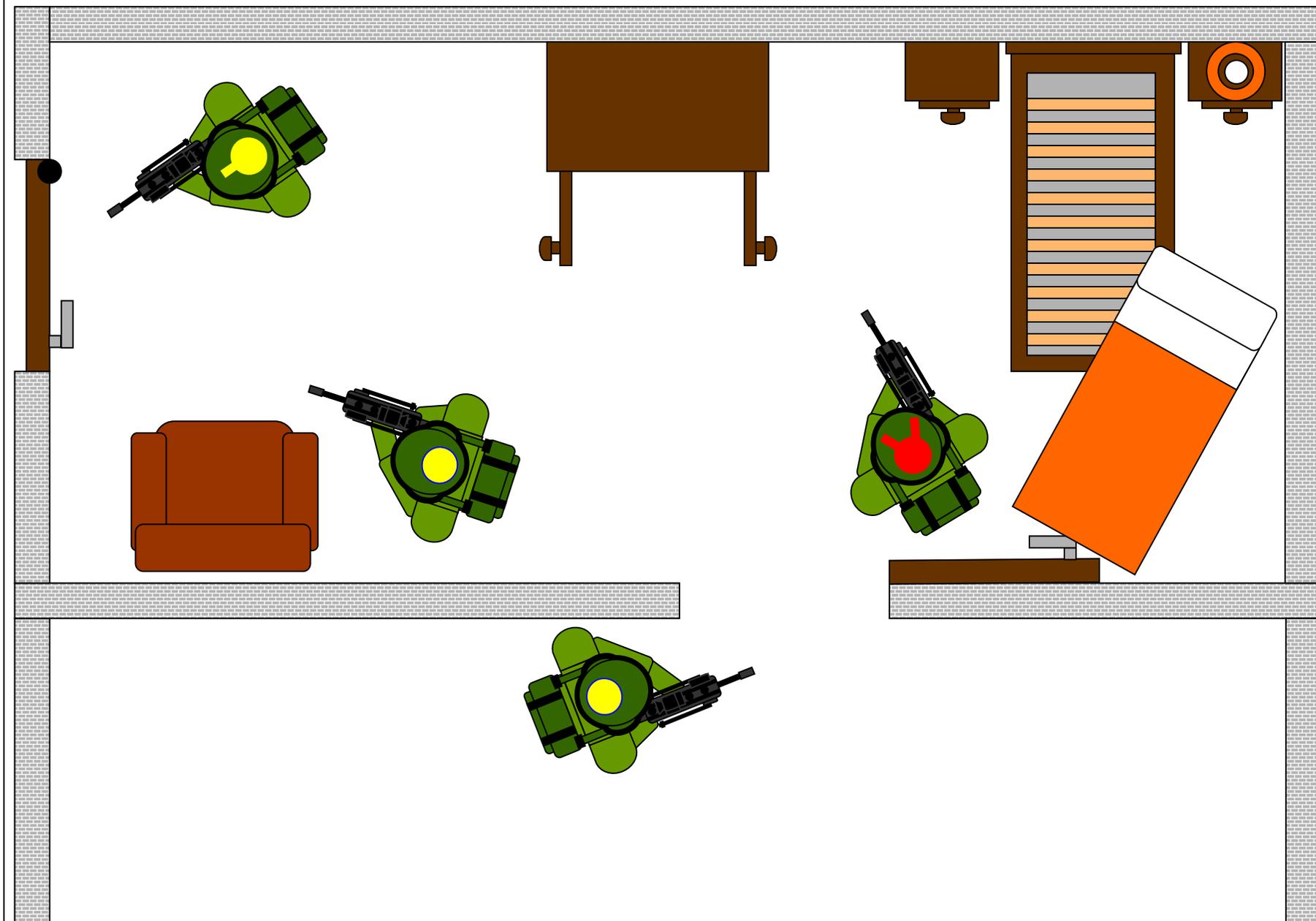


# FOUILLER



**NB** : LE TRINÔME FOUILLERA TOUS LES MEUBLES QUI PEUVENT RENFERMER QUELQU'UN (ARMOIRE, LIT, CANAPE...)

# FOUILLER

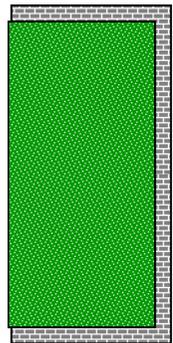
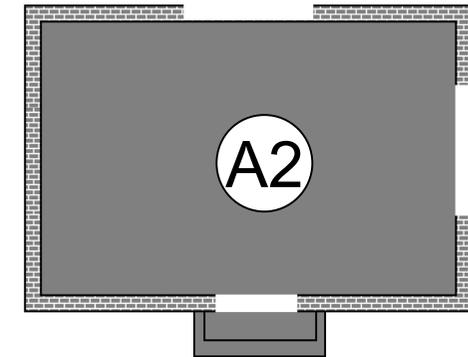
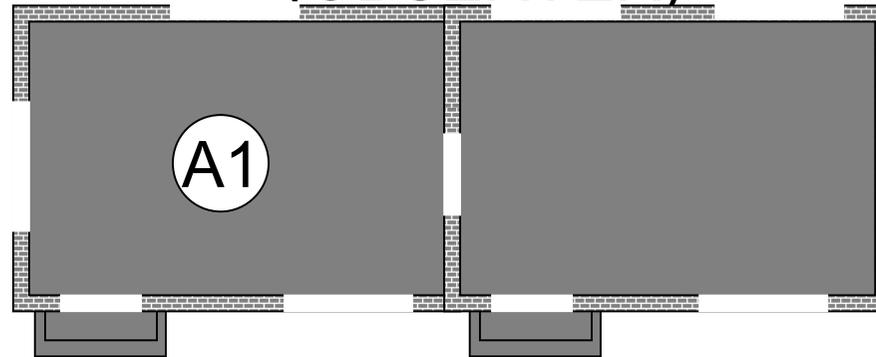
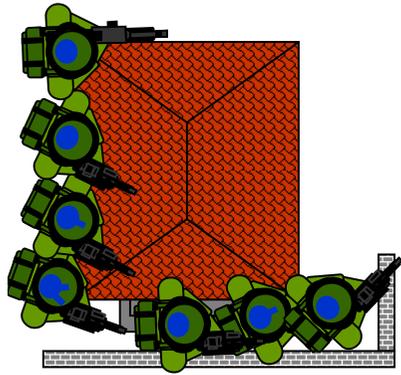


**LE GROUPE**

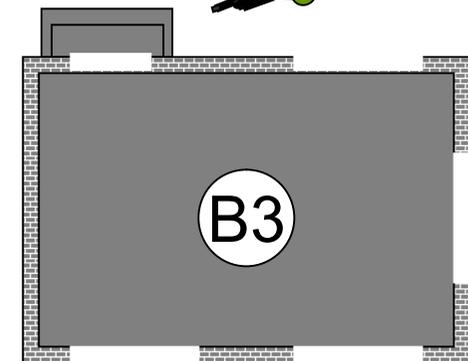
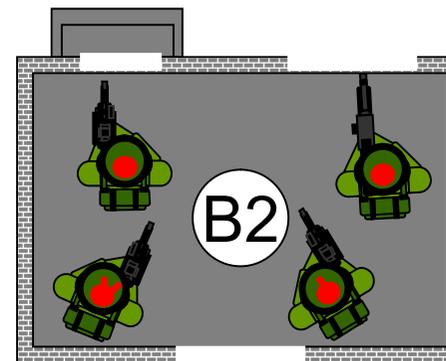
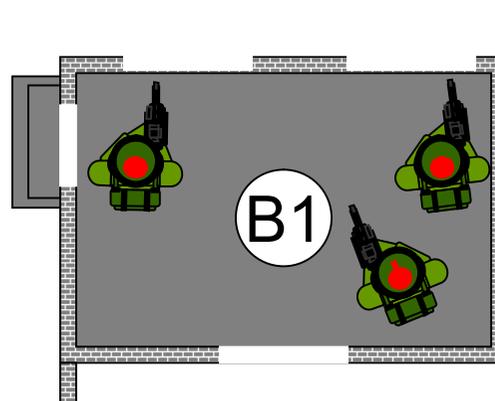
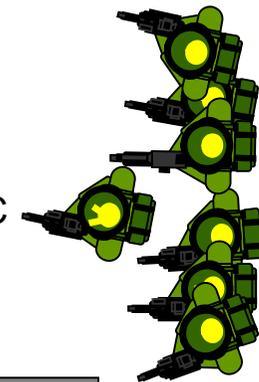
**RECONNAIT**

**UNE HABITATION**

# ACQUERIR (OBSERVER)

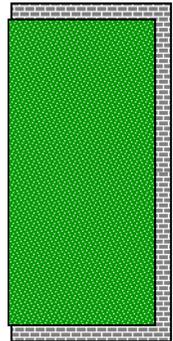
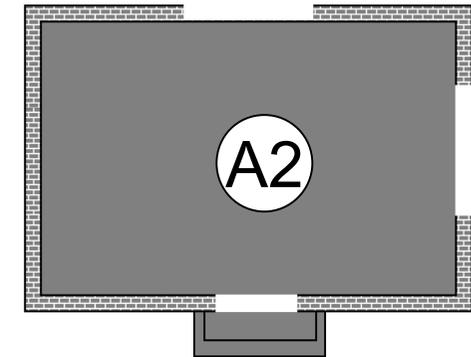
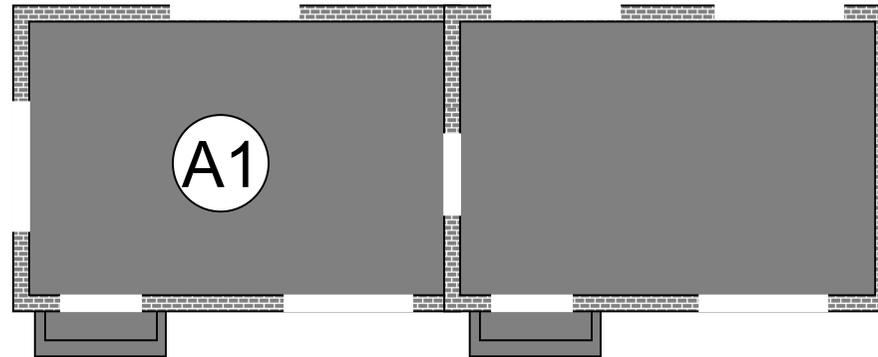
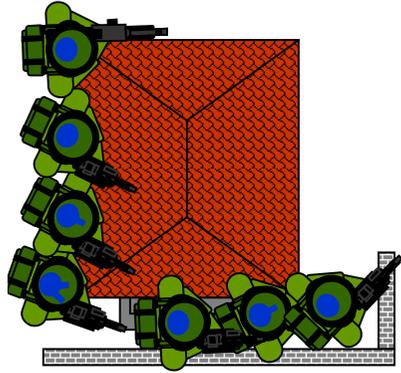


**NB** : GROUPE  
SPECTATEUR AVEC  
L'INSTRUCTEUR

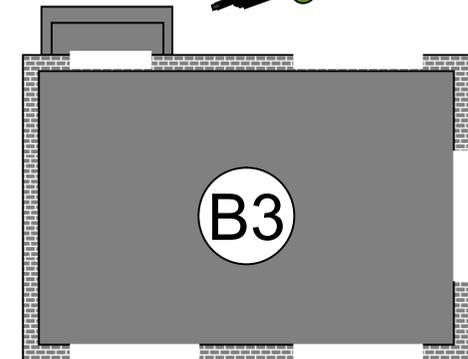
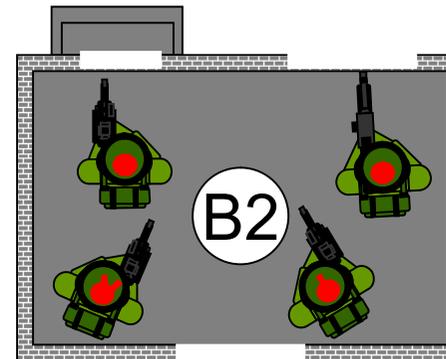
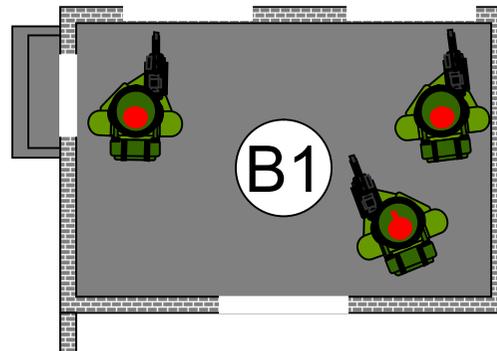
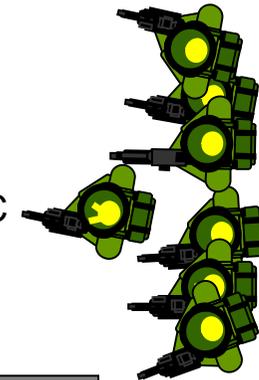


**NB** : DEPUIS UNE POSITION FAVORABLE, LE GROUPE OBSERVE L'OBJECTIF AFIN DE RENSEIGNER SUR CELUI-CI : ENI (NATURE, VOLUME, ATTITUDE)-OBJECTIF (CONFIGURATION, ACCES, SECURISATION...)...

# PREPARER

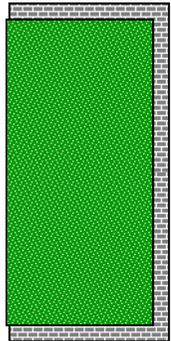
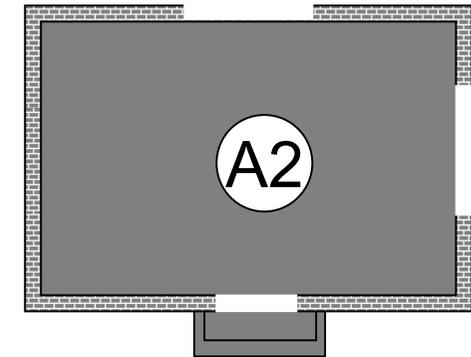
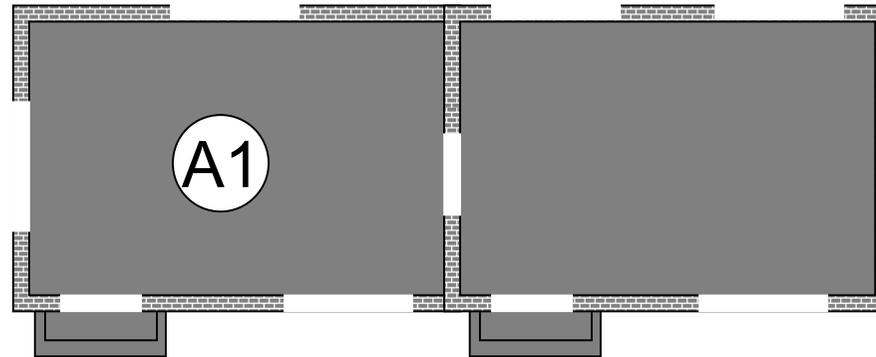
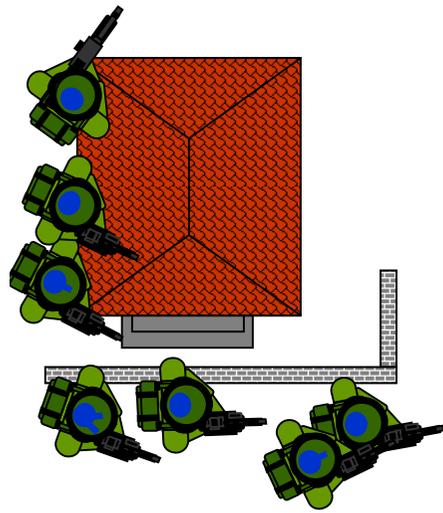


**NB** : GROUPE  
SPECTATEUR AVEC  
L'INSTRUCTEUR

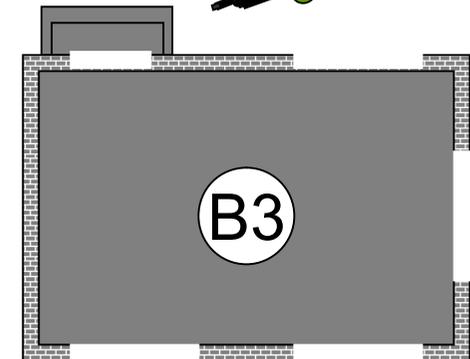
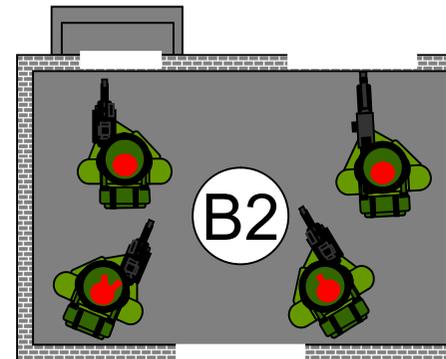
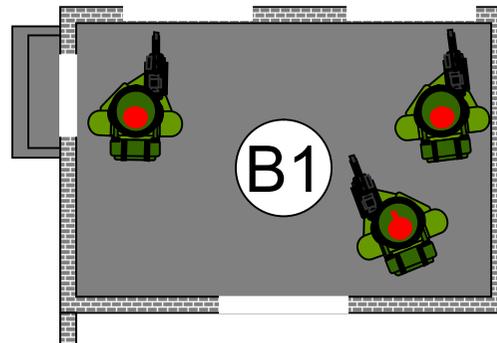
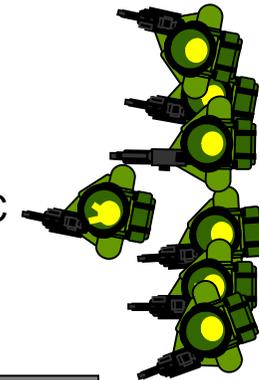


**NB** : UNE FOIS LES RENSEIGNEMENTS RECUEILLIS, LE CHEF DE GROUPE BLEU FAIT UNE MAQUETTE POUR DONNER SES ORDRES (DESSIN A LA CRAIE SUR LES MURS...).  
**CETTE PHASE EST ESSENTIELLE POUR LE BON DEROULEMENT DE LA MISSION.**

# ABORDER

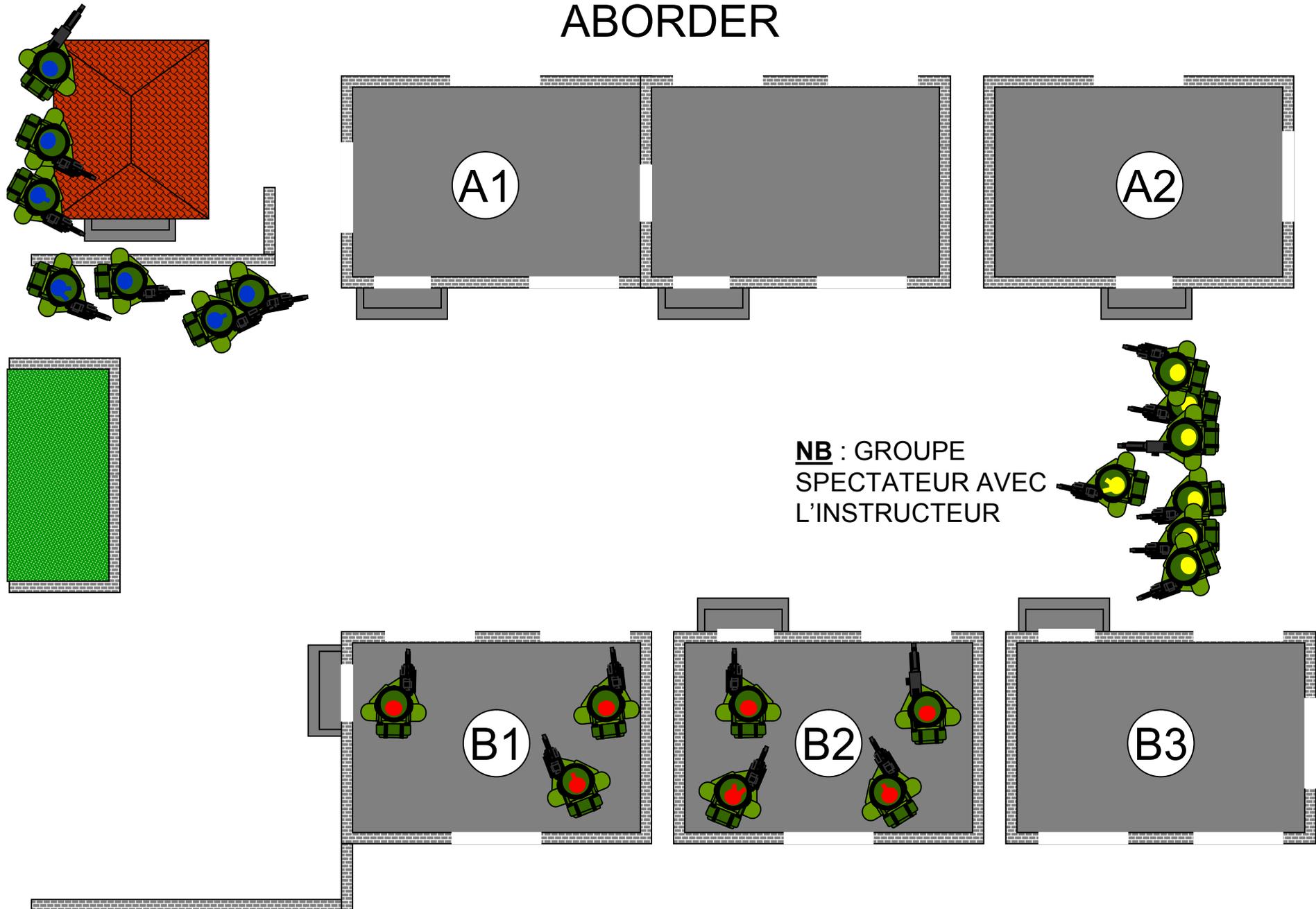


**NB** : GROUPE  
SPECTATEUR AVEC  
L'INSTRUCTEUR



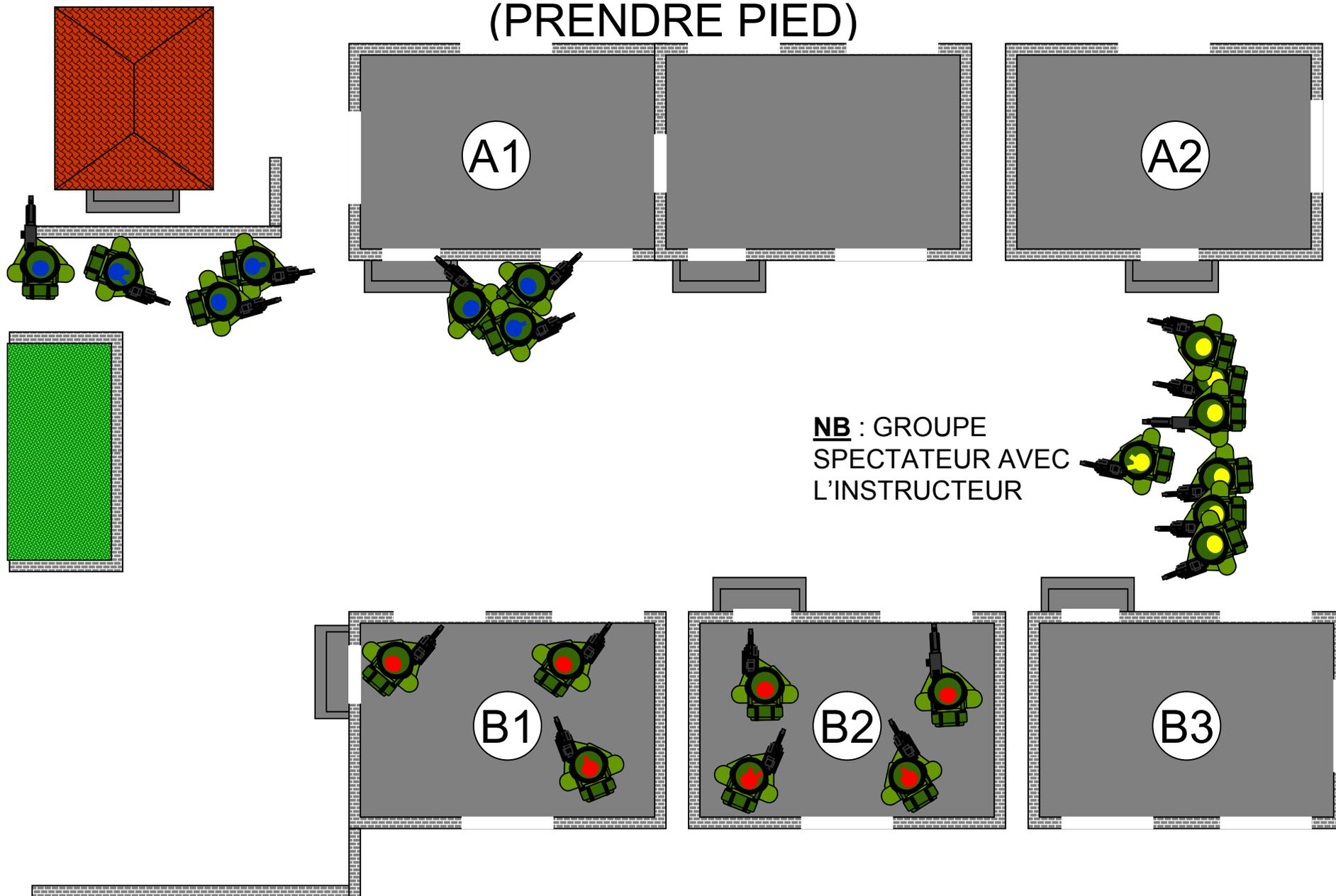
**NB** : LE CHEF DE GROUPE ROUGE DONNE SES ORDRES A L'ELEMENT APPUI (ZMSPCP) EN INSISTANT BIEN SUR LES CONSIGNES DE REPORT ET DE LEVEE DES TIRS, ET SUR LES MOYENS DE COORDINATION.

# ABORDER

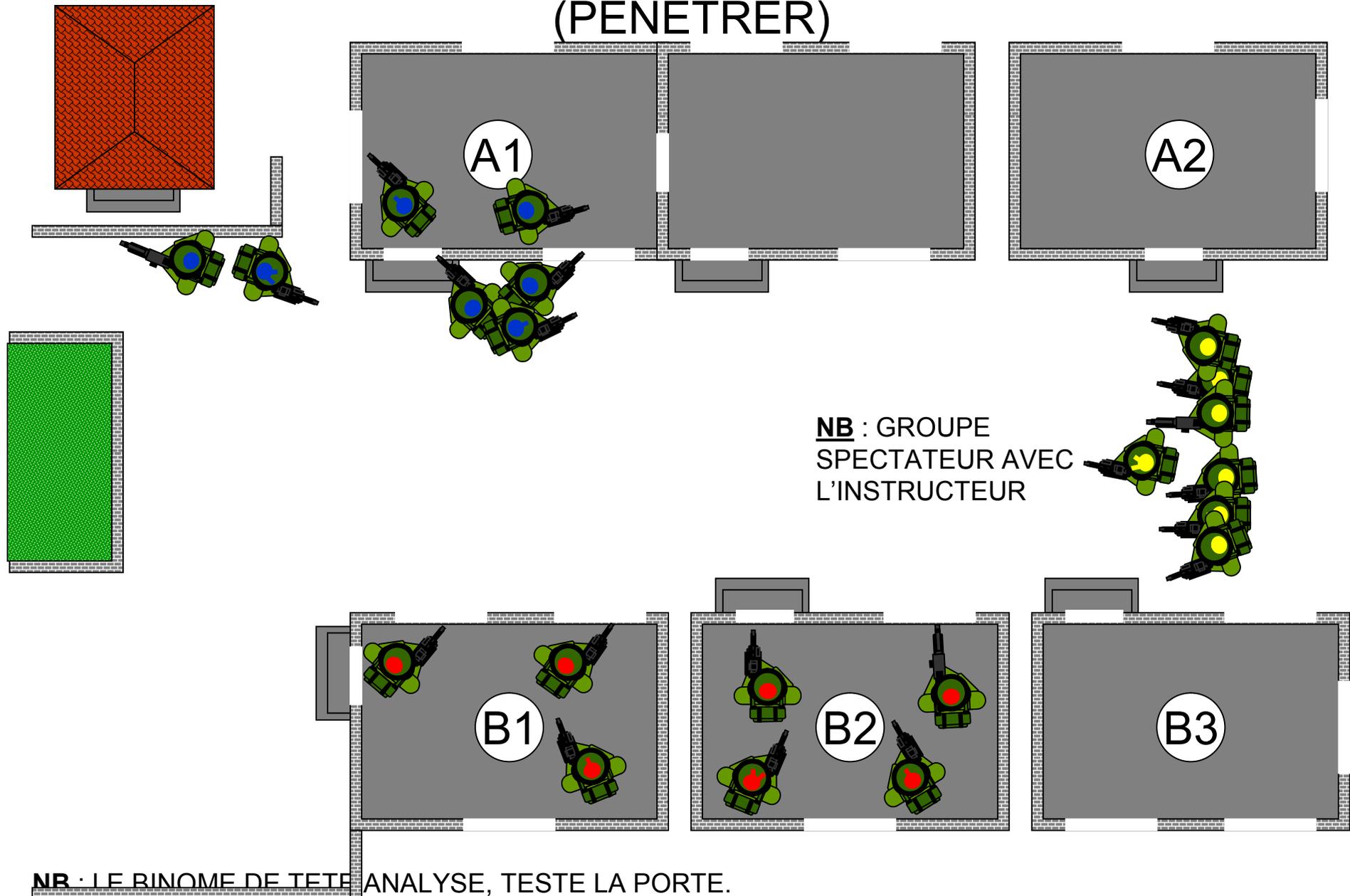


**NB** : LE CHEF DE GROUPE BLEU DONNE ENSUITE SES ORDRES (MOICP) A L'ELEMENT RECONNAISSANCE.

# ABORDER (PRENDRE PIED)



# COMBATTRE (PENETRER)

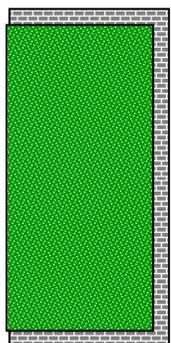
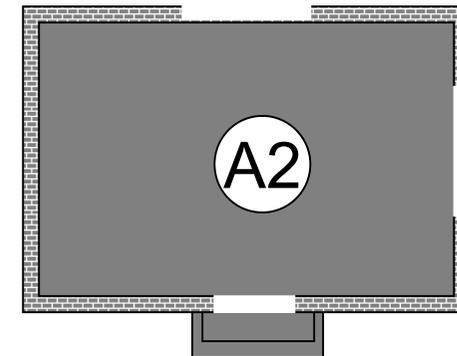
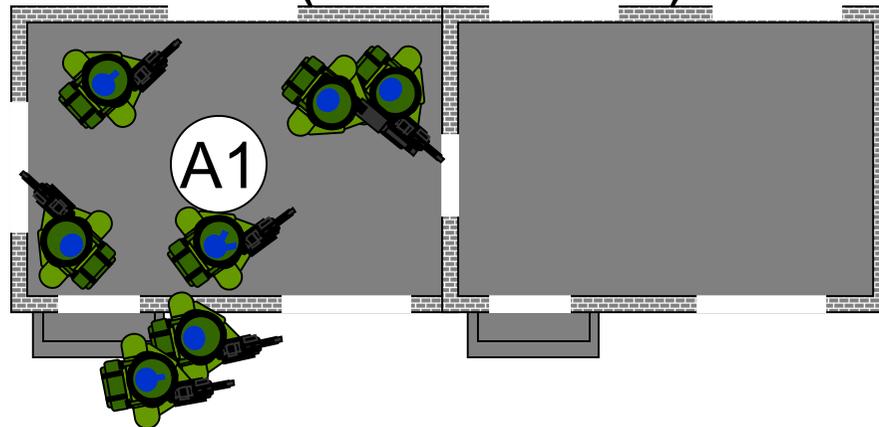
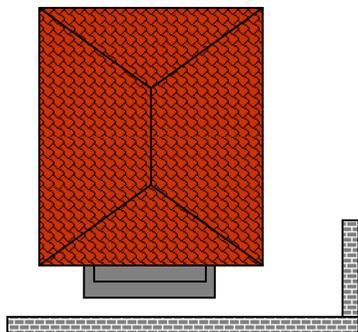


**NB :** GROUPE  
SPECTATEUR AVEC  
L'INSTRUCTEUR

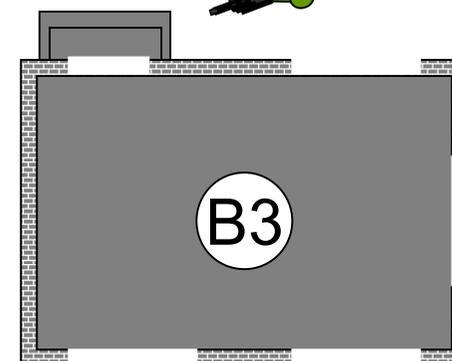
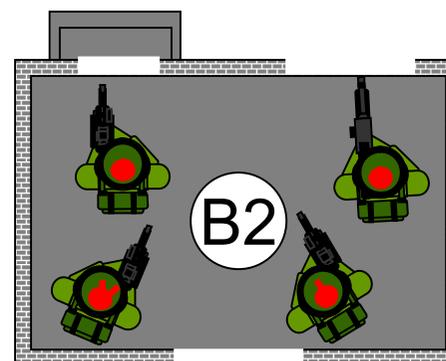
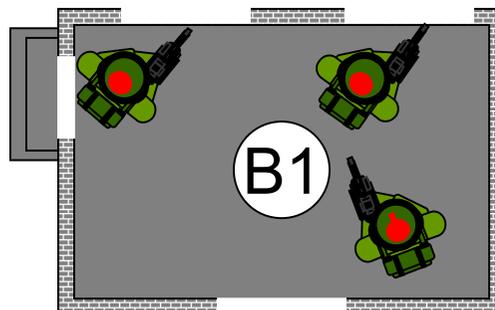
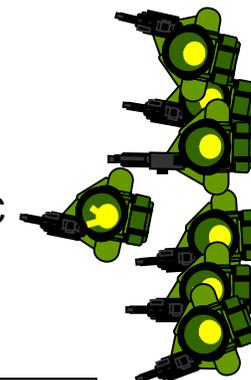
**NB :** LE BINOME DE TETE ANALYSE, TESTE LA PORTE.

**AVANT DE PENETRER,** LE CHEF DE GROUPE COMMANDE LE REPORT OU LA LEVEE DES TIRS (ETAGES).

# COMBATTRE (PENETRER)

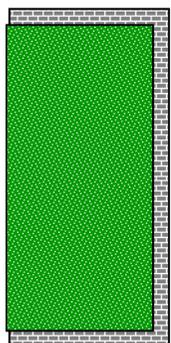
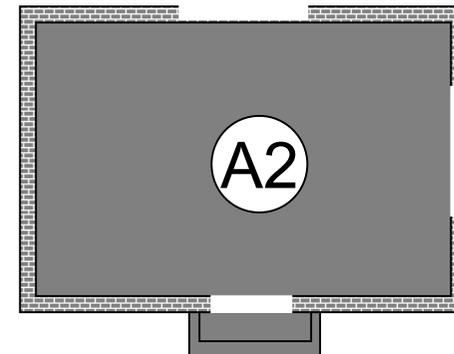
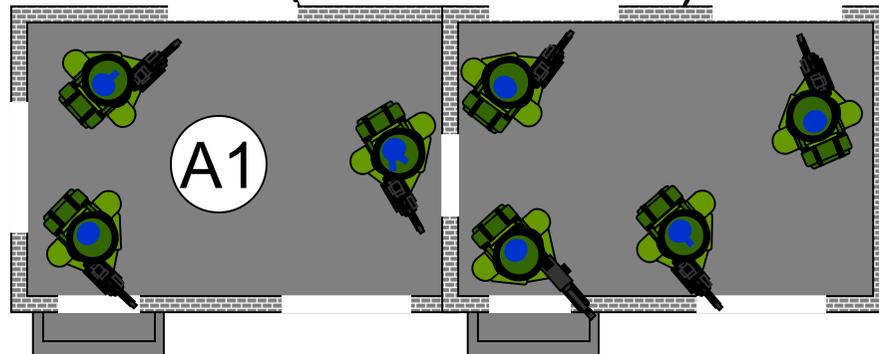
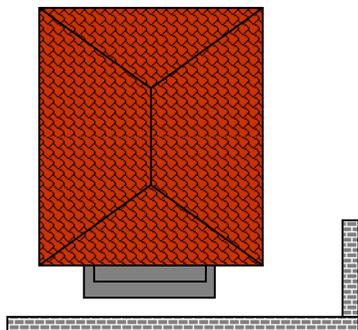


**NB** : GROUPE  
SPECTATEUR AVEC  
L'INSTRUCTEUR

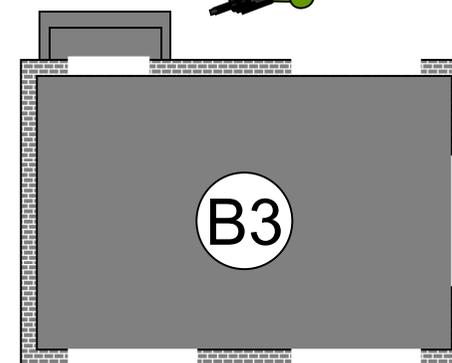
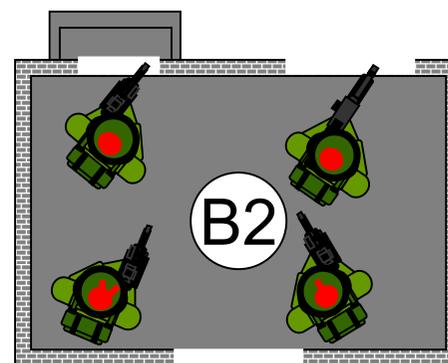
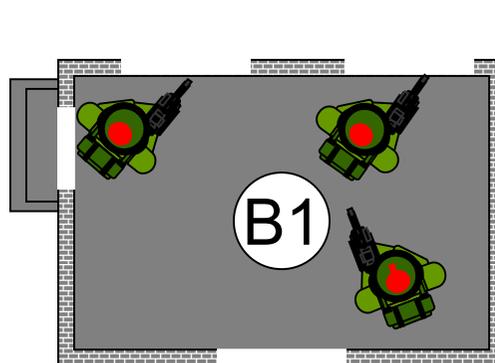
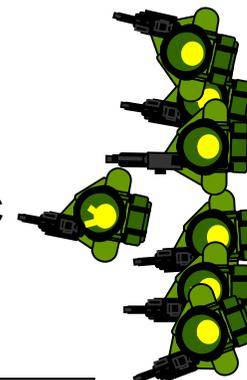


**NB** : LE BINOME DE TETE ANALYSE, TESTE LA PORTE.  
**AVANT DE PENETRER, LE CHEF DE GROUPE COMMANDE LE REPORT OU LA LEVEE DES TIRS (ETAGES).**

# COMBATTRE (SECURISER)



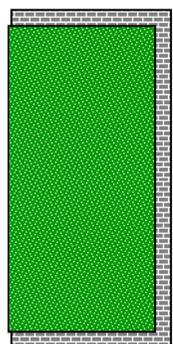
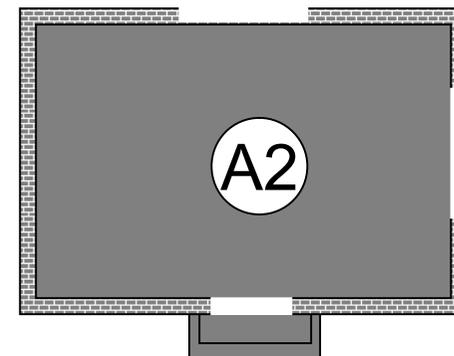
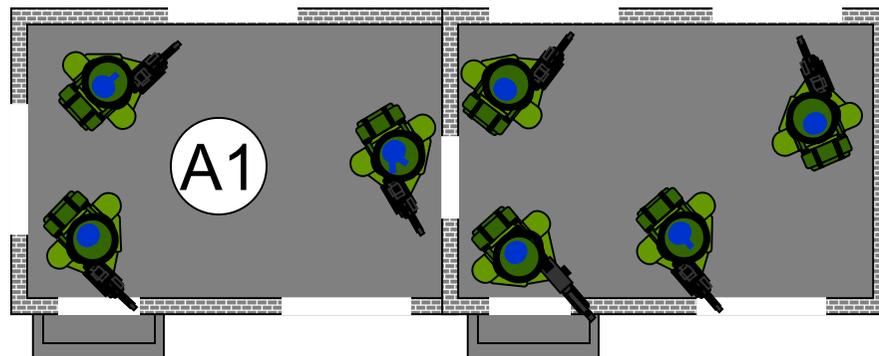
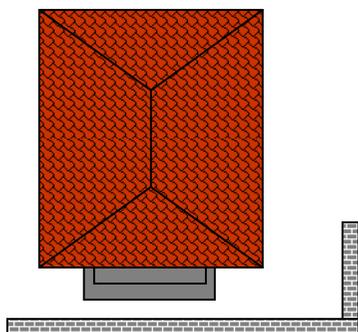
**NB** : GROUPE  
SPECTATEUR AVEC  
L'INSTRUCTEUR



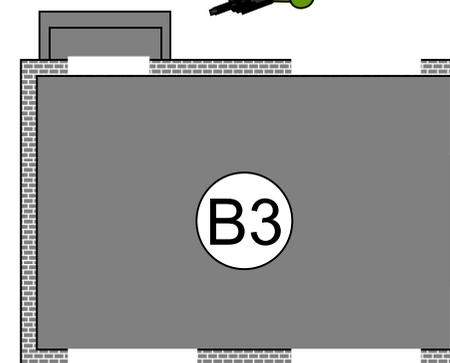
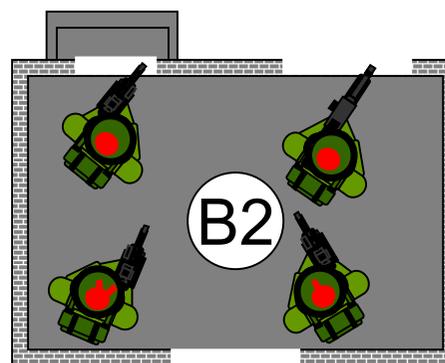
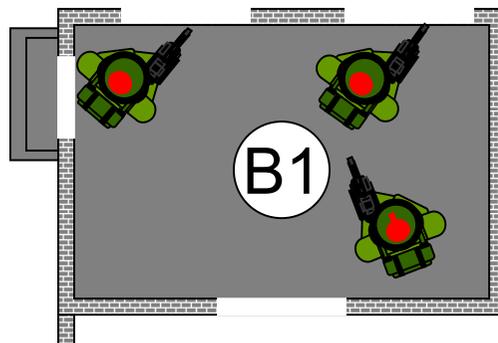
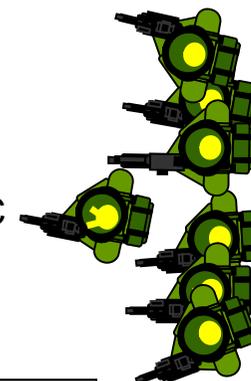
**NB** : LE BINOME DE TETE ANALYSE, TESTE LA PORTE.

**AVANT DE PENETRER, LE CHEF DE GROUPE COMMANDE LE REPORT OU LA LEVEE DES TIRS (ETAGES).**

# REORGANISER

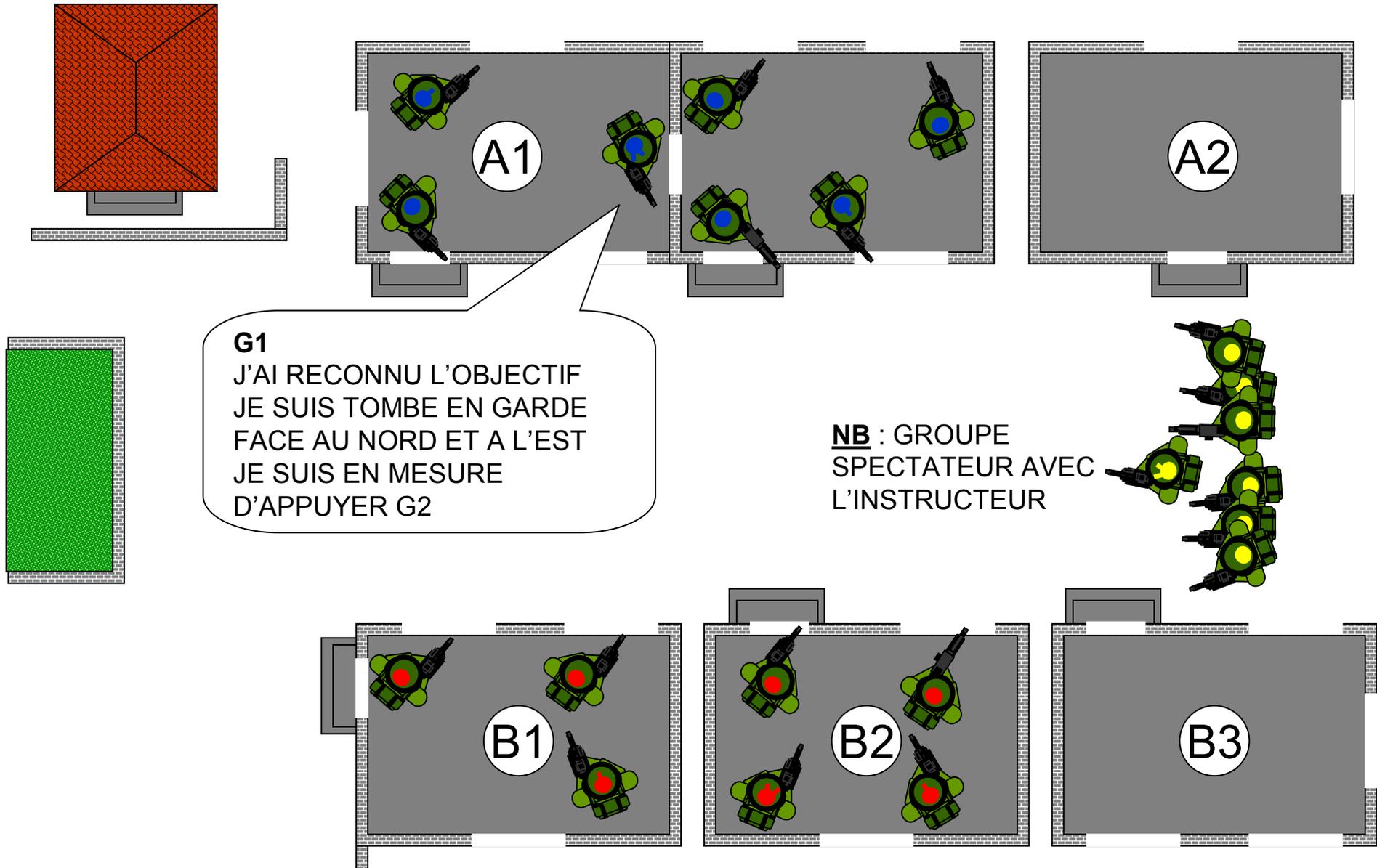


**NB** : GROUPE  
SPECTATEUR AVEC  
L'INSTRUCTEUR



**NB** : LE CHEF DE GROUPE REORGANISE SON DISPOSITIF (PMSPCP), AFIN DE PERMETTRE A LA SECTION DE POURSUIVRE SA MISSION.

# RENDRE COMPTE



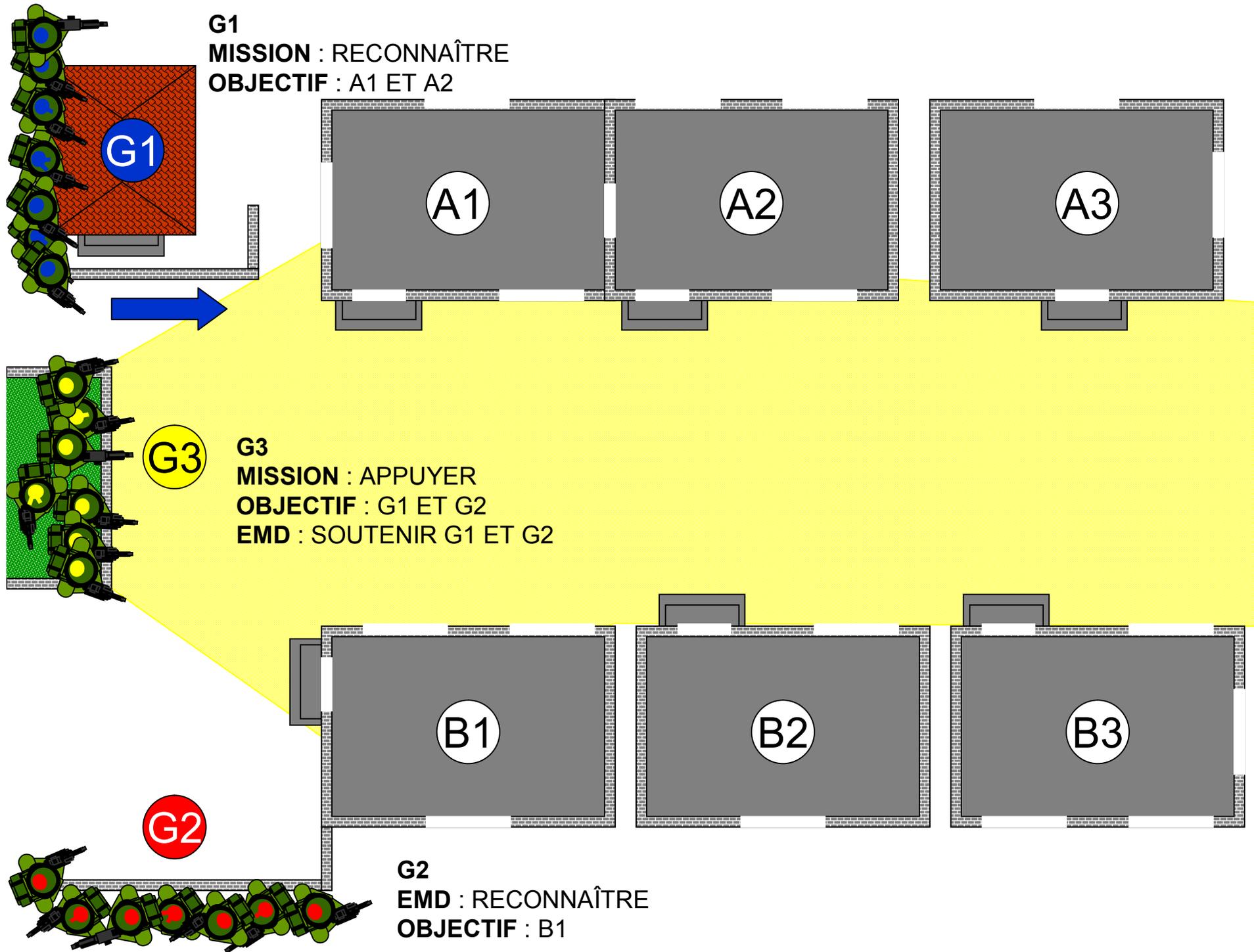
**NB** : LE CHEF DE GROUPE BLEU REND COMPTE DE LA RECONNAISSANCE ET DONNE SES POSSIBILITES D'APPUI.

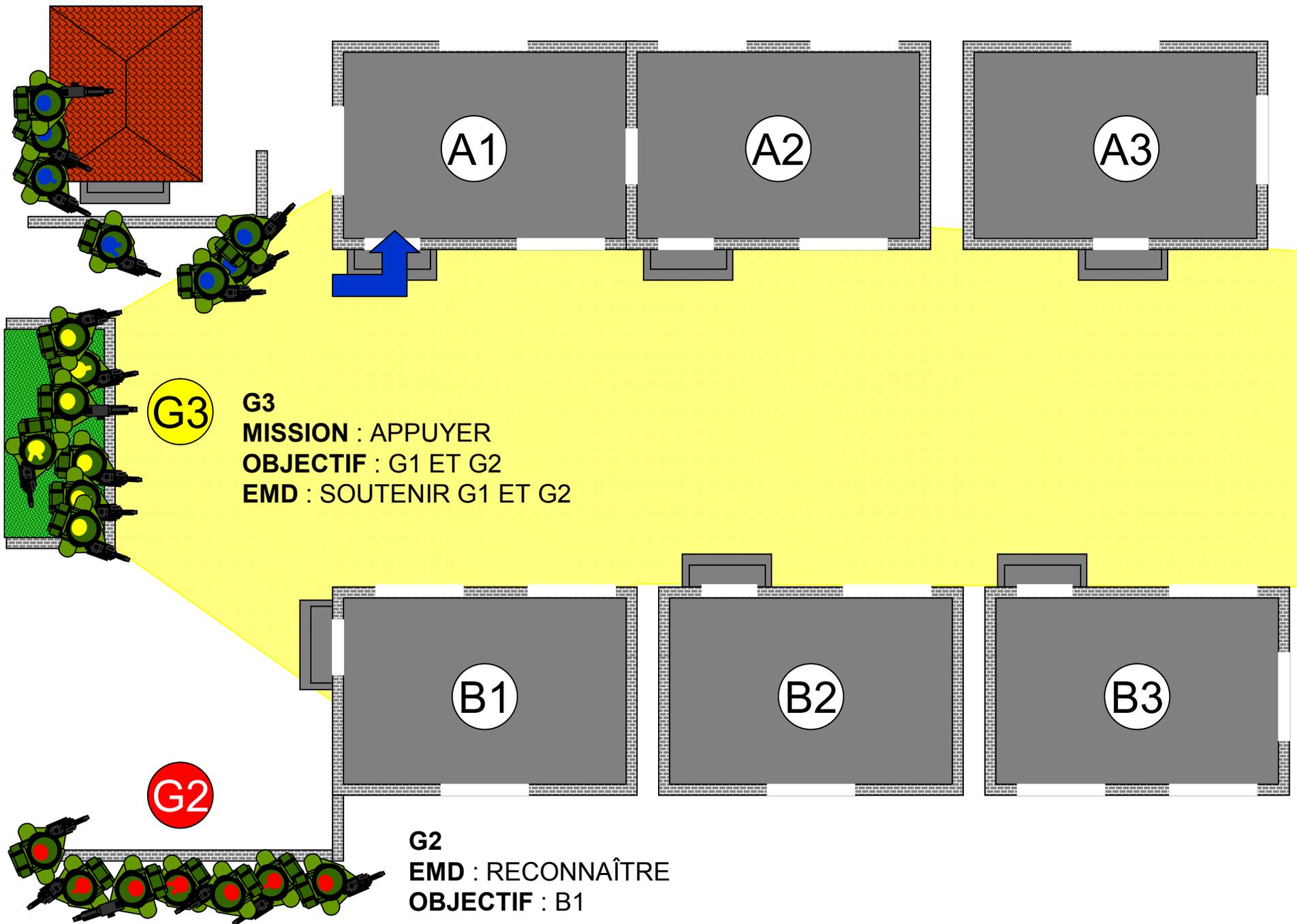
**LA SECTION**

**RECONNAIT**

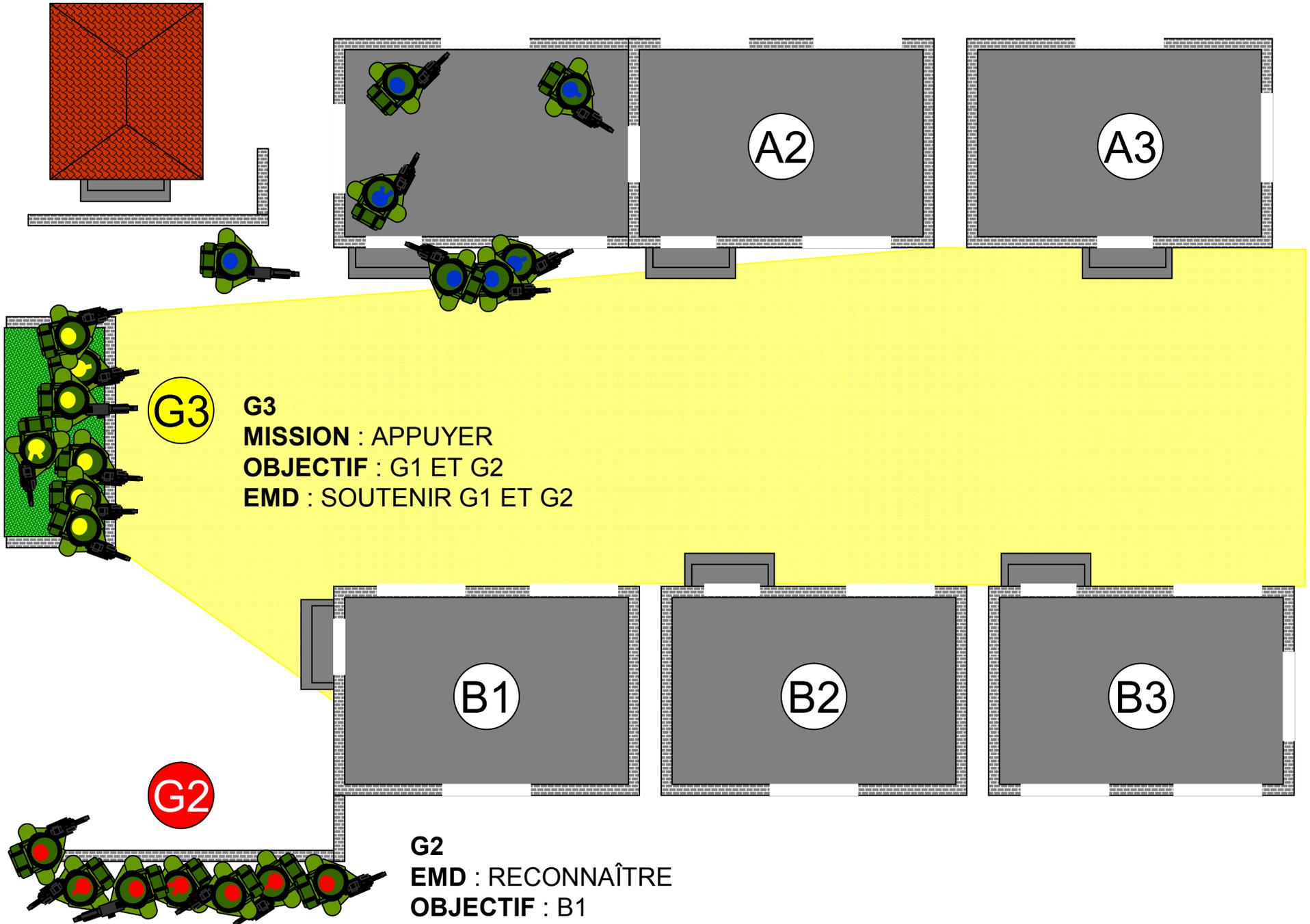
**UNE RUE**

**ET SES HABITATIONS**







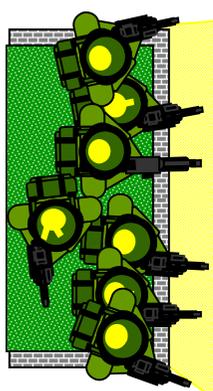
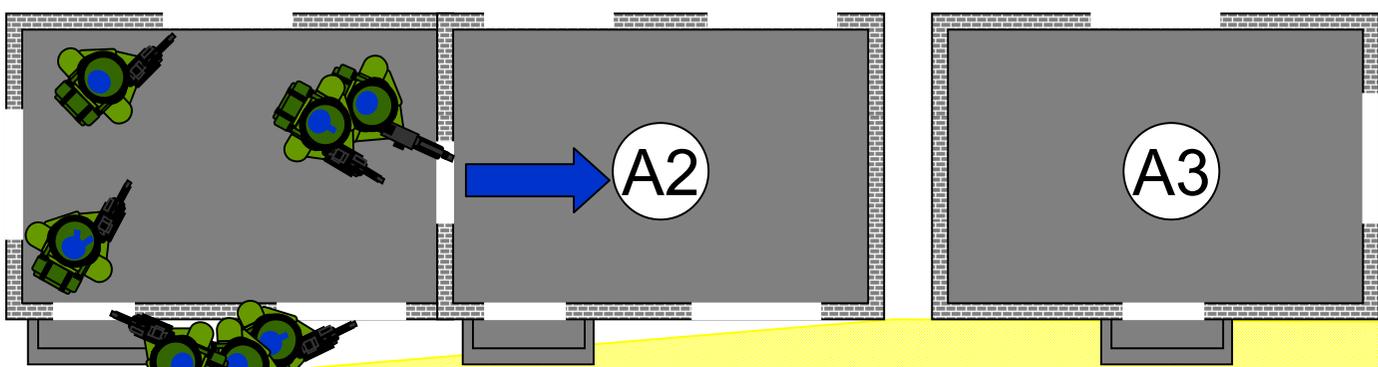
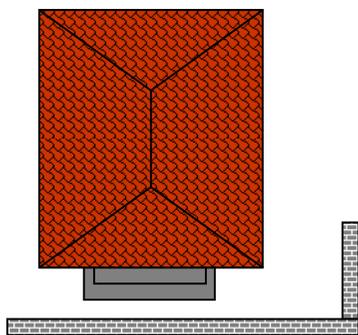


G3

**G3**  
**MISSION : APPUYER**  
**OBJECTIF : G1 ET G2**  
**EMD : SOUTENIR G1 ET G2**

G2

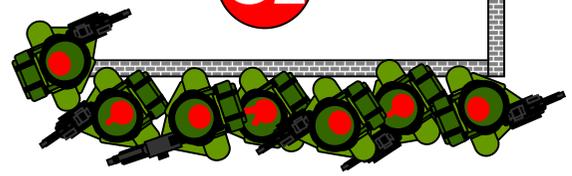
**G2**  
**EMD : RECONNAÎTRE**  
**OBJECTIF : B1**



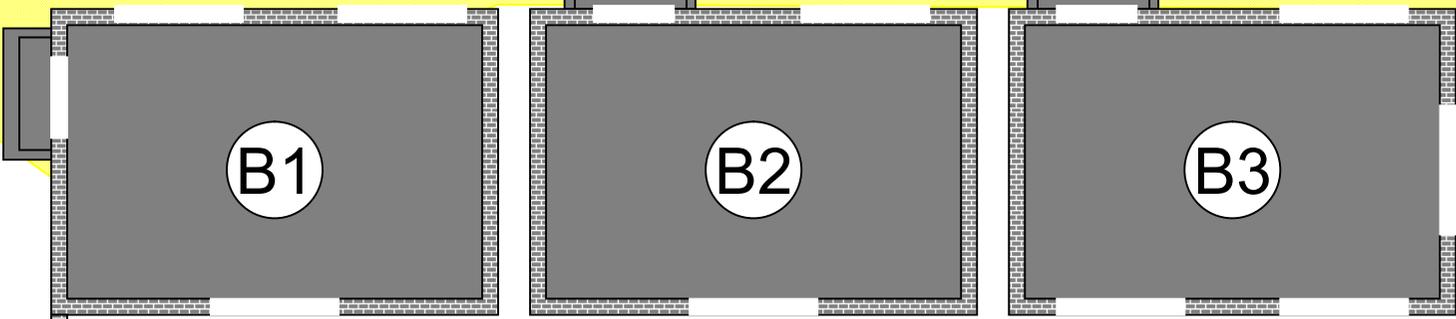
G3

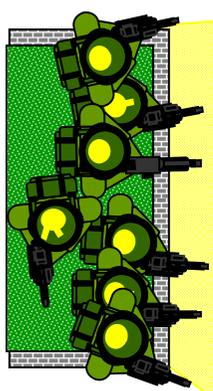
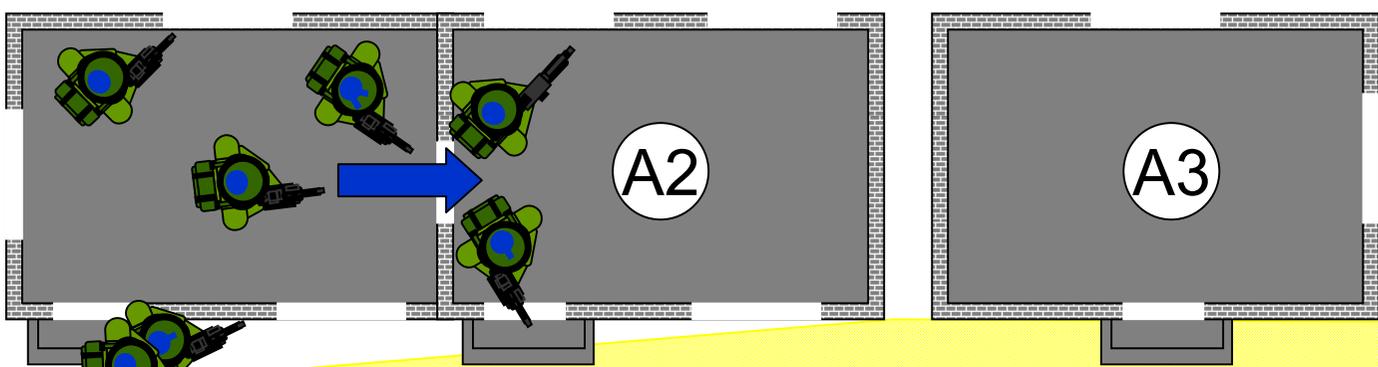
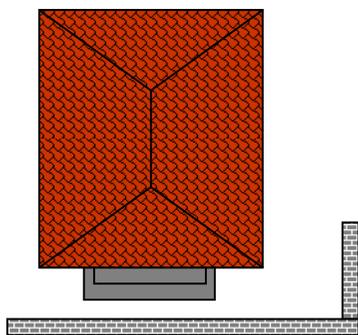
**G3**  
**MISSION : APPUYER**  
**OBJECTIF : G1 ET G2**  
**EMD : SOUTENIR G1 ET G2**

G2



**G2**  
**EMD : RECONNAÎTRE**  
**OBJECTIF : B1**

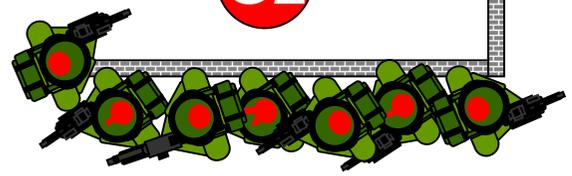




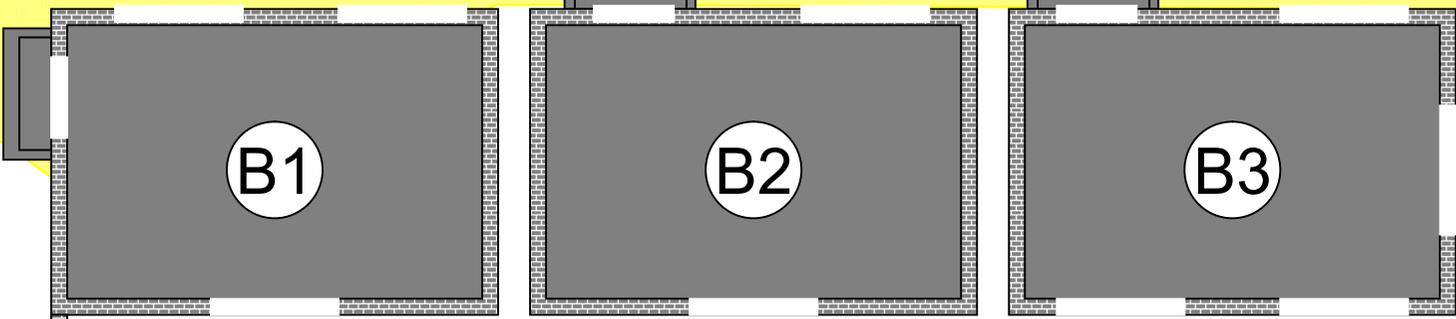
**G3**

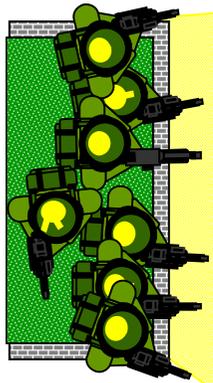
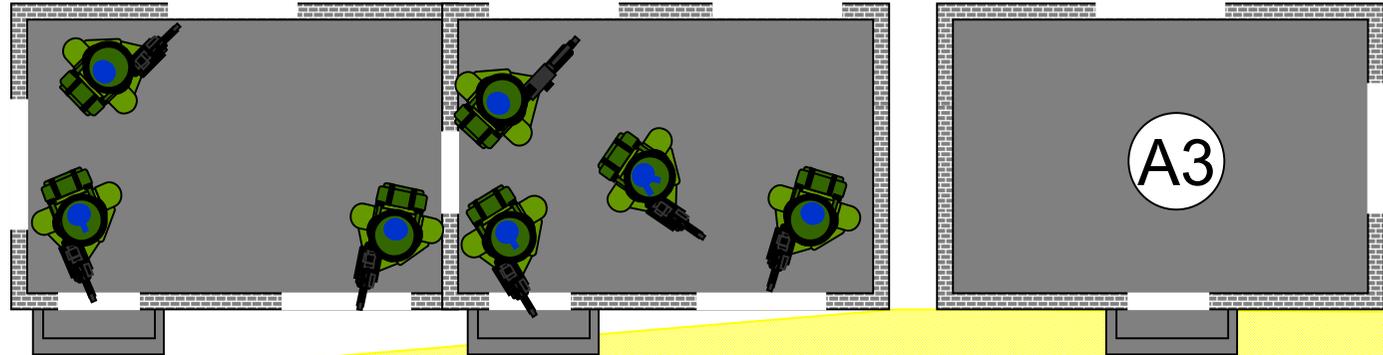
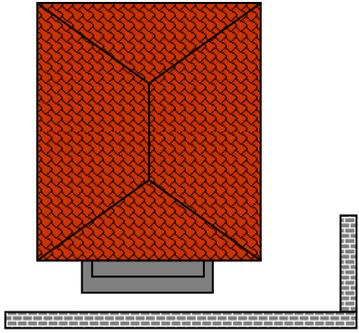
**G3**  
**MISSION : APPUYER**  
**OBJECTIF : G1 ET G2**  
**EMD : SOUTENIR G1 ET G2**

**G2**



**G2**  
**EMD : RECONNAÎTRE**  
**OBJECTIF : B1**

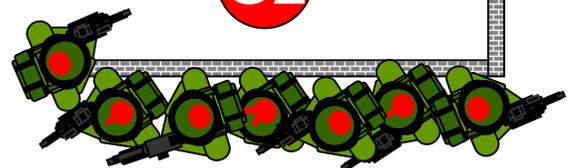




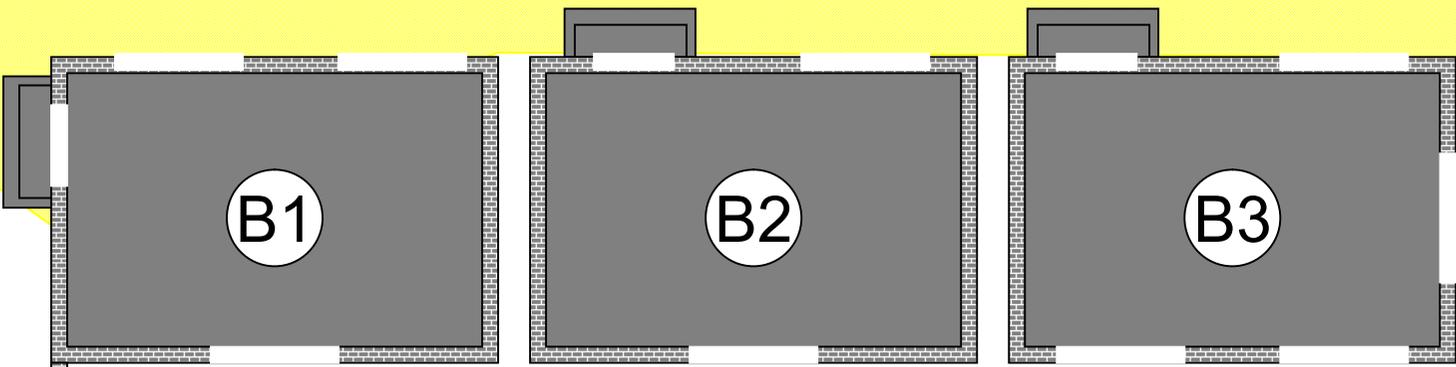
**G3**

**G3**  
**MISSION : APPUYER**  
**OBJECTIF : G1 ET G2**  
**EMD : SOUTENIR G1 ET G2**

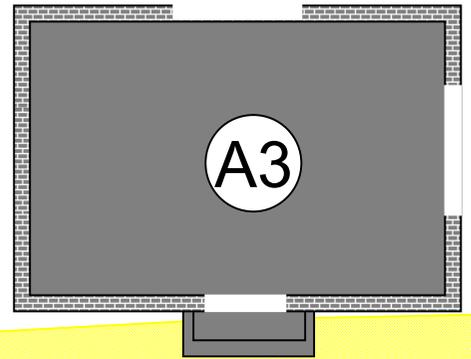
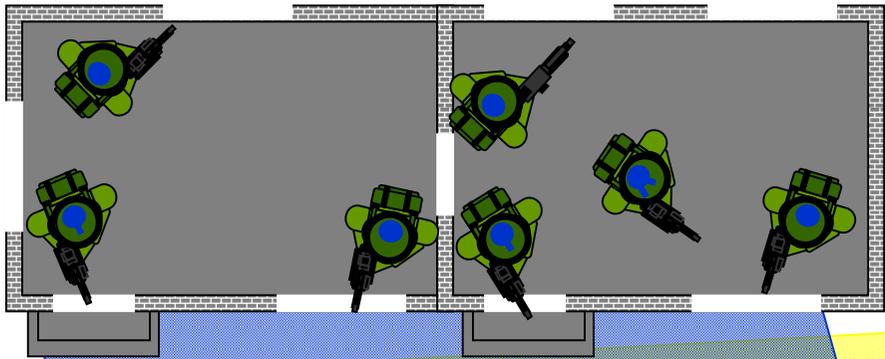
**G2**



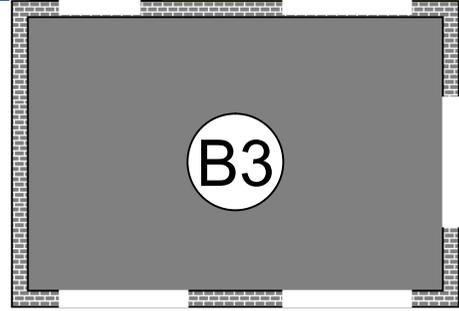
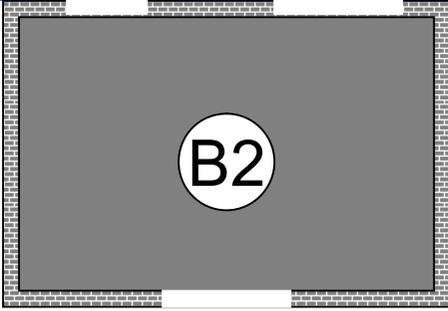
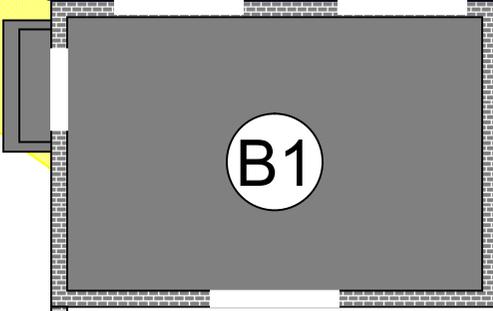
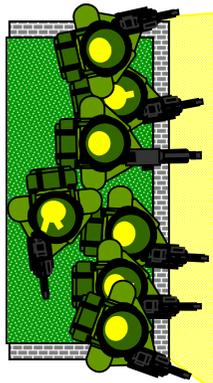
**G2**  
**EMD : RECONNAÎTRE**  
**OBJECTIF : B1**



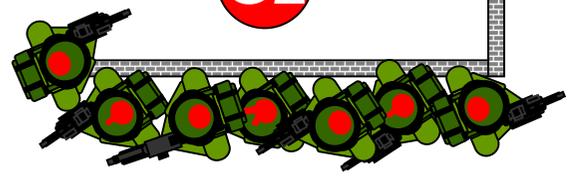
**G1**  
**MISSION : APPUYER G2**  
**OBJECTIF : B1 ET B2**



**G3**  
**MISSION : APPUYER**  
**OBJECTIF : G1 ET G2**  
**EMD : SOUTENIR G1 ET G2**

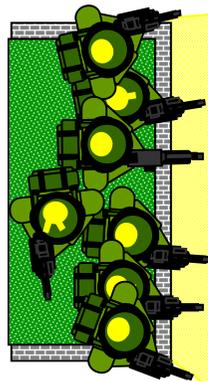
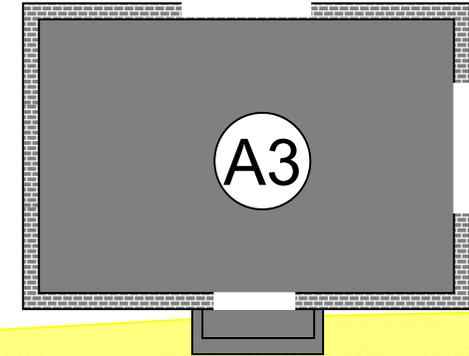
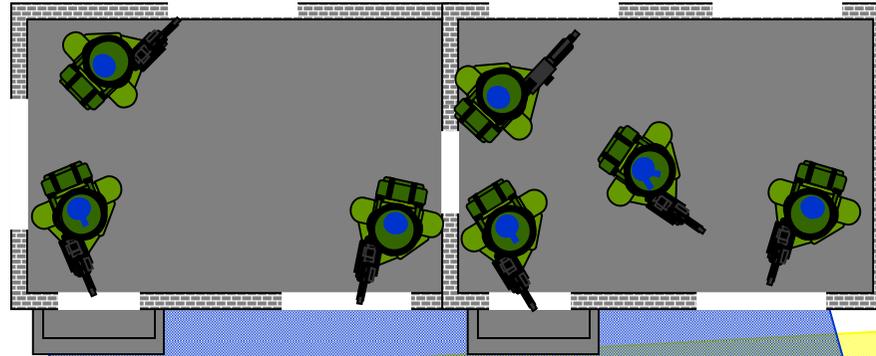
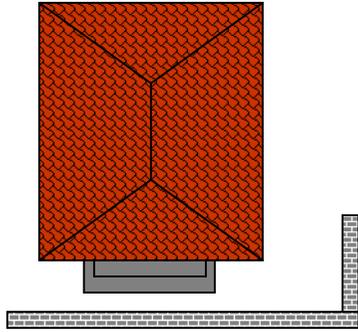


**G2**



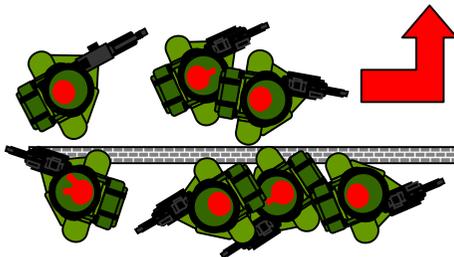
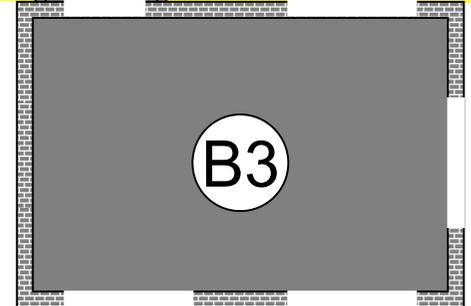
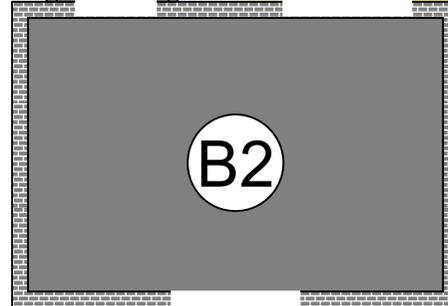
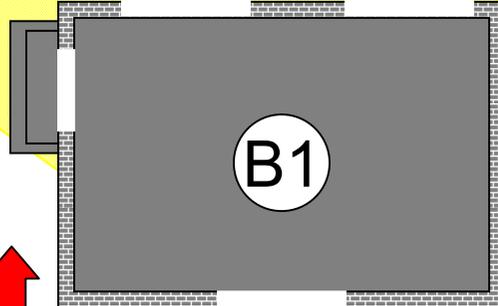
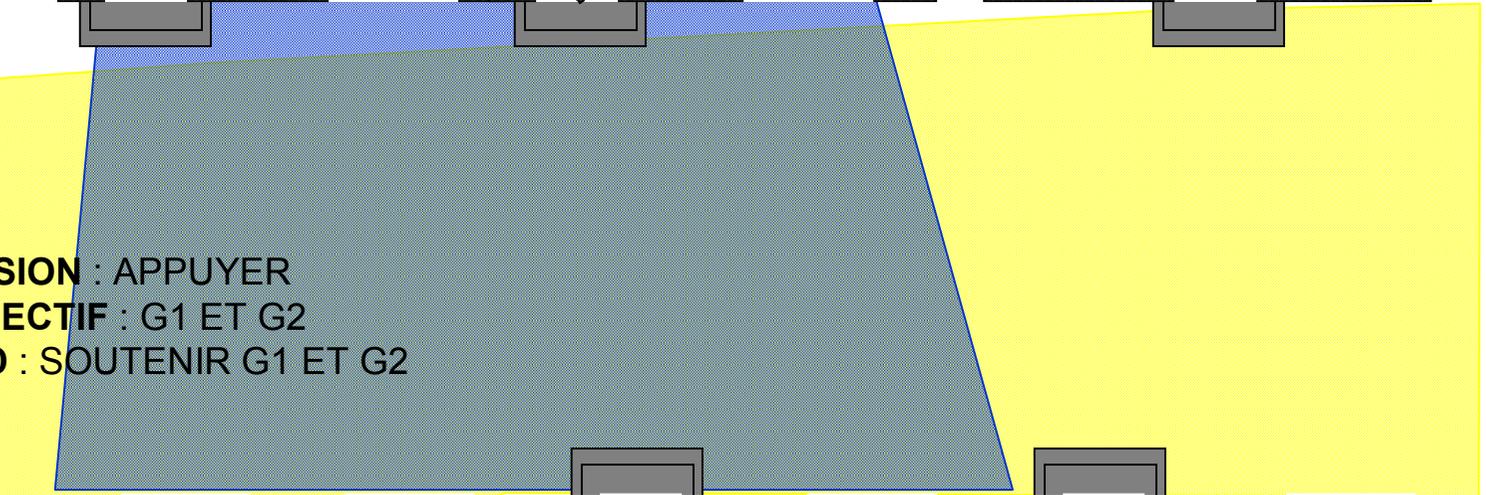
**G2**  
**MISSION : RECONNAÎTRE**  
**OBJECTIF : B1**

**G1**  
**MISSION : APPUYER G2**  
**OBJECTIF : B1 ET B2**

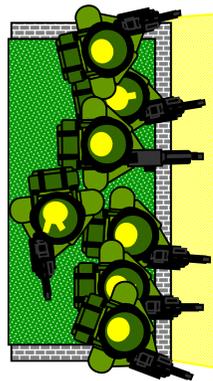
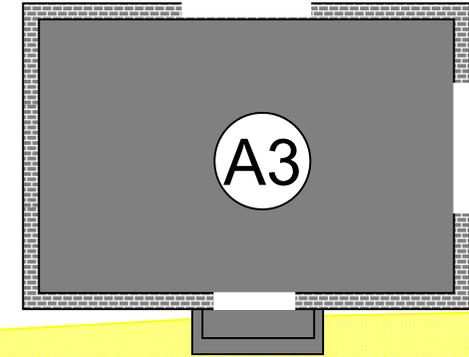
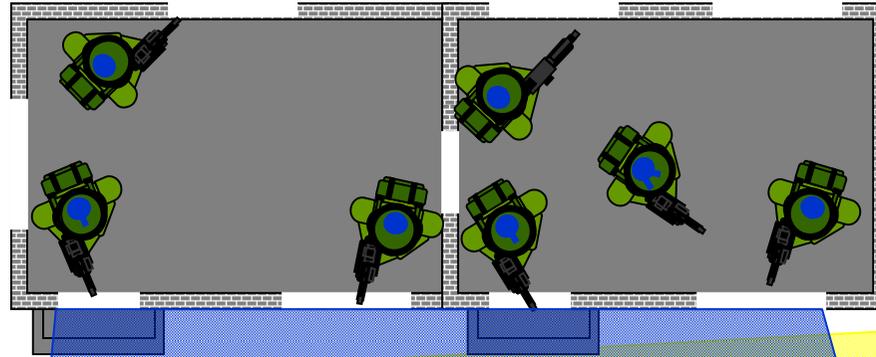
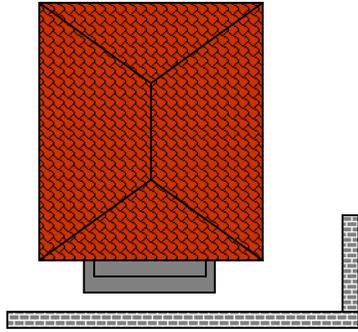


**G3**

**G3**  
**MISSION : APPUYER**  
**OBJECTIF : G1 ET G2**  
**EMD : SOUTENIR G1 ET G2**

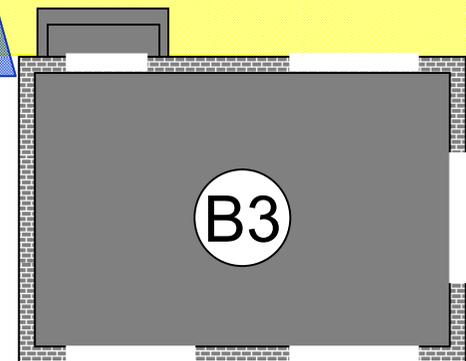
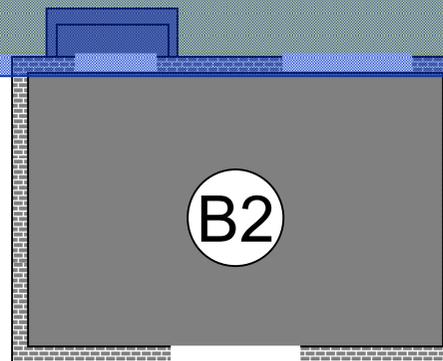
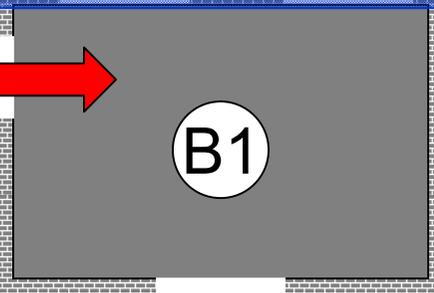
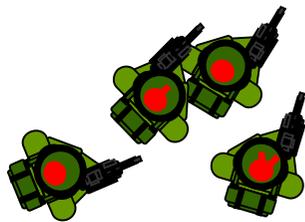
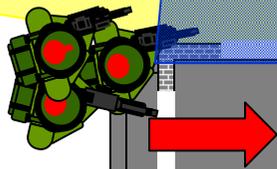


**G1**  
**MISSION : APPUYER G2**  
**OBJECTIF : B1 ET B2**

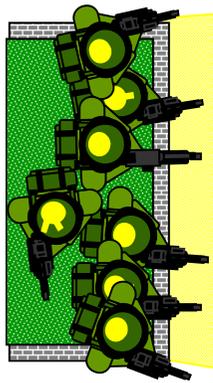
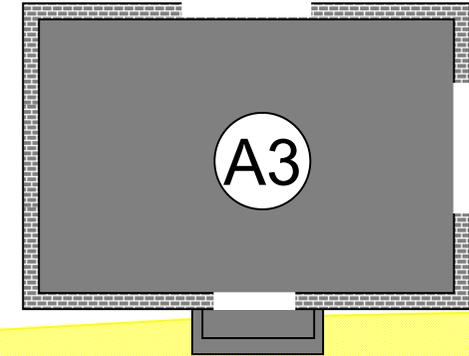
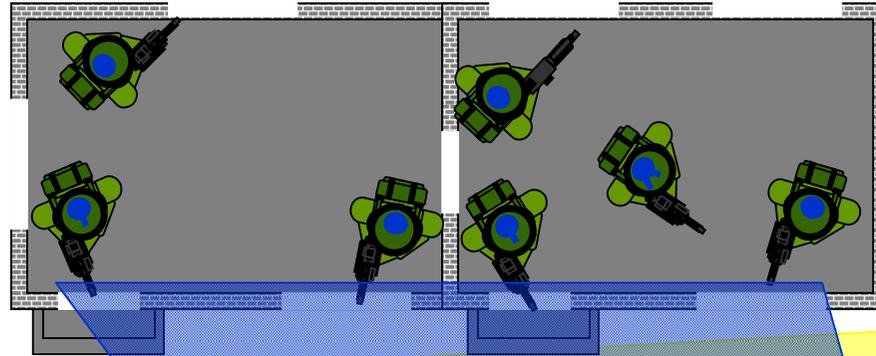
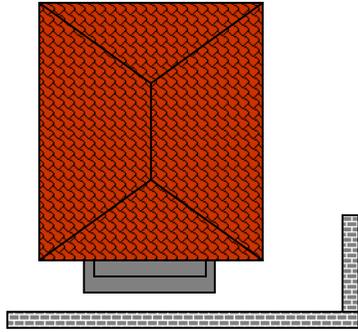


**G3**

**G3**  
**MISSION : APPUYER**  
**OBJECTIF : G1 ET G2**  
**EMD : SOUTENIR G1 ET G2**

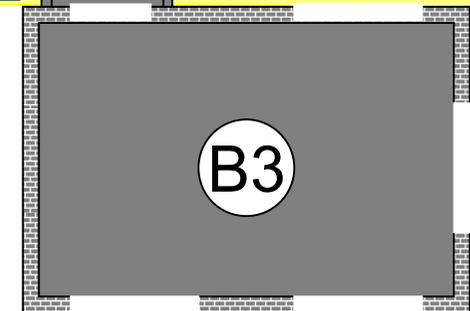
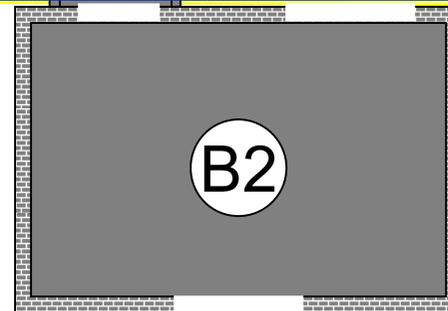
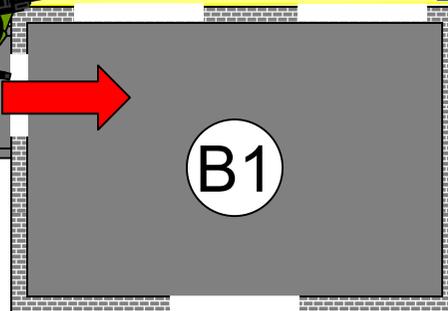
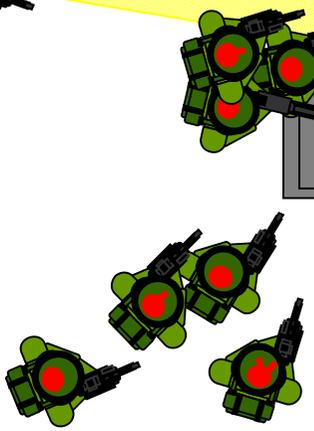


**G1**  
**MISSION : APPUYER G2**  
**OBJECTIF : B1 ET B2**

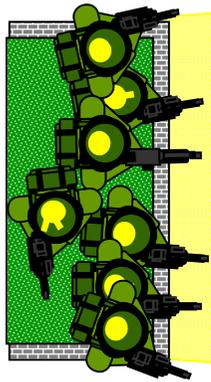
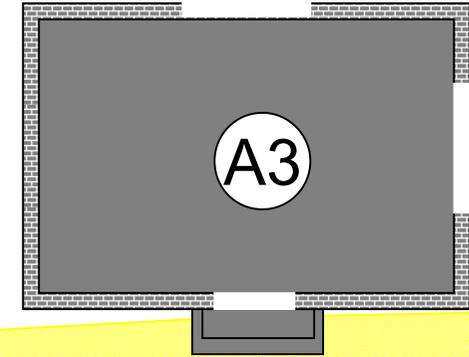
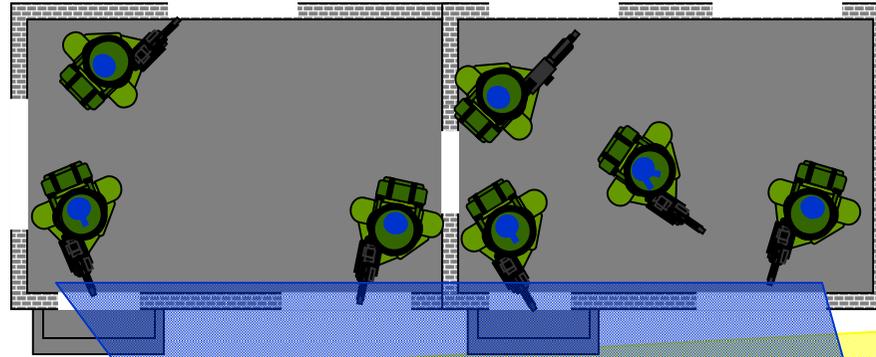
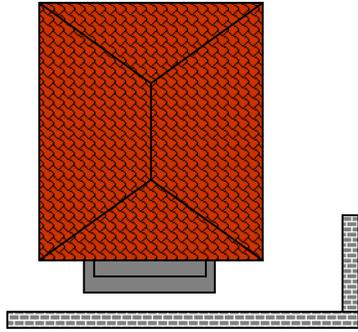


**G3**

**G3**  
**MISSION : APPUYER**  
**OBJECTIF : G1 ET G2**  
**EMD : SOUTENIR G1 ET G2**

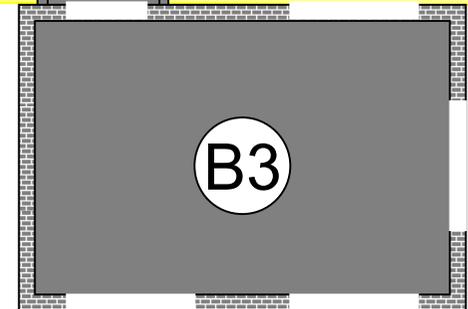
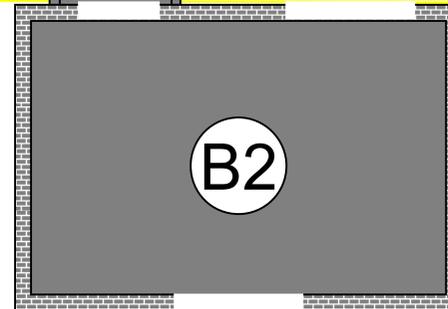
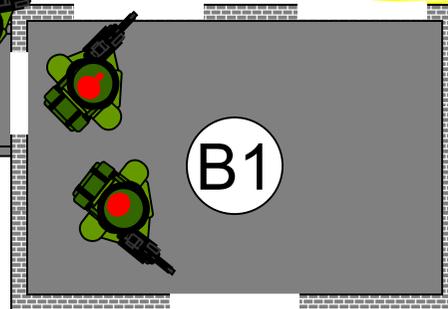
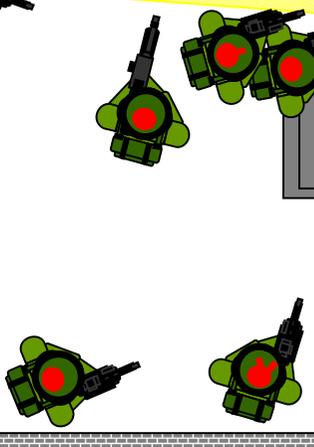


**G1**  
**MISSION : APPUYER G2**  
**OBJECTIF : B1 ET B2**

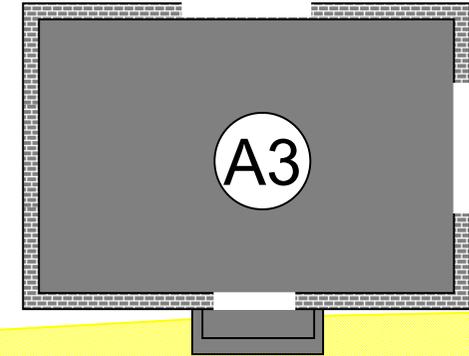
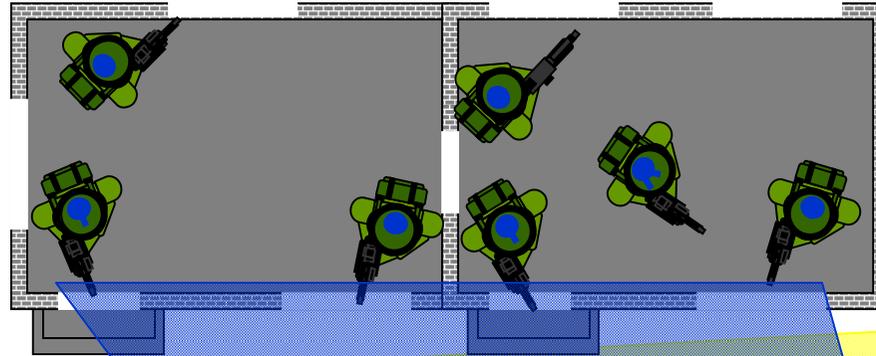


**G3**

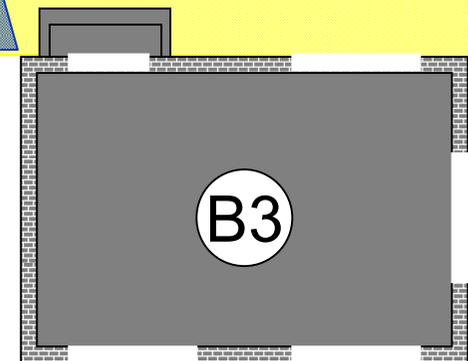
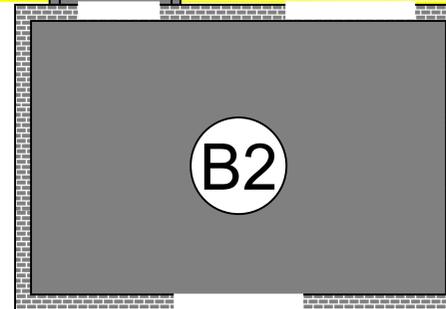
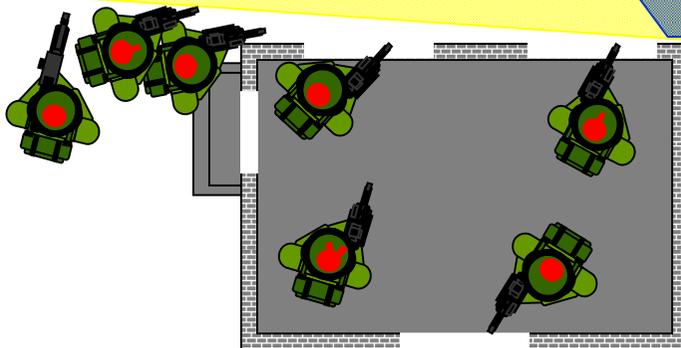
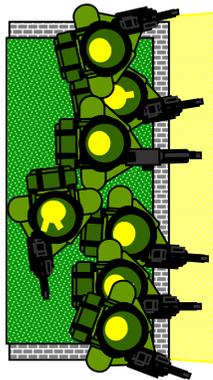
**G3**  
**MISSION : APPUYER**  
**OBJECTIF : G1 ET G2**  
**EMD : SOUTENIR G1 ET G2**



**G1**  
**MISSION : APPUYER G2**  
**OBJECTIF : B1 ET B2**

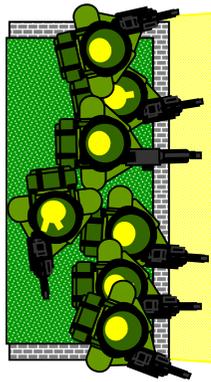
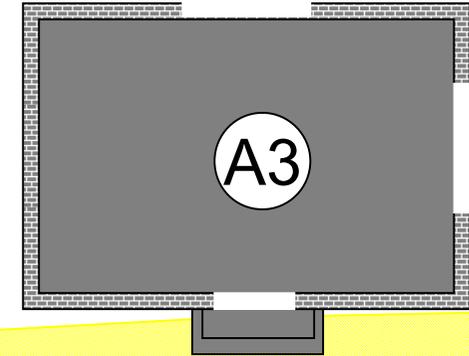
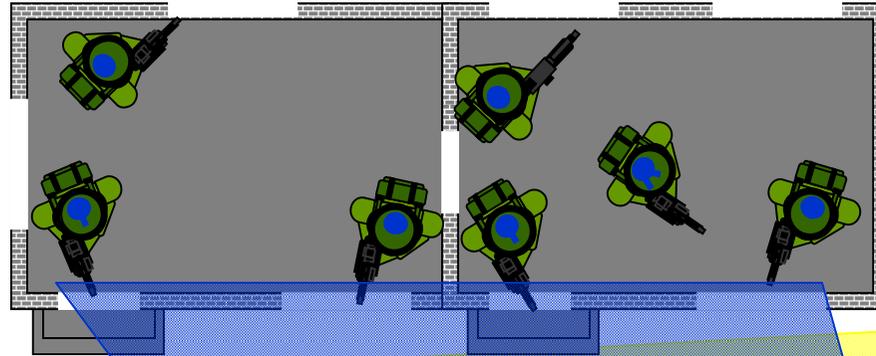
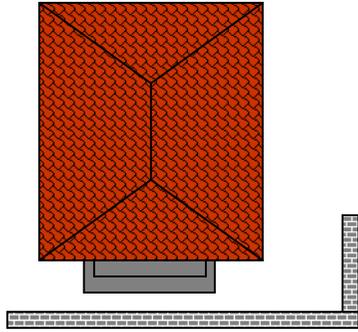


**G3**  
**MISSION : APPUYER**  
**OBJECTIF : G1 ET G2**  
**EMD : SOUTENIR G1 ET G2**



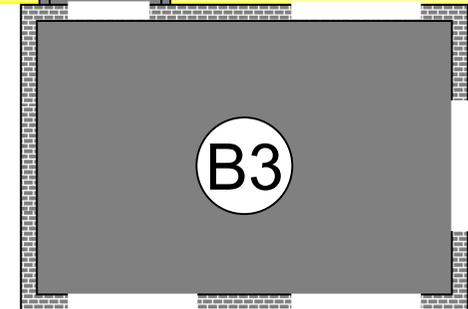
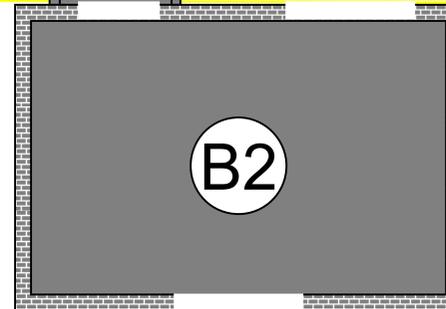
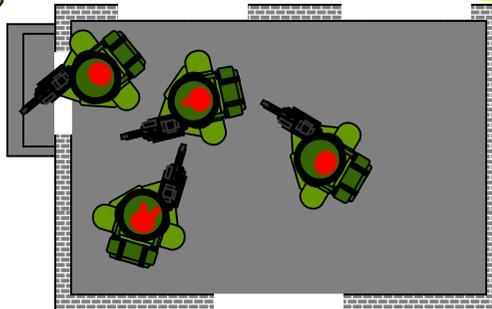
**G2**  
**MISSION : RECONNAÎTRE**  
**OBJECTIF : B2**

**G1**  
**MISSION : APPUYER G2**  
**OBJECTIF : B1 ET B2**

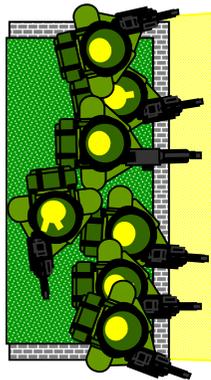
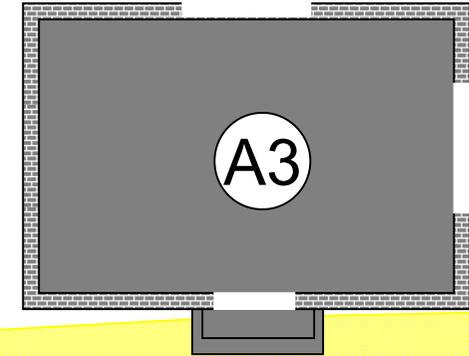
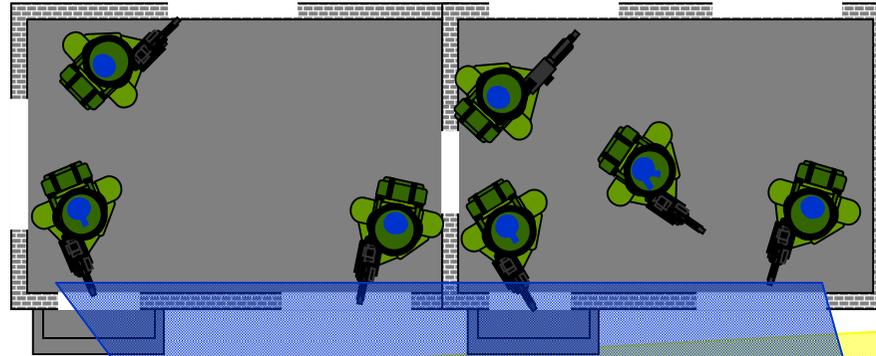
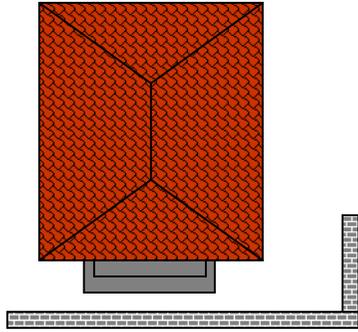


**G3**

**G3**  
**MISSION : APPUYER**  
**OBJECTIF : G1 ET G2**  
**EMD : SOUTENIR G1 ET G2**

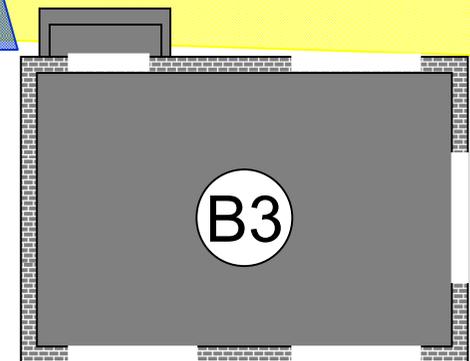
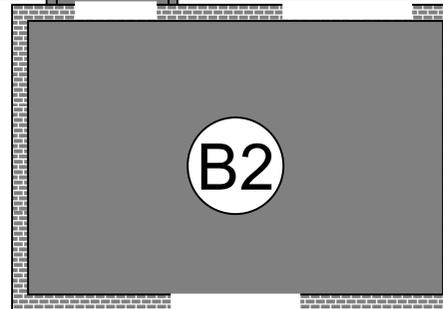
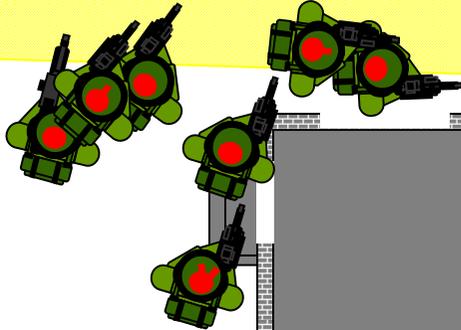


**G1**  
**MISSION : APPUYER G2**  
**OBJECTIF : B1 ET B2**

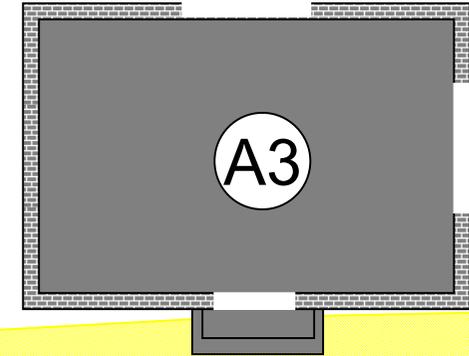
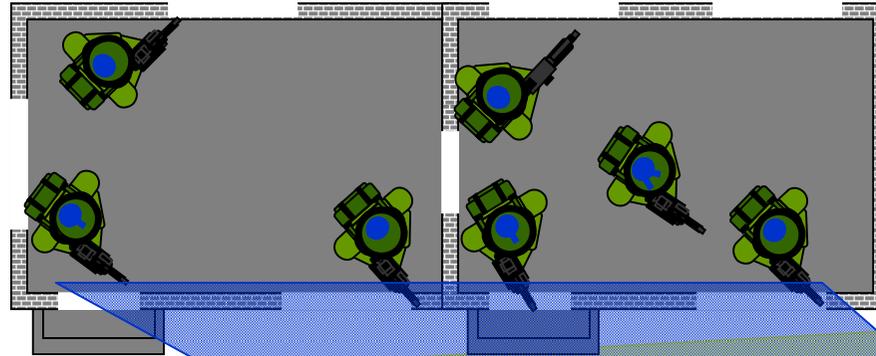
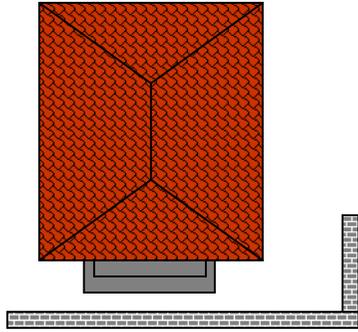


**G3**

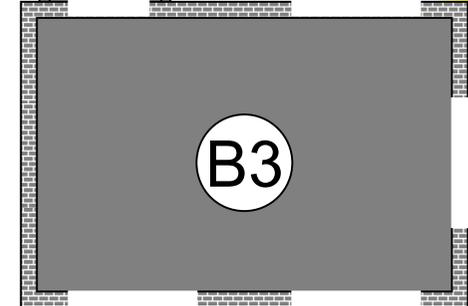
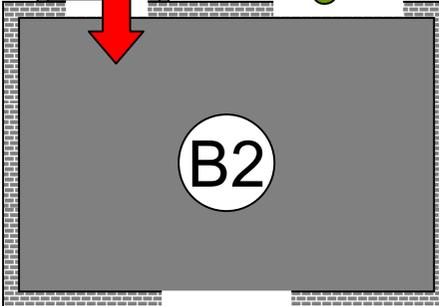
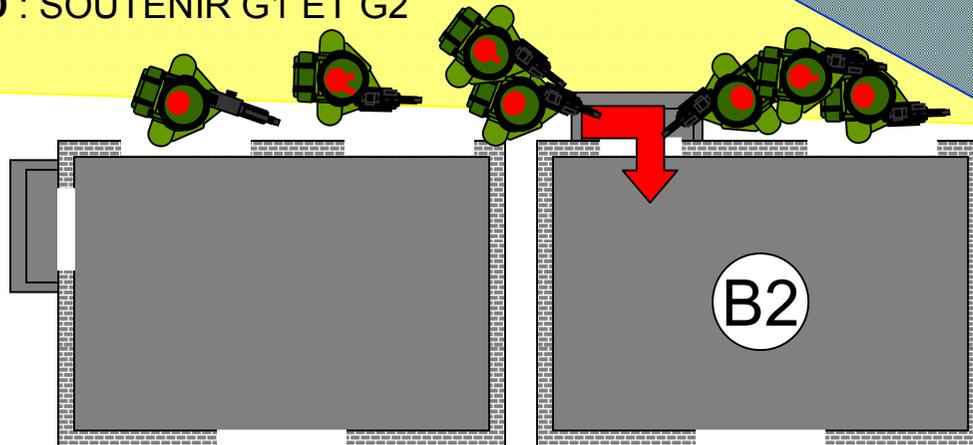
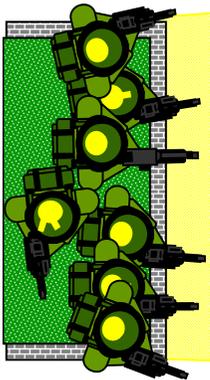
**G3**  
**MISSION : APPUYER**  
**OBJECTIF : G1 ET G2**  
**EMD : SOUTENIR G1 ET G2**



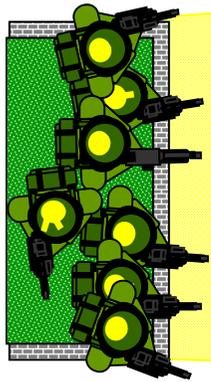
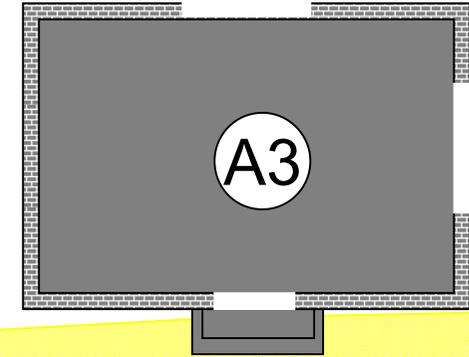
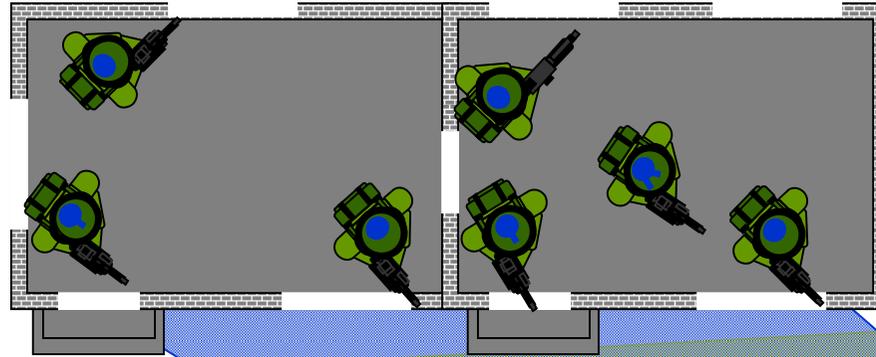
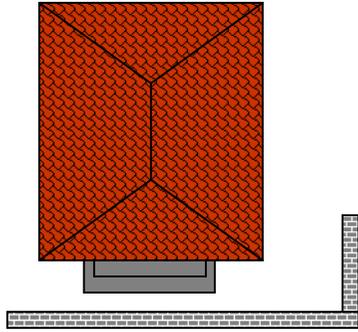
**G1**  
**MISSION : APPUYER G2**  
**OBJECTIF : B1 ET B2**



**G3**  
**MISSION : APPUYER**  
**OBJECTIF : G1 ET G2**  
**EMD : SOUTENIR G1 ET G2**

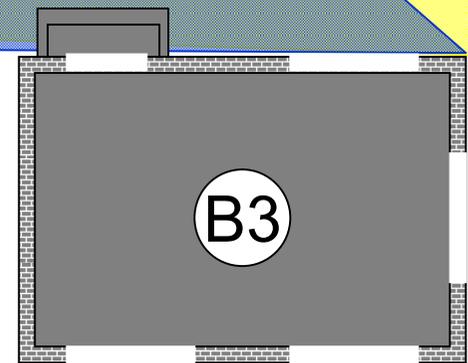
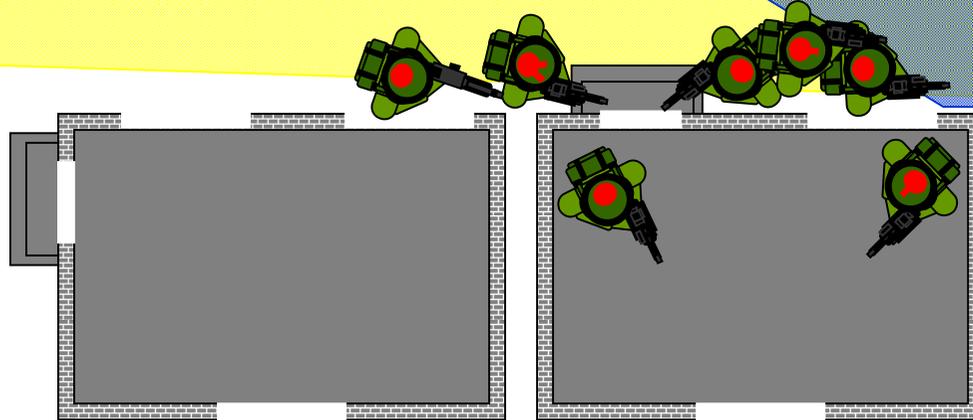


**G1**  
**MISSION : APPUYER G2**  
**OBJECTIF : B1 ET B2**

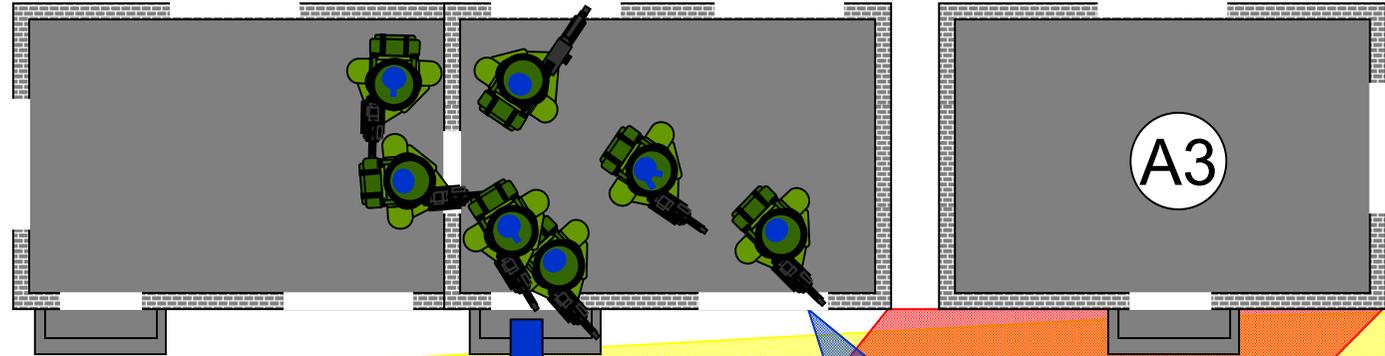
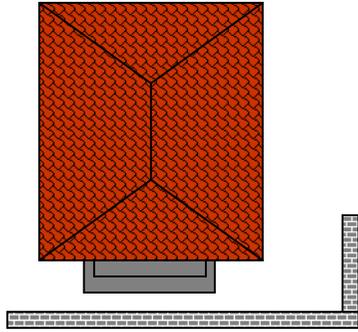


**G3**

**G3**  
**MISSION : APPUYER**  
**OBJECTIF : G1 ET G2**  
**EMD : SOUTENIR G1 ET G2**

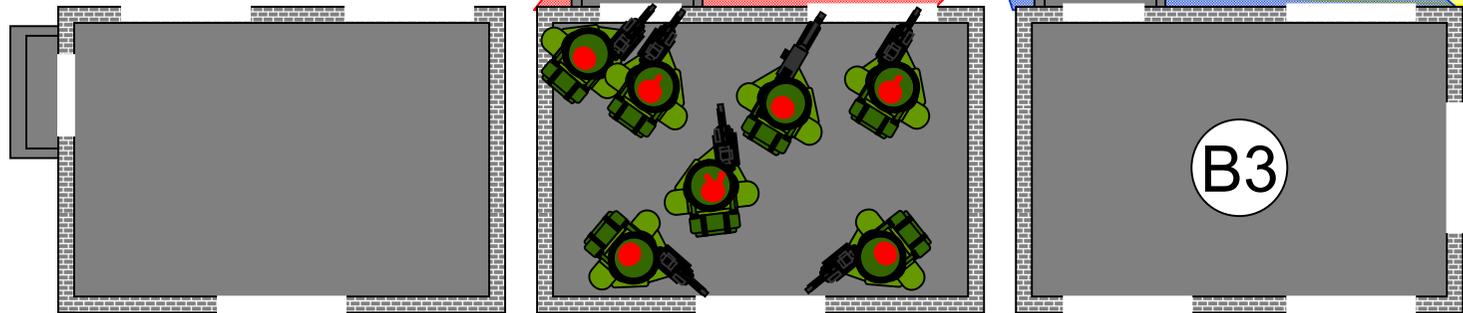
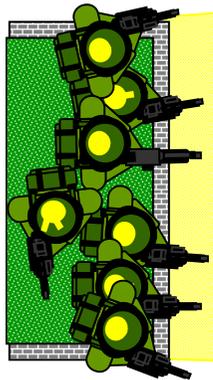


**G1**  
**MISSION : RECONNAITRE**  
**OBJECTIF : A3**

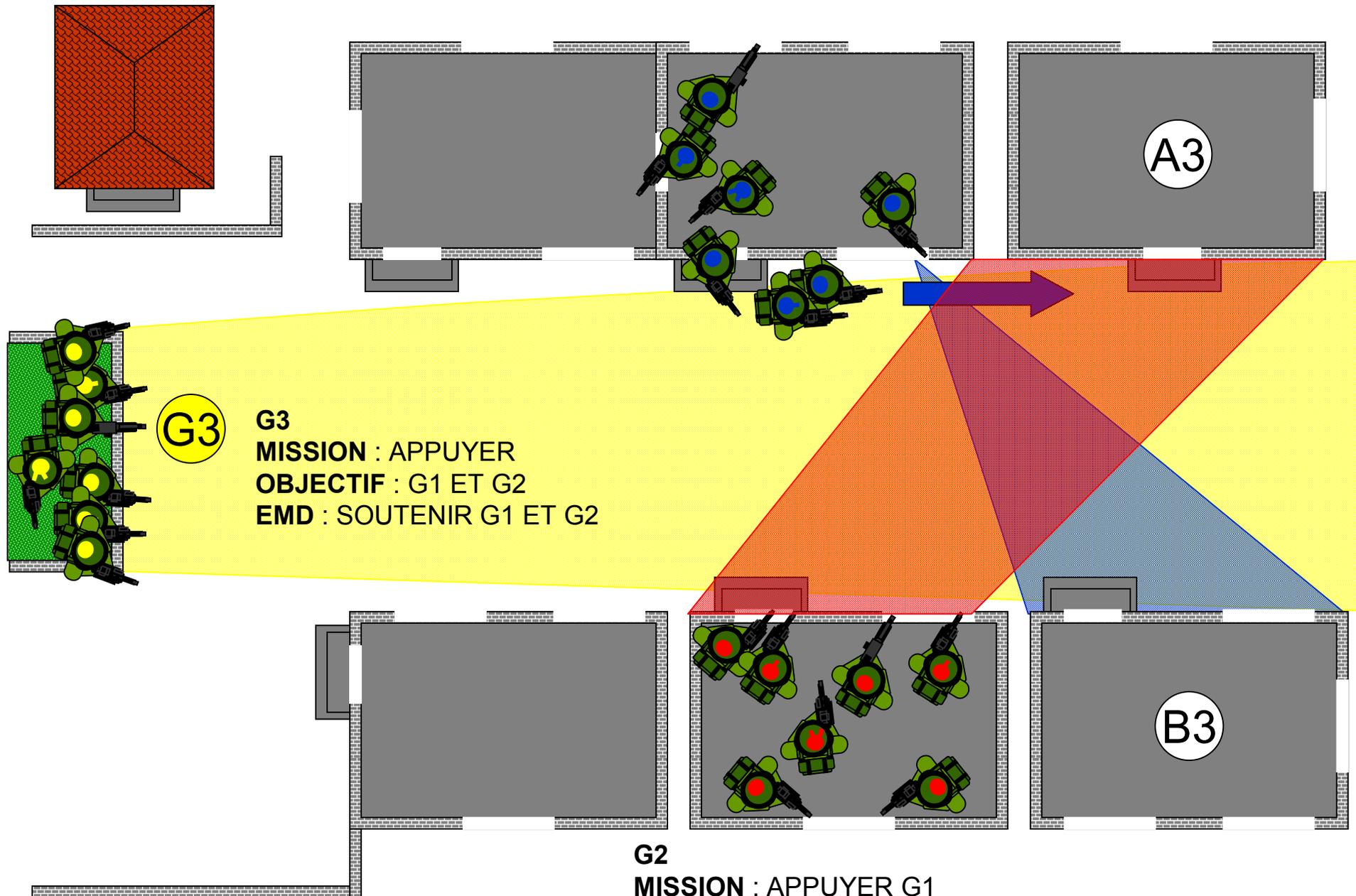


**G3**

**G3**  
**MISSION : APPUYER**  
**OBJECTIF : G1 ET G2**  
**EMD : SOUTENIR G1 ET G2**



**G2**  
**MISSION : APPUYER G1**  
**OBJECTIF : A3**



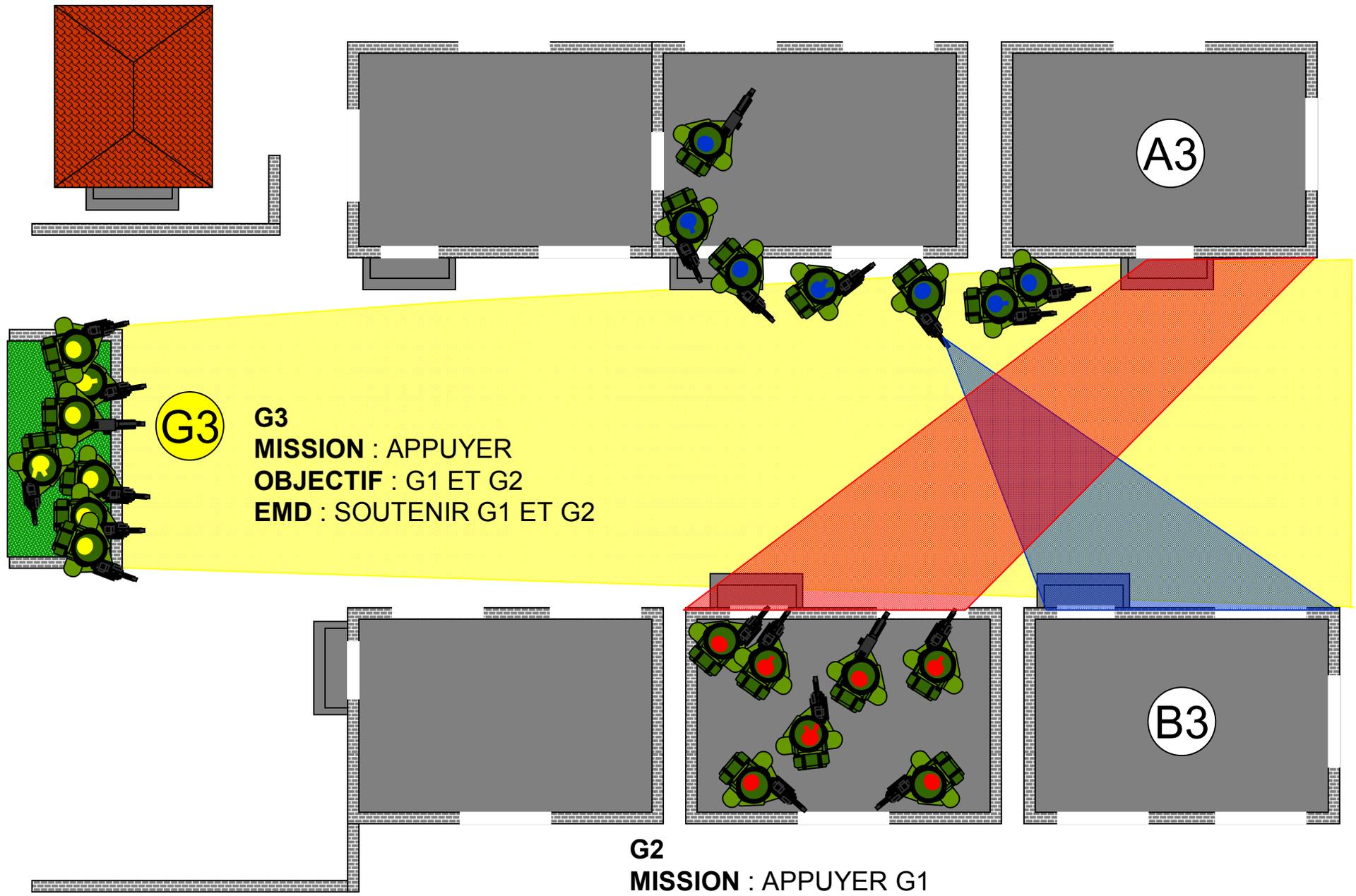
G3

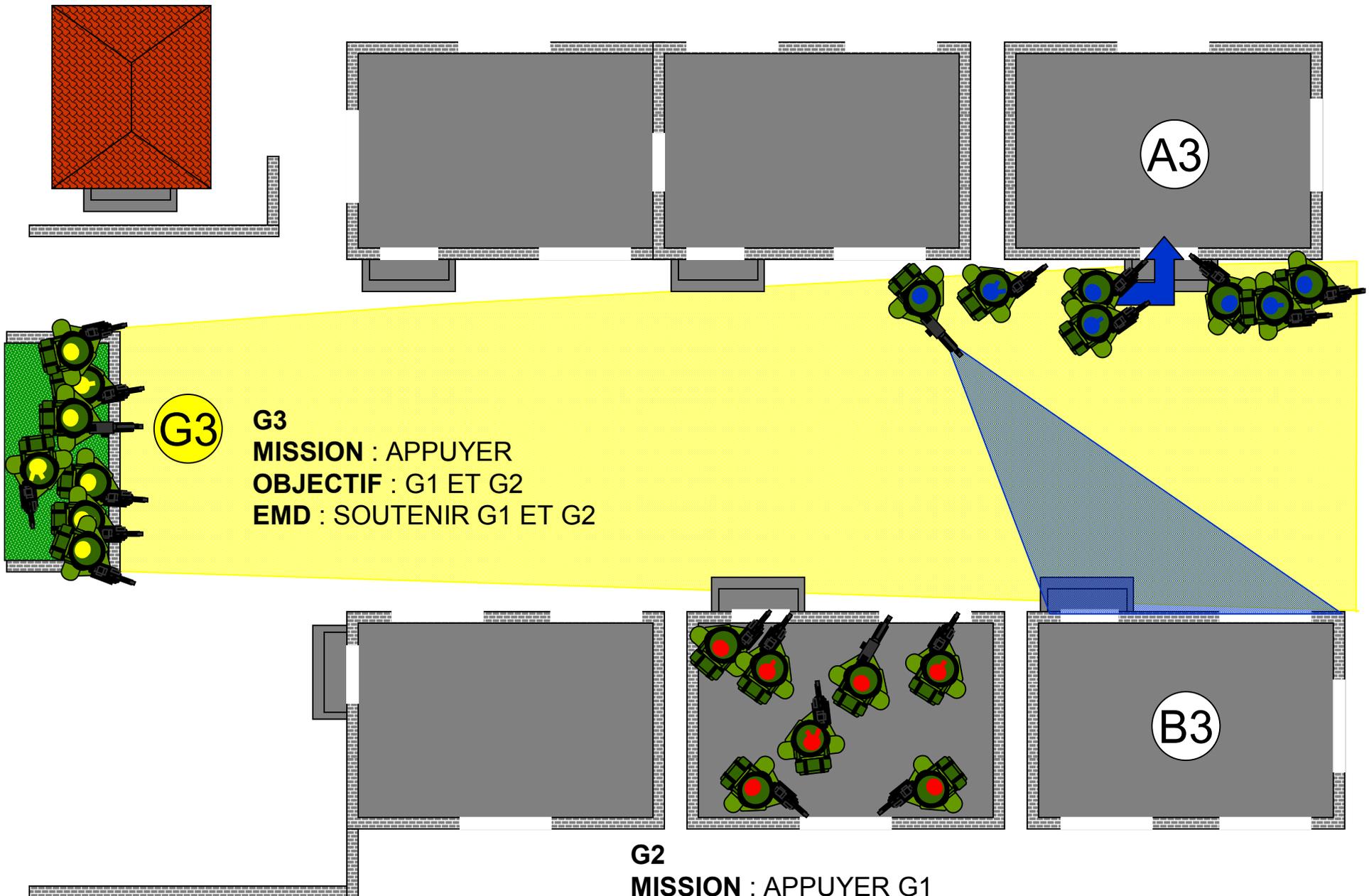
**G3**  
**MISSION :** APPUYER  
**OBJECTIF :** G1 ET G2  
**EMD :** SOUTENIR G1 ET G2

**G2**  
**MISSION :** APPUYER G1  
**OBJECTIF :** A3

A3

B3



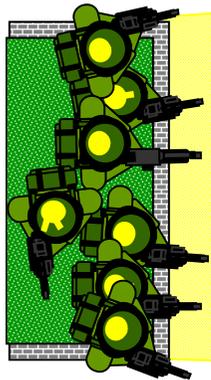
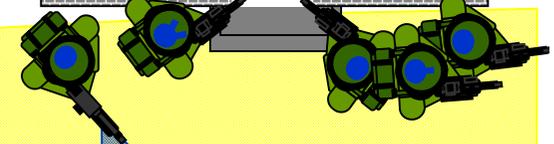
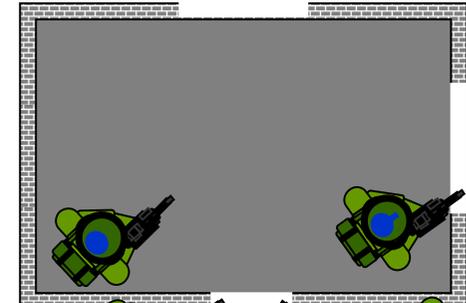
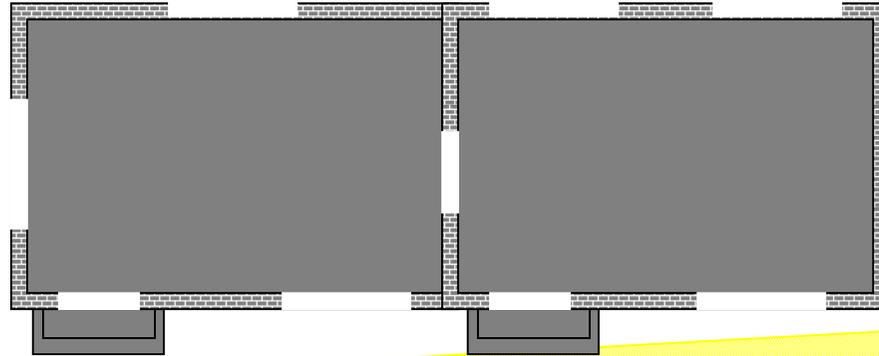
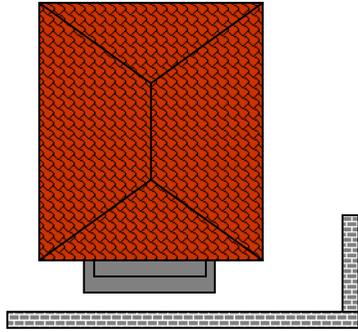


G3

**G3**  
**MISSION :** APPUYER  
**OBJECTIF :** G1 ET G2  
**EMD :** SOUTENIR G1 ET G2

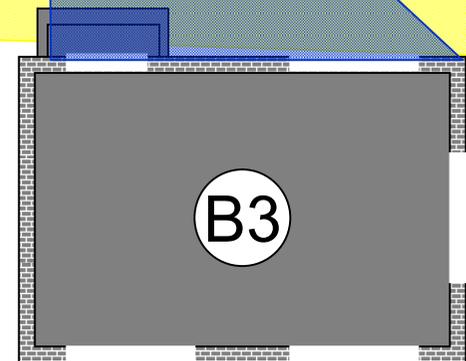
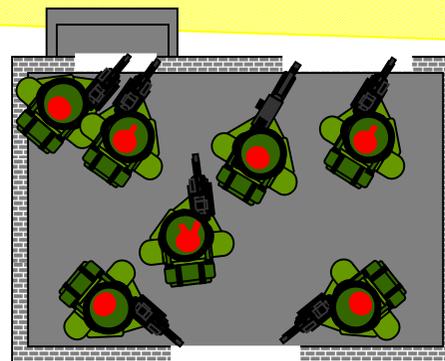
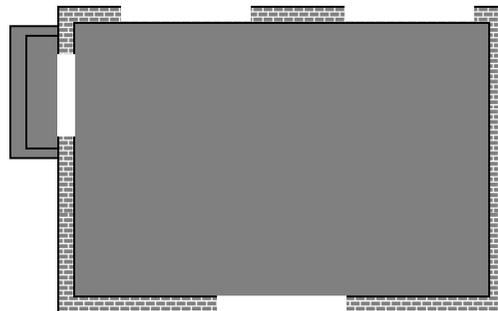
**G2**  
**MISSION :** APPUYER G1  
**OBJECTIF :** A3

**G1**  
**MISSION : APPUYER G2**  
**OBJECTIF : B3**



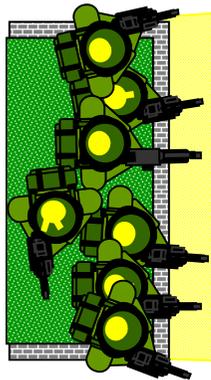
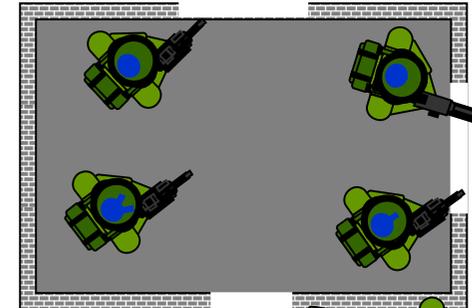
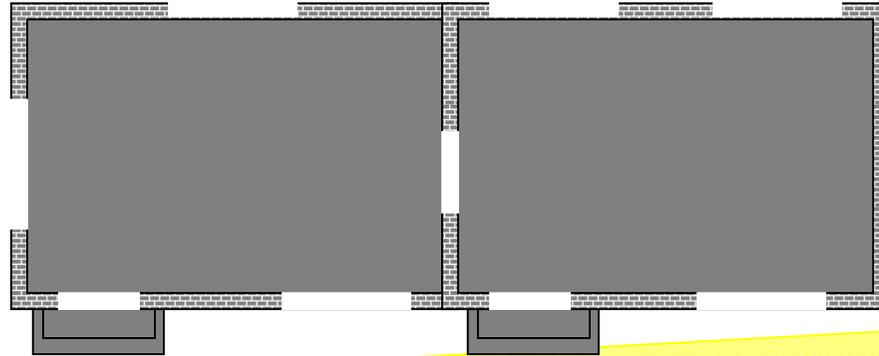
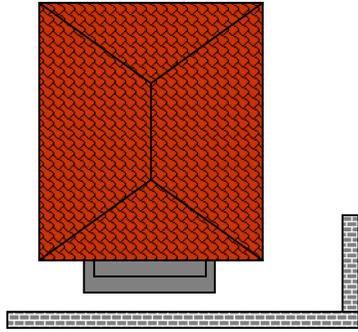
**G3**

**G3**  
**MISSION : APPUYER**  
**OBJECTIF : G1 ET G2**  
**EMD : SOUTENIR G1 ET G2**



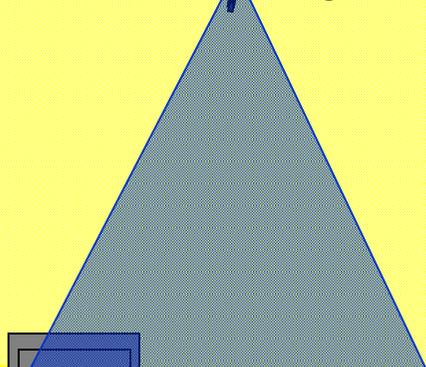
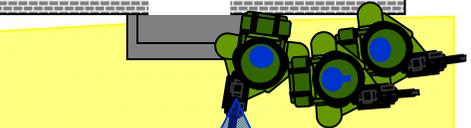
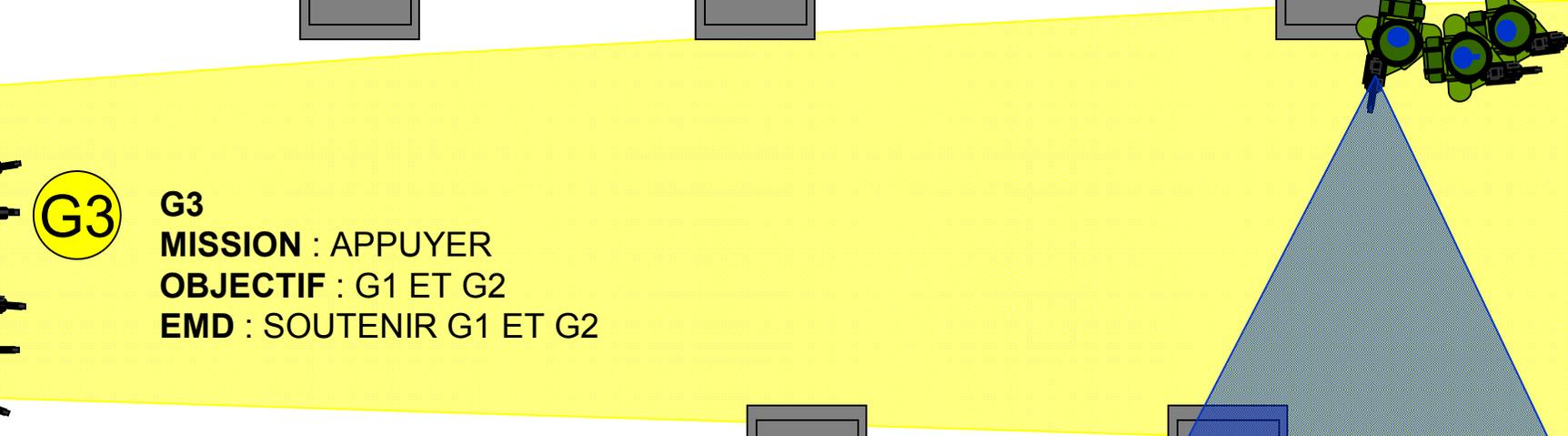
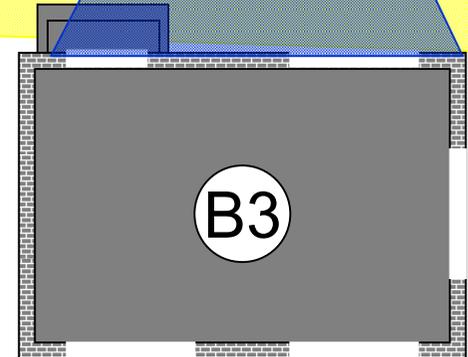
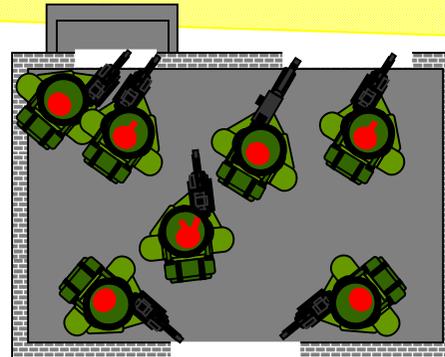
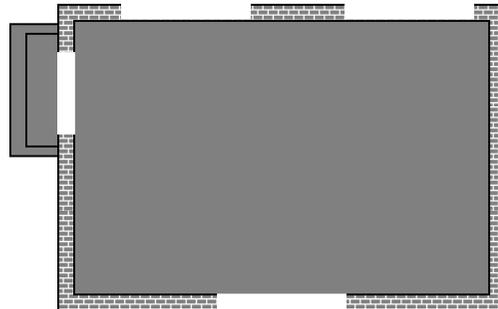
**G2**  
**MISSION : RECONNAITRE**  
**OBJECTIF : B3**

**G1**  
**MISSION : APPUYER G2**  
**OBJECTIF : B3**

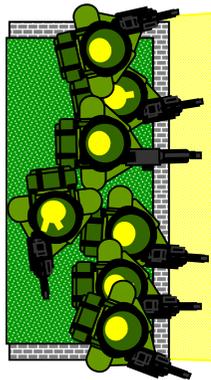
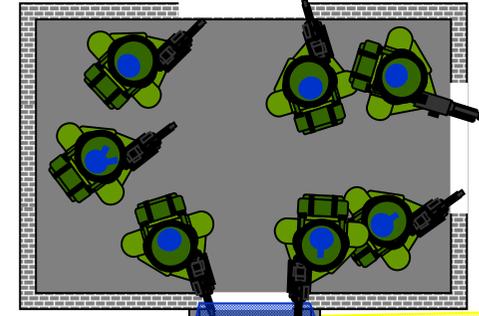
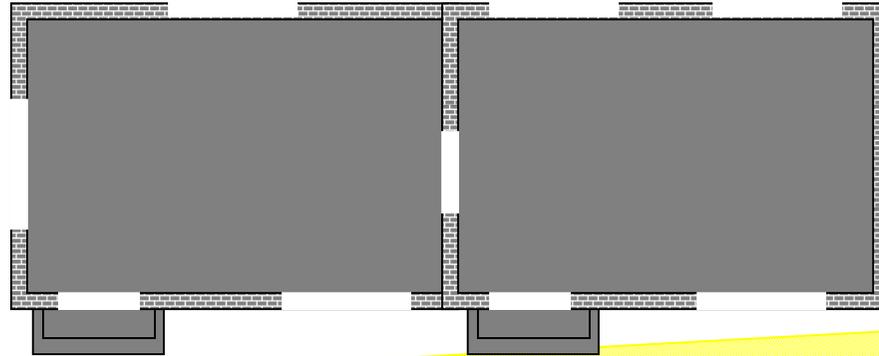
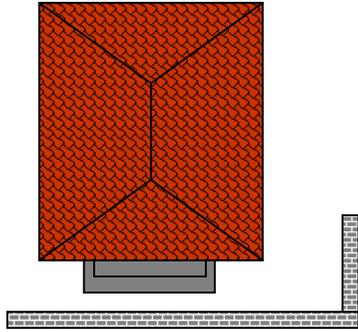


**G3**

**G3**  
**MISSION : APPUYER**  
**OBJECTIF : G1 ET G2**  
**EMD : SOUTENIR G1 ET G2**

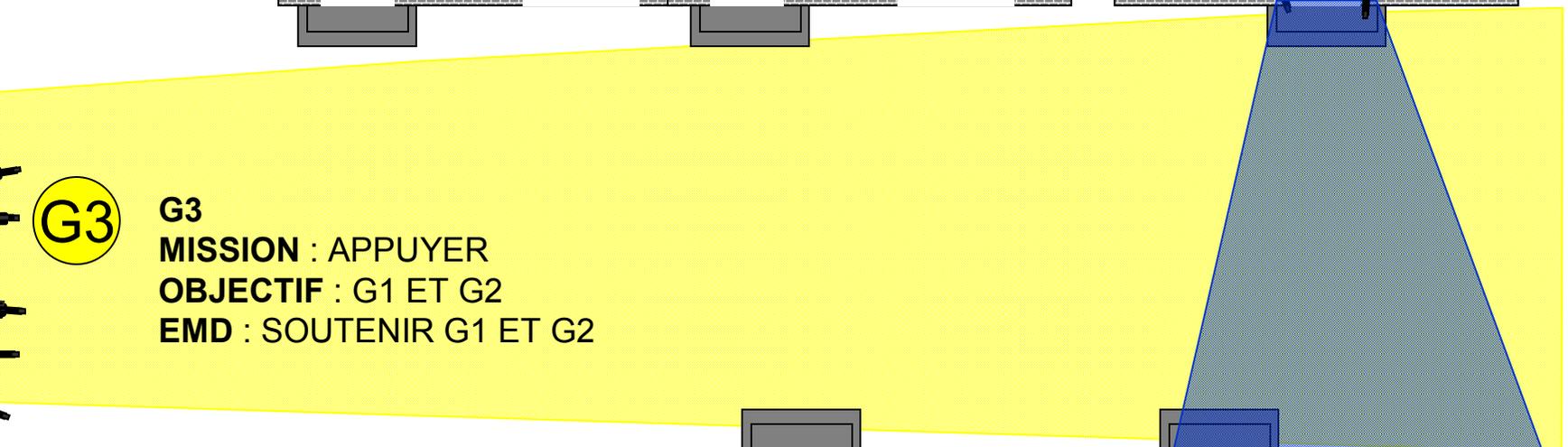
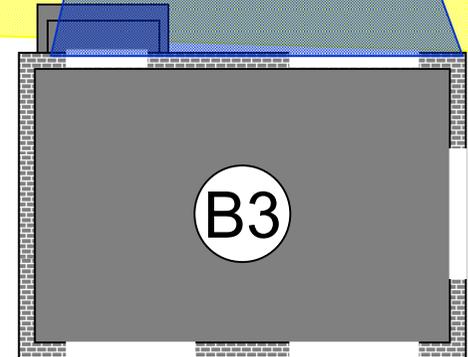
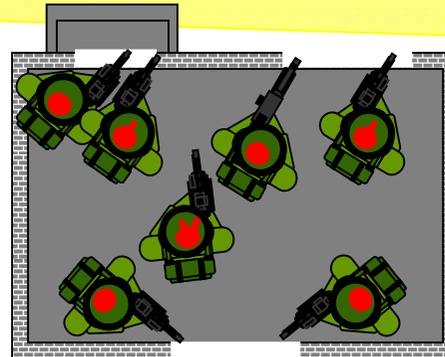
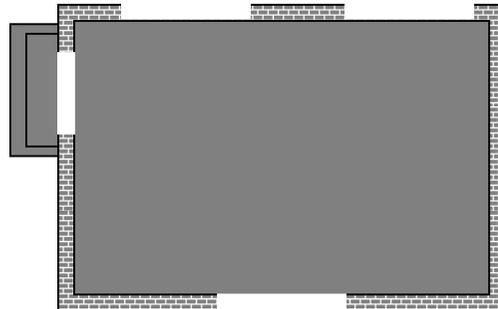


**G1**  
**MISSION : APPUYER G2**  
**OBJECTIF : B3**

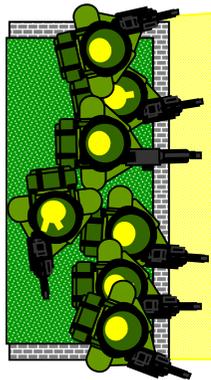
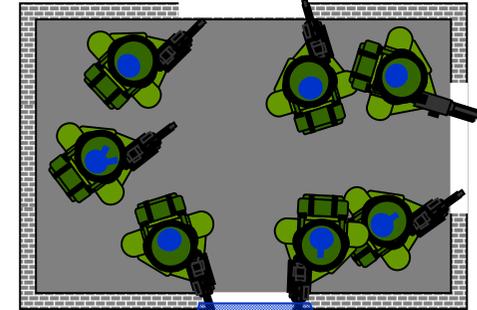
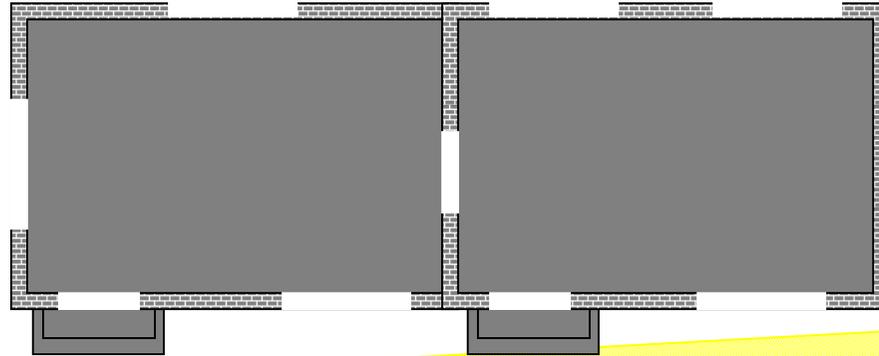
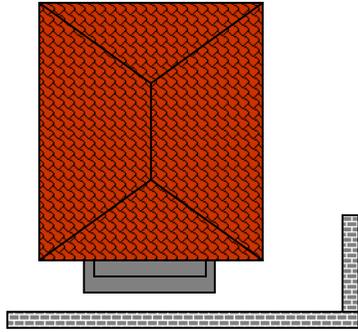


**G3**

**G3**  
**MISSION : APPUYER**  
**OBJECTIF : G1 ET G2**  
**EMD : SOUTENIR G1 ET G2**

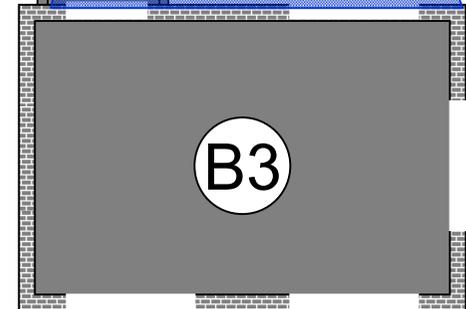
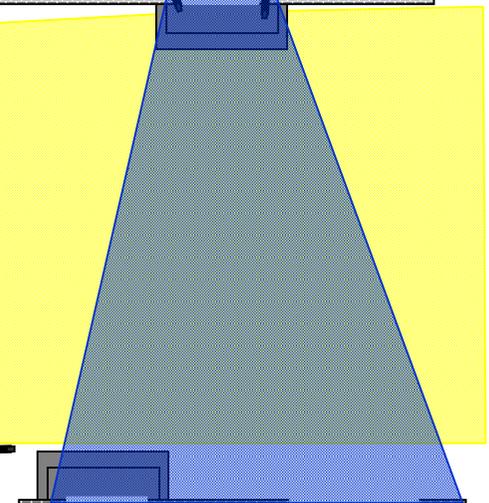
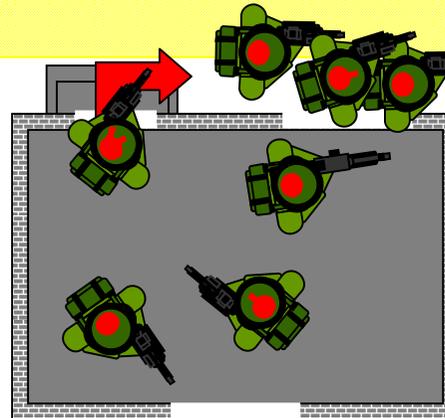
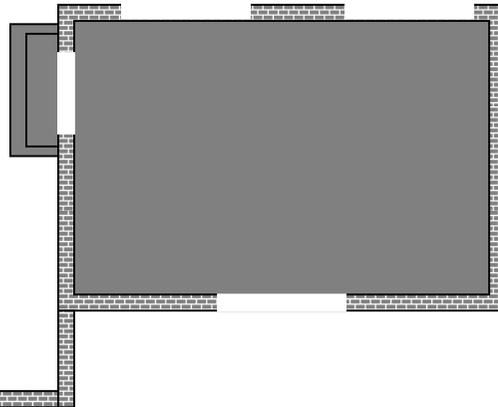


**G1**  
**MISSION : APPUYER G2**  
**OBJECTIF : B3**

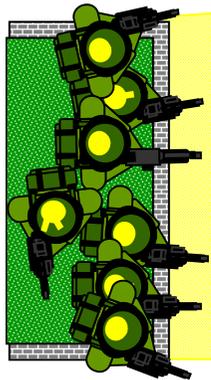
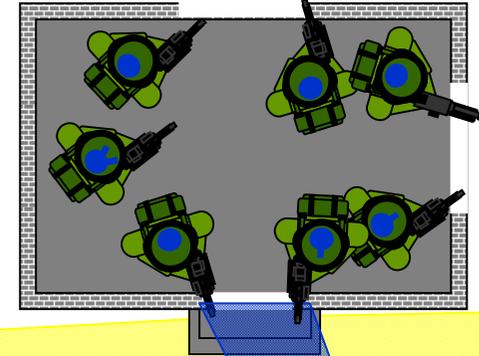
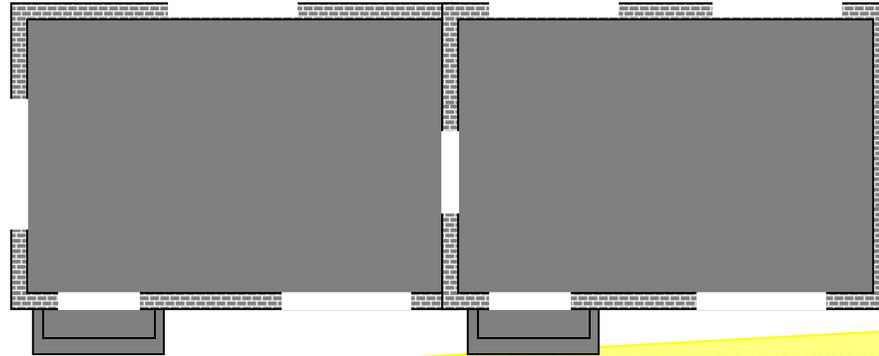
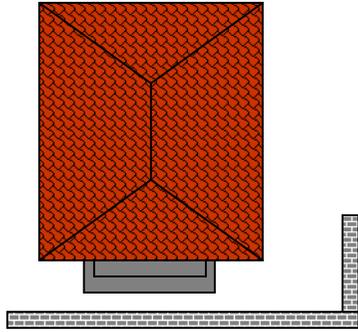


**G3**

**G3**  
**MISSION : APPUYER**  
**OBJECTIF : G1 ET G2**  
**EMD : SOUTENIR G1 ET G2**

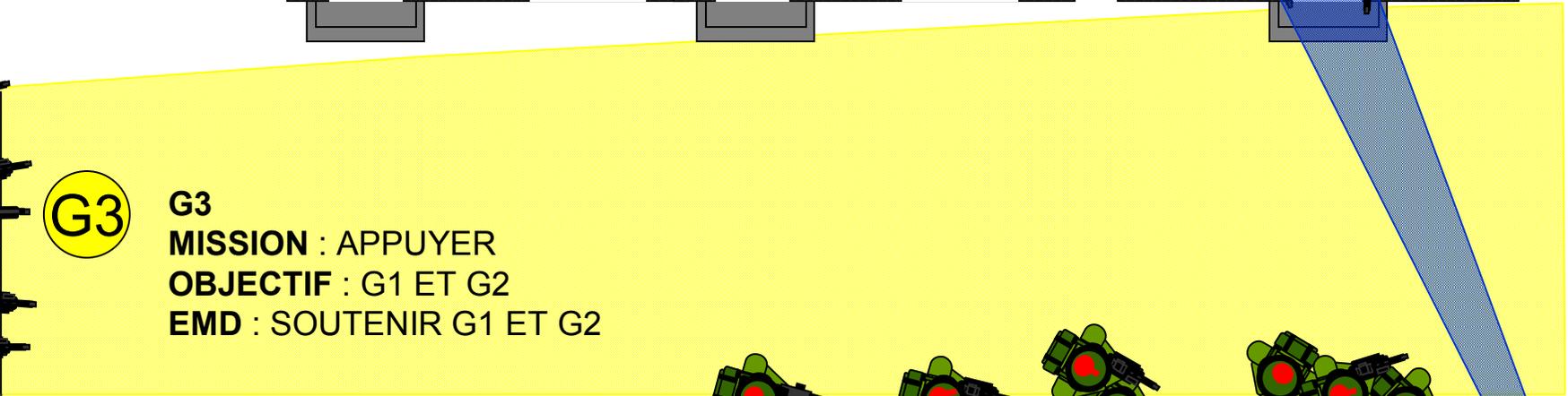
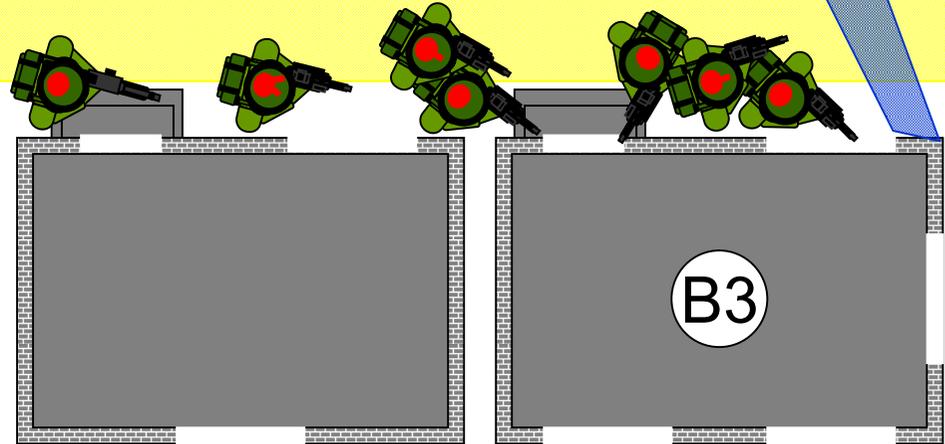
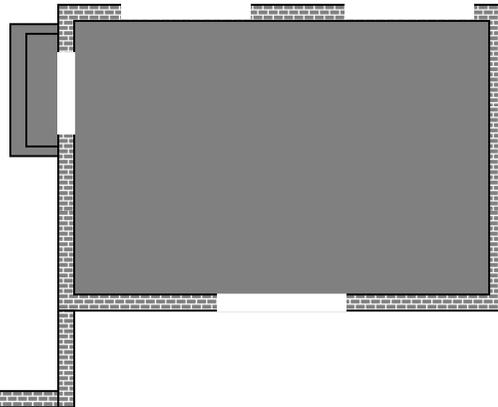


**G1**  
**MISSION : APPUYER G2**  
**OBJECTIF : B3**

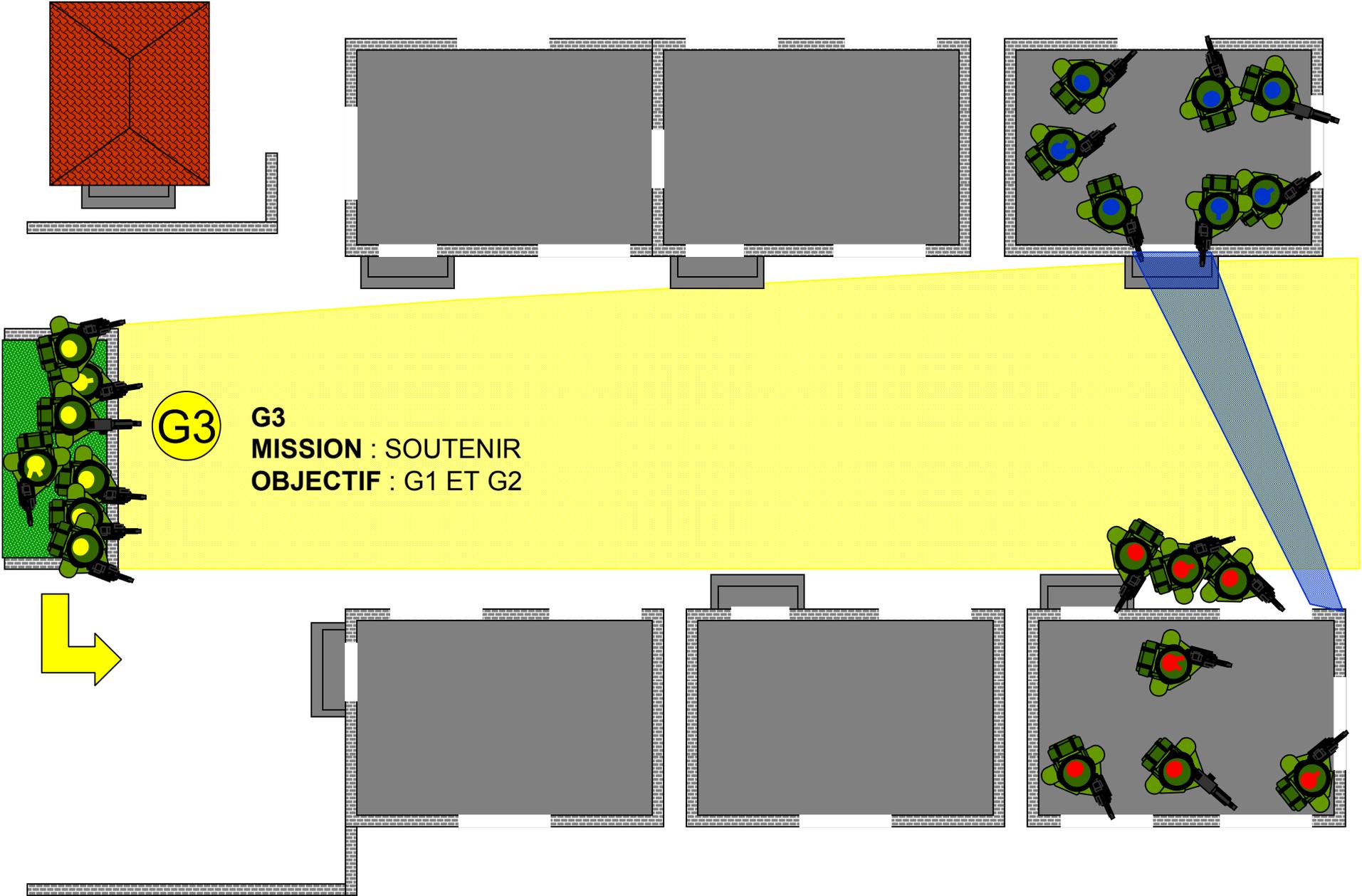


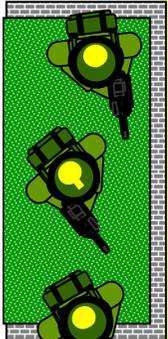
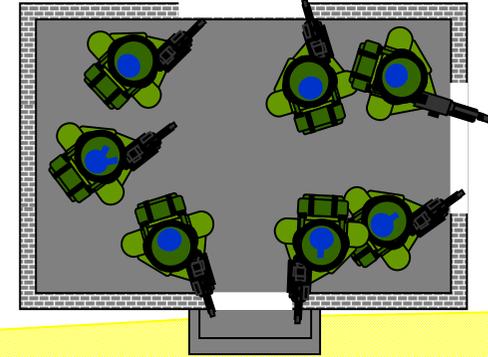
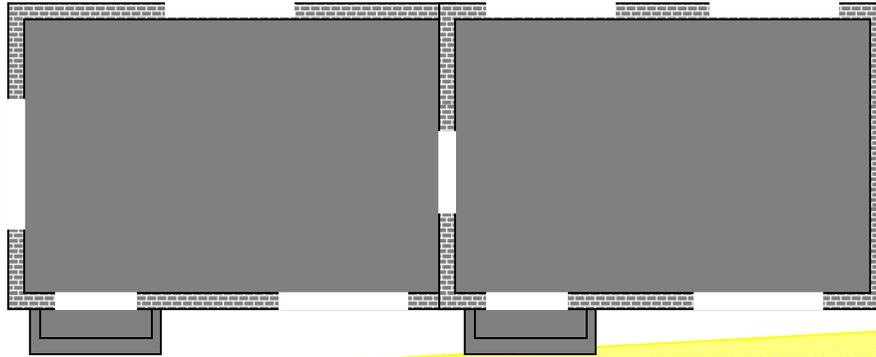
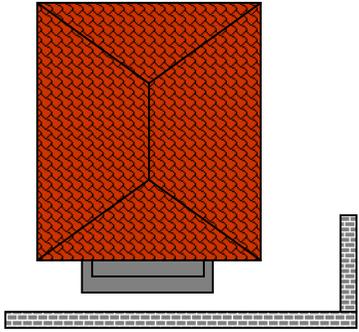
**G3**

**G3**  
**MISSION : APPUYER**  
**OBJECTIF : G1 ET G2**  
**EMD : SOUTENIR G1 ET G2**



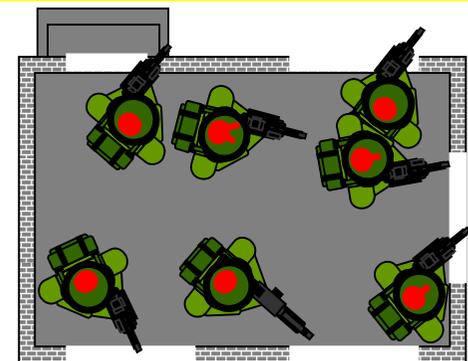
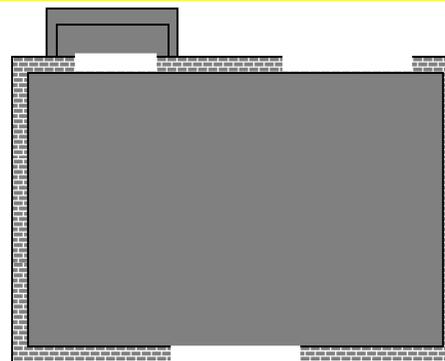
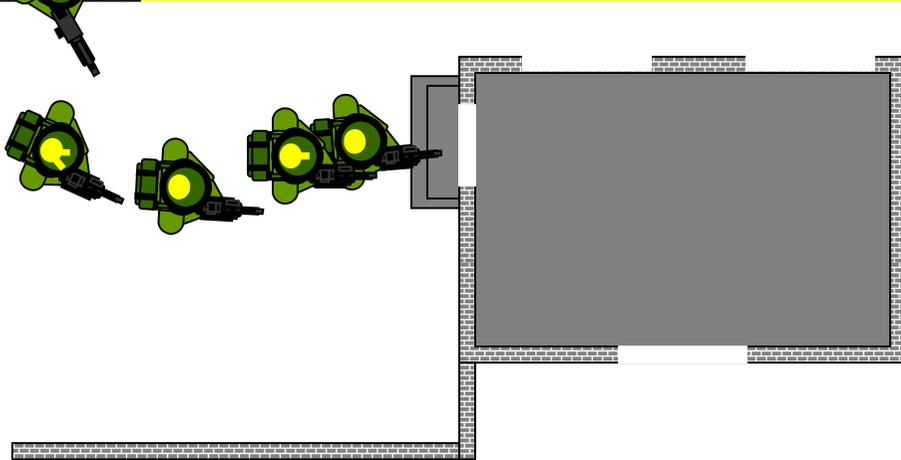






G3

G3  
MISSION : SOUTENIR  
OBJECTIF : G1 ET G2

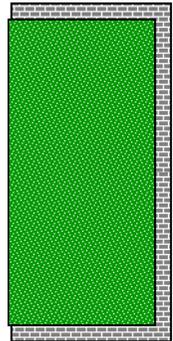
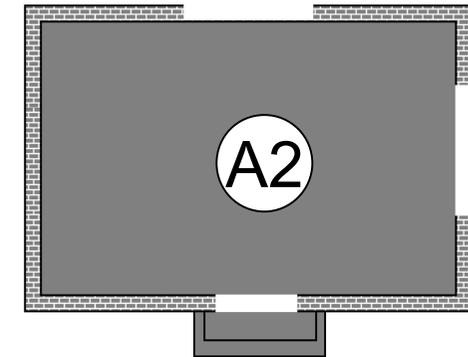
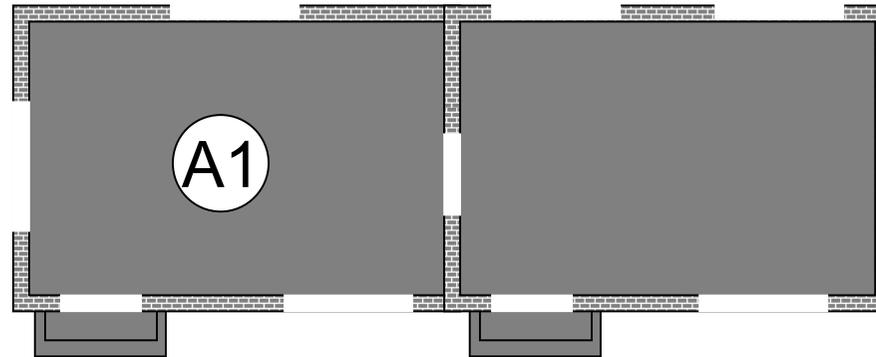
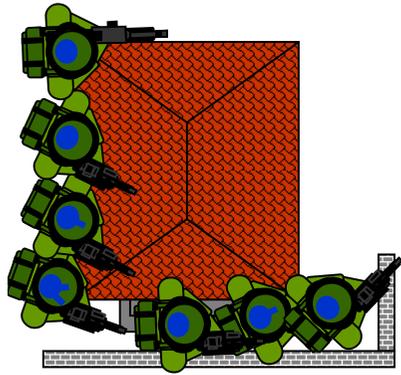


**LE GROUPE**

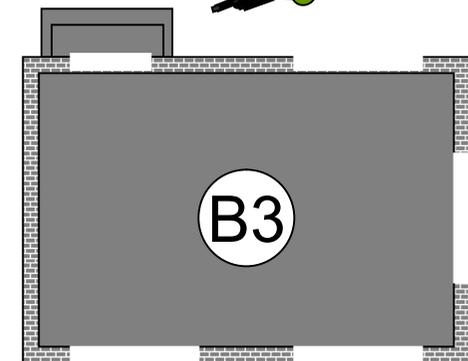
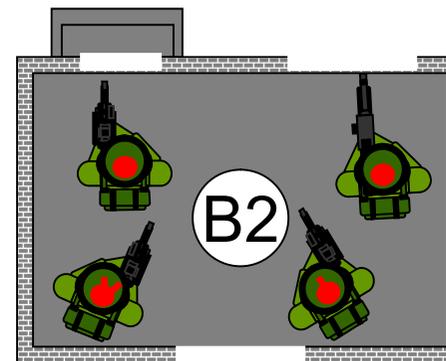
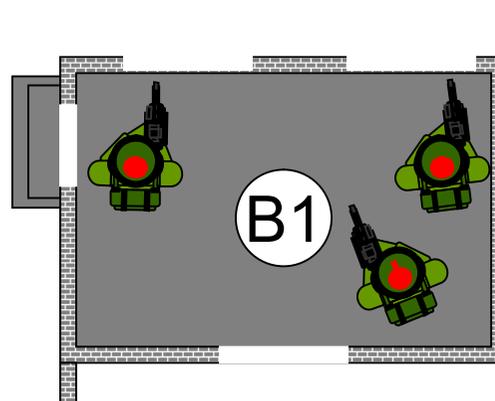
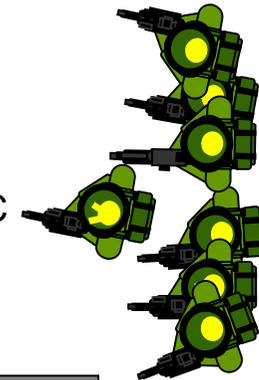
**S'EMPARE**

**D'UNE HABITATION**

# PREPARER

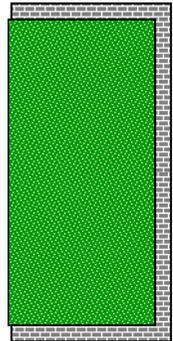
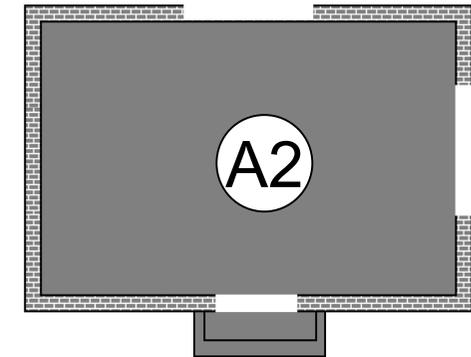
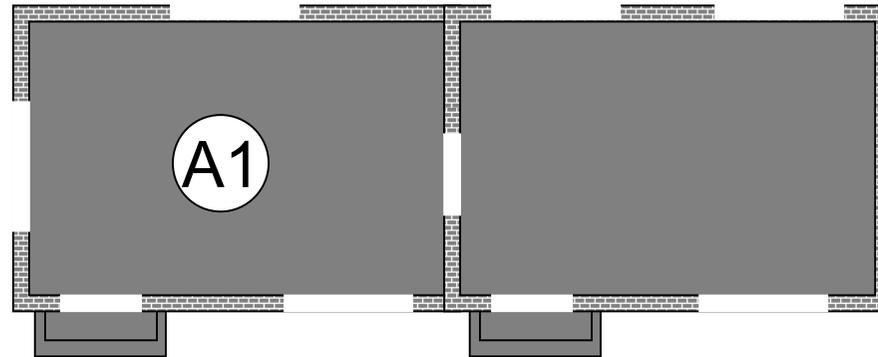
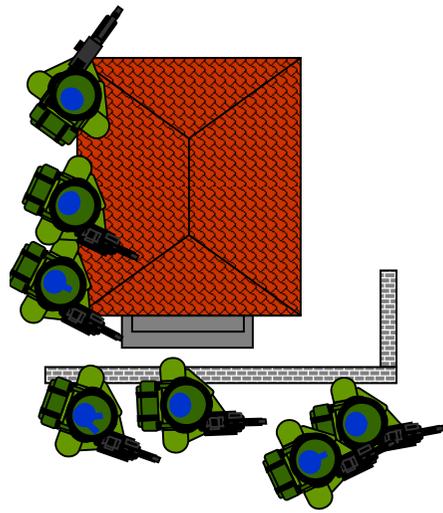


**NB** : GROUPE  
SPECTATEUR AVEC  
L'INSTRUCTEUR

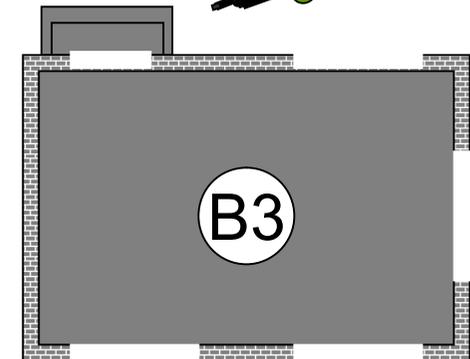
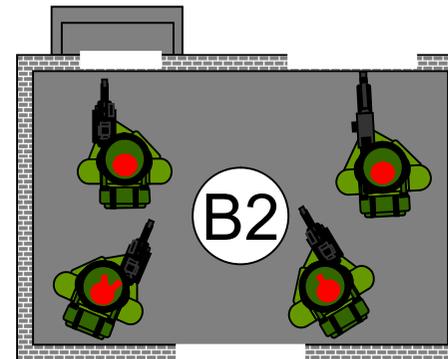
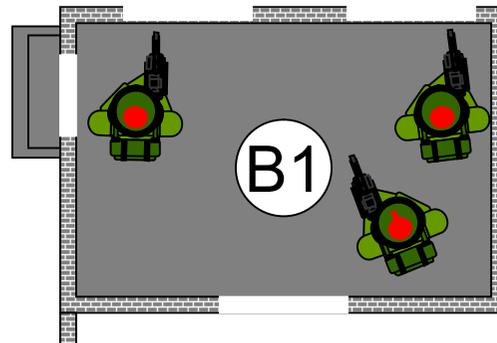
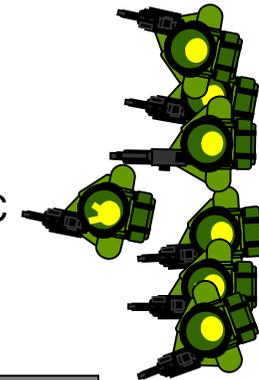


**NB** : UNE FOIS LES RENSEIGNEMENTS RECUEILLIS, LE CHEF DE GROUPE BLEU FAIT UNE MAQUETTE POUR DONNER SES ORDRES (DESSIN A LA CRAIE SUR LES MURS...).  
**CETTE PHASE EST ESSENTIELLE POUR LE BON DEROULEMENT DE LA MISSION.**

# ABORDER

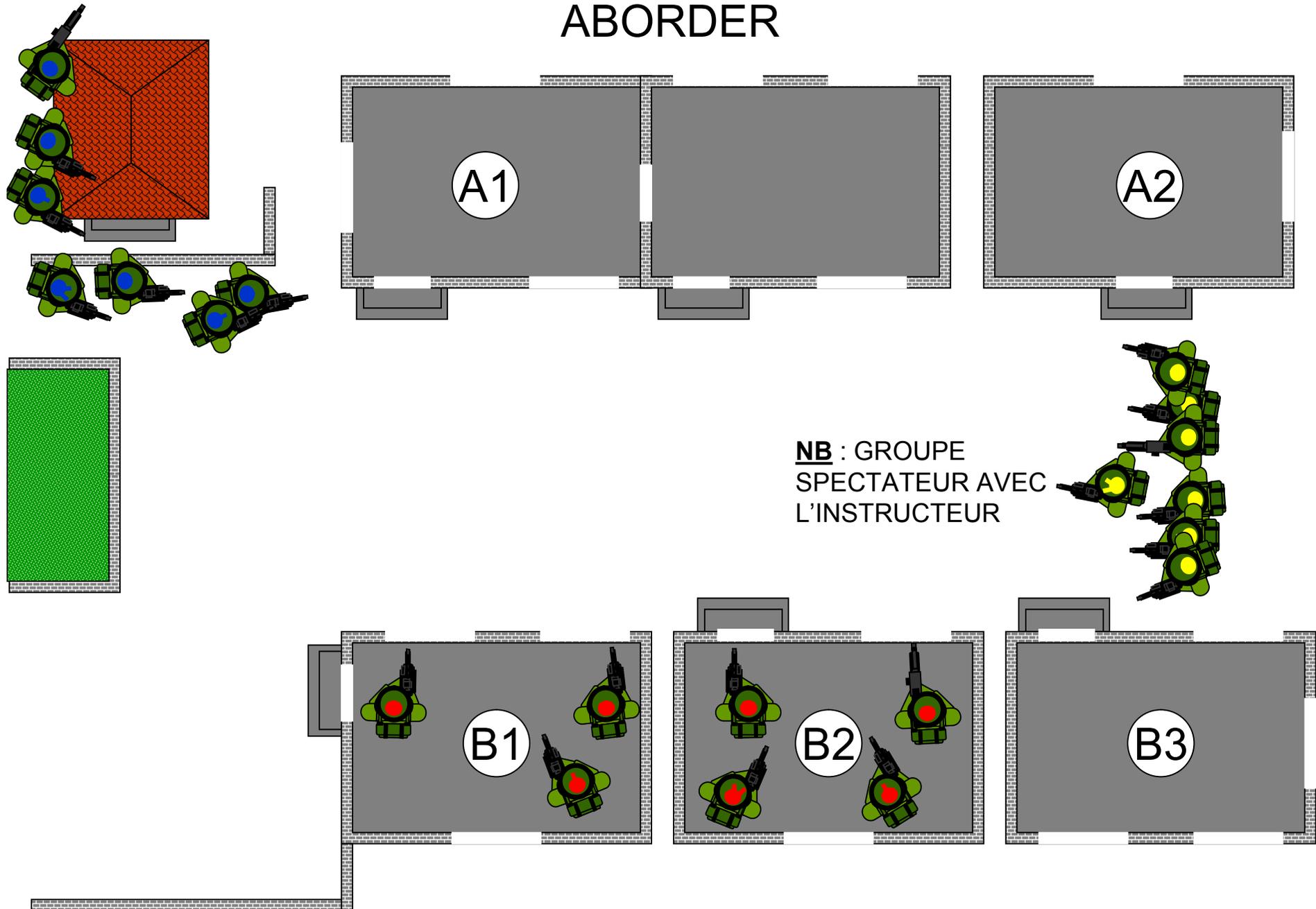


**NB** : GROUPE  
SPECTATEUR AVEC  
L'INSTRUCTEUR



**NB** : LE CHEF DE GROUPE ROUGE DONNE SES ORDRES A L'ELEMENT APPUI (ZMSPCP) EN INSISTANT BIEN SUR LES CONSIGNES DE REPORT ET DE LEVEE DES TIRS, ET SUR LES MOYENS DE COORDINATION.

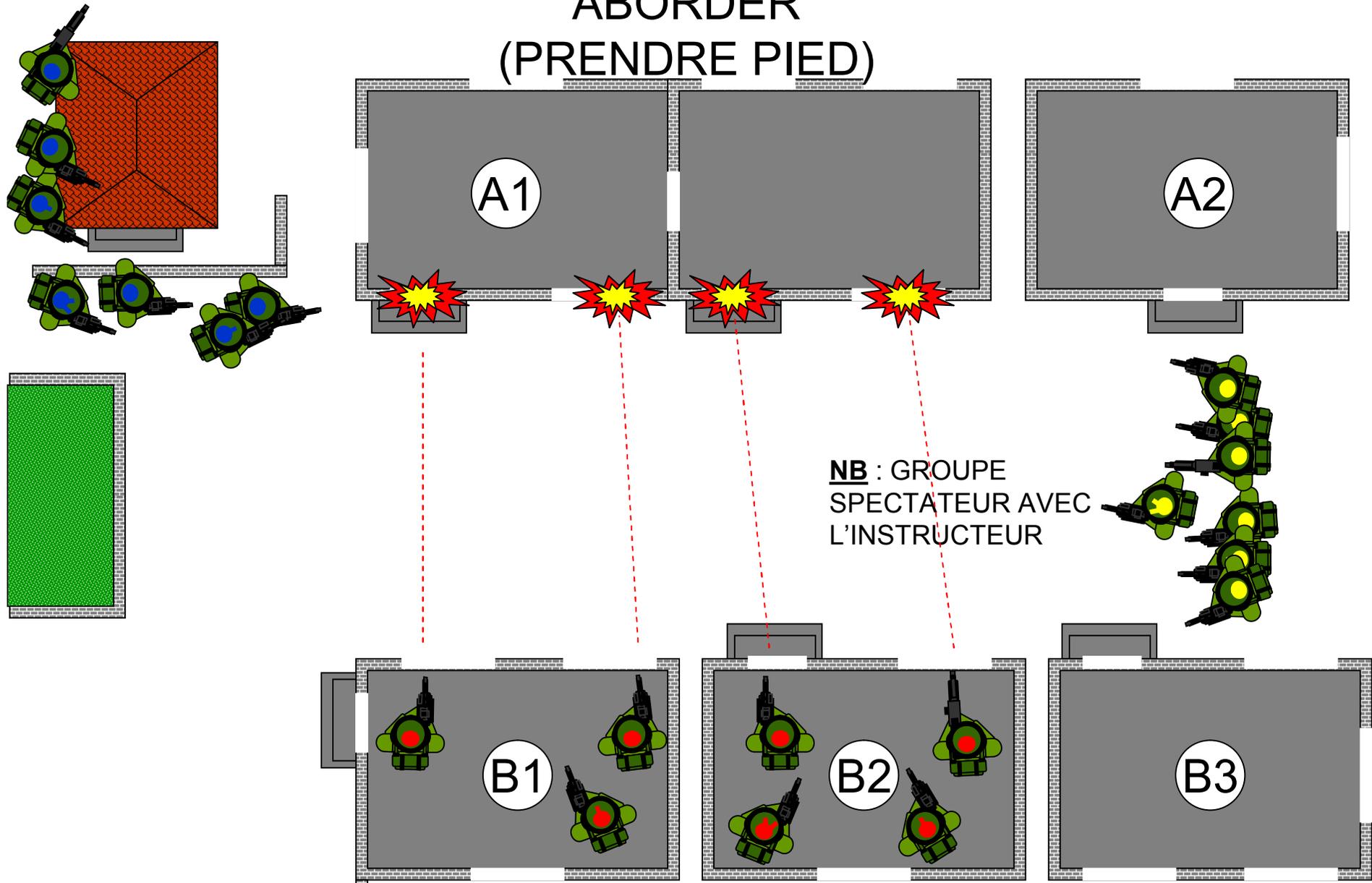
# ABORDER



**NB :** GROUPE  
SPECTATEUR AVEC  
L'INSTRUCTEUR

**NB :** LE CHEF DE GROUPE BLEU DONNE ENSUITE SES ORDRES (MOICP) A L'ELEMENT RECONNAISSANCE.

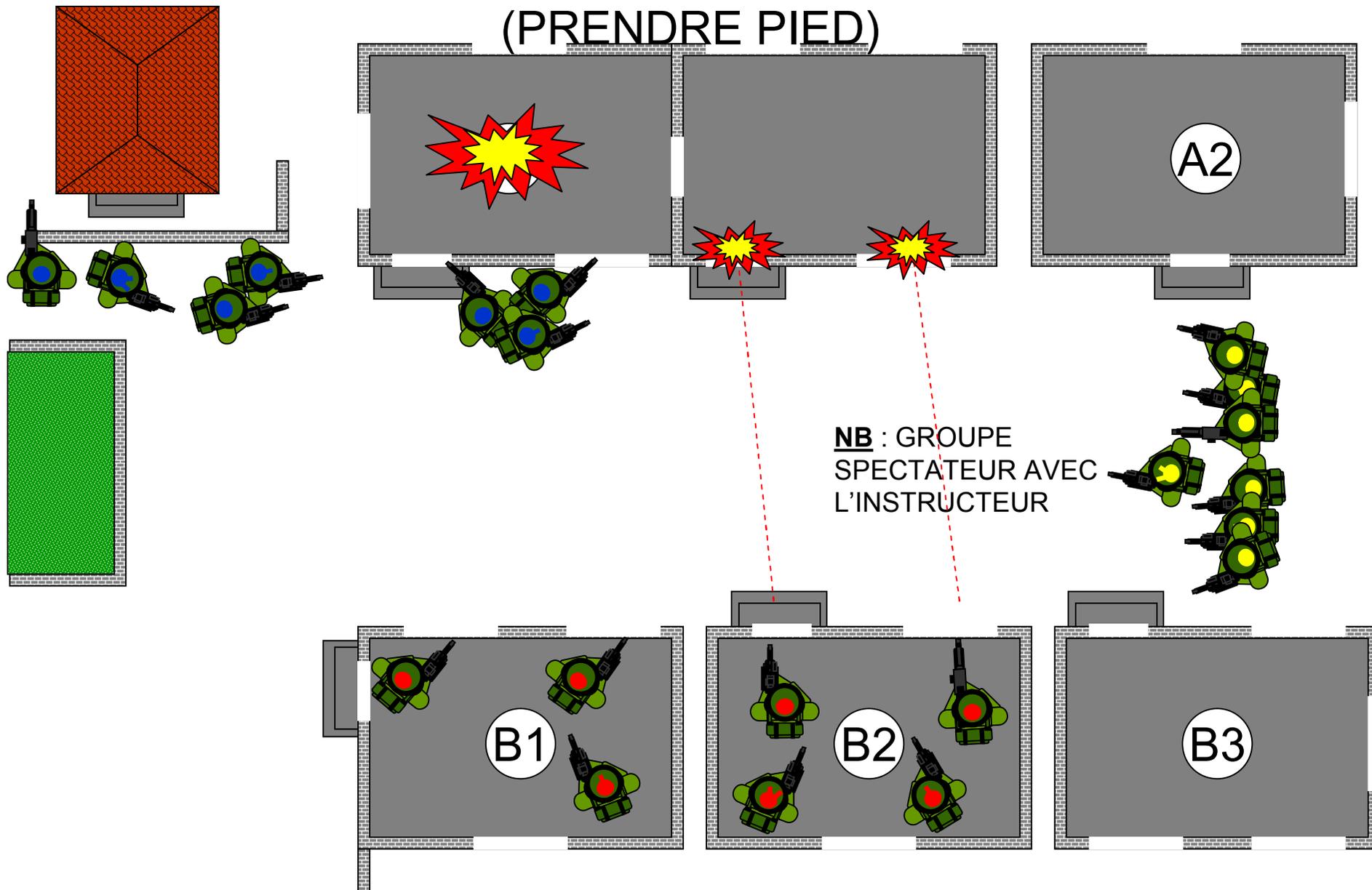
# ABORDER (PRENDRE PIED)



**NB :** GROUPE  
SPECTATEUR AVEC  
L'INSTRUCTEUR

**NB :** LE GROUPE BLEU PREND PIED SUR L'HABITATION SOUS LE FEU D'APPUI DU GROUPE ROUGE. L'ABORDAGE DE L'OBJECTIF SE FAIT (SI POSSIBLE) PAR LA FACADE AVEC LE MOINS D'OUVERTURES. LE GROUPE EN APPUI REPORTE OU LEVE LES TIRS, A VUE DE L'ARRIVEE DU GROUPE BLEU

# ABORDER (PRENDRE PIED)

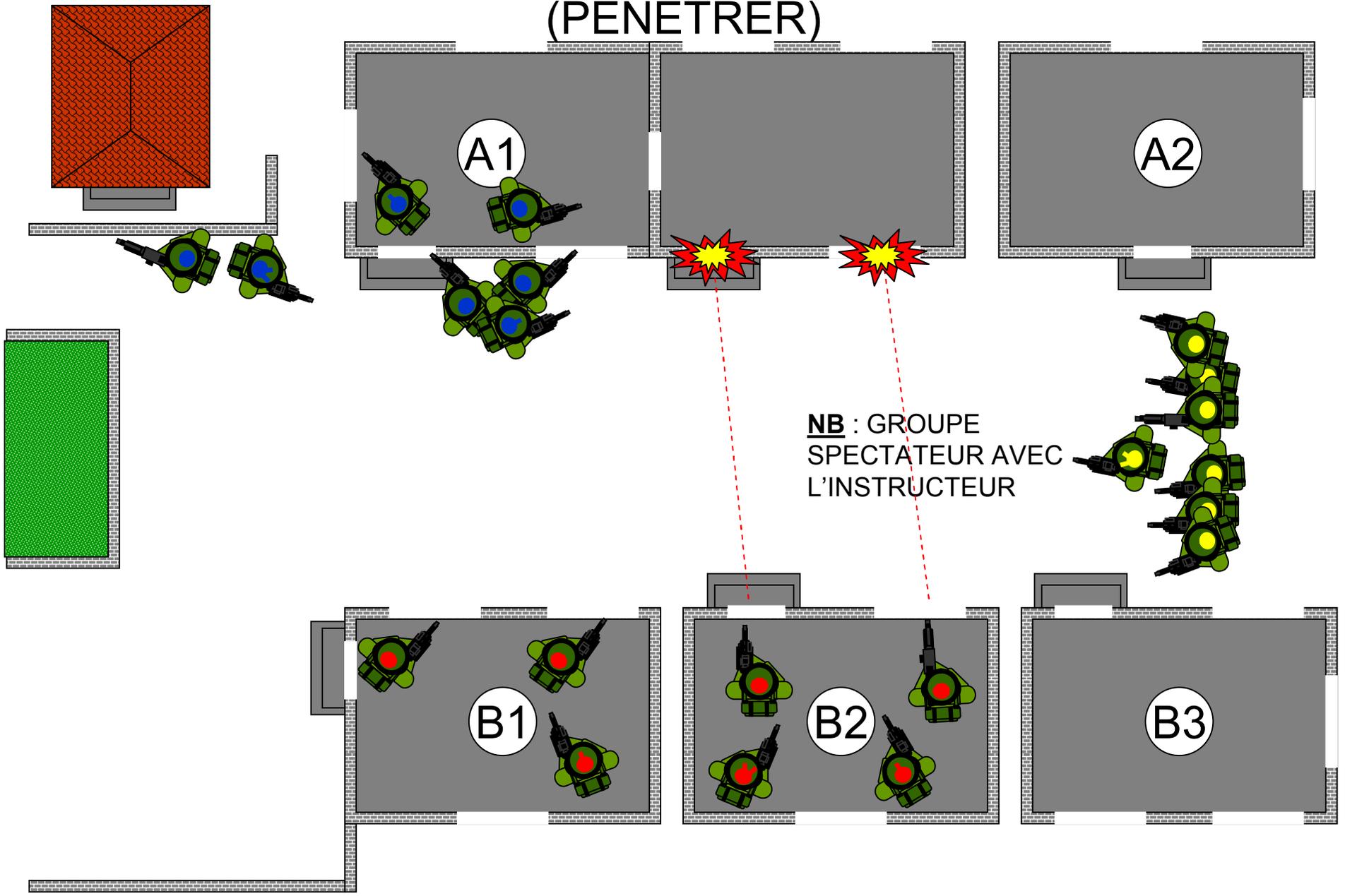


**NB** : GROUPE  
SPECTATEUR AVEC  
L'INSTRUCTEUR

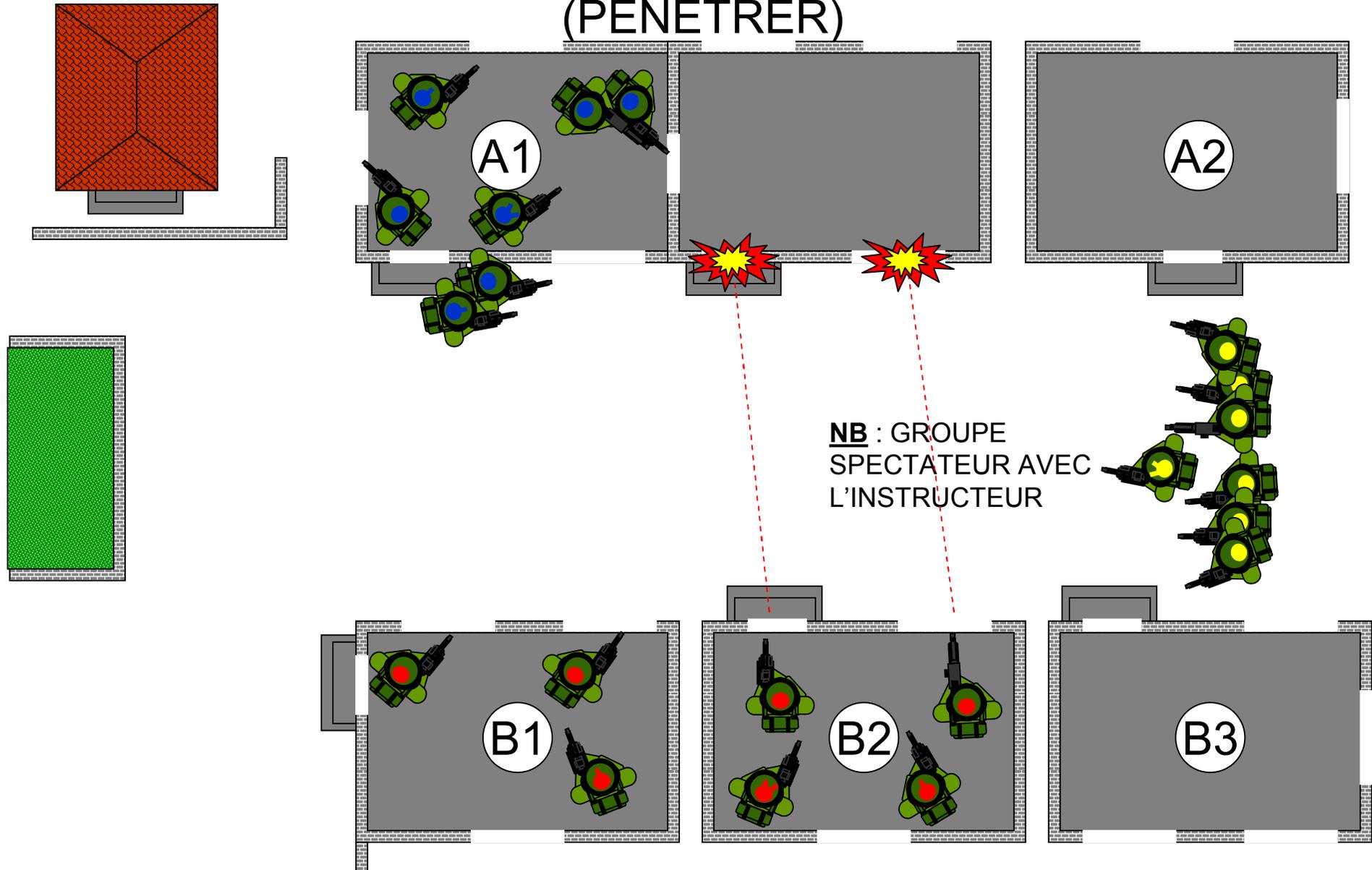
**NB** : LE BINOME DE TETE ANALYSE, TESTE LA PORTE.

**AVANT DE PENETRER, UNE GRENADE SERA SYSTEMATIQUEMENT LANCEE DANS LA PIECE**

# COMBATTRE (PENETRER)



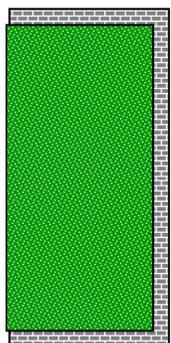
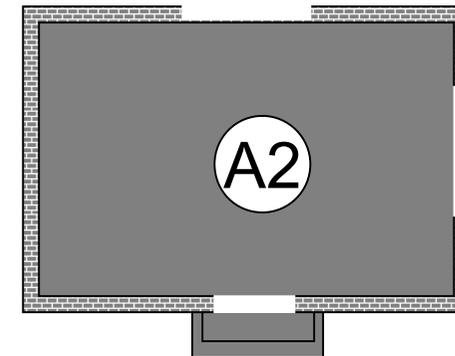
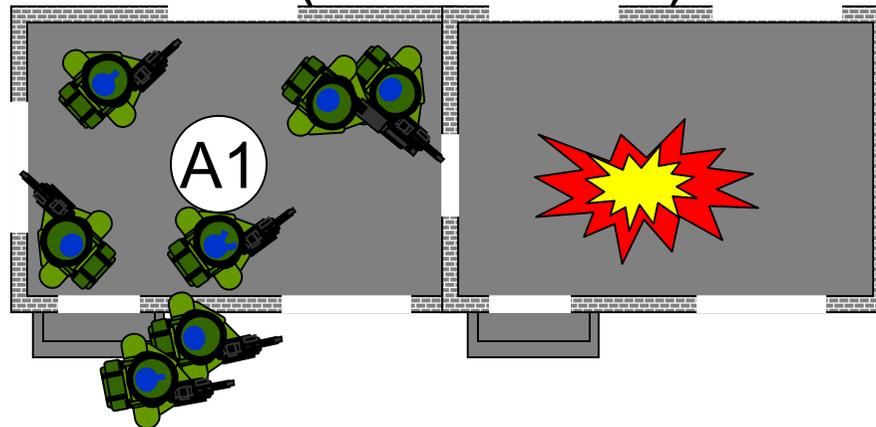
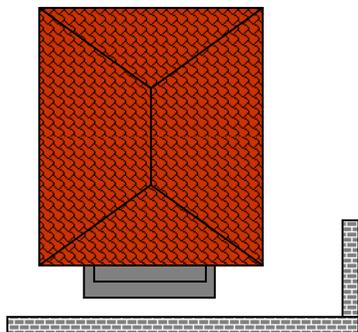
# COMBATTRE (PENETRER)



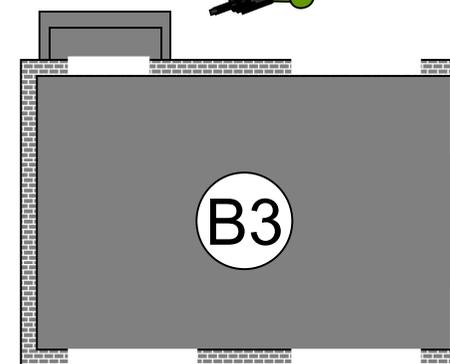
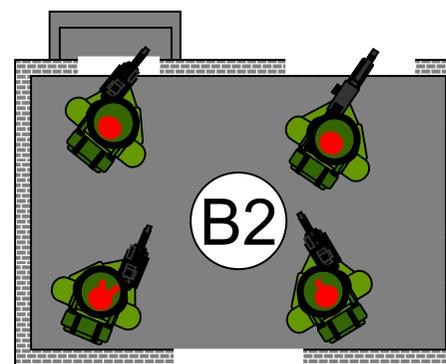
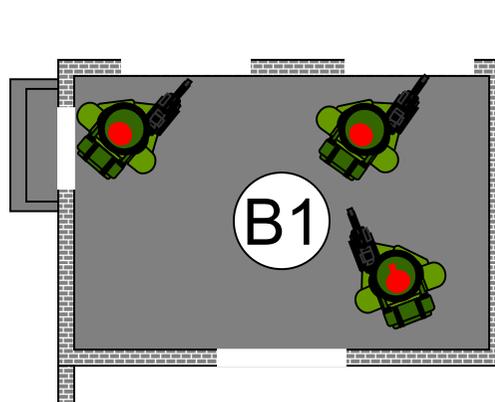
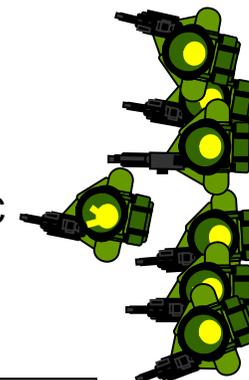
**NB :** LE BINOME DE TETE ANALYSE, TESTE LA PORTE.

**AVANT DE PENETRER,** UNE GRENADE SERA SYSTEMATIQUEMENT LANCEE DANS LA PIECE

# COMBATTRE (PENETRER)



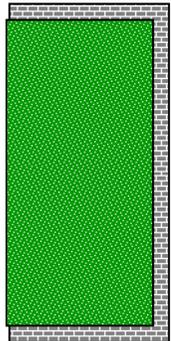
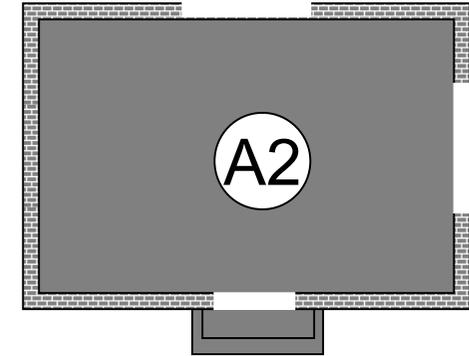
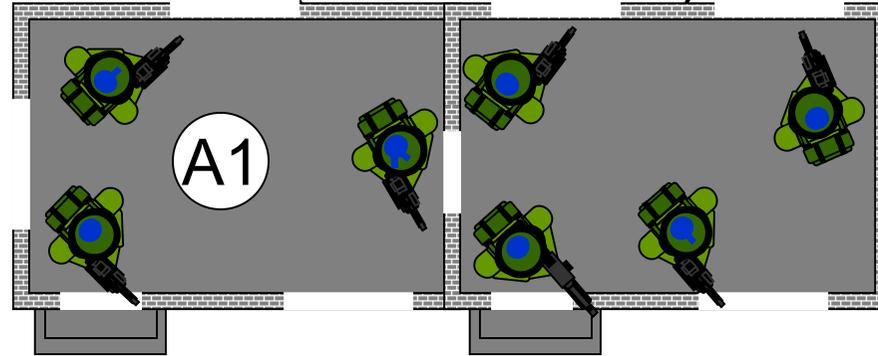
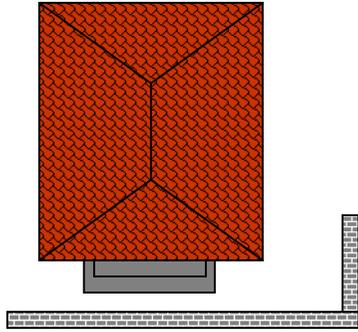
**NB** : GROUPE  
SPECTATEUR AVEC  
L'INSTRUCTEUR



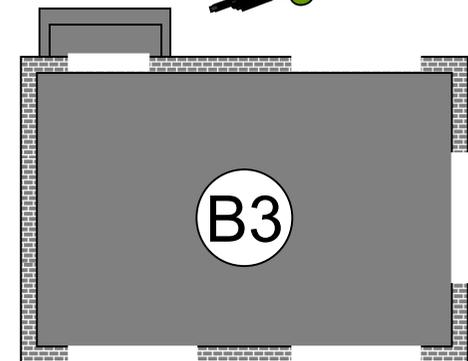
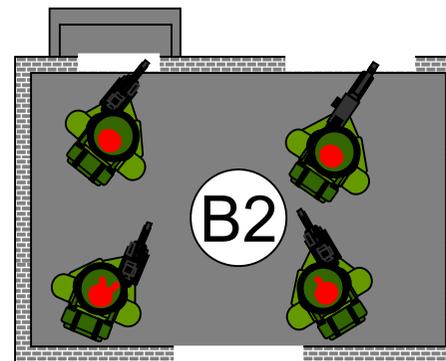
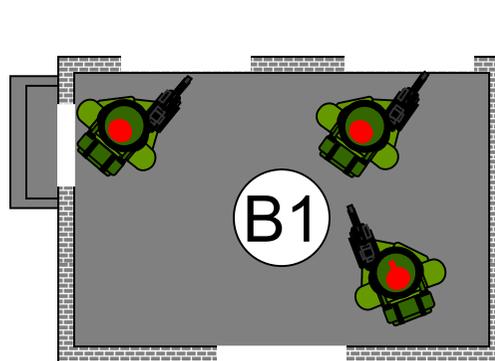
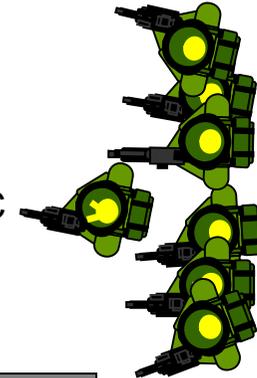
**NB** : LE BINOME DE TETE ANALYSE, TESTE LA PORTE.

**AVANT DE PENETRER**, UNE GRENADE SERA SYSTEMATIQUEMENT LANCEE DANS LA PIECE

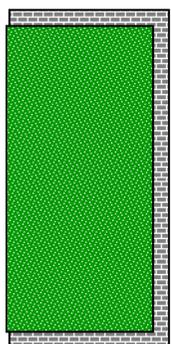
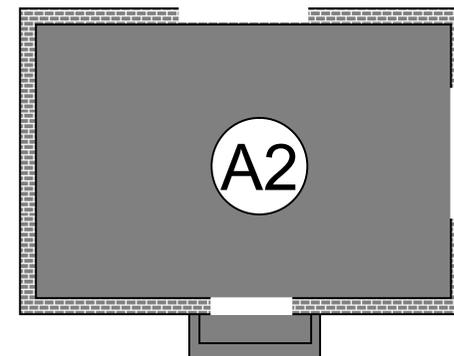
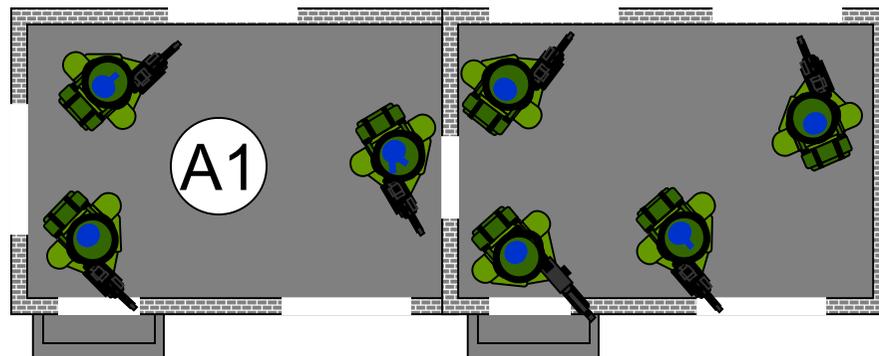
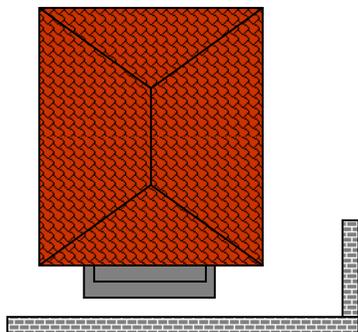
# COMBATTRE (SECURISER)



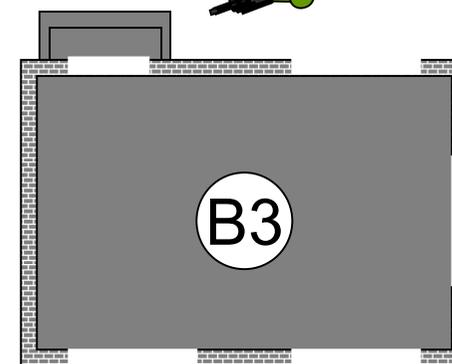
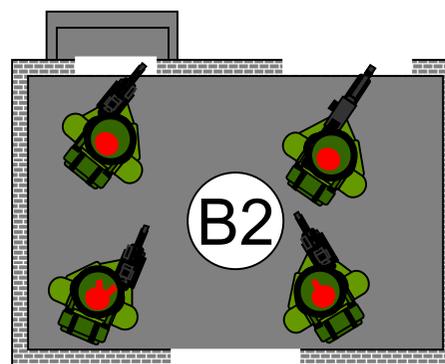
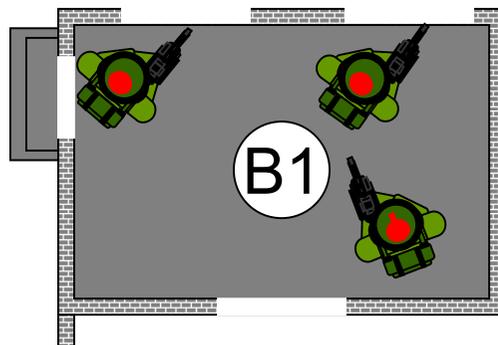
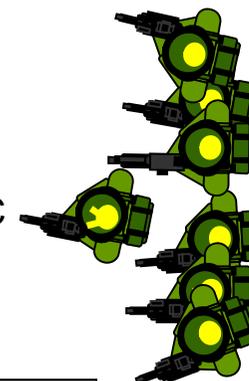
**NB :** GROUPE  
SPECTATEUR AVEC  
L'INSTRUCTEUR



# REORGANISER

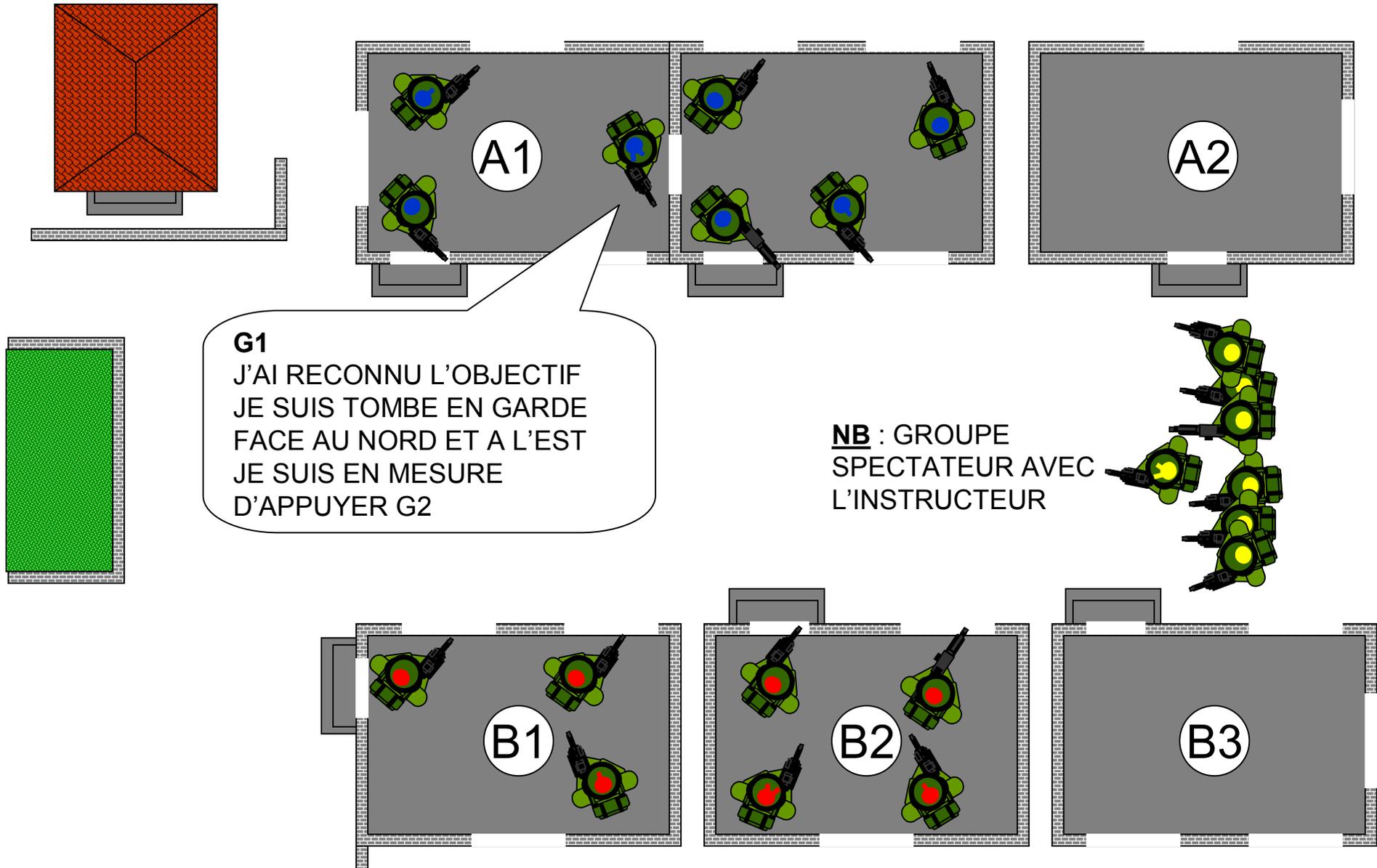


**NB** : GROUPE  
SPECTATEUR AVEC  
L'INSTRUCTEUR



**NB** : LE CHEF DE GROUPE REORGANISE SON DISPOSITIF (PMSPCP), AFIN DE PERMETTRE A LA SECTION DE POURSUIVRE SA MISSION.

# RENDRE COMPTE



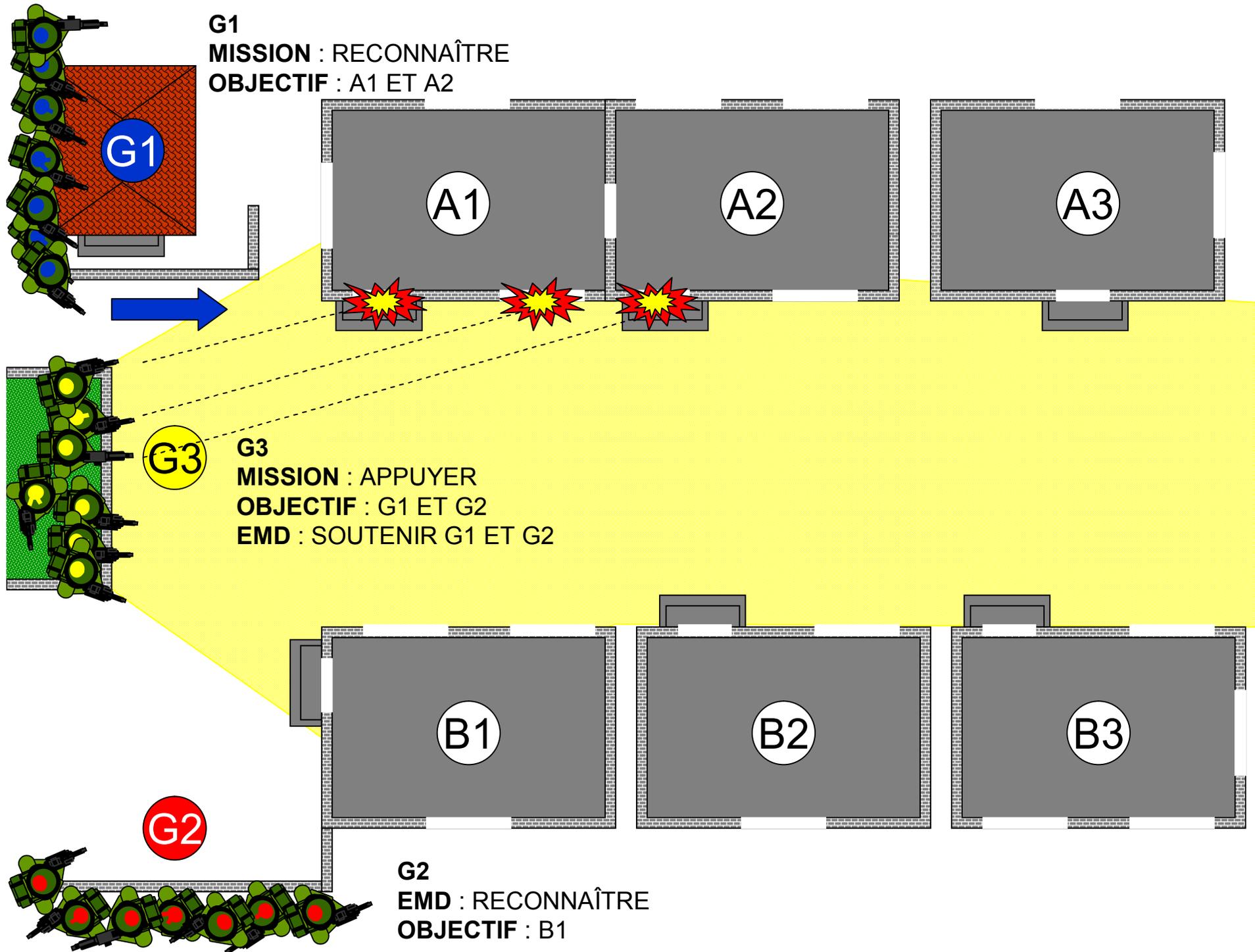
**NB** : LE CHEF DE GROUPE BLEU REND COMPTE DE LA RECONNAISSANCE ET DONNE SES POSSIBILITES D'APPUI.

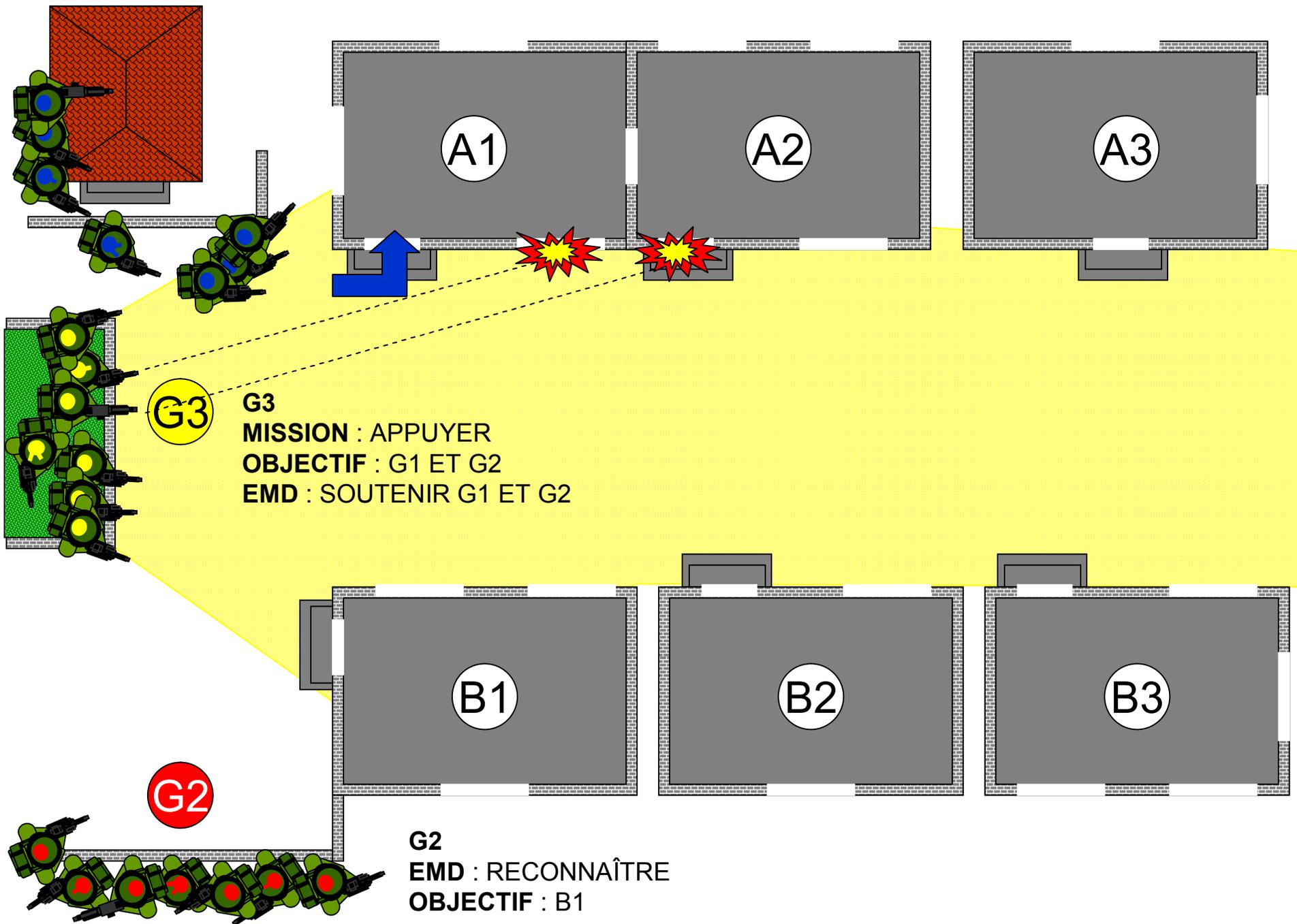
**LA SECTION**

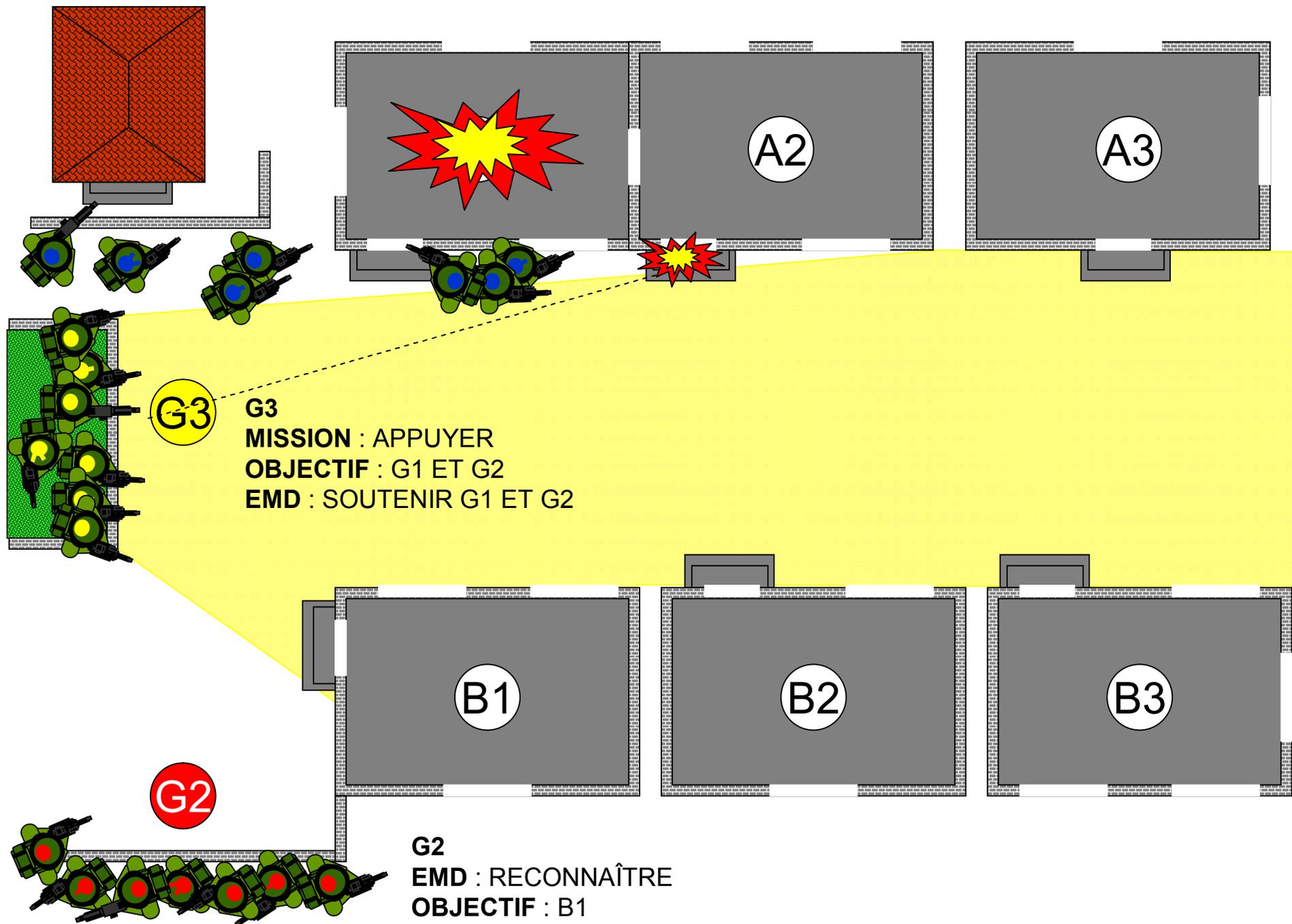
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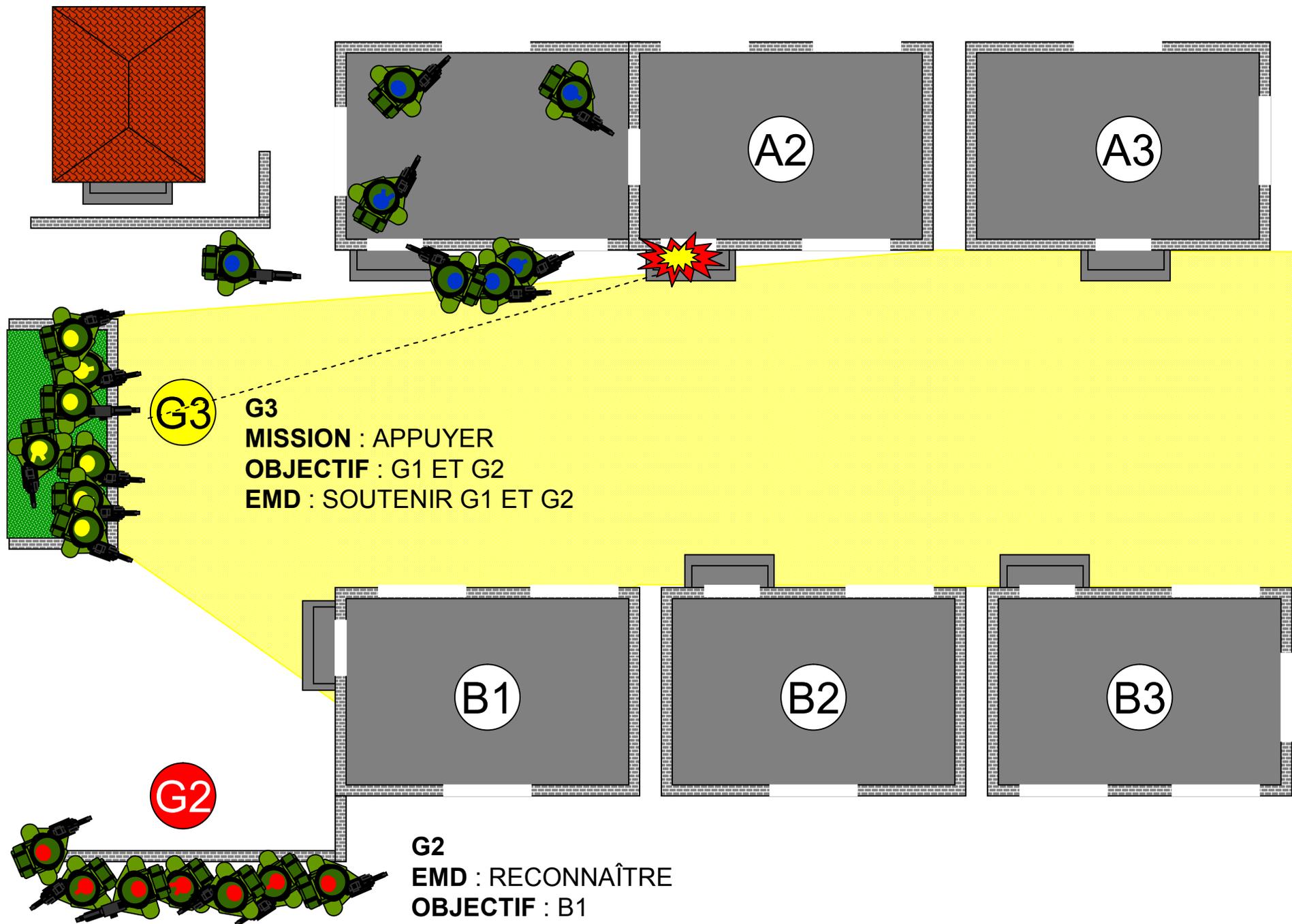
**UNE RUE**

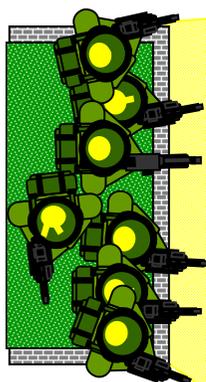
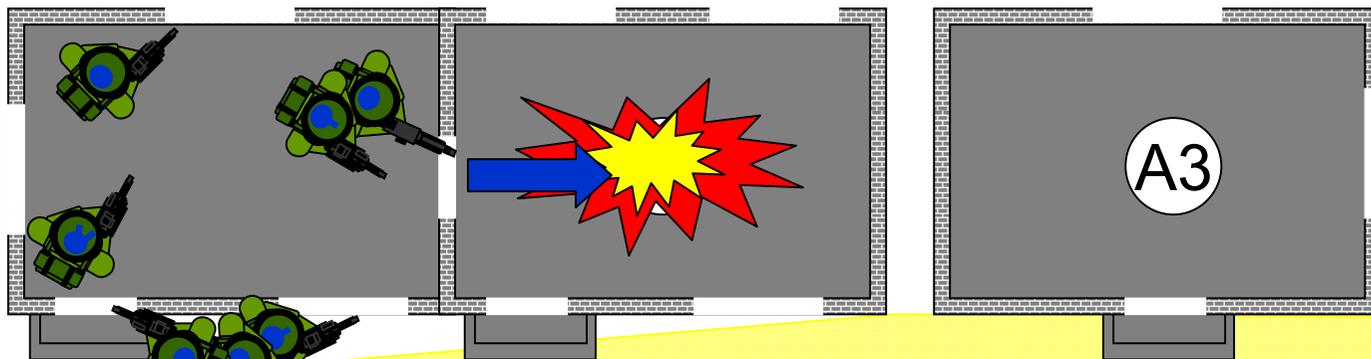
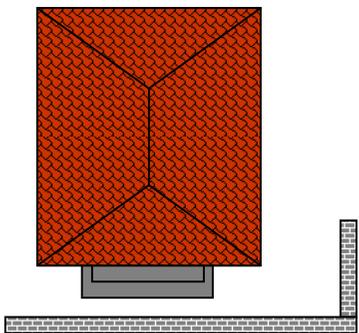
**ET SES HABITATIONS**







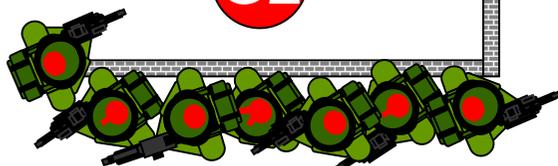




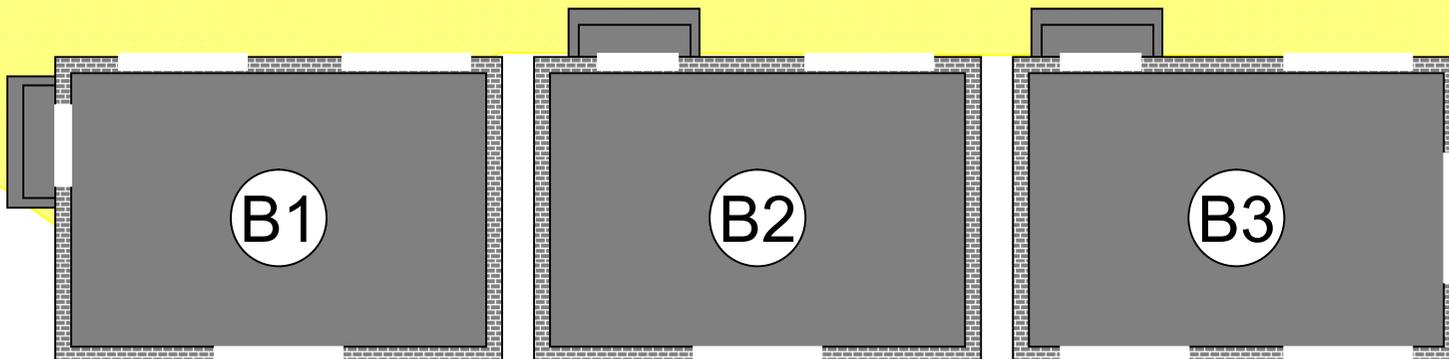
G3

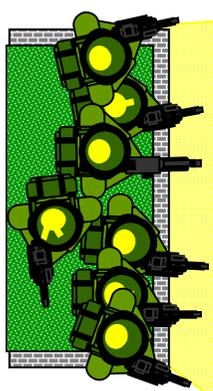
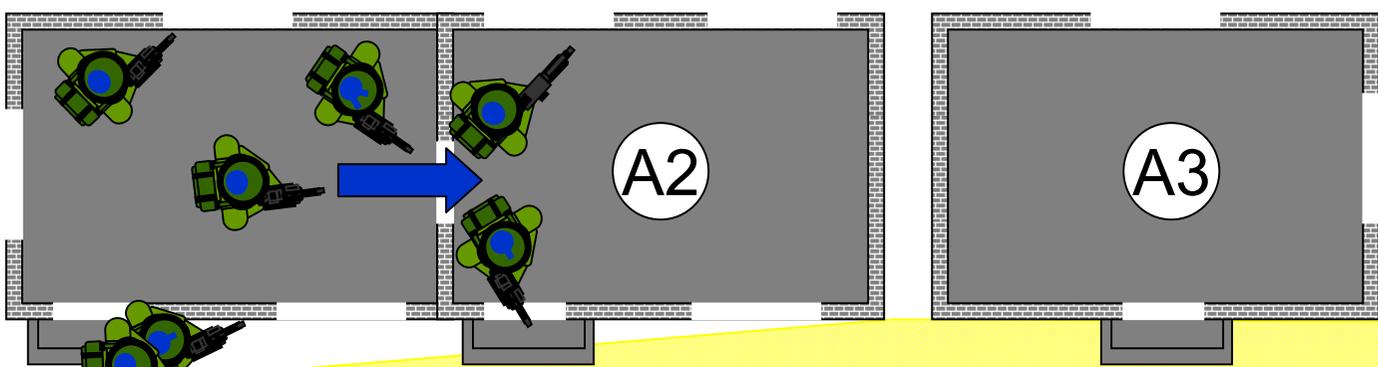
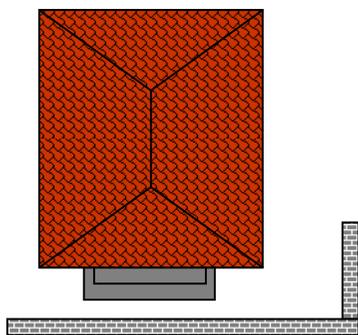
**G3**  
**MISSION : APPUYER**  
**OBJECTIF : G1 ET G2**  
**EMD : SOUTENIR G1 ET G2**

G2



**G2**  
**EMD : RECONNAÎTRE**  
**OBJECTIF : B1**

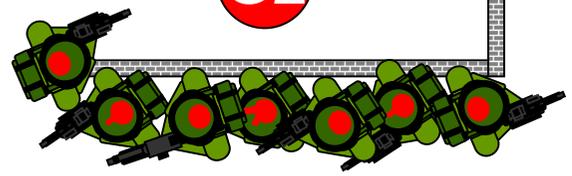




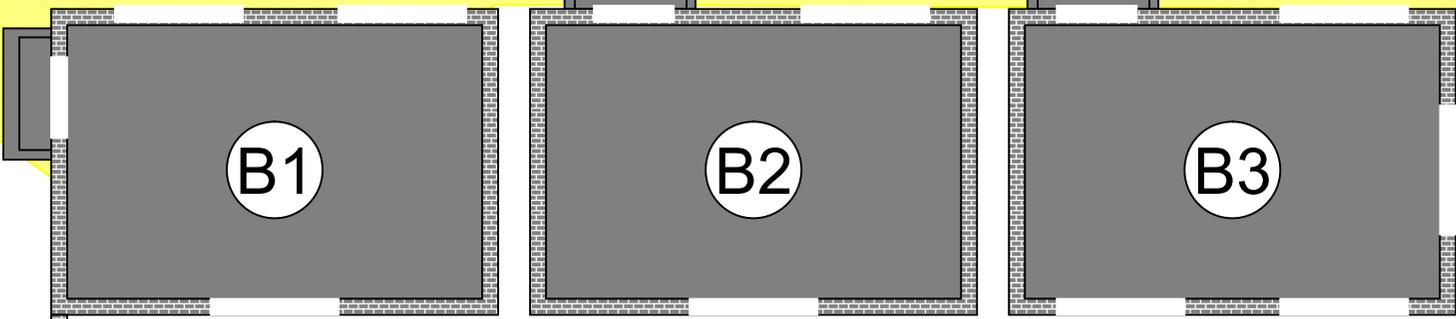
**G3**

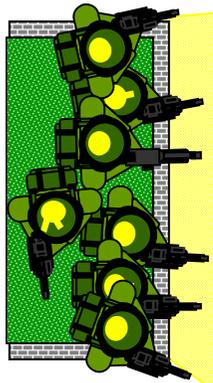
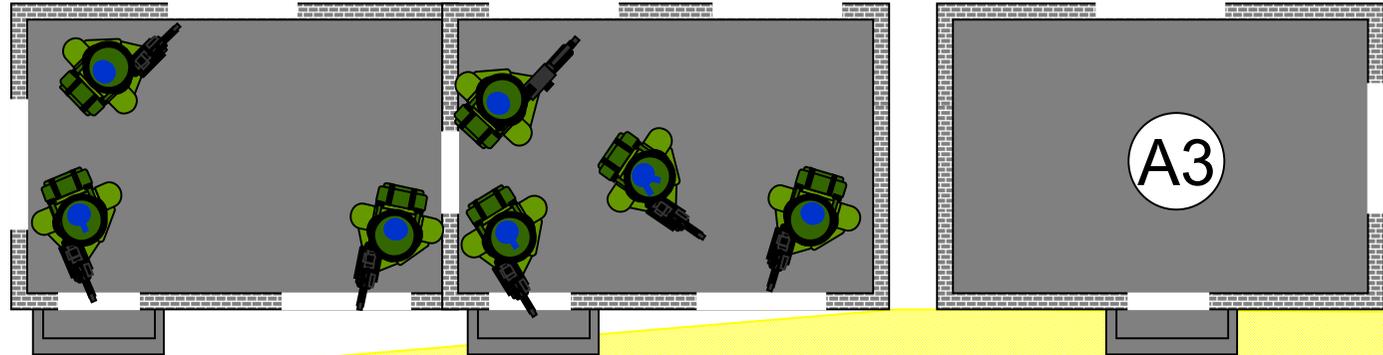
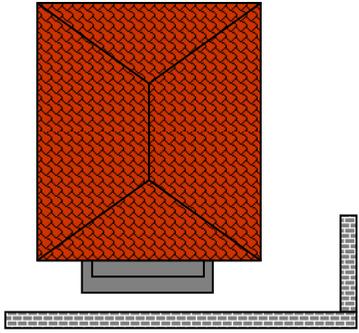
**G3**  
**MISSION : APPUYER**  
**OBJECTIF : G1 ET G2**  
**EMD : SOUTENIR G1 ET G2**

**G2**



**G2**  
**EMD : RECONNAÎTRE**  
**OBJECTIF : B1**

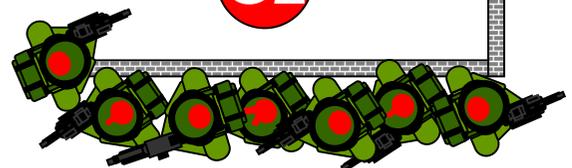




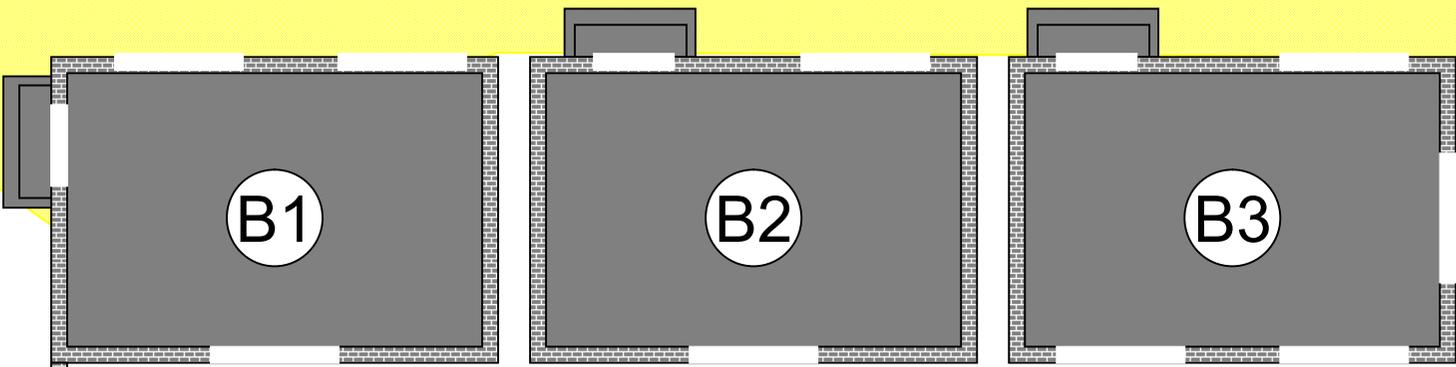
G3

**G3**  
**MISSION : APPUYER**  
**OBJECTIF : G1 ET G2**  
**EMD : SOUTENIR G1 ET G2**

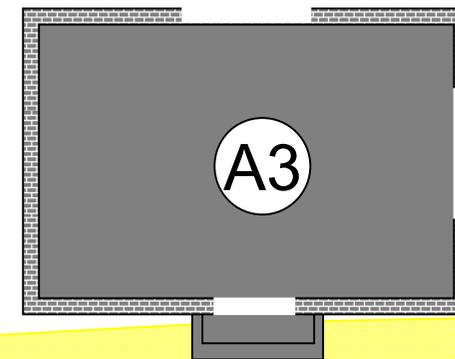
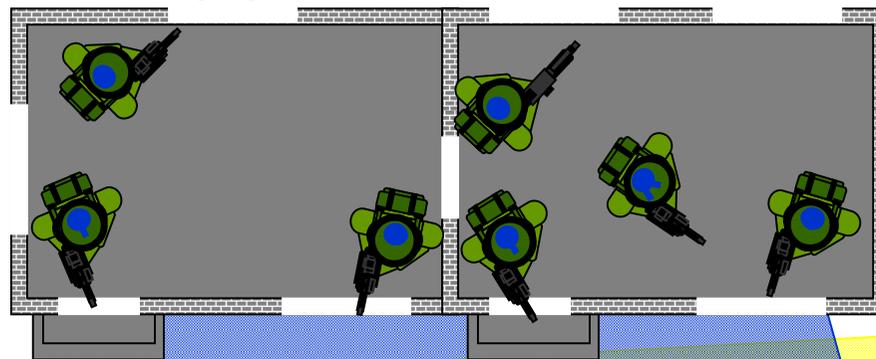
G2



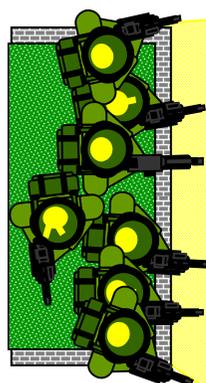
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**EMD : RECONNAÎTRE**  
**OBJECTIF : B1**



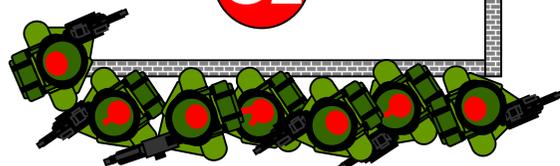
**G1**  
**MISSION : APPUYER G2**  
**OBJECTIF : B1 ET B2**



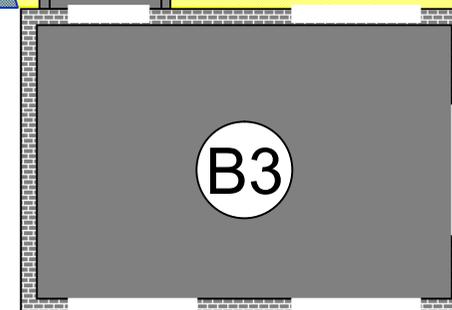
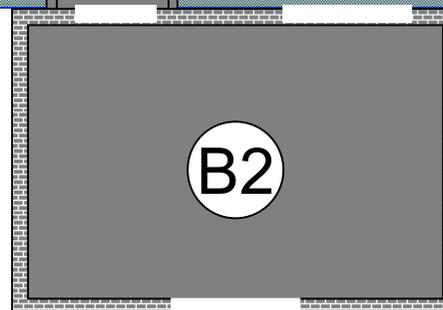
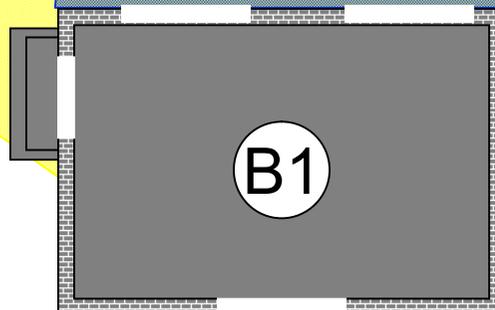
**G3**  
**MISSION : APPUYER**  
**OBJECTIF : G1 ET G2**  
**EMD : SOUTENIR G1 ET G2**



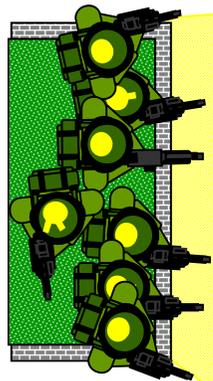
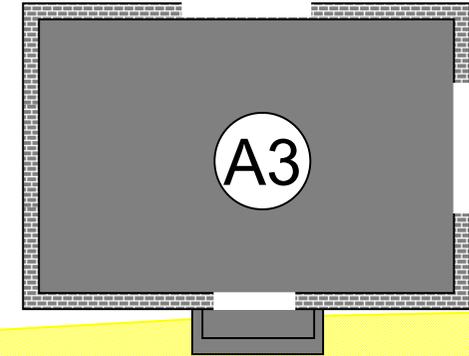
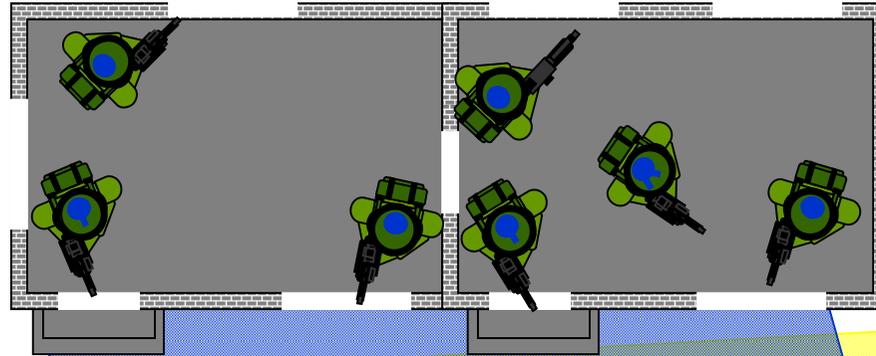
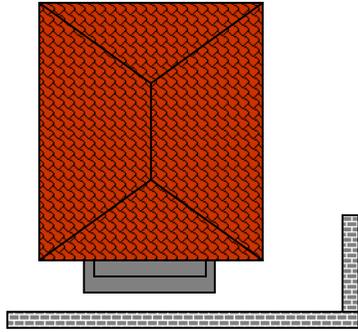
**G2**



**G2**  
**MISSION : RECONNAÎTRE**  
**OBJECTIF : B1**

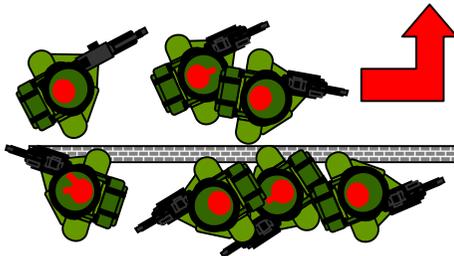
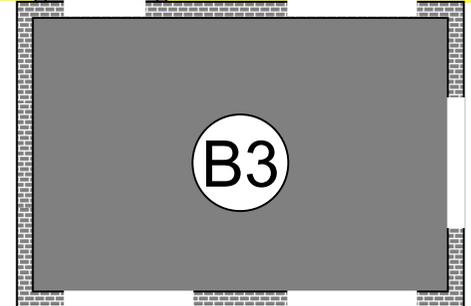
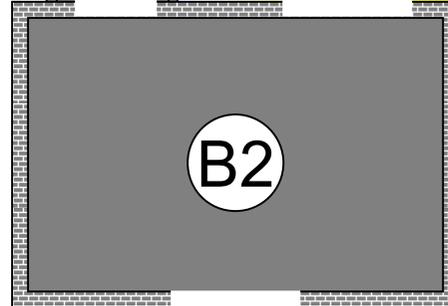
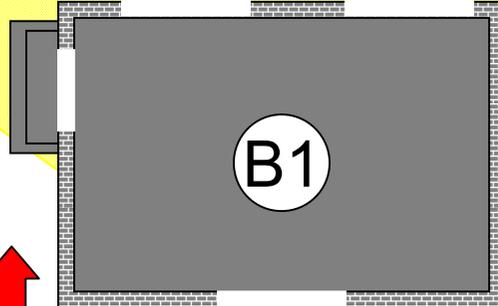
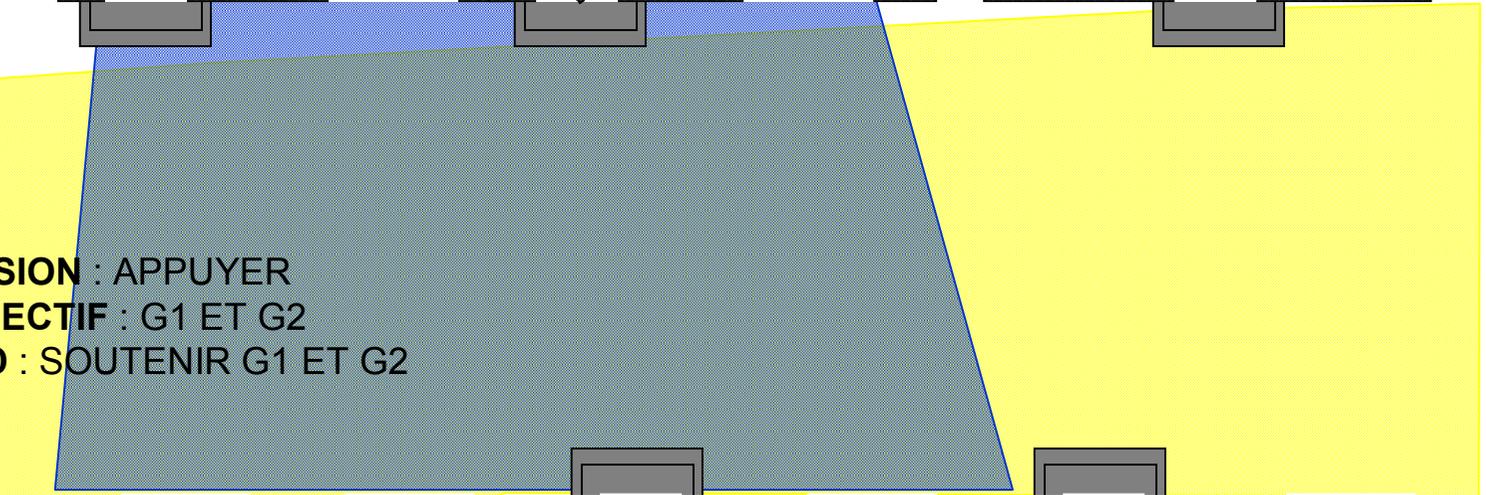


**G1**  
**MISSION : APPUYER G2**  
**OBJECTIF : B1 ET B2**

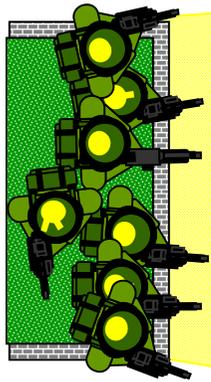
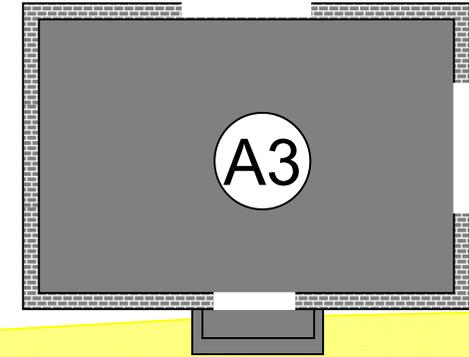
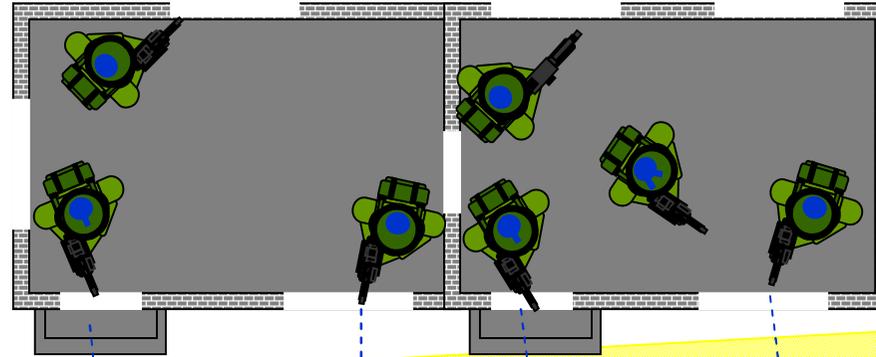
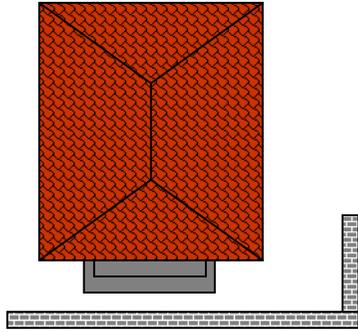


**G3**

**G3**  
**MISSION : APPUYER**  
**OBJECTIF : G1 ET G2**  
**EMD : SOUTENIR G1 ET G2**

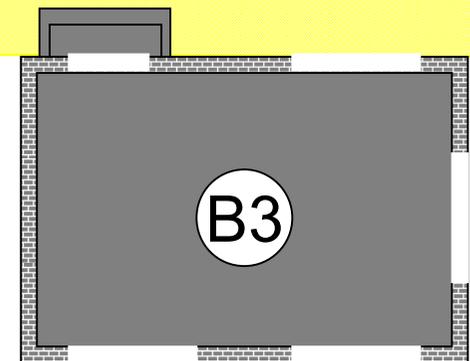
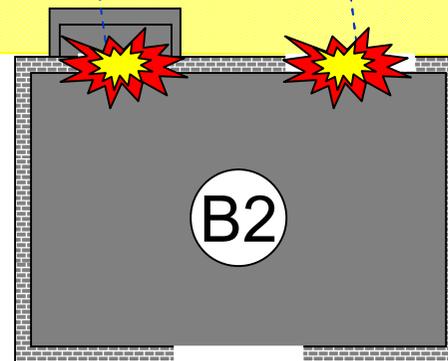
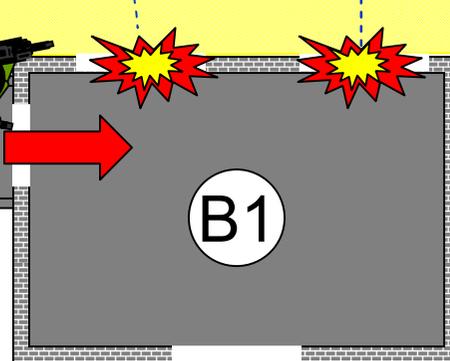
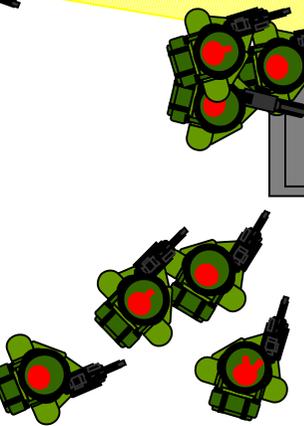


**G1**  
**MISSION : APPUYER G2**  
**OBJECTIF : B1 ET B2**

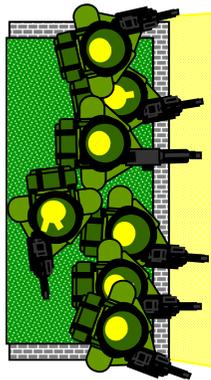
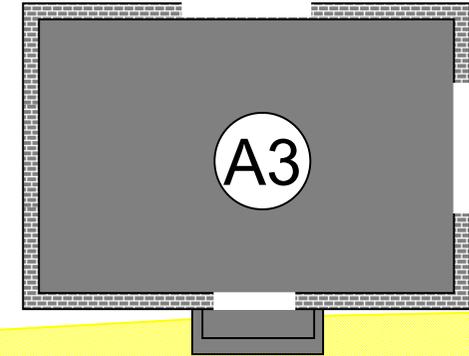
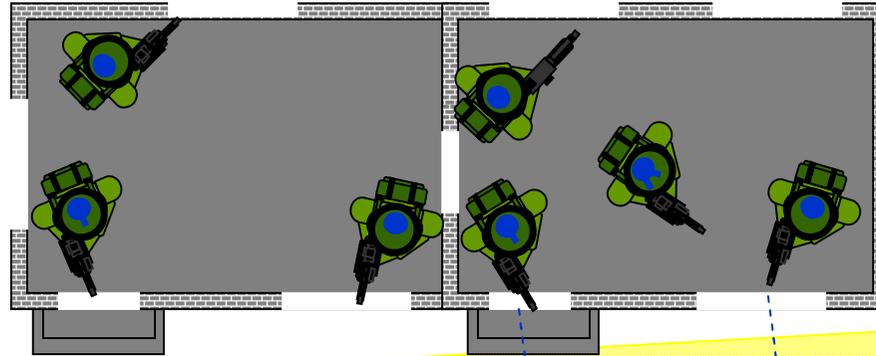
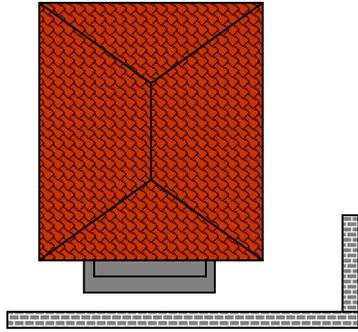


**G3**

**G3**  
**MISSION : APPUYER**  
**OBJECTIF : G1 ET G2**  
**EMD : SOUTENIR G1 ET G2**

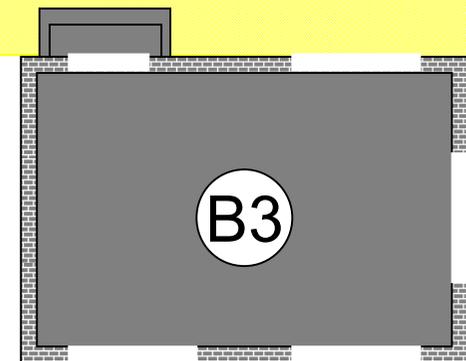
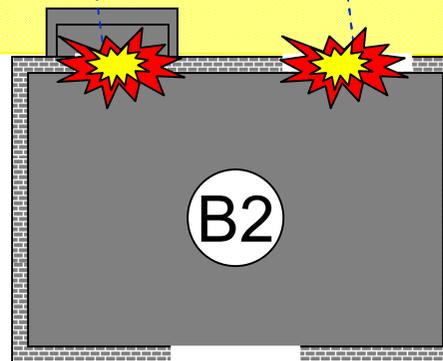
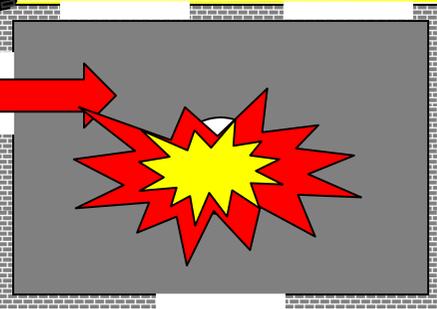
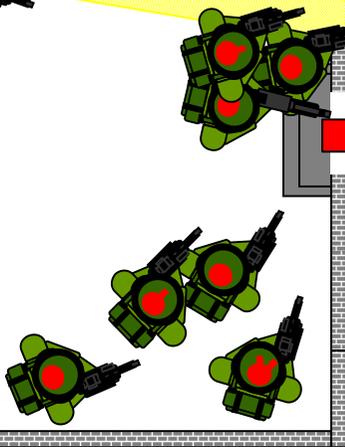


**G1**  
**MISSION : APPUYER G2**  
**OBJECTIF : B1 ET B2**

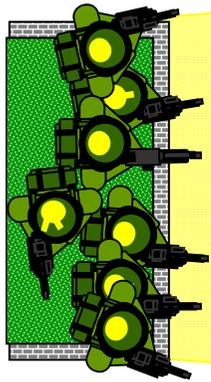
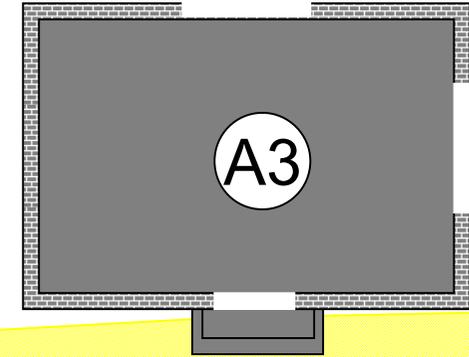
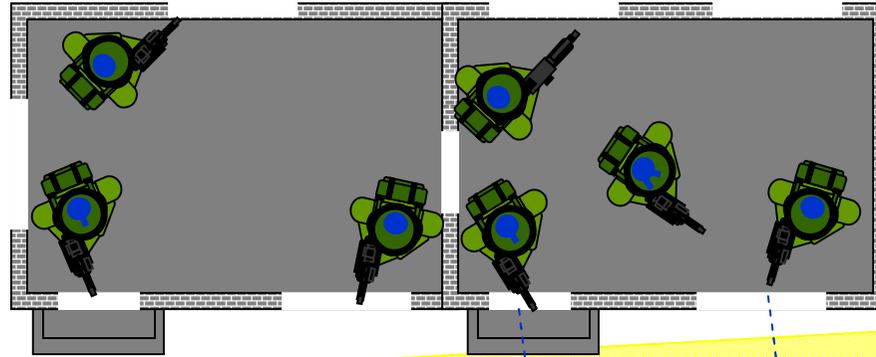
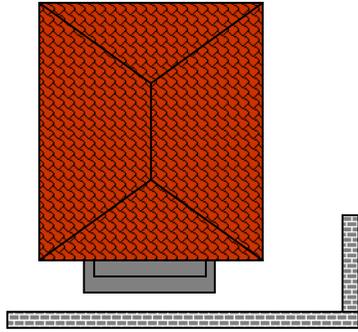


**G3**

**G3**  
**MISSION : APPUYER**  
**OBJECTIF : G1 ET G2**  
**EMD : SOUTENIR G1 ET G2**

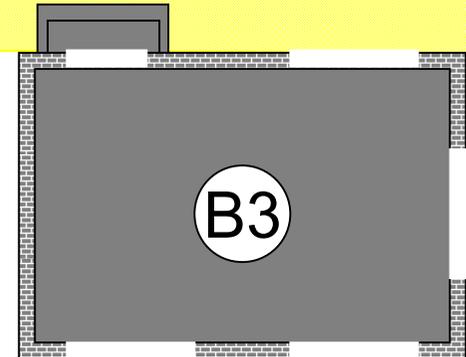
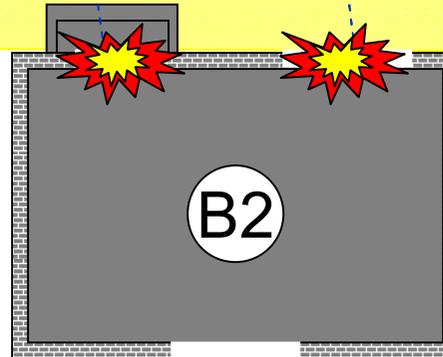
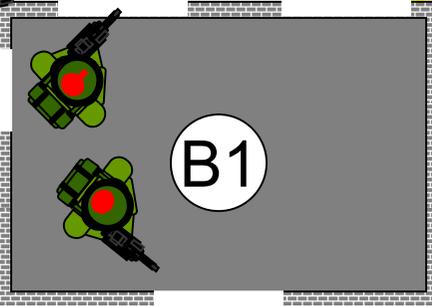
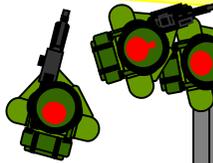
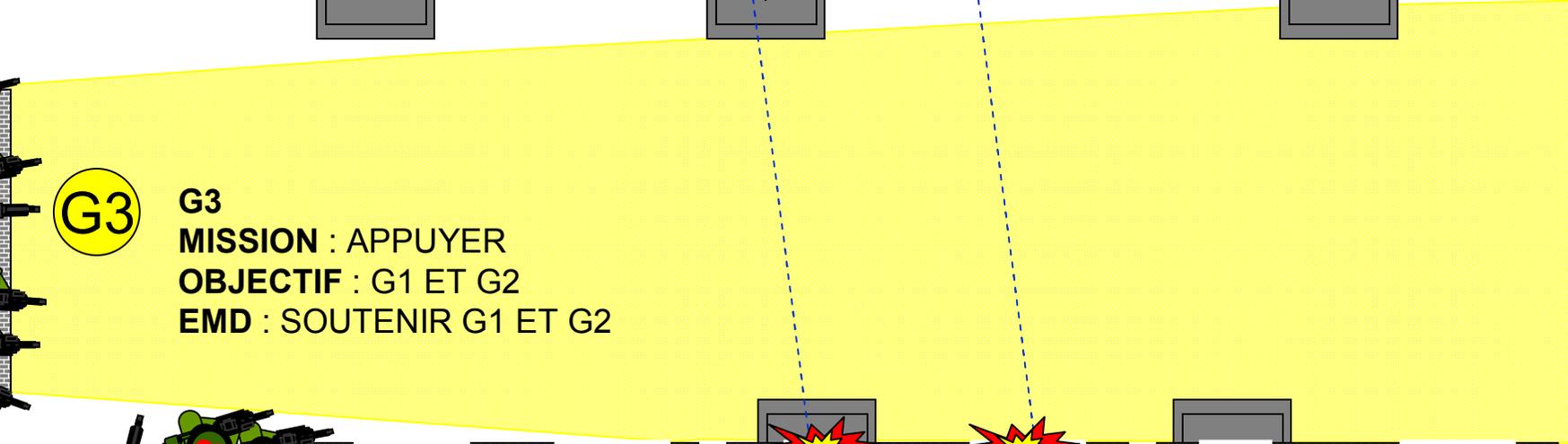


**G1**  
**MISSION : APPUYER G2**  
**OBJECTIF : B1 ET B2**

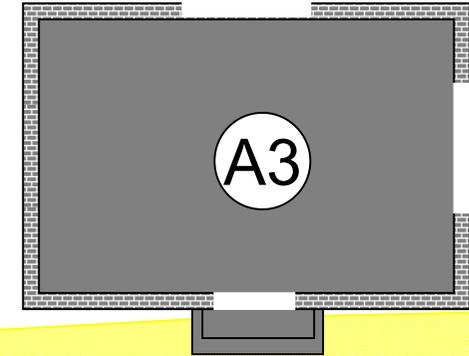
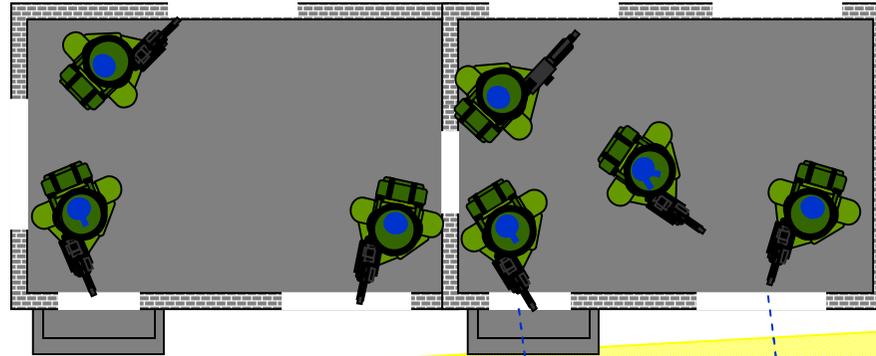
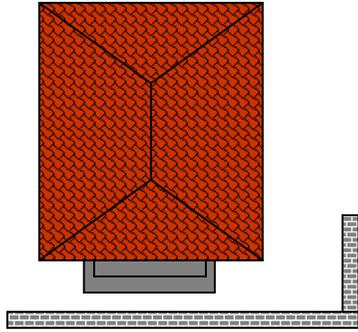


**G3**

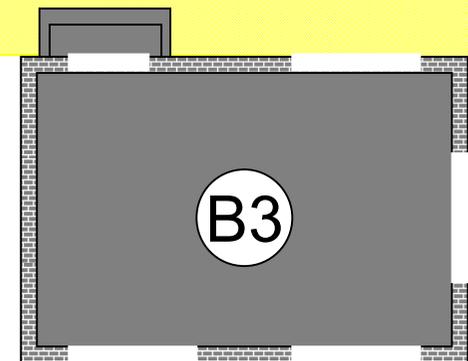
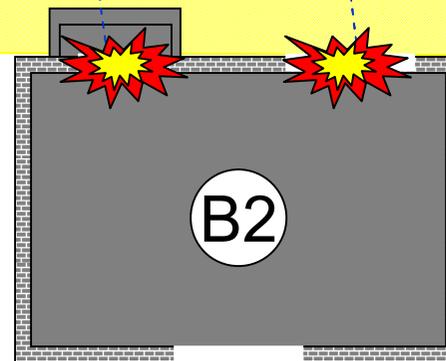
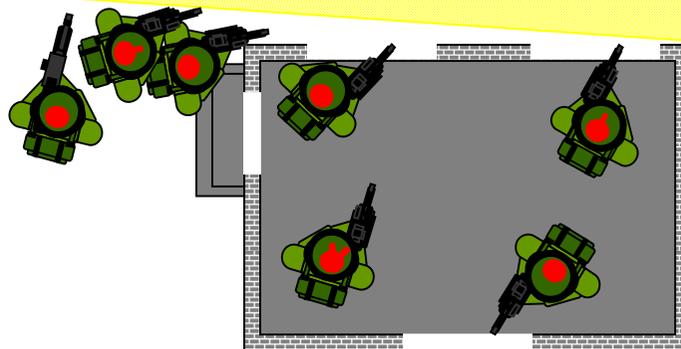
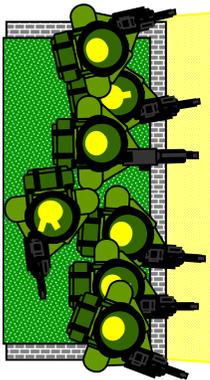
**G3**  
**MISSION : APPUYER**  
**OBJECTIF : G1 ET G2**  
**EMD : SOUTENIR G1 ET G2**



**G1**  
**MISSION : APPUYER G2**  
**OBJECTIF : B1 ET B2**



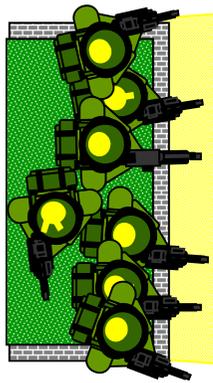
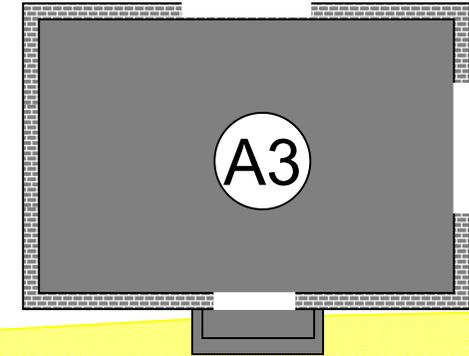
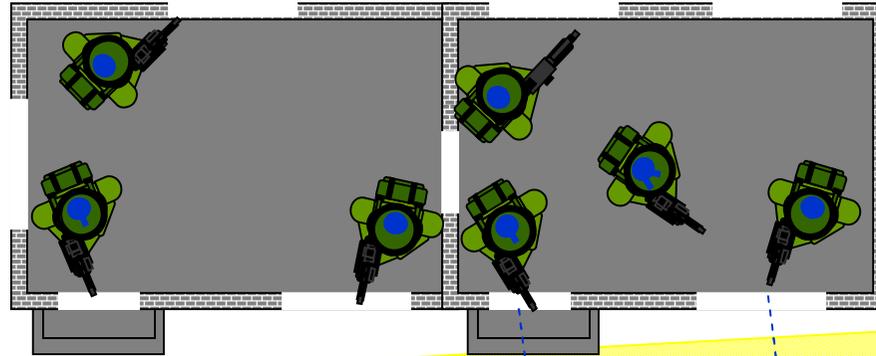
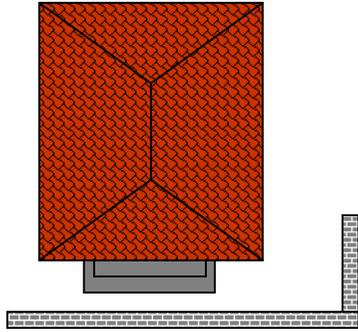
**G3**  
**MISSION : APPUYER**  
**OBJECTIF : G1 ET G2**  
**EMD : SOUTENIR G1 ET G2**



**G2**  
**MISSION : RECONNAÎTRE**  
**OBJECTIF : B2**

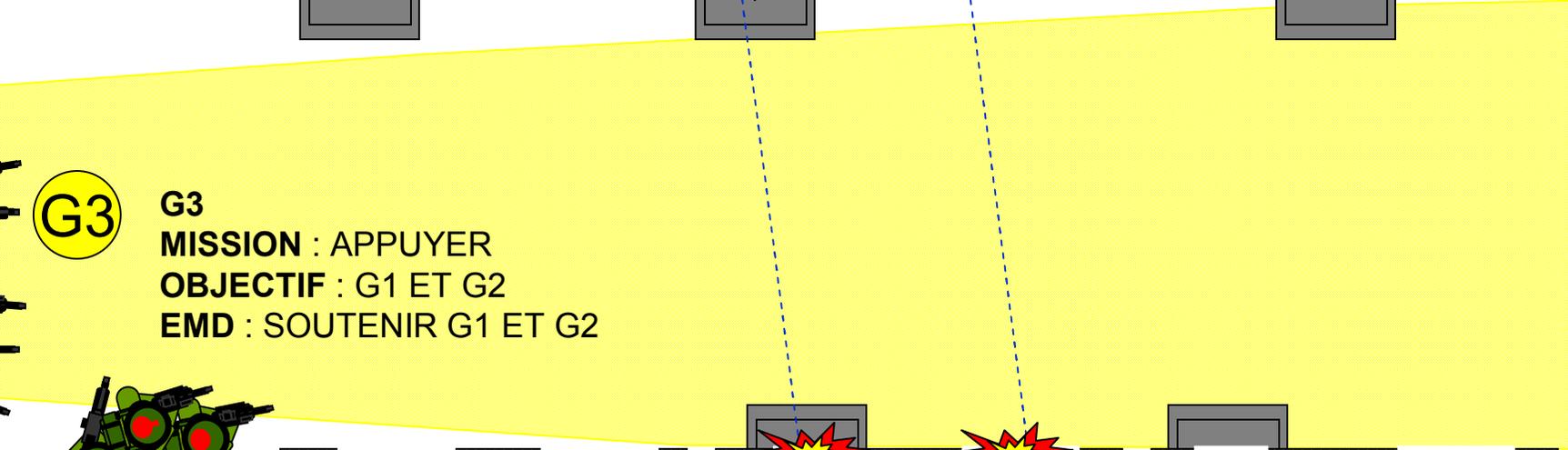
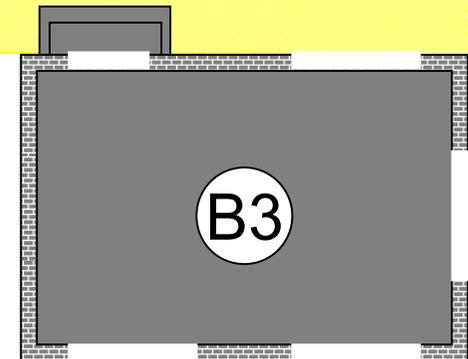
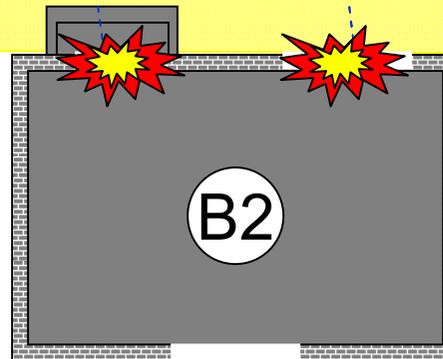
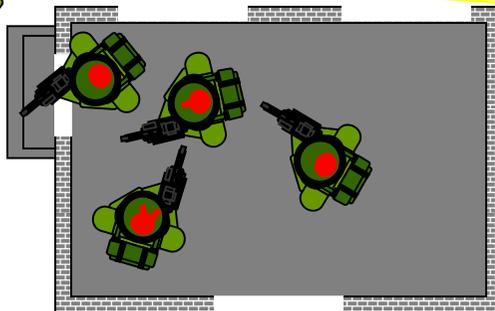


**G1**  
**MISSION : APPUYER G2**  
**OBJECTIF : B1 ET B2**

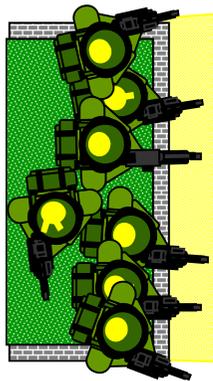
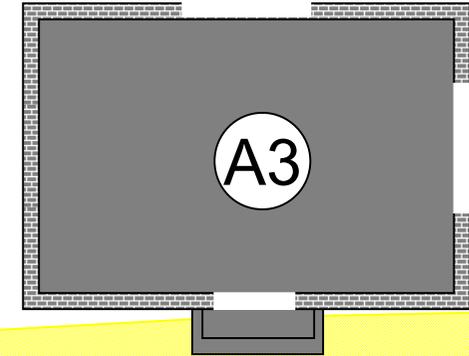
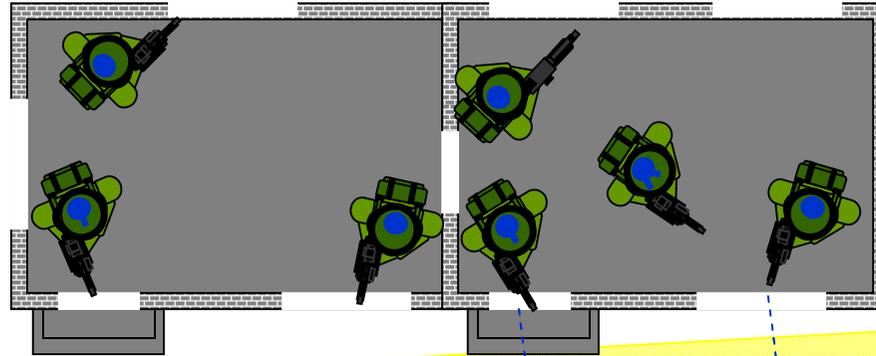
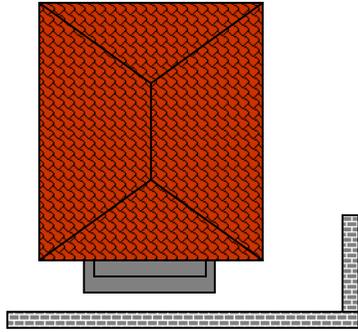


**G3**

**G3**  
**MISSION : APPUYER**  
**OBJECTIF : G1 ET G2**  
**EMD : SOUTENIR G1 ET G2**

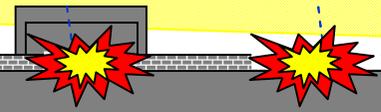
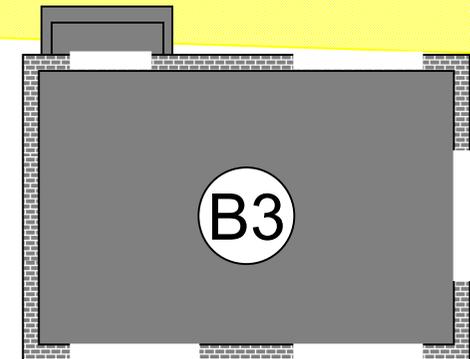
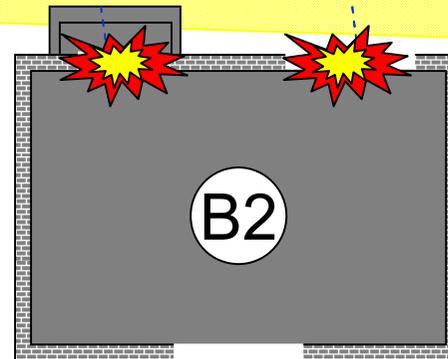
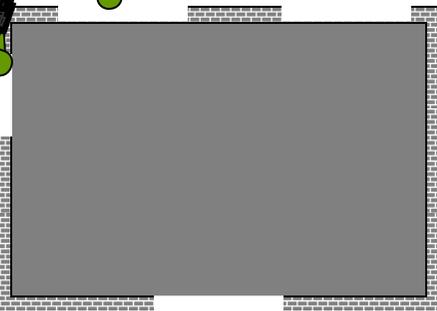
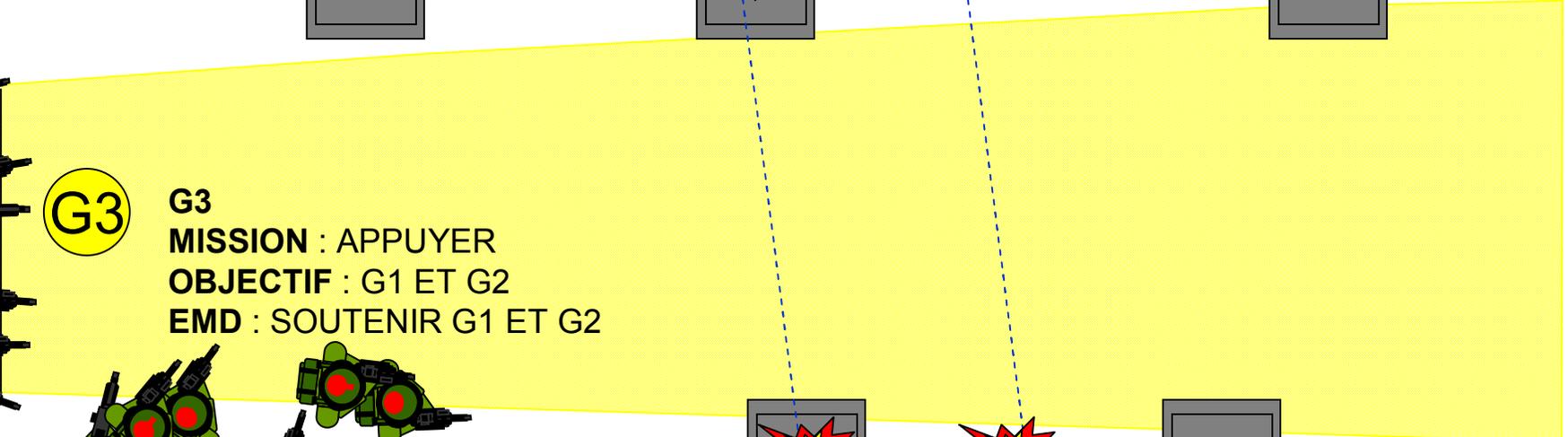
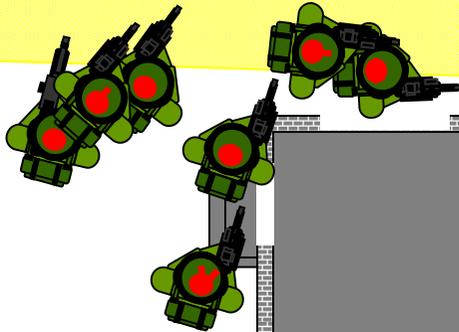


**G1**  
**MISSION : APPUYER G2**  
**OBJECTIF : B1 ET B2**

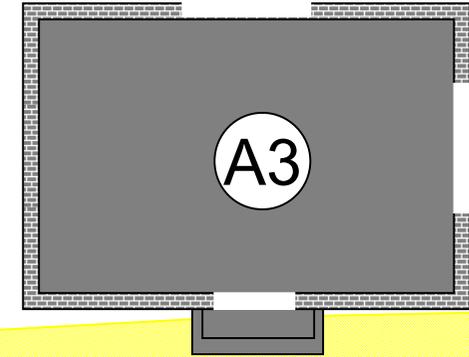
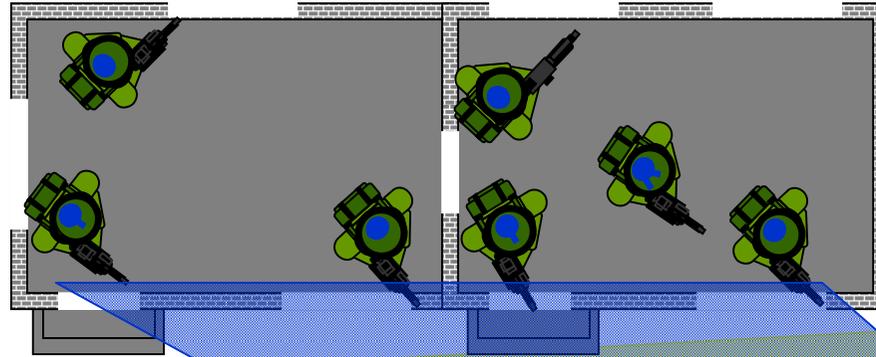
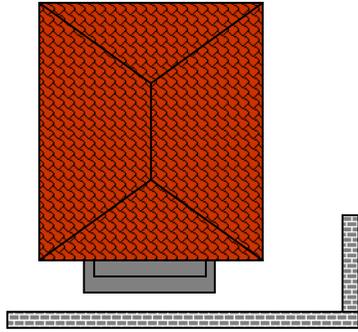


**G3**

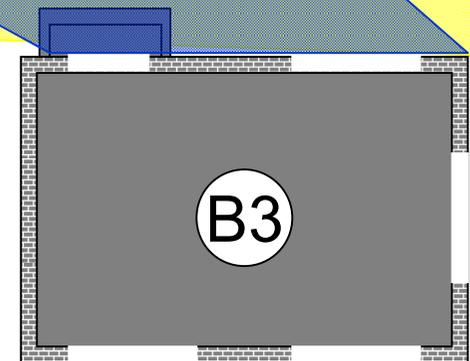
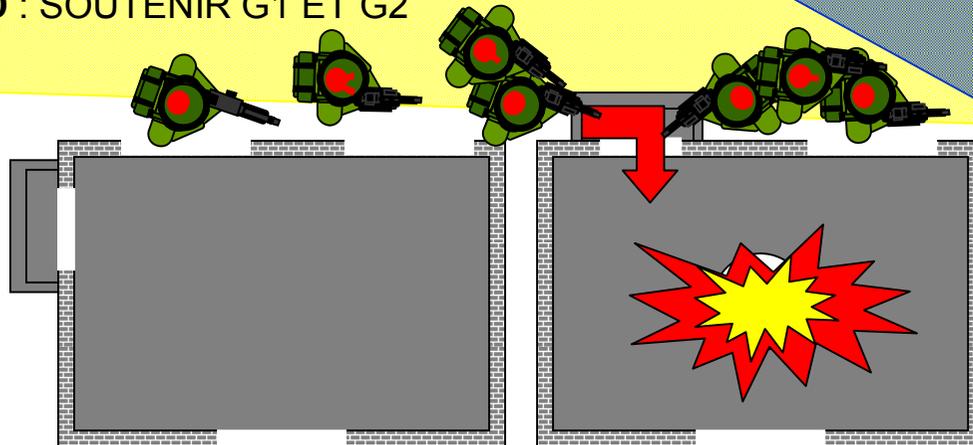
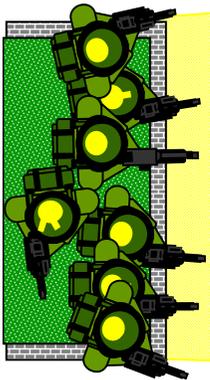
**G3**  
**MISSION : APPUYER**  
**OBJECTIF : G1 ET G2**  
**EMD : SOUTENIR G1 ET G2**



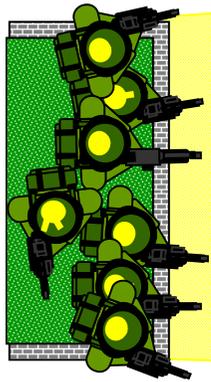
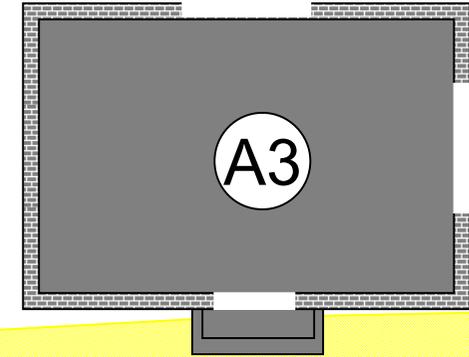
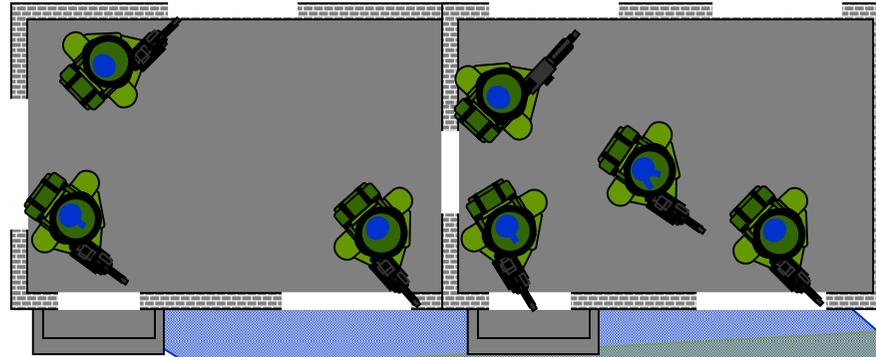
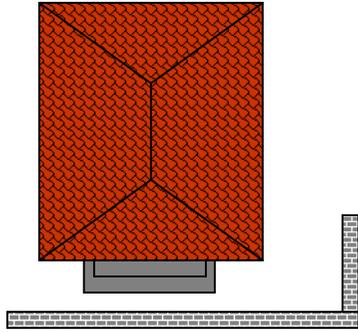
**G1**  
**MISSION : APPUYER G2**  
**OBJECTIF : B1 ET B2**



**G3**  
**MISSION : APPUYER**  
**OBJECTIF : G1 ET G2**  
**EMD : SOUTENIR G1 ET G2**

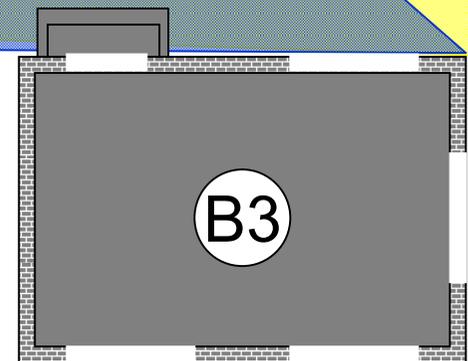
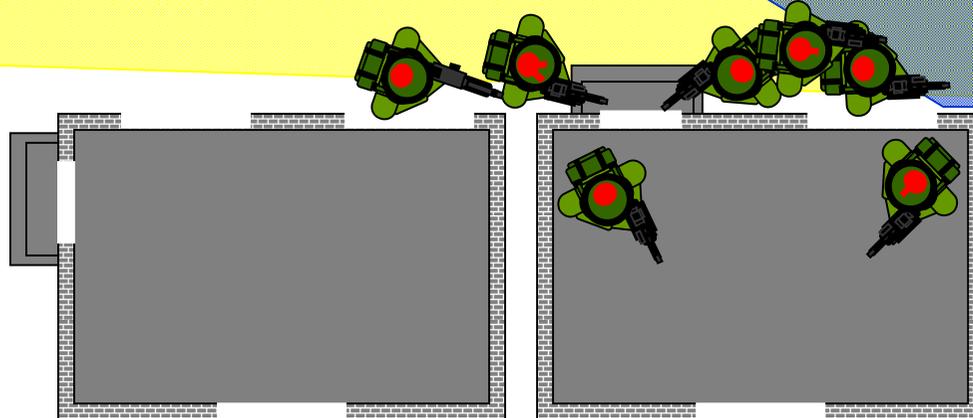


**G1**  
**MISSION : APPUYER G2**  
**OBJECTIF : B1 ET B2**

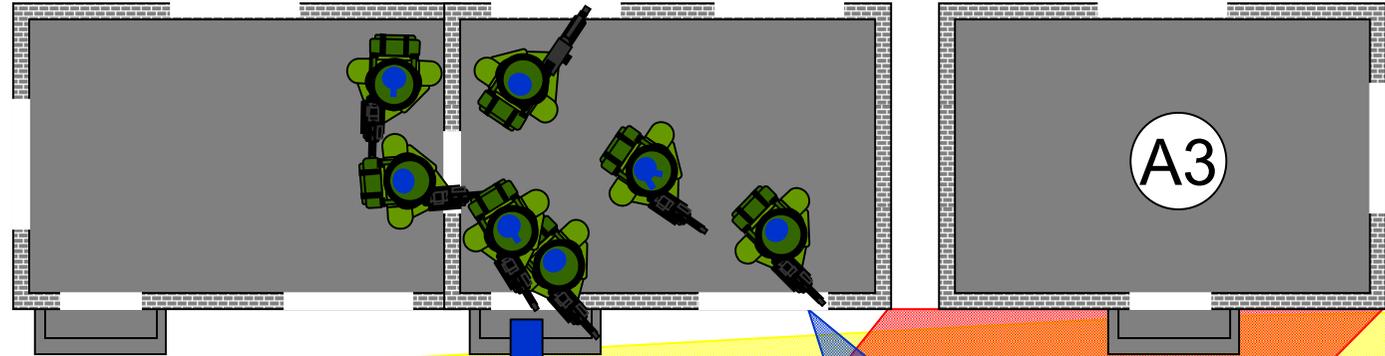


**G3**

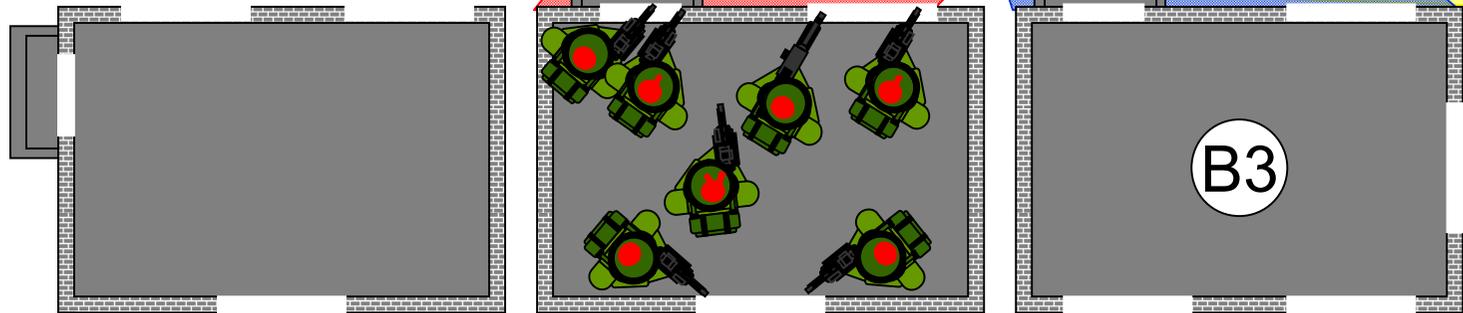
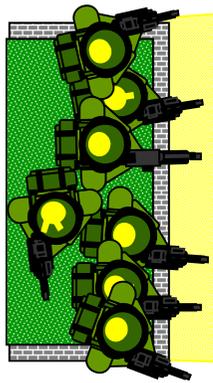
**G3**  
**MISSION : APPUYER**  
**OBJECTIF : G1 ET G2**  
**EMD : SOUTENIR G1 ET G2**



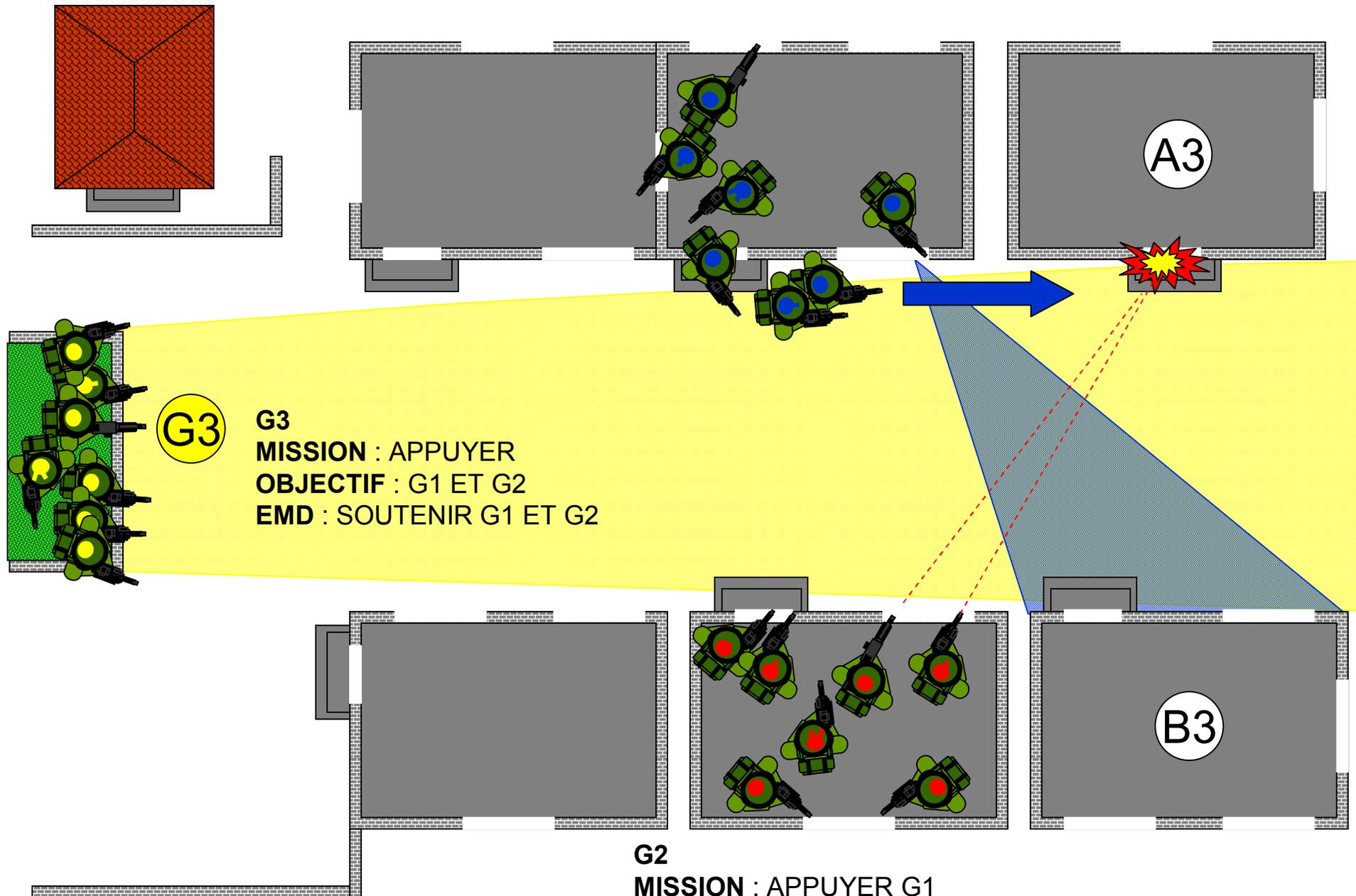
**G1**  
**MISSION : RECONNAITRE**  
**OBJECTIF : A3**



**G3**  
**MISSION : APPUYER**  
**OBJECTIF : G1 ET G2**  
**EMD : SOUTENIR G1 ET G2**



**G2**  
**MISSION : APPUYER G1**  
**OBJECTIF : A3**



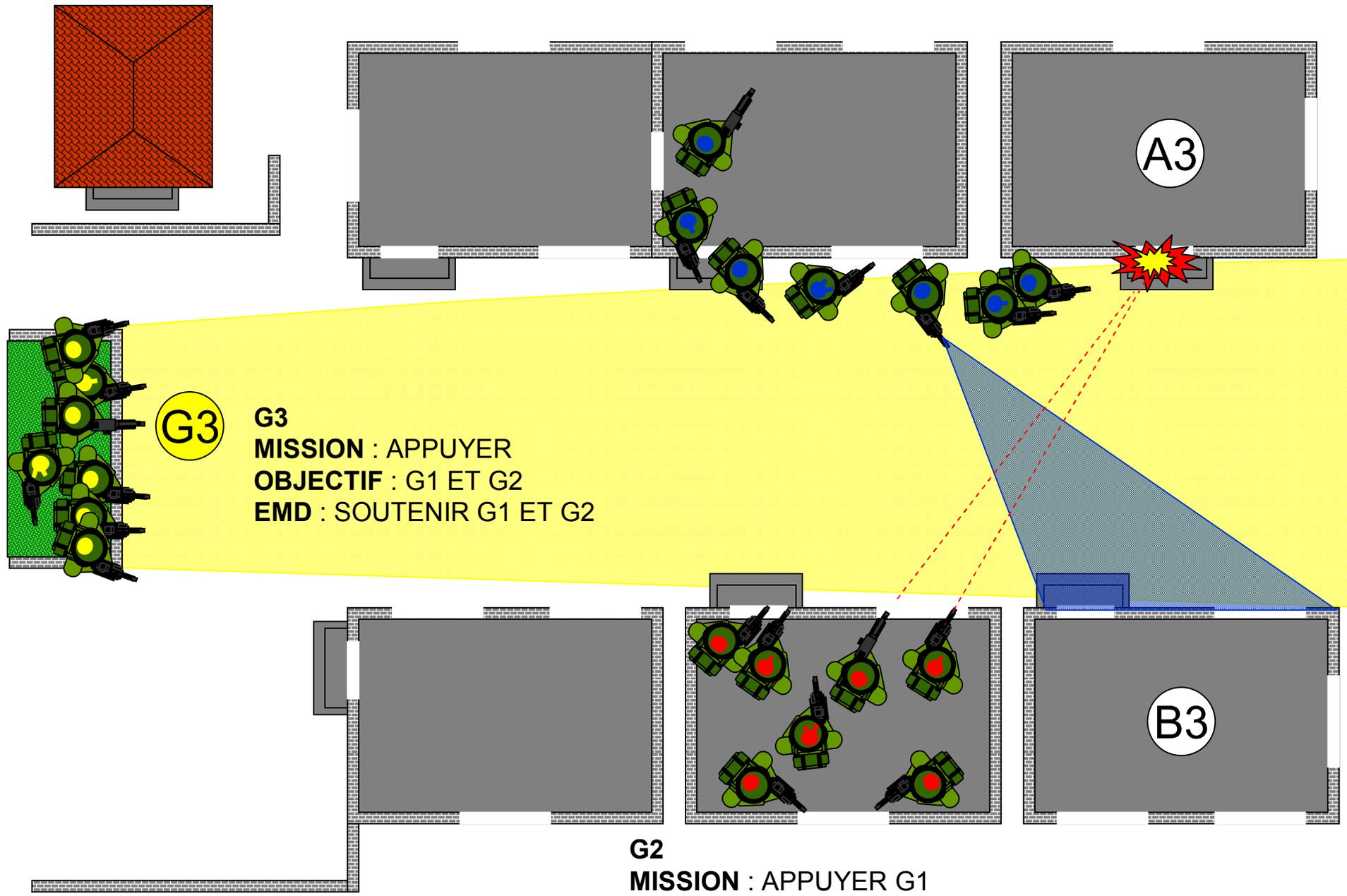
G3

**G3**  
**MISSION :** APPUYER  
**OBJECTIF :** G1 ET G2  
**EMD :** SOUTENIR G1 ET G2

**G2**  
**MISSION :** APPUYER G1  
**OBJECTIF :** A3

A3

B3



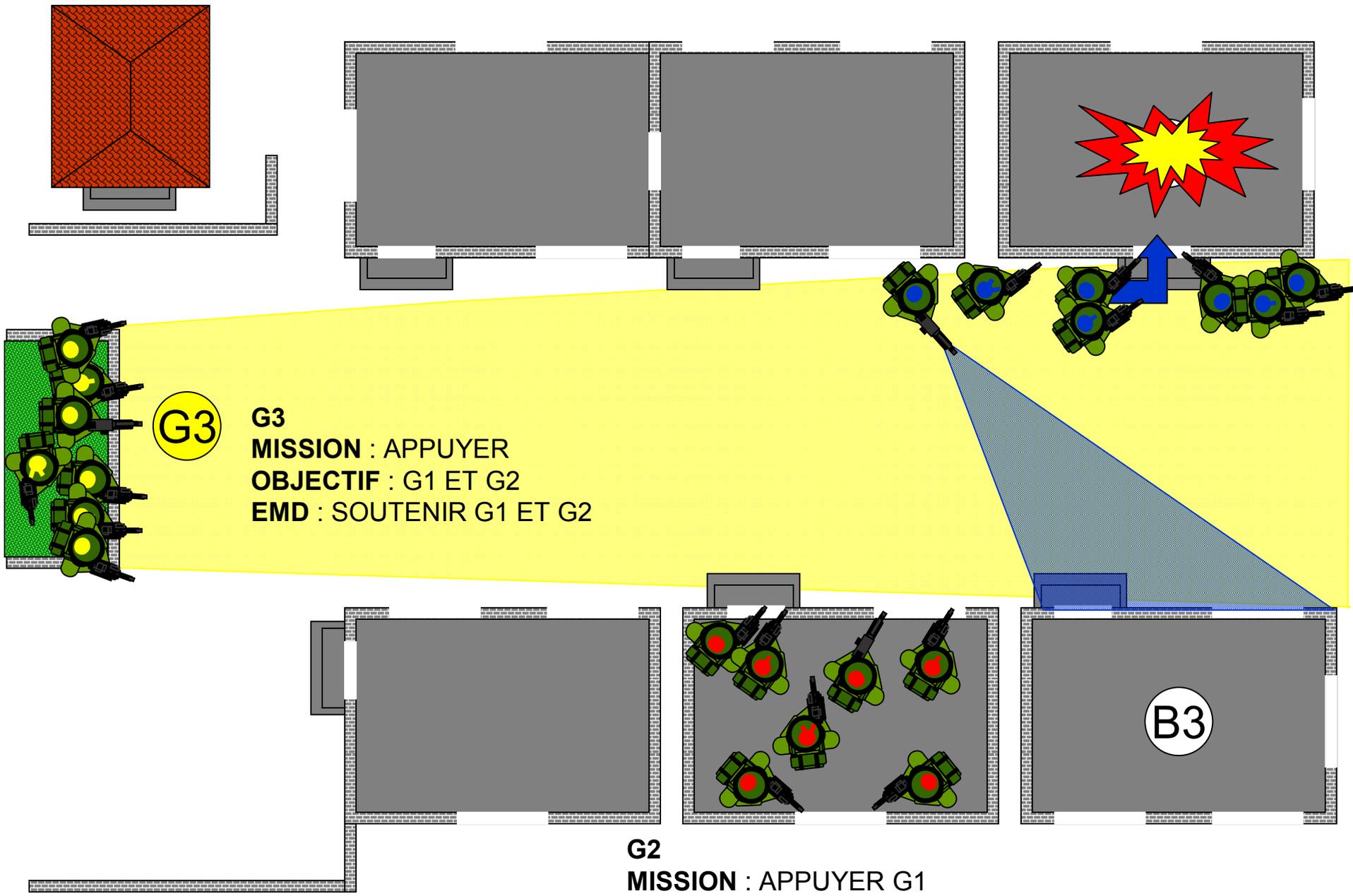
G3

**G3**  
**MISSION : APPUYER**  
**OBJECTIF : G1 ET G2**  
**EMD : SOUTENIR G1 ET G2**

A3

B3

**G2**  
**MISSION : APPUYER G1**  
**OBJECTIF : A3**



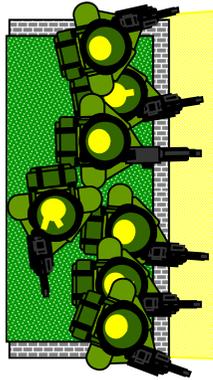
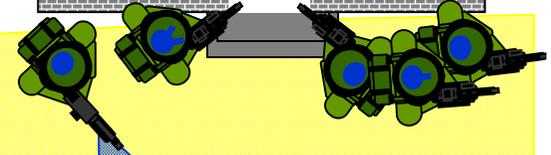
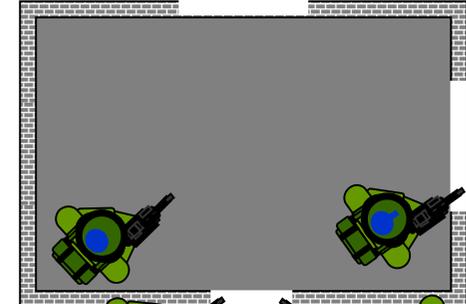
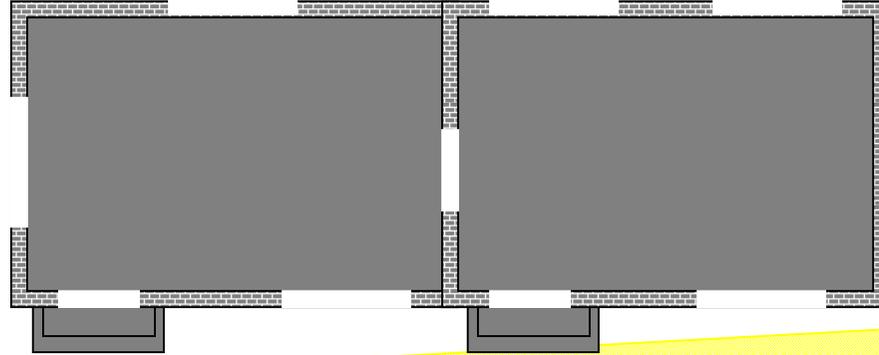
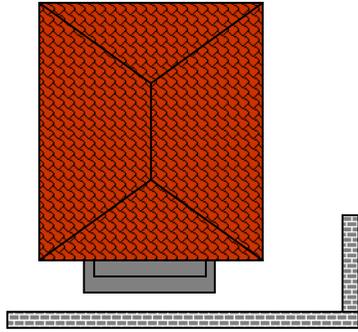
G3

**G3**  
**MISSION : APPUYER**  
**OBJECTIF : G1 ET G2**  
**EMD : SOUTENIR G1 ET G2**

B3

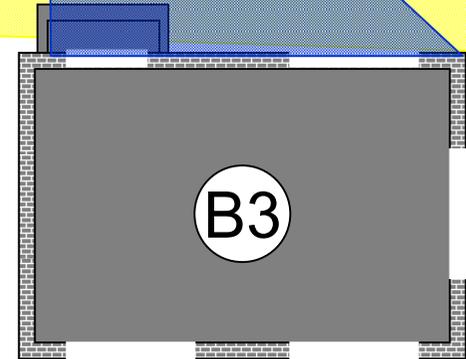
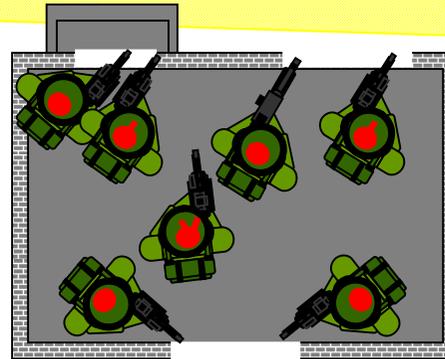
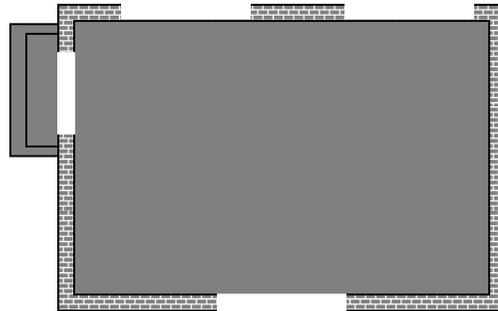
**G2**  
**MISSION : APPUYER G1**  
**OBJECTIF : A3**

**G1**  
**MISSION : APPUYER G2**  
**OBJECTIF : B3**



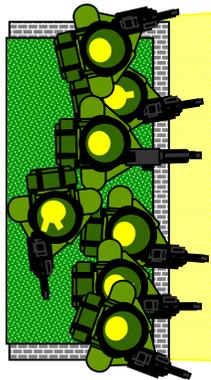
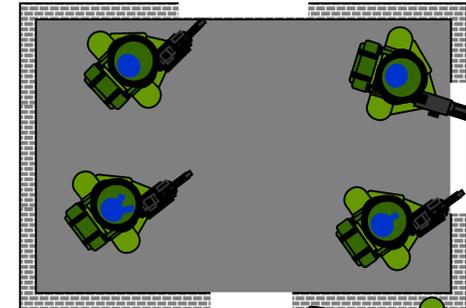
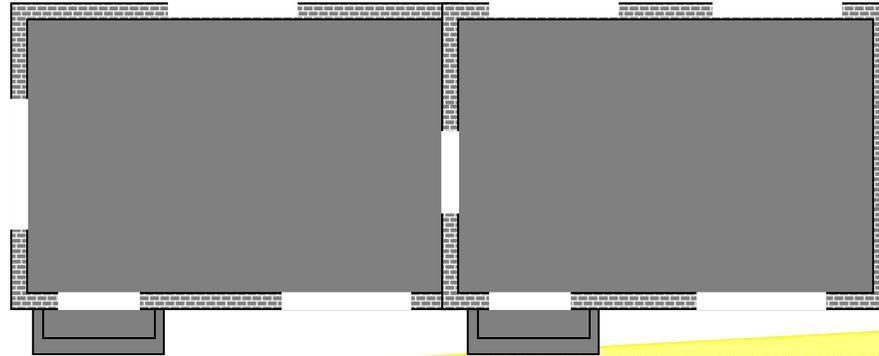
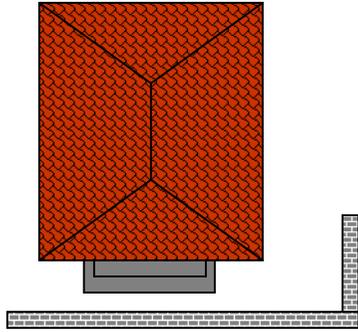
**G3**

**G3**  
**MISSION : APPUYER**  
**OBJECTIF : G1 ET G2**  
**EMD : SOUTENIR G1 ET G2**



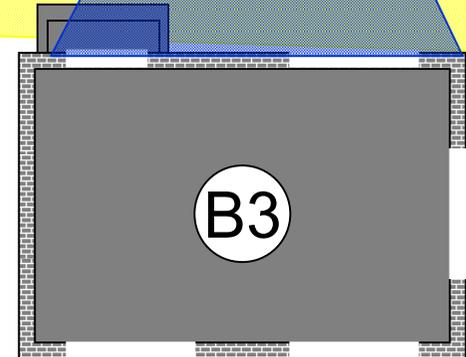
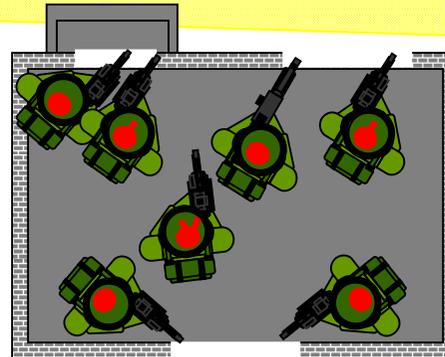
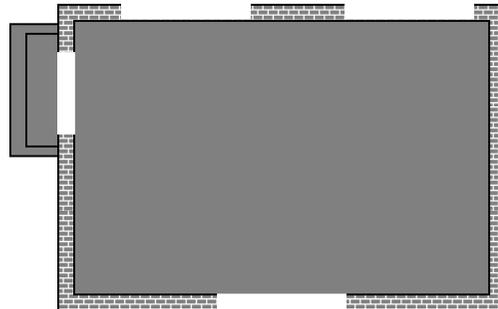
**G2**  
**MISSION : RECONNAITRE**  
**OBJECTIF : B3**

**G1**  
**MISSION : APPUYER G2**  
**OBJECTIF : B3**

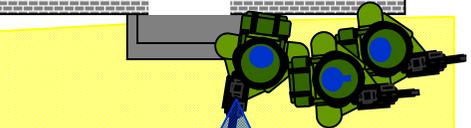
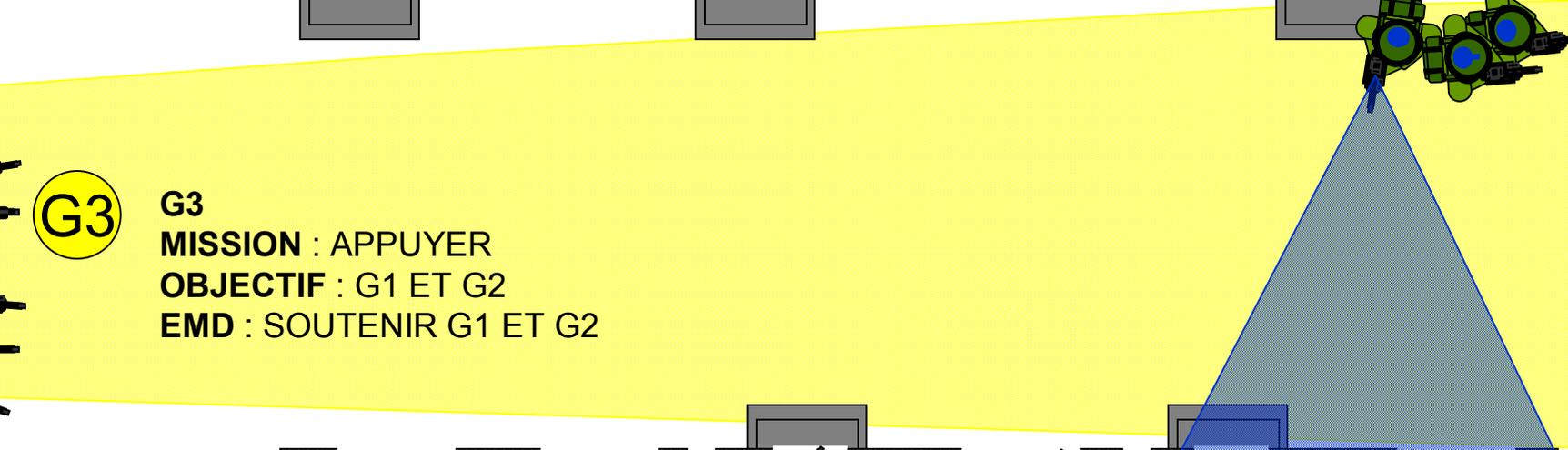


**G3**

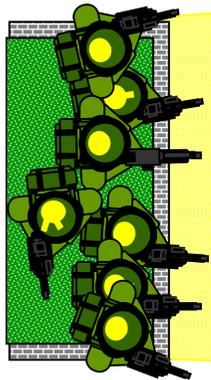
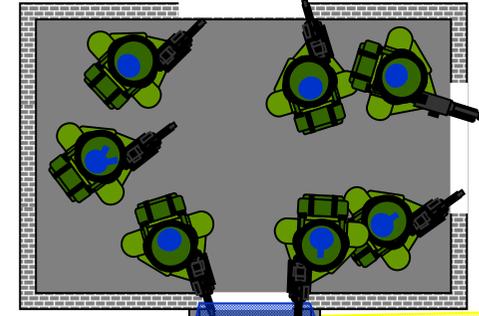
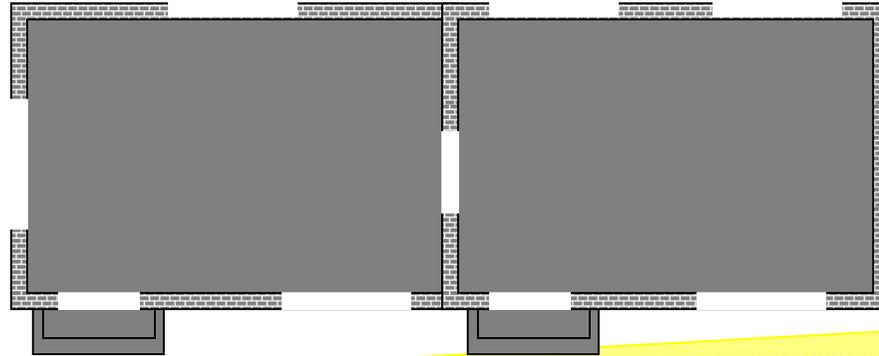
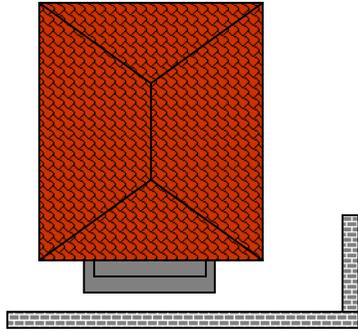
**G3**  
**MISSION : APPUYER**  
**OBJECTIF : G1 ET G2**  
**EMD : SOUTENIR G1 ET G2**



**B3**

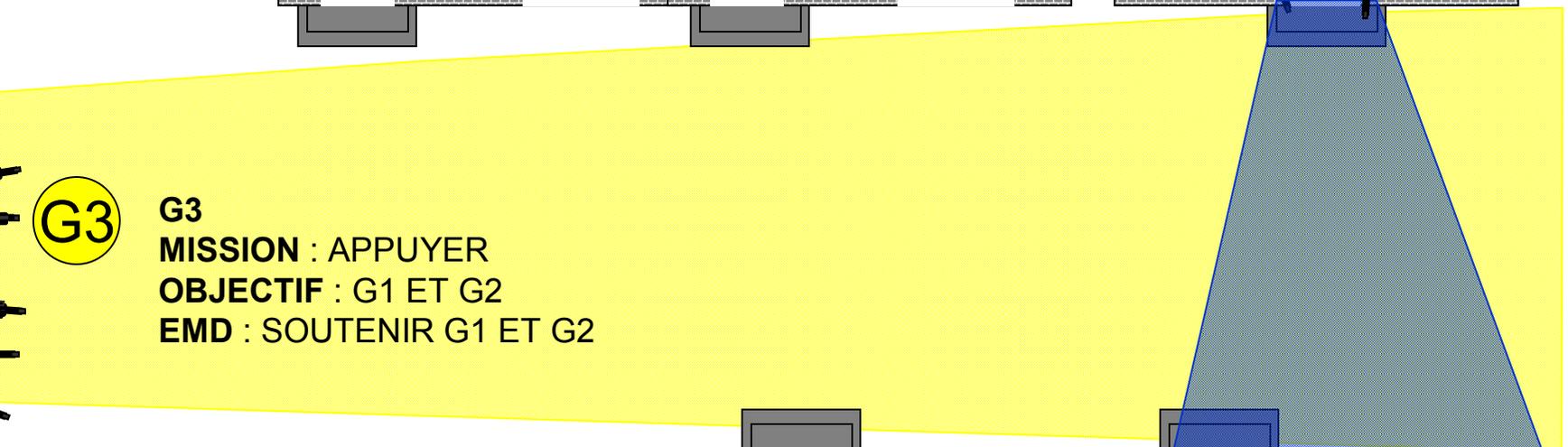
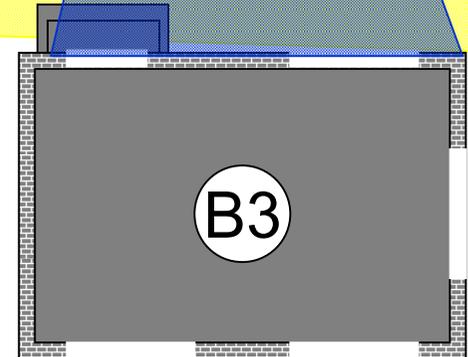
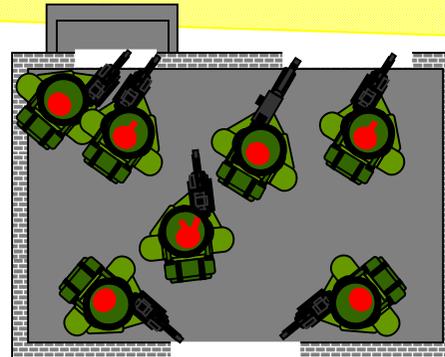
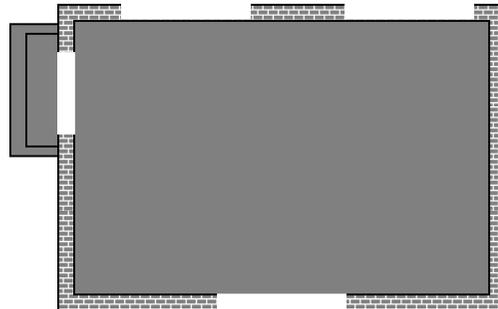


**G1**  
**MISSION : APPUYER G2**  
**OBJECTIF : B3**

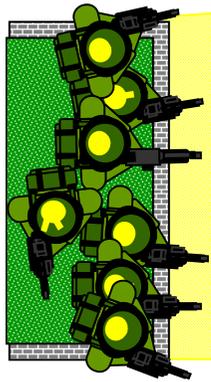
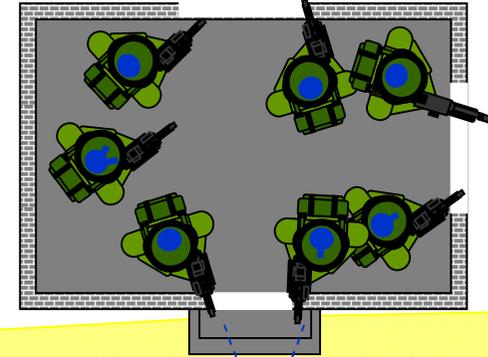
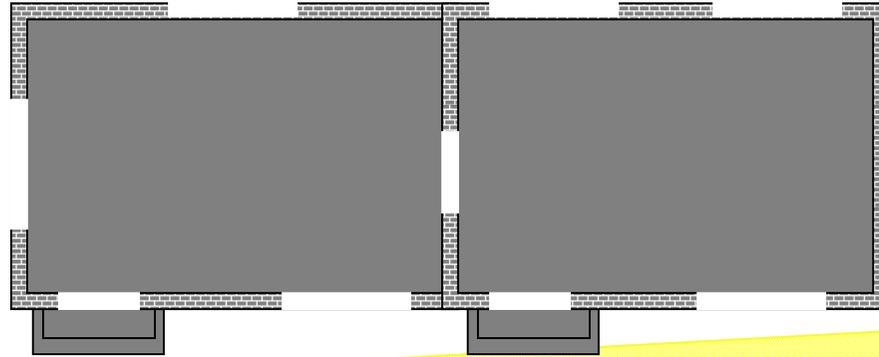
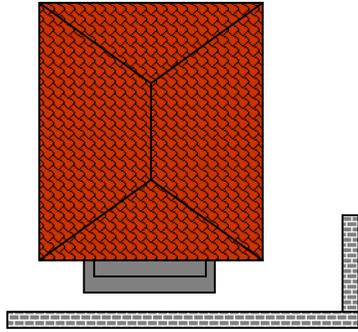


**G3**

**G3**  
**MISSION : APPUYER**  
**OBJECTIF : G1 ET G2**  
**EMD : SOUTENIR G1 ET G2**

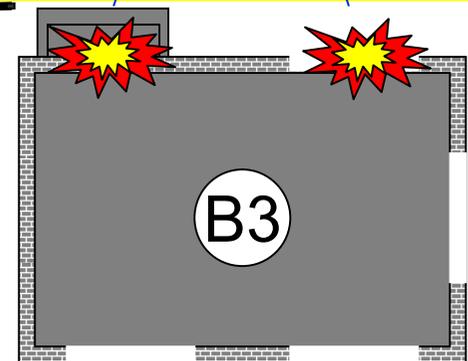
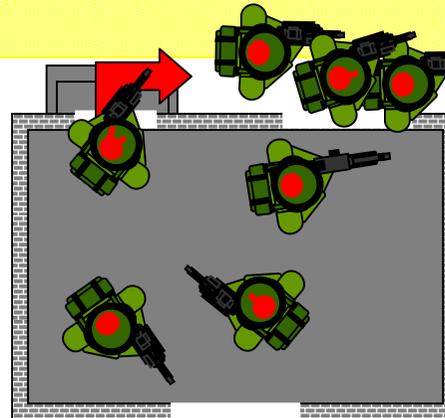
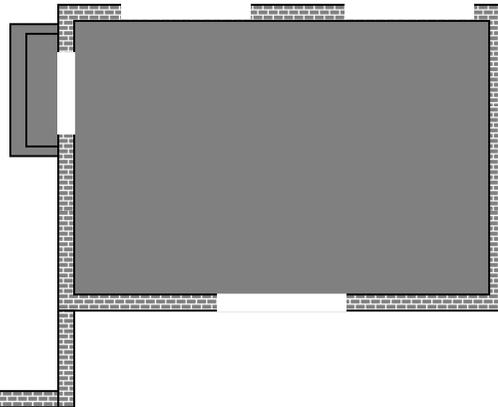


**G1**  
**MISSION : APPUYER G2**  
**OBJECTIF : B3**

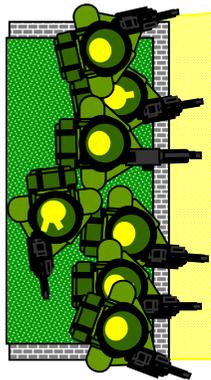
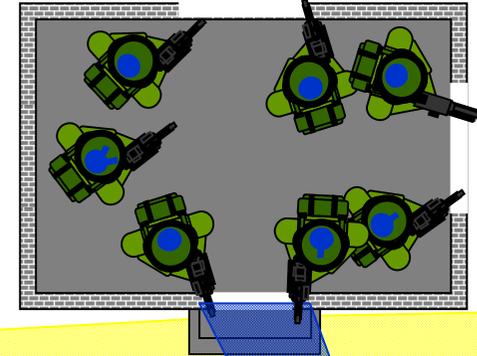
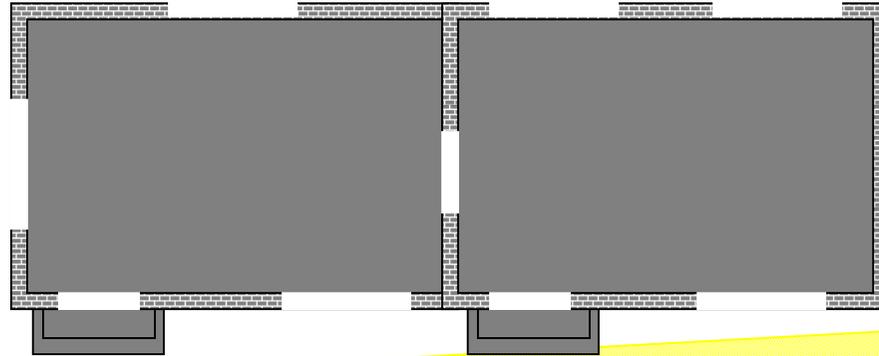
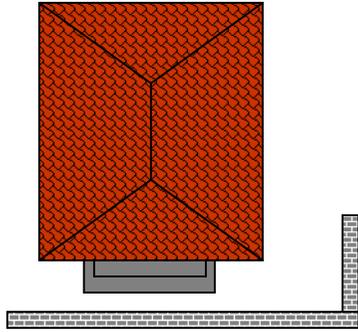


**G3**

**G3**  
**MISSION : APPUYER**  
**OBJECTIF : G1 ET G2**  
**EMD : SOUTENIR G1 ET G2**

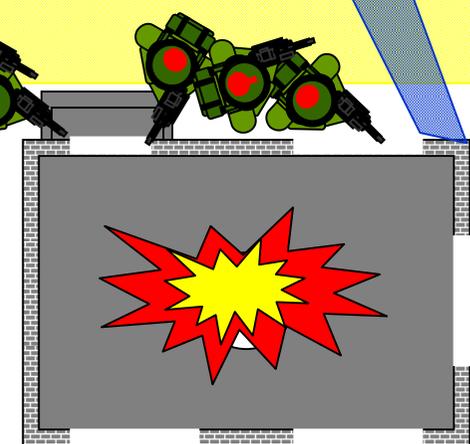
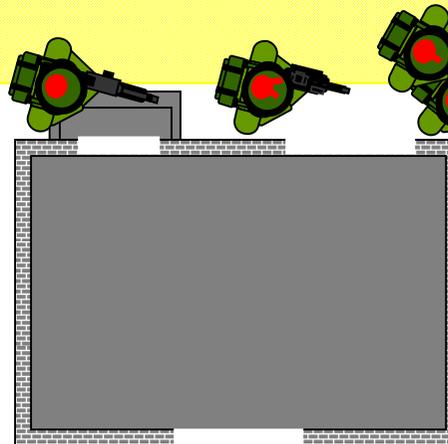
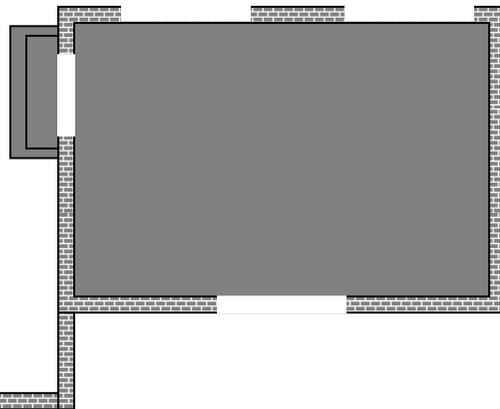
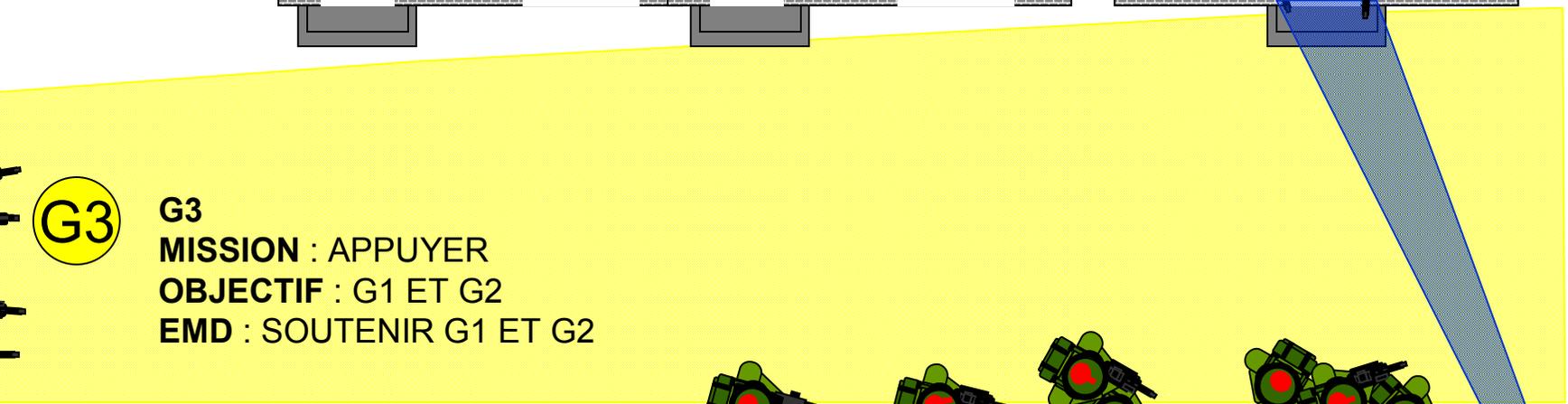


**G1**  
**MISSION : APPUYER G2**  
**OBJECTIF : B3**

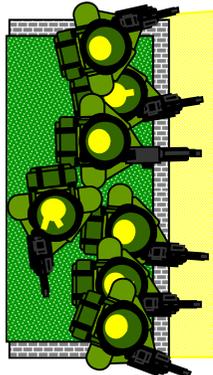
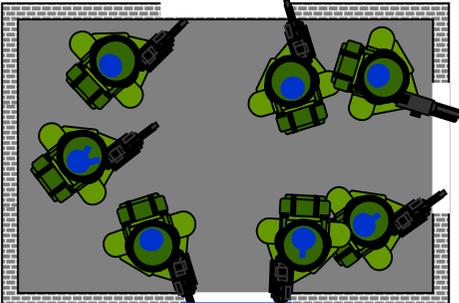
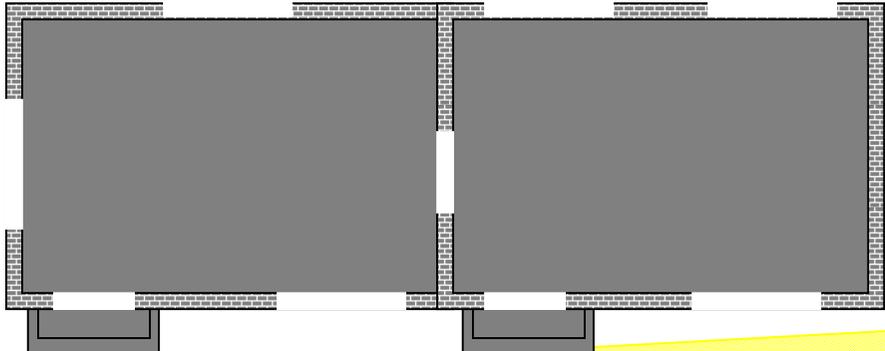
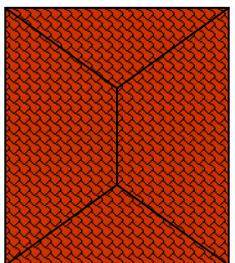


**G3**

**G3**  
**MISSION : APPUYER**  
**OBJECTIF : G1 ET G2**  
**EMD : SOUTENIR G1 ET G2**

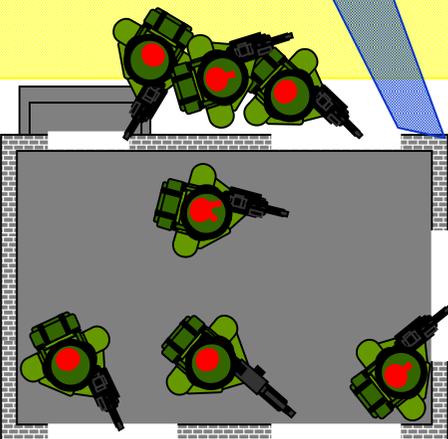
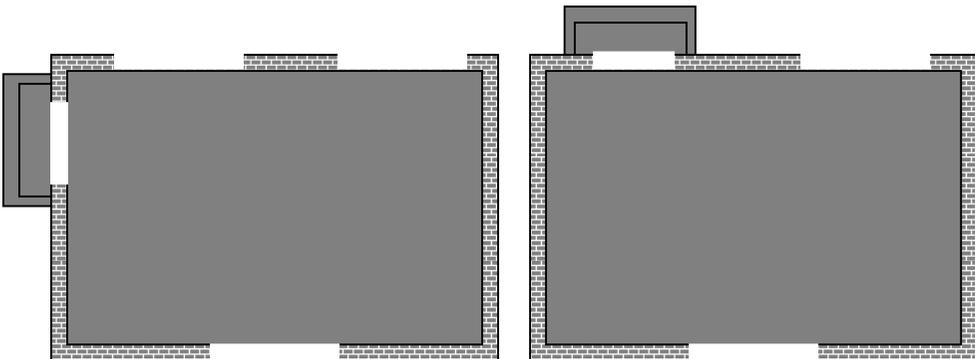
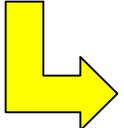


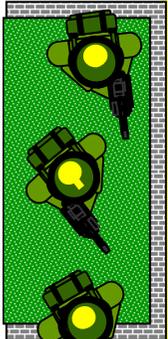
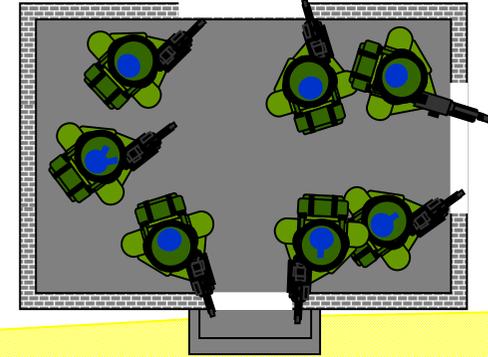
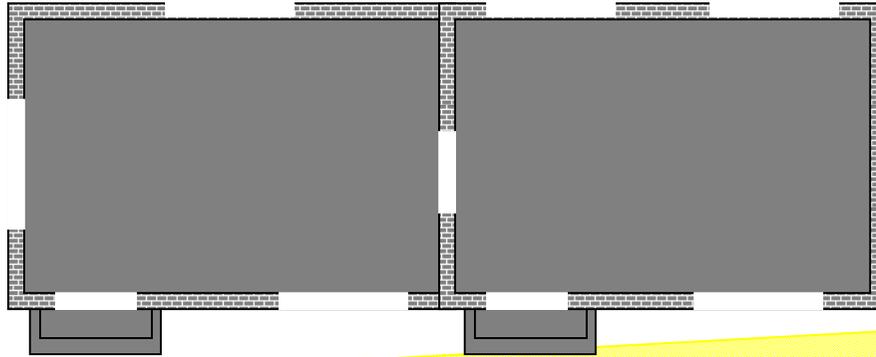
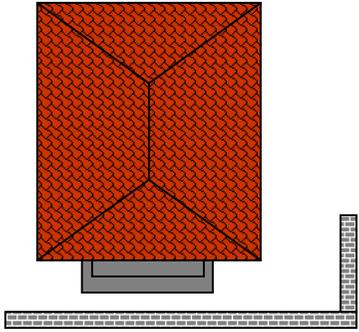




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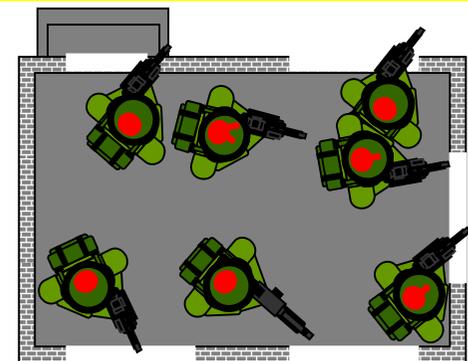
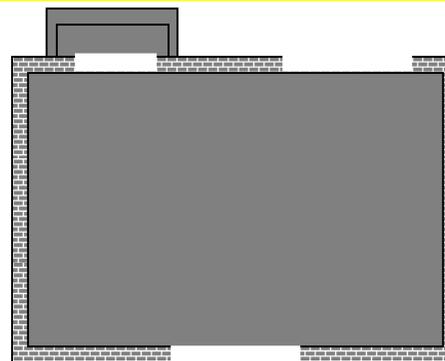
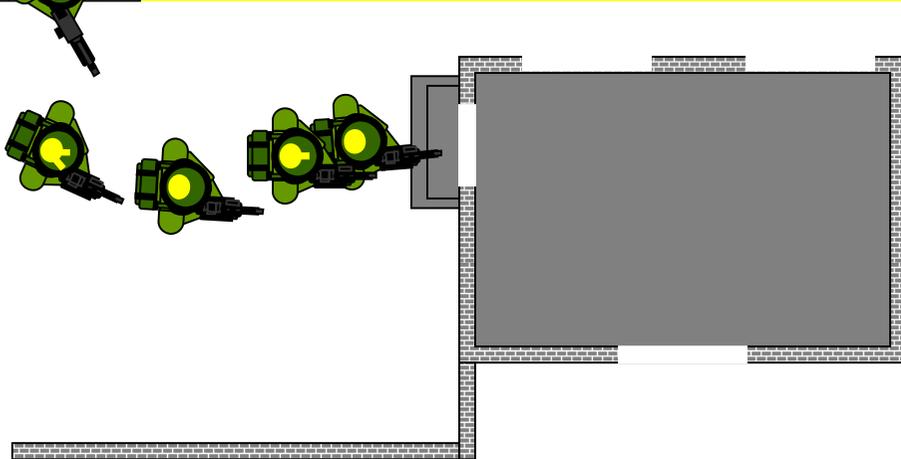
**MISSION : SOUTENIR**  
**OBJECTIF : G1 ET G2**





G3

G3  
MISSION : SOUTENIR  
OBJECTIF : G1 ET G2

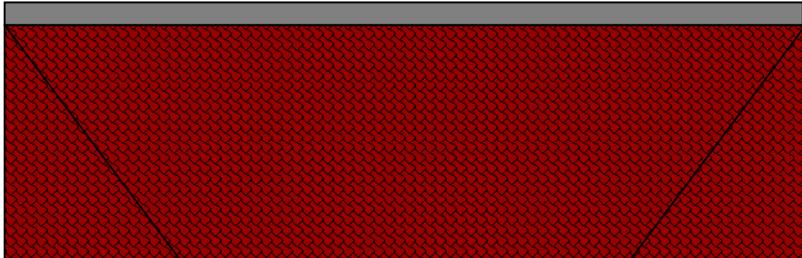
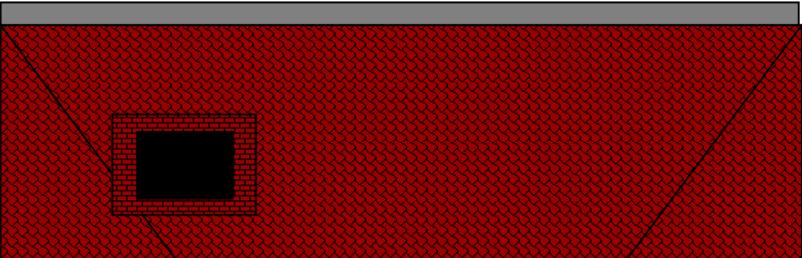
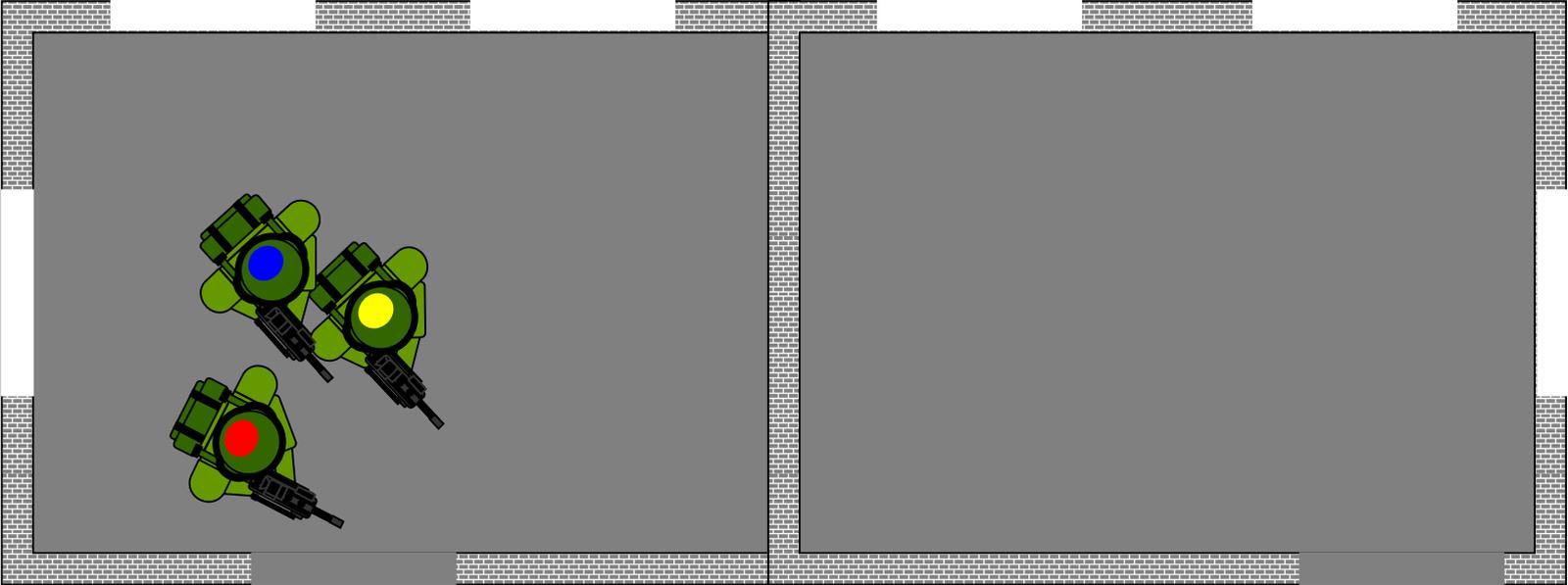


**TECHNIQUES**  
**D'ACTIONS**  
**IMMEDIATES**

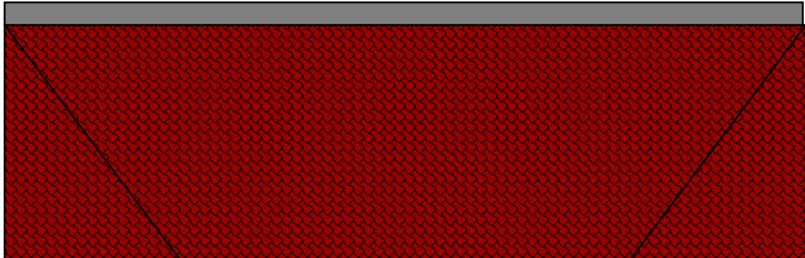
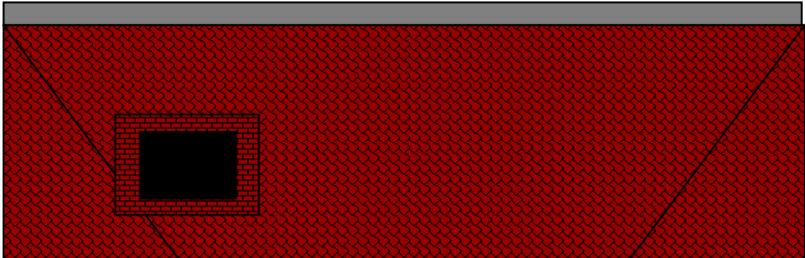
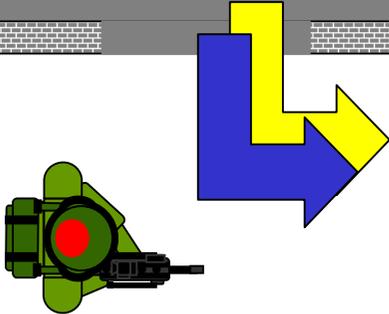
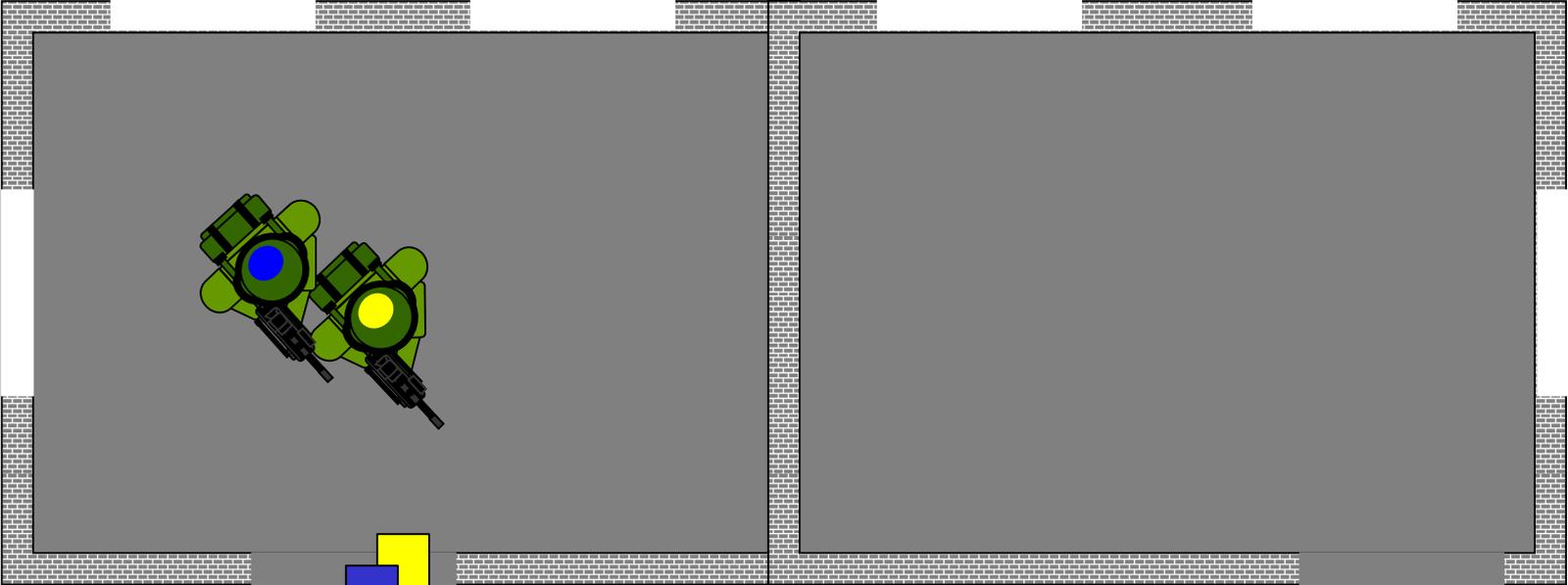
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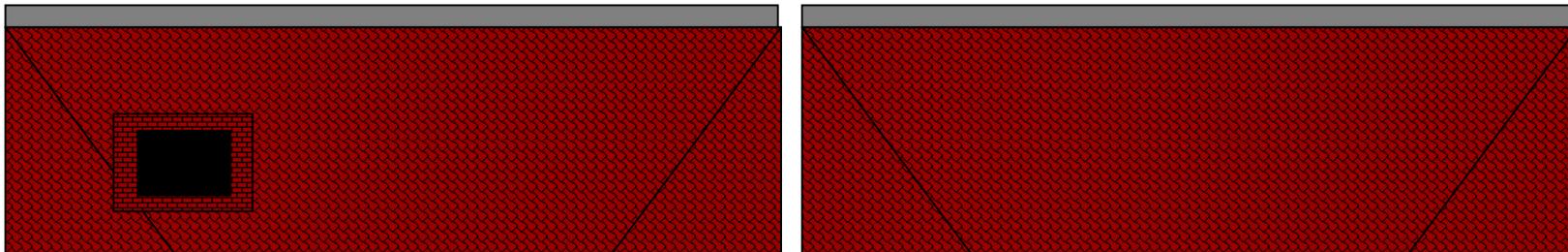
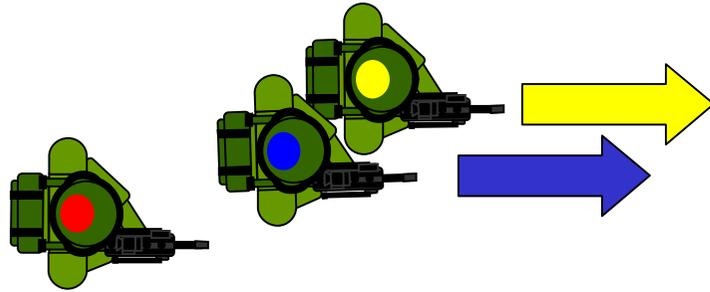
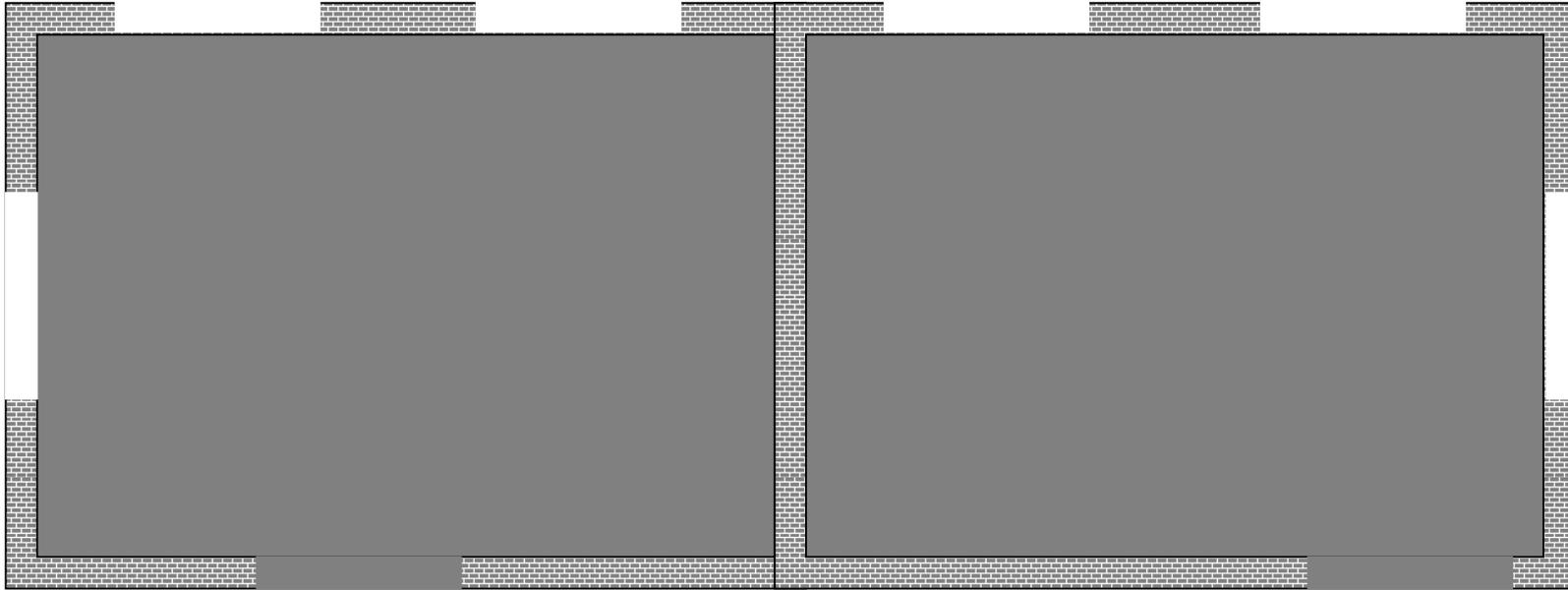
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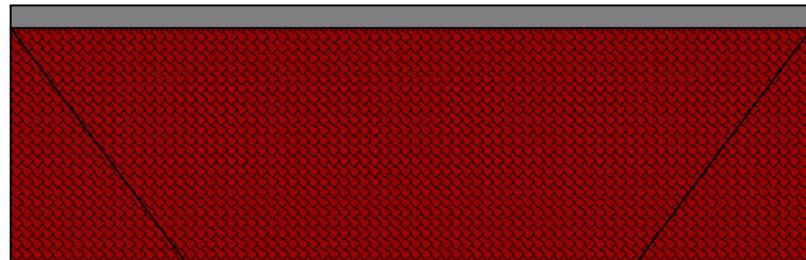
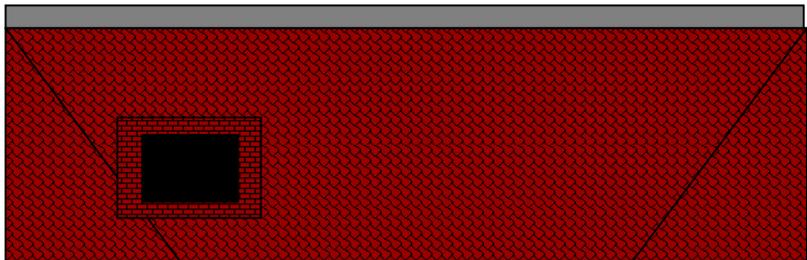
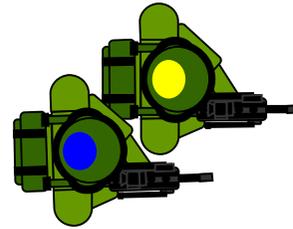
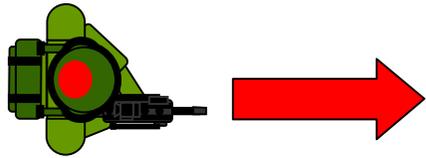
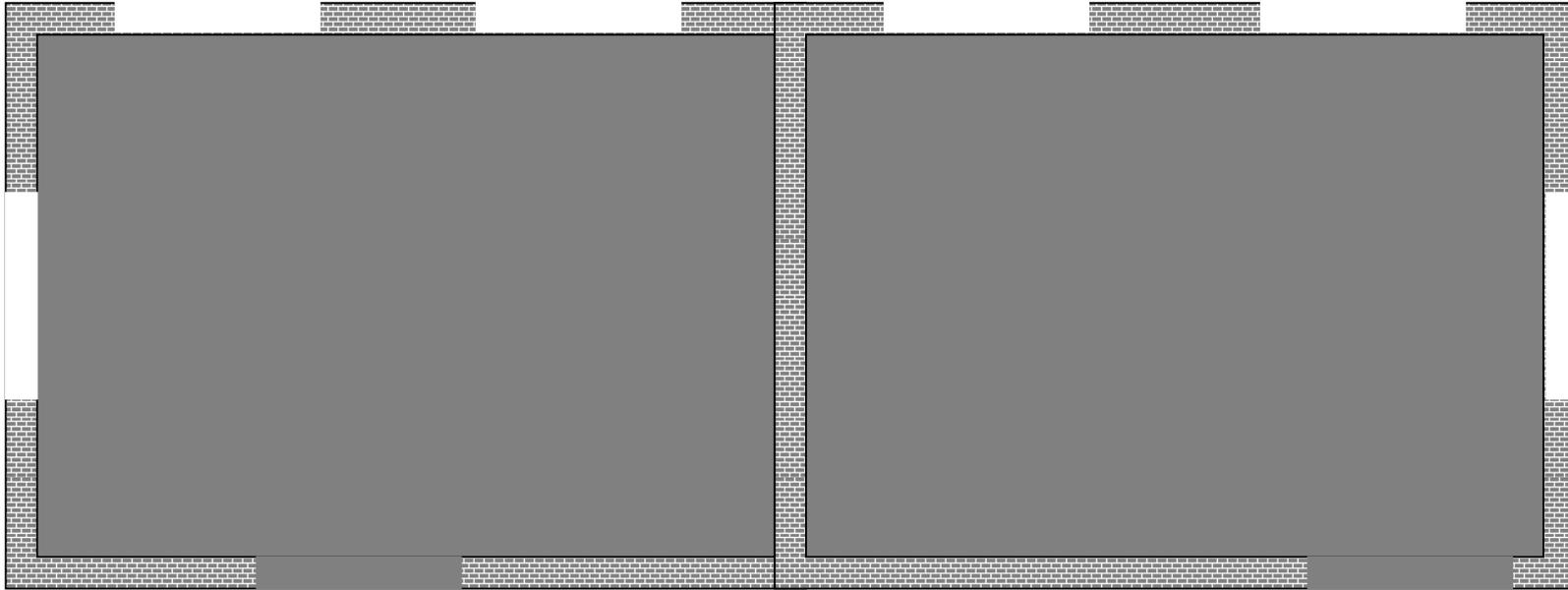
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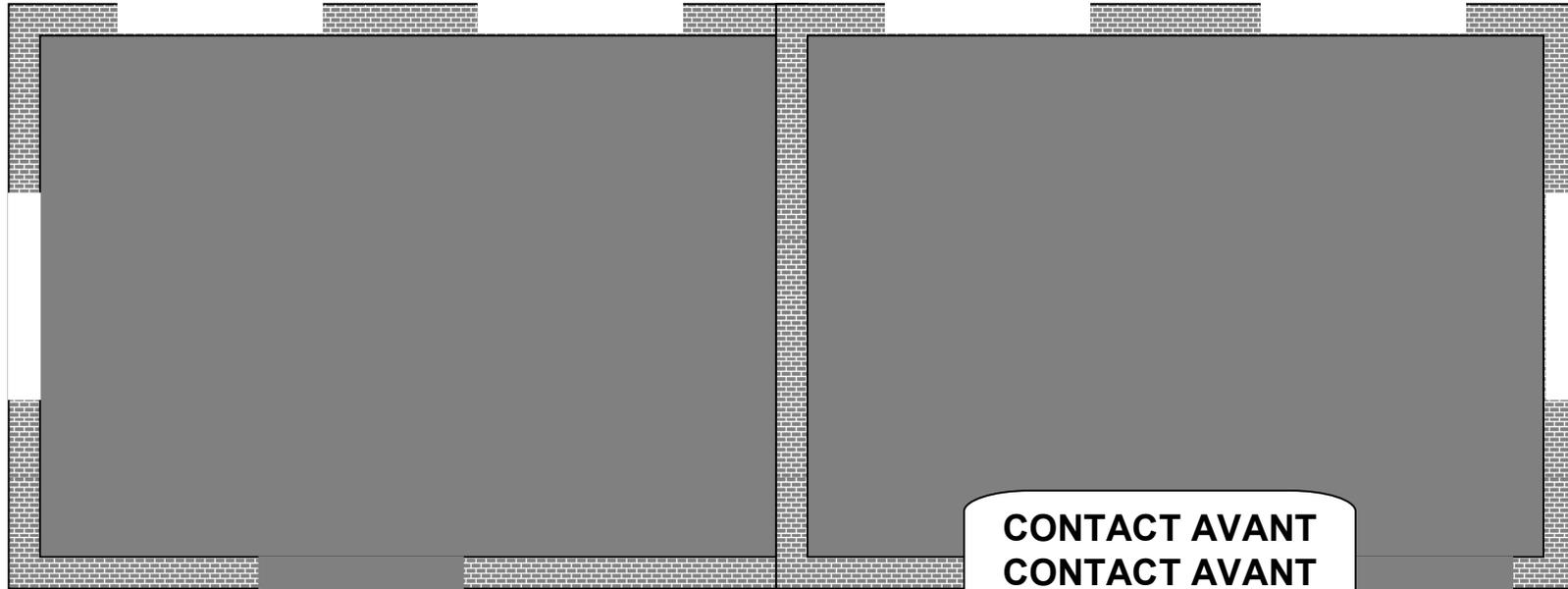
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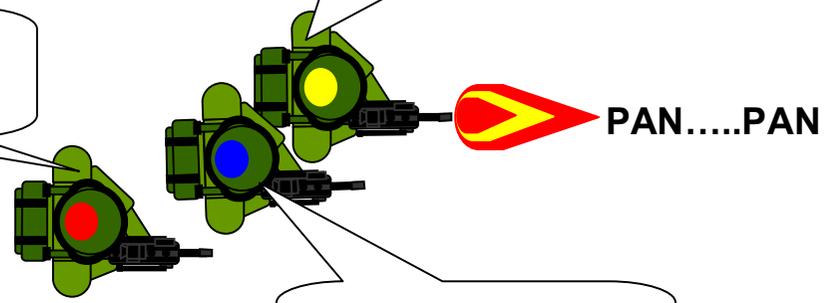
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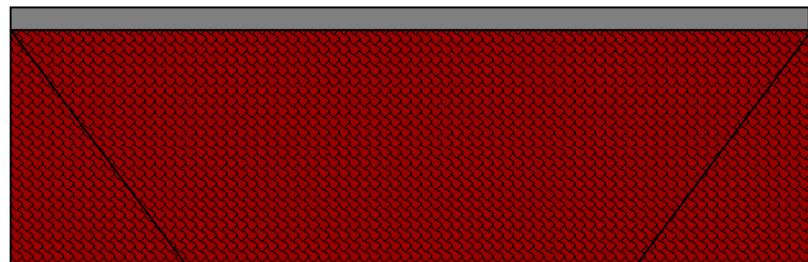
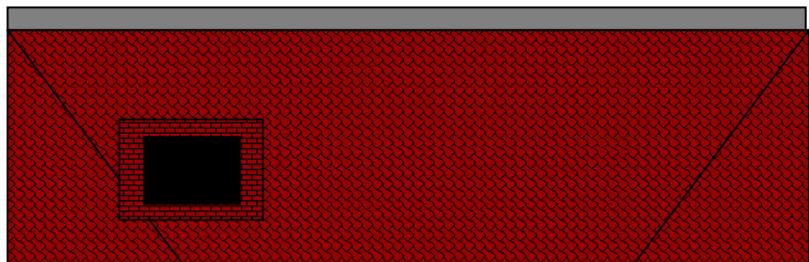
# PRISE A PARTIE / ANNONCE / OUVERTURE DU FEU



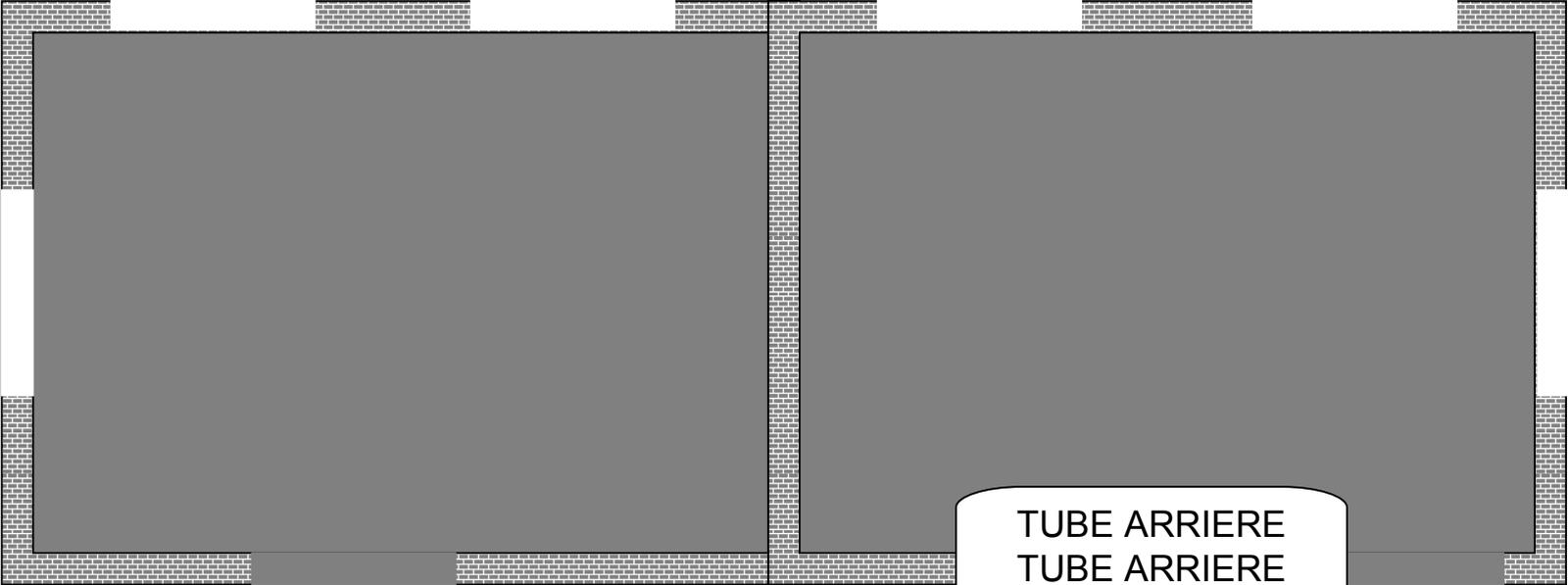
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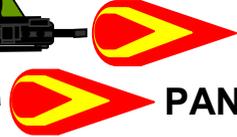
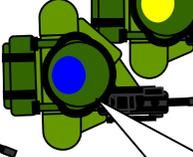


# PRISE DE DECISION / REPERCUTION



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TUBE ARRIERE

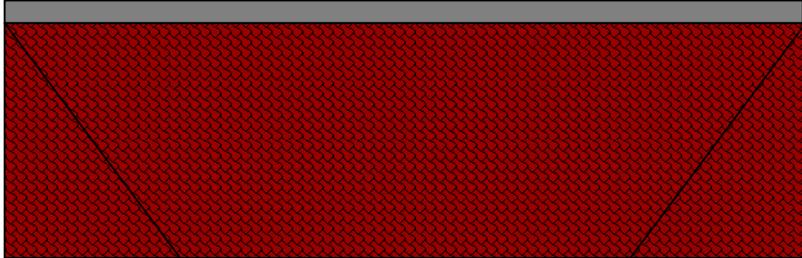
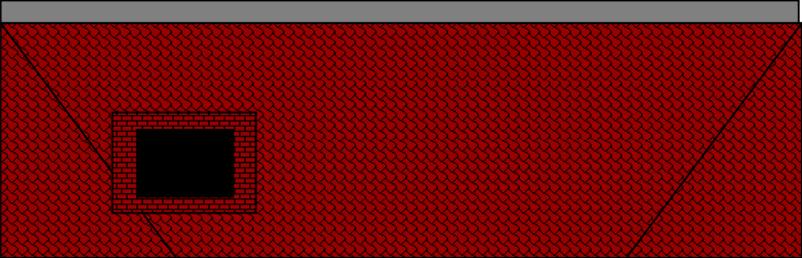
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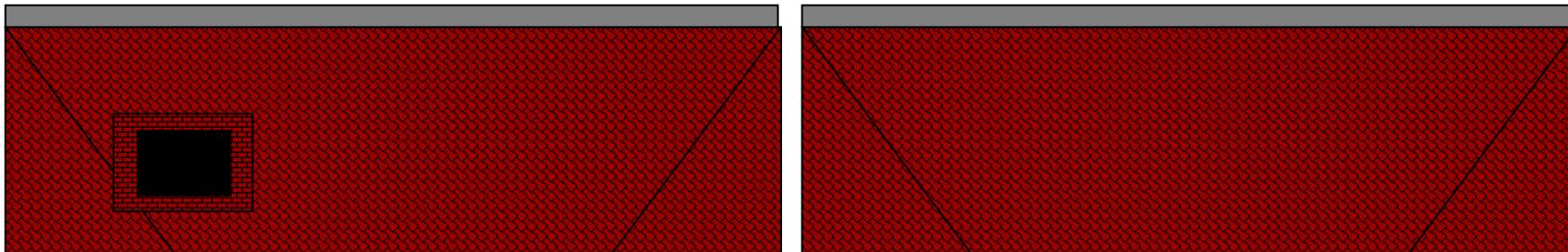
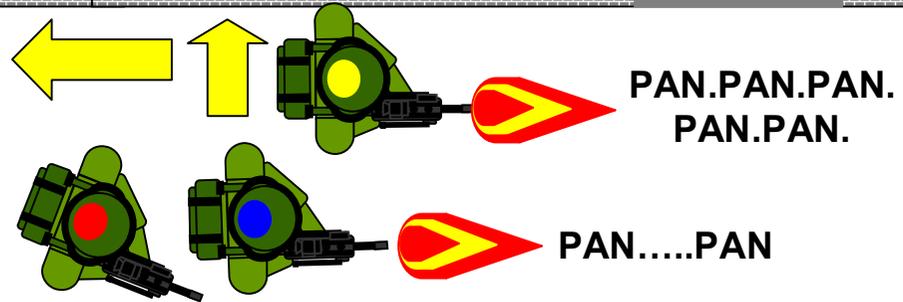
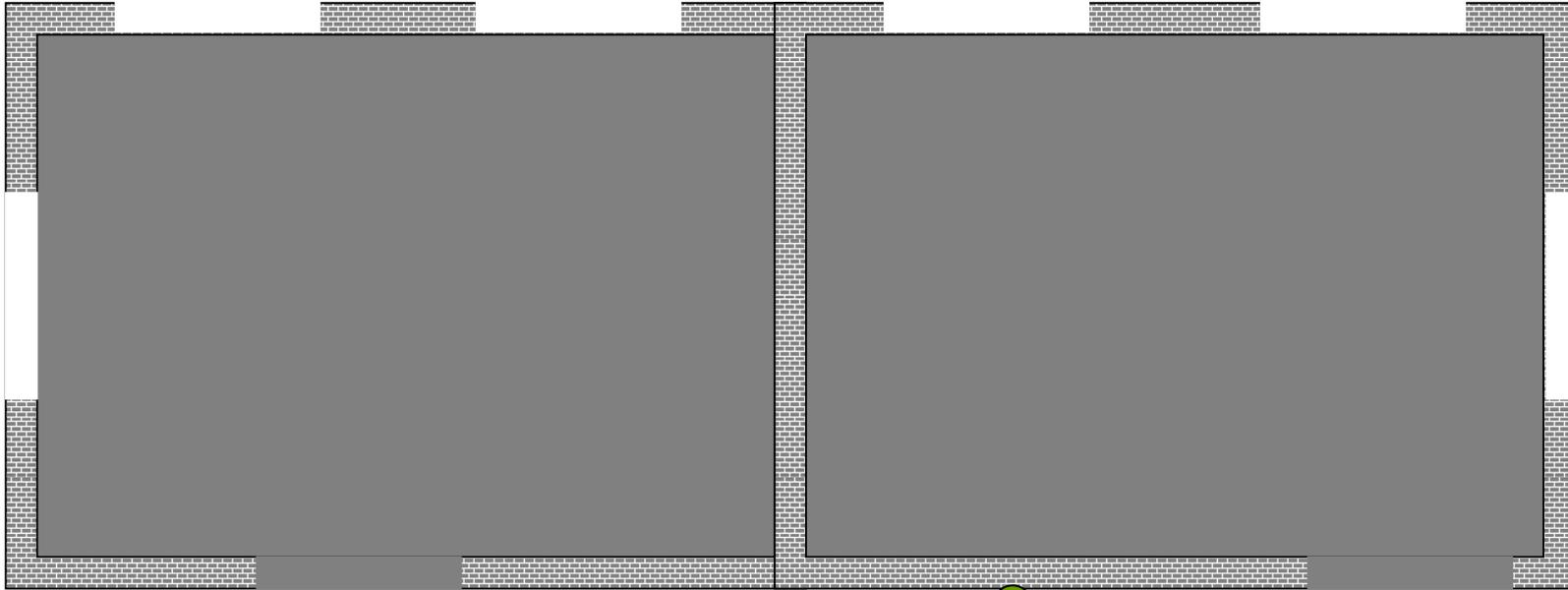
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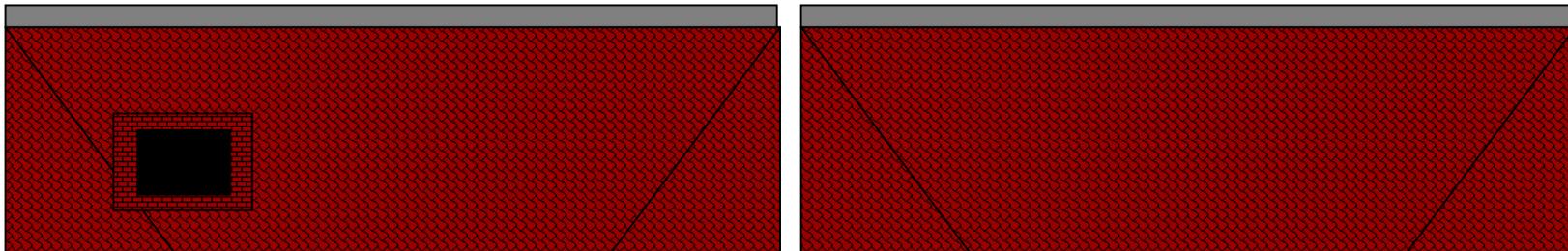
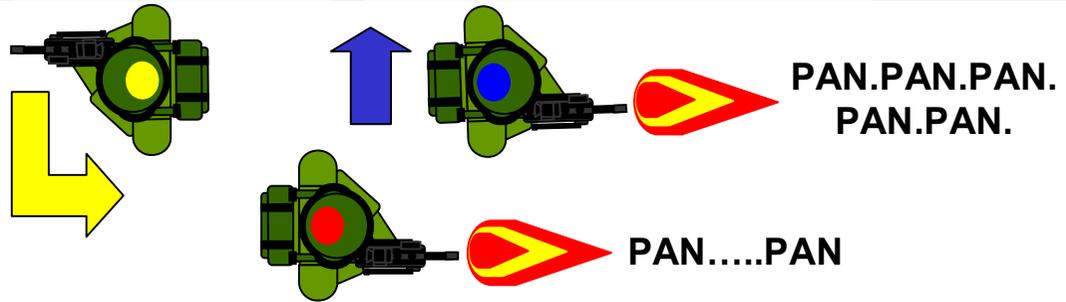
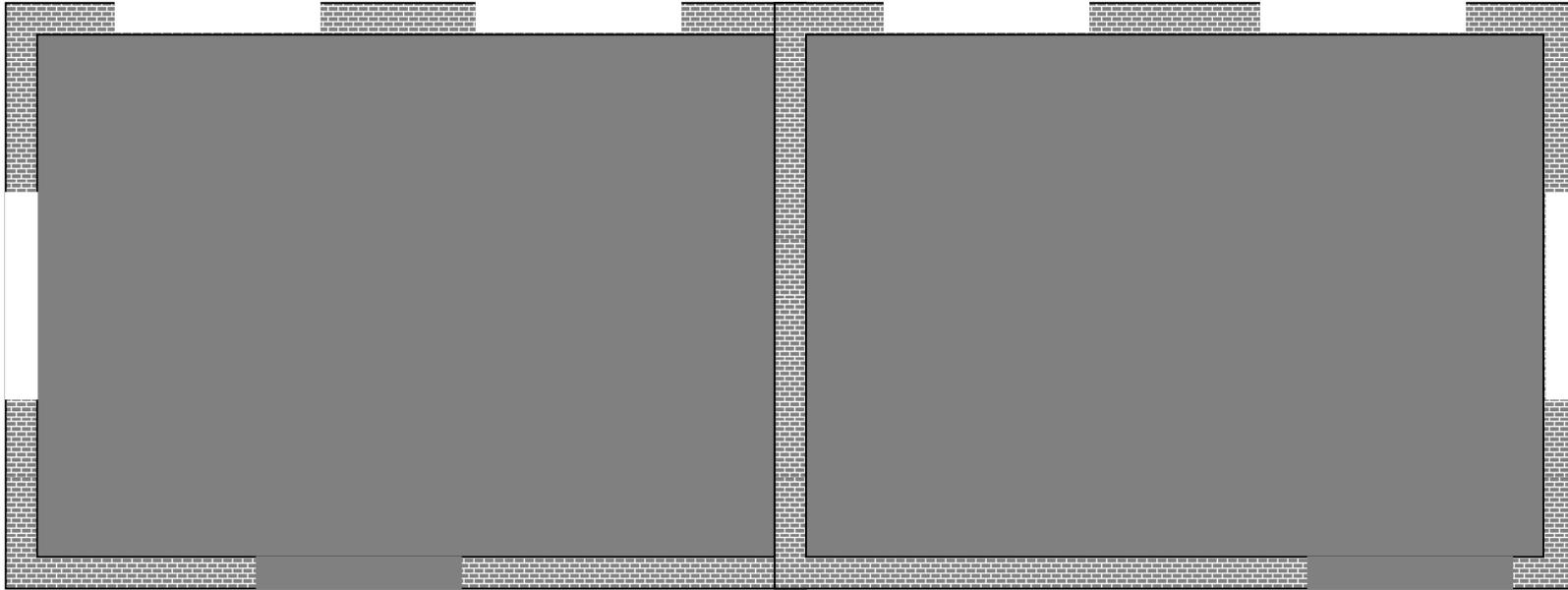
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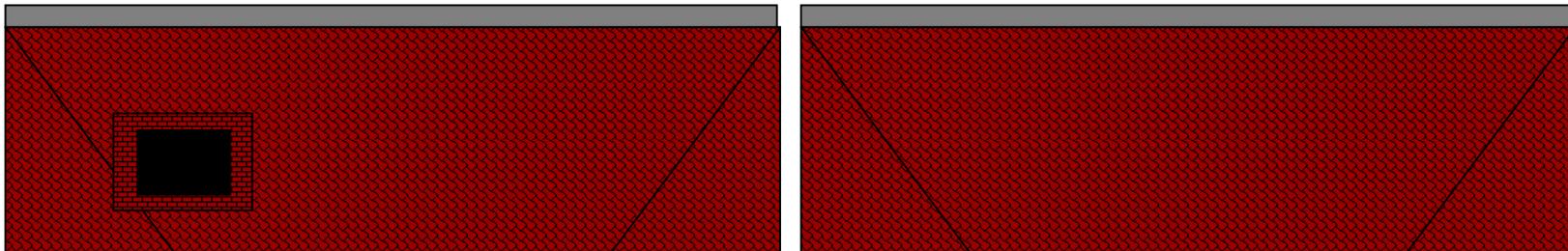
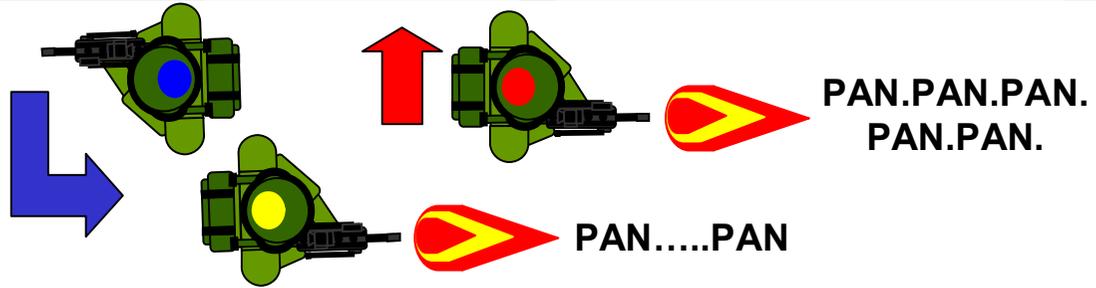
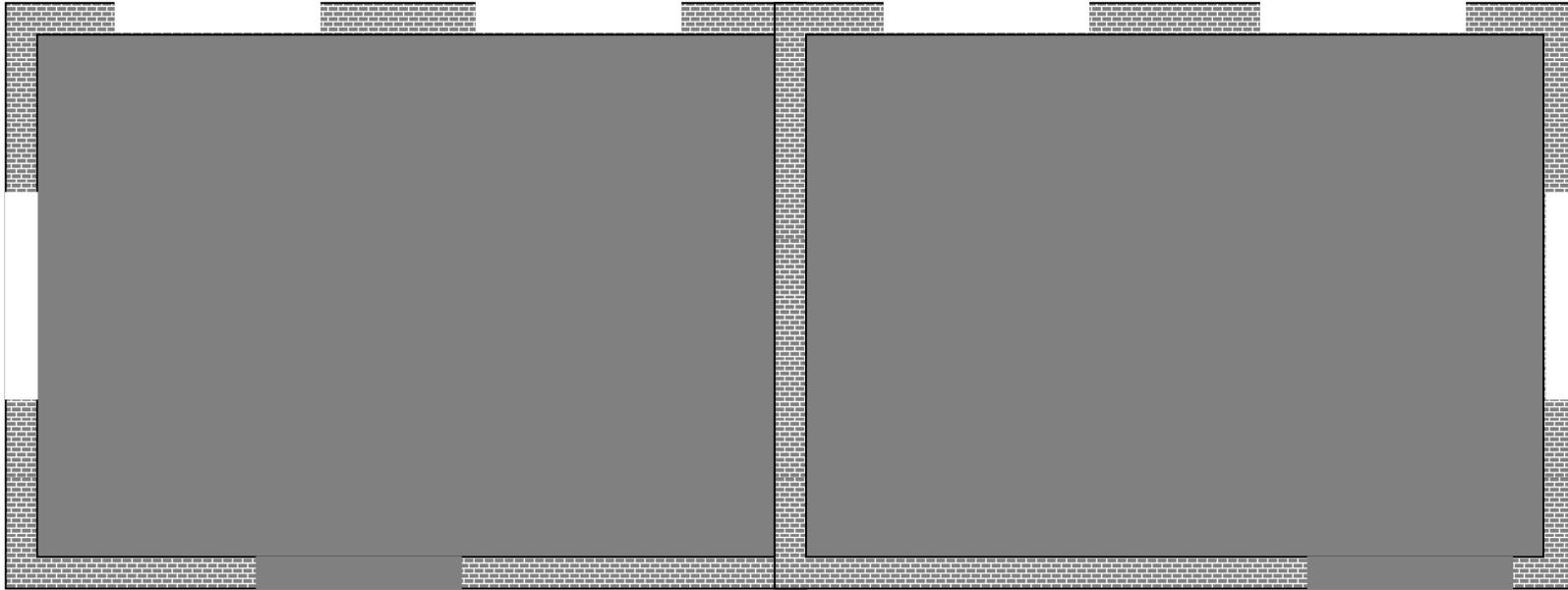
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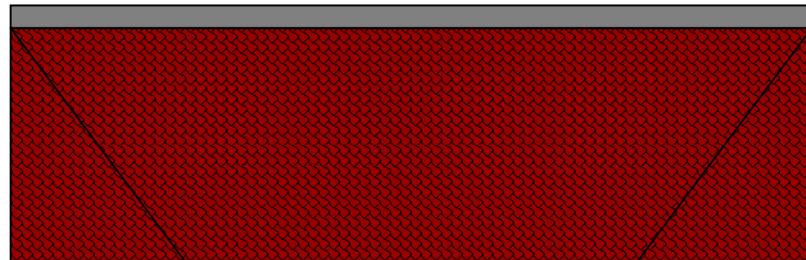
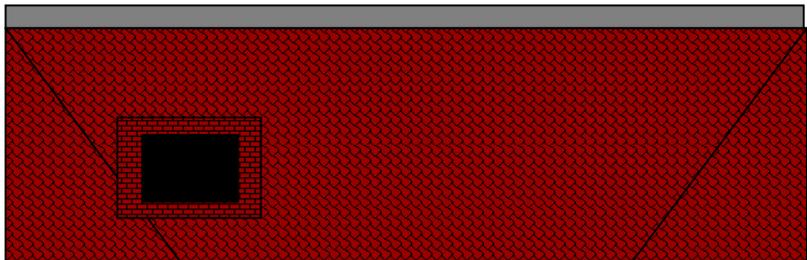
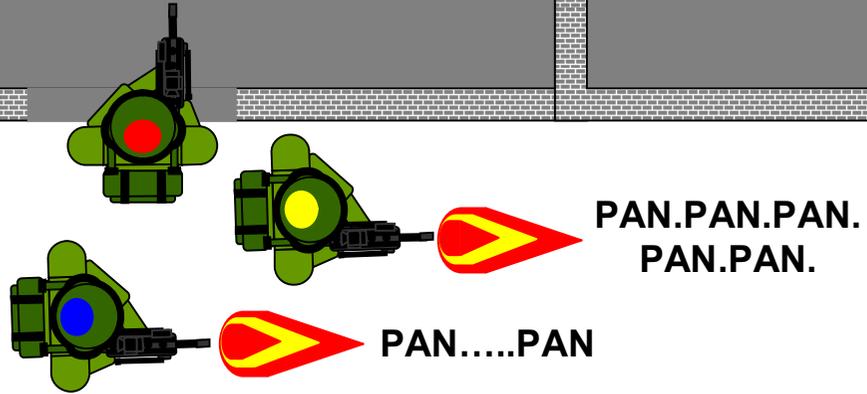
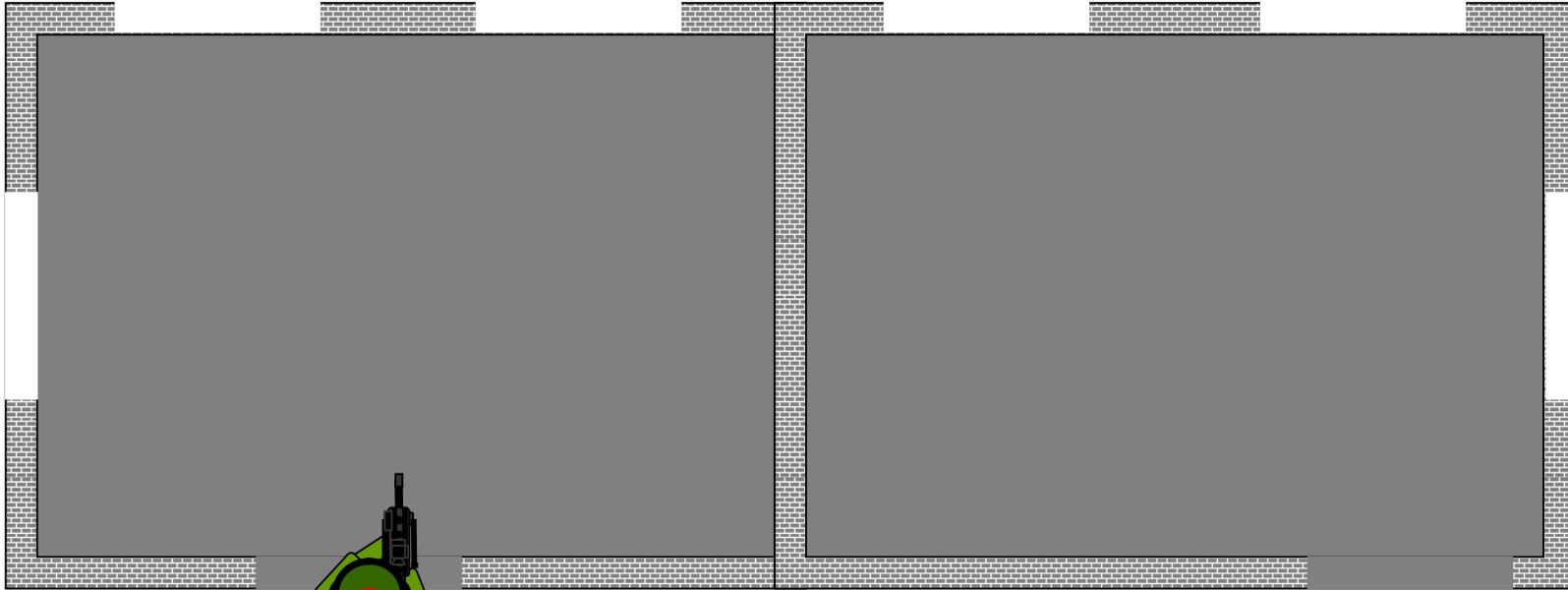
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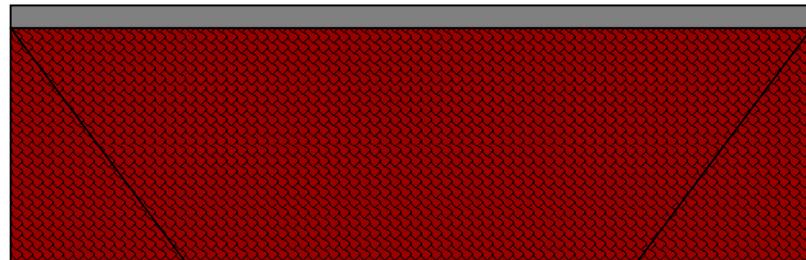
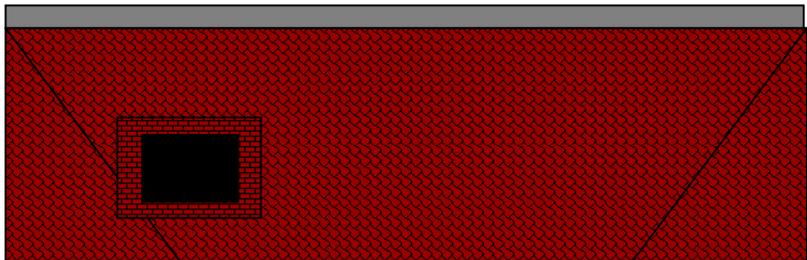
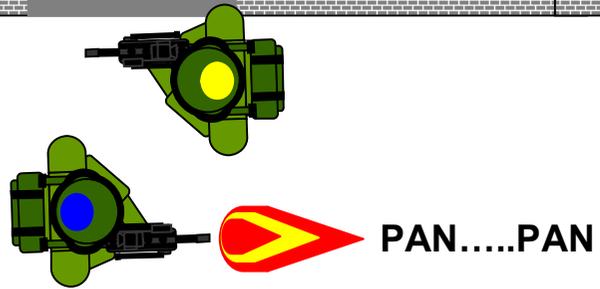
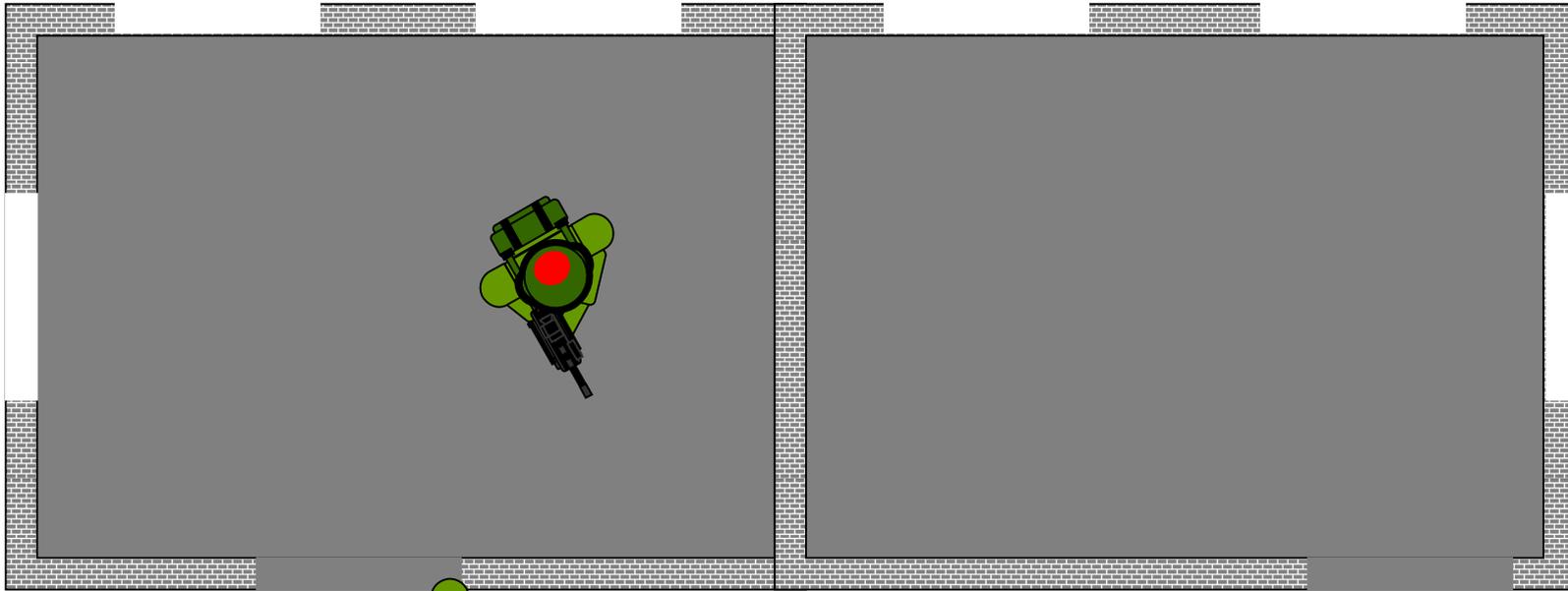
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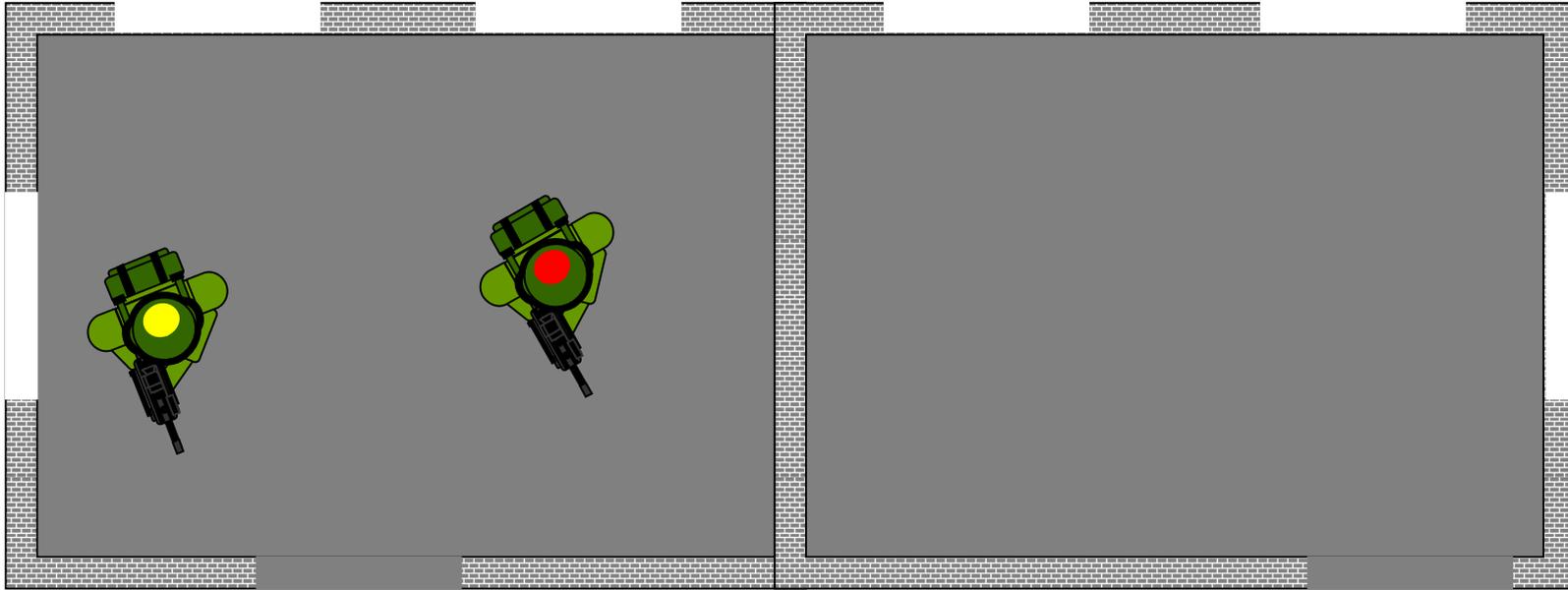
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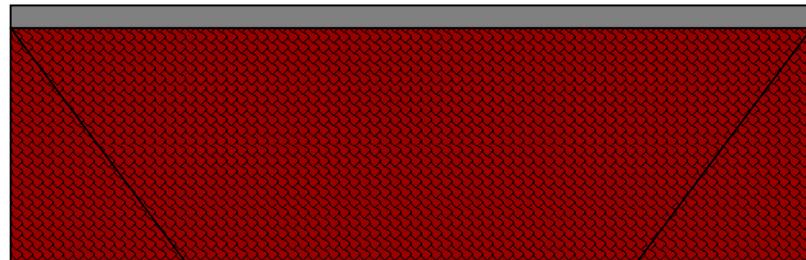
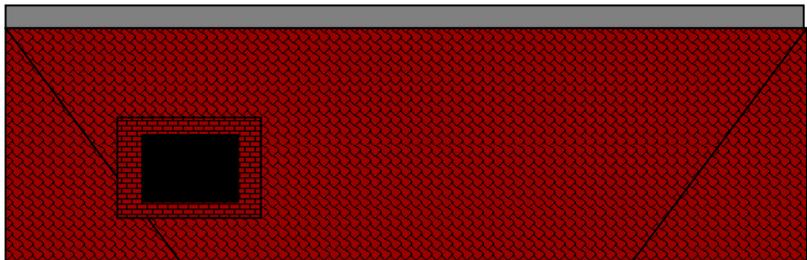
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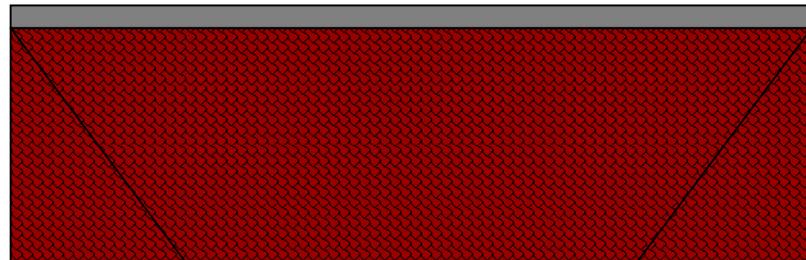
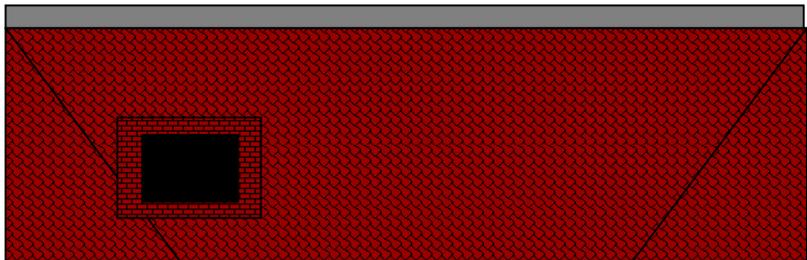
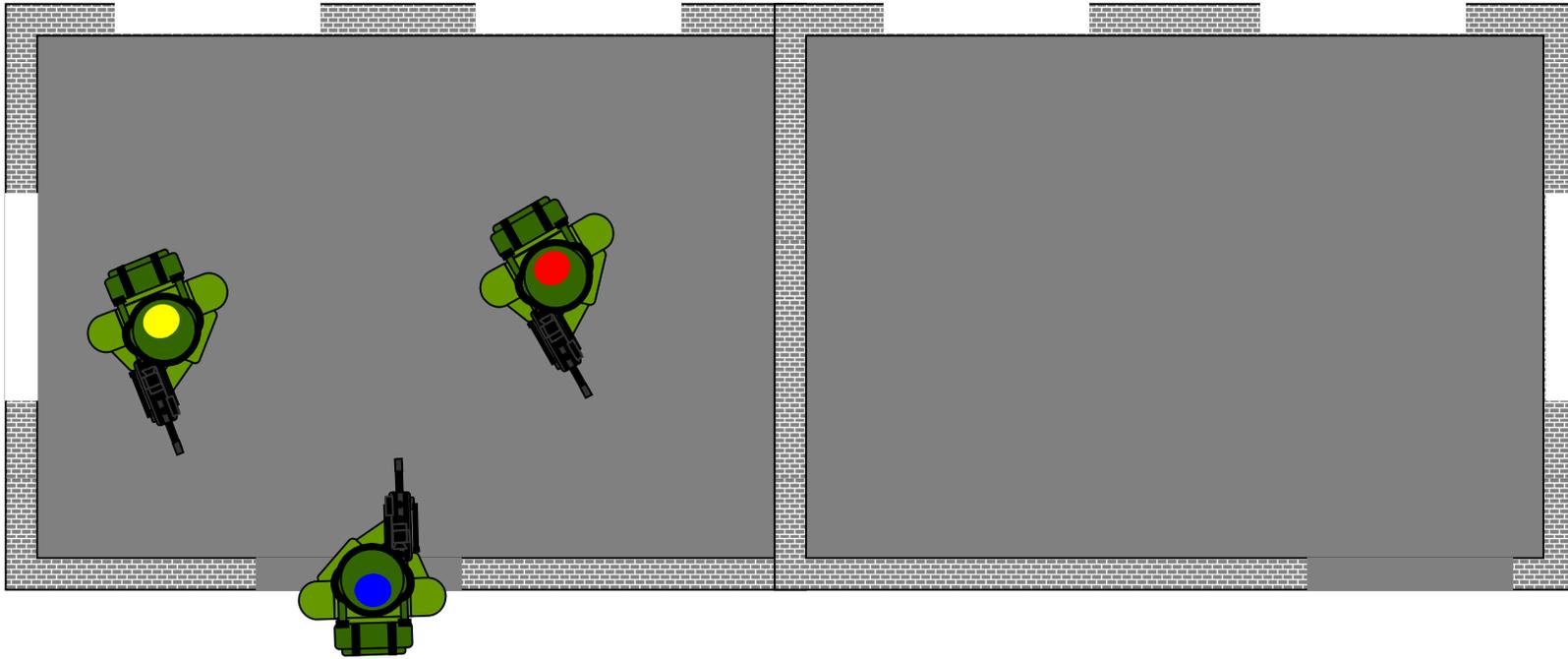
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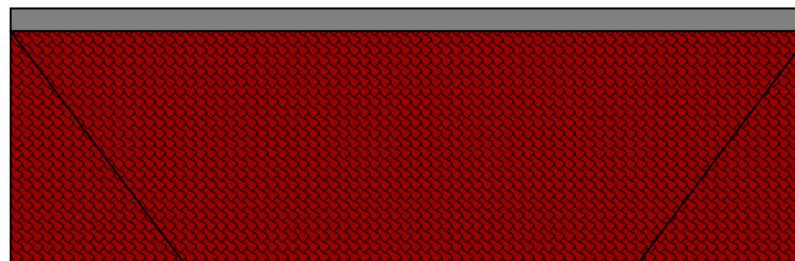
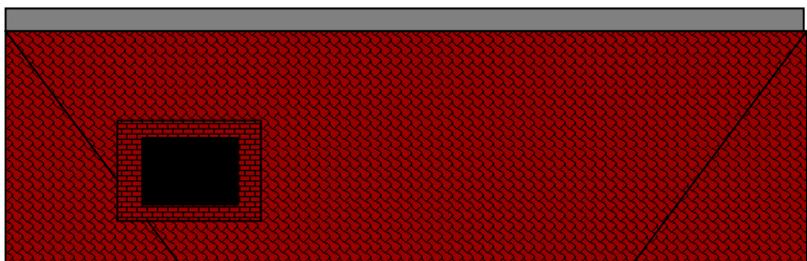
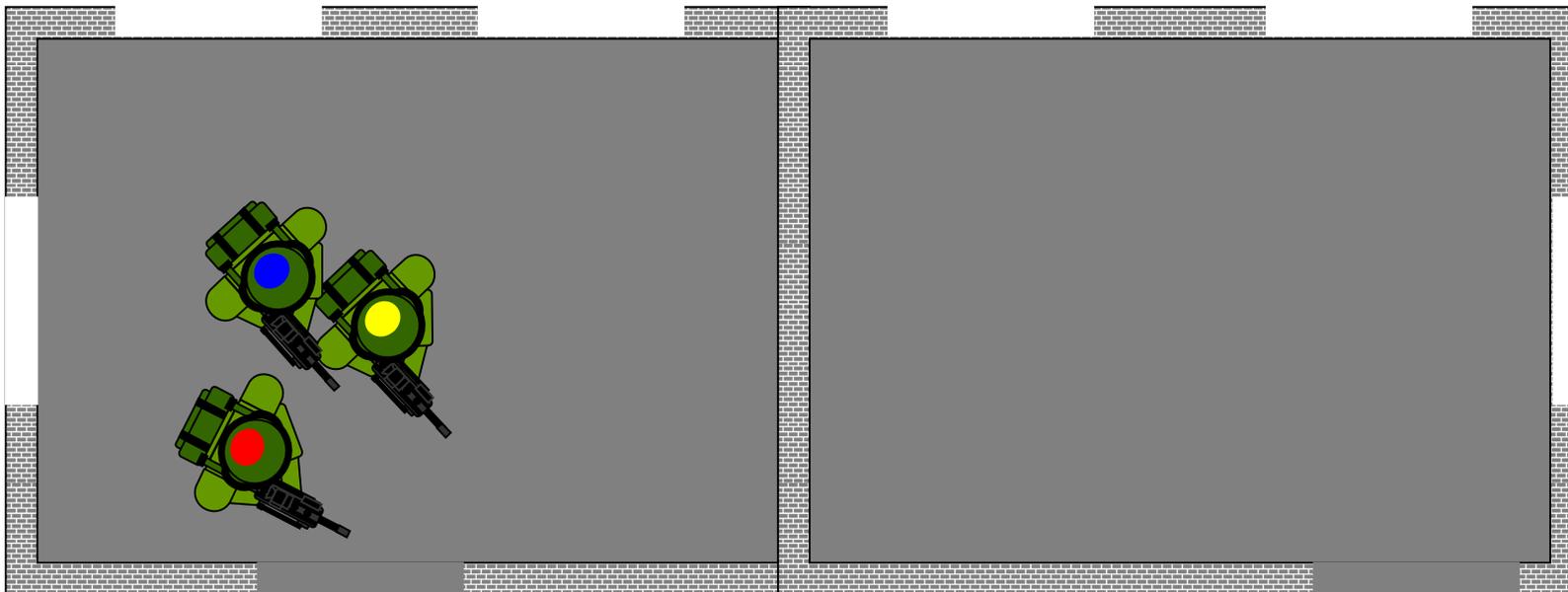
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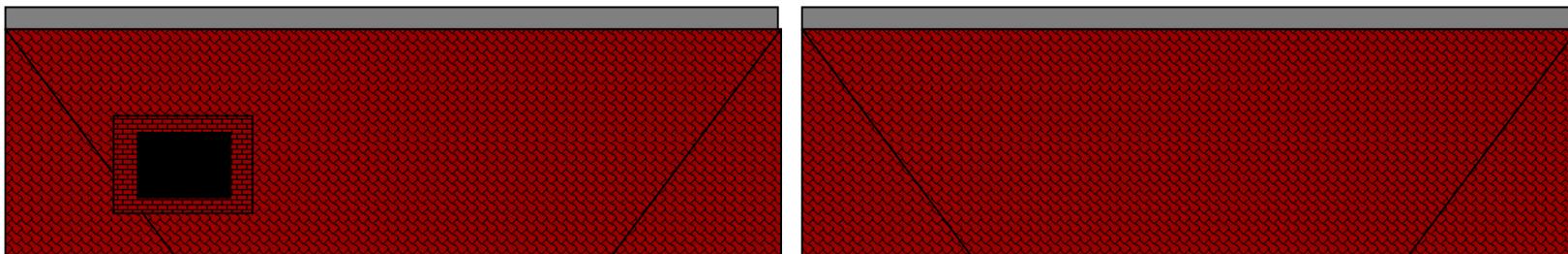
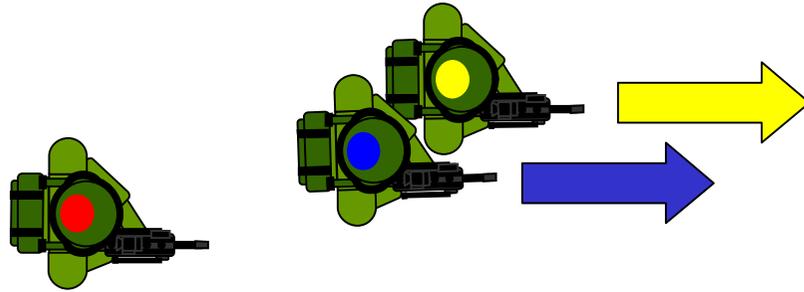
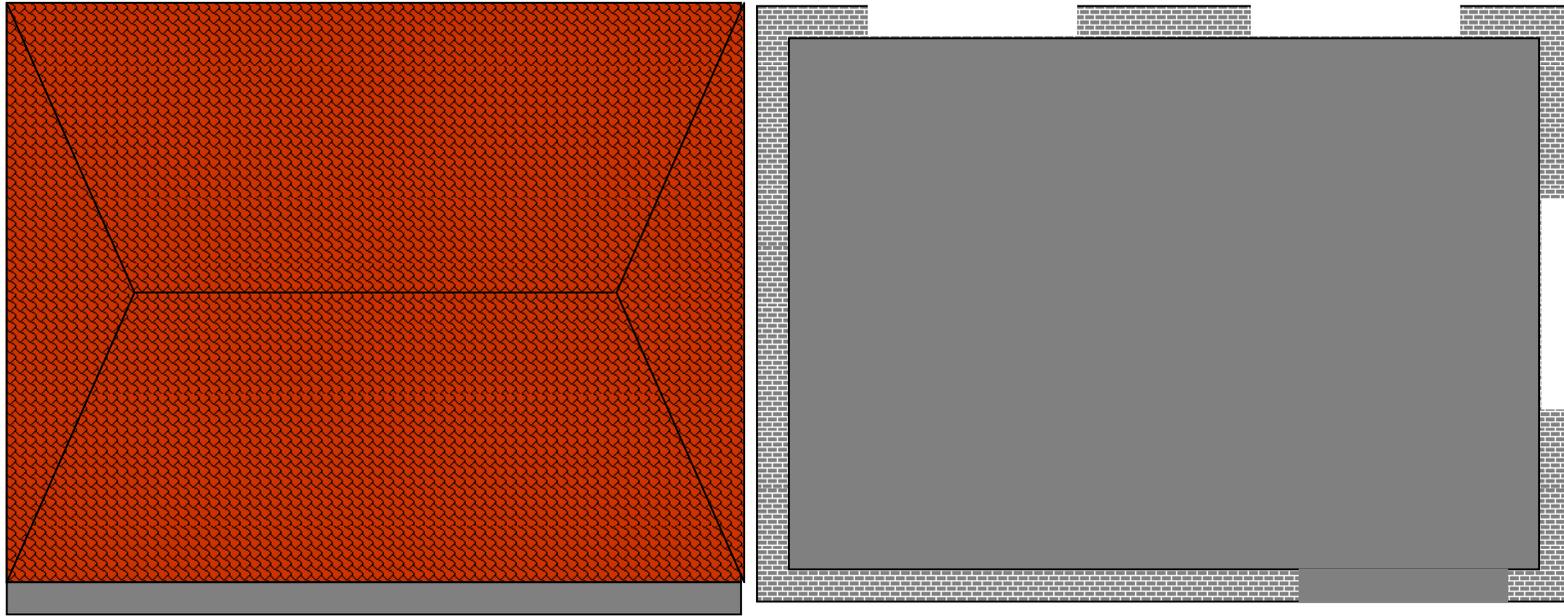
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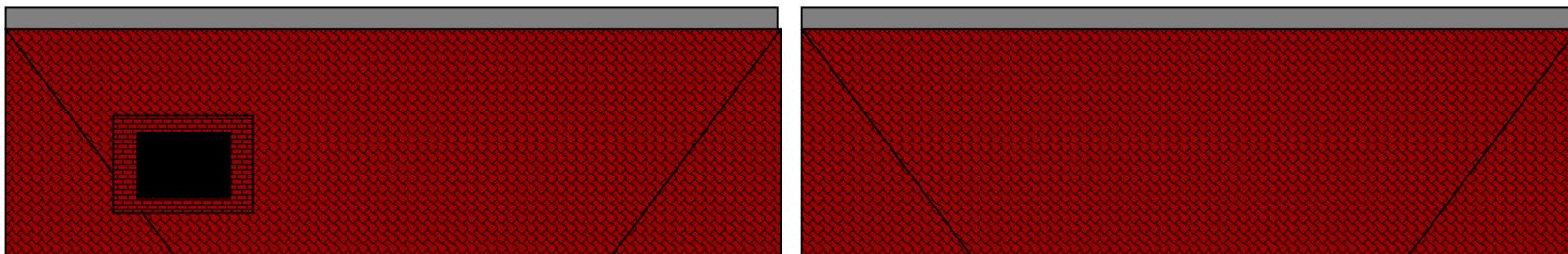
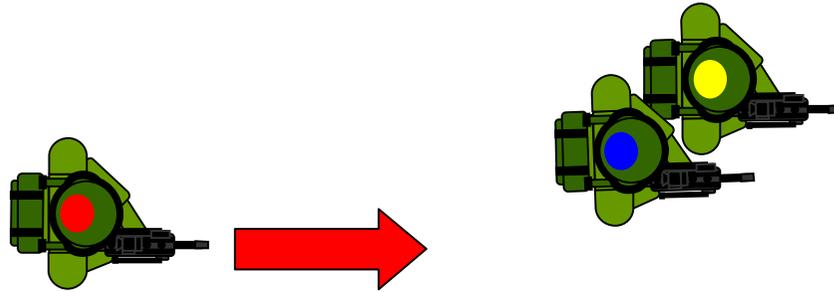
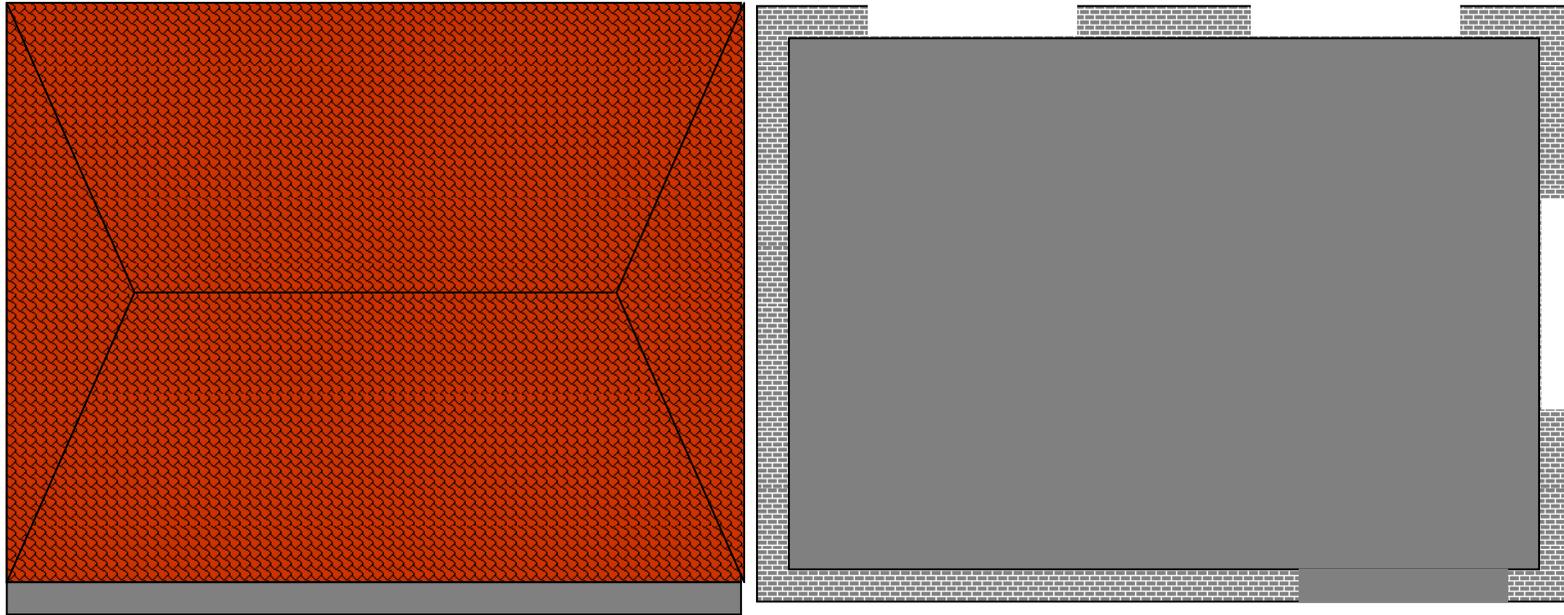
**LE TUBE**

**AVANT**

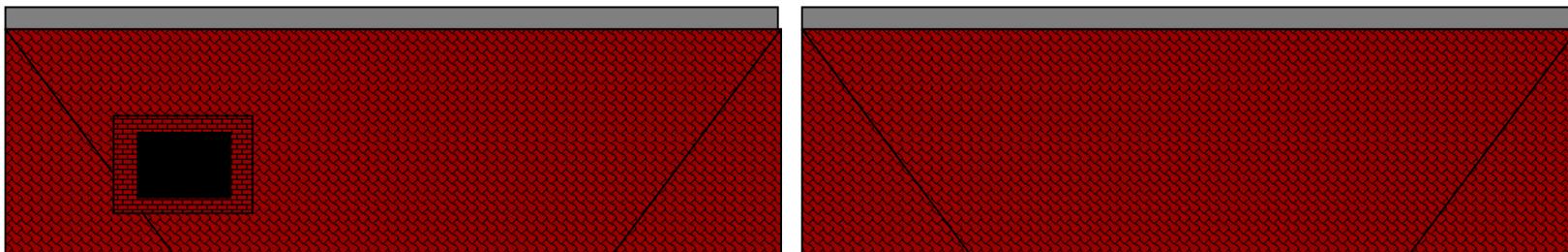
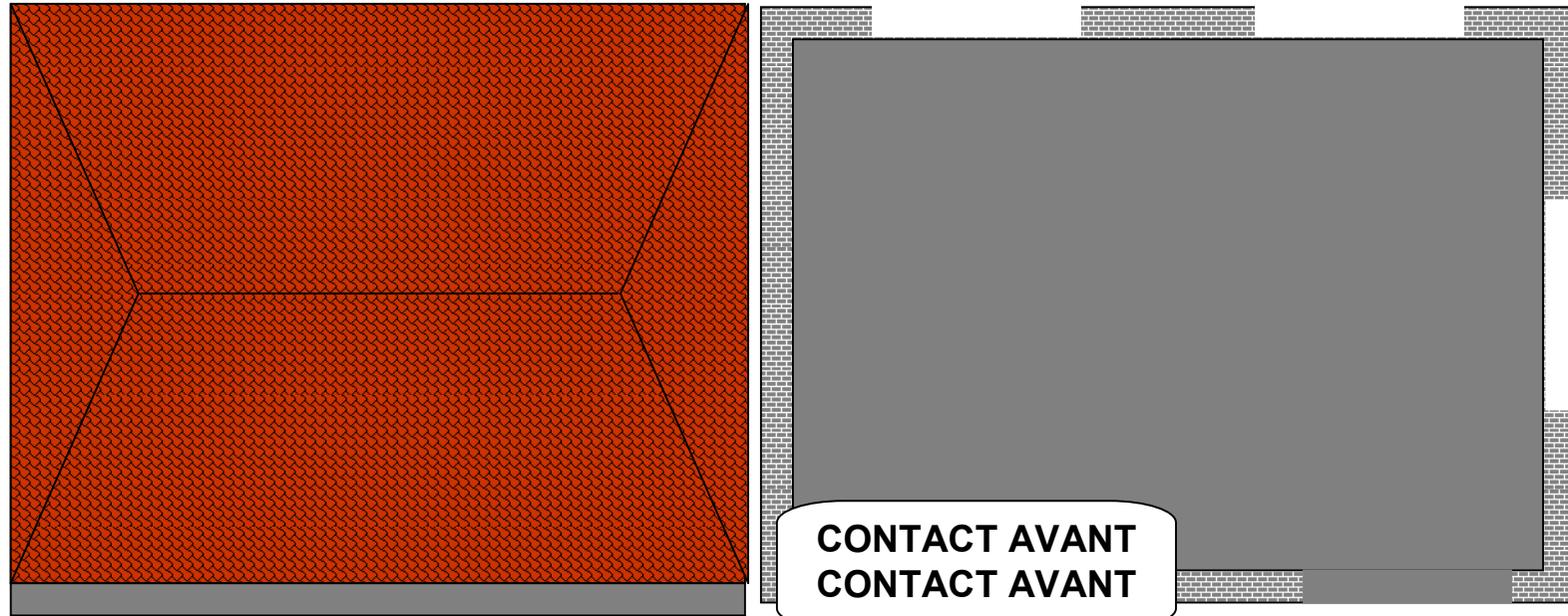
# PROGRESSION



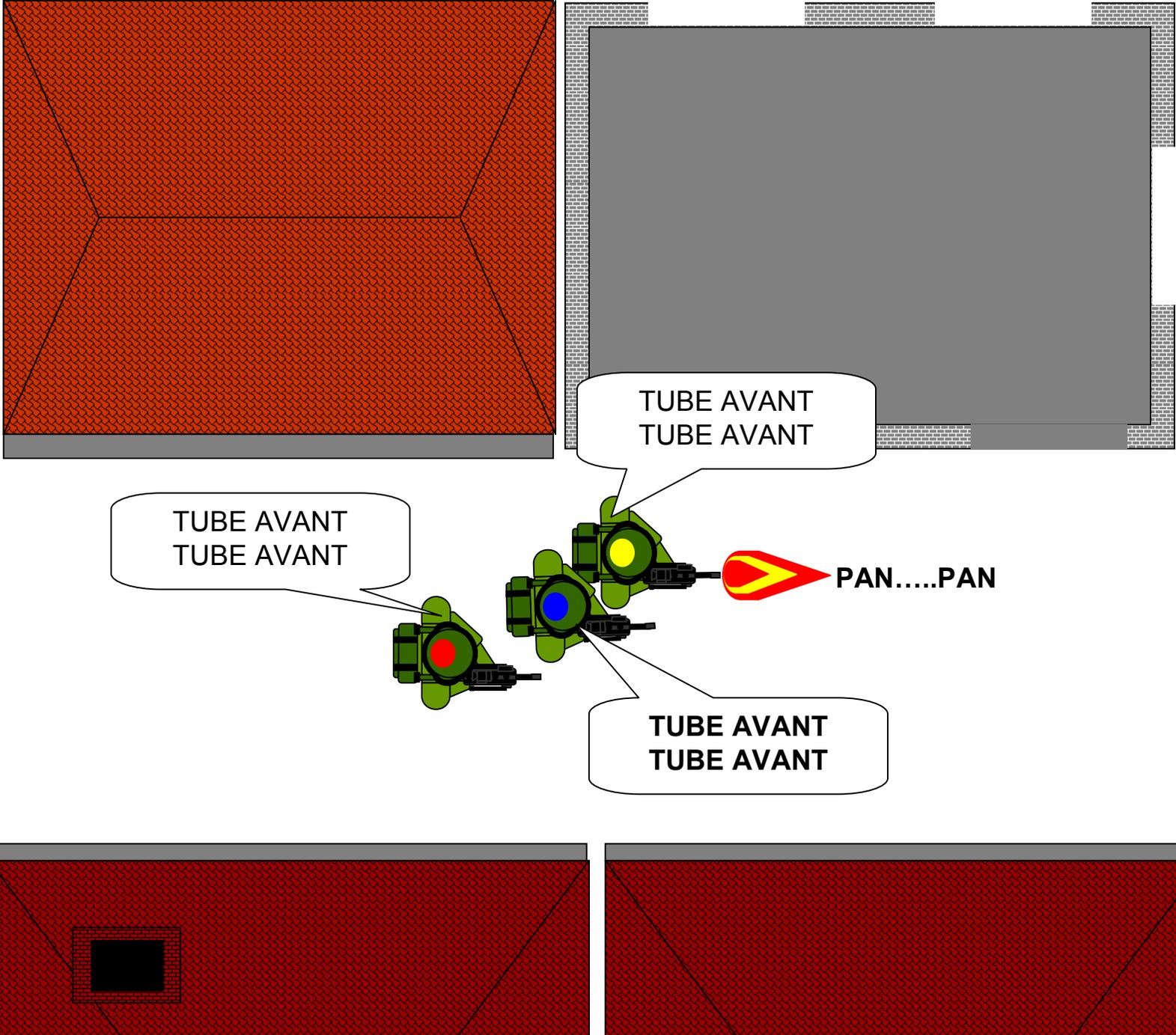
# PROGRESSION



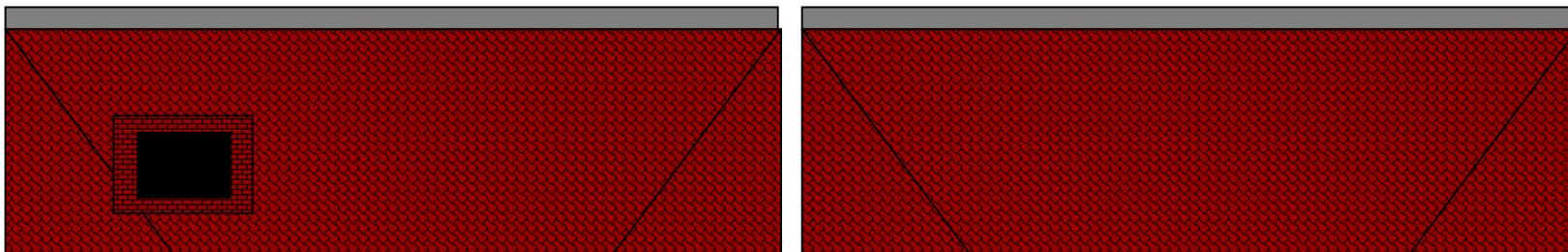
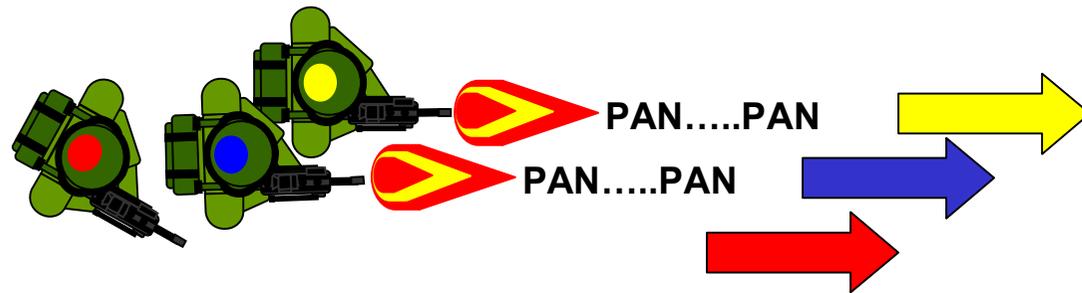
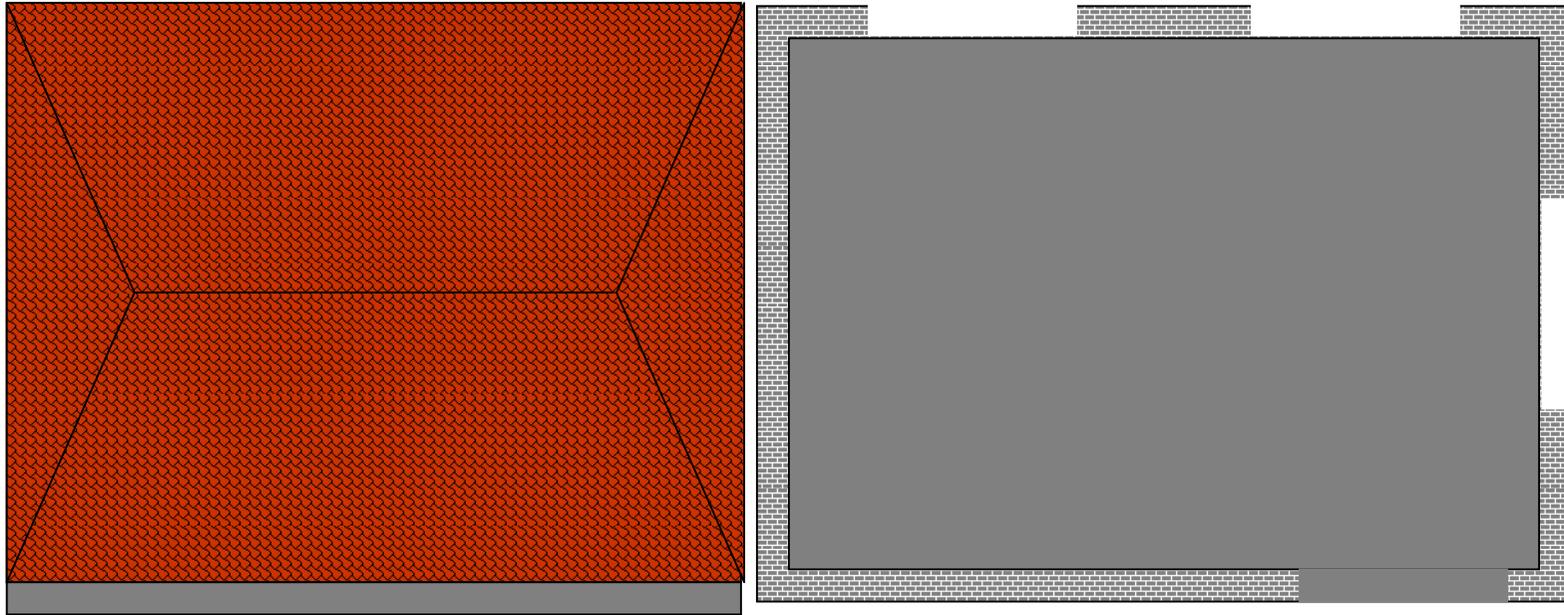
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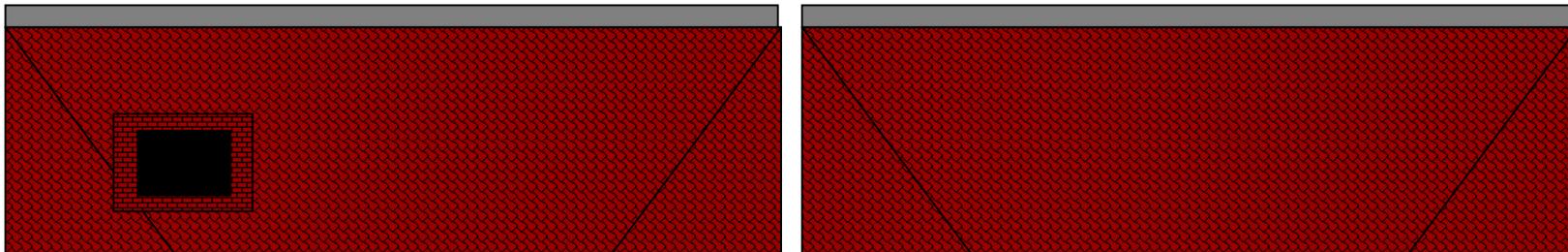
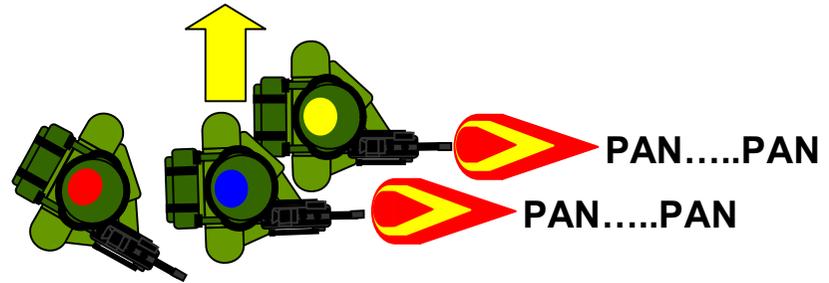
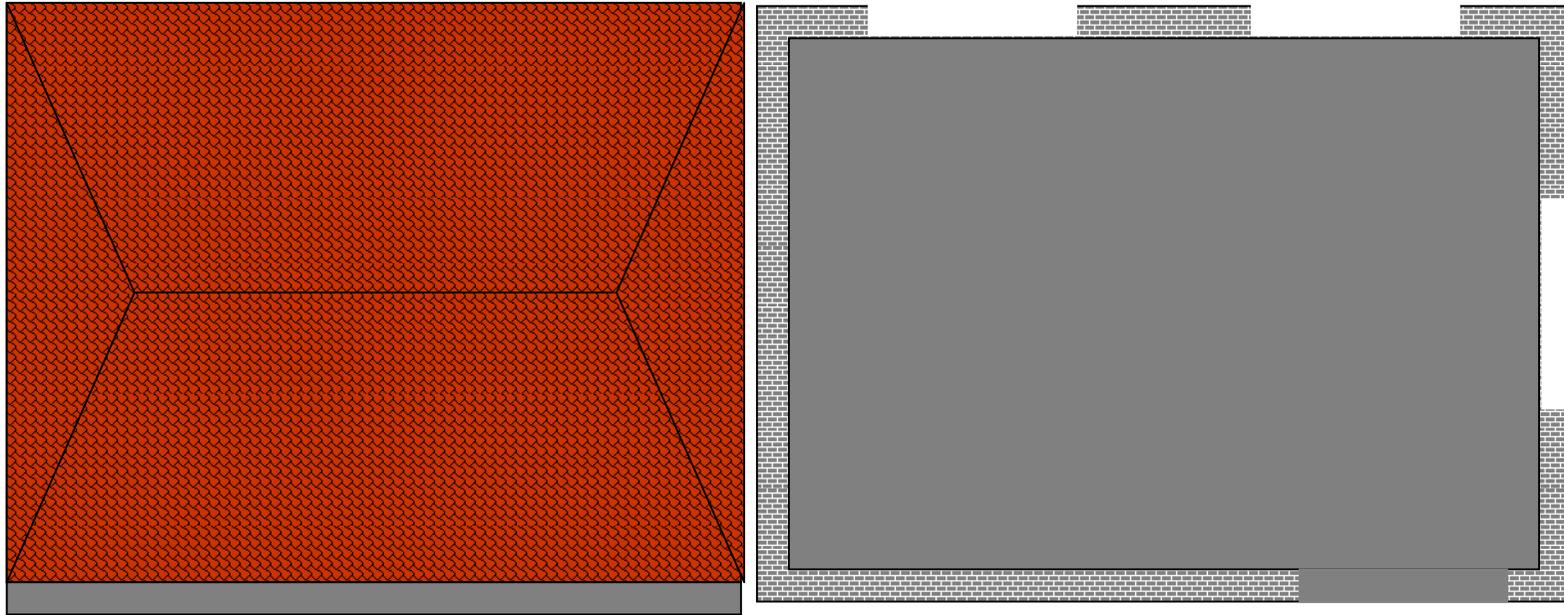
# PRISE DE DECISION / REPERCUTION



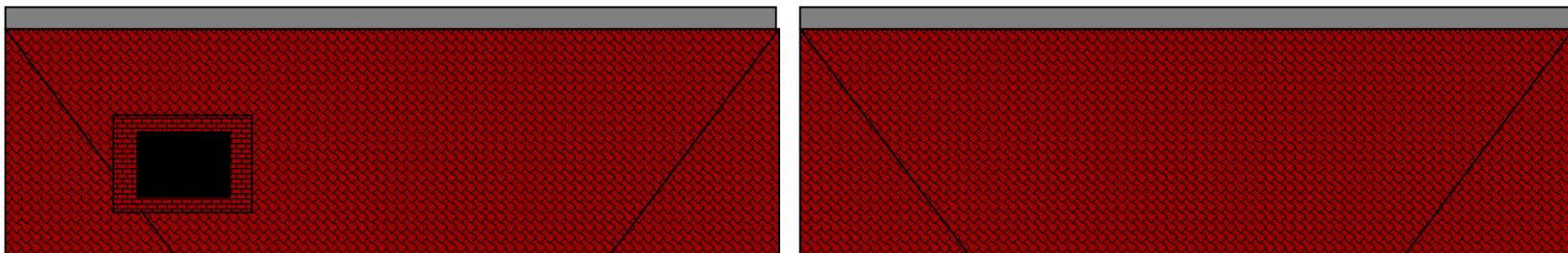
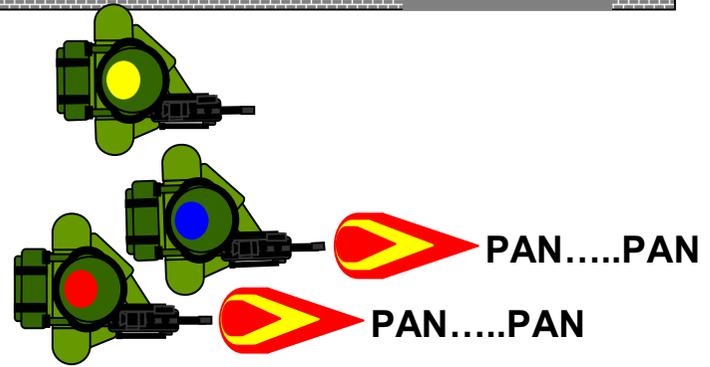
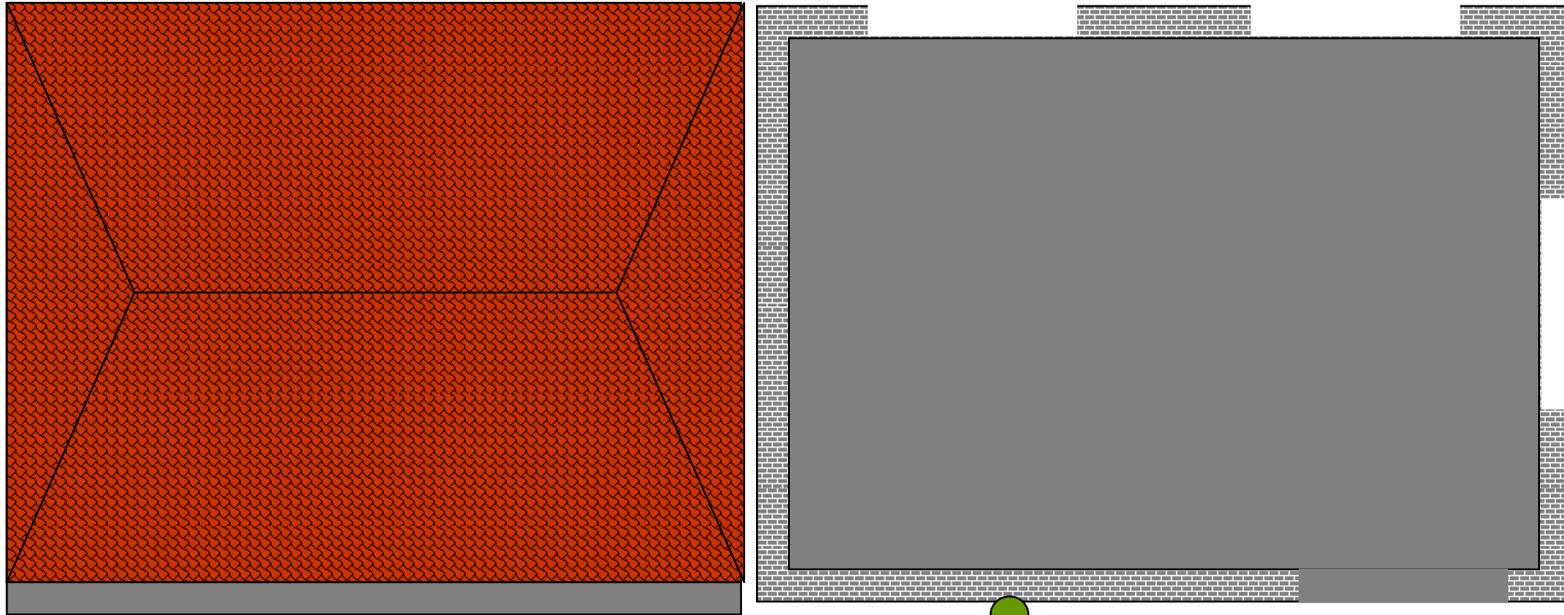
# EXECUTION



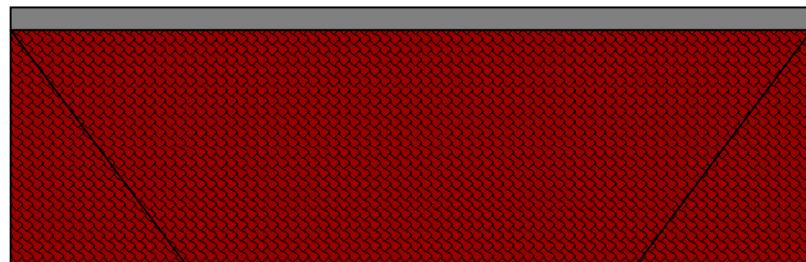
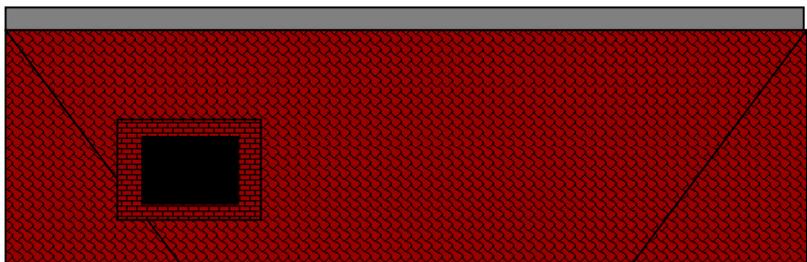
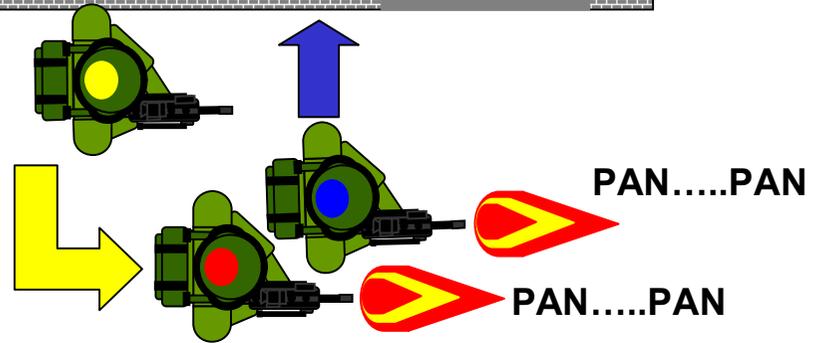
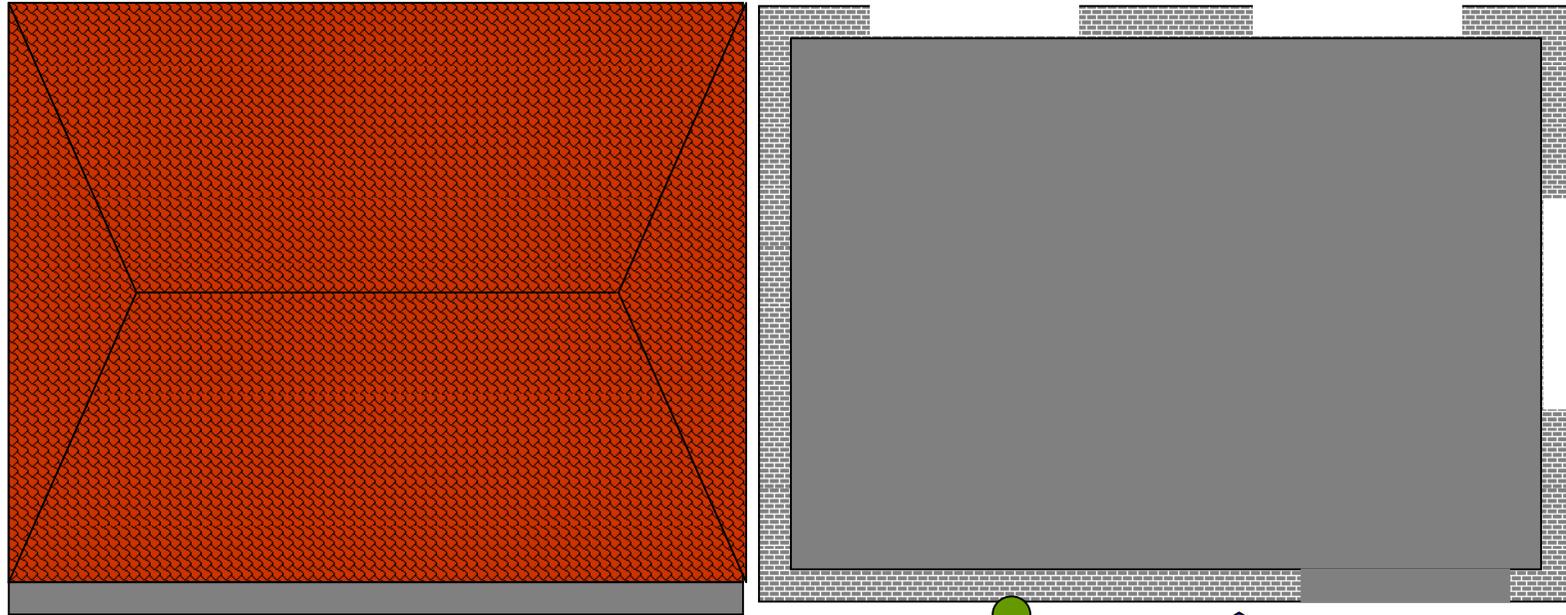
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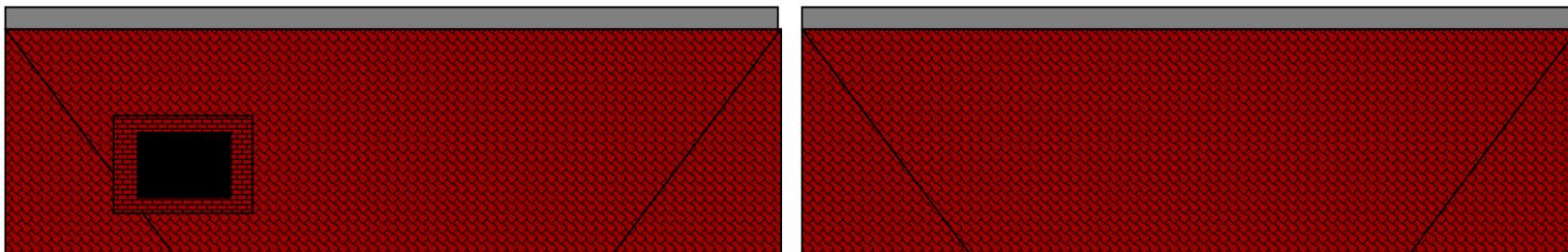
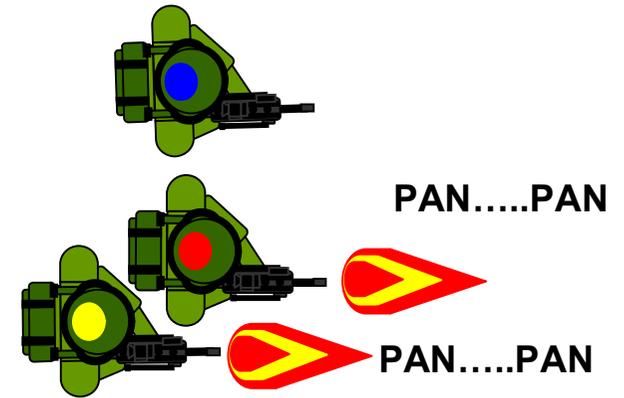
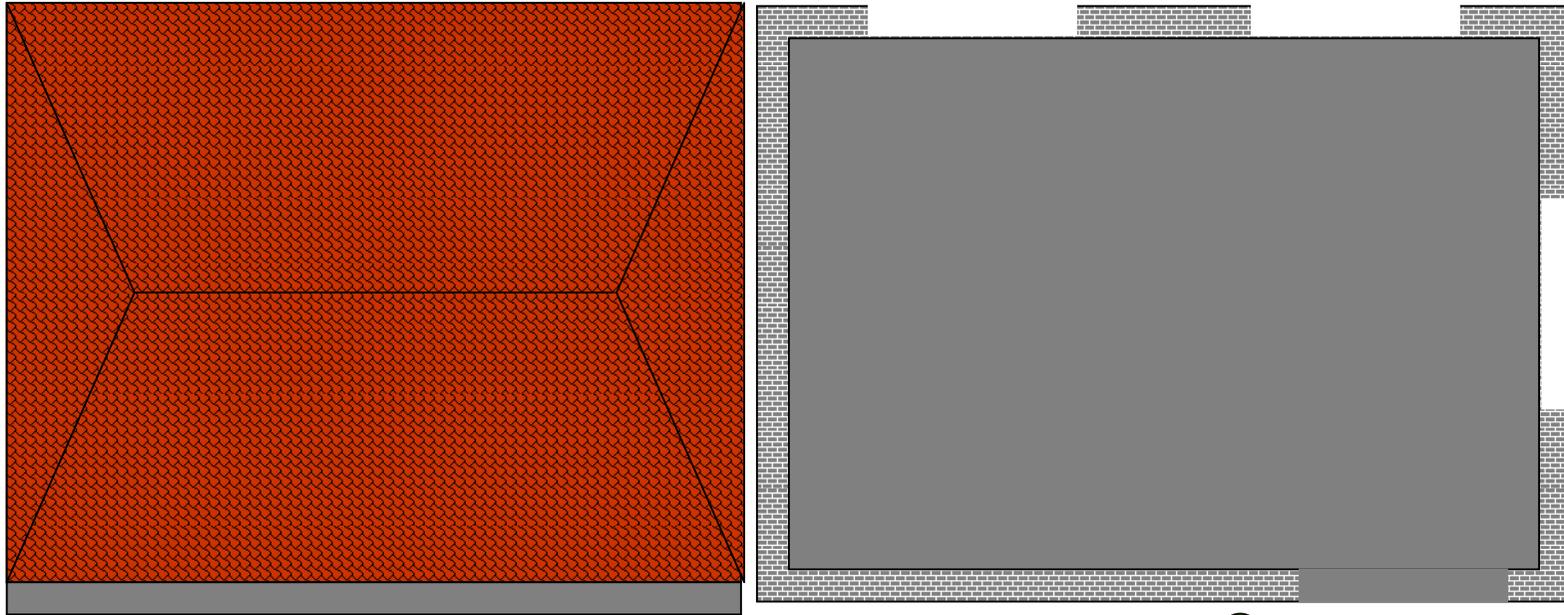
# EXECUTION



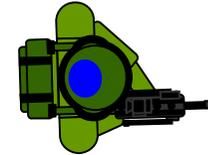
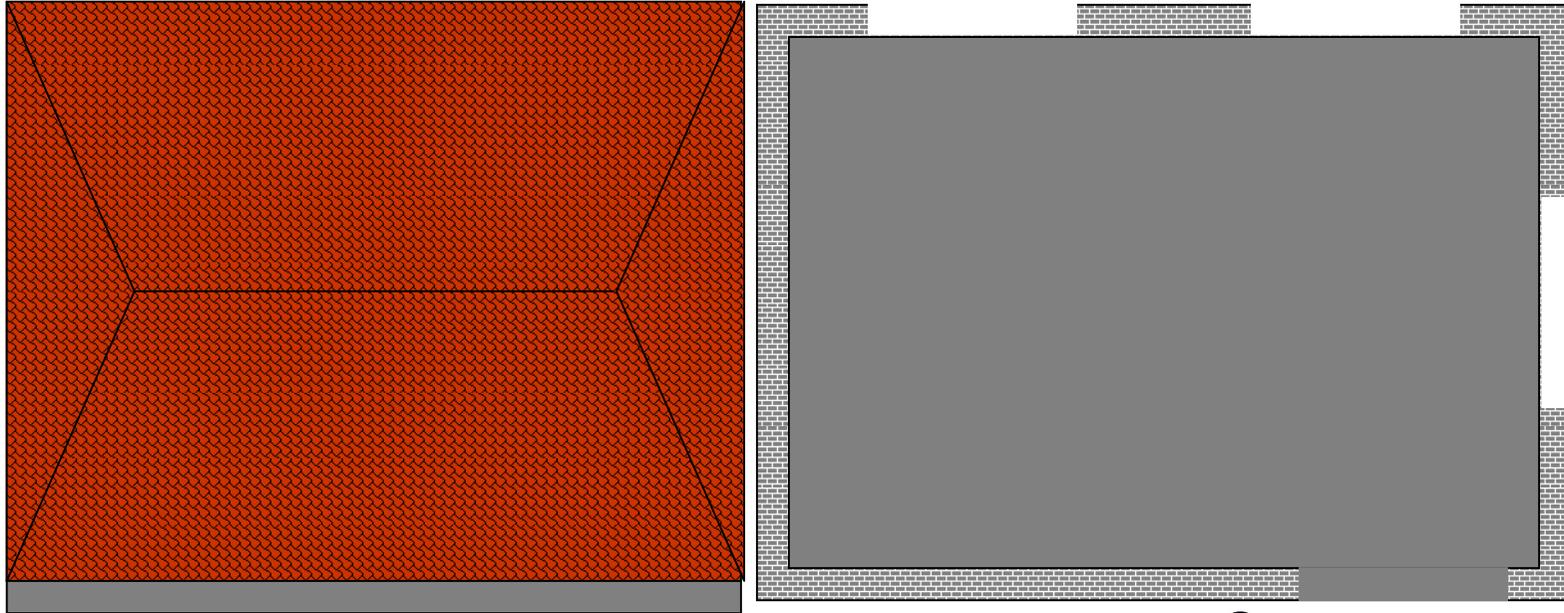
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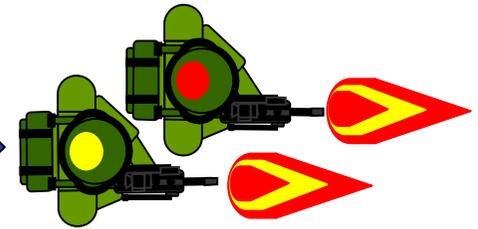
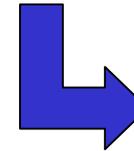
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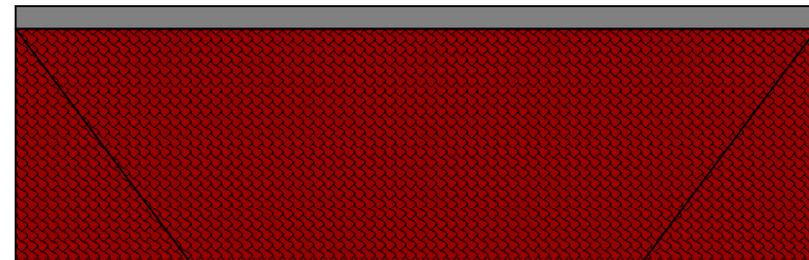
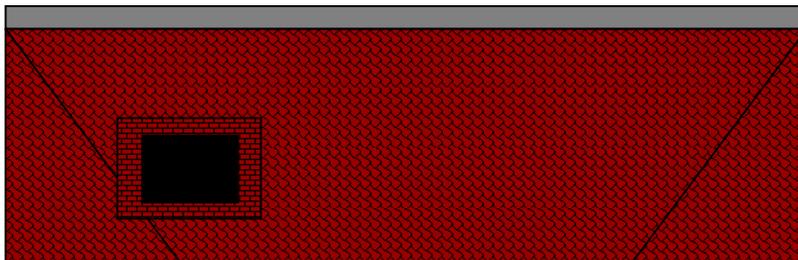
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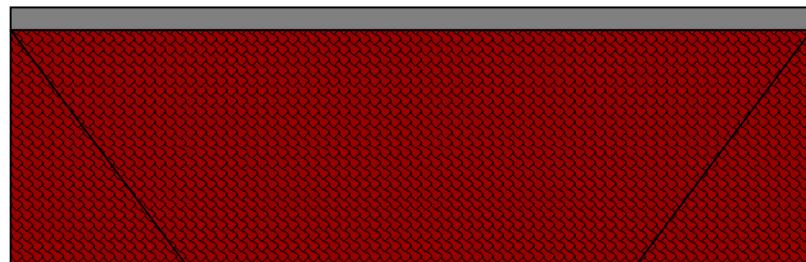
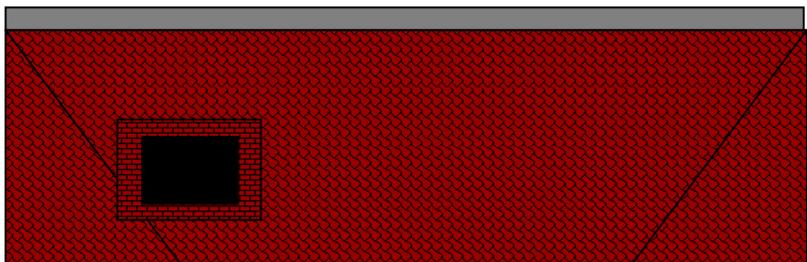
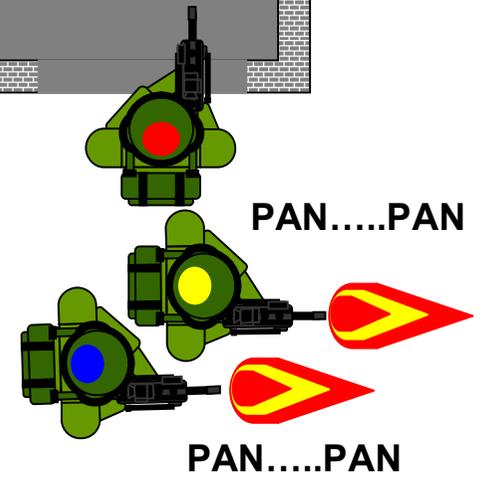
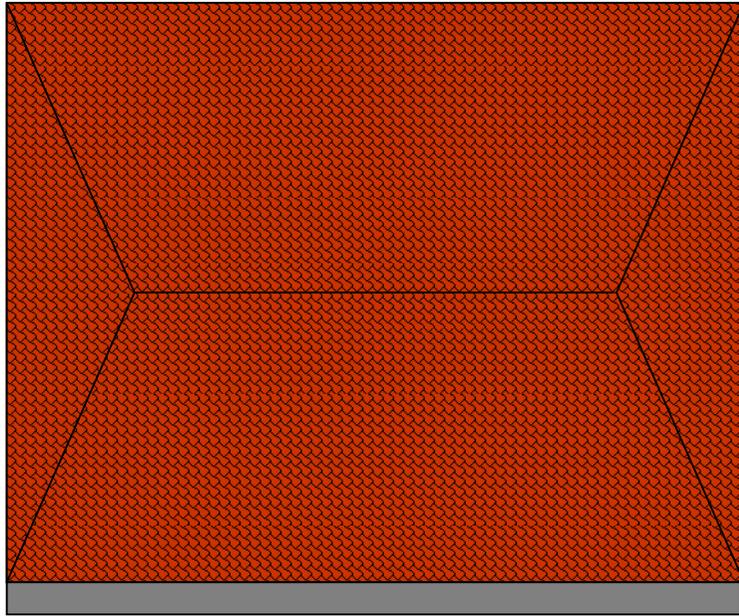
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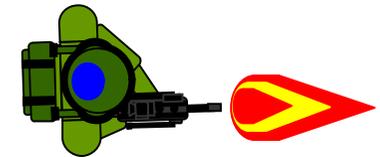
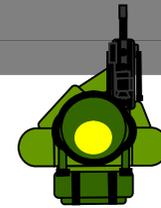
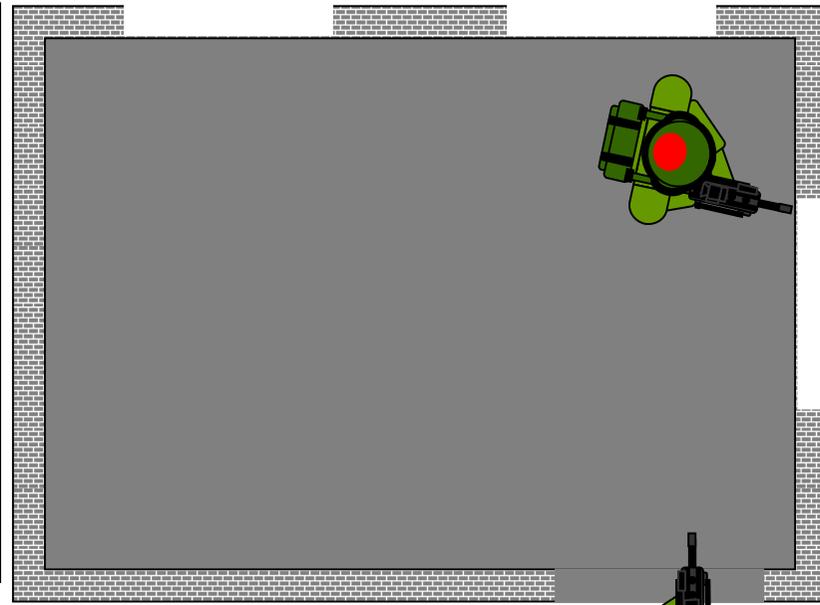
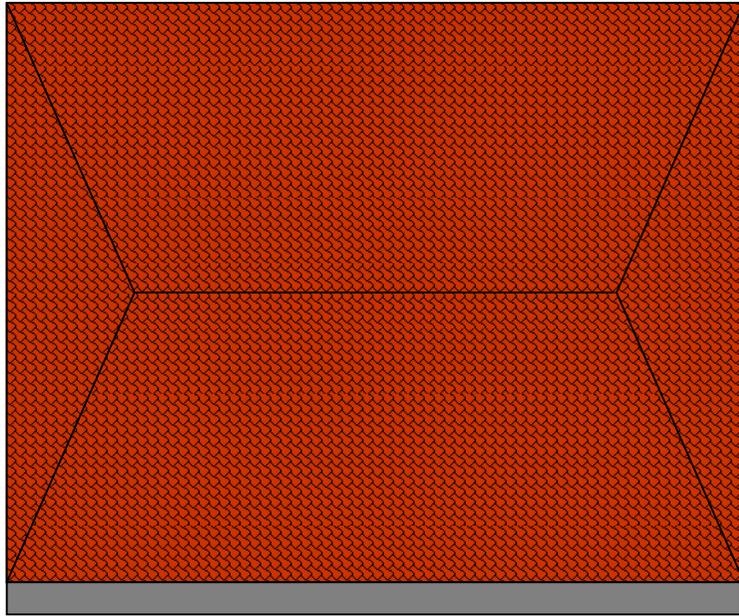
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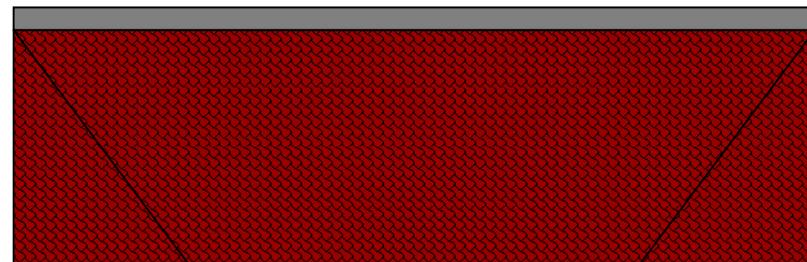
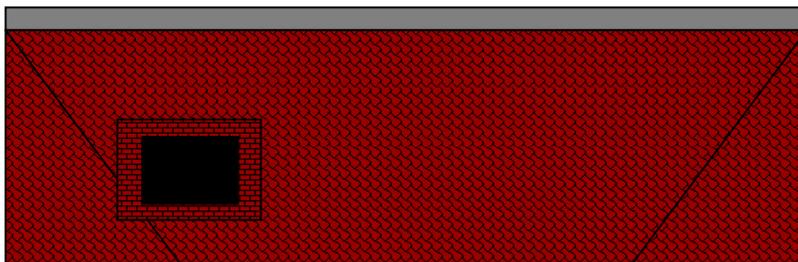
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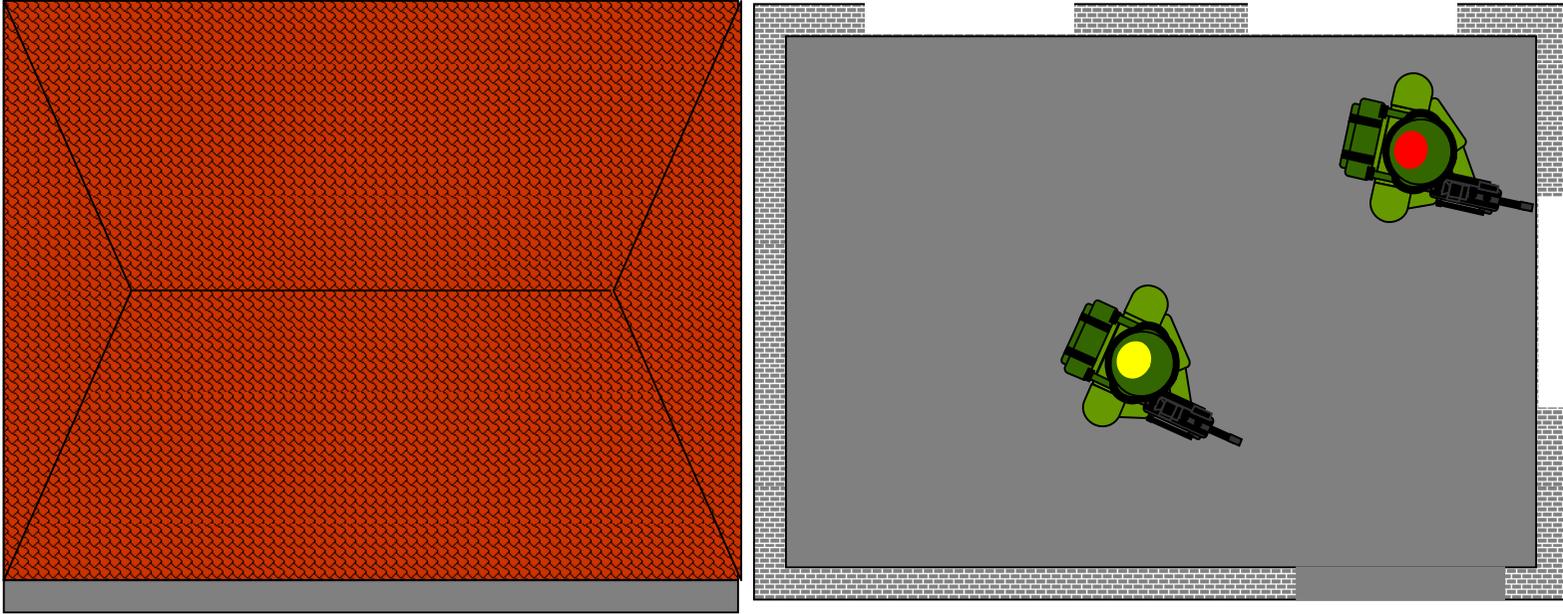
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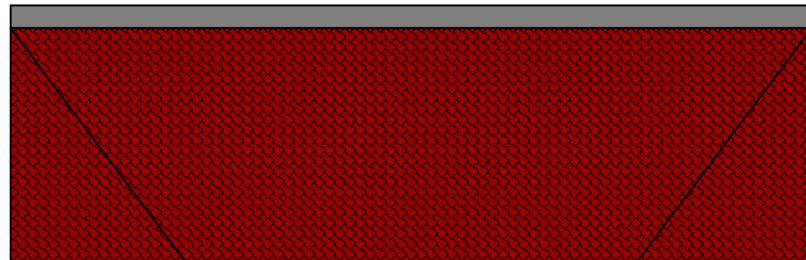
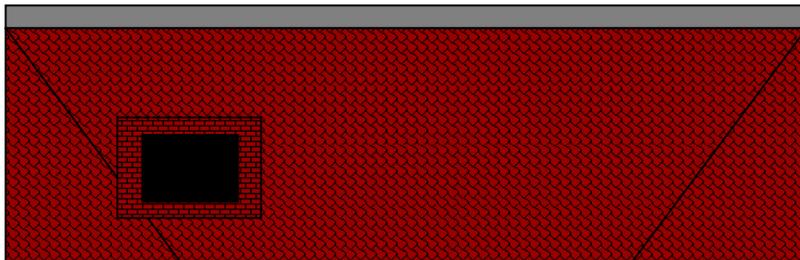
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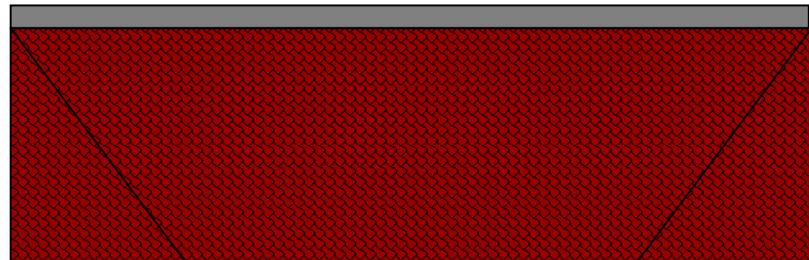
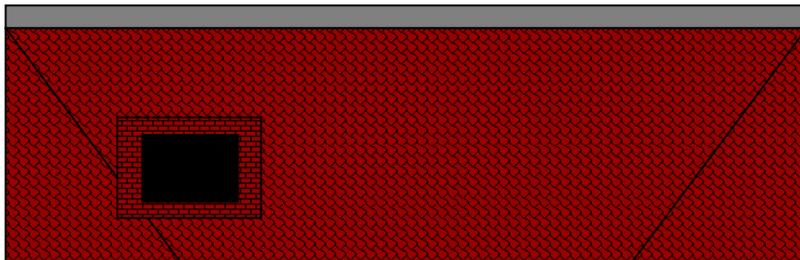
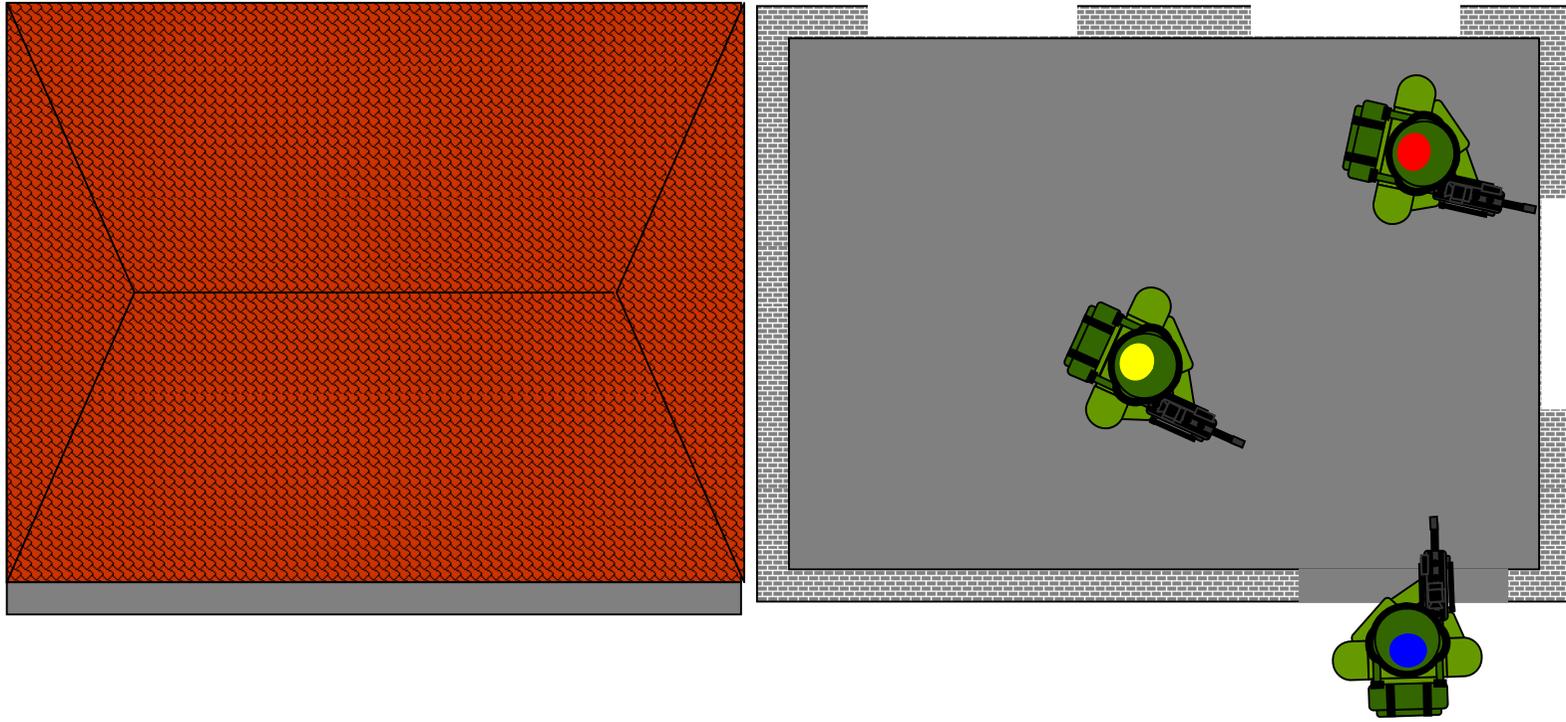
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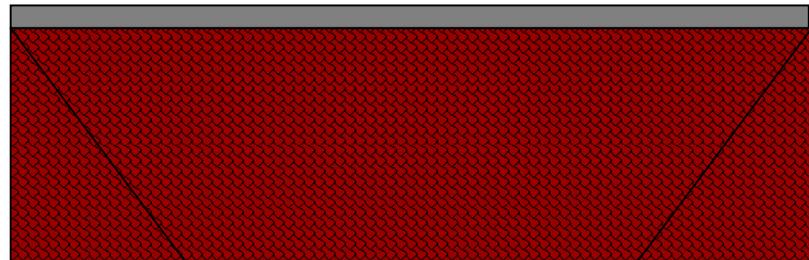
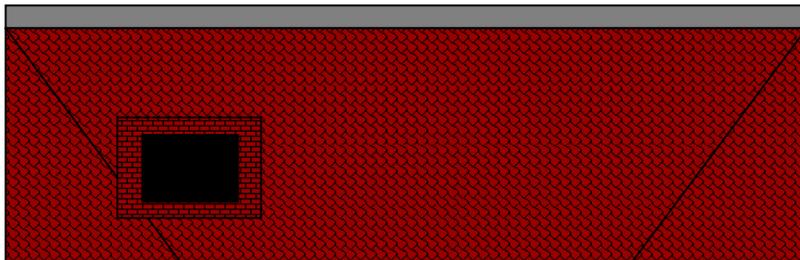
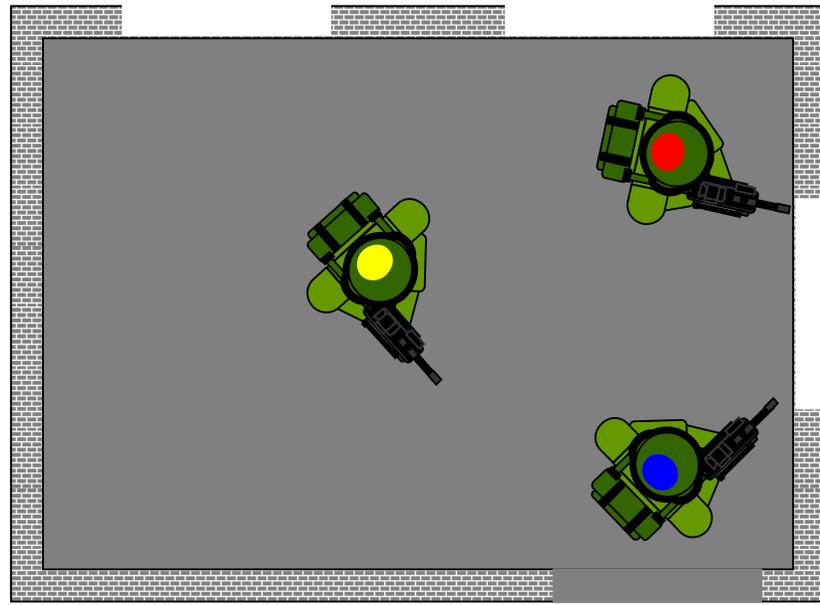
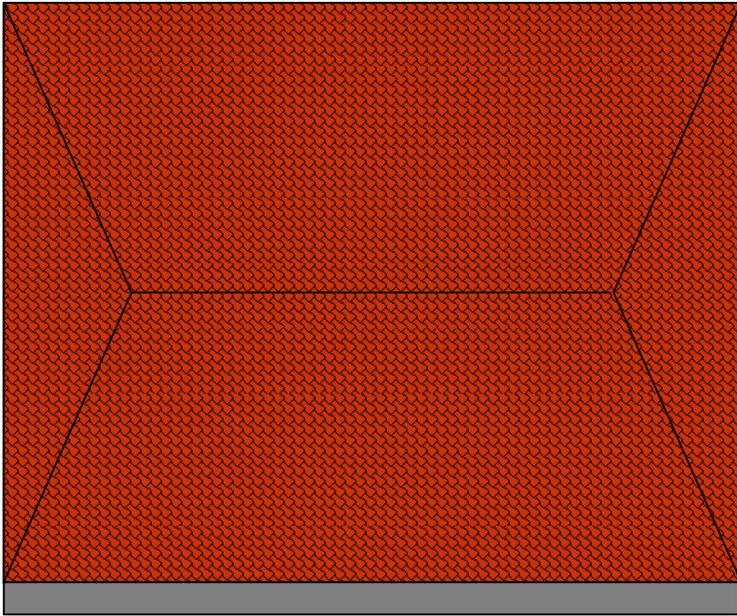
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PAN.PAN.



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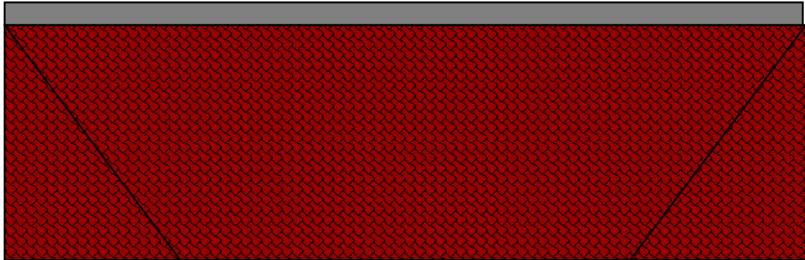
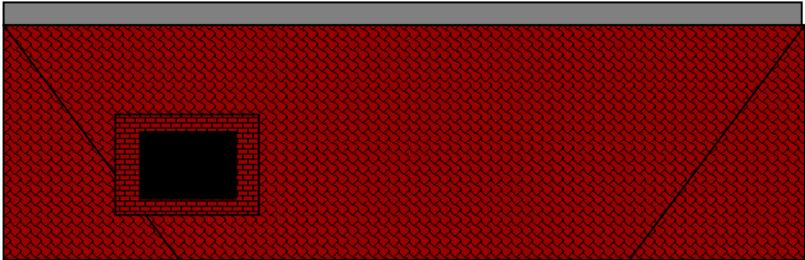
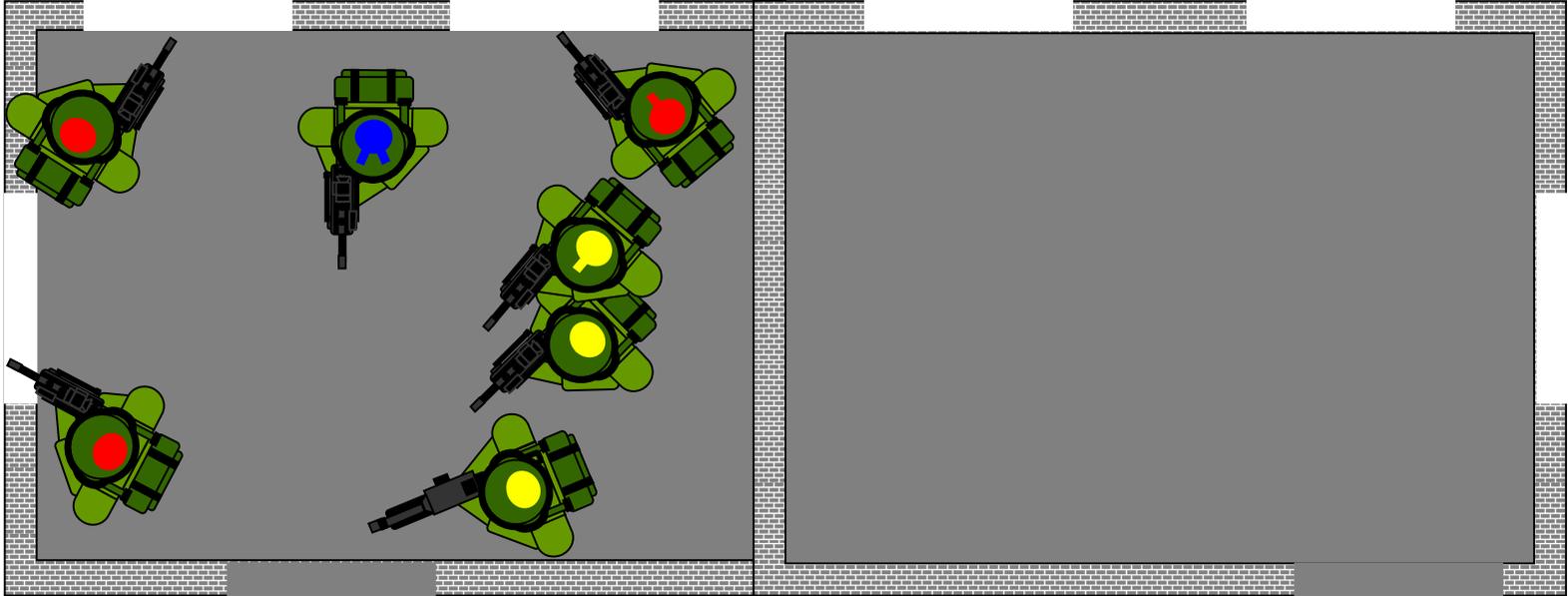


# CONTRÔLE PERSONNEL / MUNITIONS

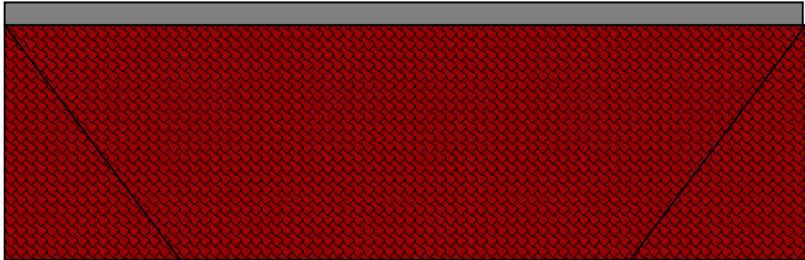
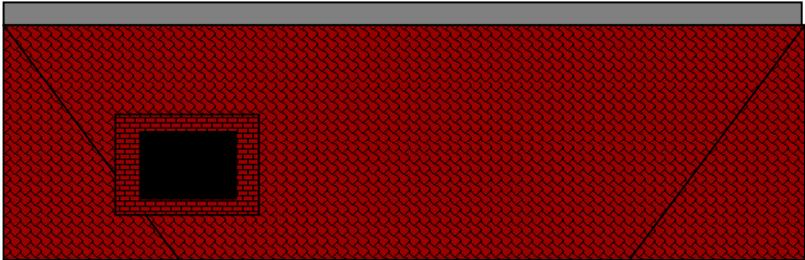
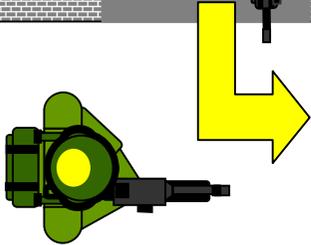
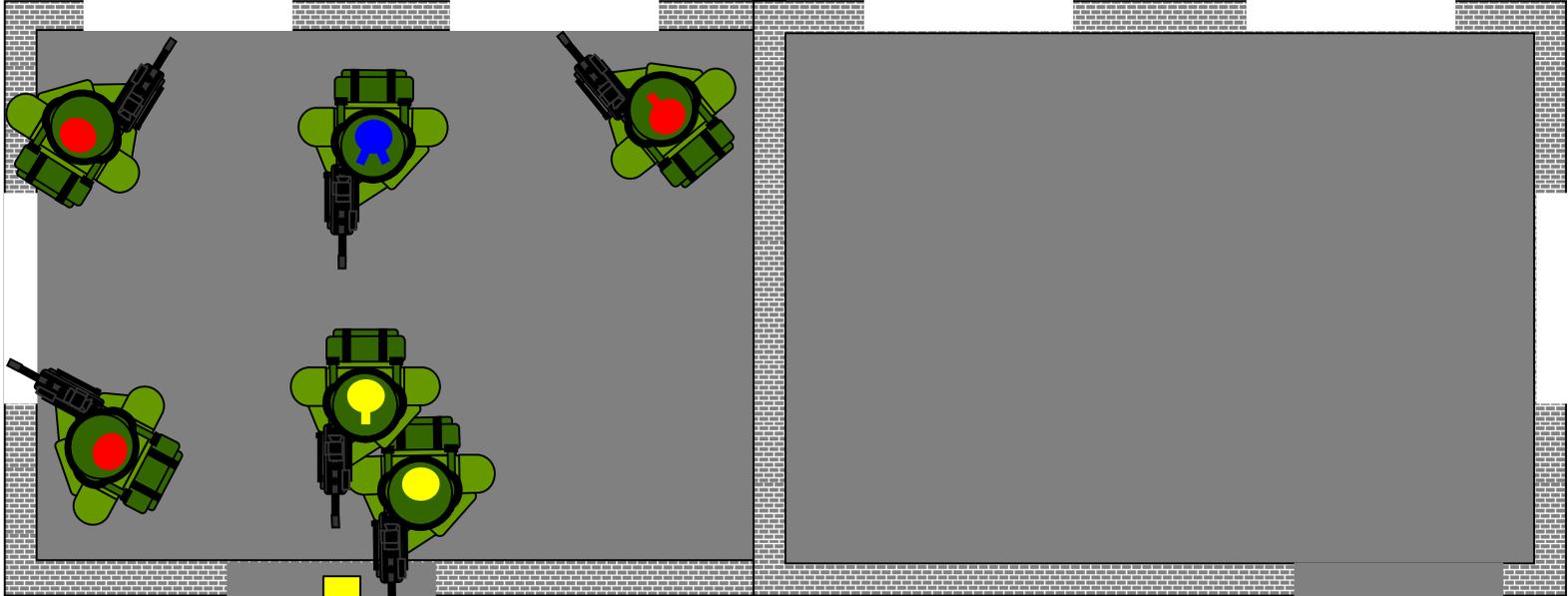


**RELEVE**  
**DE BLESSE**  
**SOUS LE FEU**

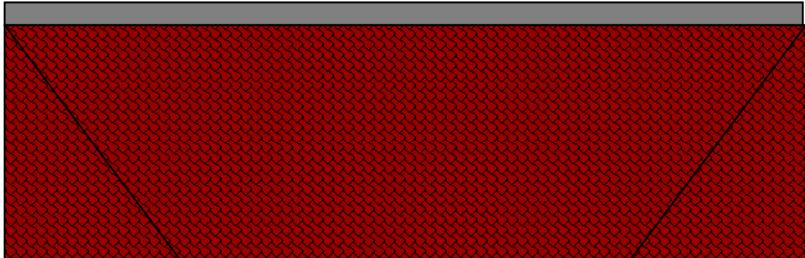
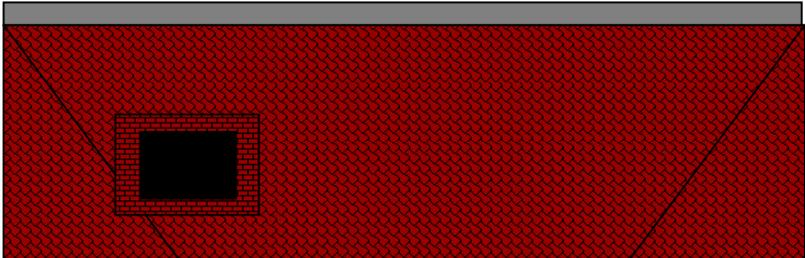
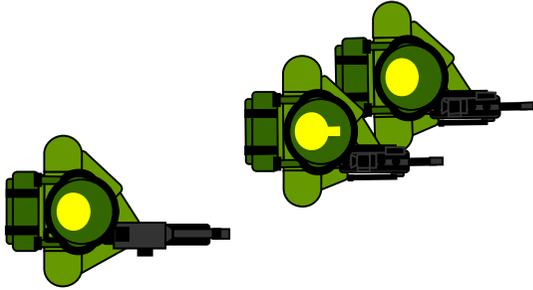
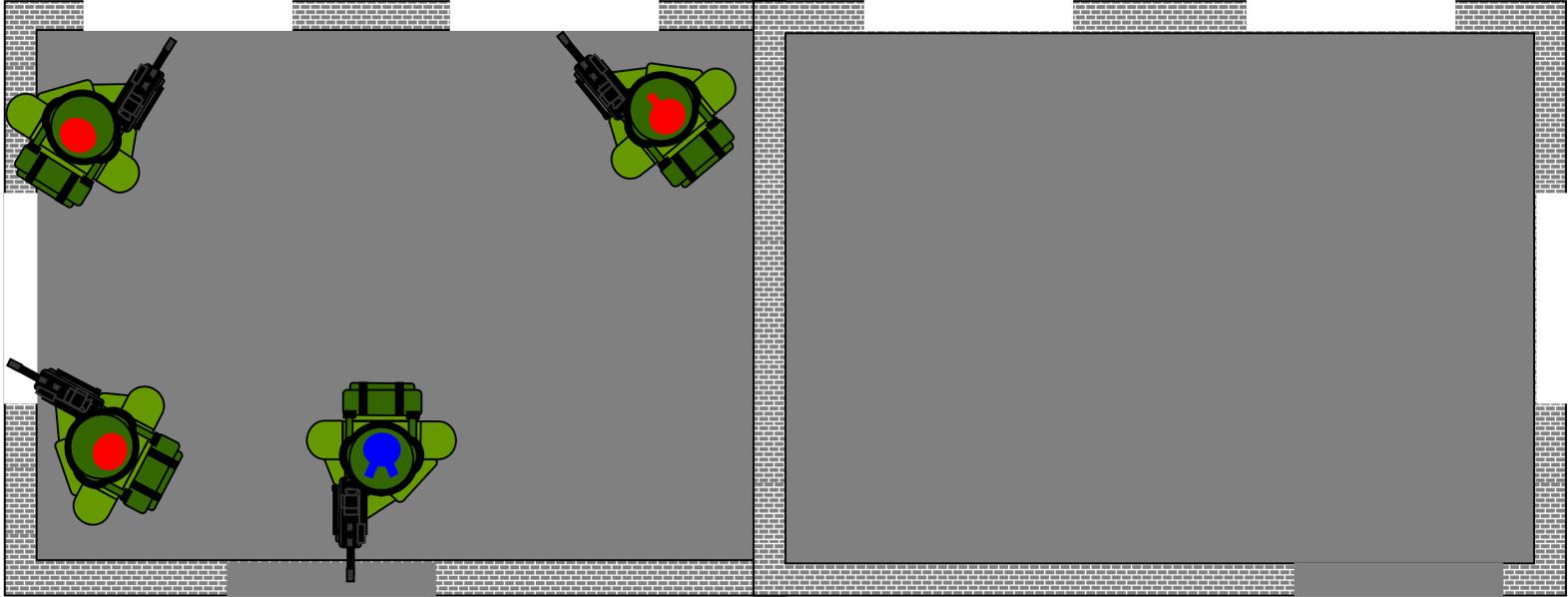
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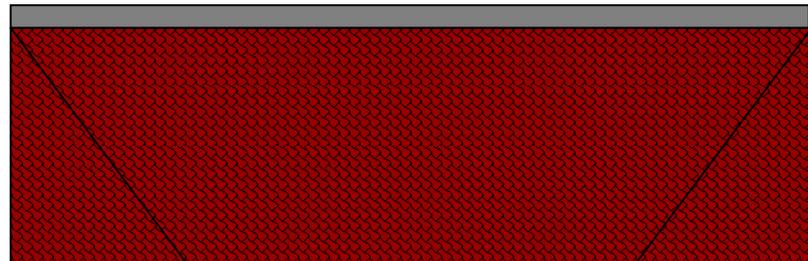
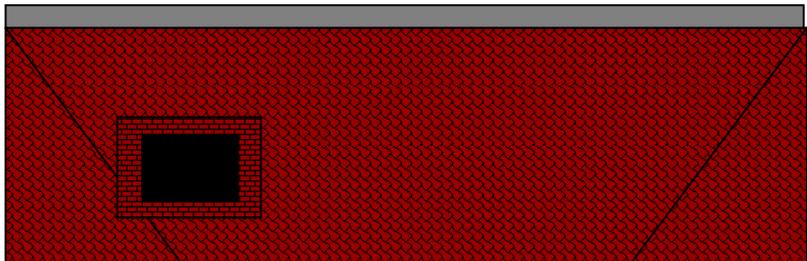
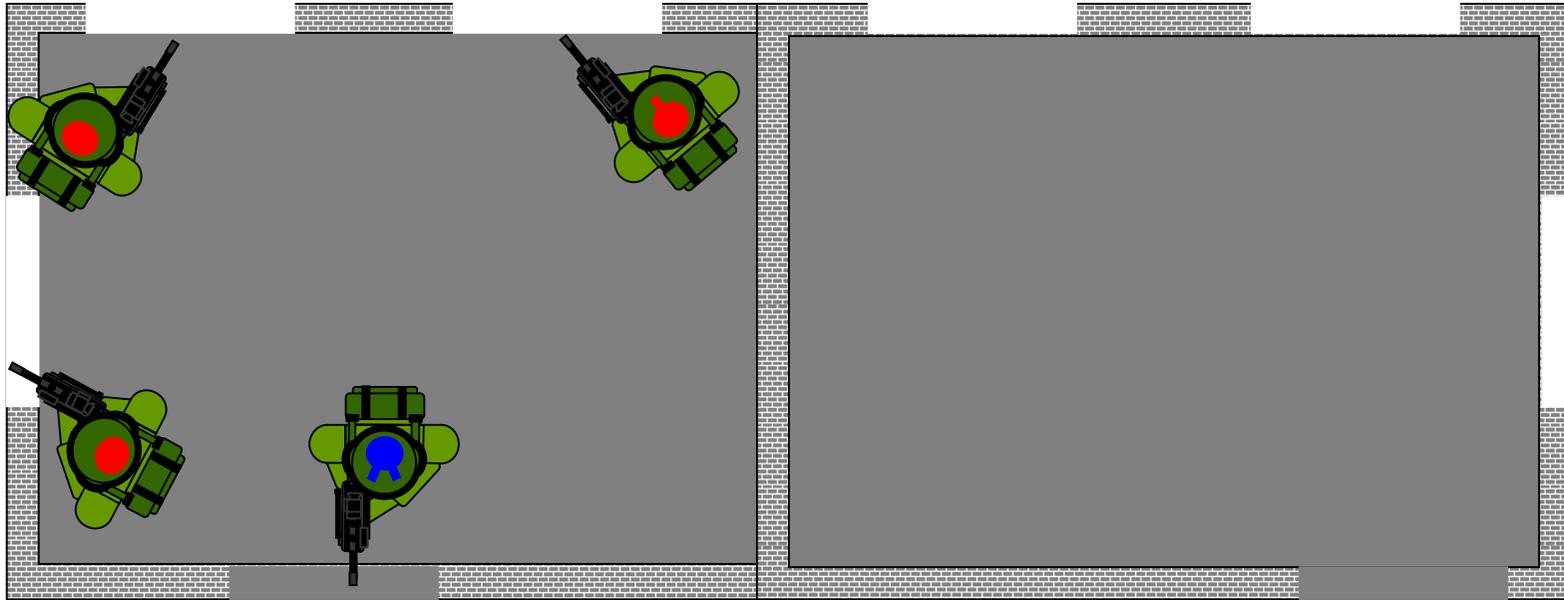
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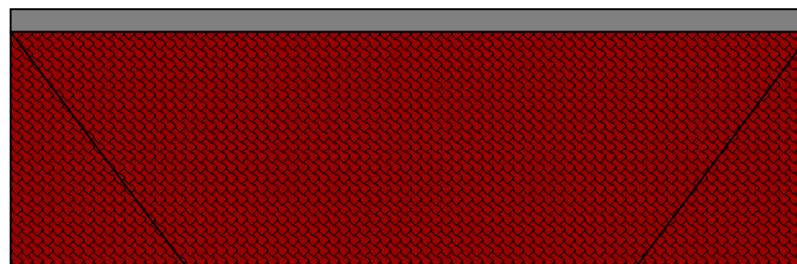
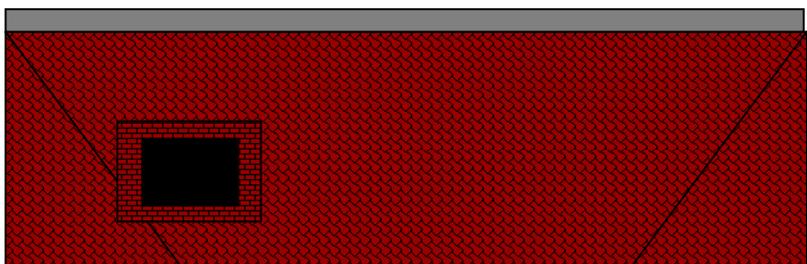
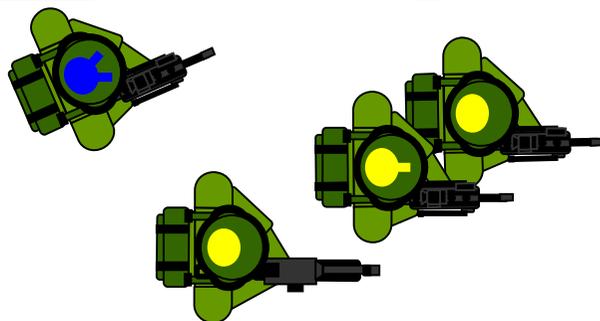
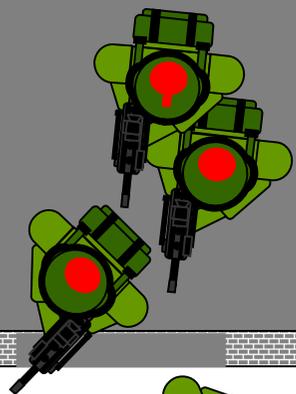
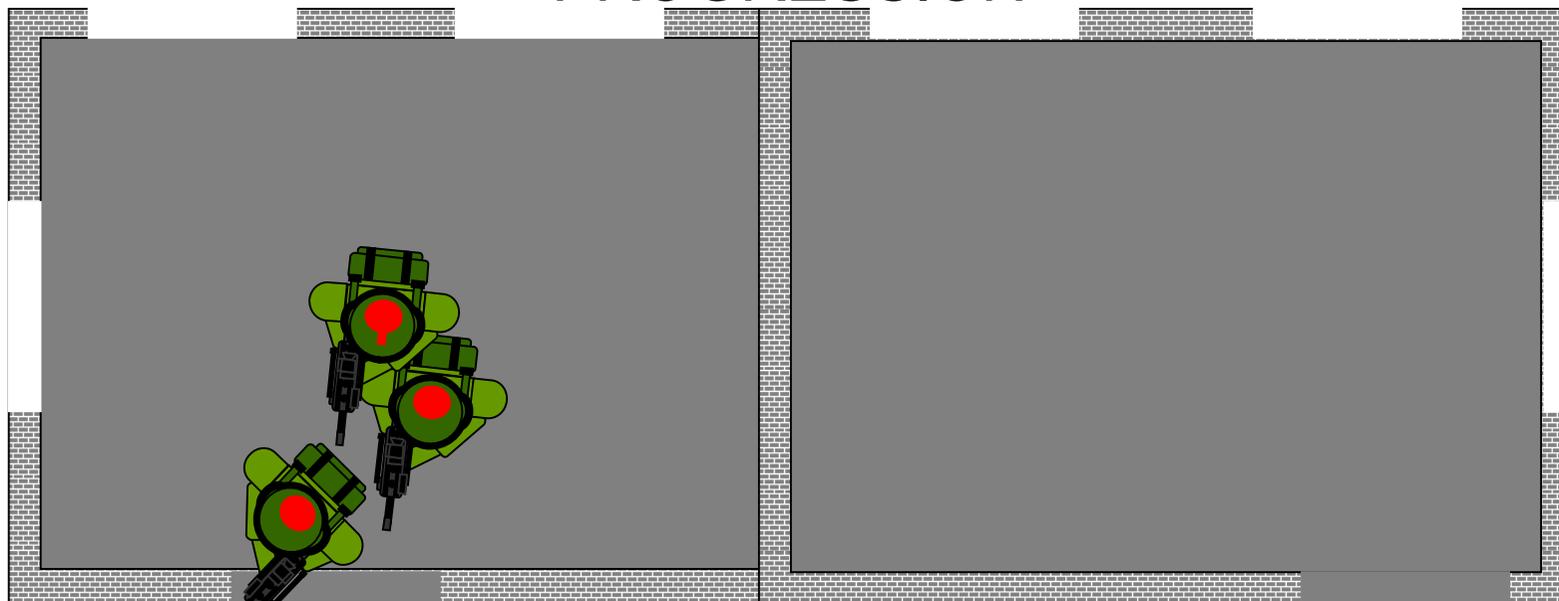
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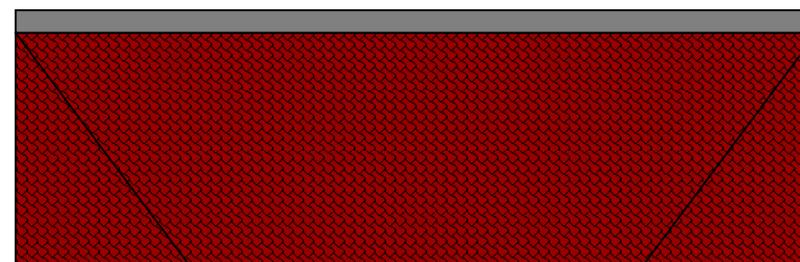
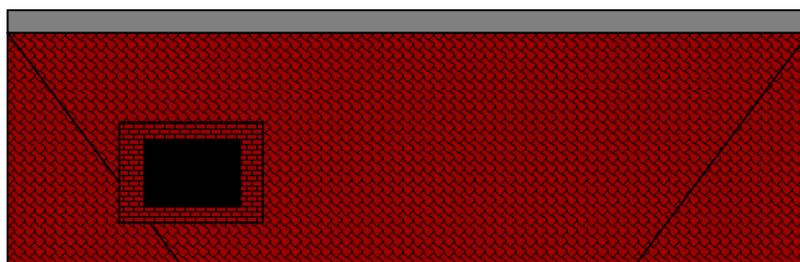
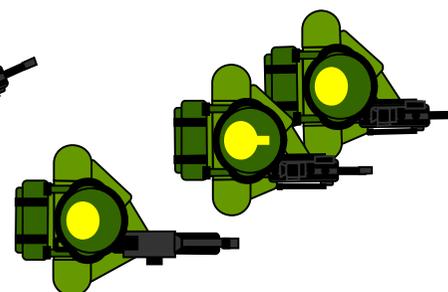
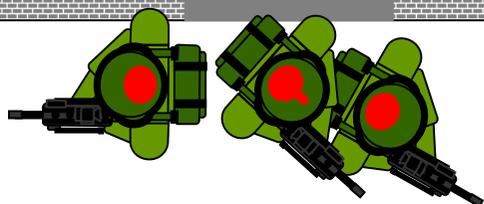
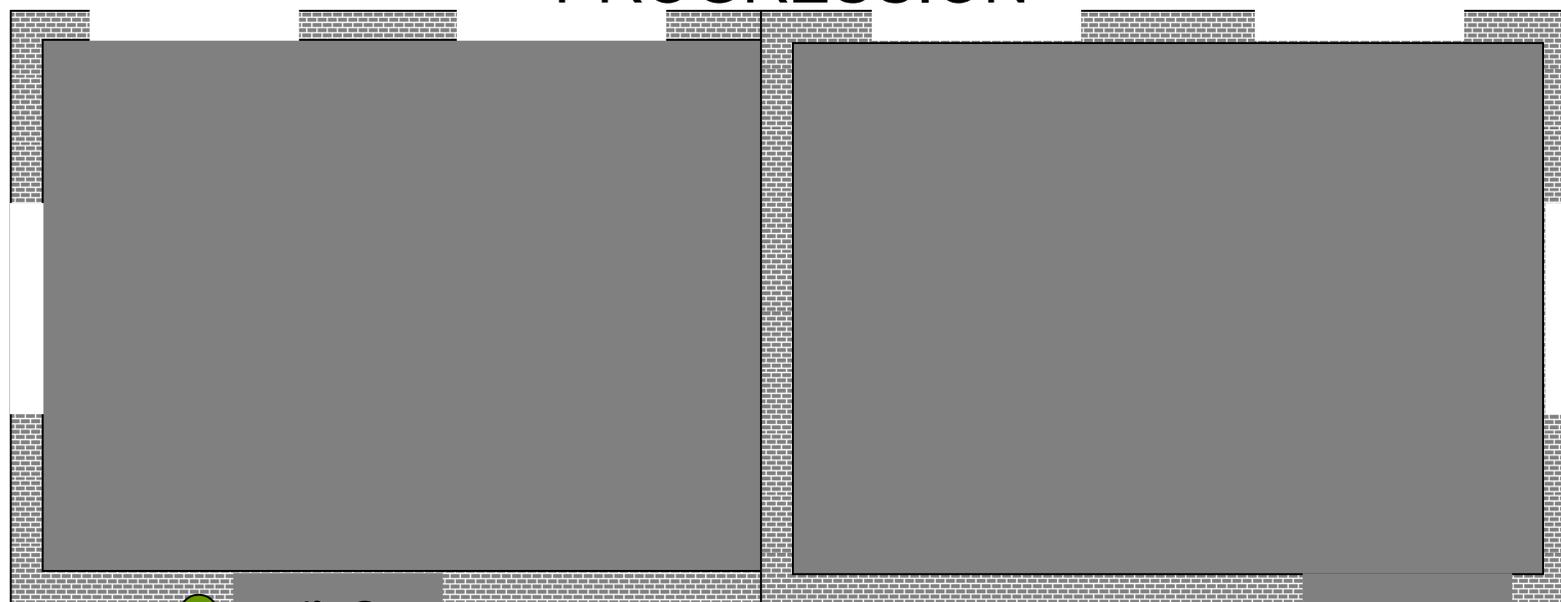
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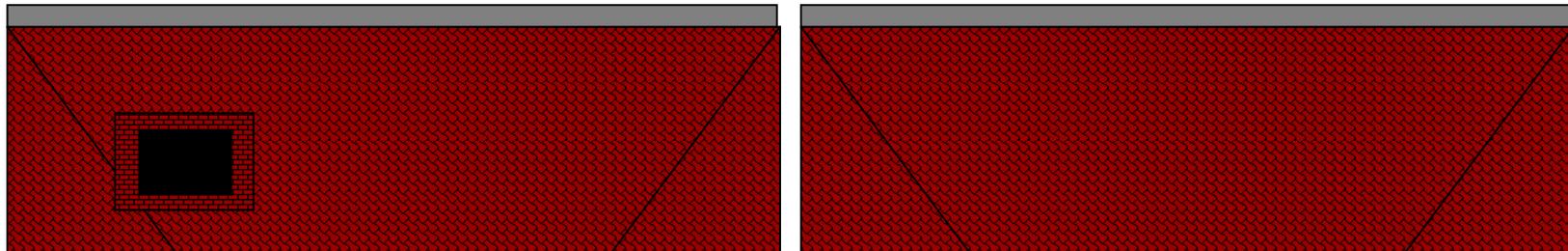
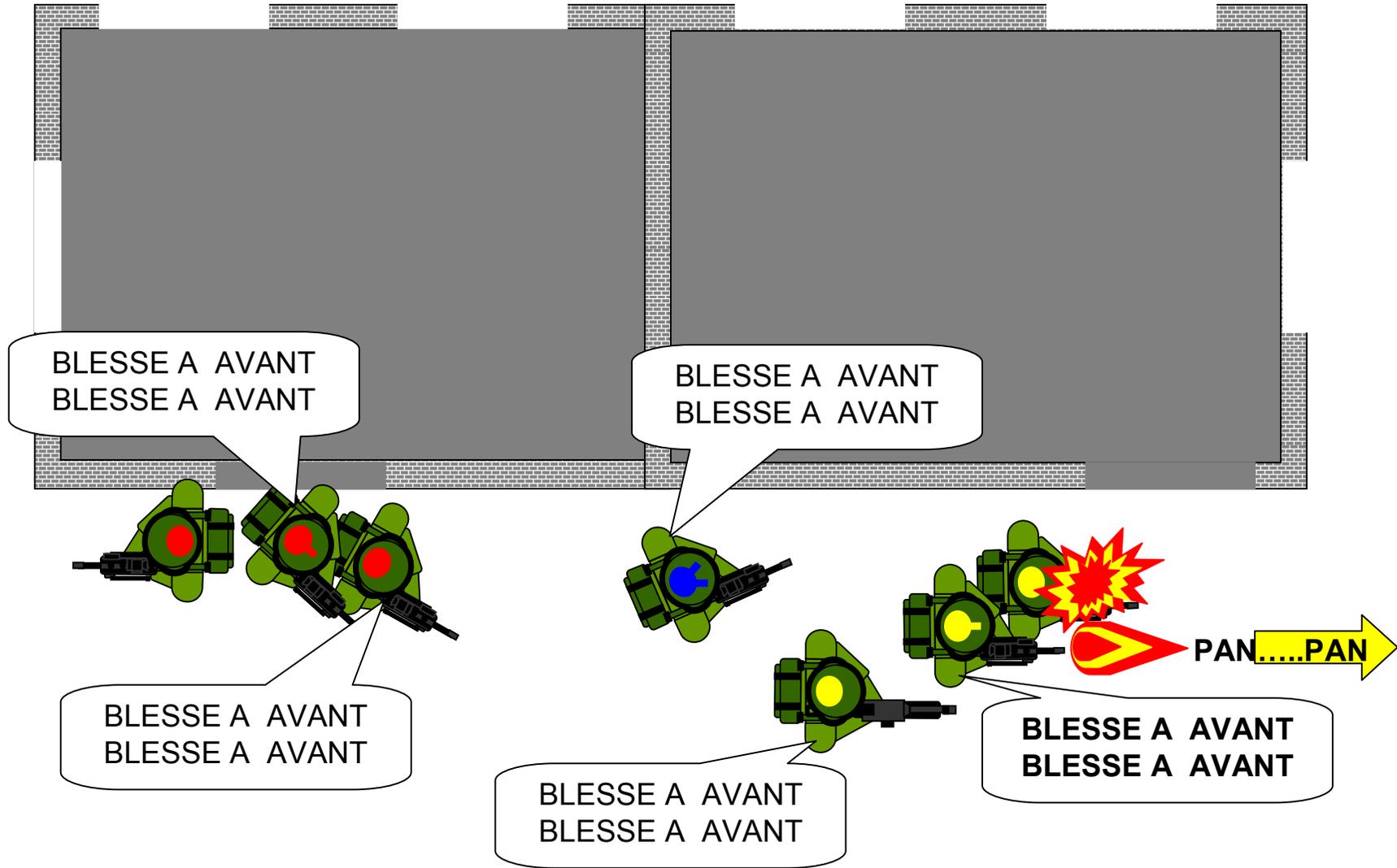
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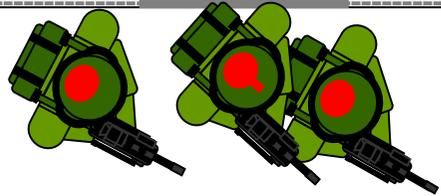
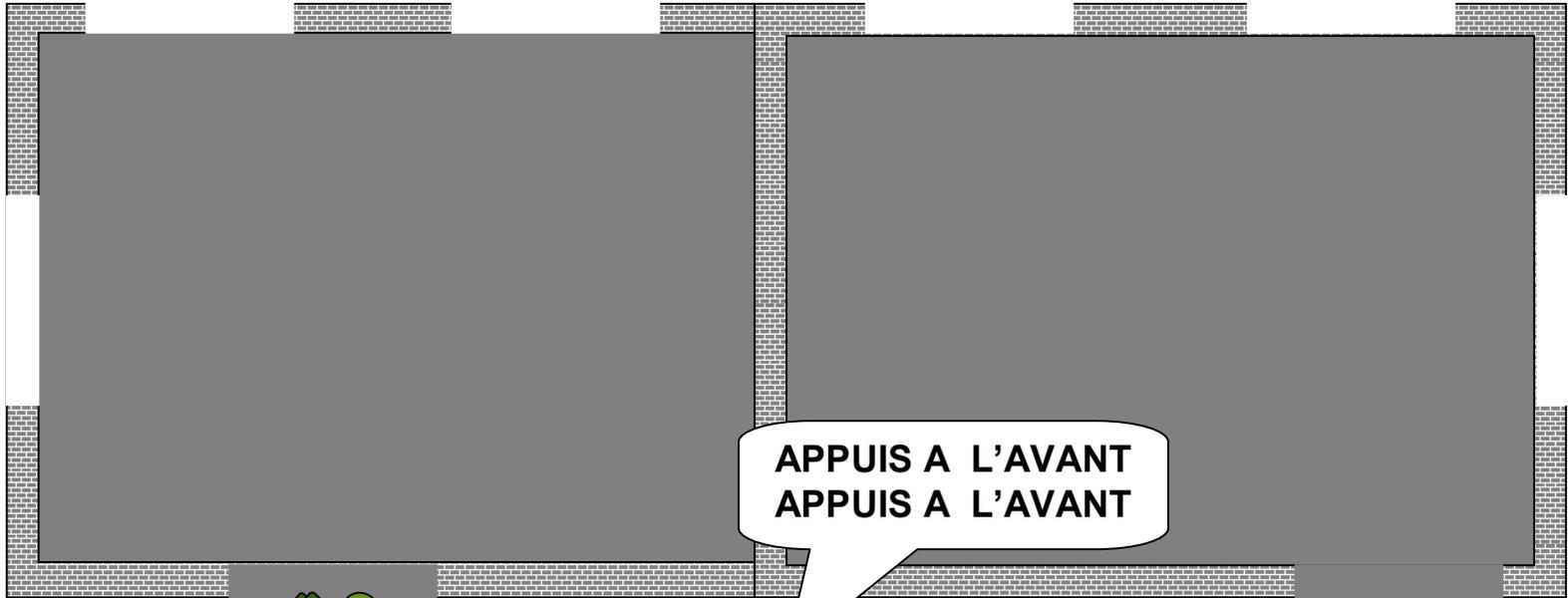
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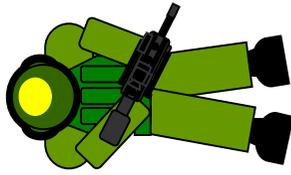
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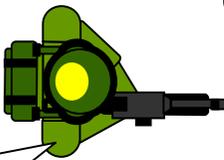
# PRISE DE DECISION / REPERCUTION



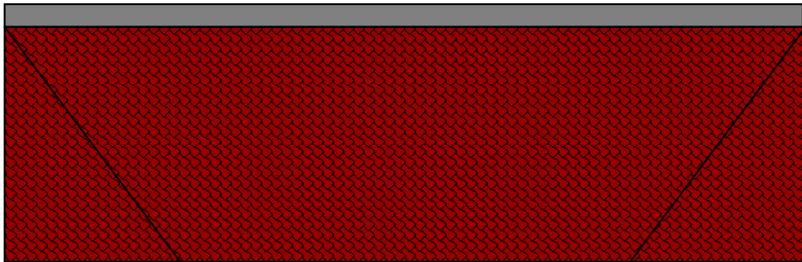
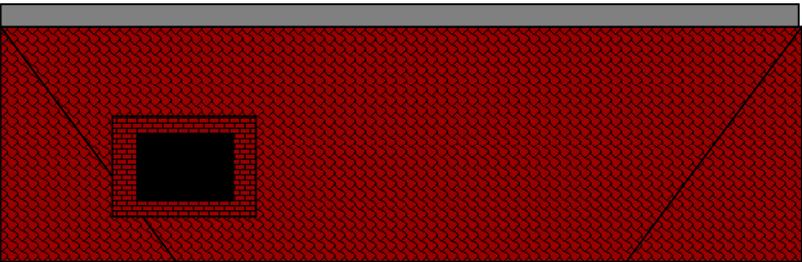
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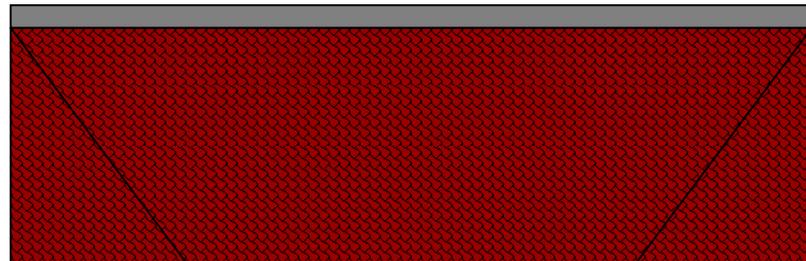
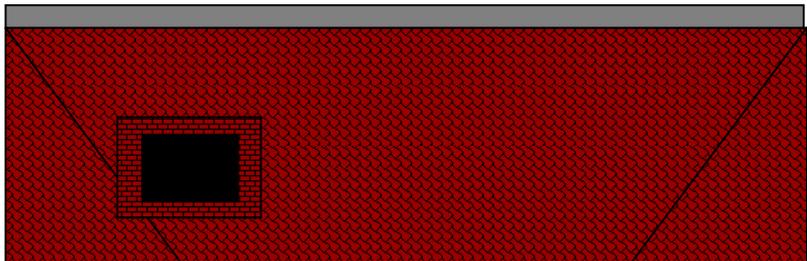
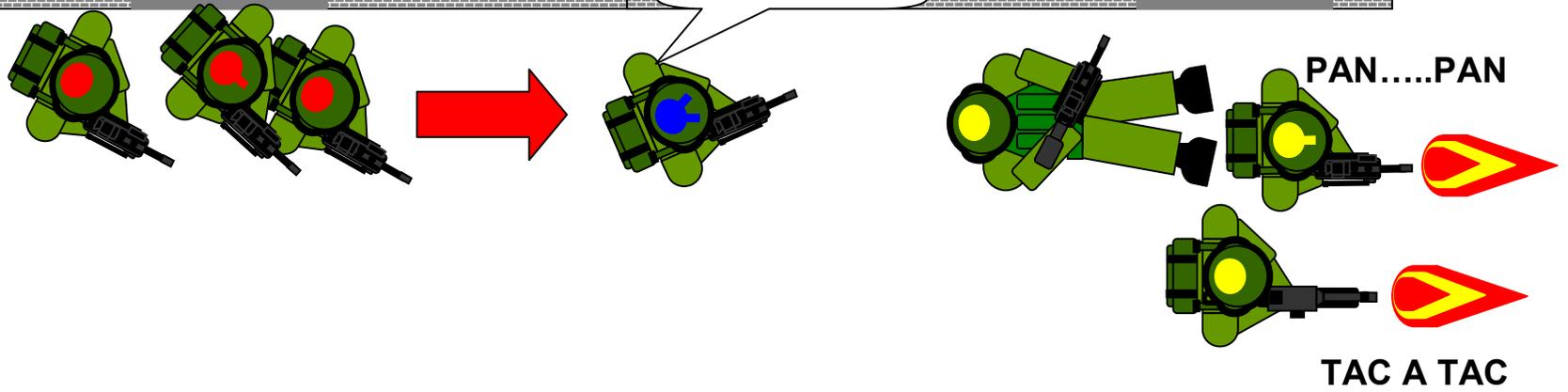
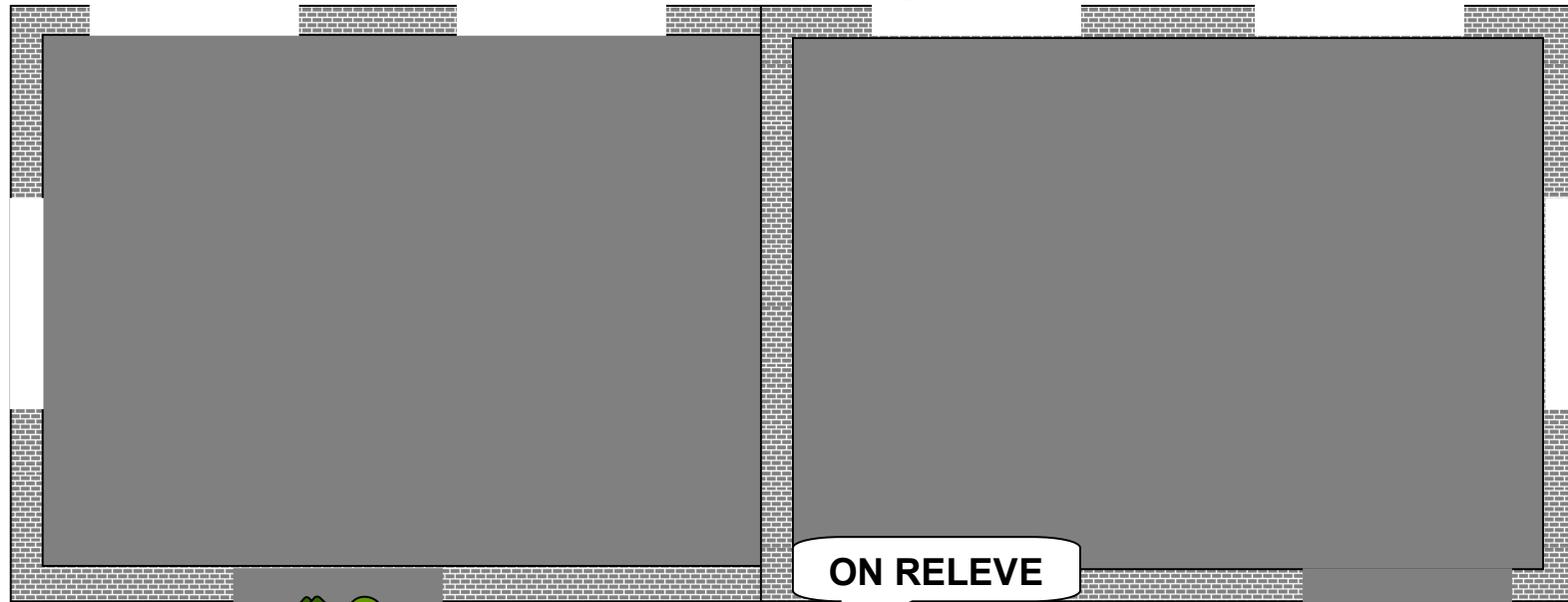
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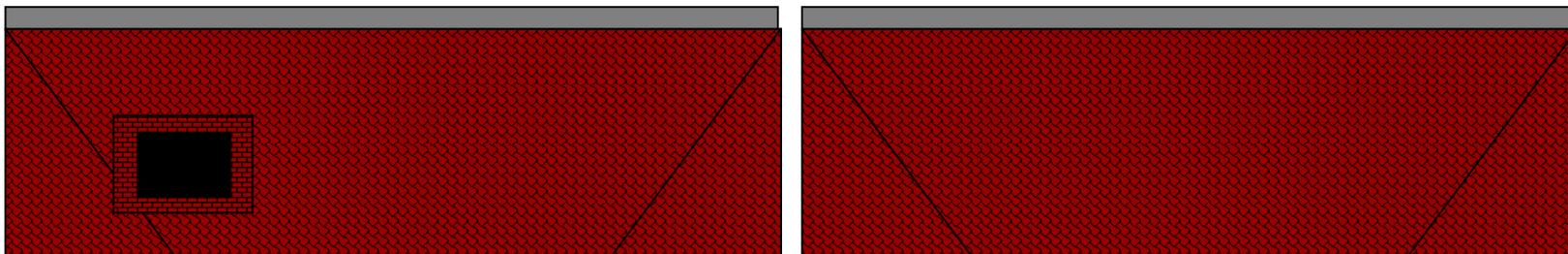
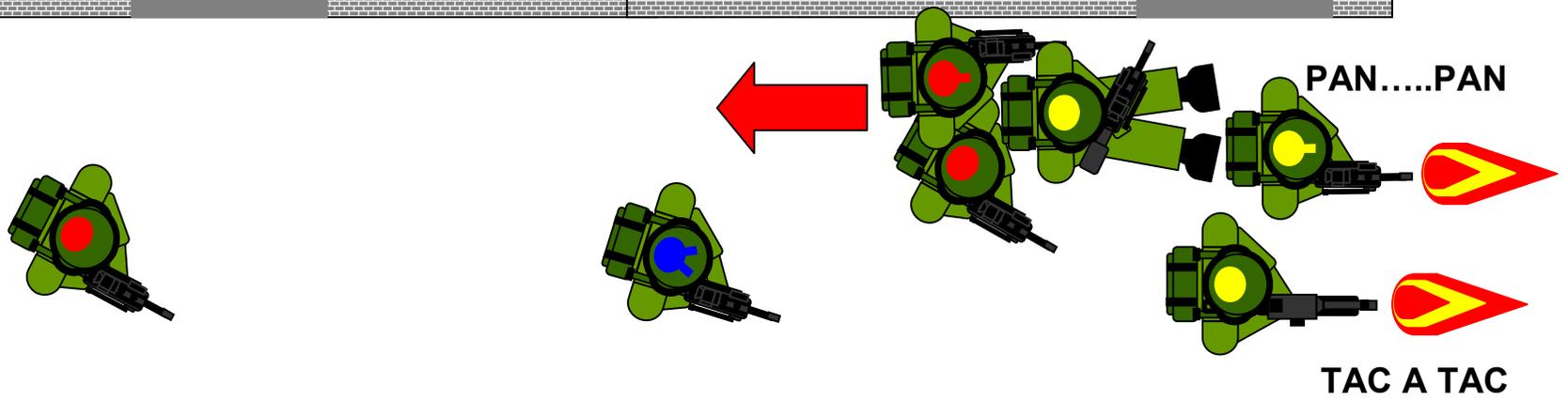
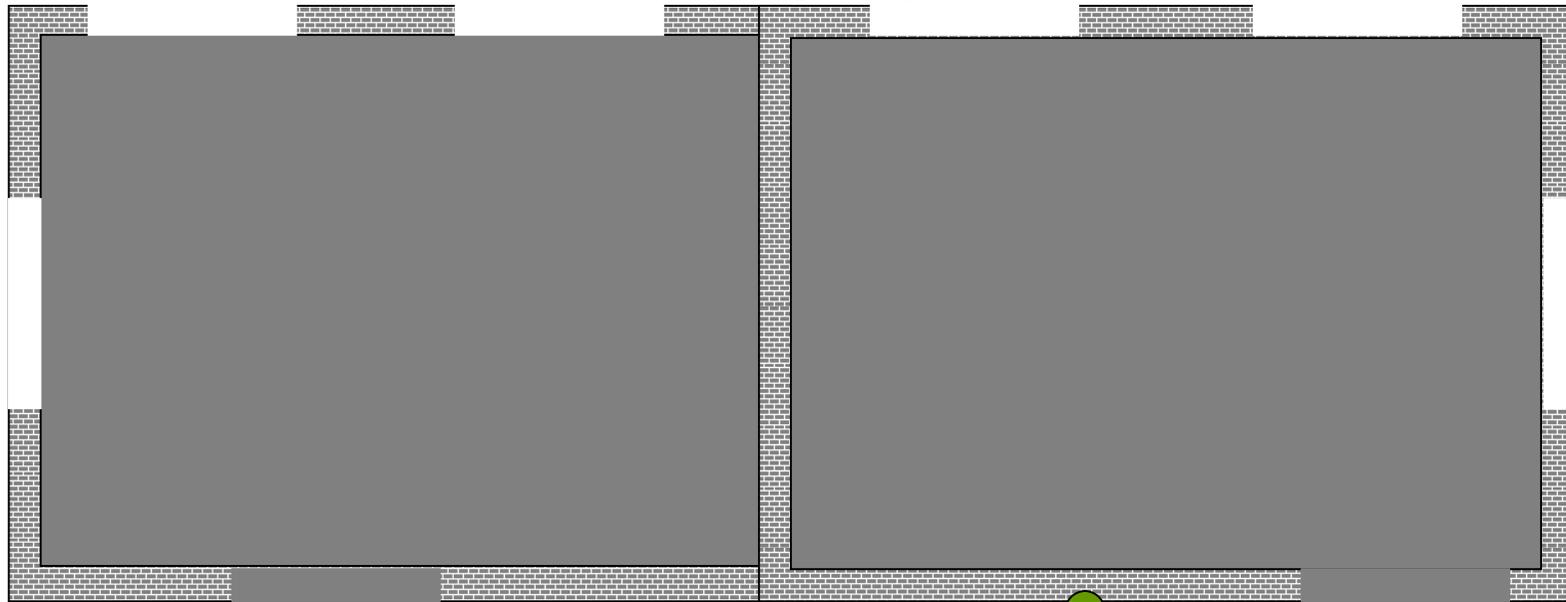
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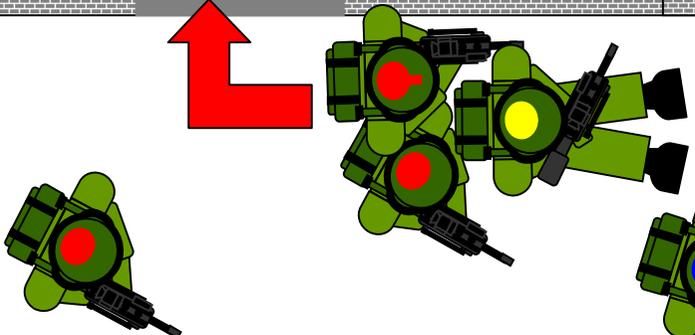
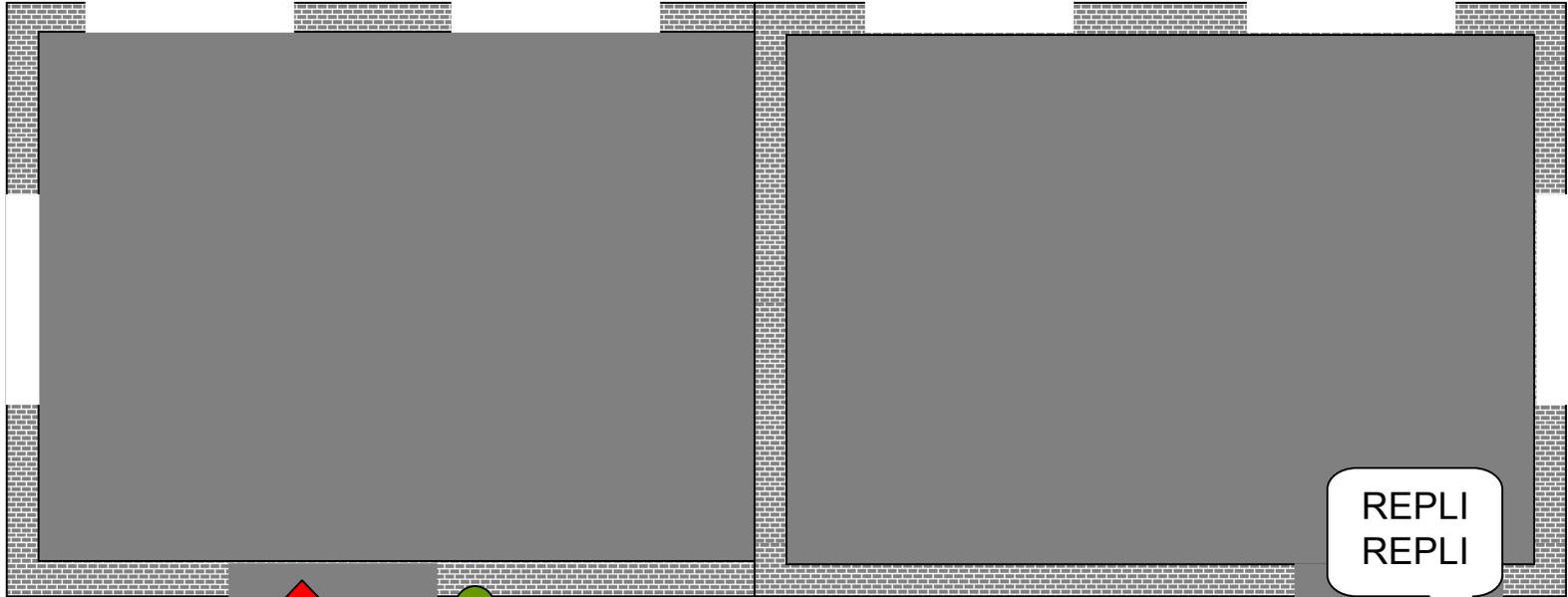
# EXECUTION



# EXECUTION

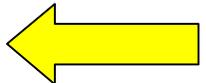


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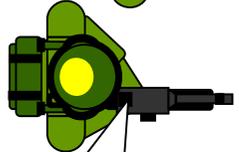


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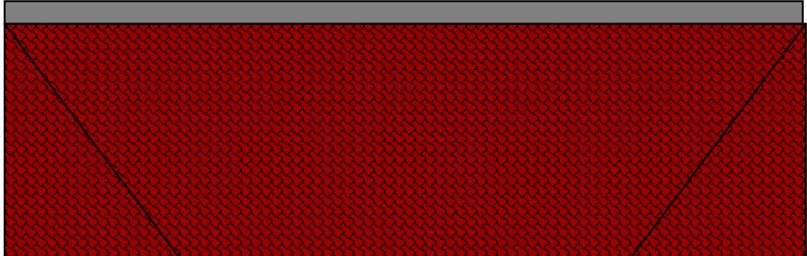
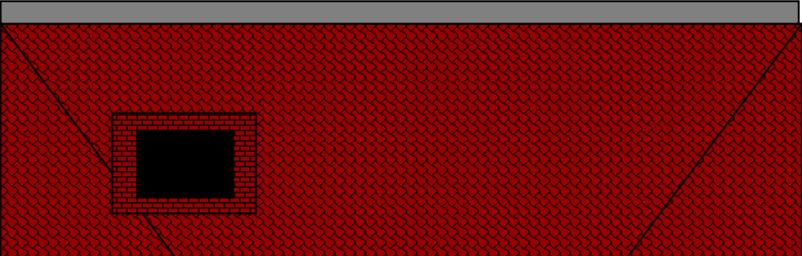


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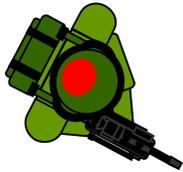
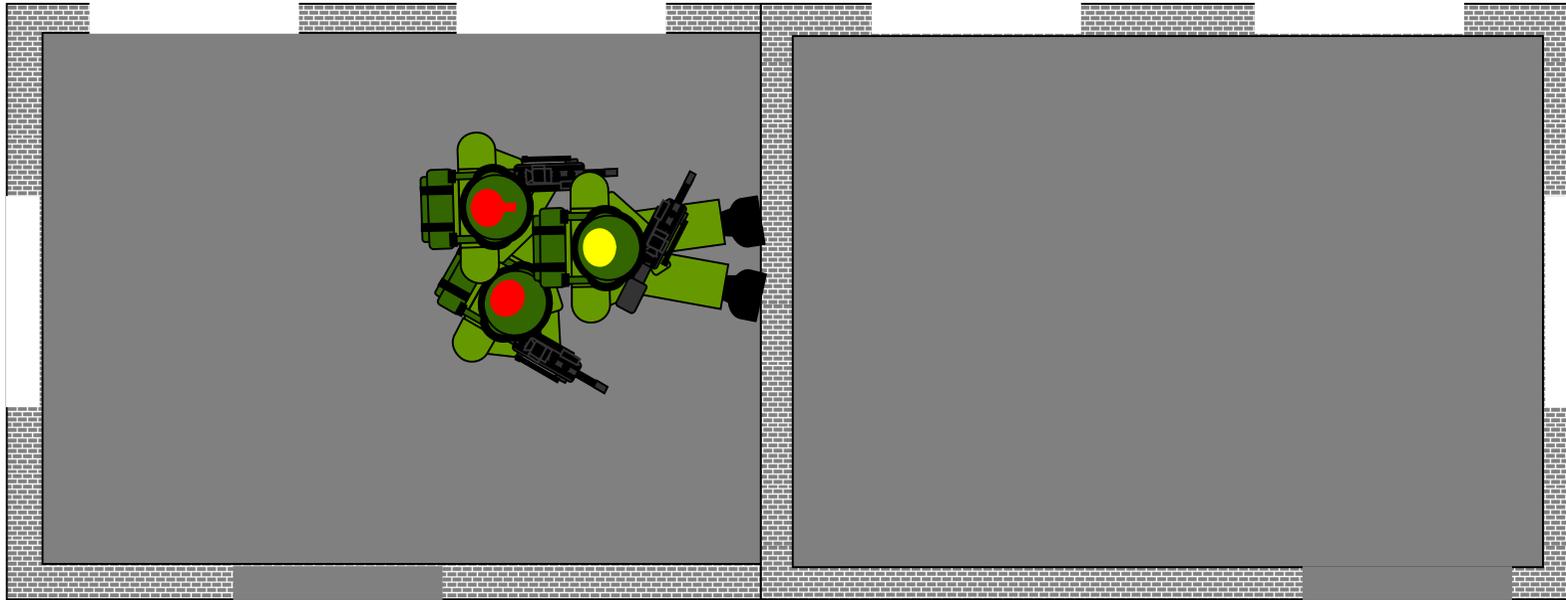


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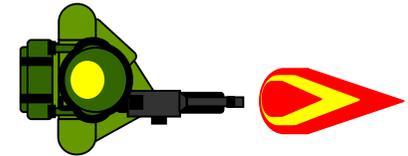
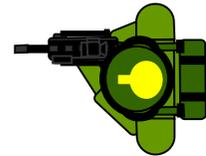
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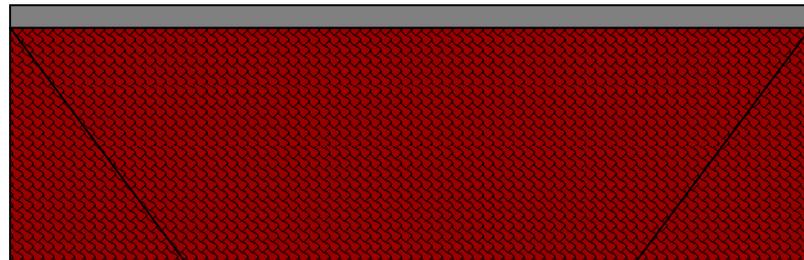
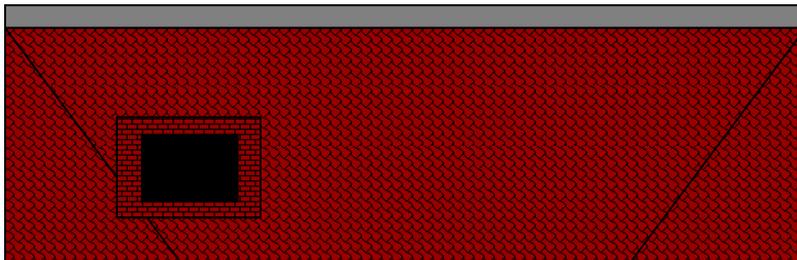
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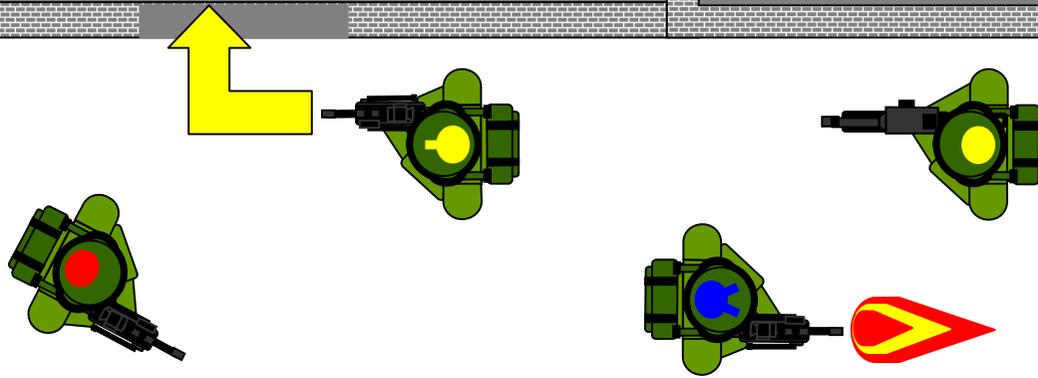
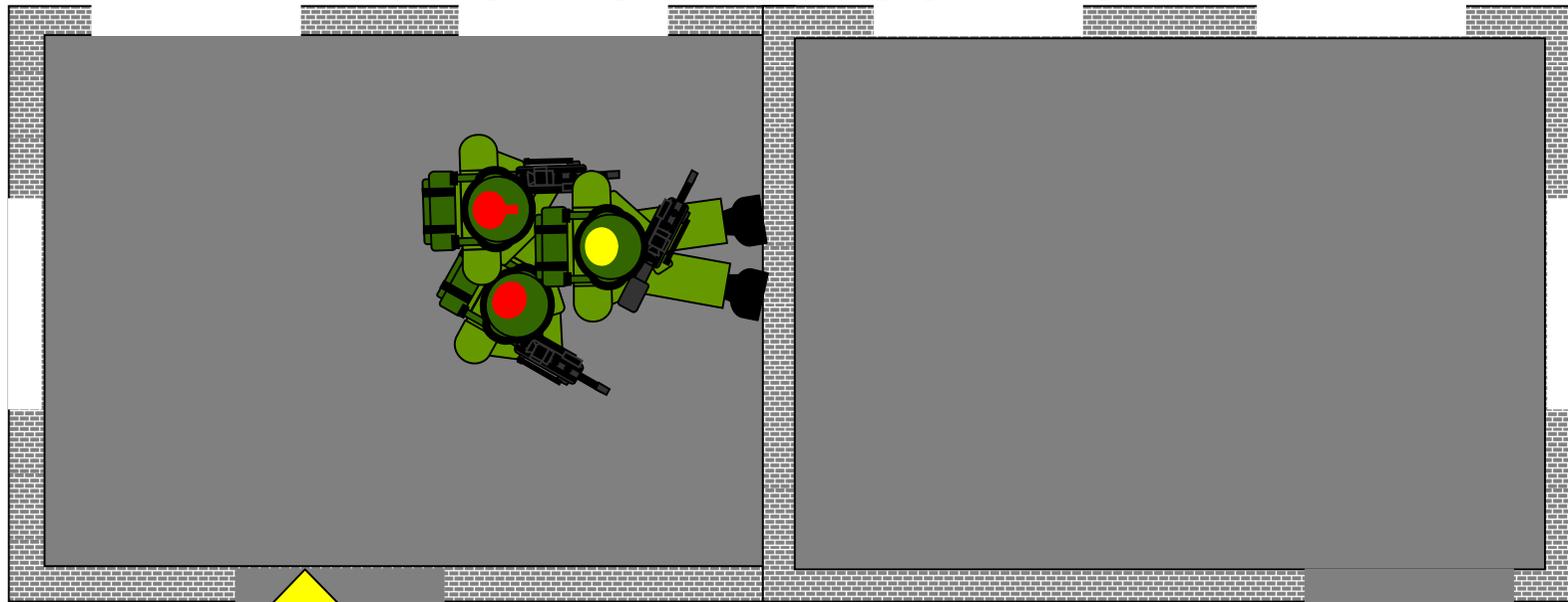
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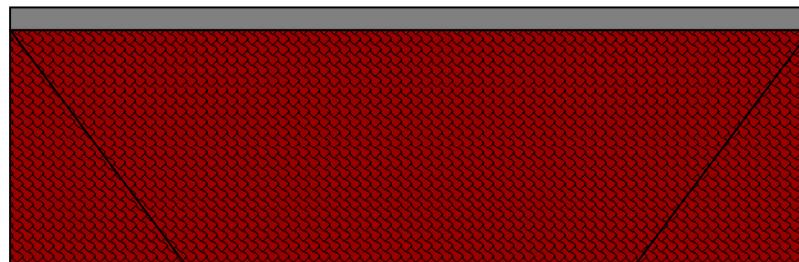
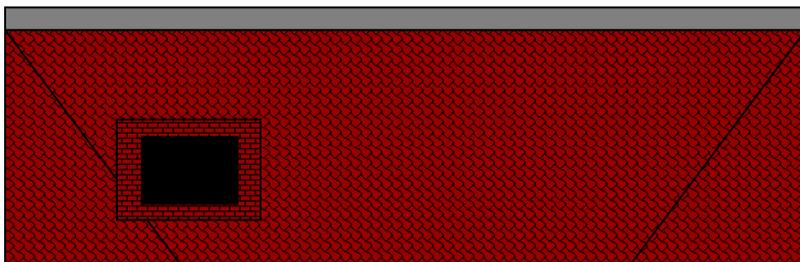
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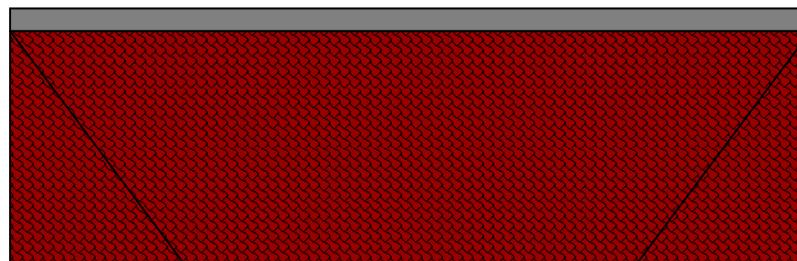
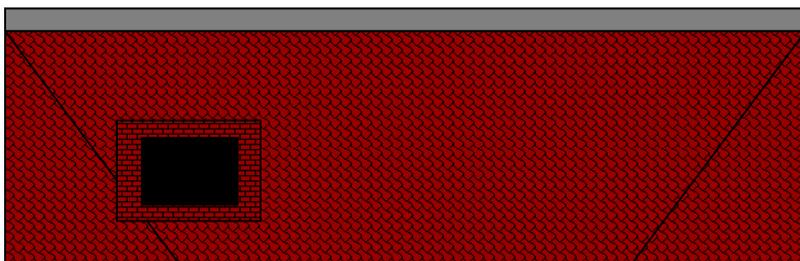
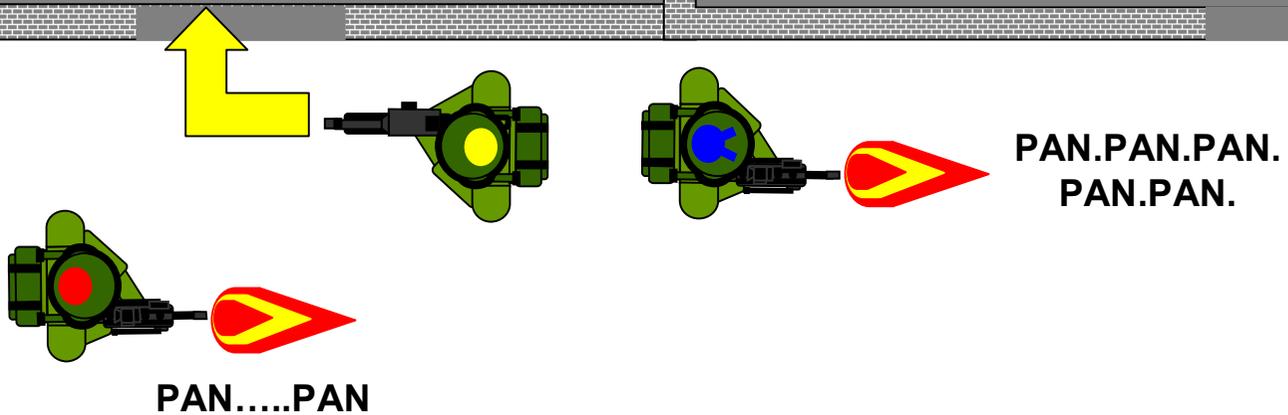
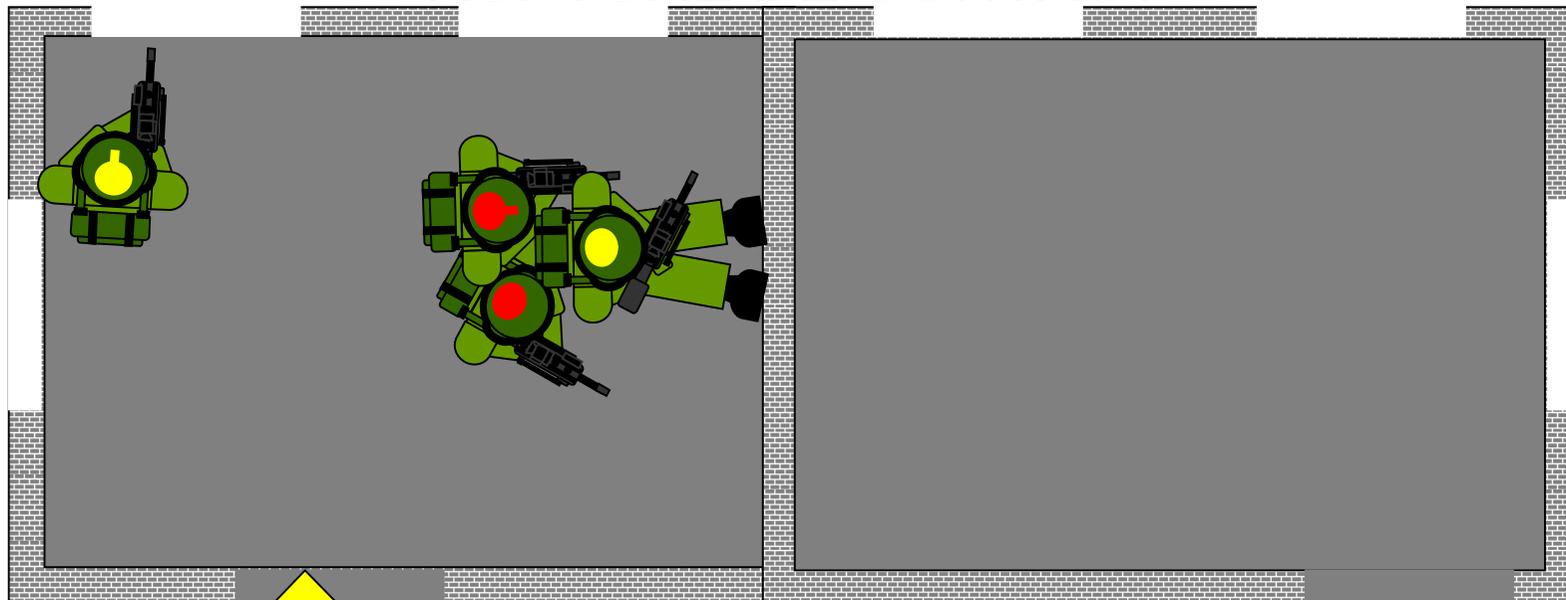
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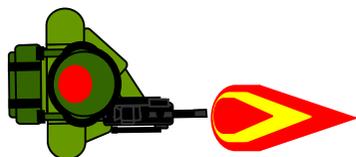
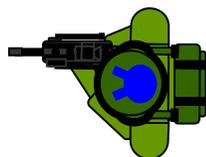
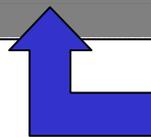
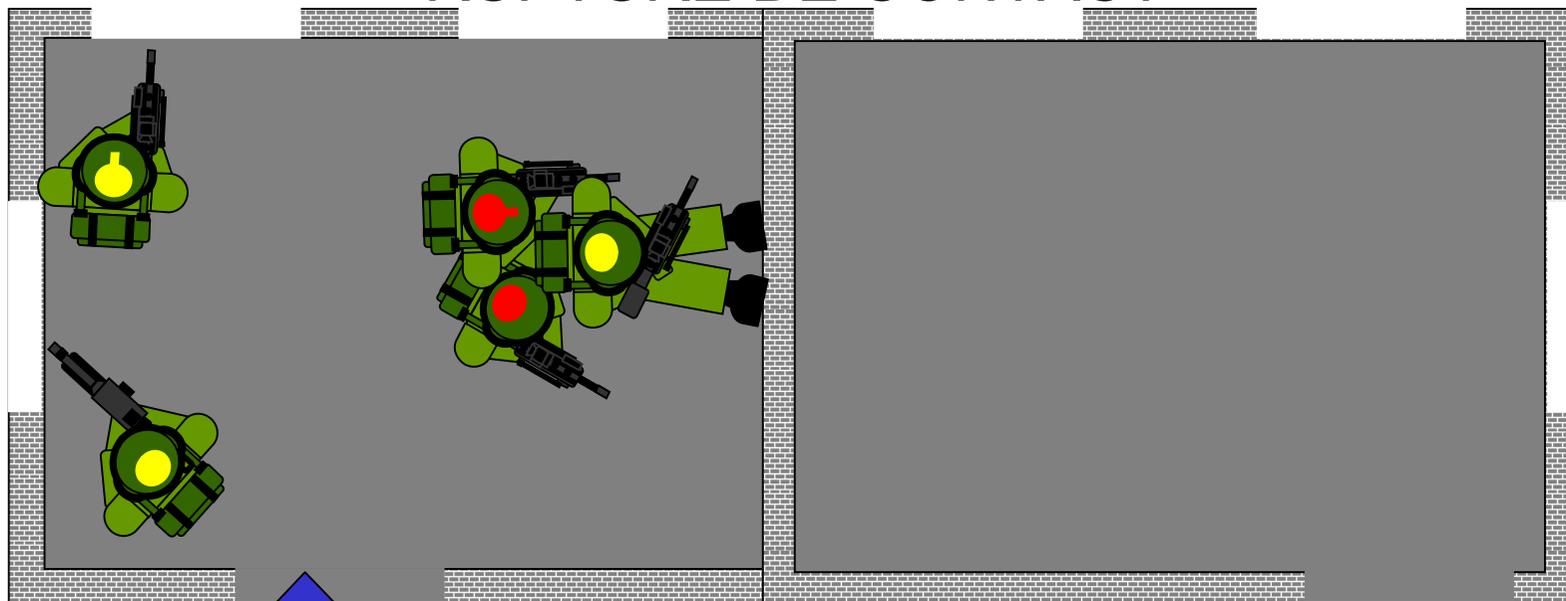
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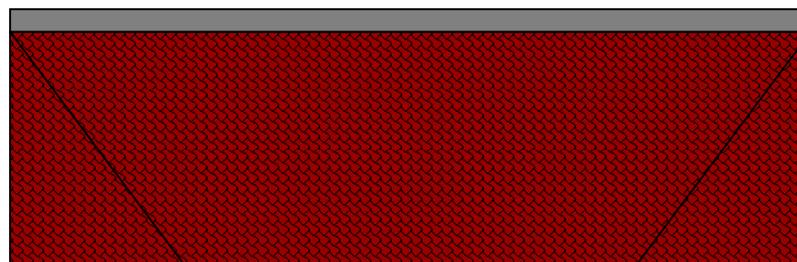
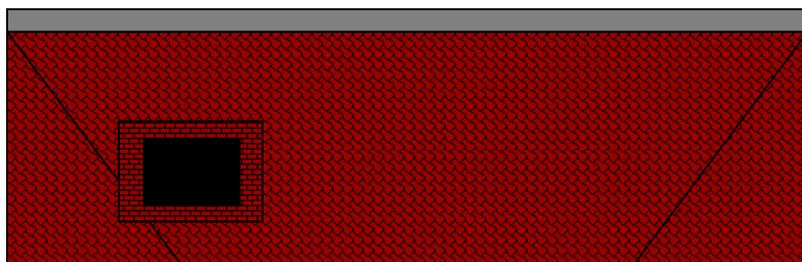
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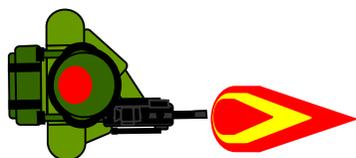
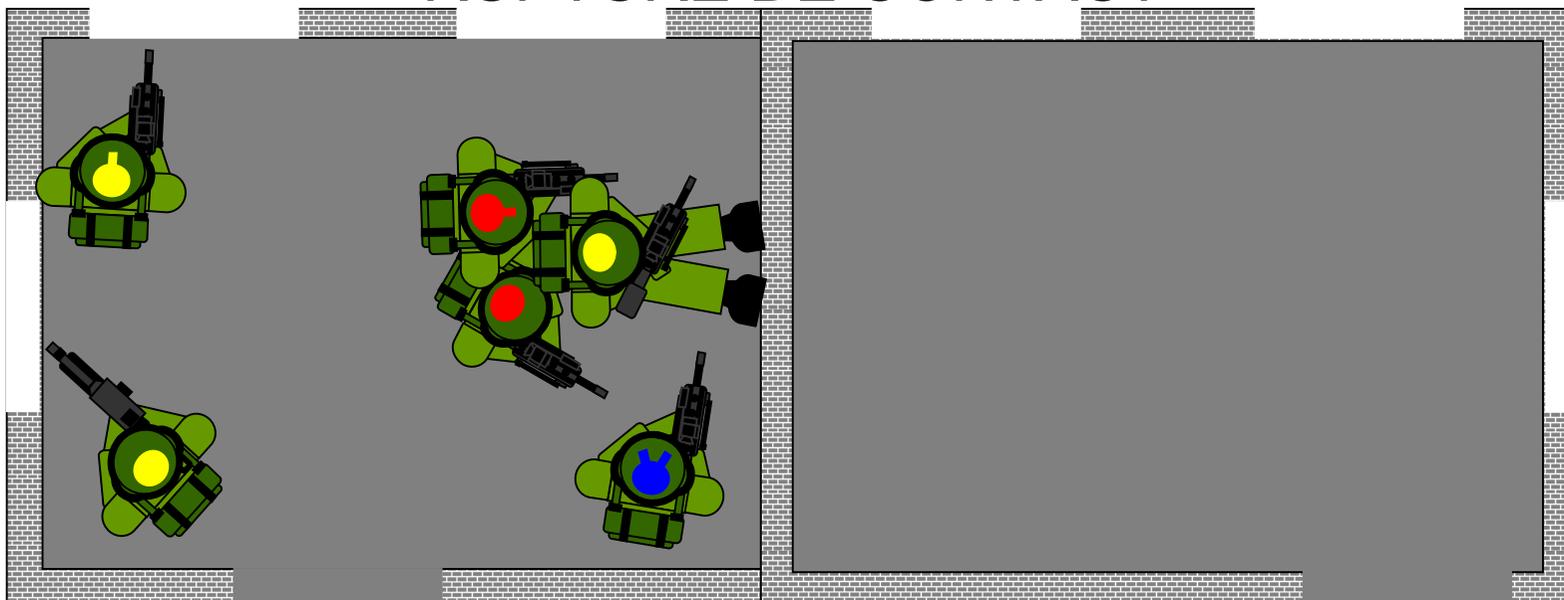
# RUPTURE DE CONTACT



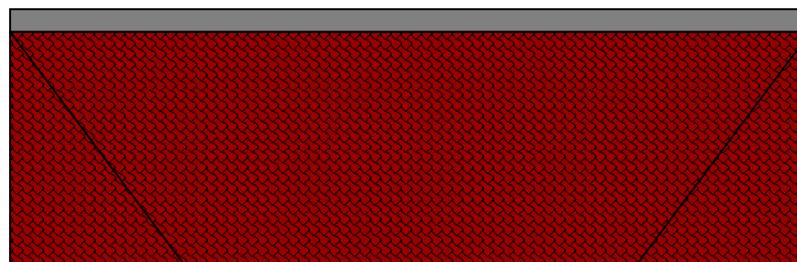
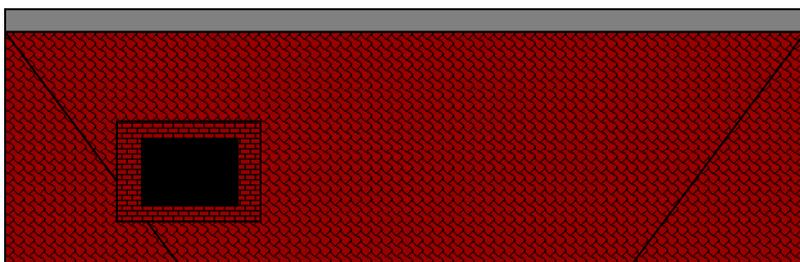
PAN....PAN



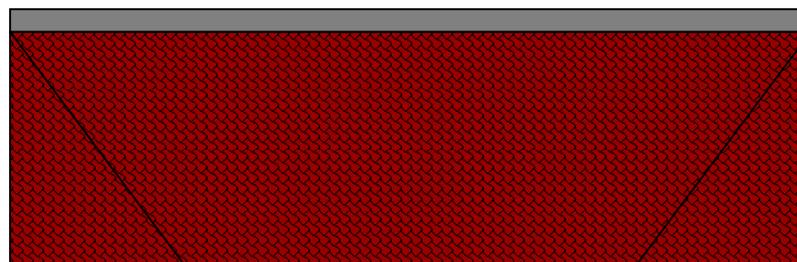
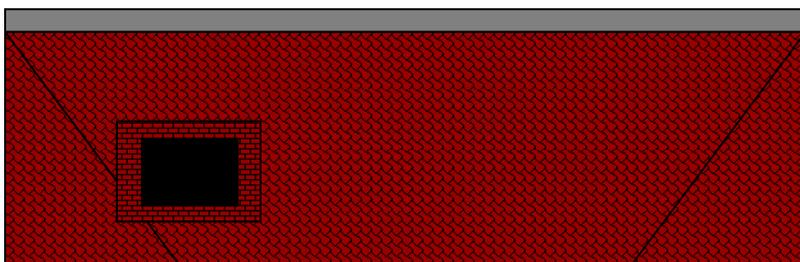
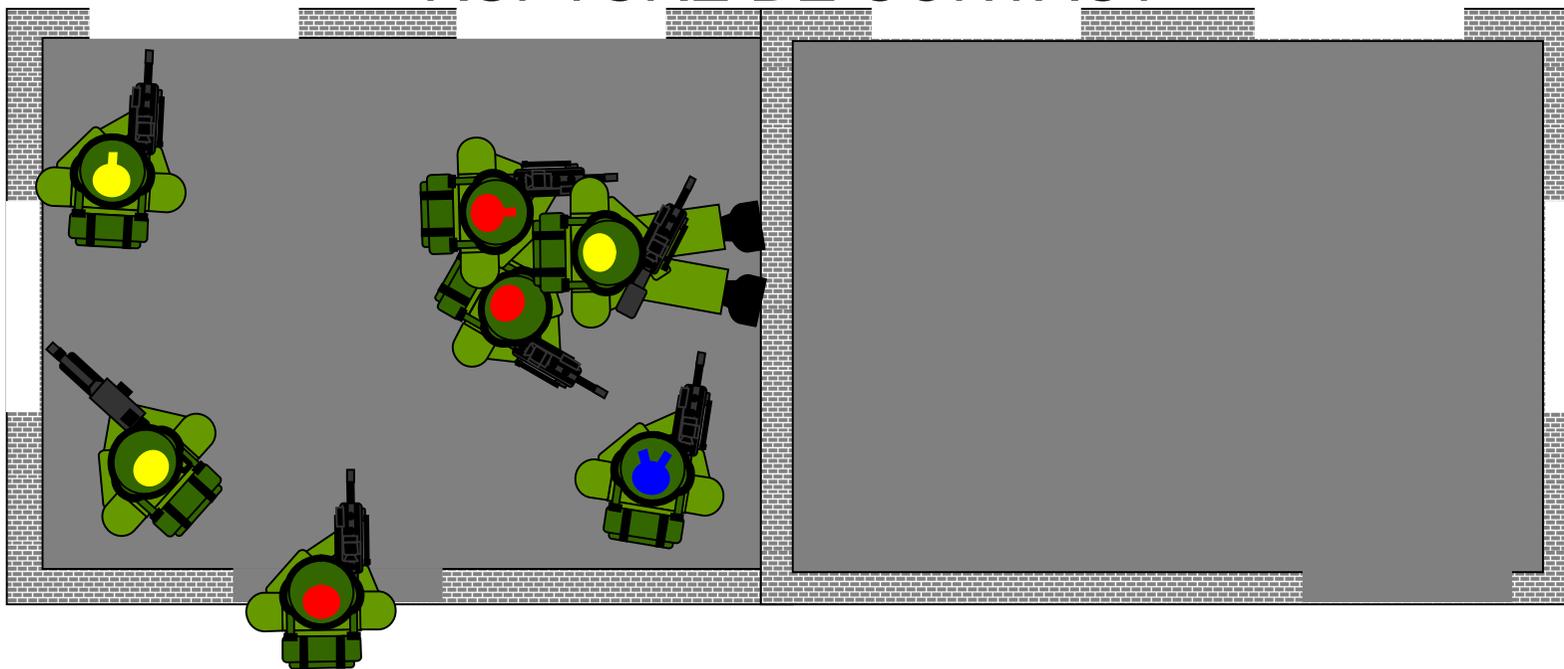
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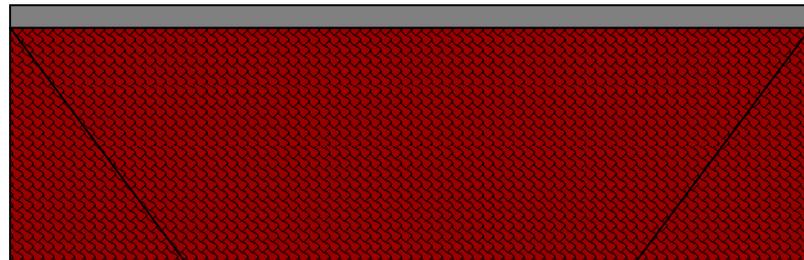
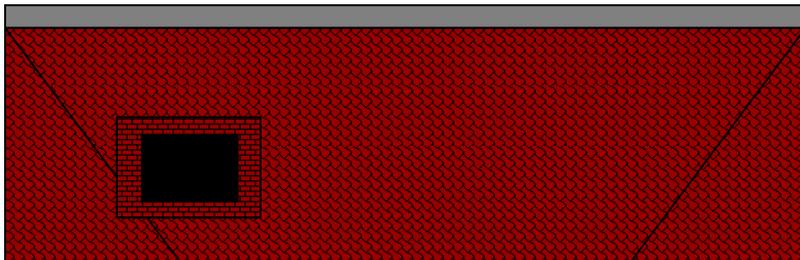
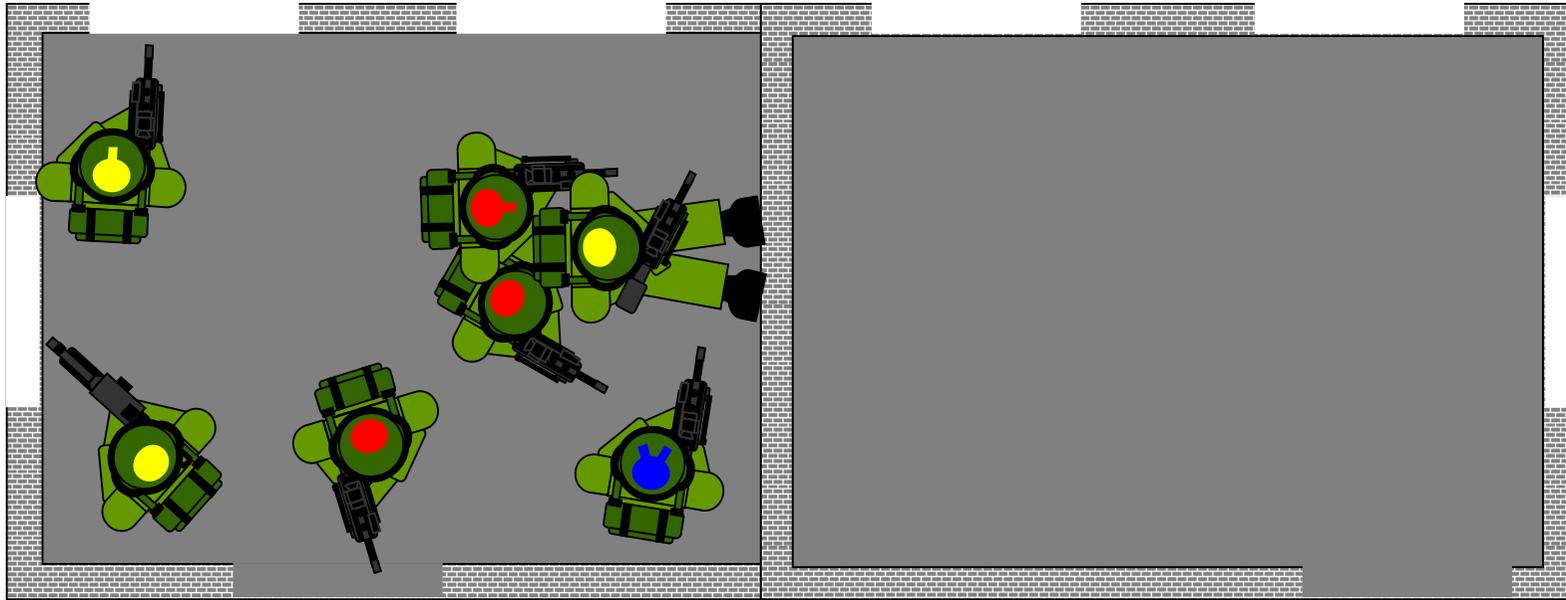
PAN.PAN.PAN.  
PAN.PAN.



# RUPTURE DE CONTACT



# CONDITIONNEMENT DU BLESSE / CONTRÔLE PERSONNELS



**LA GESTION**

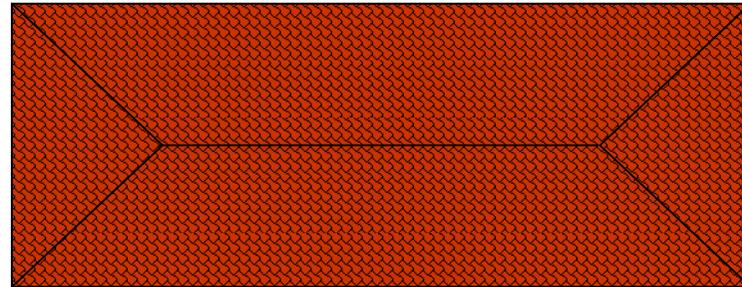
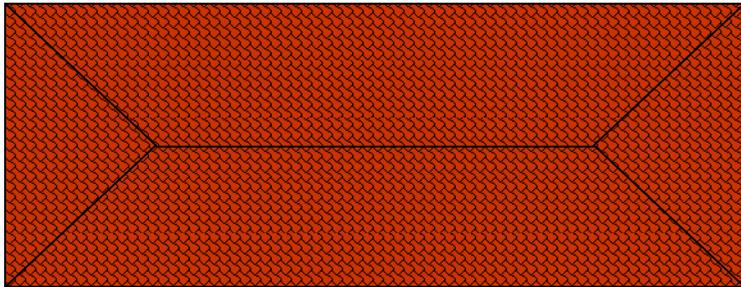
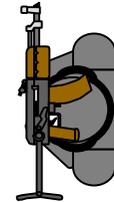
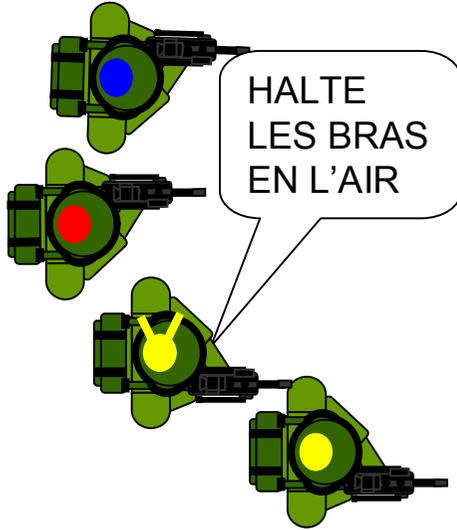
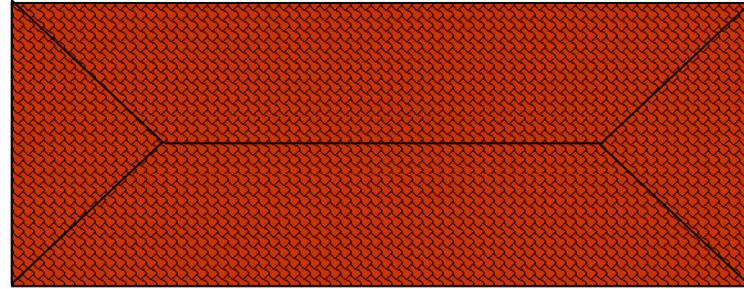
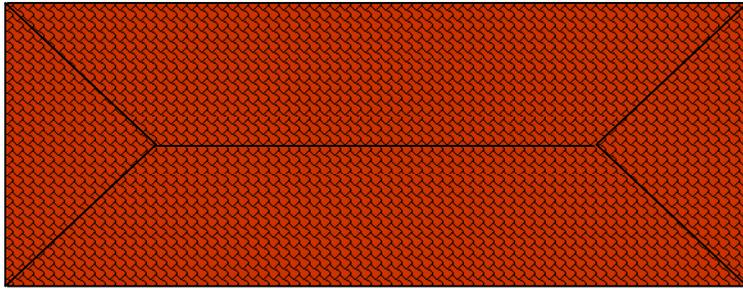
***D'UN PRISONNIER MILITAIRE ET CIVIL***

**PRISONNIER**

**DANS UNE RUE**

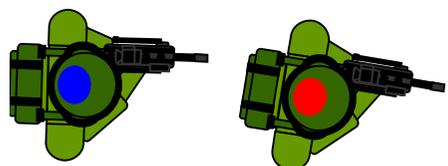
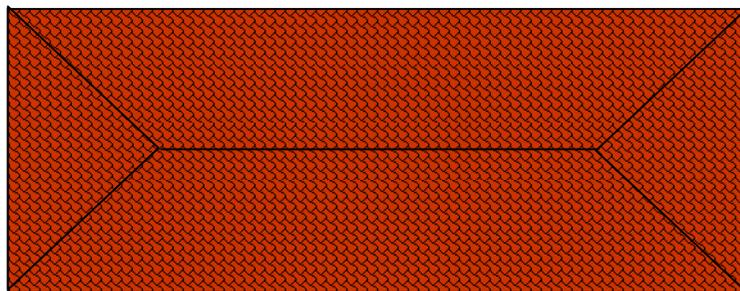
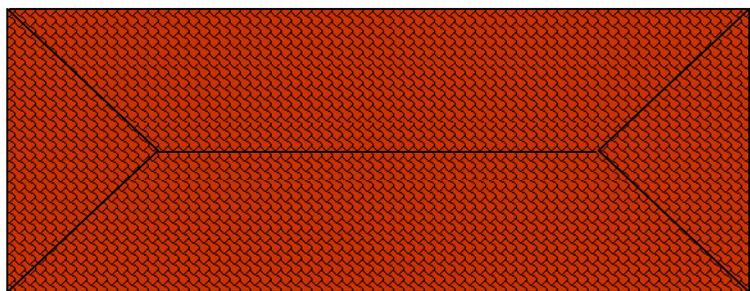
**MISSION : PATROUILLE**

# ABORDER



**NB:** LE CHEF DU GROUPE PREND CONTACT AVEC LA MENACE.  
LE TRINÔME SE DEPLOIE POUR EFFECTUER UNE TRIANGULATION

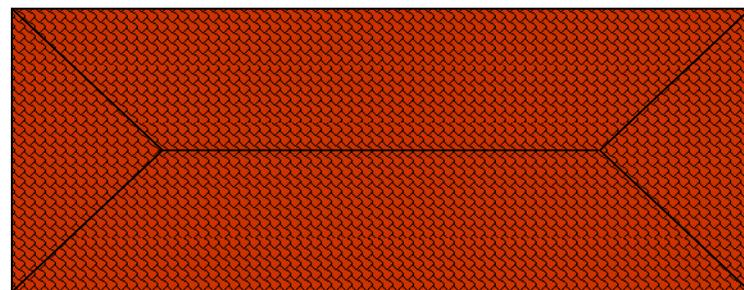
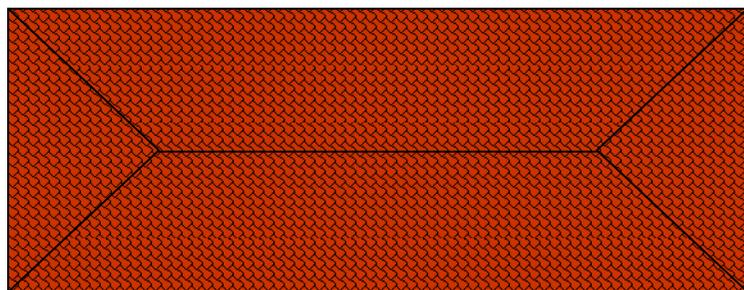
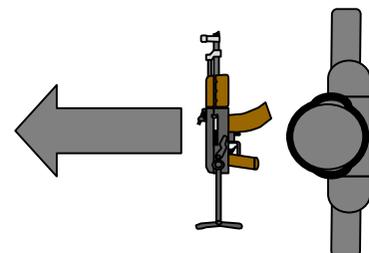
# NEUTRALISER



PAUSEZ  
VOTRE ARME  
A TERRE

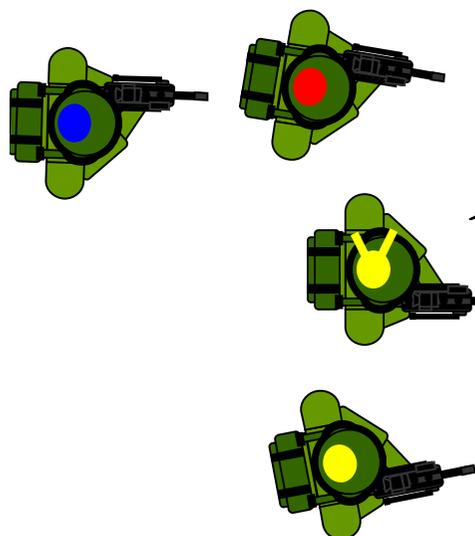
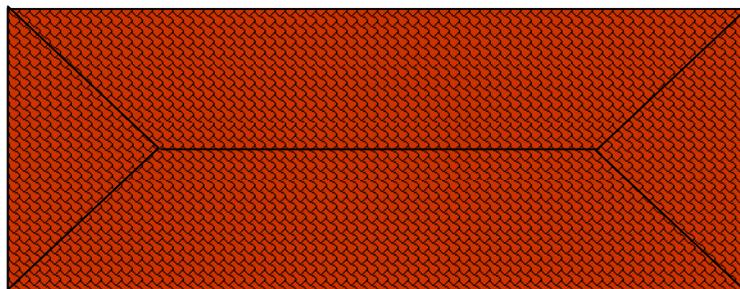
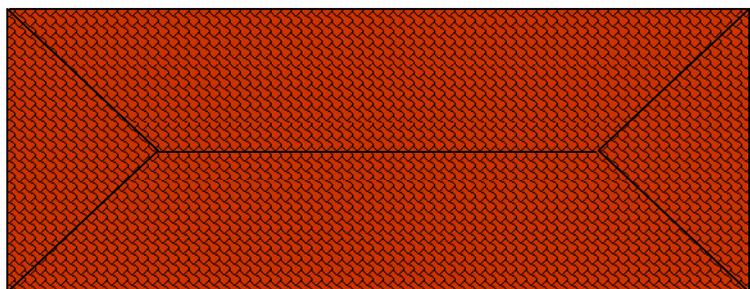


AVANCEZ



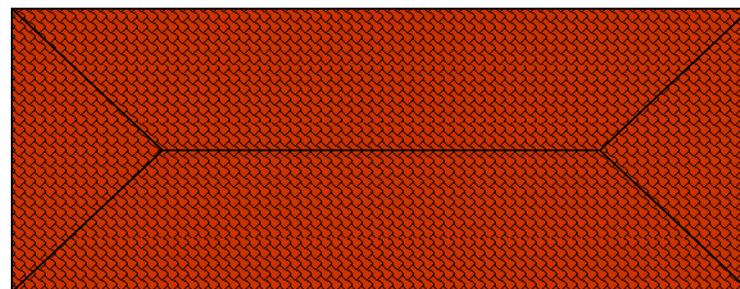
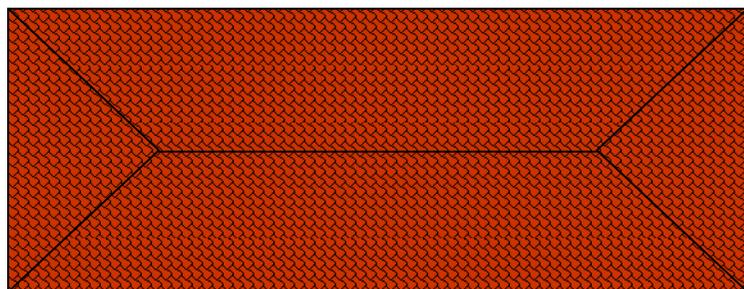
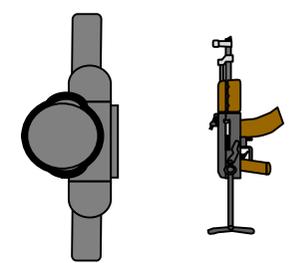
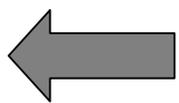
**NB:** LE CHEF DU TRINÔME COMMUNIQUE A LA VOIE, ET AU GESTE POUR BIEN SE FAIRE COMPRENDRE

# NEUTRALISER



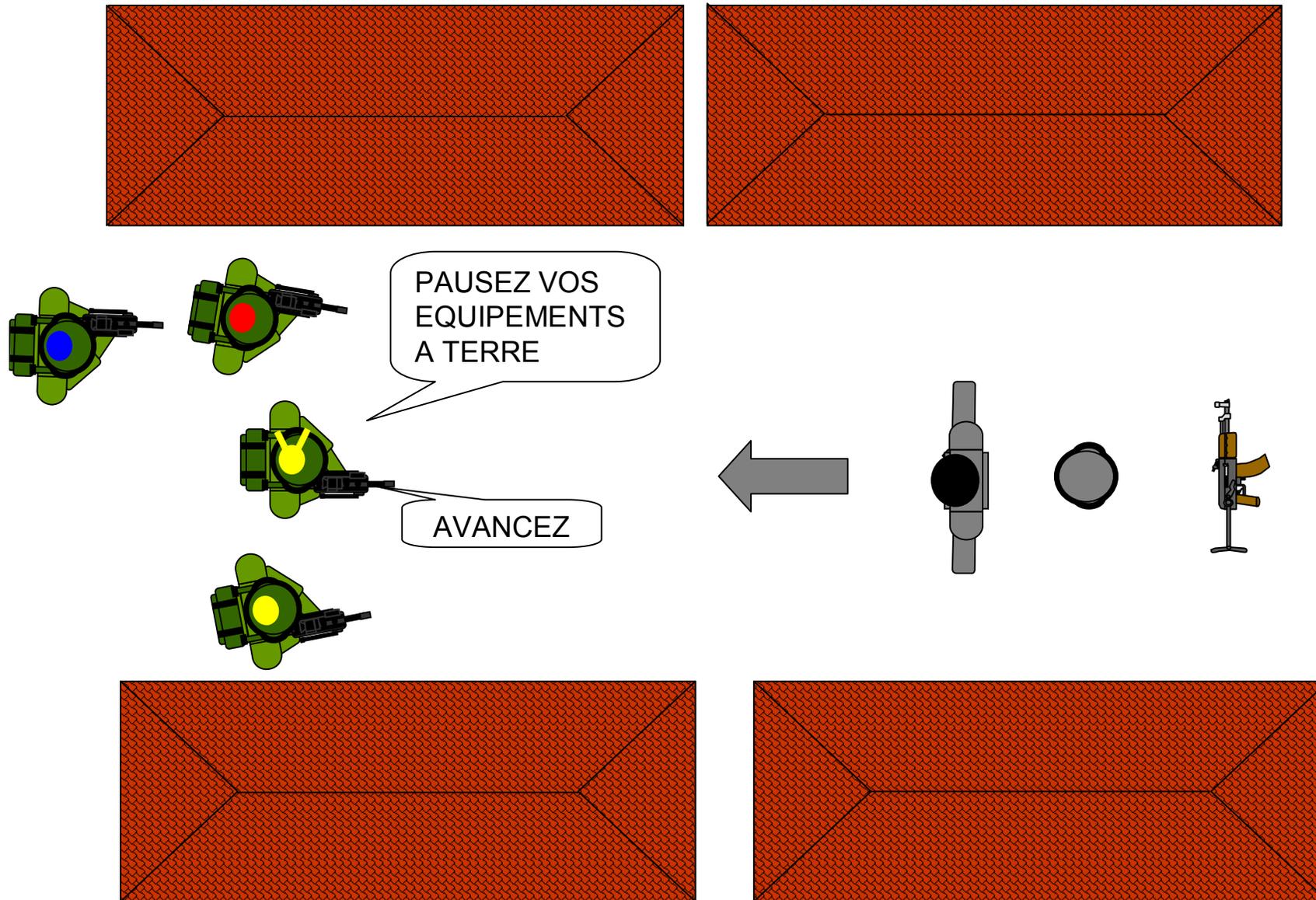
PAUSEZ VOTRE CASQUE A TERRE

AVANCEZ



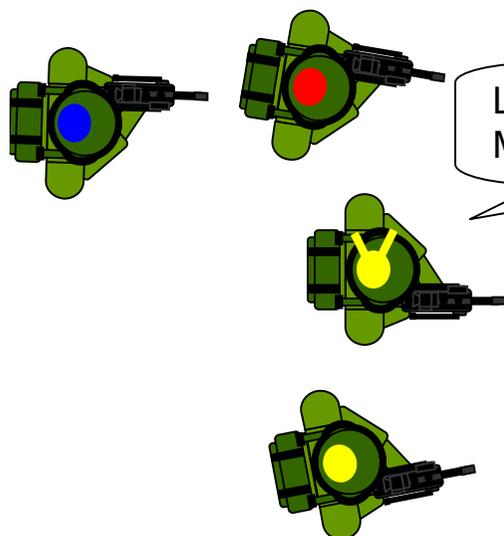
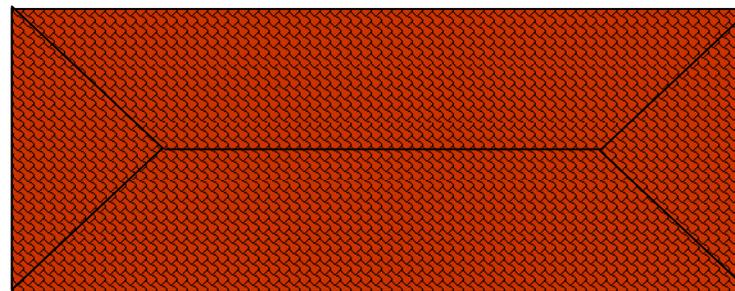
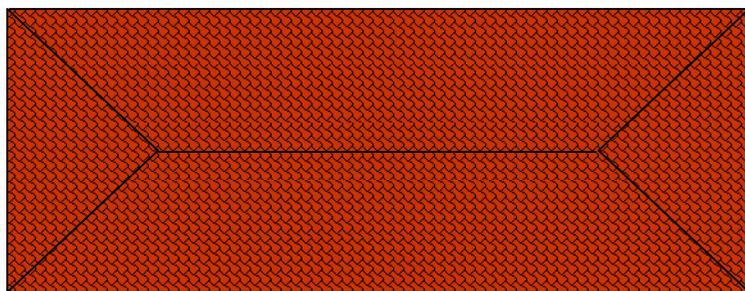
**NB:** LE CHEF DU TRINÔME COMMUNIQUE A LA VOIE, ET AU GESTE POUR BIEN SE FAIRE COMPRENDRE

# NEUTRALISER

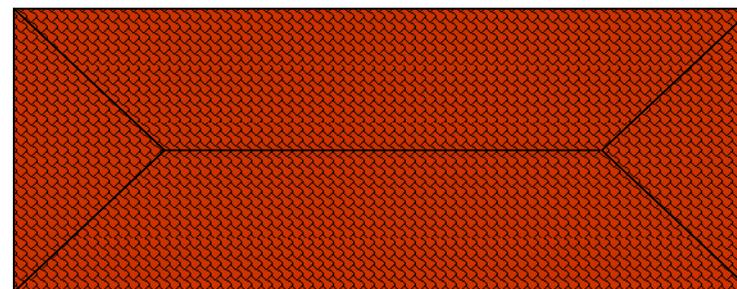
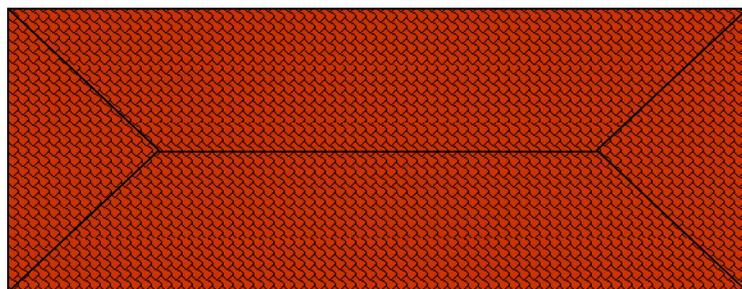
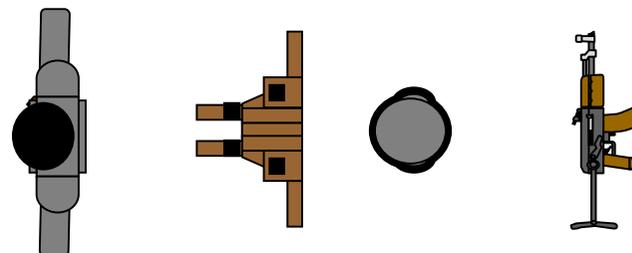


**NB:** LE CHEF DU TRINÔME COMMUNIQUE A LA VOIE, ET AU GESTE POUR BIEN SE FAIRE COMPRENDRE

# NEUTRALISER

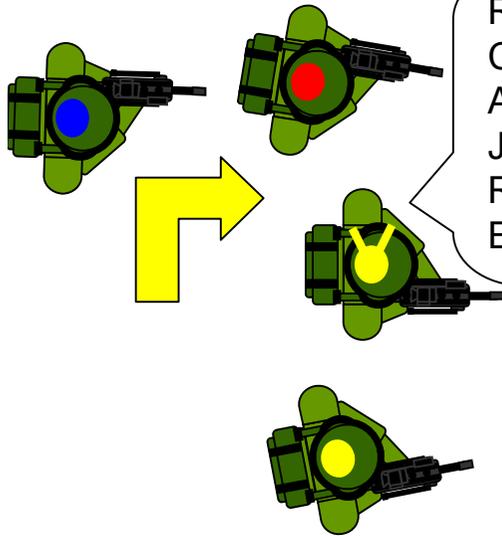
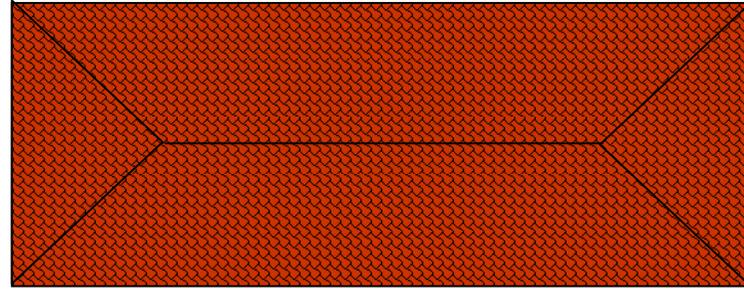
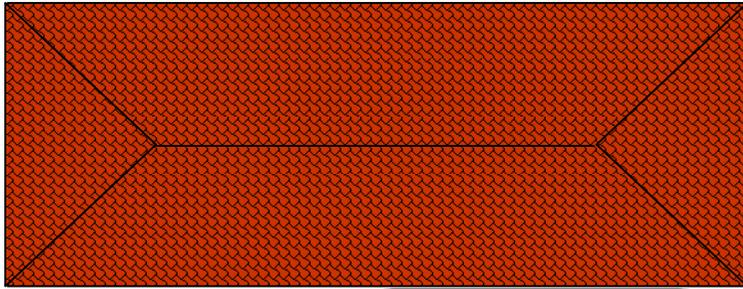


LES GENOUX A TERRE  
MAINS SUR LA TETE

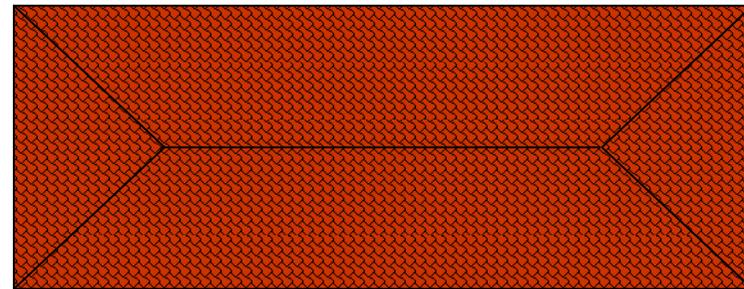
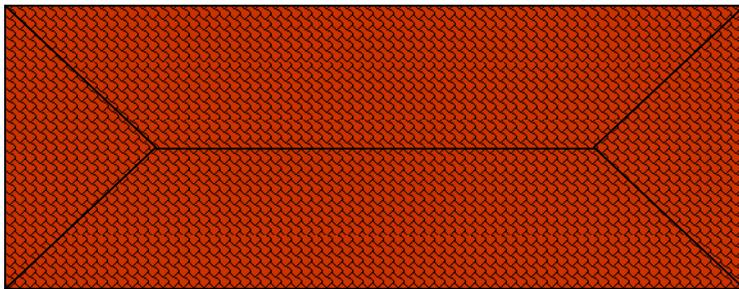
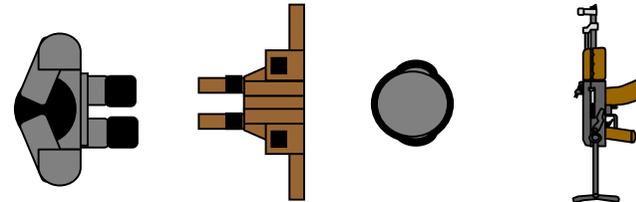


**NB:** LE CHEF DU TRINÔME COMMUNIQUE A LA VOIE, ET AU GESTE POUR BIEN SE FAIRE COMPRENDRE

# NEUTRALISER

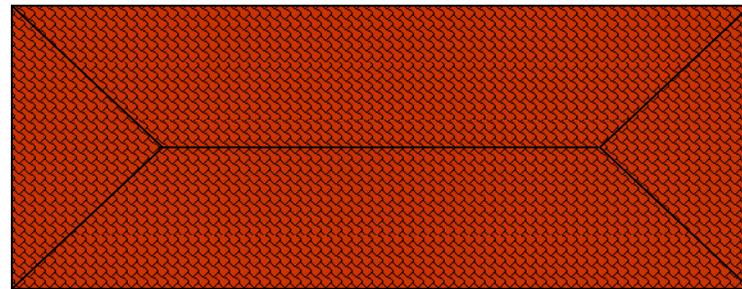
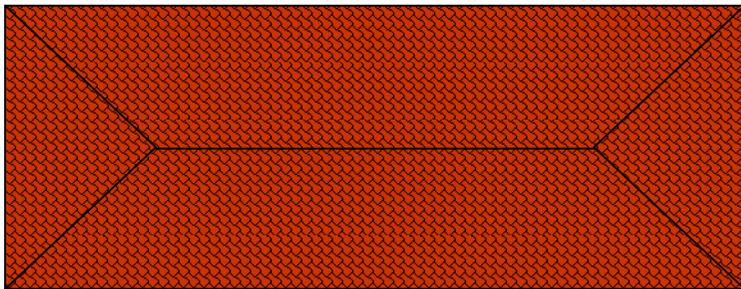
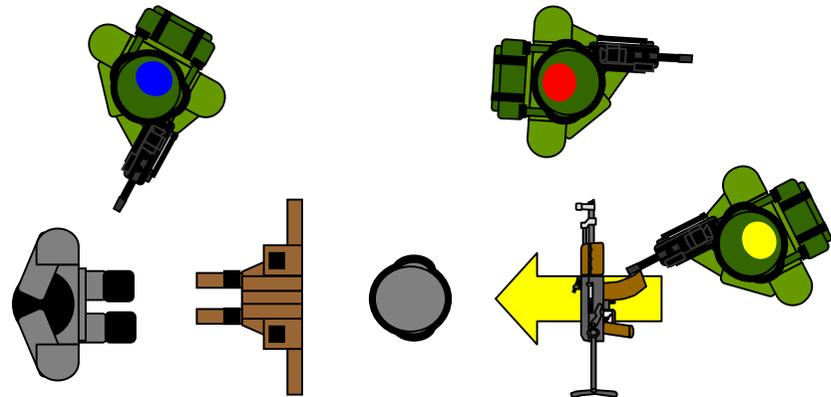
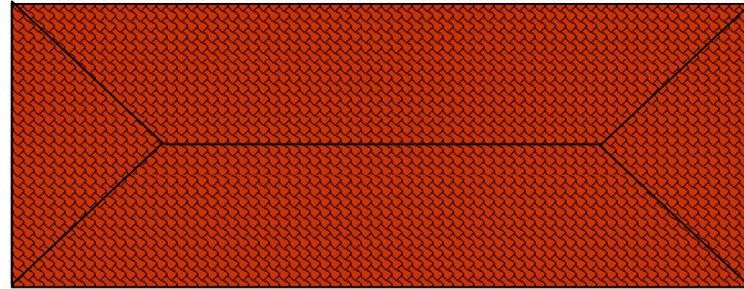
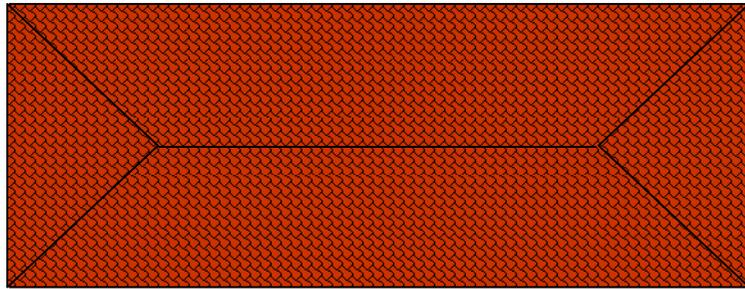


ROUGE TU  
COUVRE, BLEU TU  
APPUIE  
JAUNE TU  
RAMASSES LES  
EQUIPEMENTS



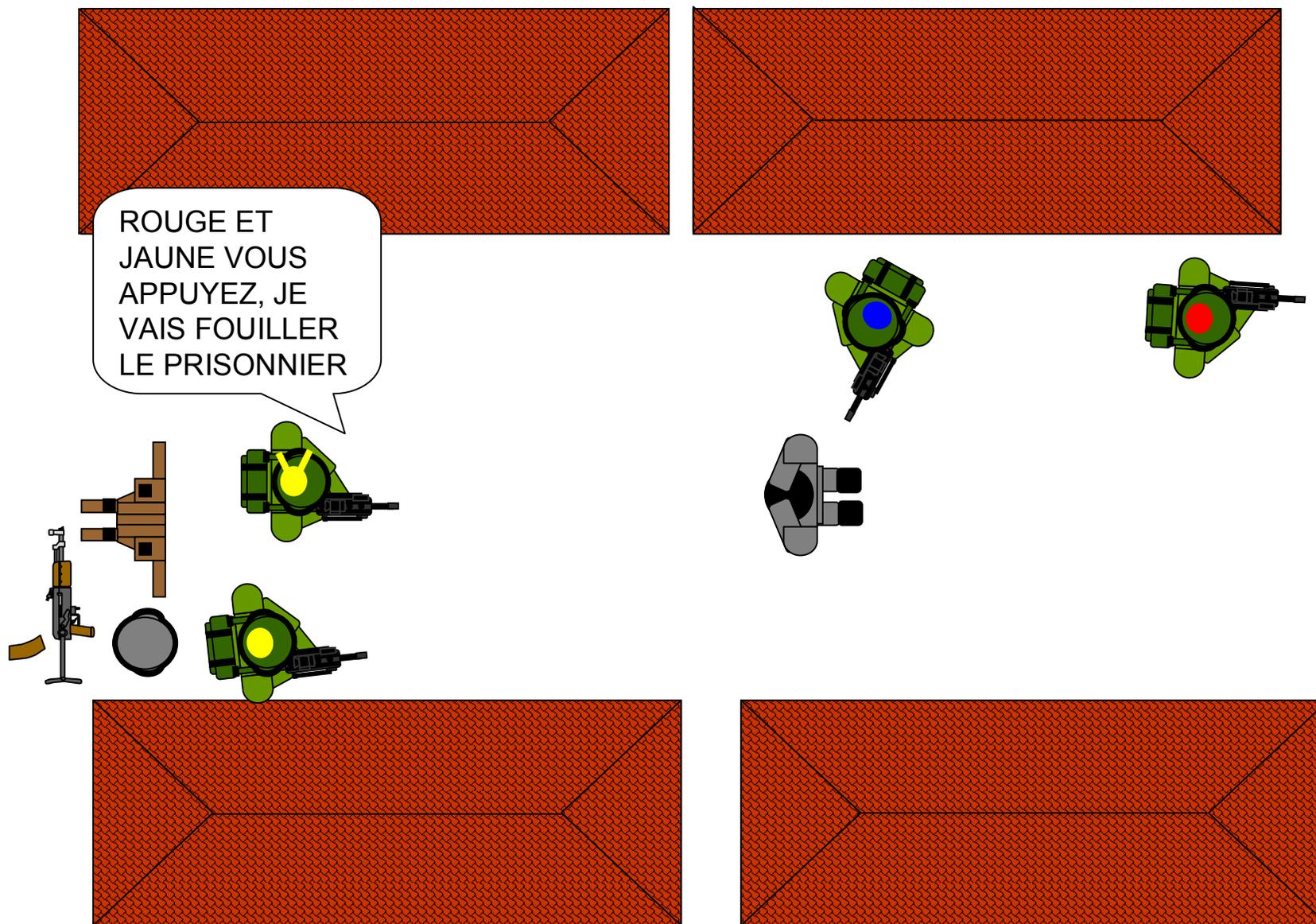
**NB**: LE CHEF DU TRINÔME DONNE ENSUITE SES ORDRES POUR LA FOUILLE DU PRISONNIER

# NEUTRALISER



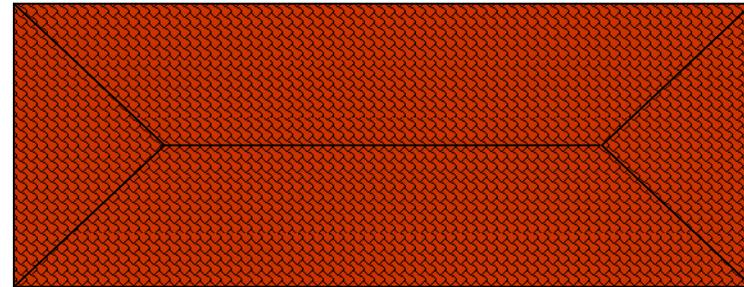
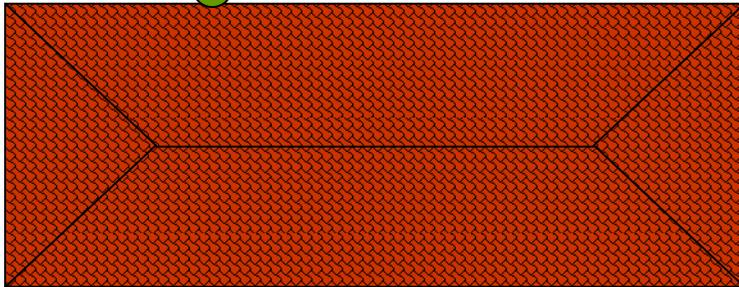
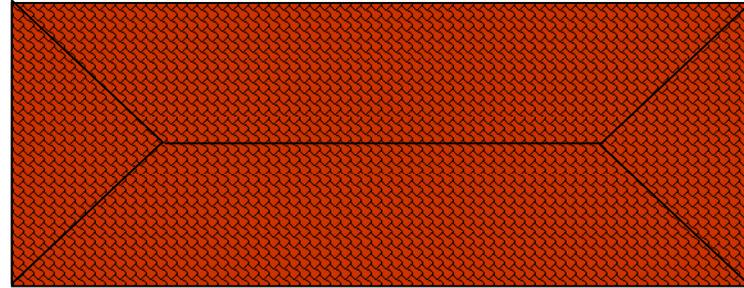
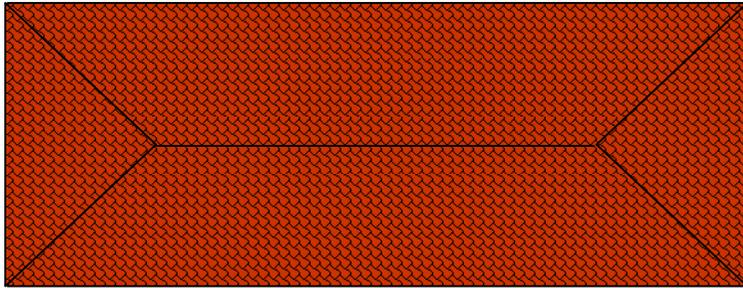
**NB**: LE CHEF DU TRINÔME DONNE ENSUITE SES ORDRES POUR LA FOUILLE DU PRISONNIER

# NEUTRALISER



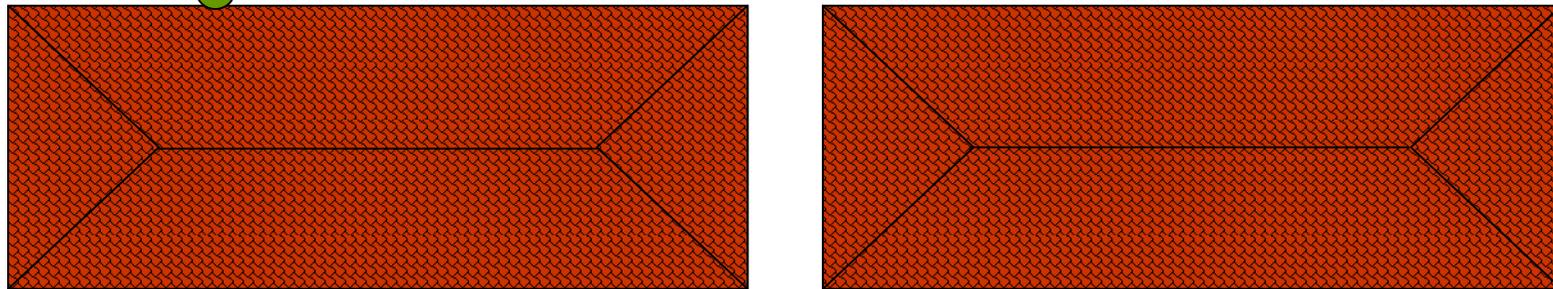
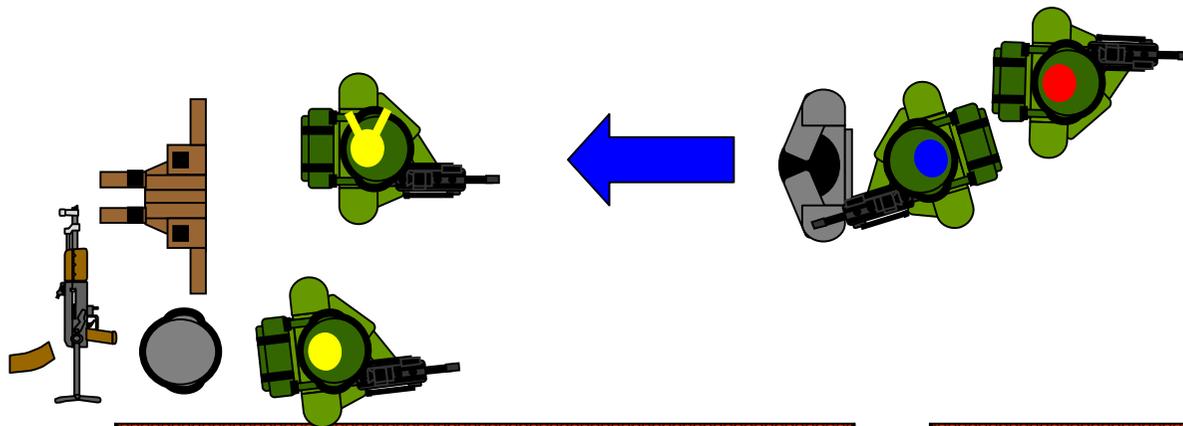
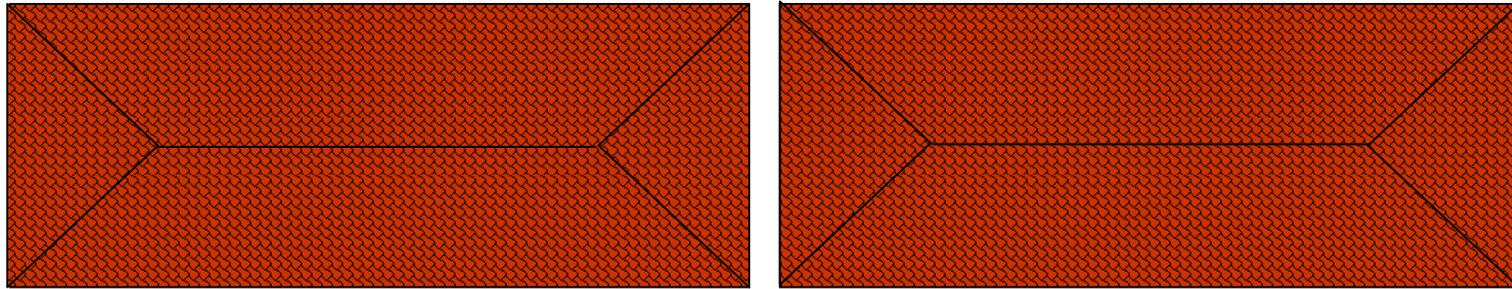
**NB:** JAUNE SECURISE L'ARME AVANT DE LA PAUSER A TERRE, ET REVIENT SE METTRE EN POSITION D'APPUI

# FOUILLER



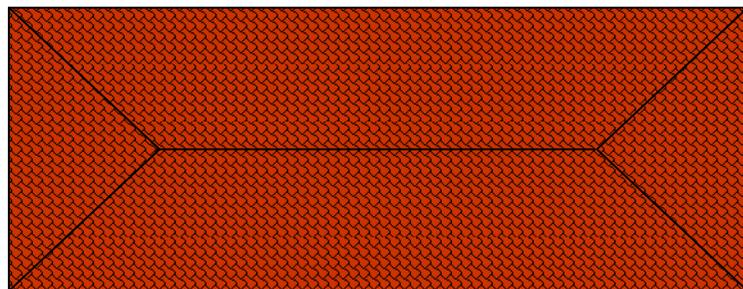
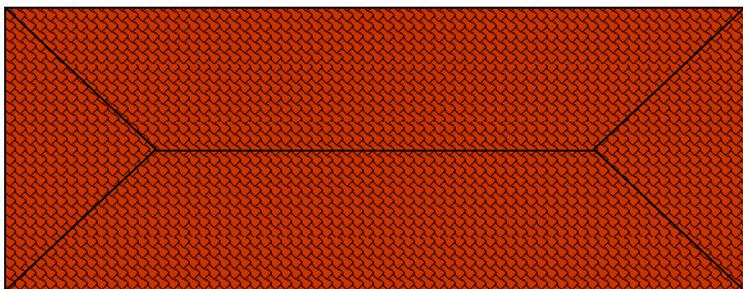
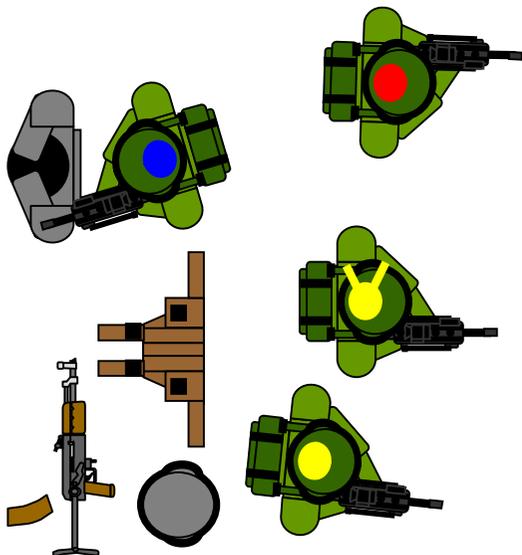
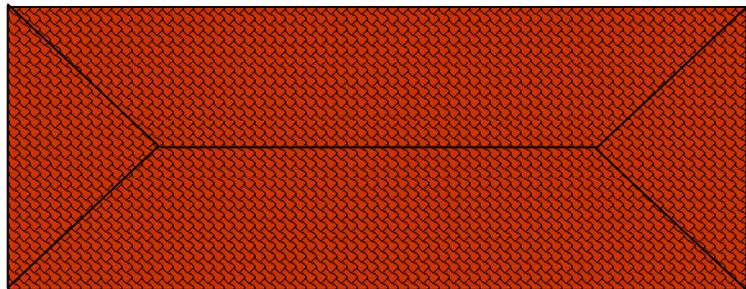
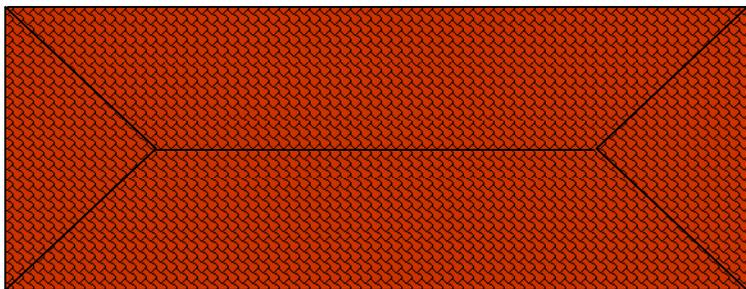
**NB:** BLEU EFFECTUE UNE PALPATION DU PRISONNIER, SOIT A PARTIR DE LA POSITION A GENOU, SOIT EN COUCHANT LE PRISONNIER

# CONDITIONNER



**NB**: LE PRISONNIER EST EMMENER A L'ARRIERE PAR LE TRINÔME

# RENDRE COMPTE



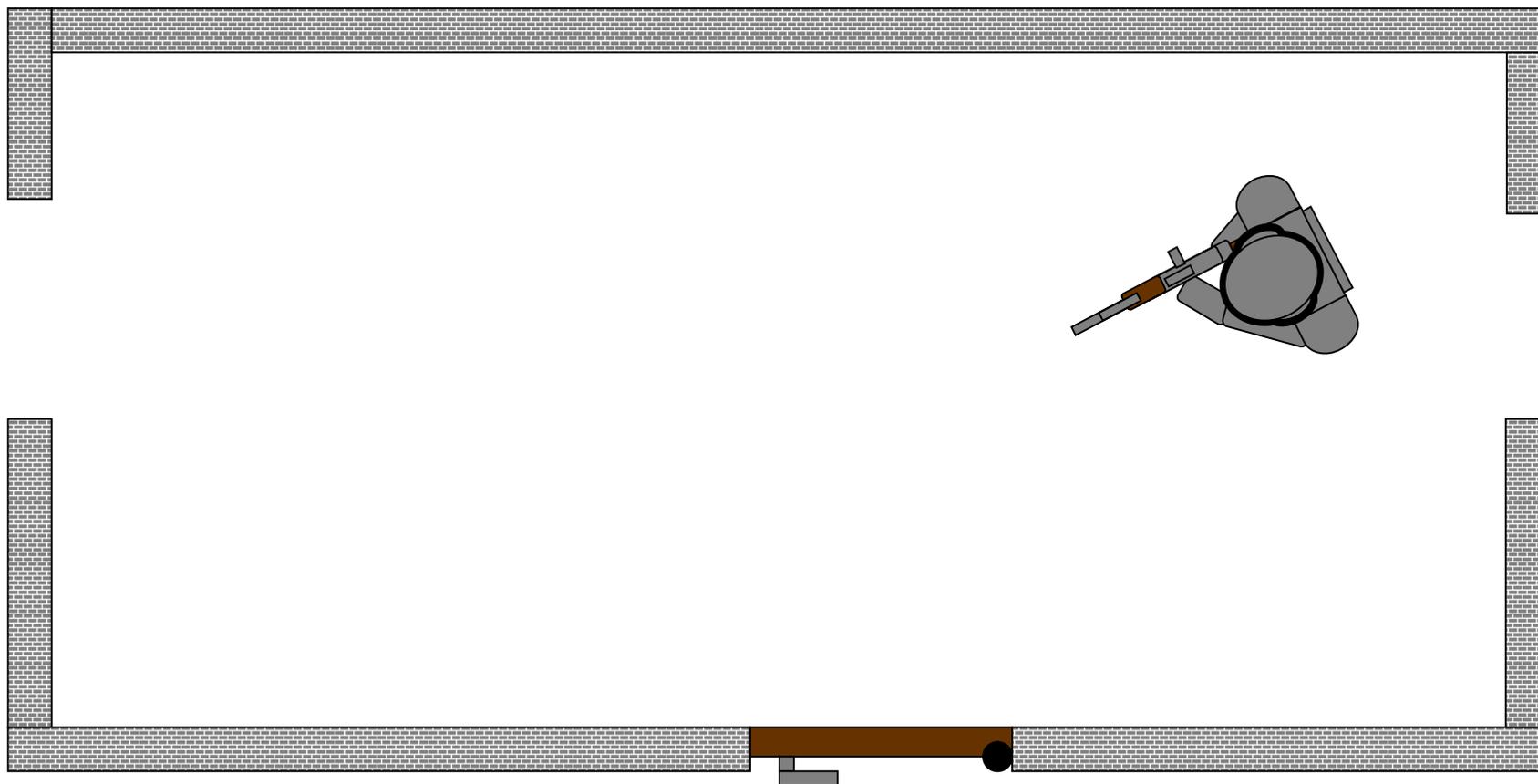
**NB:** LE CHEF D'ETRINÔME REND COMPTE DES CIRCONSTANCES DE LA CAPTURE ET DES EFFETS TROUVES SUR LE PRISONNIER

***PRISONNIER OU CIVIL***

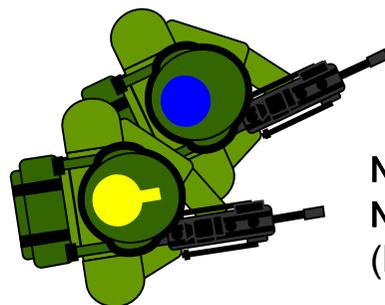
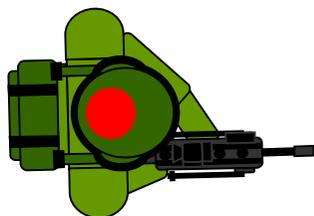
***DANS UNE PIECE***

***MISSION : RECONNAITRE***

# ABORDER



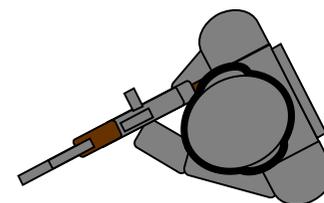
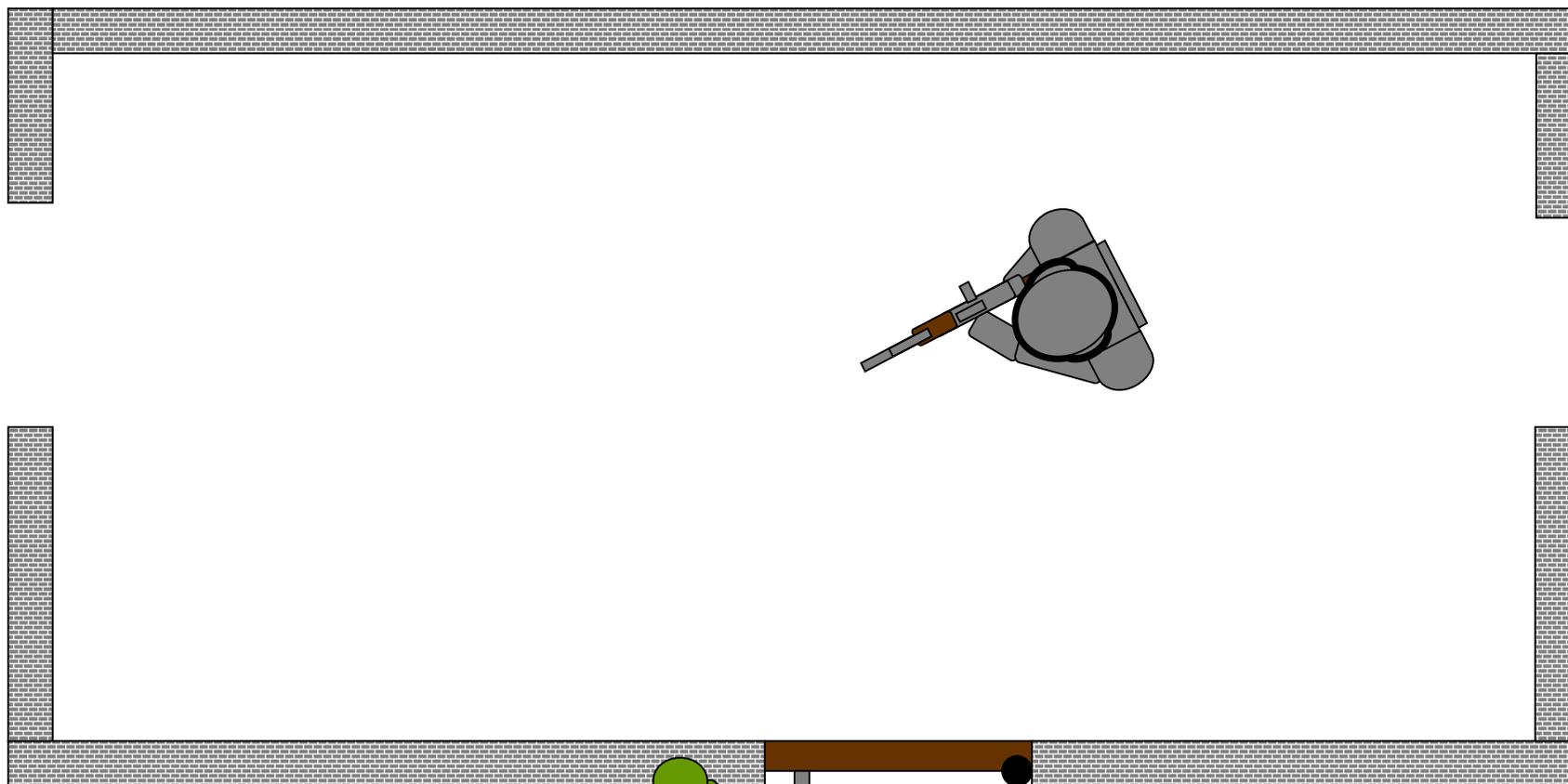
N° 3 : APPUIE



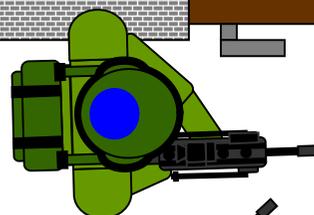
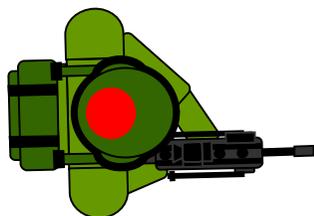
N° 1 et 2 : ABORDENT L'OUVERTURE

N° 1 : ANALYSE L'OUVERTURE  
(PIEGES, SENS D'OUVERTURE, MARCHE...)

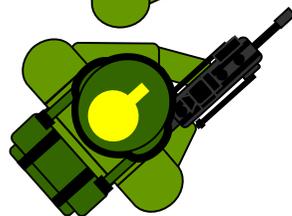
# ABORDER



N° 3 : APPUIE

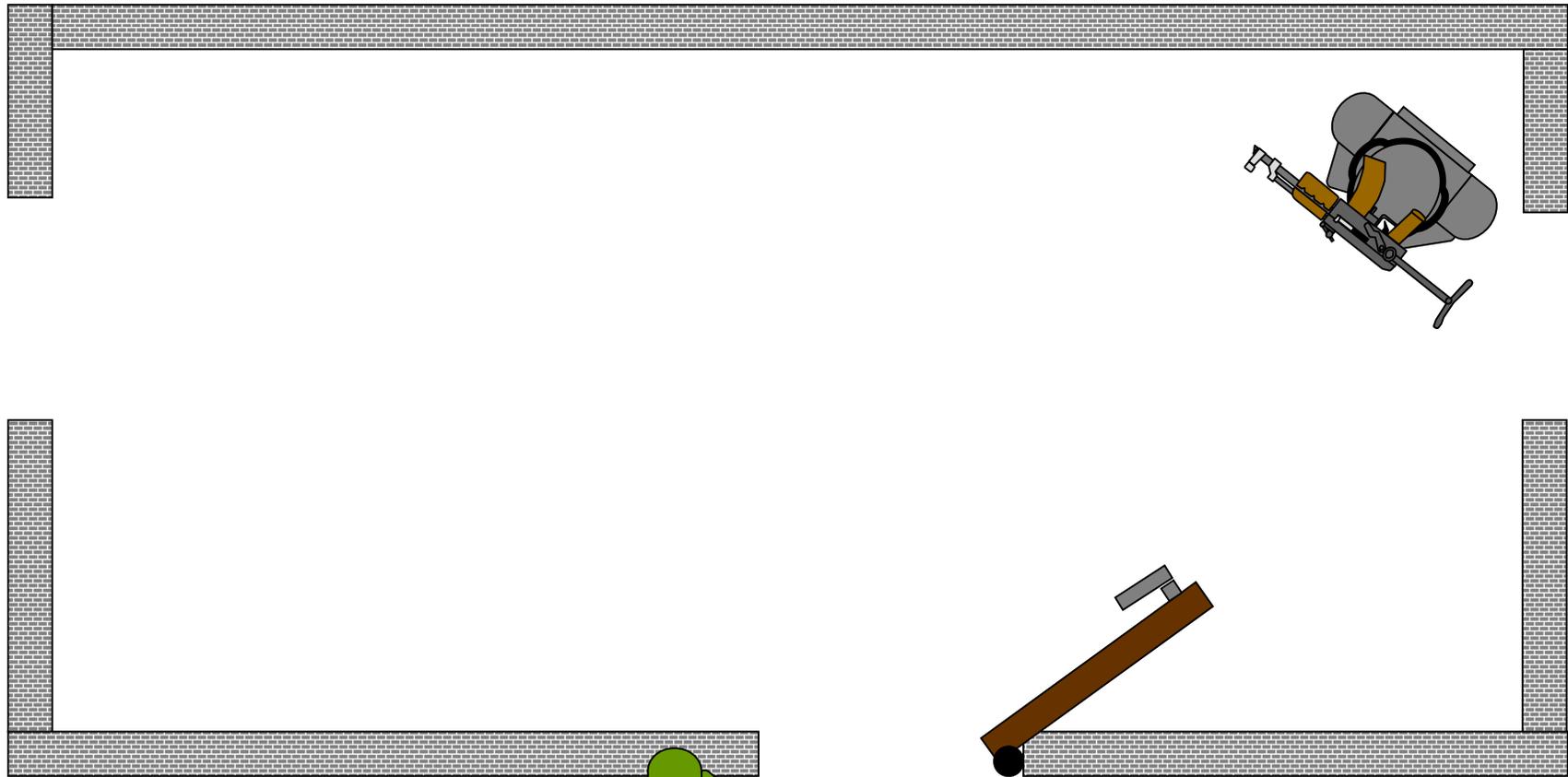


N° 1 : TESTE LE SYSTEME D'OUVERTURE

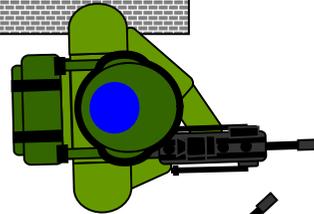
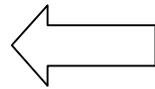
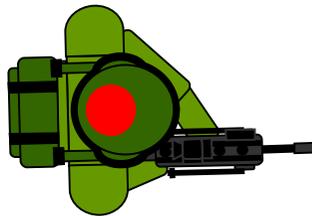


N° 2 : FAIT UNE OUVERTURE D'ANGLE  
ET APPUIE N° 1

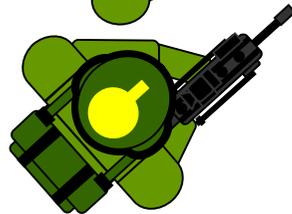
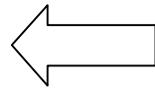
# PREPARER



N° 3 : APPUIE

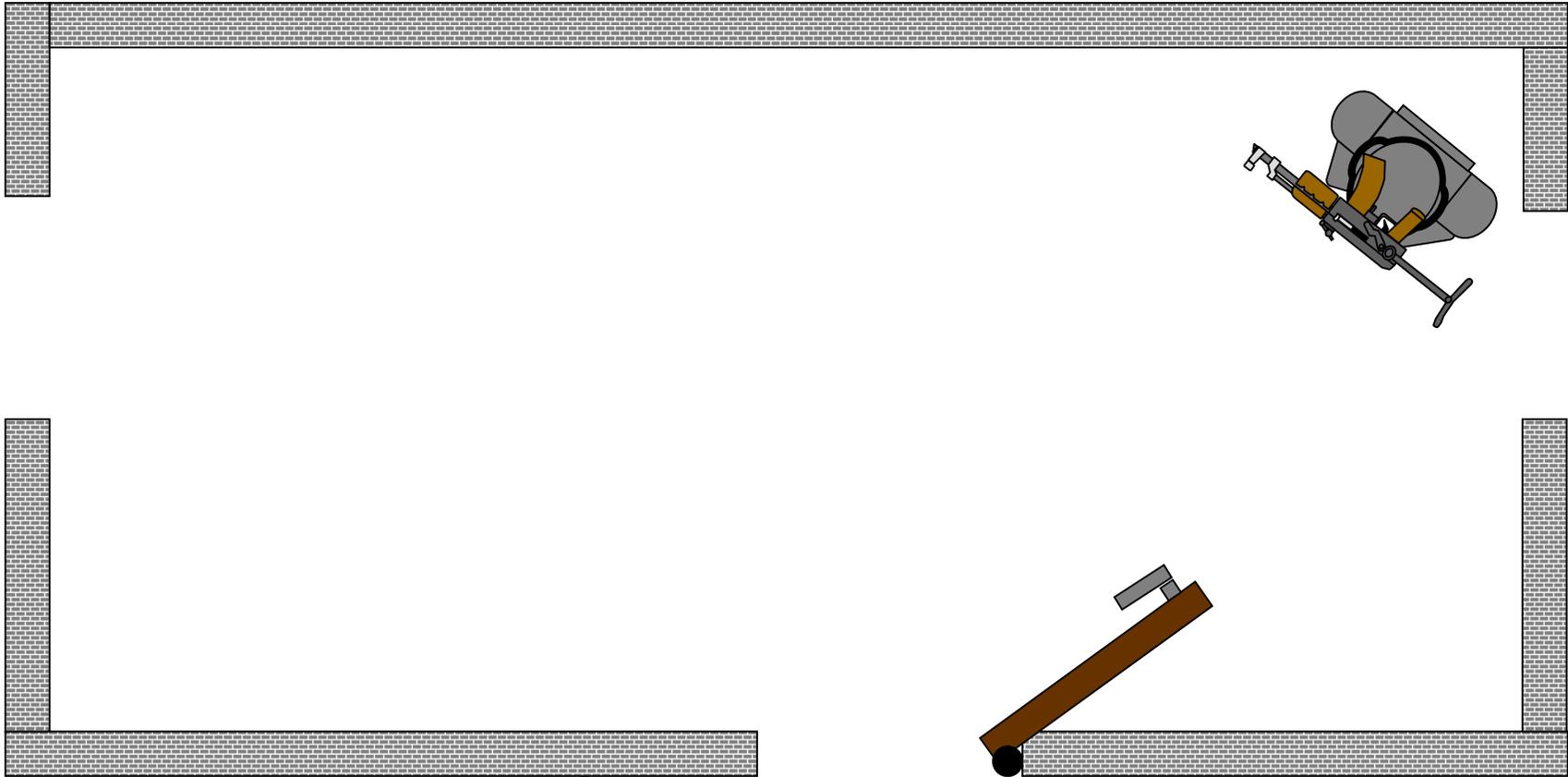


N° 1 : OUVRE LA PORTE

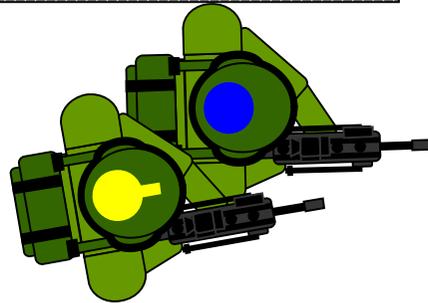
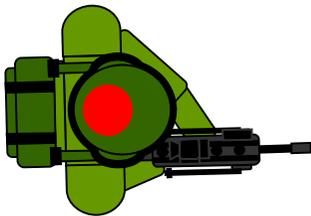


N° 2 : FAIT UNE OUVERTURE D' ANGLE  
ET APPUIE N° 1

# PREPARER

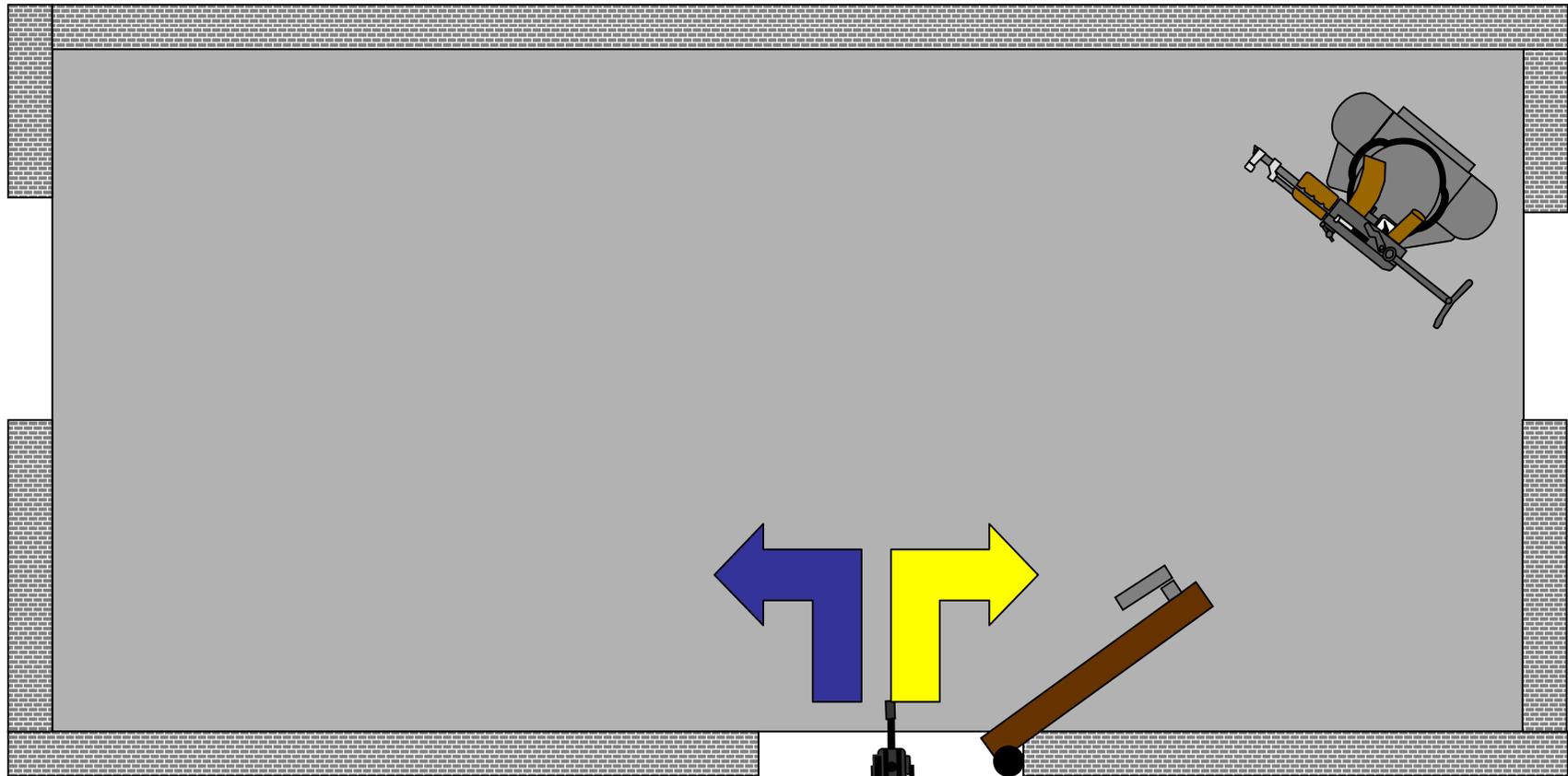


N° 3 : APPUIE

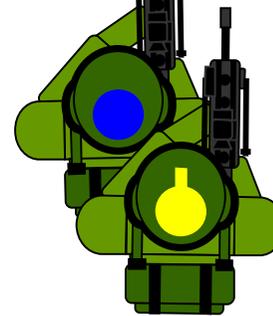
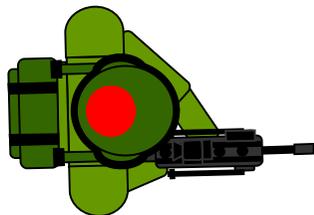


N° 1 et 2 : SE PREPARENT A RENTRER  
ET COMPTENT

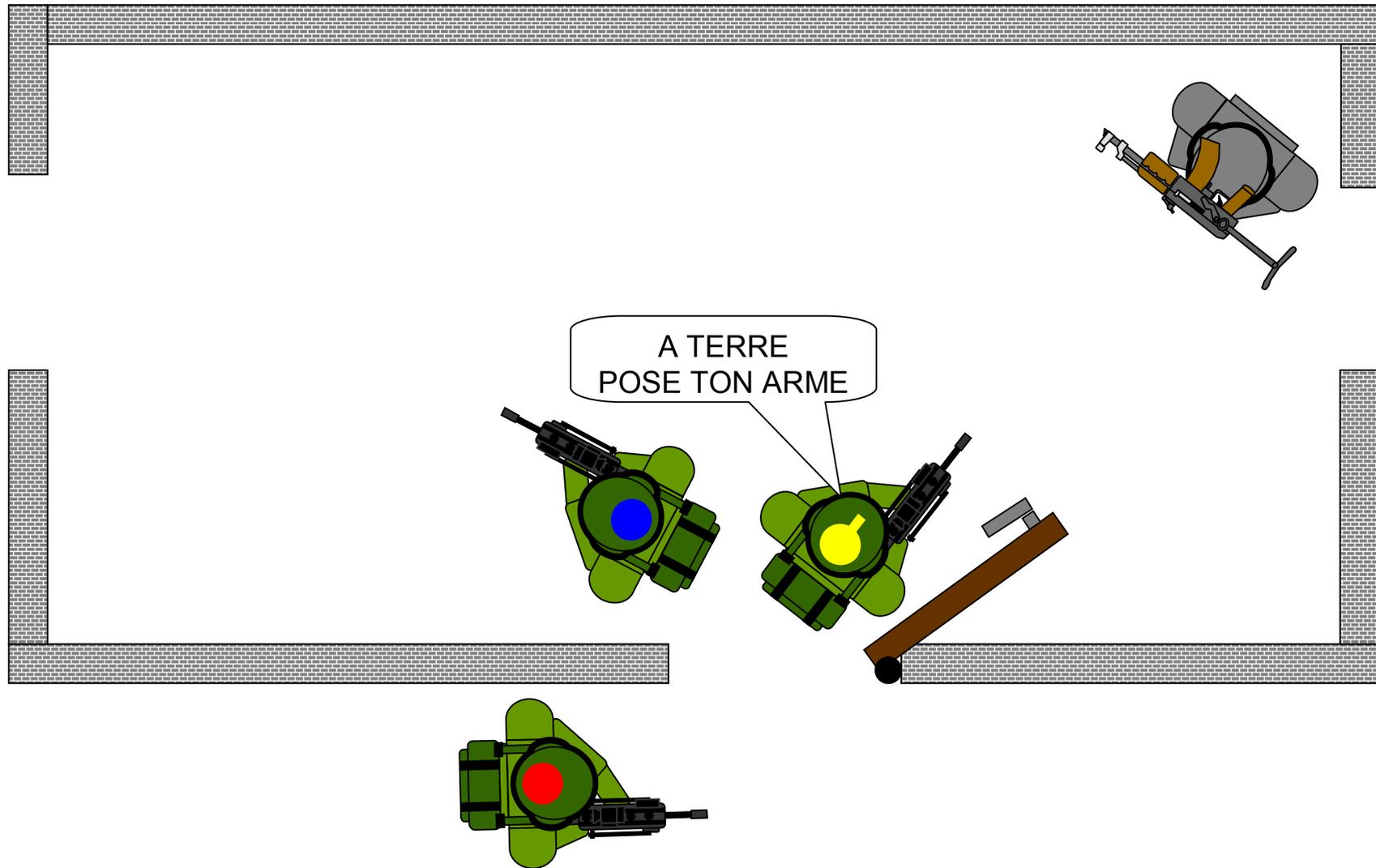
# ABORDER



N° 3 : APPUIE



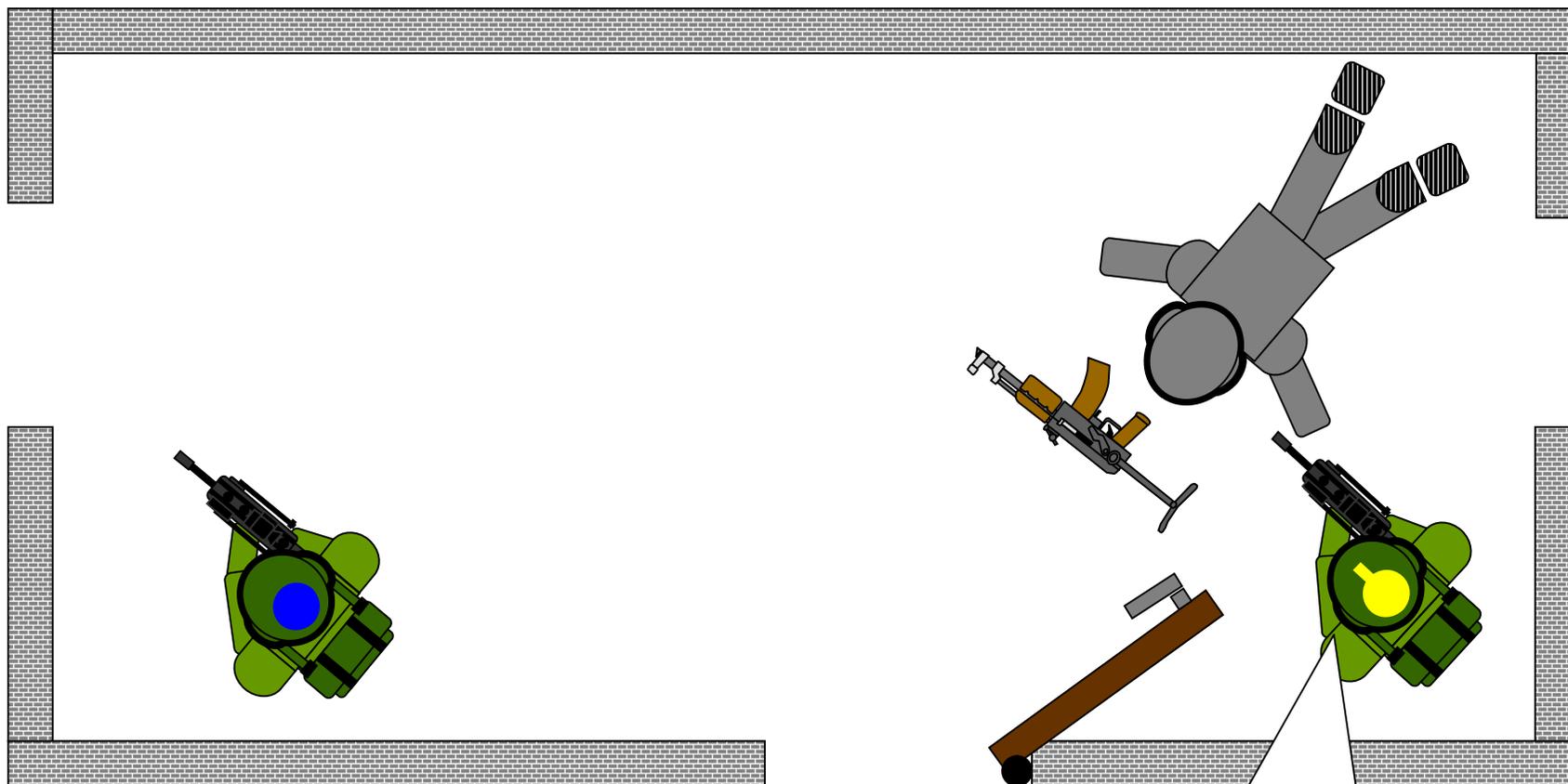
# ABORDER



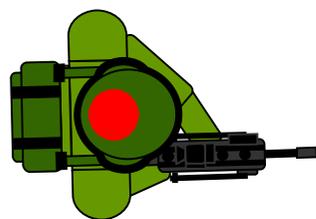
N° 3 : APPUIE

**NB** : LES DEUX COMBATTANTS NE DOIVENT PAS SE FOCALISER SUR LE PRISONNIER  
LA MISSION PRIME SUR LA CAPTURE.

# NEUTRALISER

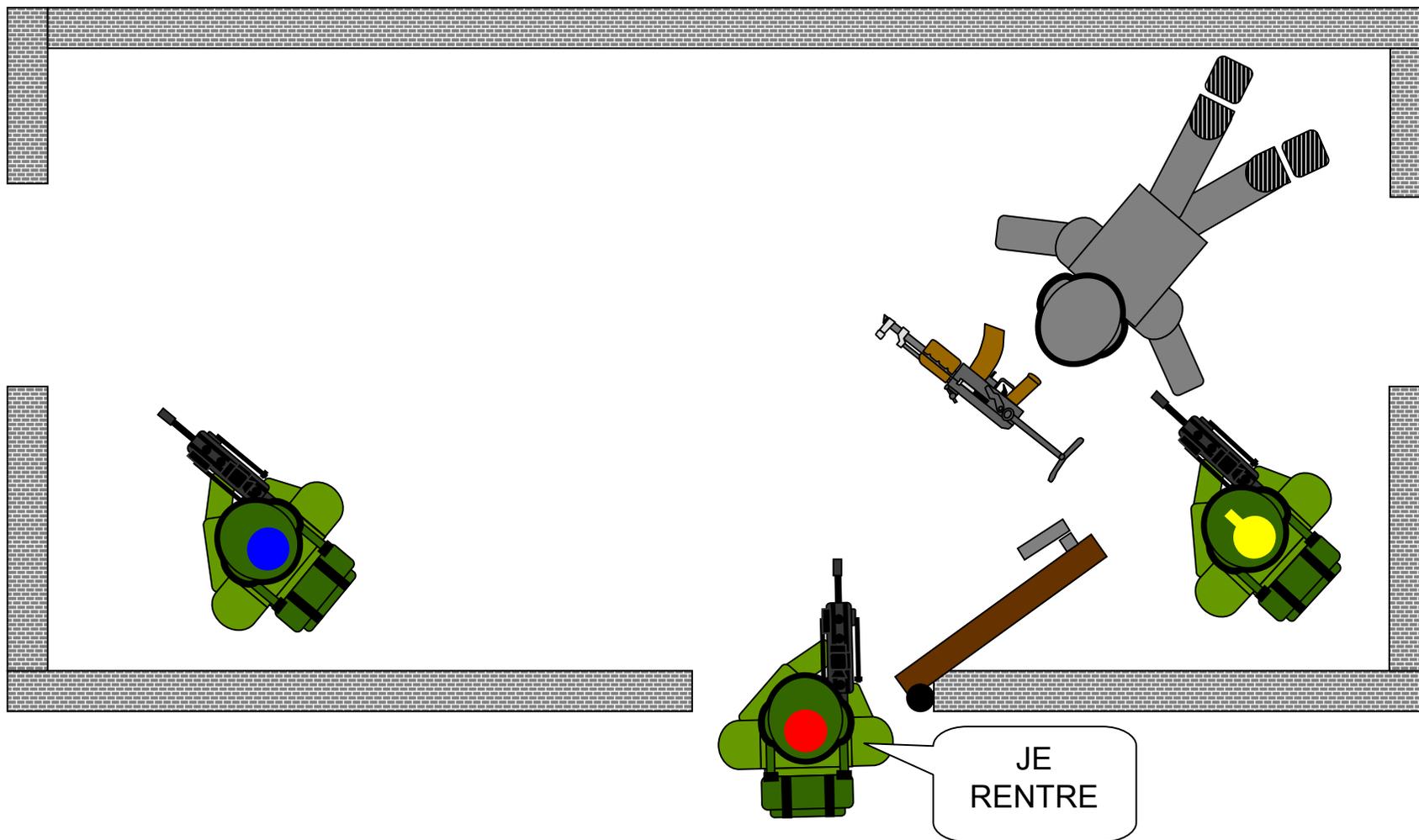


**ROUGE**  
A DROITE  
MISSION : FOUILLER LE  
PRISONNIER

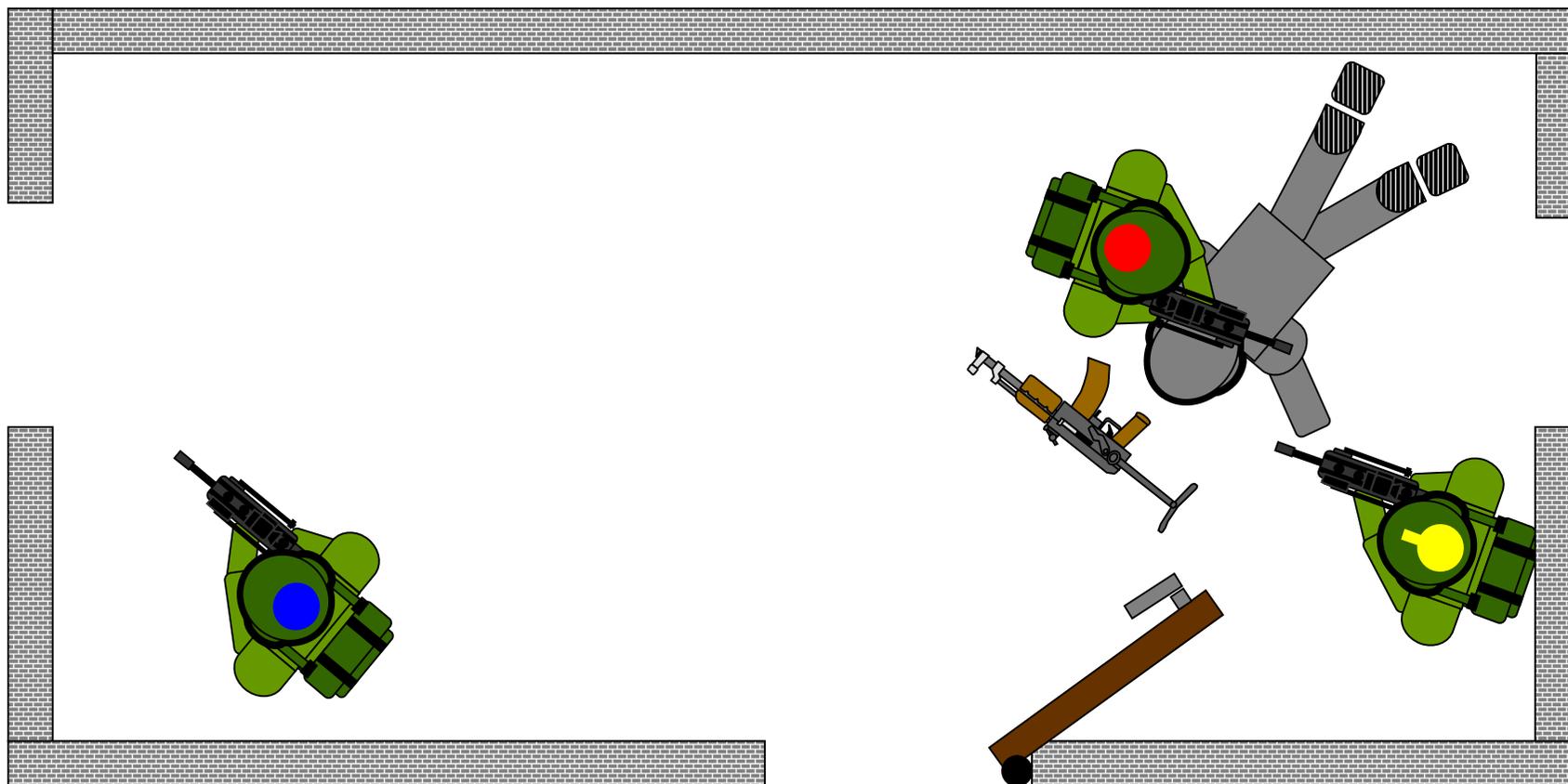


N° 3 : APPUIE

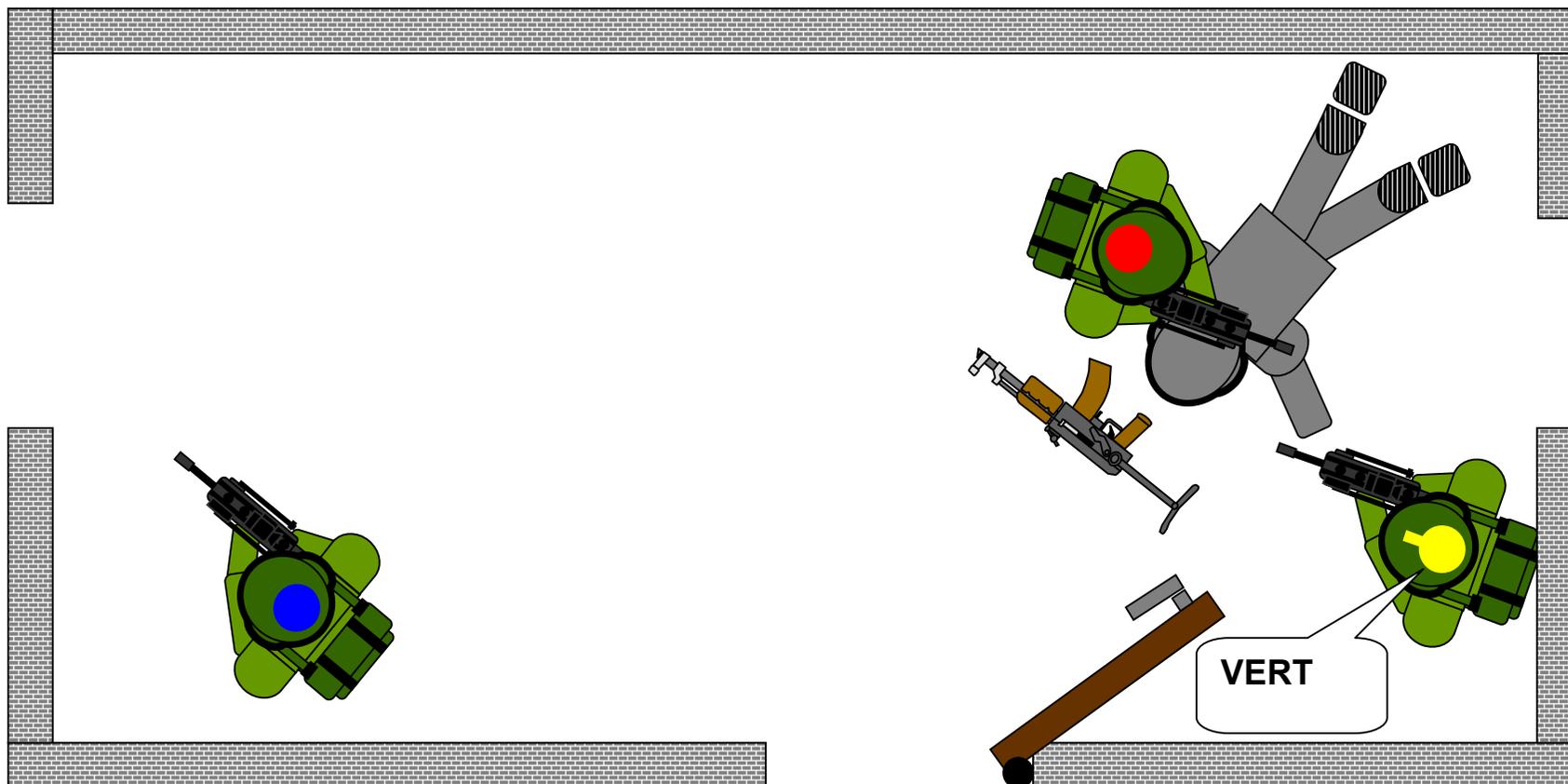
# NEUTRALISER



# NEUTRALISER



# RENDRE COMPTE



**NB** : UNE FOIS LA MISSION DE RECONNAISSANCE TERMINEE, LE PRISONNIER SERA DESEQUIPE, FOUILLE ET EVACUE VERS L'ARRIERE. LE CHEF D'ELEMENT POURRA DECIDER DE FAIRE UN NID DE PRISONNIERS DANS LA PIECE.

**NB** : LA GESTION D'UN CIVIL SE FAIT DE LA MÊME FACON, CELUI-CI ETANT CONSIDERE COMME POTENTIELLEMENT DANGEUREUX TANT QU'IL N'A PAS ETE FOUILLE.