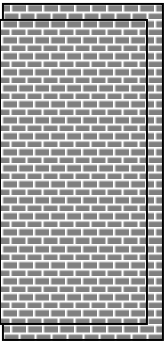
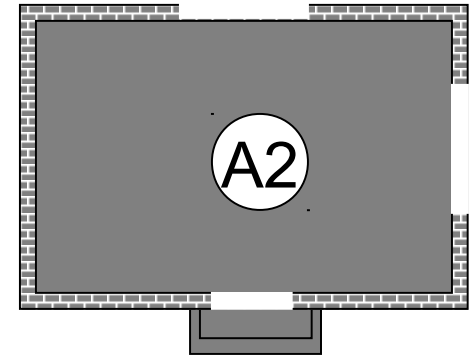
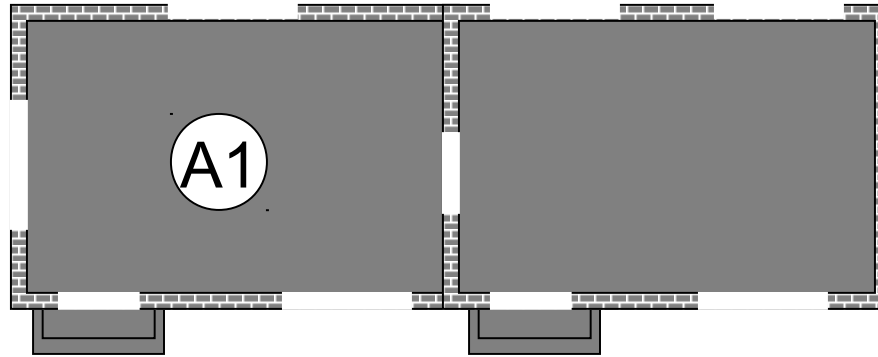
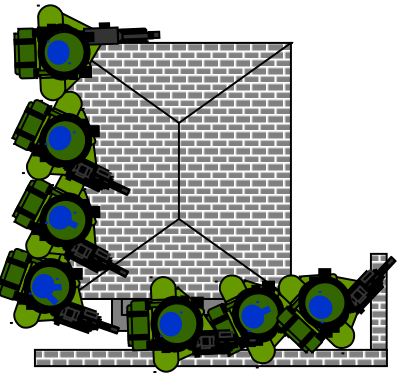
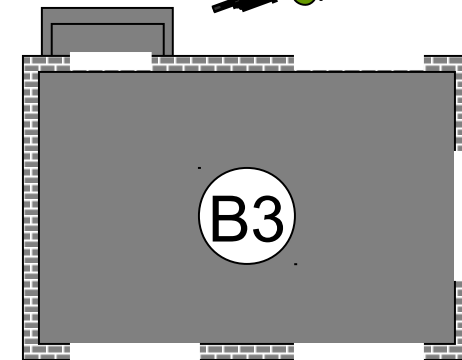
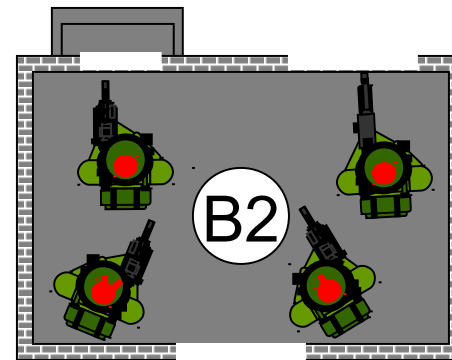
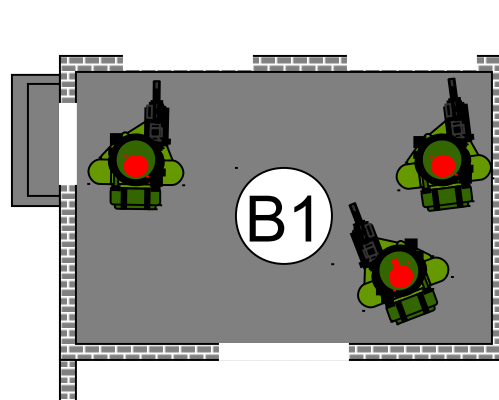
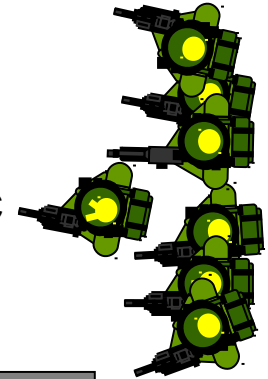


**LE GROUPE**  
**S'EMPARE**  
**D'UNE HABITATION**

# PREPARER

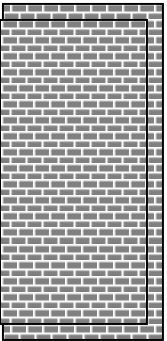
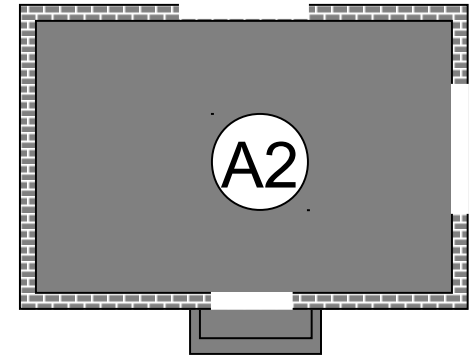
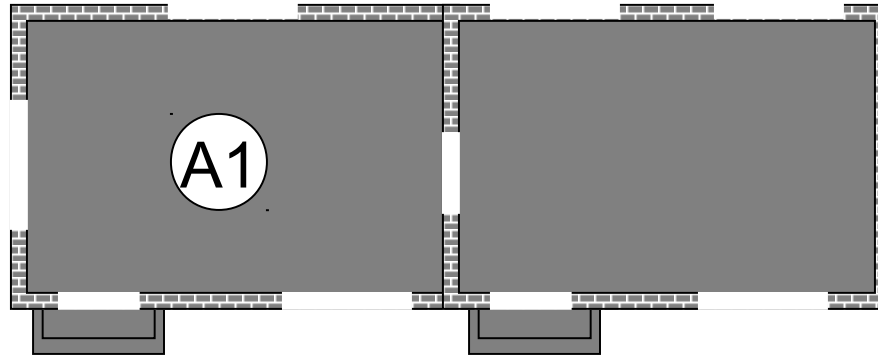
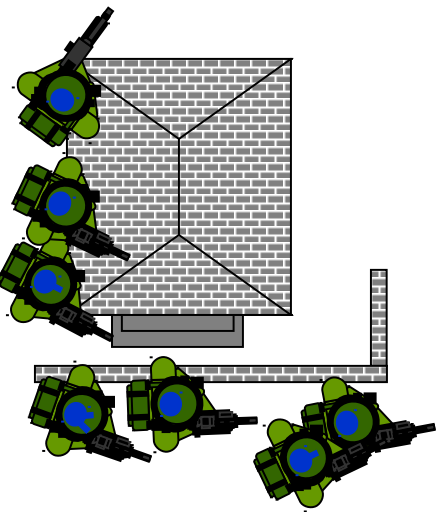


**NB** : GROUPE  
SPECTATEUR AVEC  
L'INSTRUCTEUR

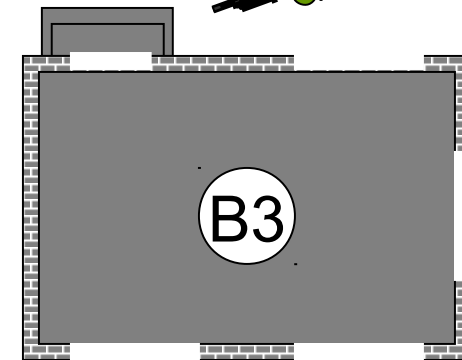
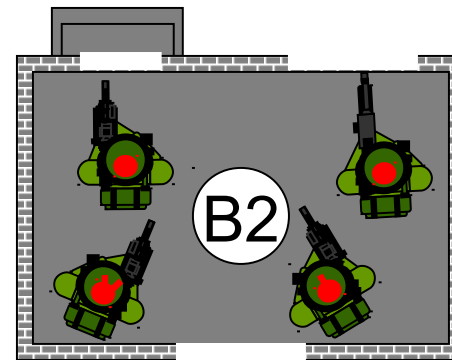
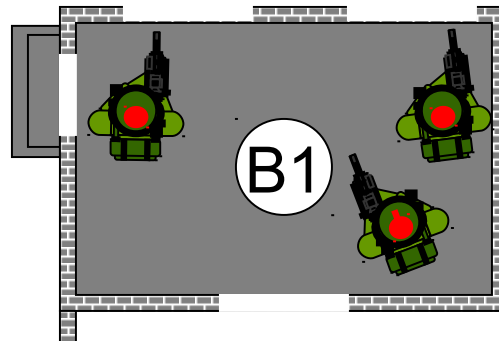
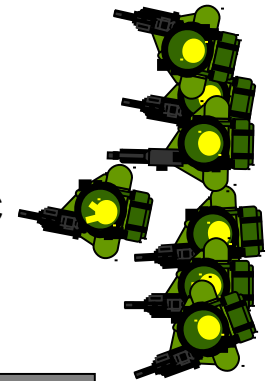


**NB** : UNE FOIS LES RENSEIGNEMENTS RECUEILLIS, LE CHEF DE GROUPE BLEU FAIT UNE MAQUETTE POUR DONNER SES ORDRES (DESSIN A LA CRAIE SUR LES MURS...).  
**CETTE PHASE EST ESSENTIELLE POUR LE BON DEROULEMENT DE LA MISSION.**

# ABORDER

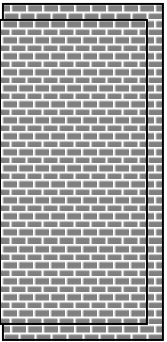
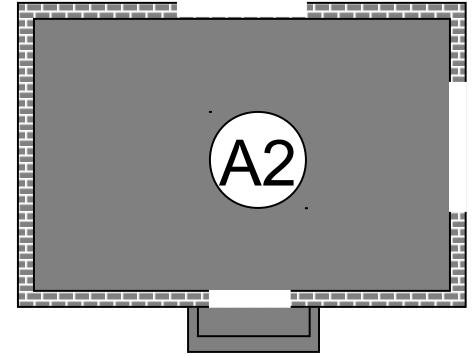
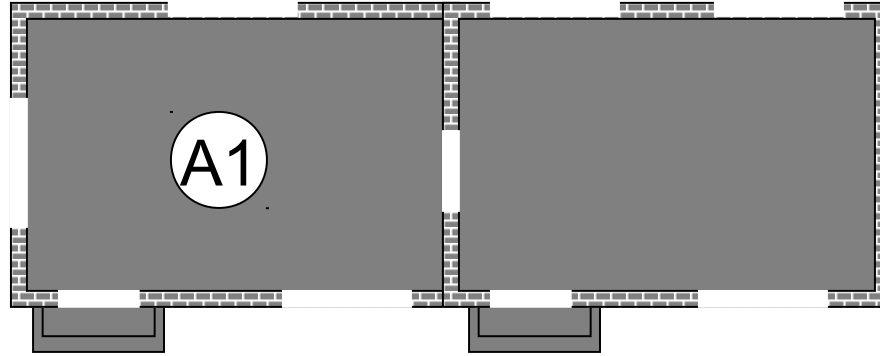
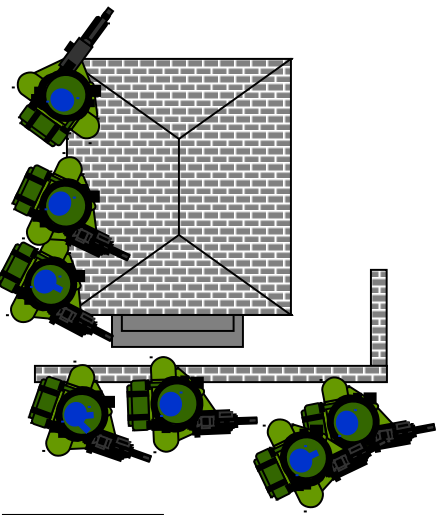


**NB** : GROUPE  
SPECTATEUR AVEC  
L'INSTRUCTEUR

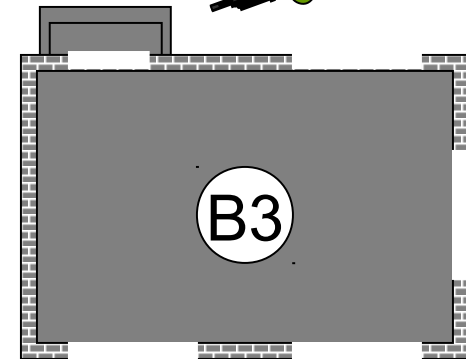
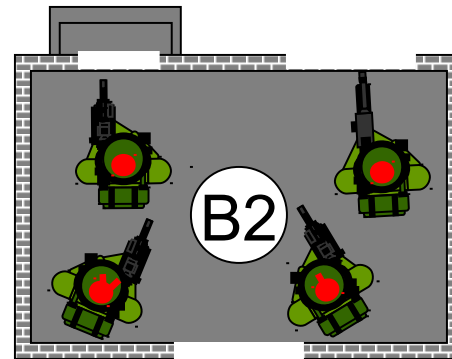
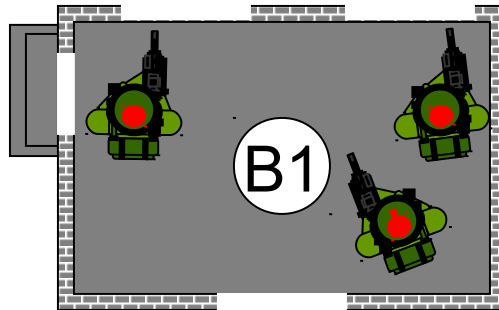
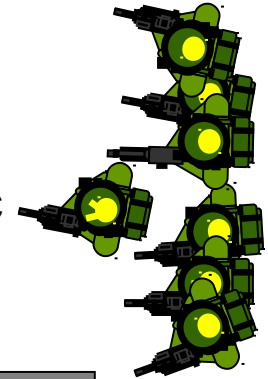


**NB** : LE CHEF DE GROUPE ROUGE DONNE SES ORDRES A L'ELEMENT APPUI (ZMSPCP) EN INSISTANT BIEN SUR LES CONSIGNES DE REPORT ET DE LEVEE DES TIRS, ET SUR LES MOYENS DE COORDINATION.

# ABORDER

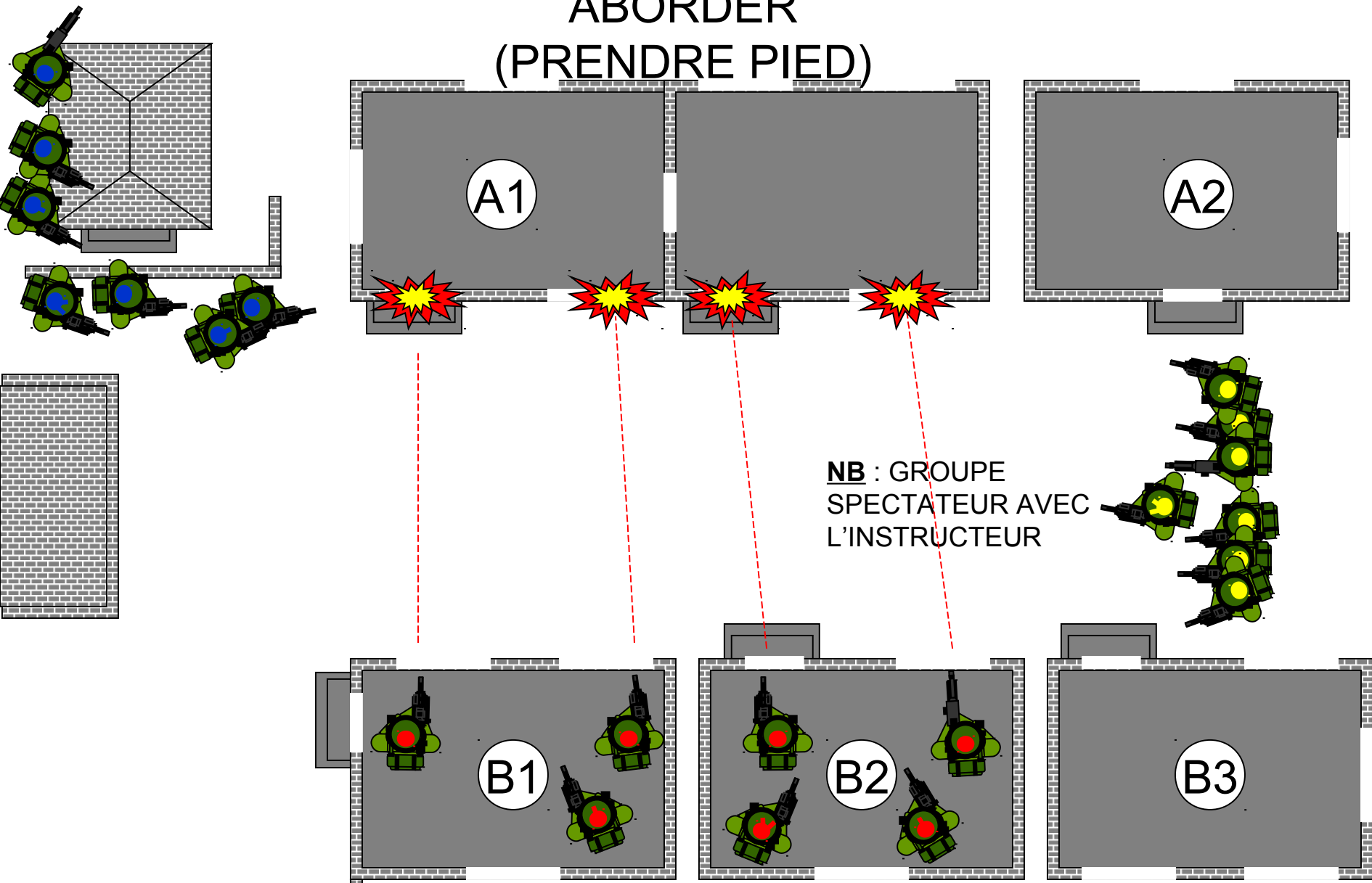


**NB** : GROUPE  
SPECTATEUR AVEC  
L'INSTRUCTEUR



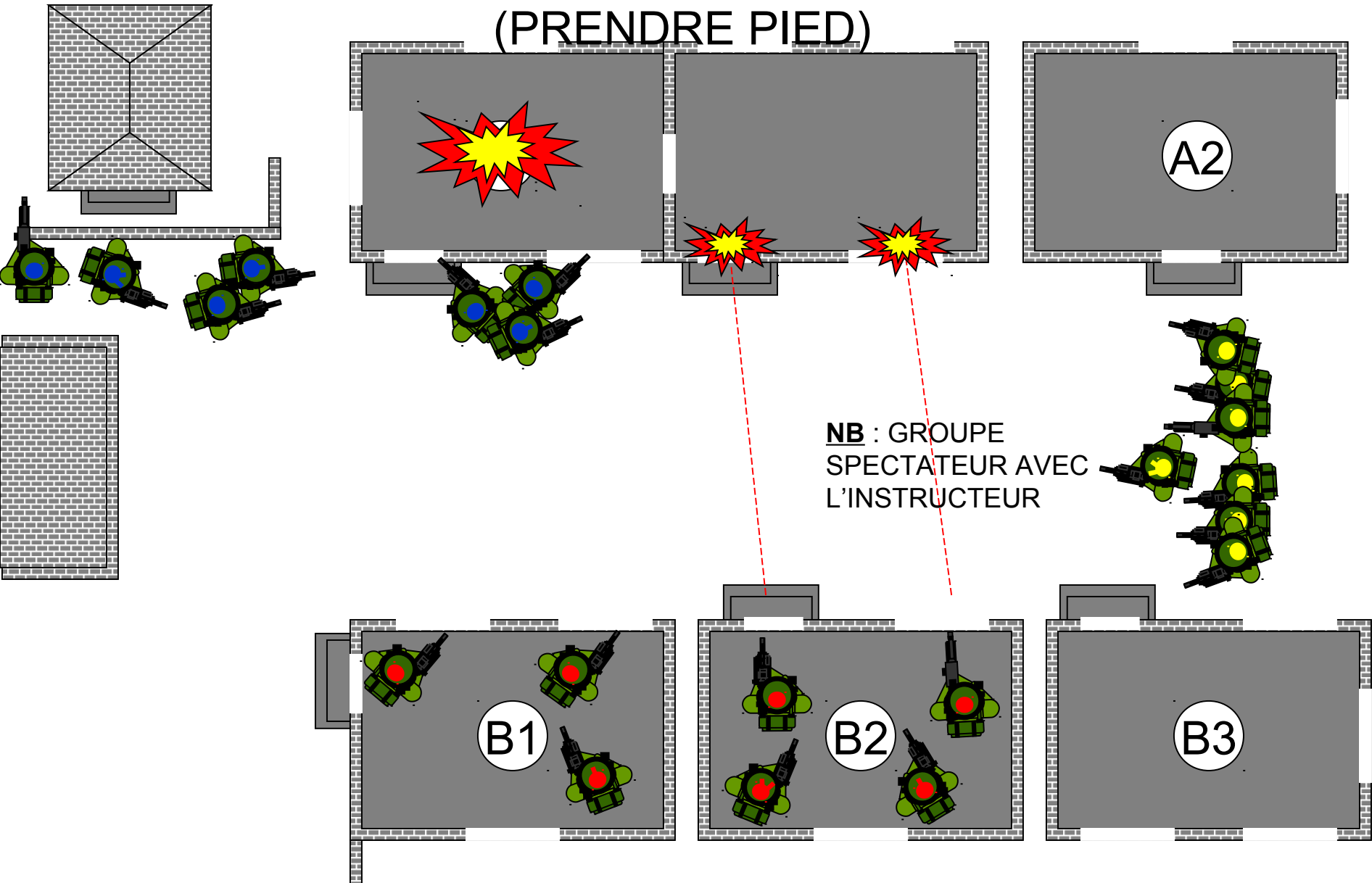
**NB** : LE CHEF DE GROUPE BLEU DONNE ENSUITE SES ORDRES (MOICP) A L'ELEMENT RECONNAISSANCE.

# ABORDER (PRENDRE PIED)



**NB :** 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

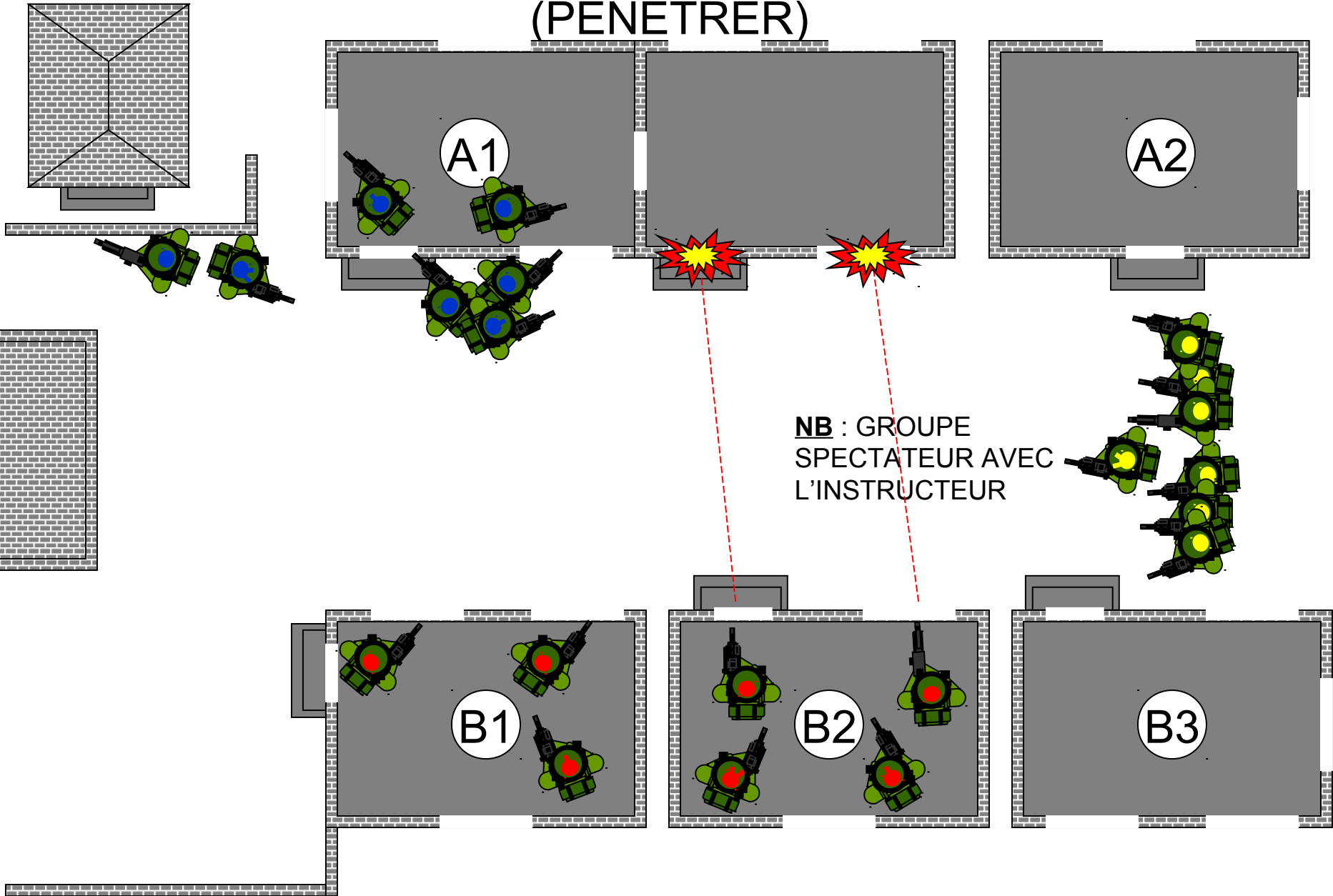
# ABORDER (PRENDRE PIED)



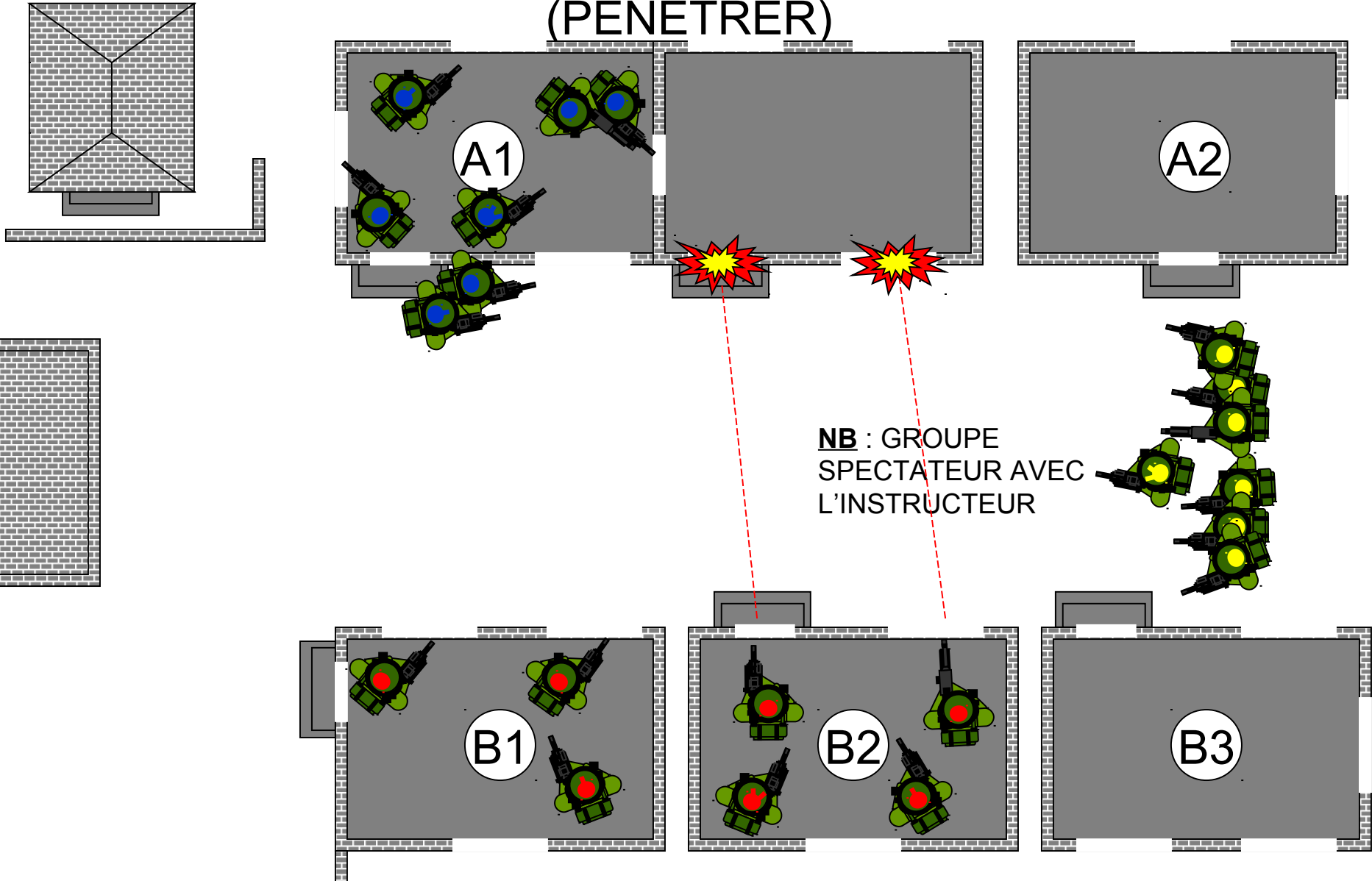
**NB** : GROUPE  
SPECTATEUR AVEC  
L'INSTRUCTEUR

**NB** : LE BINOME DE TETE ANALYSE, TESTE LA PORTE.  
AVANT DE PENETRER, UNE GRENADE SERA SYSTEMATIQUEMENT LANCEE DANS LA PIECE

# COMBATTRE (PENETRER)



# COMBATTRE (PENETRER)

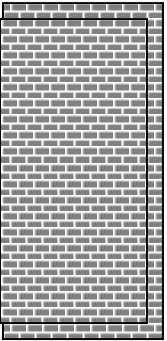
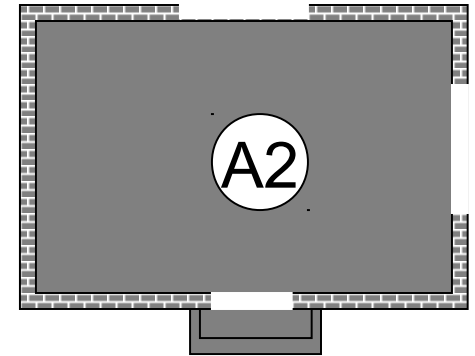
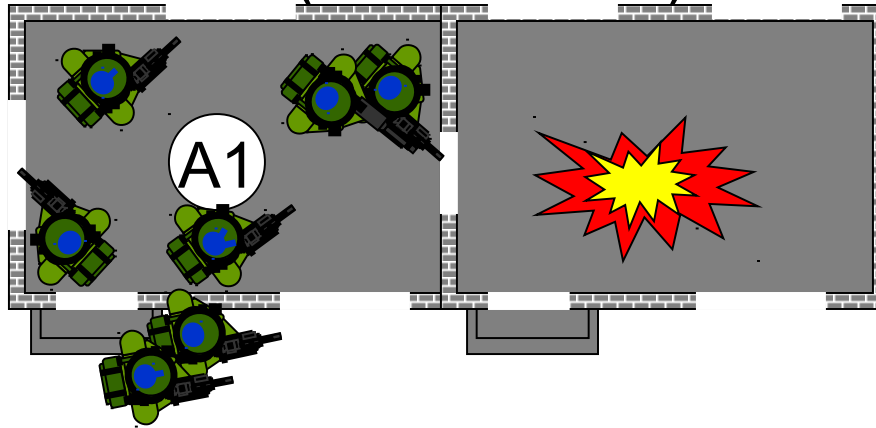
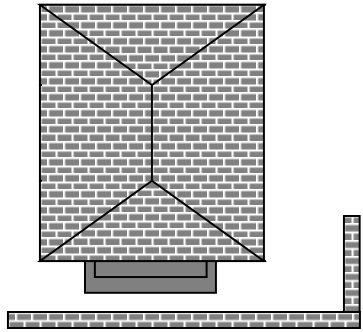


**NB** : LE BINOME DE TETE ANALYSE, TESTE LA PORTE.

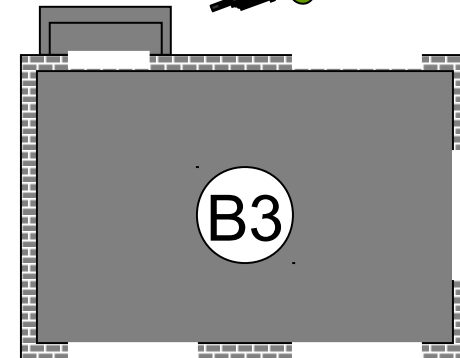
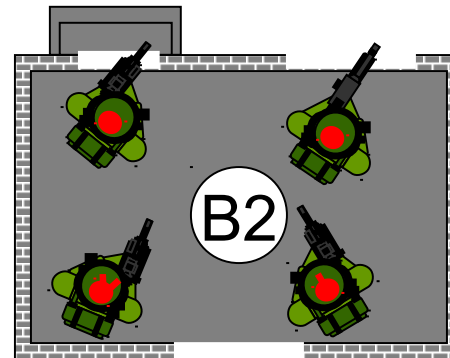
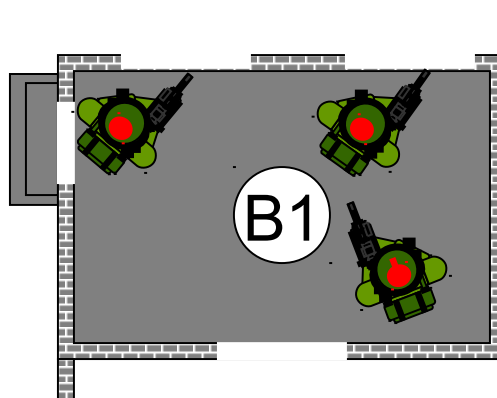
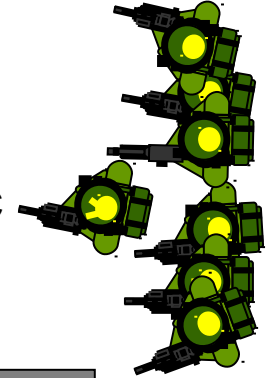
**AVANT DE PENETRER, UNE GRENADE SERA SYSTEMATIQUEMENT LANCEE DANS LA PIECE**



# COMBATTRE (PENETRER)



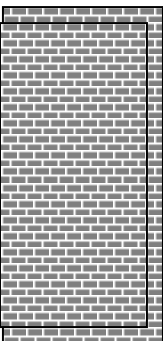
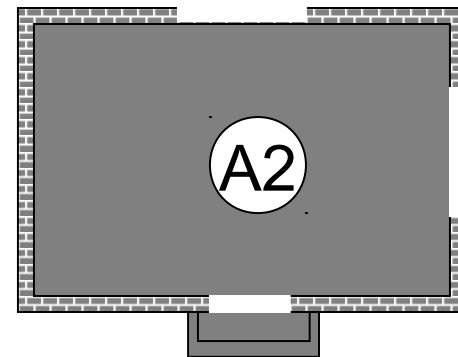
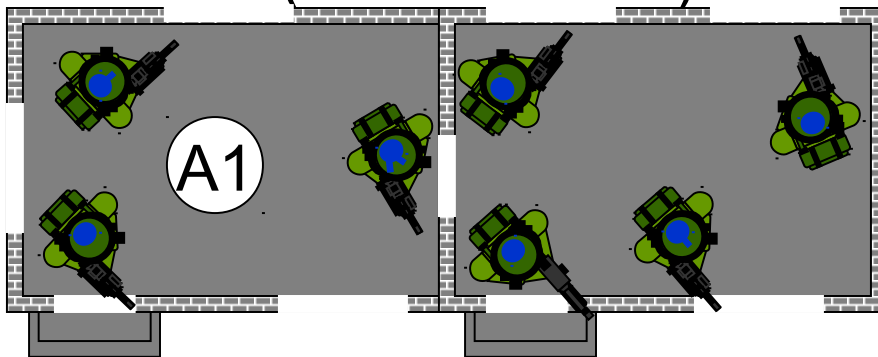
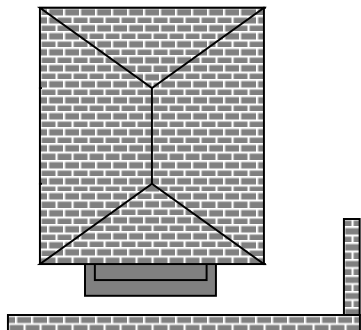
**NB** : GROUPE  
SPECTATEUR AVEC  
L'INSTRUCTEUR



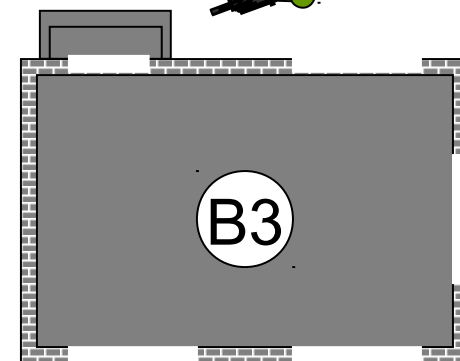
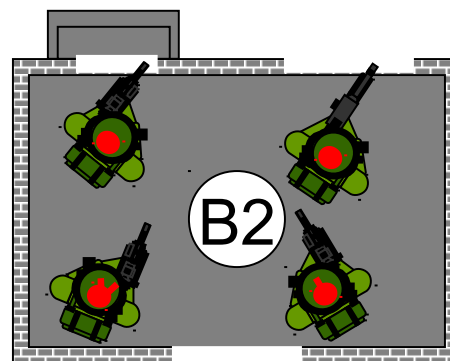
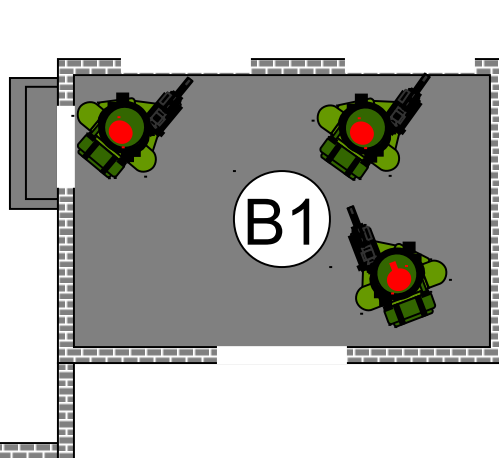
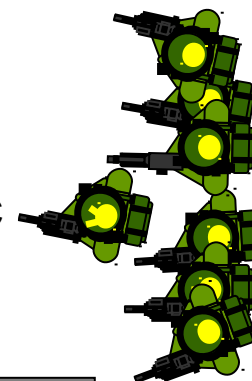
**NB** : LE BINOME DE TETE ANALYSE, TESTE LA PORTE.

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

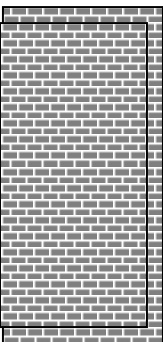
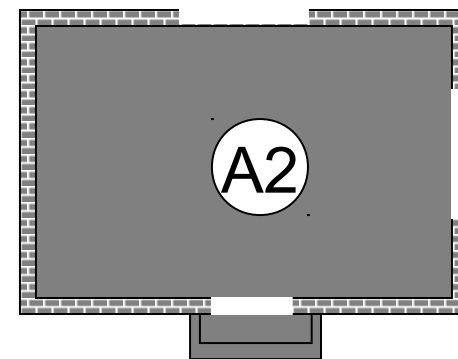
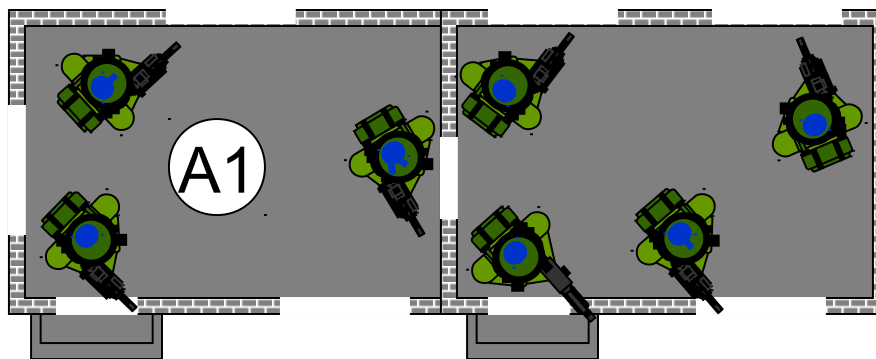
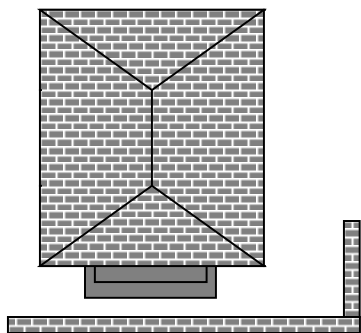
# COMBATTRE (SECURISER)



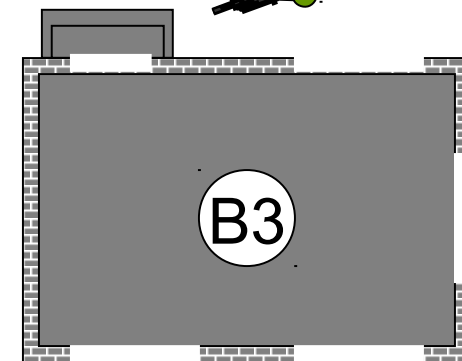
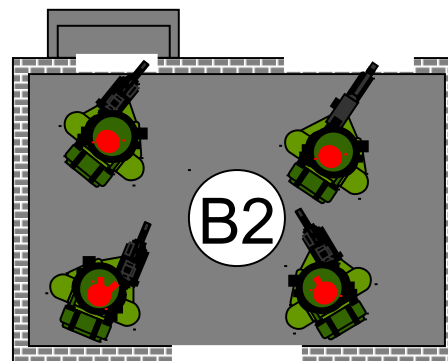
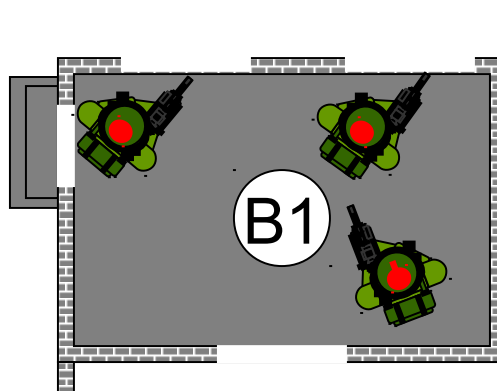
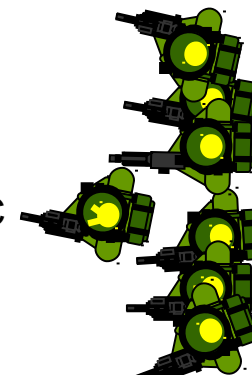
**NB** : GROUPE  
SPECTATEUR AVEC  
L'INSTRUCTEUR



# REORGANISER

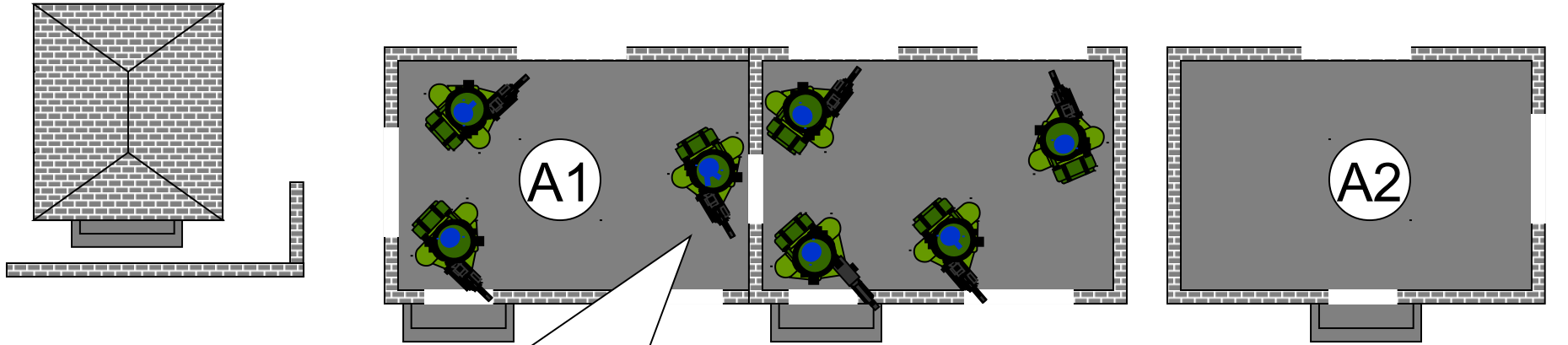


**NB** : GROUPE  
SPECTATEUR AVEC  
L'INSTRUCTEUR



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

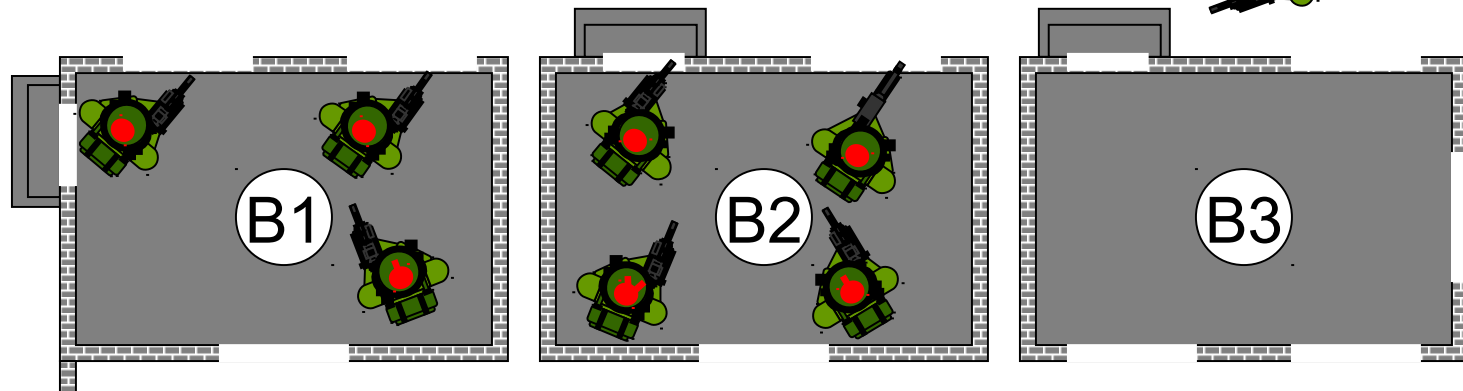
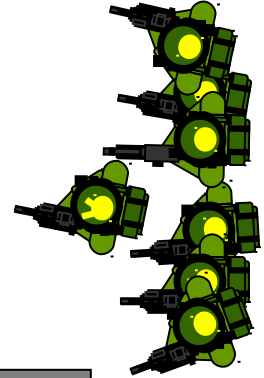
# RENDRE COMPTE



**G1**

J'AI RECONNU L'OBJECTIF  
JE SUIS TOMBE EN GARDE  
FACE AU NORD ET A L'EST  
JE SUIS EN MESURE  
D'APPUYER G2

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



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