

A
LE TRINÔME

PENETRE DANS

UNE PIECE

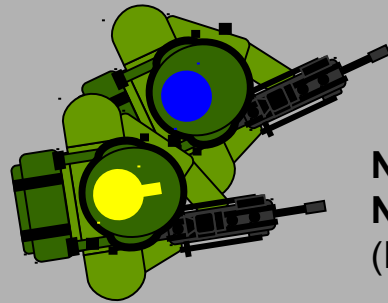
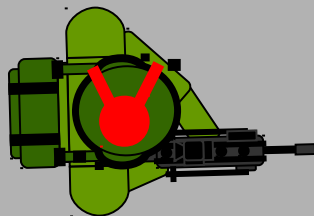
(A PARTIR DE L'INTERIEUR D'UNE HABITATION)

CONTEXTE 1

ENNEMI NON DECELE

AMBIANCE SOUPLESSE ET DISCRETION

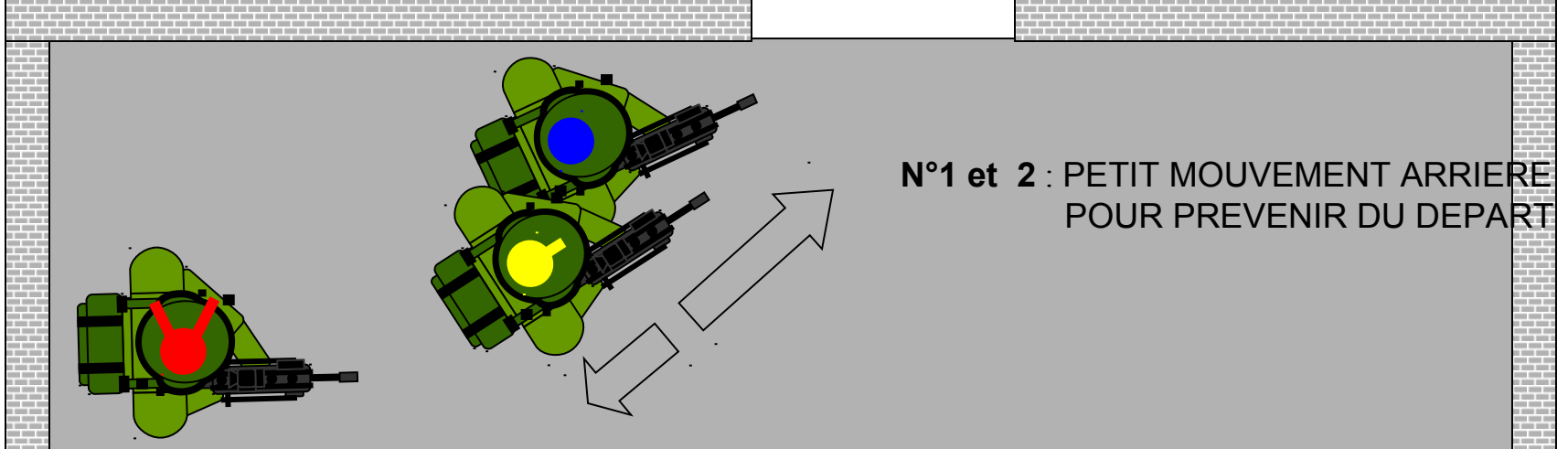
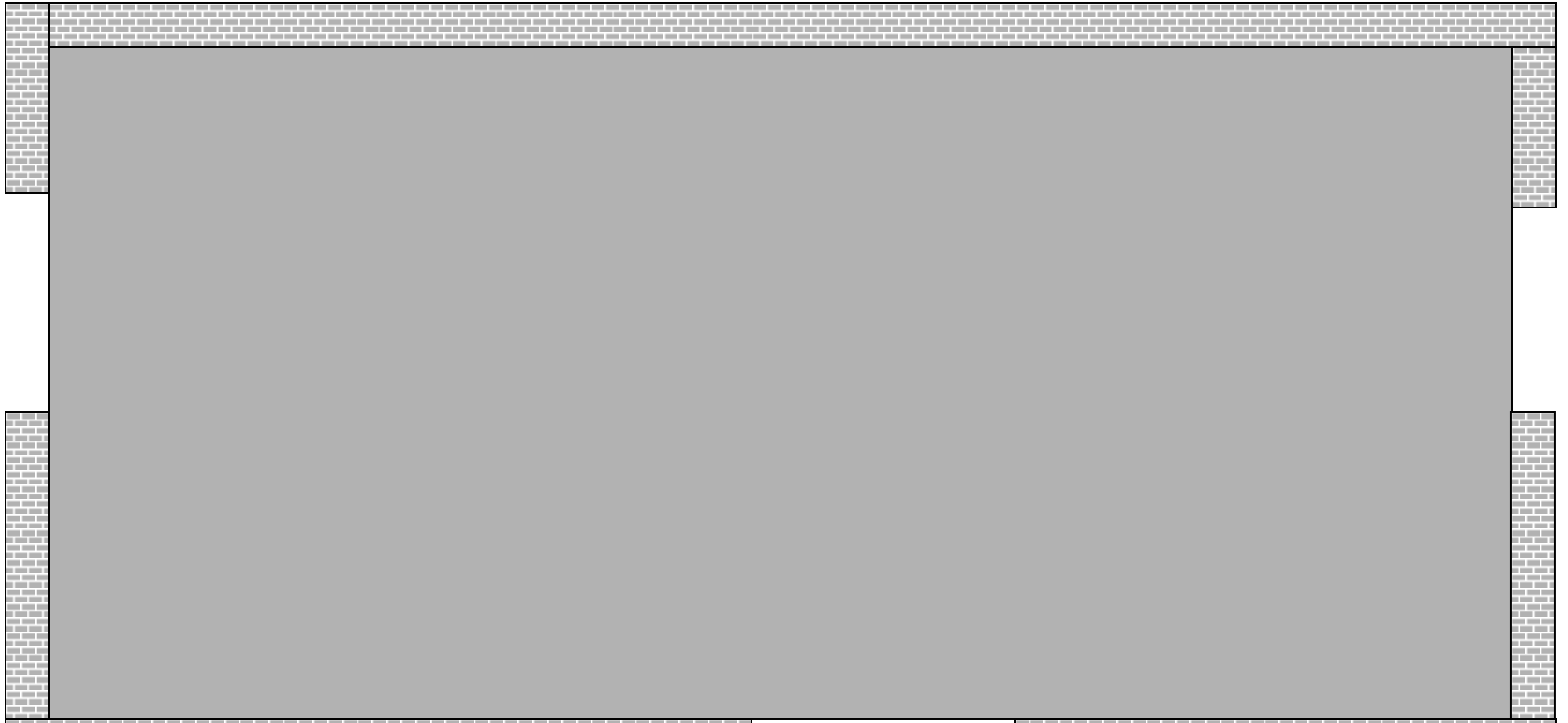
ABORDER



N°1 et 2 : ABORDENT L'OUVERTURE

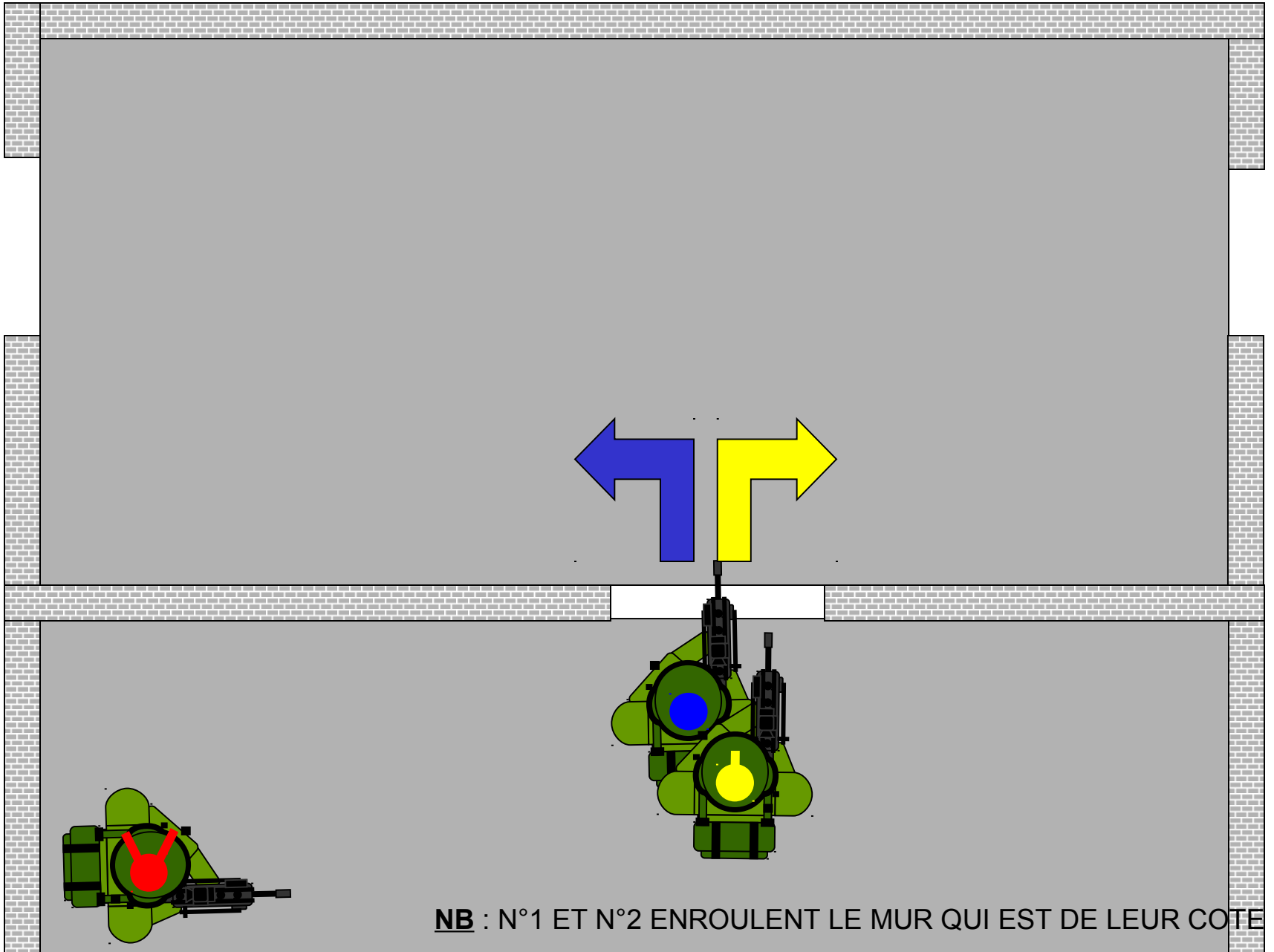
**N°1 : ANALYSE L'OUVERTURE
(PIEGES, SENS D'OUVERTURE, MARCHE...)**

PREPARER



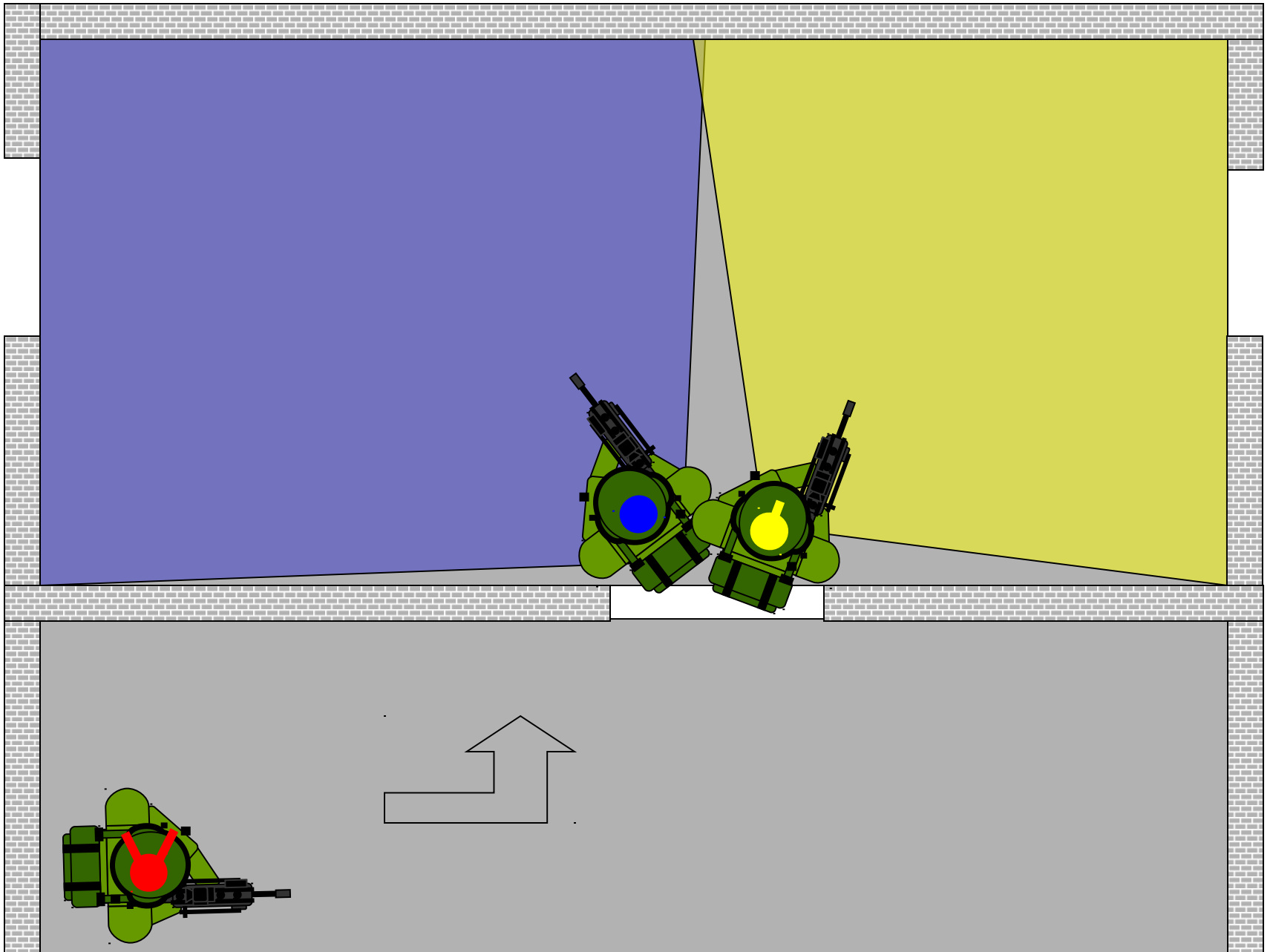
N°1 et 2 : PETIT MOUVEMENT ARRIERE
POUR PREVENIR DU DEPART

PENETRER



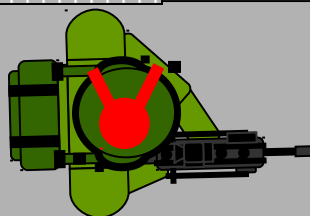
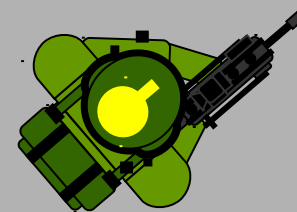
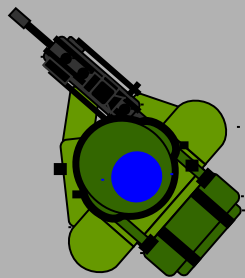
NB : N°1 ET N°2 ENROULENT LE MUR QUI EST DE LEUR COTE

PENETRER



PENETRER

N°1 et 2 : SURVEILLENT LES OUVERTURES

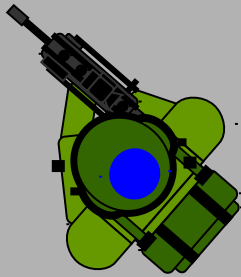


N°3 : APPUIE, ET GARDE LE CONTACT VISUEL

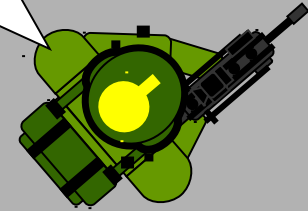
NB : N°1 ET N°2 LAISSENT UN PASSAGE ENTRE EUX ET LE MUR
POUR PERMETTRE LE DEPLACEMENT DE N°3 OU D'UN AUTRE TRINÔME

RENDRE COMPTE

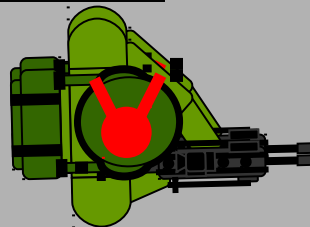
N°1 : SURVEILLE



VERT
LE 3 A GAUCHE



N°2 : REND COMPTE

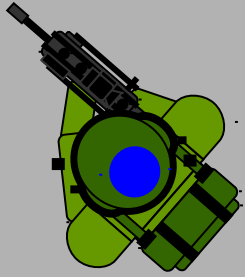


N°3 : APPUIE, ET GARDE LE
CONTACT VISUEL

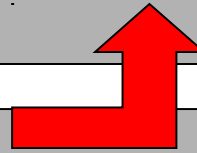
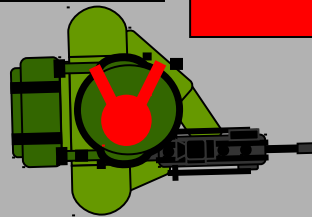
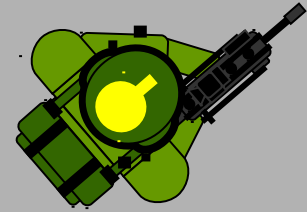
NB : POUR LE COMPTE RENDU, N°2 ANNONCE LE CODE COULEUR DE LA PIECE, ET DONNE LA PLACE DU N°3 (CHEF DE GROUPE)

PENETRER

N°1 : SURVEILLE

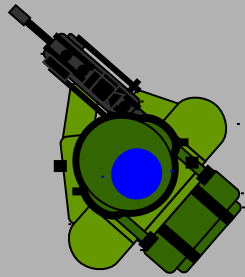


N°2 : SURVEILLE

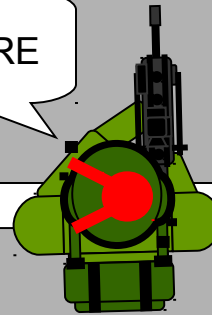


PENETRER

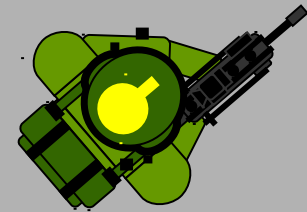
N°1 : SURVEILLE



JE RENTRE



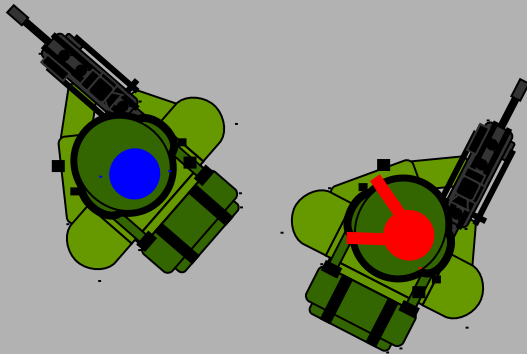
N°2 : SURVEILLE



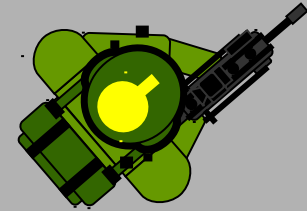
N°3 : S'ANNONCE

PENETRER

N°1 : SURVEILLE

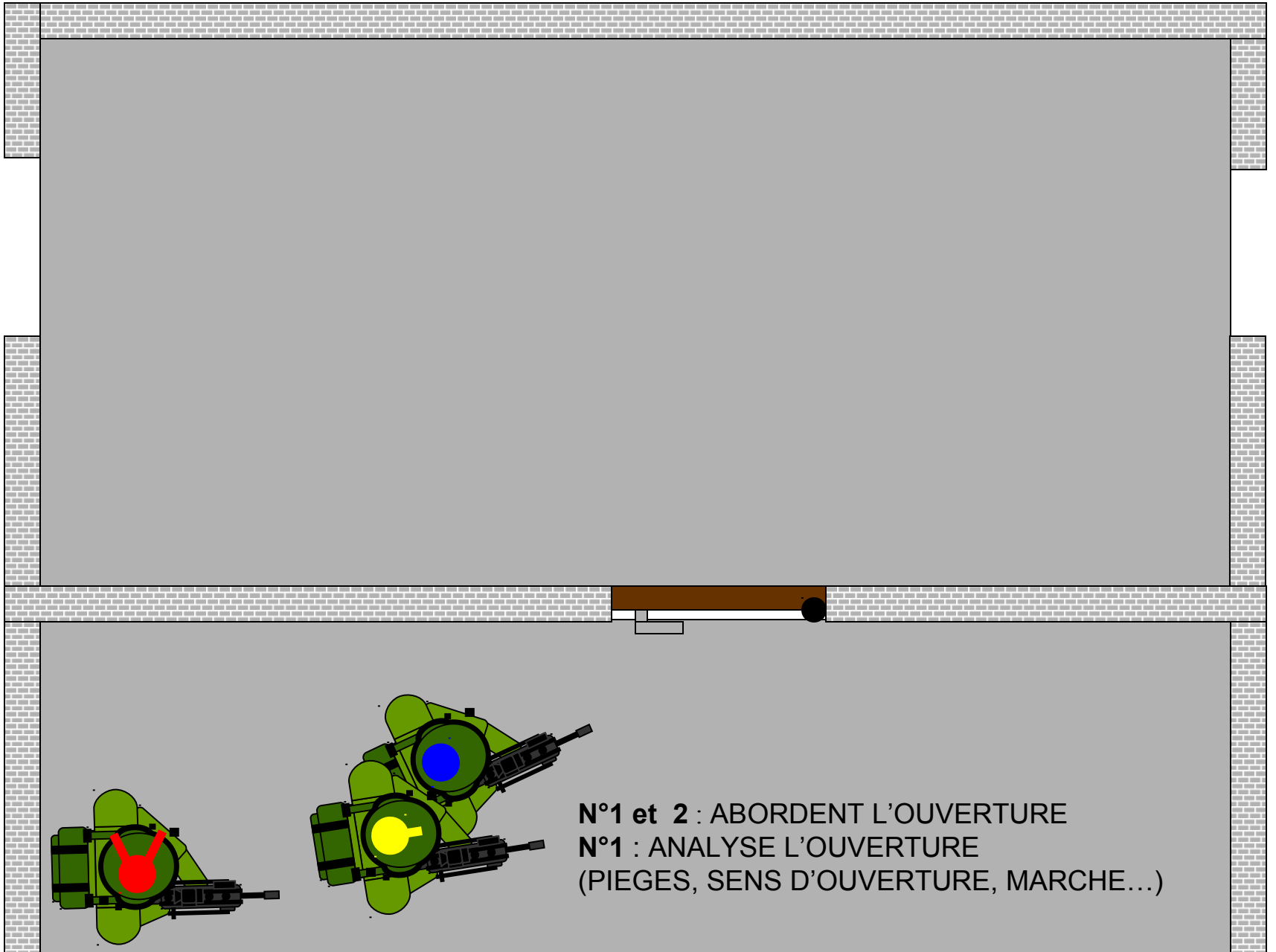


N°2 : SURVEILLE

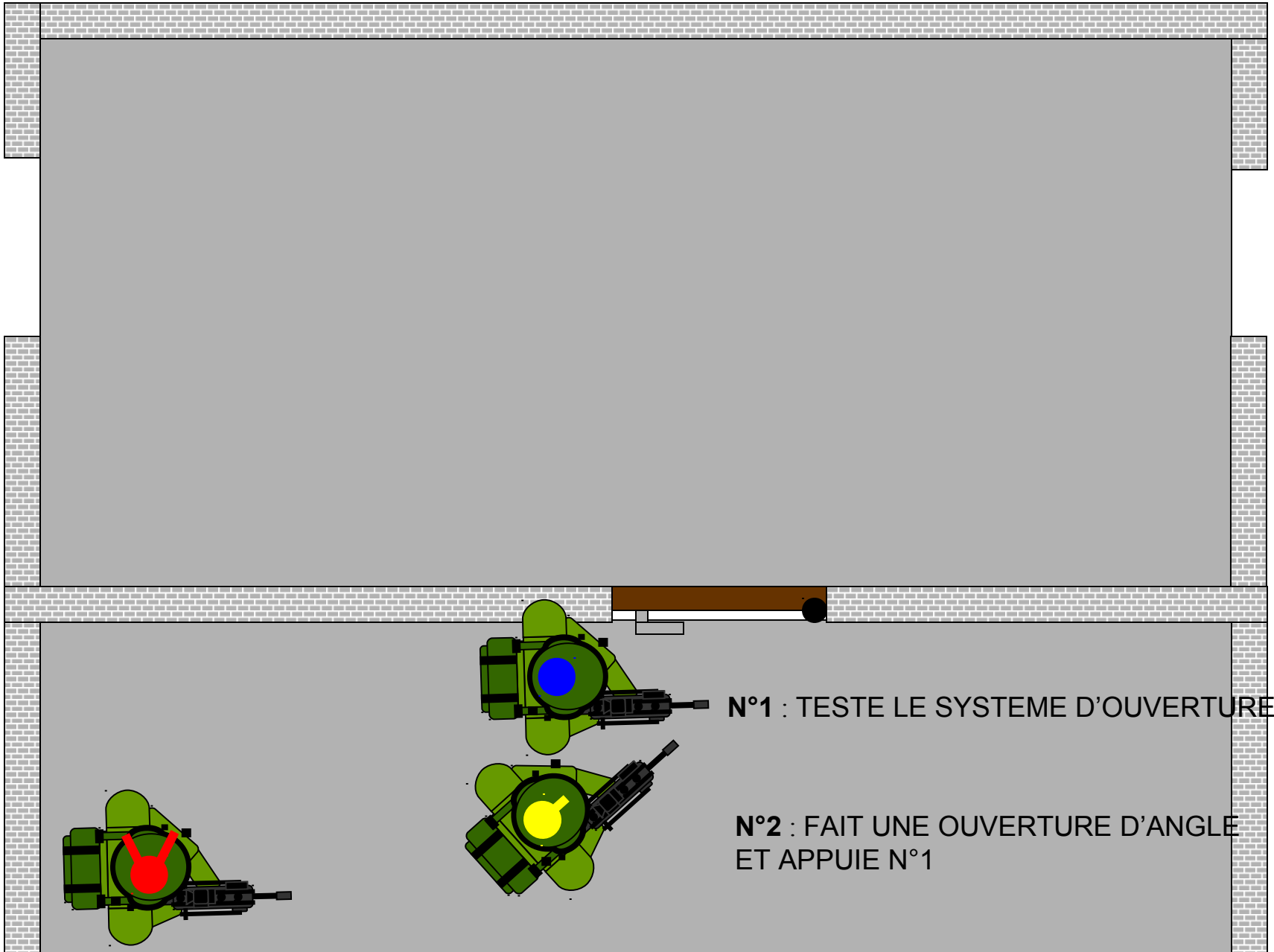


PORTE FERMEE
NON VERROUILLEE
COTE POIGNEE

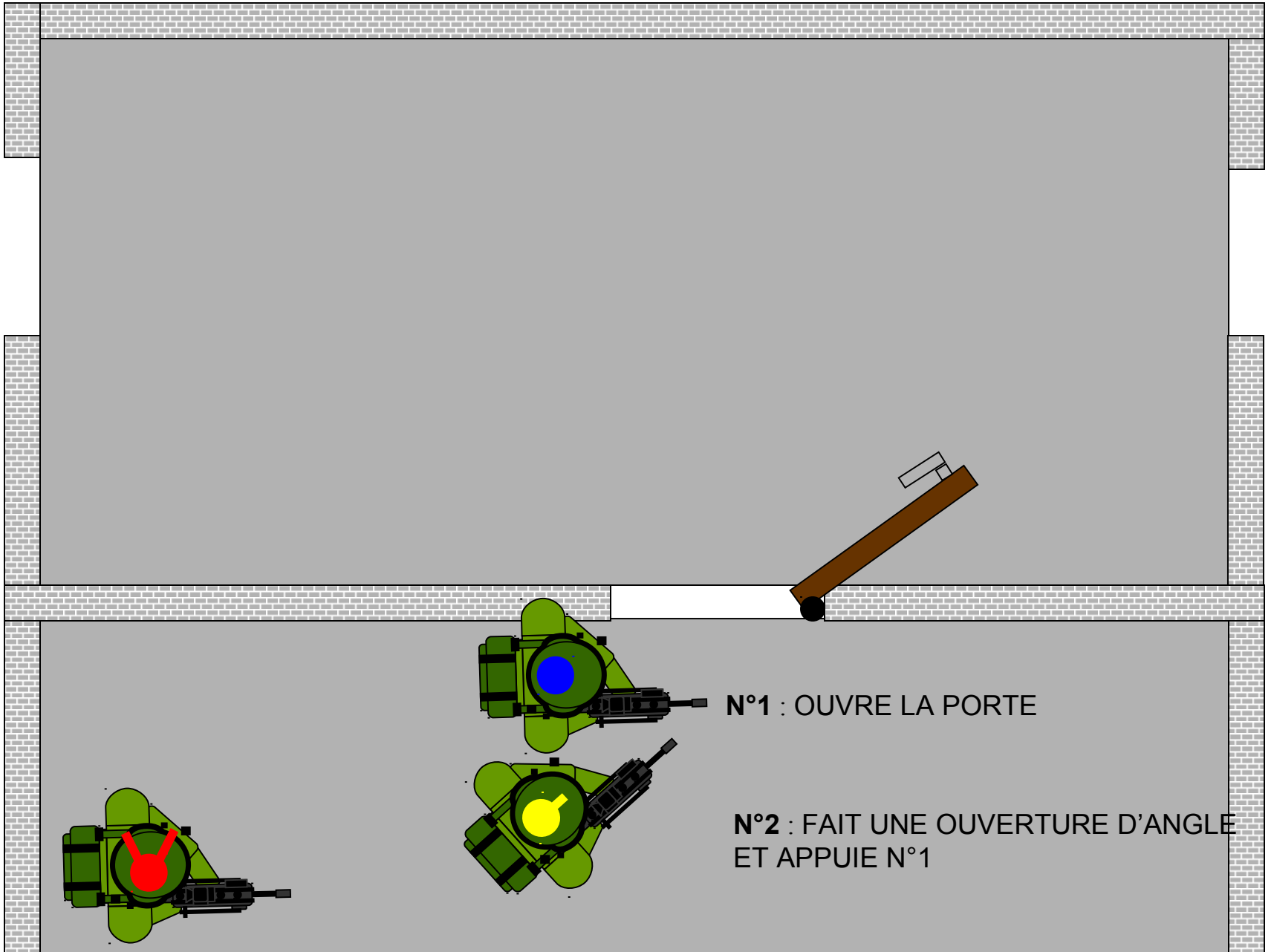
ABORDER



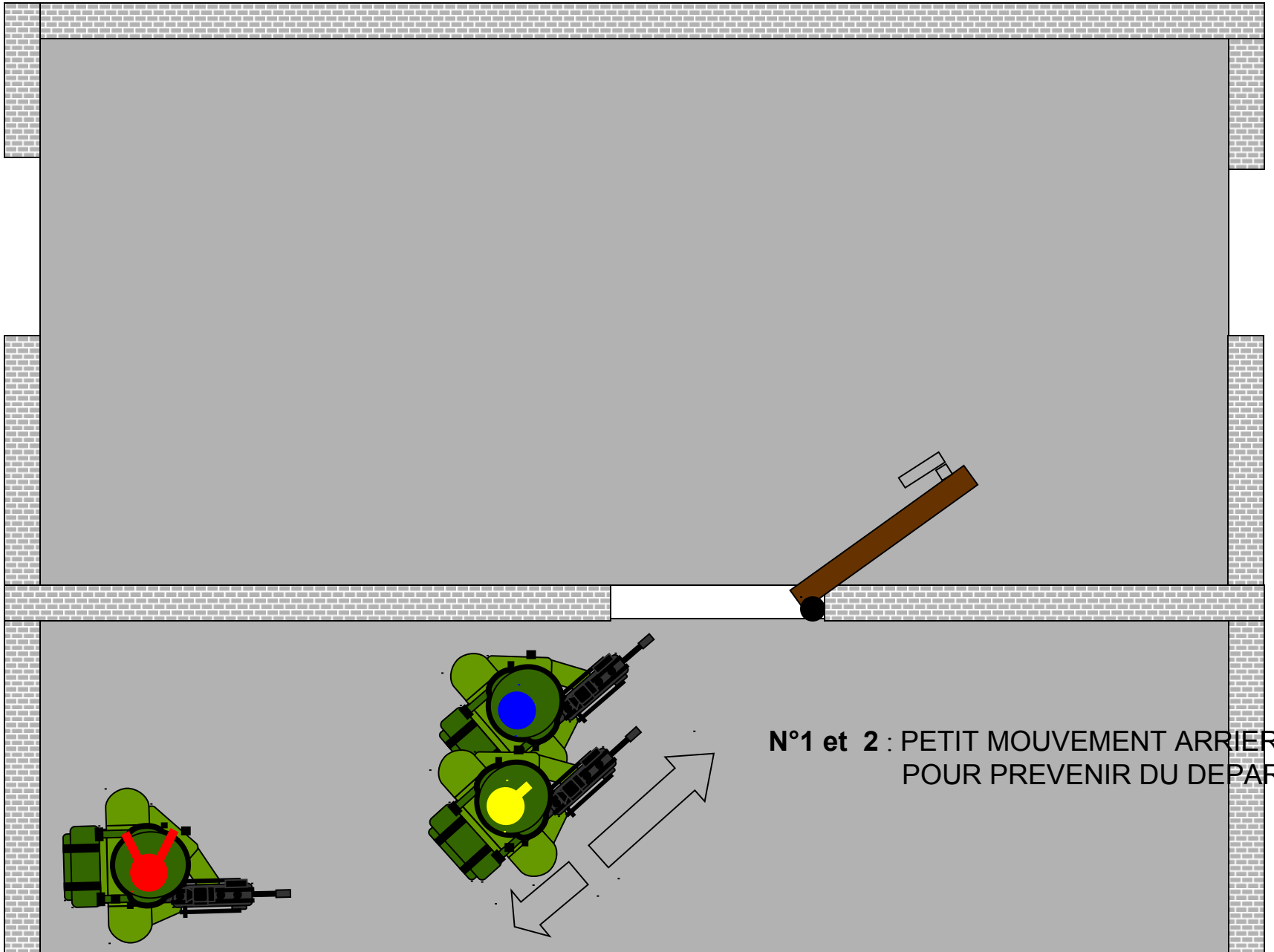
PREPARER



PREPARER

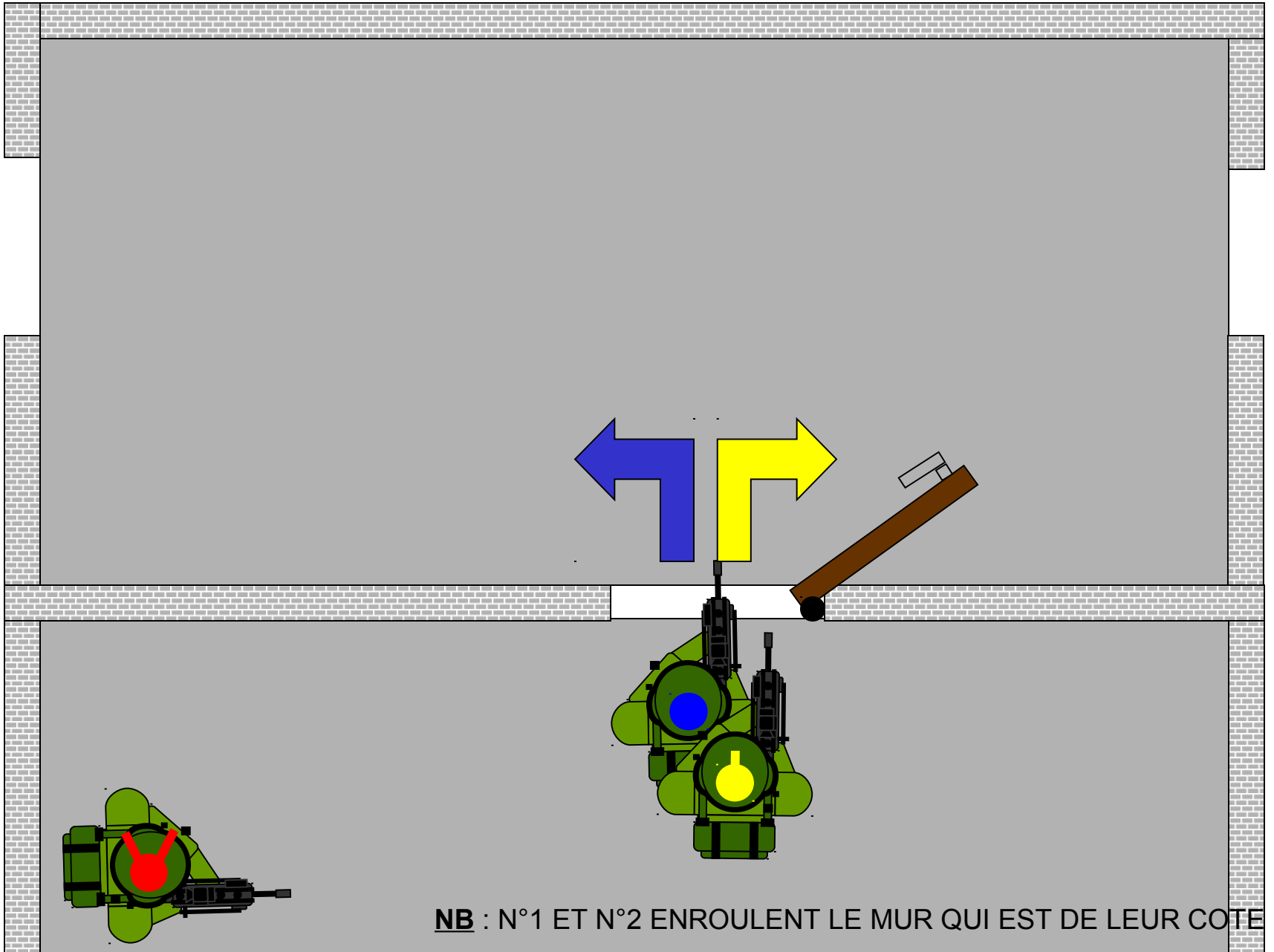


PREPARER



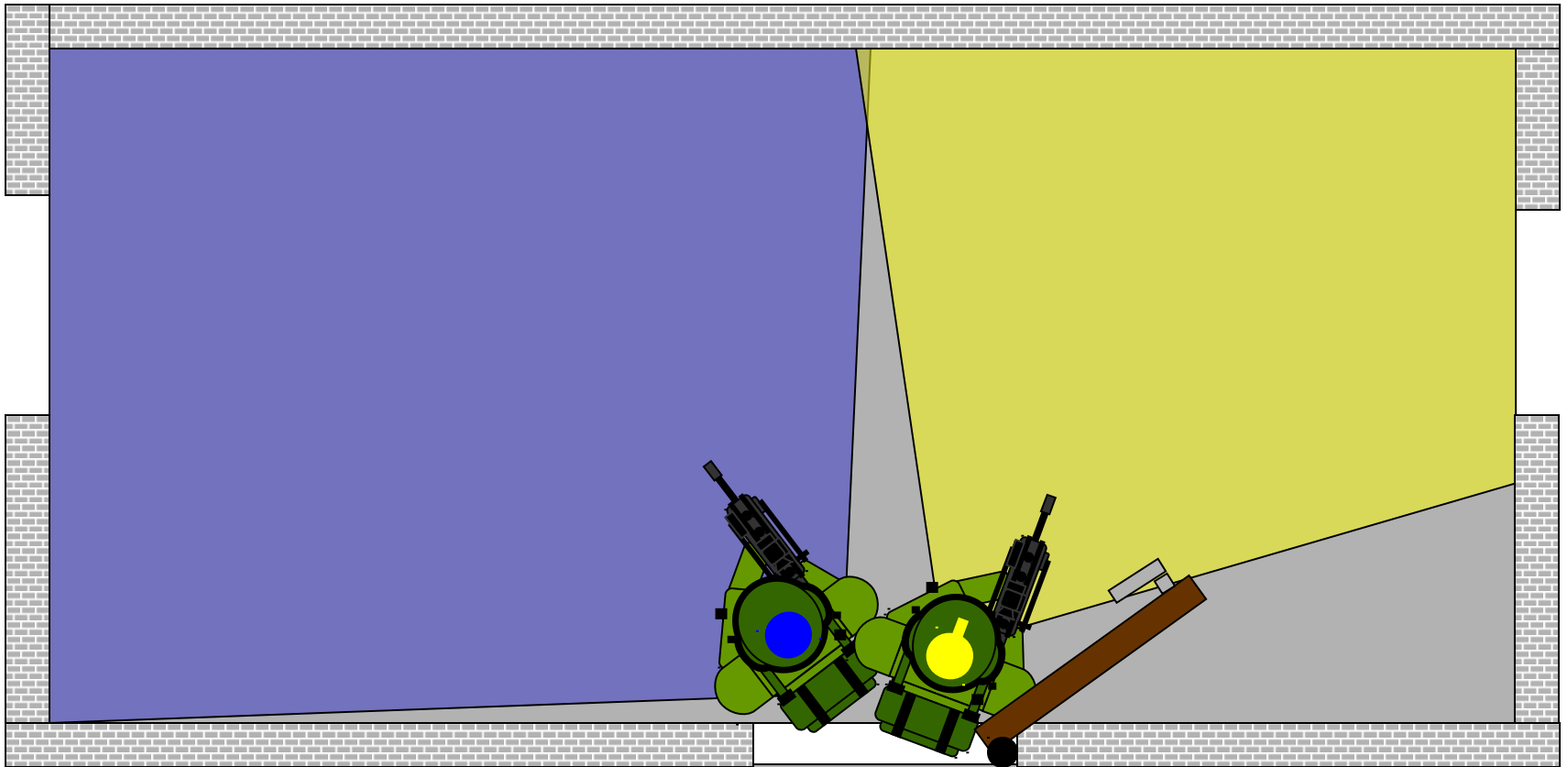
N°1 et 2 : PETIT MOUVEMENT ARRIERE
POUR PREVENIR DU DEPART

PENETRER

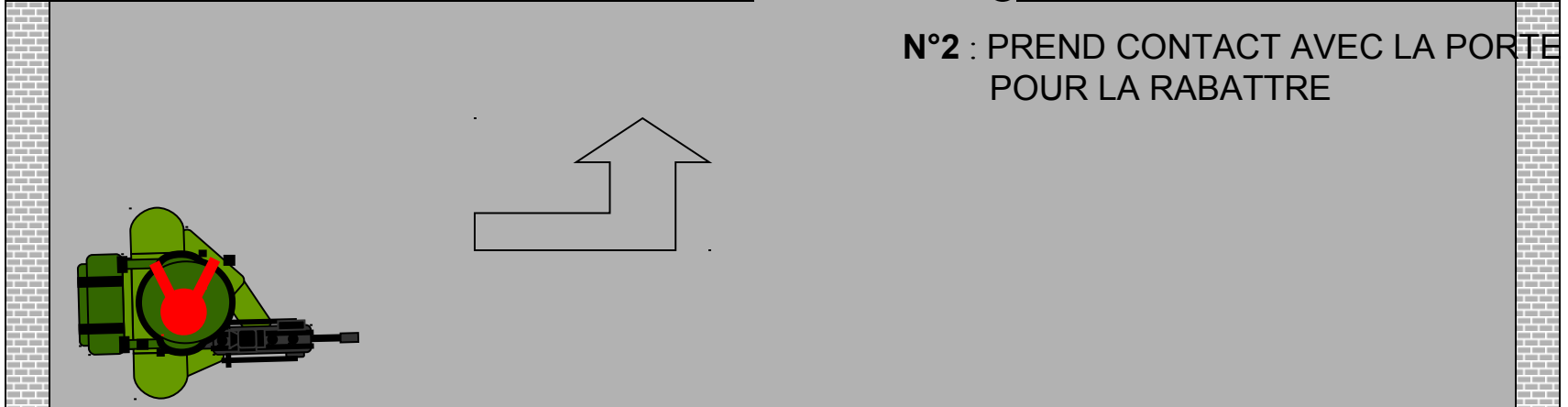


NB : N°1 ET N°2 ENROULENT LE MUR QUI EST DE LEUR COTE

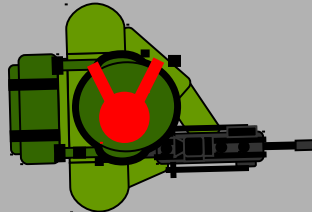
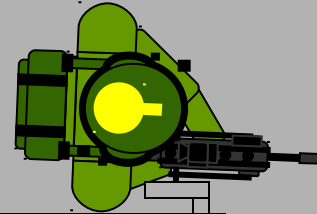
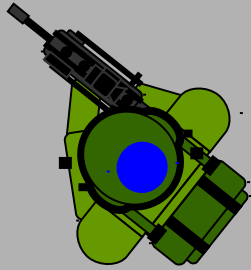
PENETRER



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



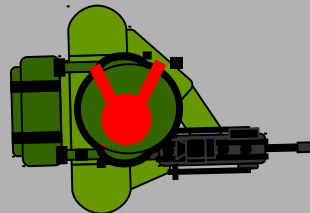
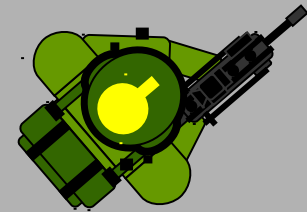
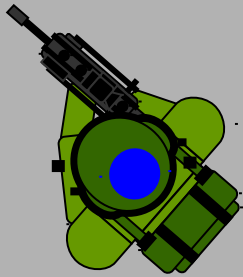
PENETRER



N°3 : GARDE LE CONTACT VISUEL

PENETRER

N°1 et 2 : SURVEILLENT LES OUVERTURES

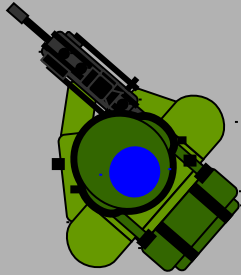


N°3 : GARDE LE
CONTACT VISUEL

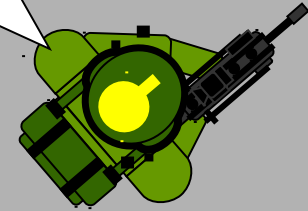
NB : N°1 ET N°2 LAISSENT UN PASSAGE ENTRE EUX ET LE MUR
POUR PERMETTRE LE DEPLACEMENT DE N°3 OU D'UN AUTRE TRINÔME

RENDRE COMPTE

N°1 : SURVEILLE

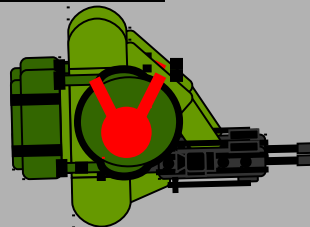


VERT
LE 3 A GAUCHE



N°2 : REND COMPTE

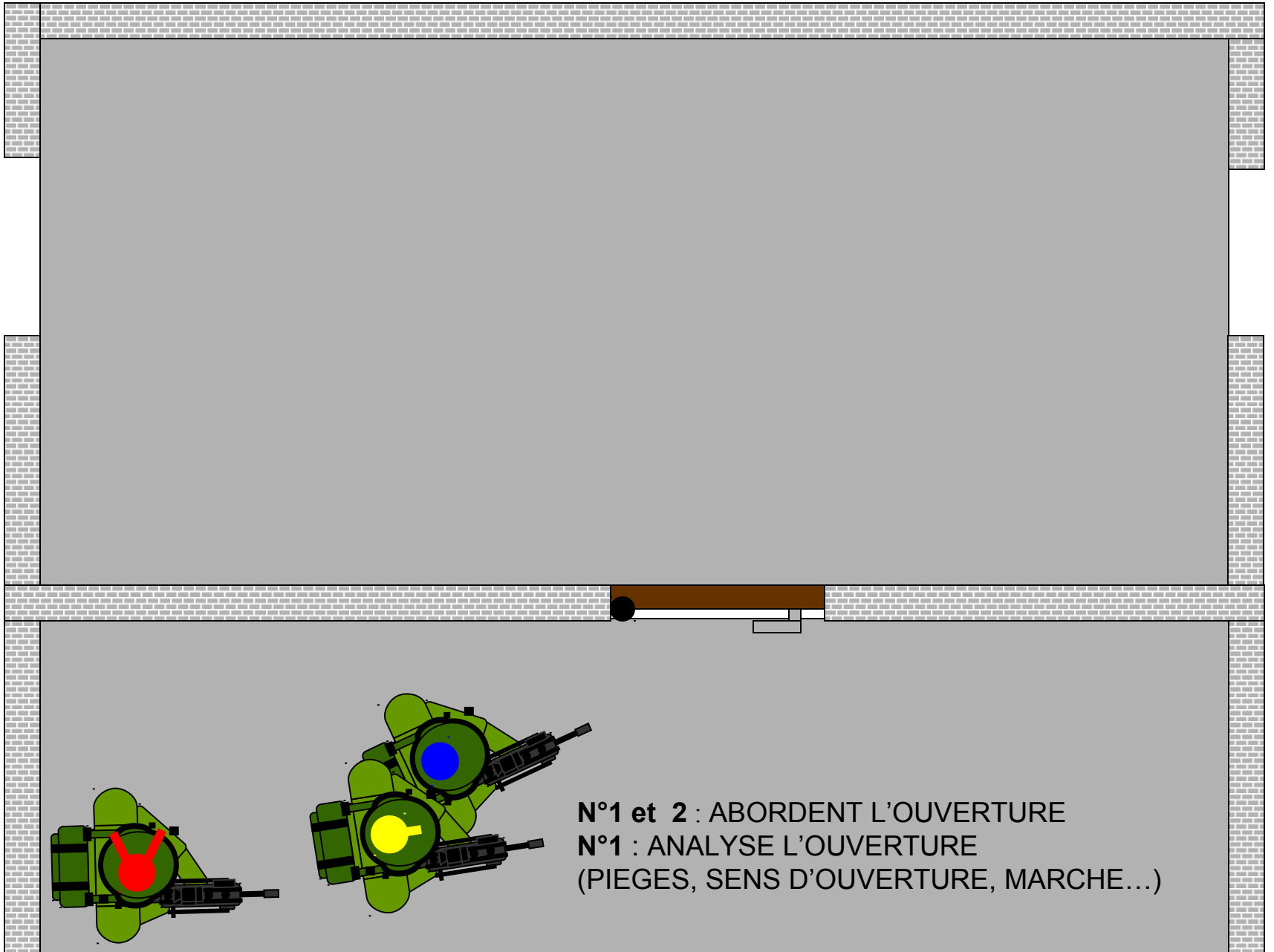
N°3 : GARDE LE
CONTACT VISUEL



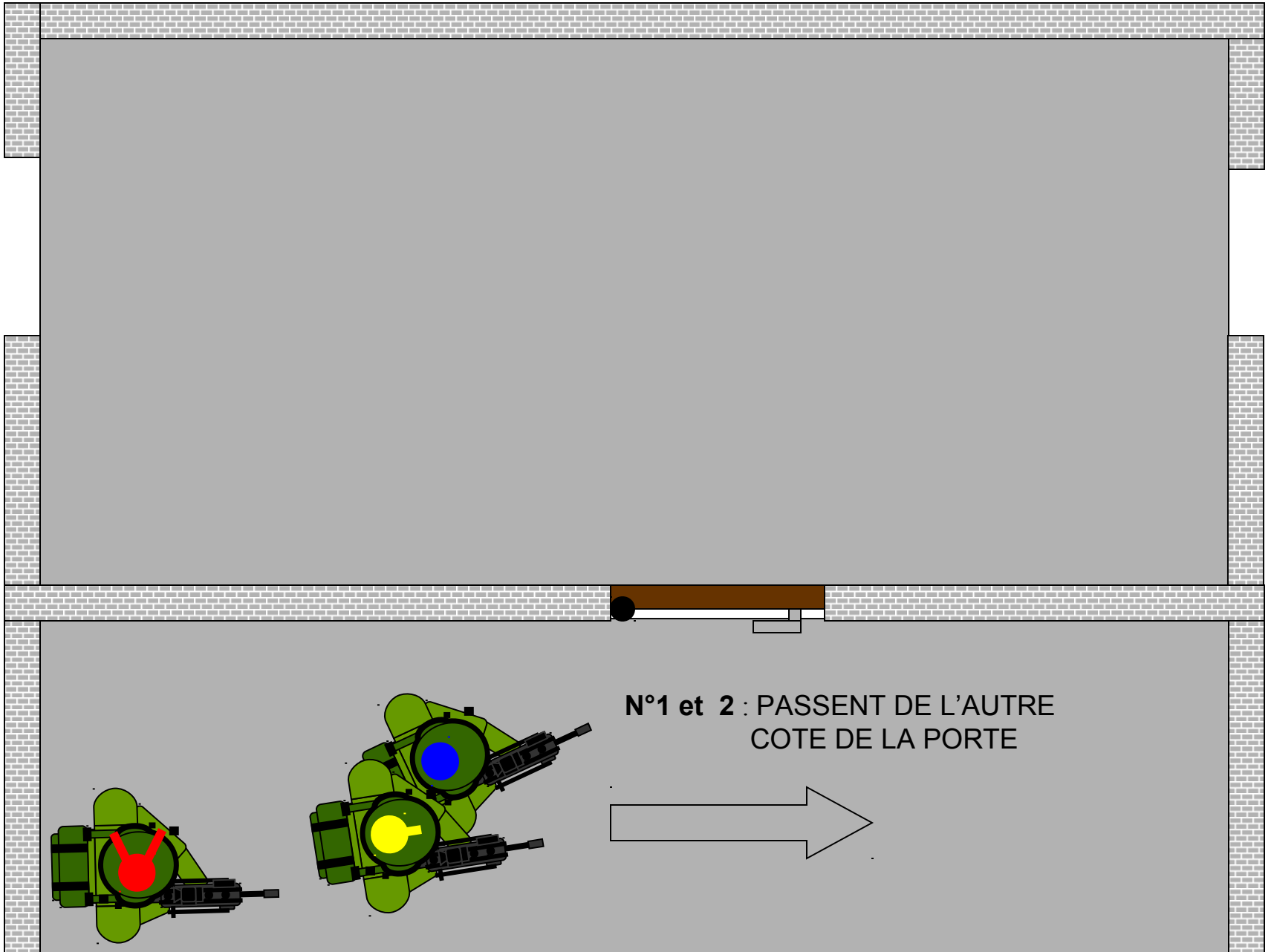
NB : POUR LE COMPTE RENDU, N°2 ANNONCE LE CODE COULEUR DE LA PIECE, ET DONNE LA PLACE DU N°3 (CHEF DE GROUPE)

PORTE FERMEE
NON VERROUILLEE
POIGNEE OPPOSEE

ABORDER

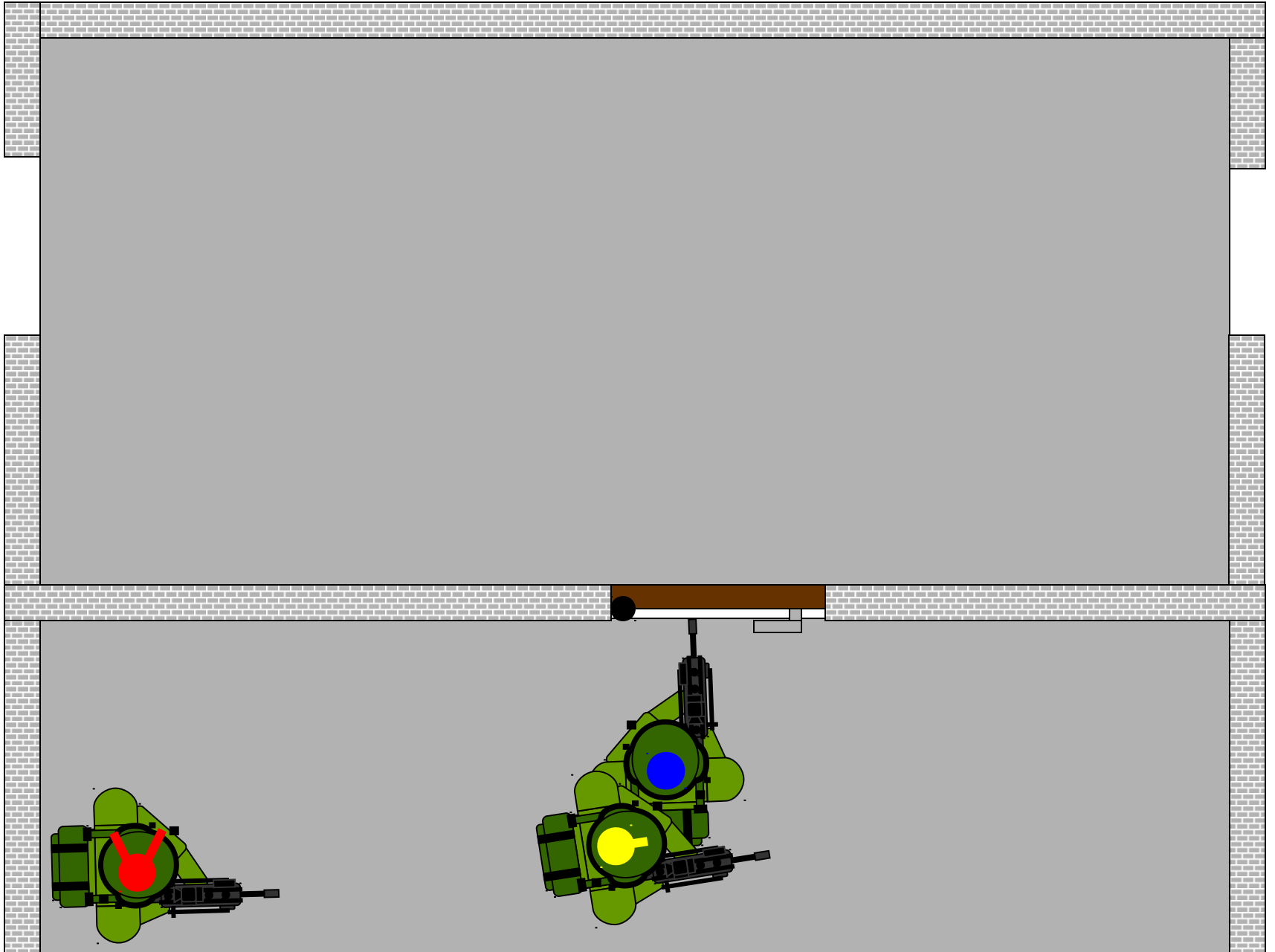


ABORDER

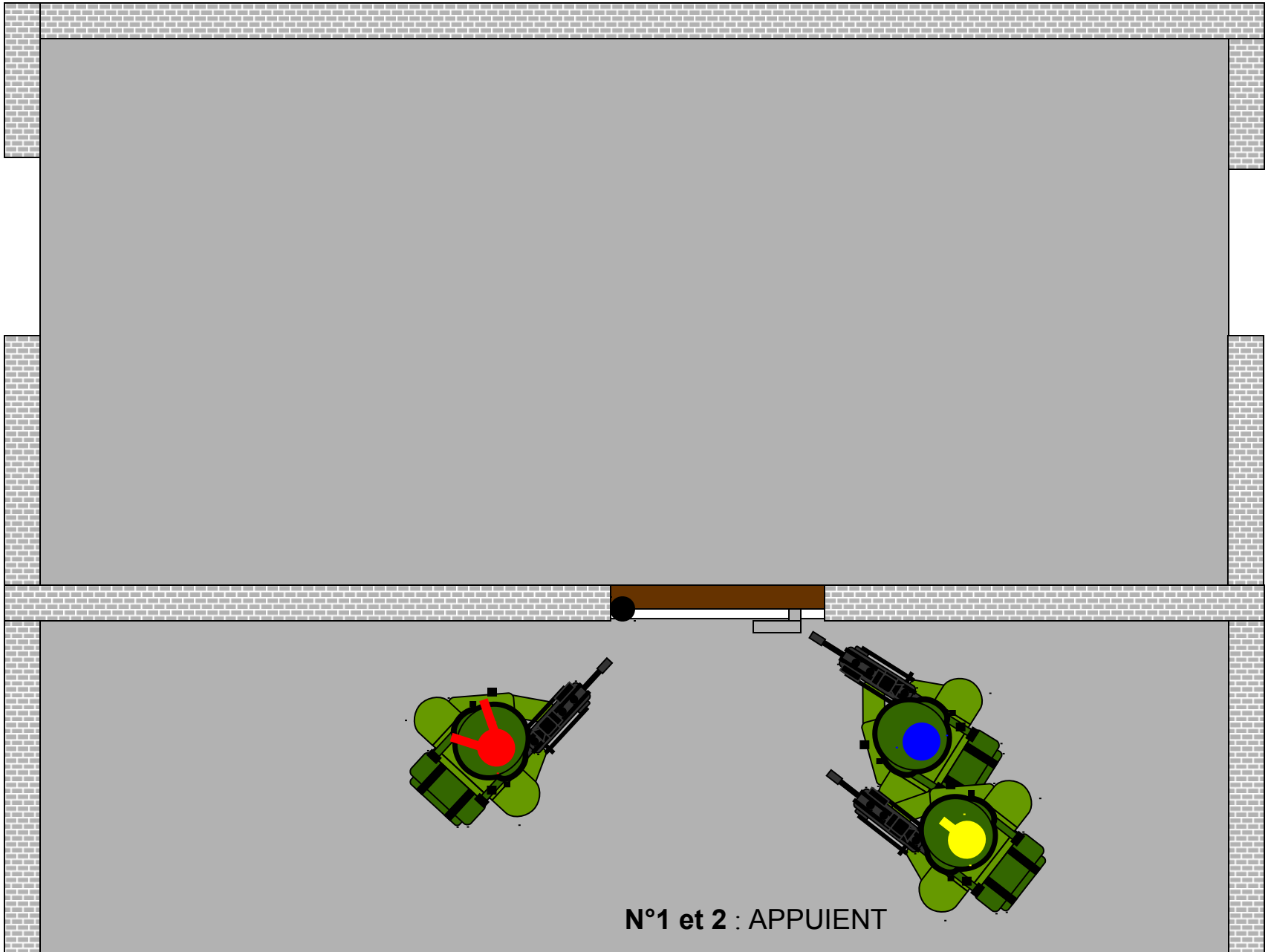


N°1 et 2 : PASSENT DE L'AUTRE
COTE DE LA PORTE

ABORDER



ABORDER



N°1 et 2 : APPUIENT

PREPARER

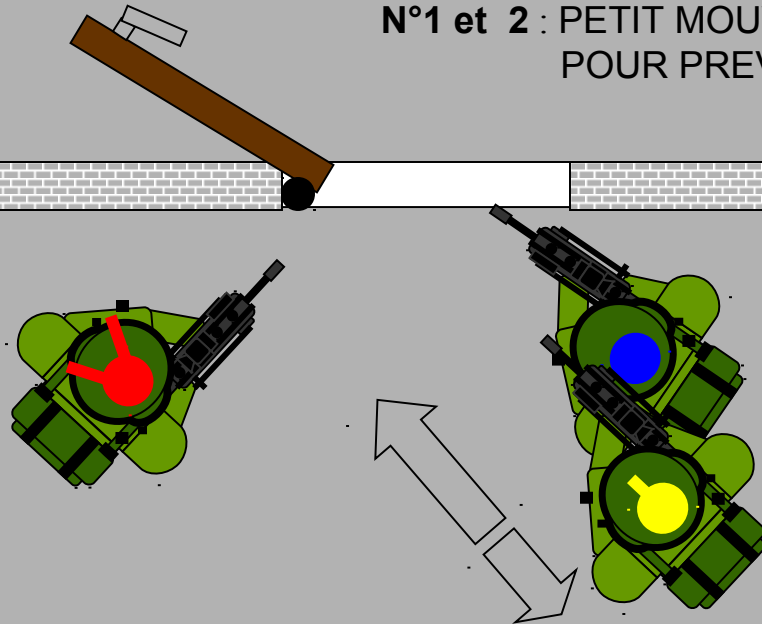
N°1 : OUVRE LA PORTE



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

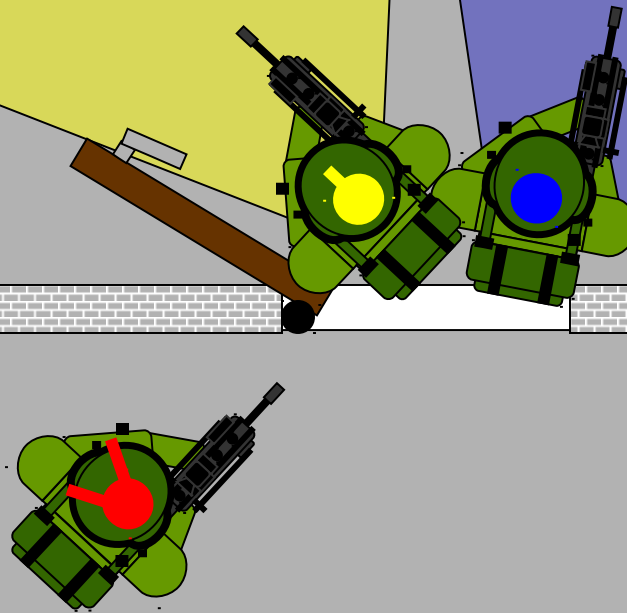
ABORDER

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



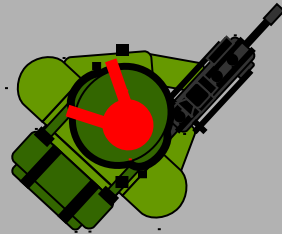
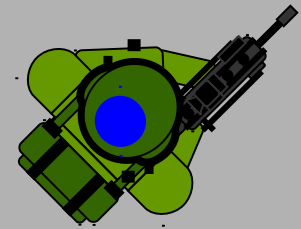
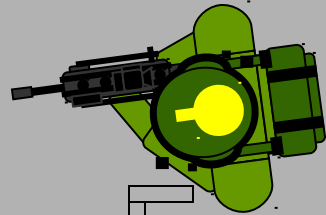
PENETRER

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

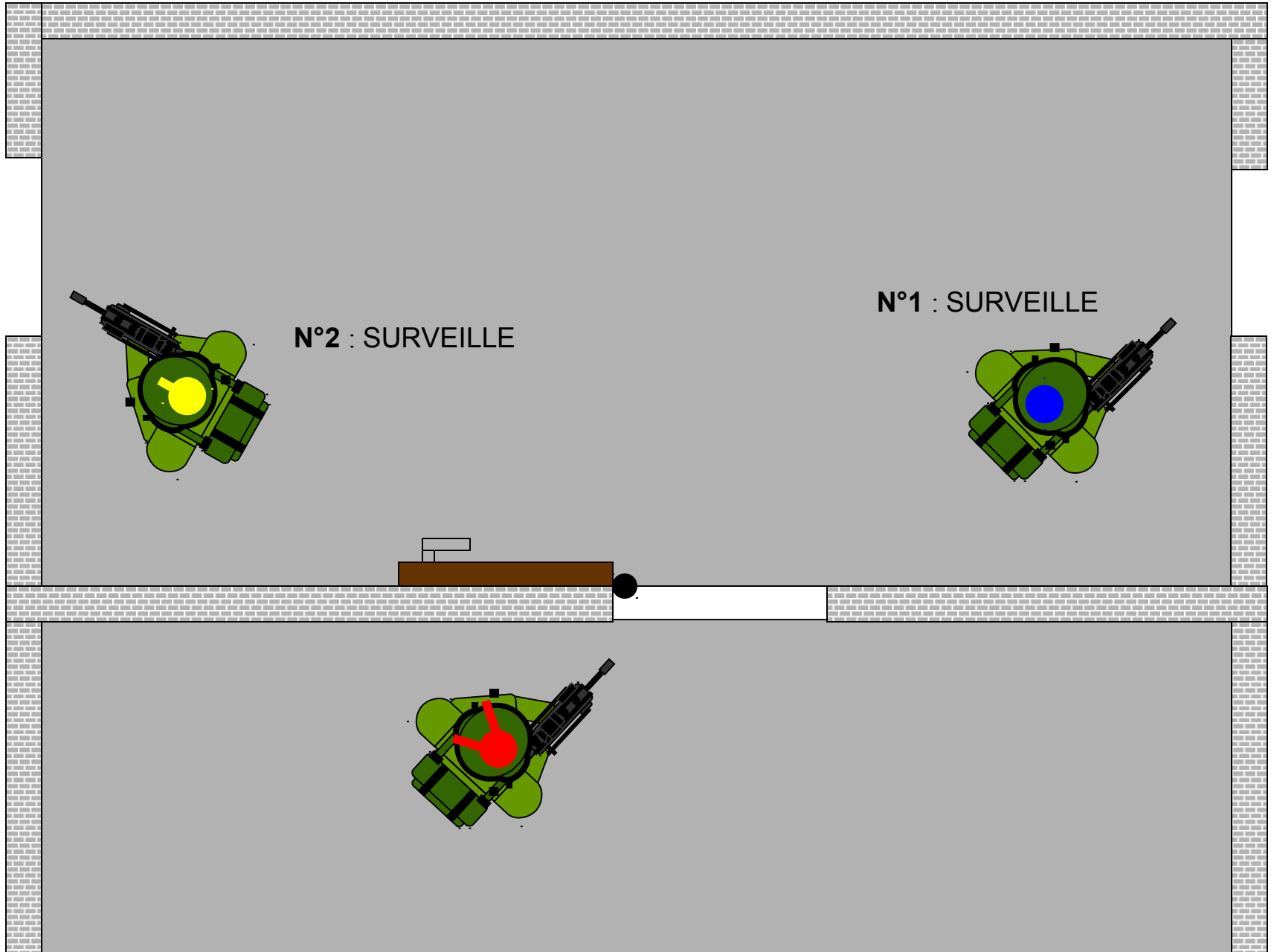


PENETRER

N°1 : SURVEILLE



PENETRER



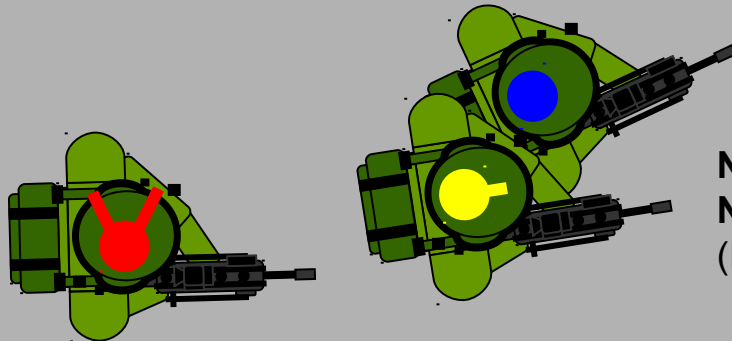
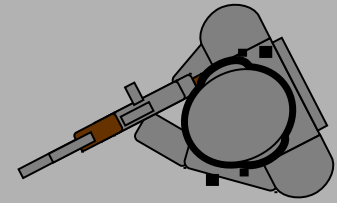
CONTEXTE 2

ENNEMI DECELE OU PROBABLE

AMBIANCE DYNAMIQUE ET RAPIDITE

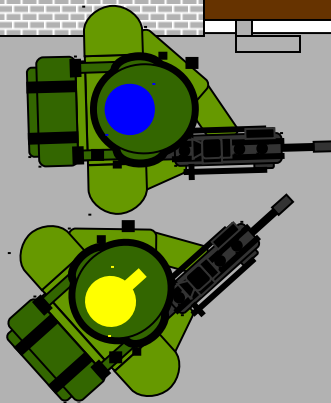
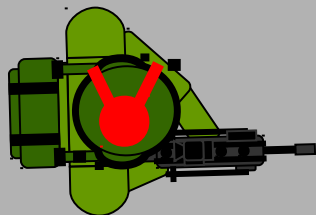
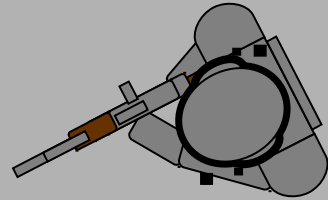
PORTE FERMEE
NON VERROUILLEE
COTE POIGNEE

ABORDER



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

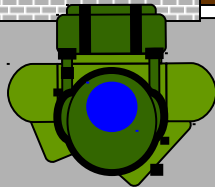
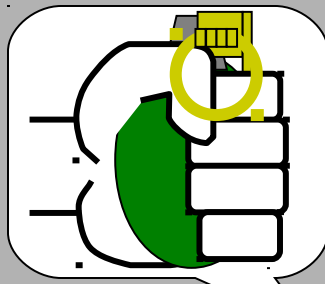
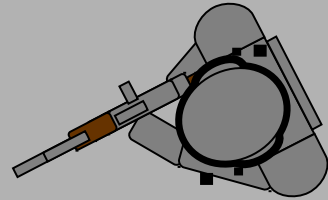
ABORDER



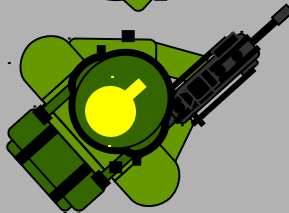
N°1 : TESTE LE SYSTEME D'OUVERTURE

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

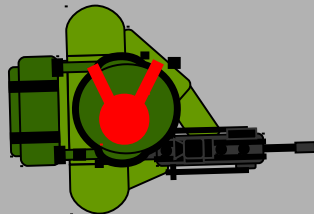
PREPARER



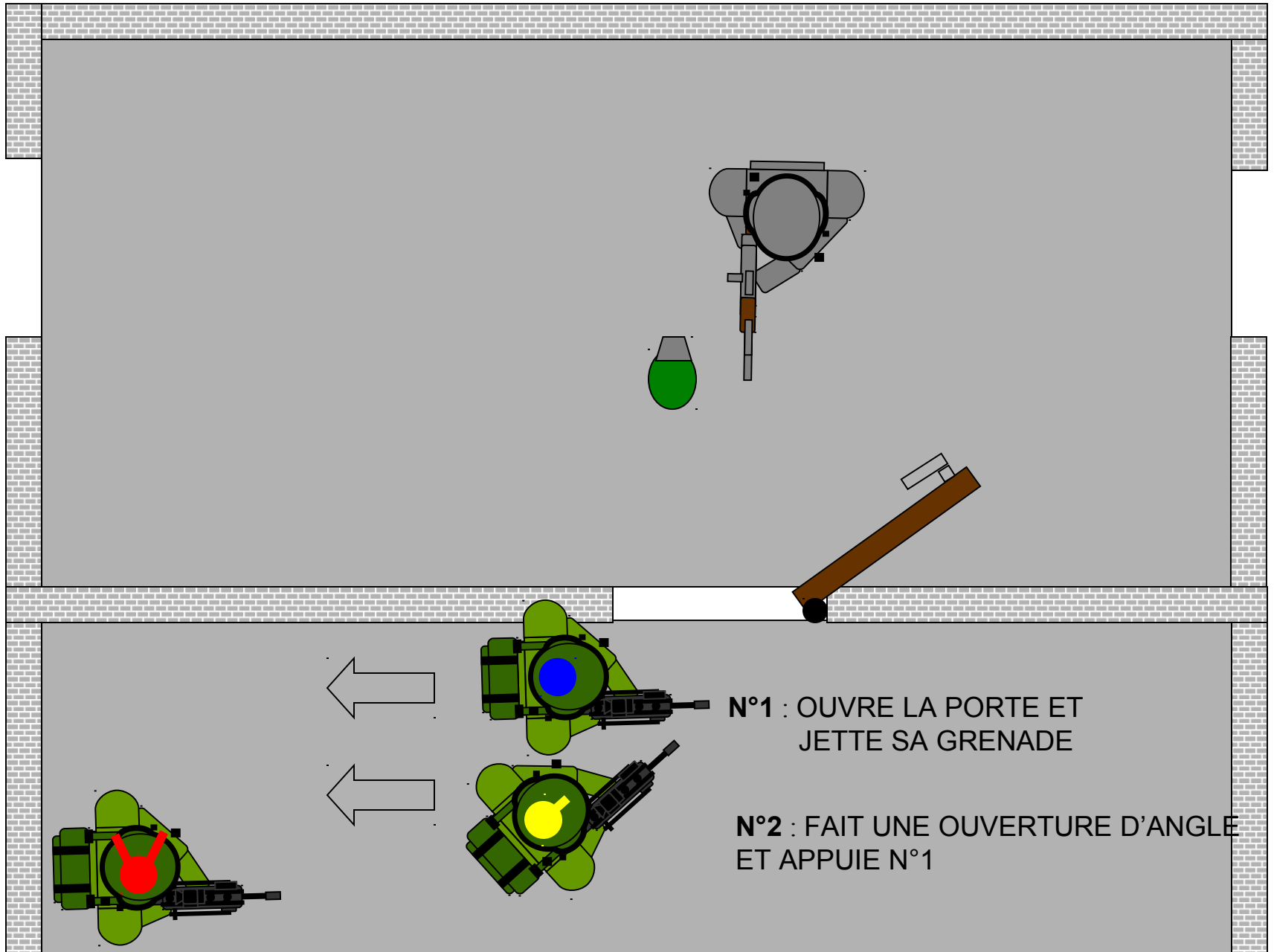
N°1 : PREPARE ET MONTRE
SA GRENADE



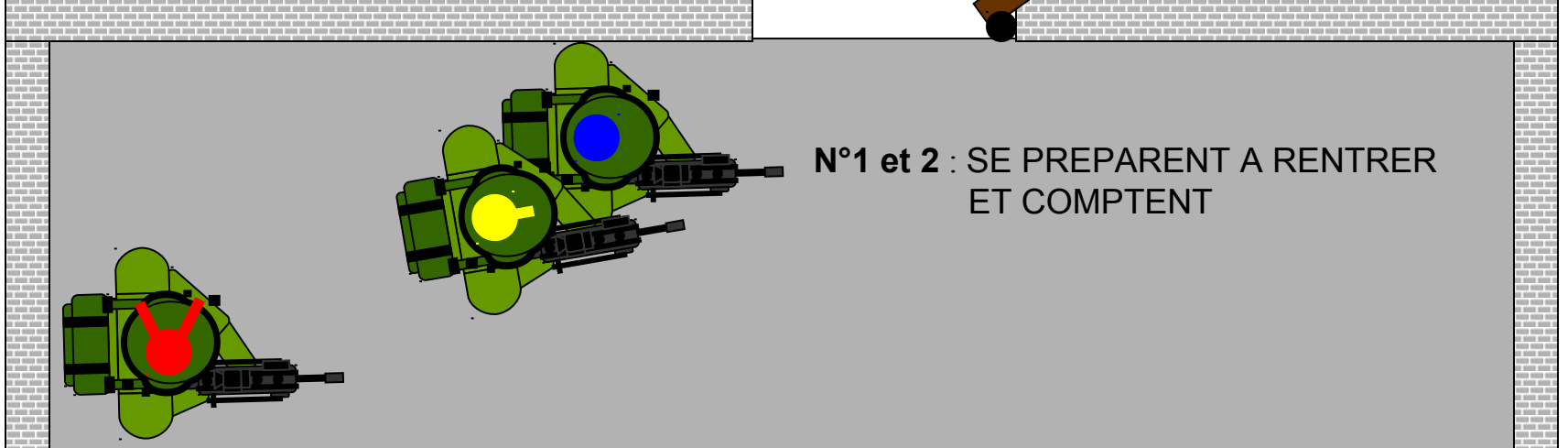
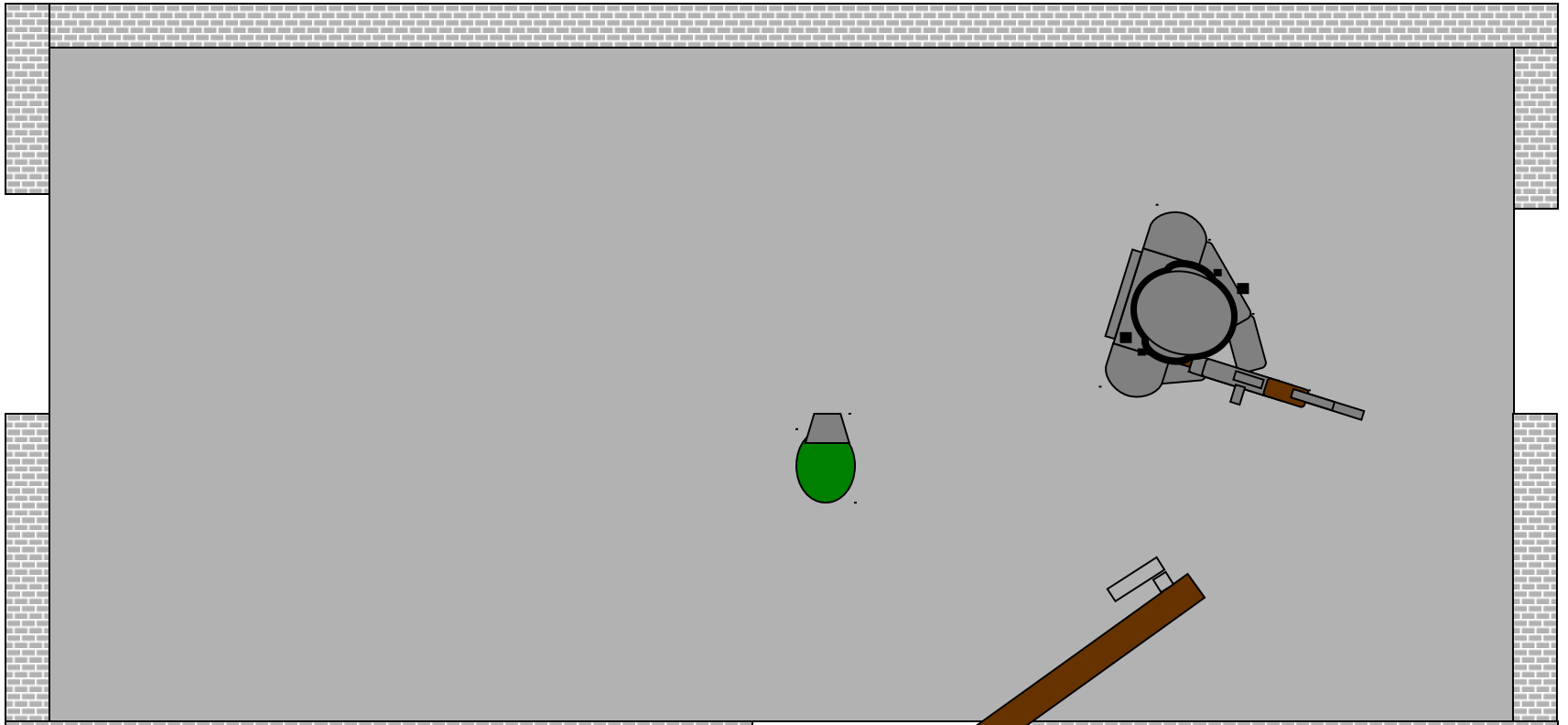
N°2 : FAIT UNE OUVERTURE D'ANGLE
ET APPUIE N°1



PREPARER

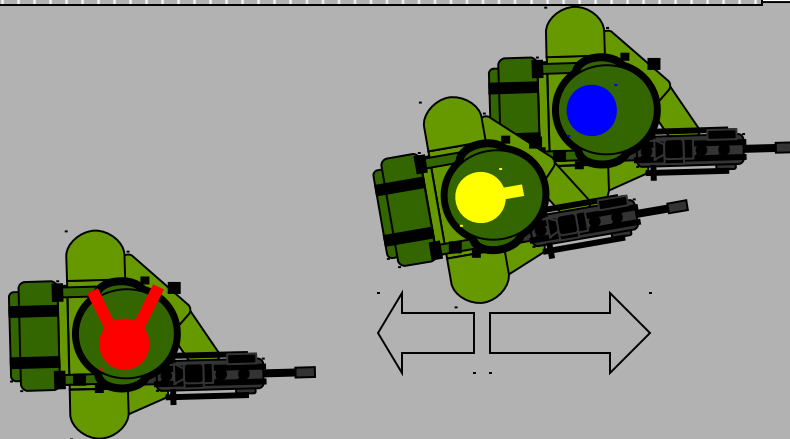
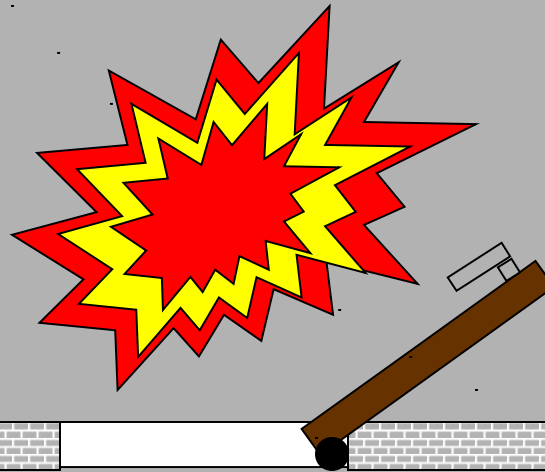


PREPARER



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

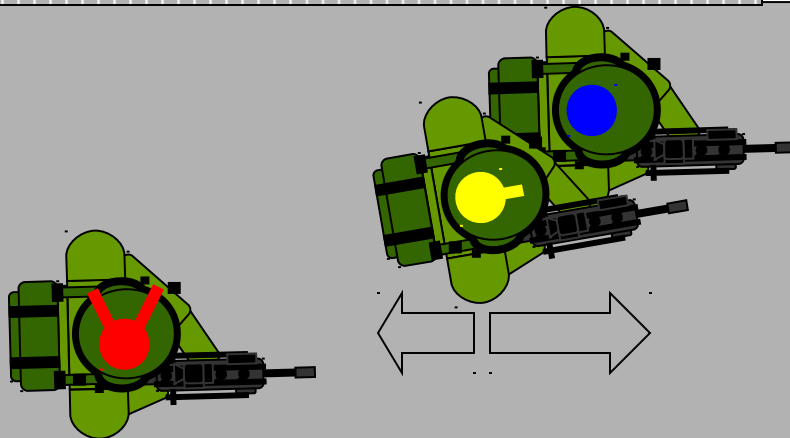
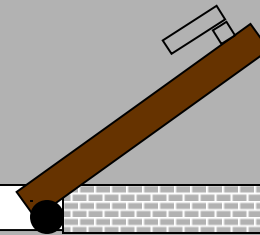
PREPARER



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

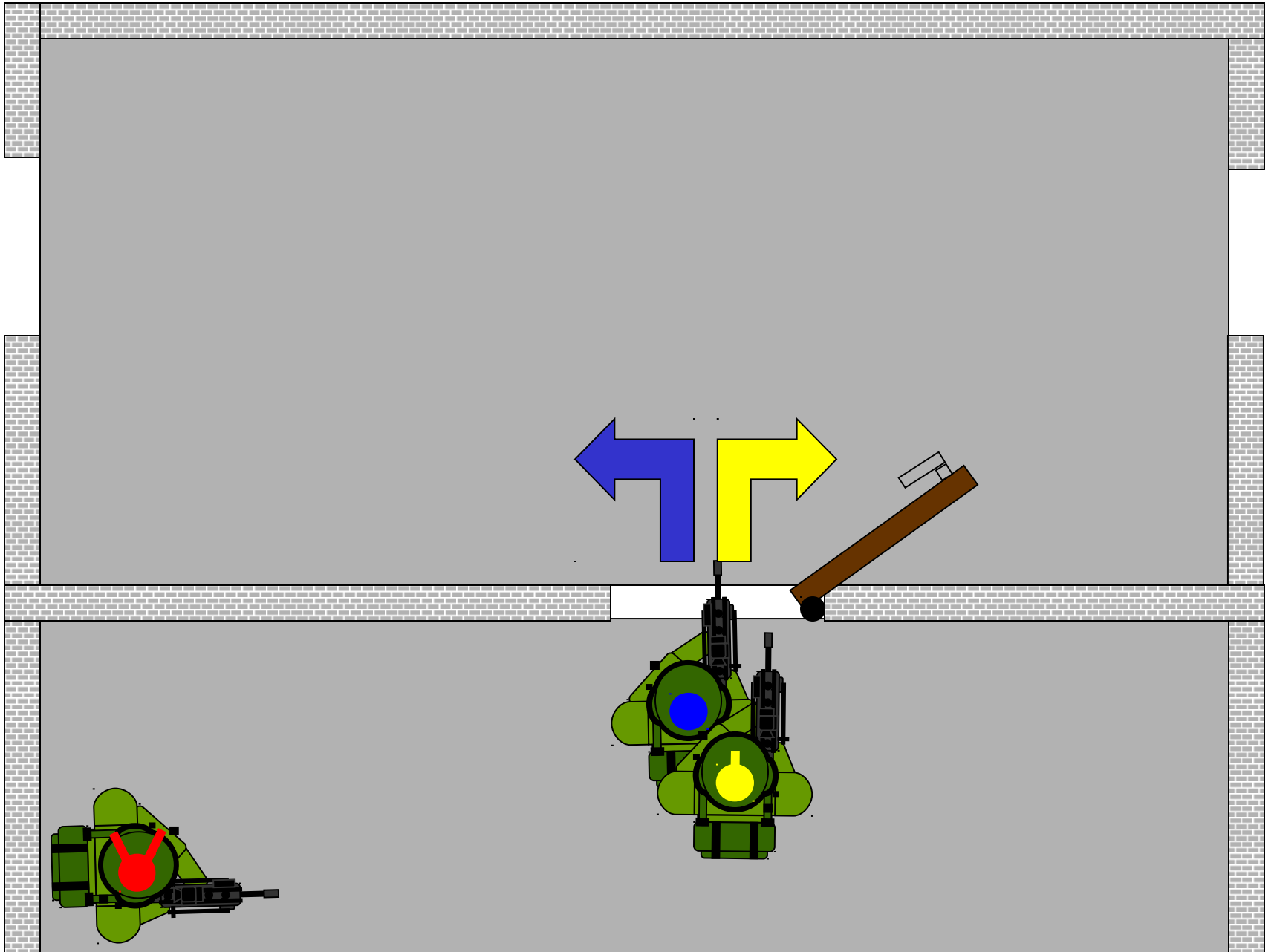
PREPARER

331, 3332, 333
334, 335

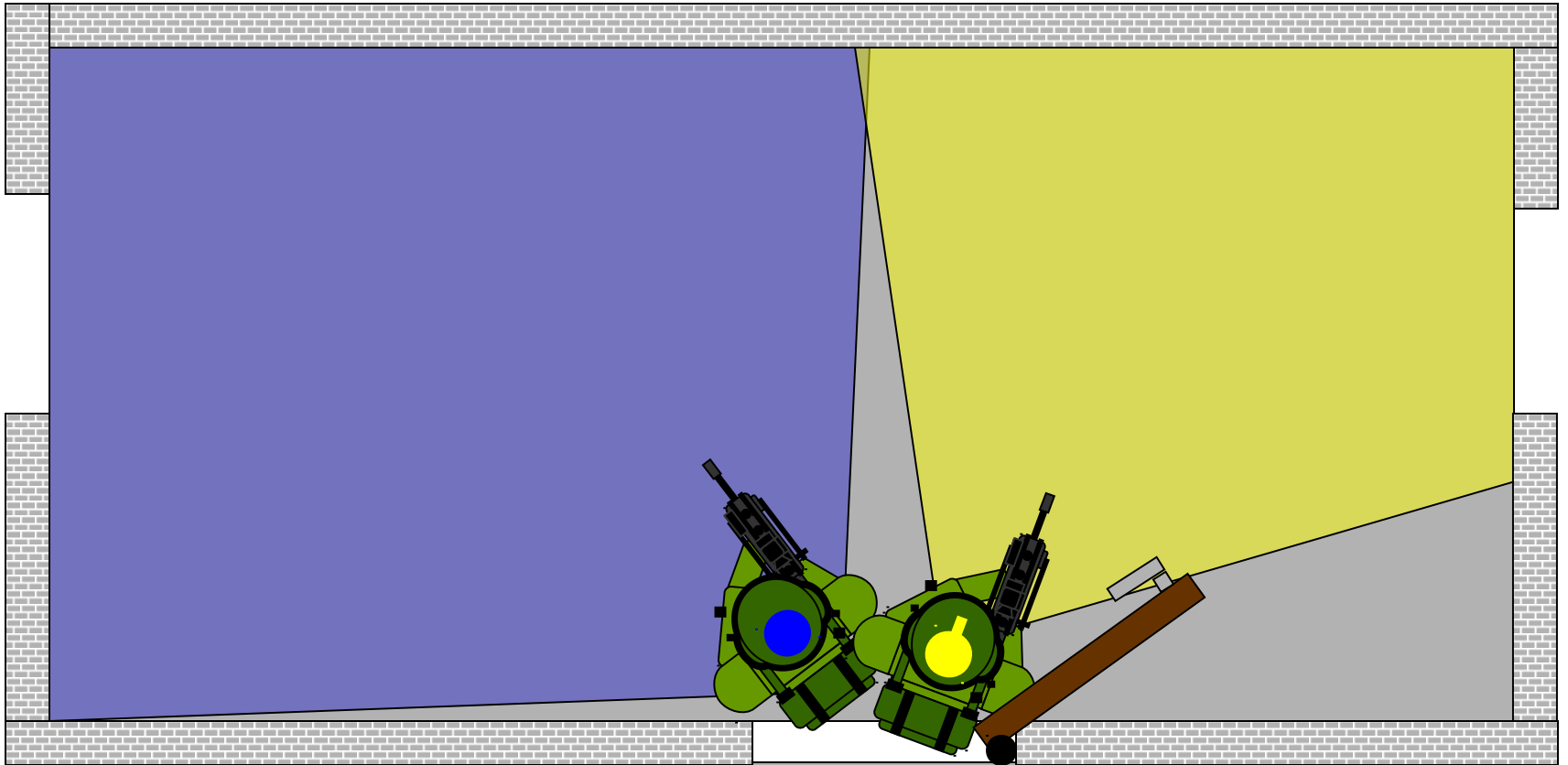


N°1 et 2 : SE PREPARENT A RENTRER
PETIT MOUVEMENT ARRIERE
POUR PREVENIR DU DEPART

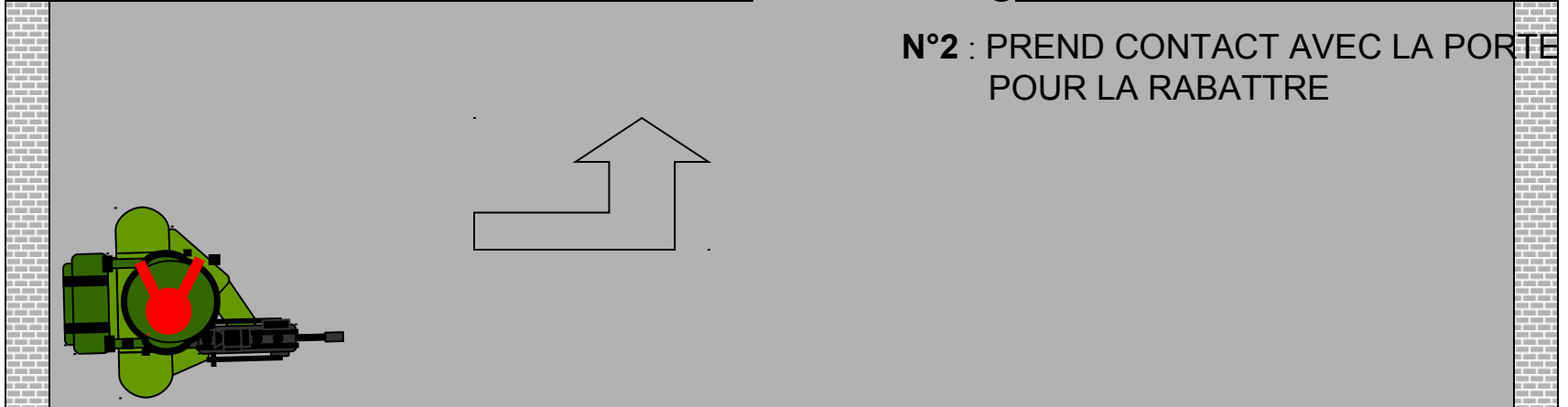
PENETRER



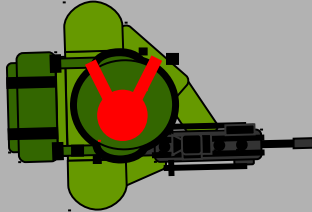
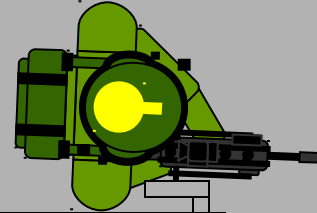
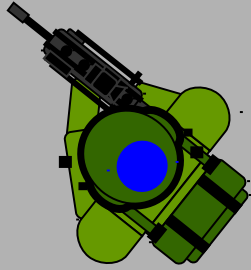
PENETRER



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



PENETRER



N°3 : GARDE LE CONTACT VISUEL

PENETRATION DANS UNE HABITATION

GROUPE

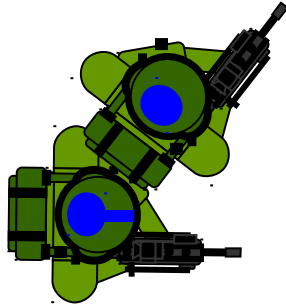
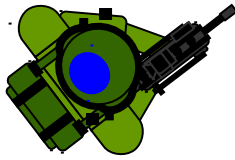
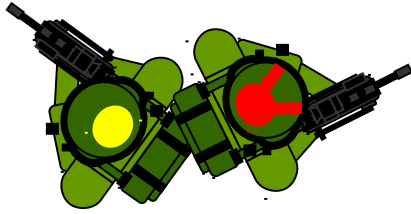
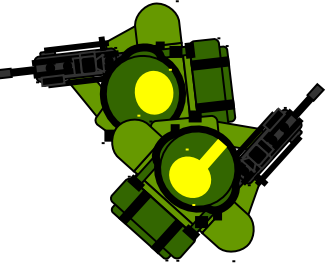
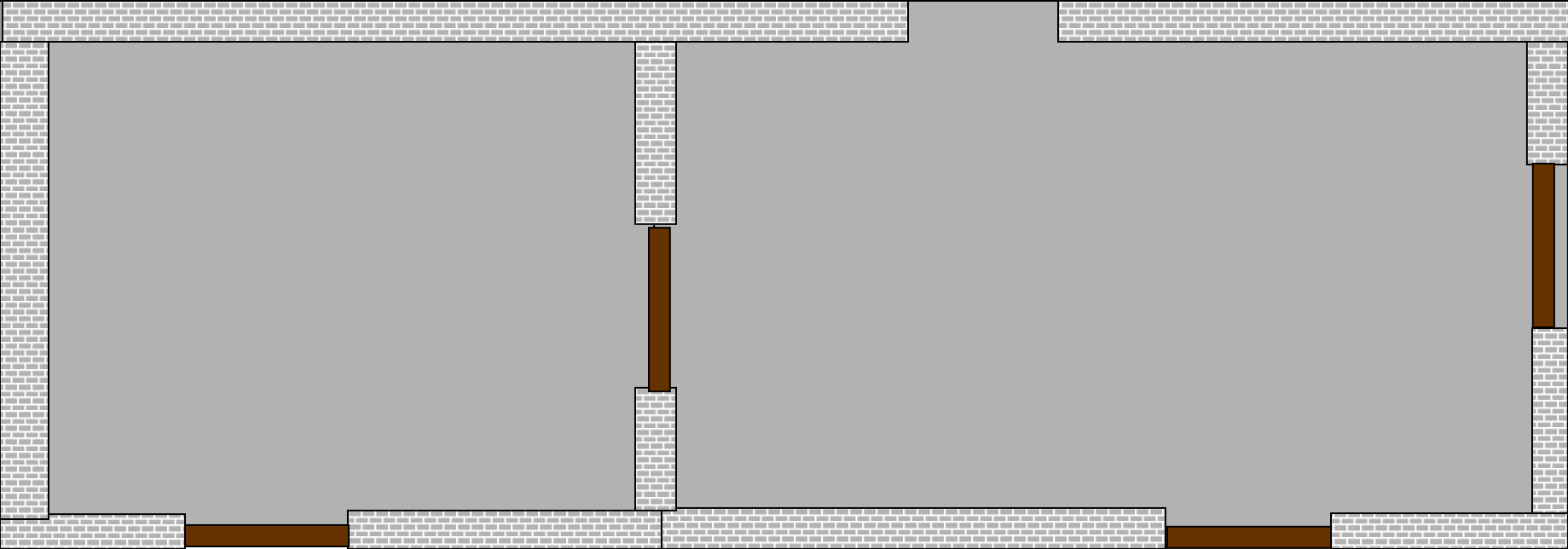
A PARTIR DE L'EXTERIEUR D'UNE HABITATION

CONTEXTE 1

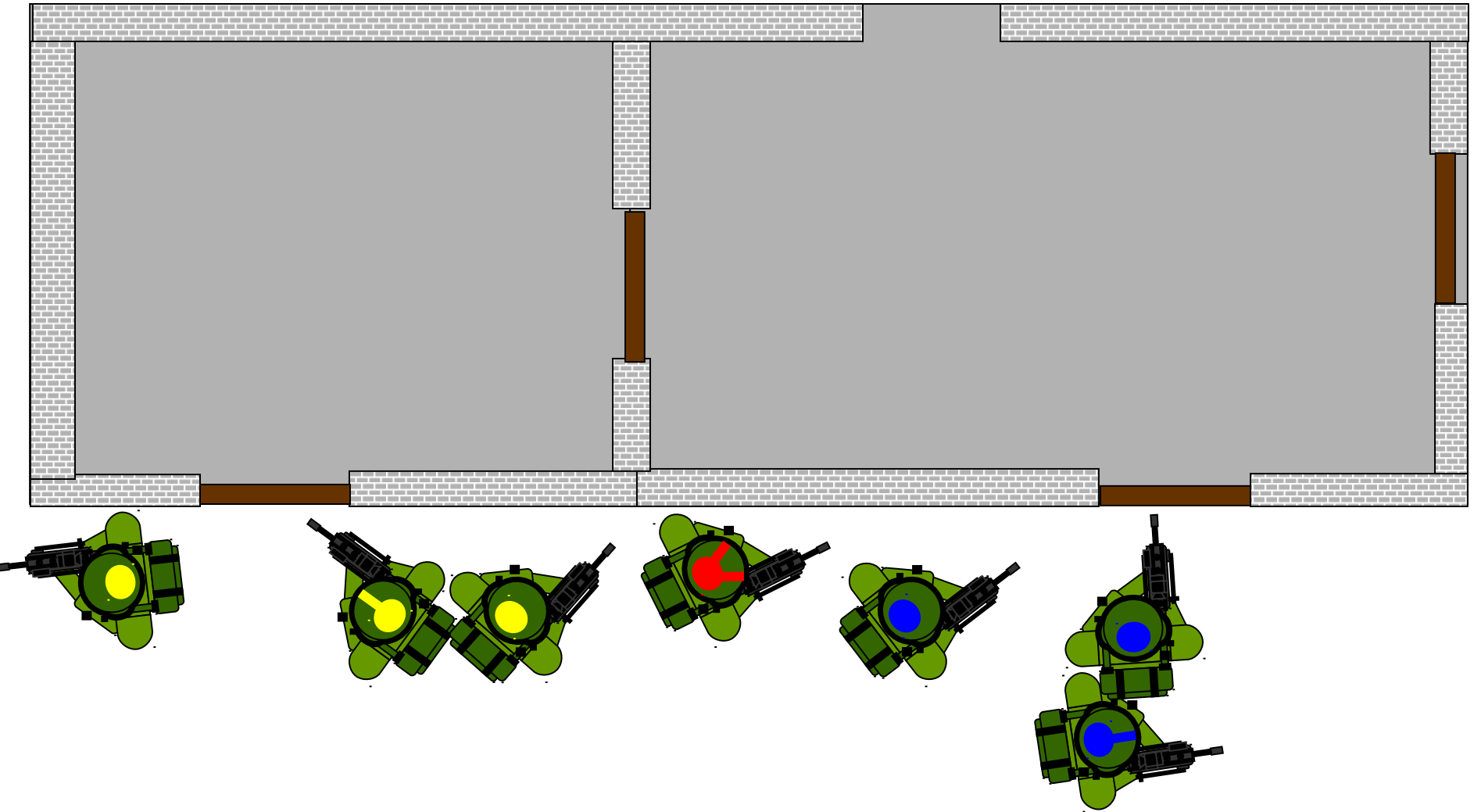
ENNEMI NON DECELE

AMBIANCE SOUPLE ET DISCRETION

ABORDER

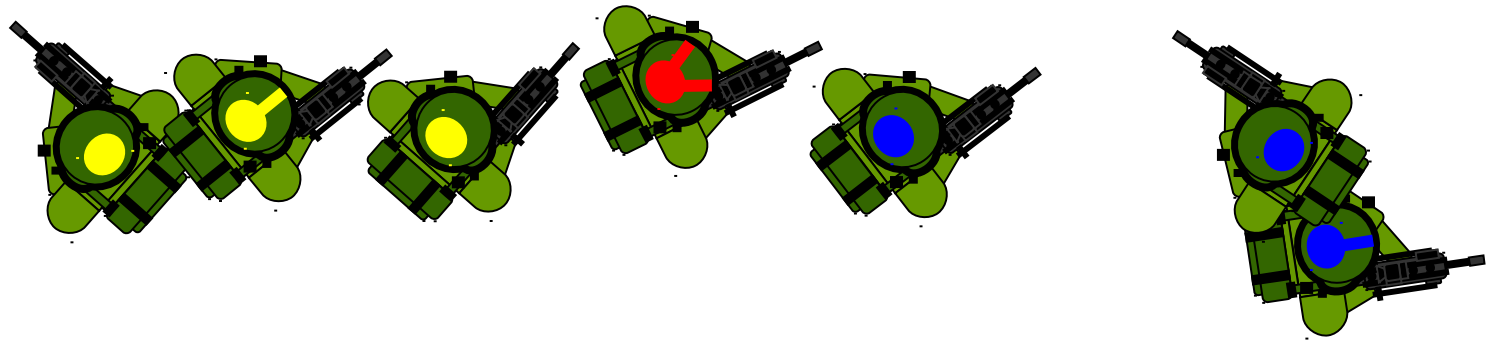
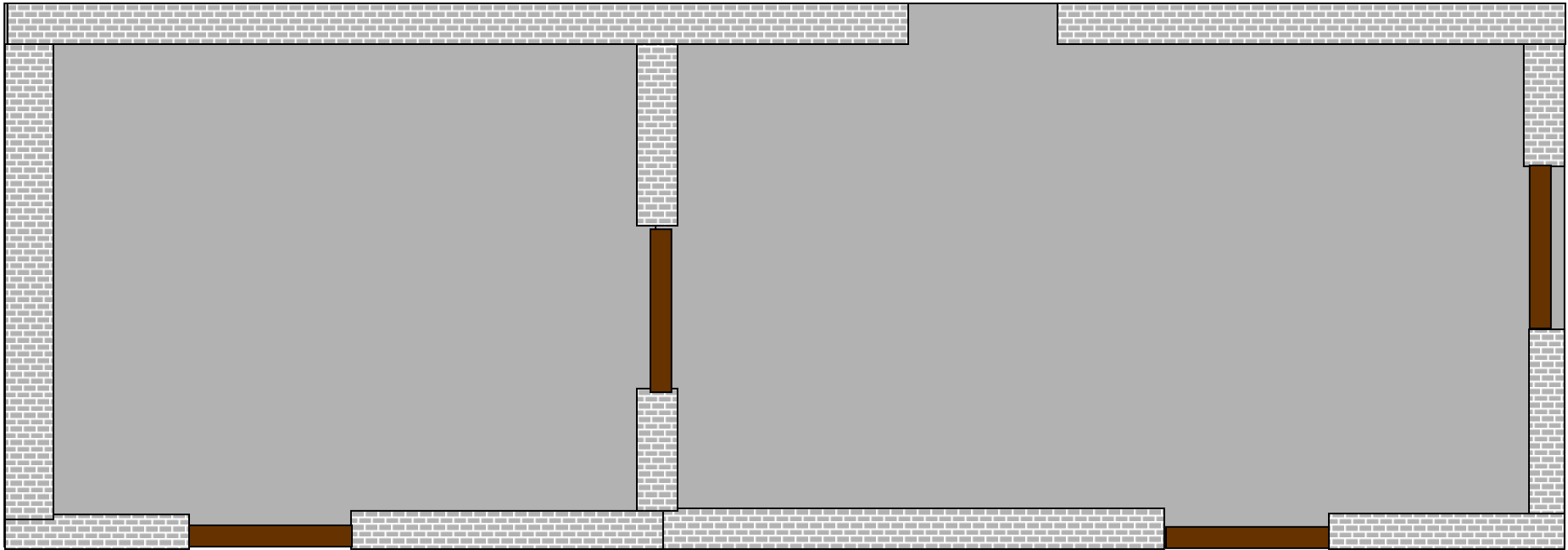


ABORDER



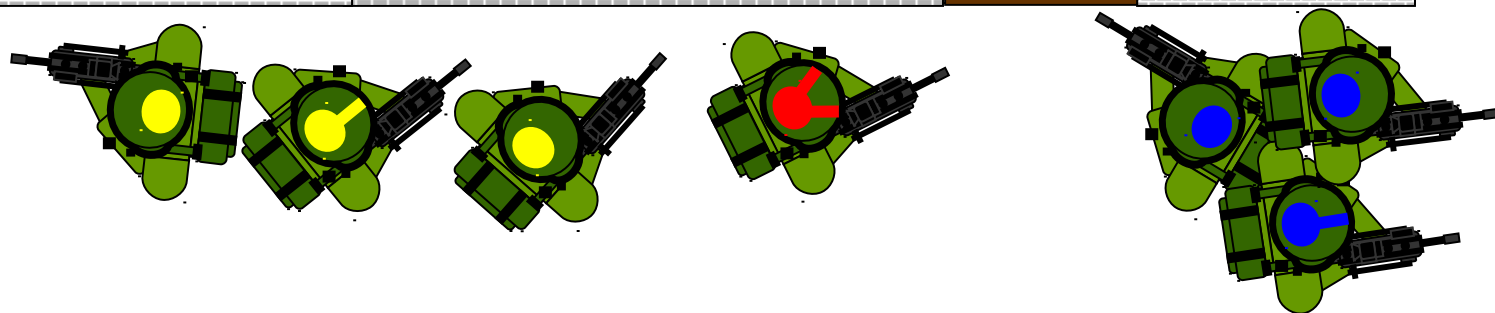
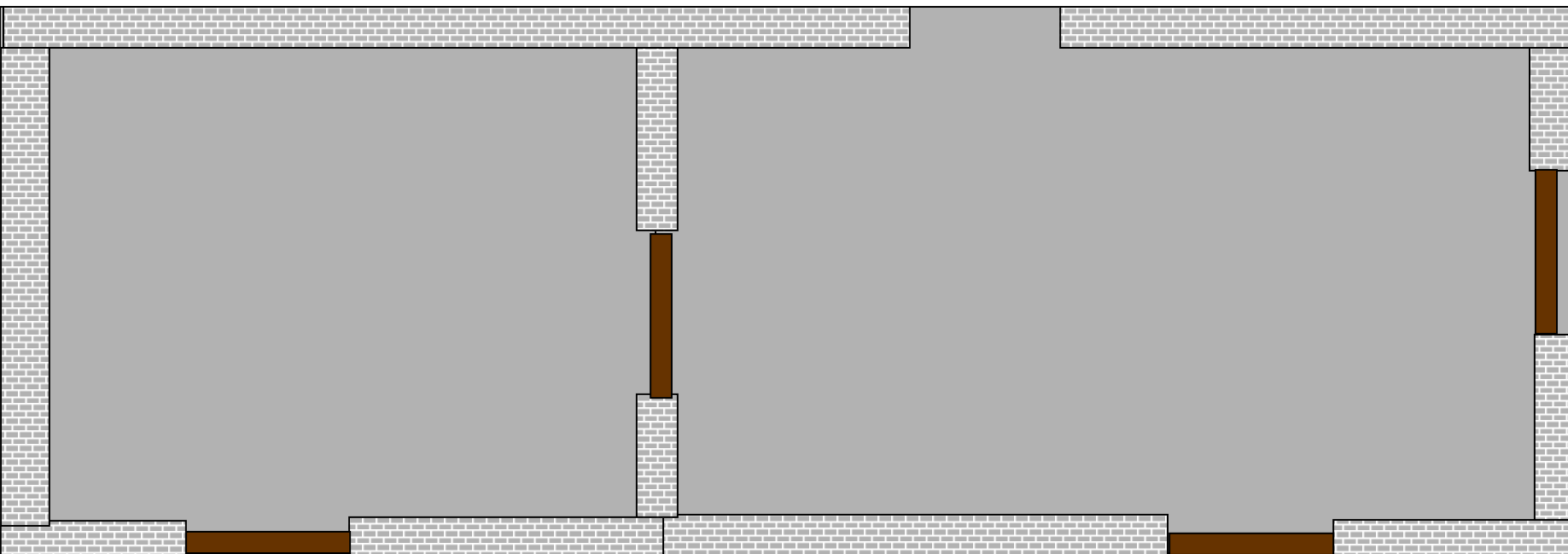
NB : DANS TOUS LES CAS DE FIGURE, LE PREMIER TRINOME PASSE DE L'AUTRE COTE DE LA PORTE POUR SE PLACER EN PROTECTION

ABORDER



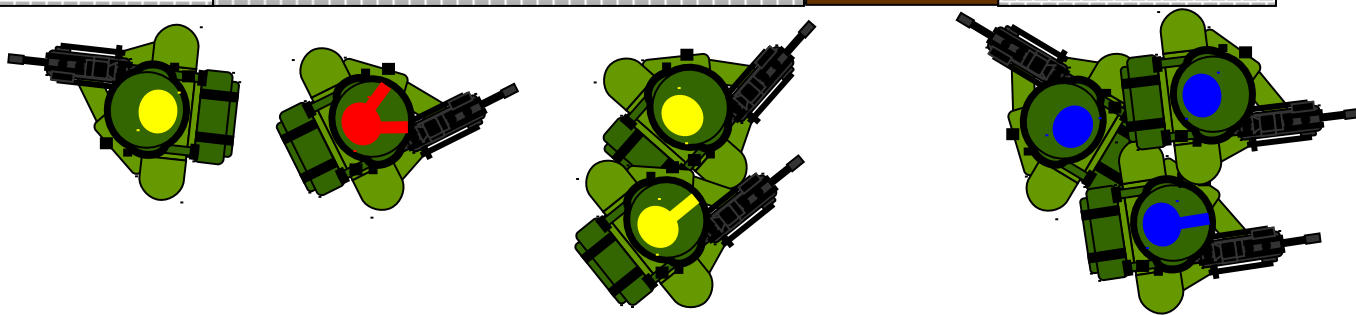
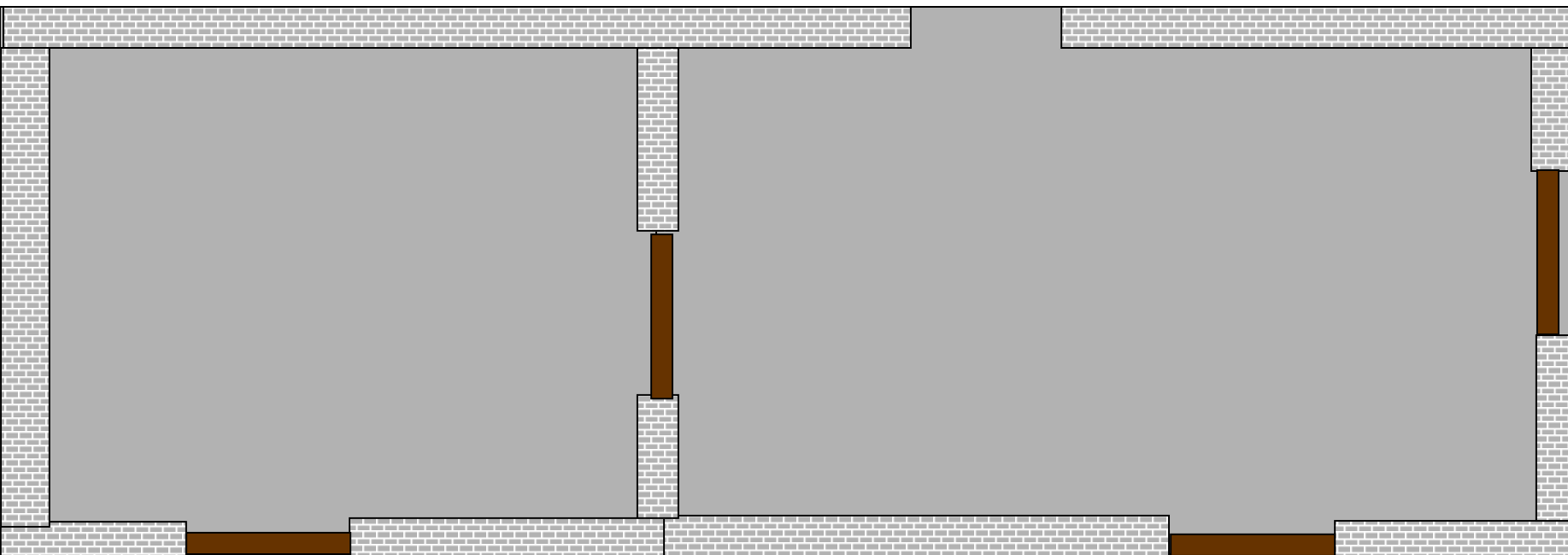
NB : DANS TOUS LES CAS DE FIGURE, LE PREMIER TRINOME PASSE DE L'AUTRE COTE DE LA PORTE POUR SE PLACER EN PROTECTION

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.

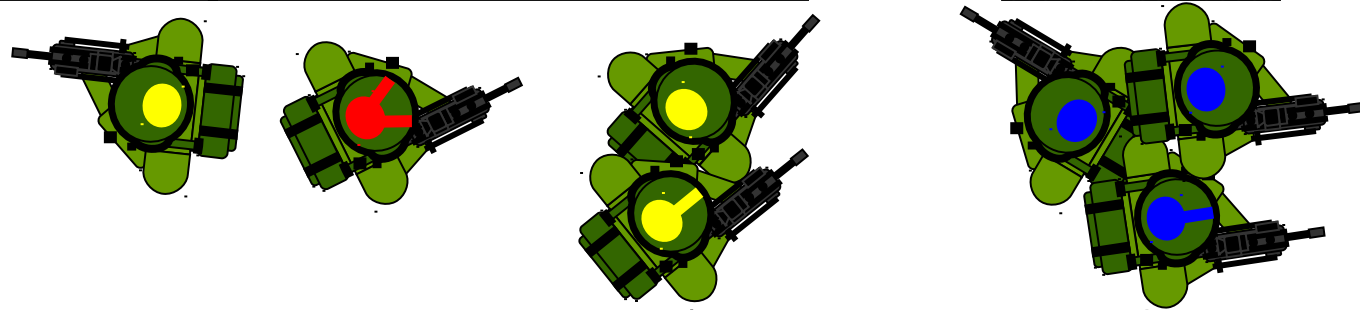
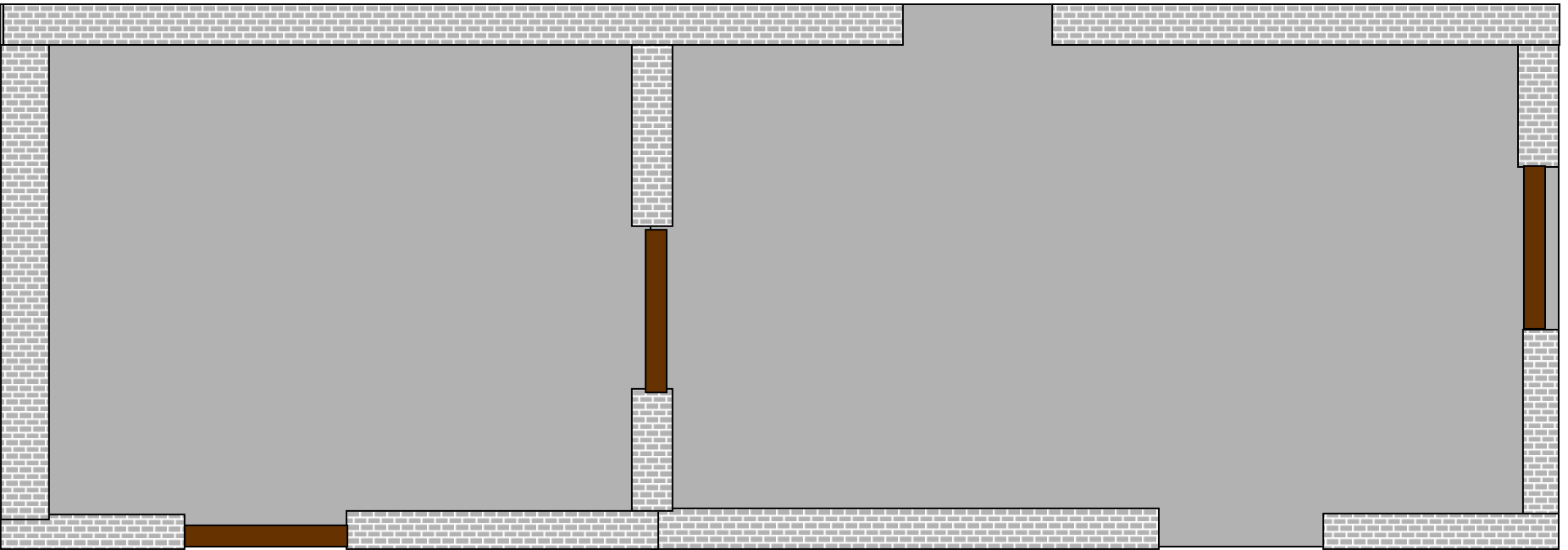
CONTEXTE 1

ENNEMI NON DECELE

AMBIANCE SOUPLESSE ET DISCRETION

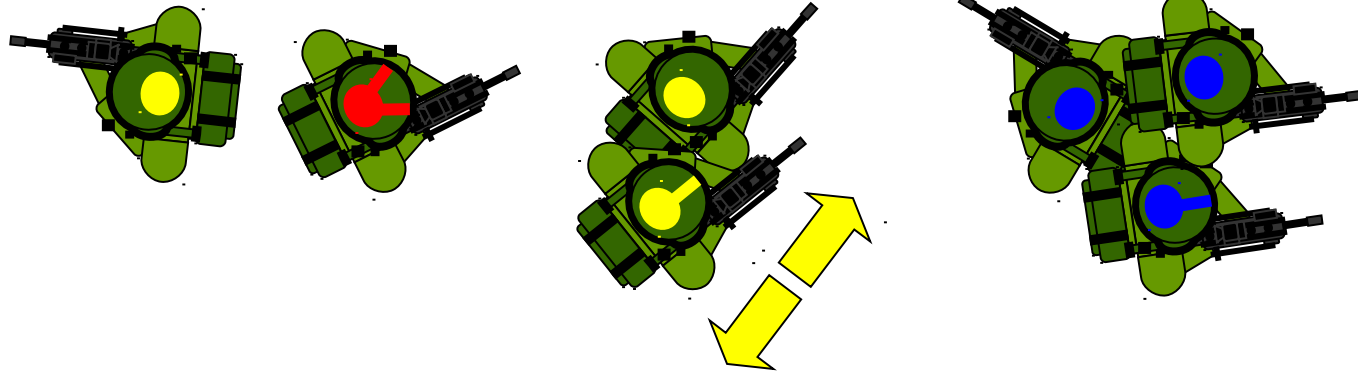
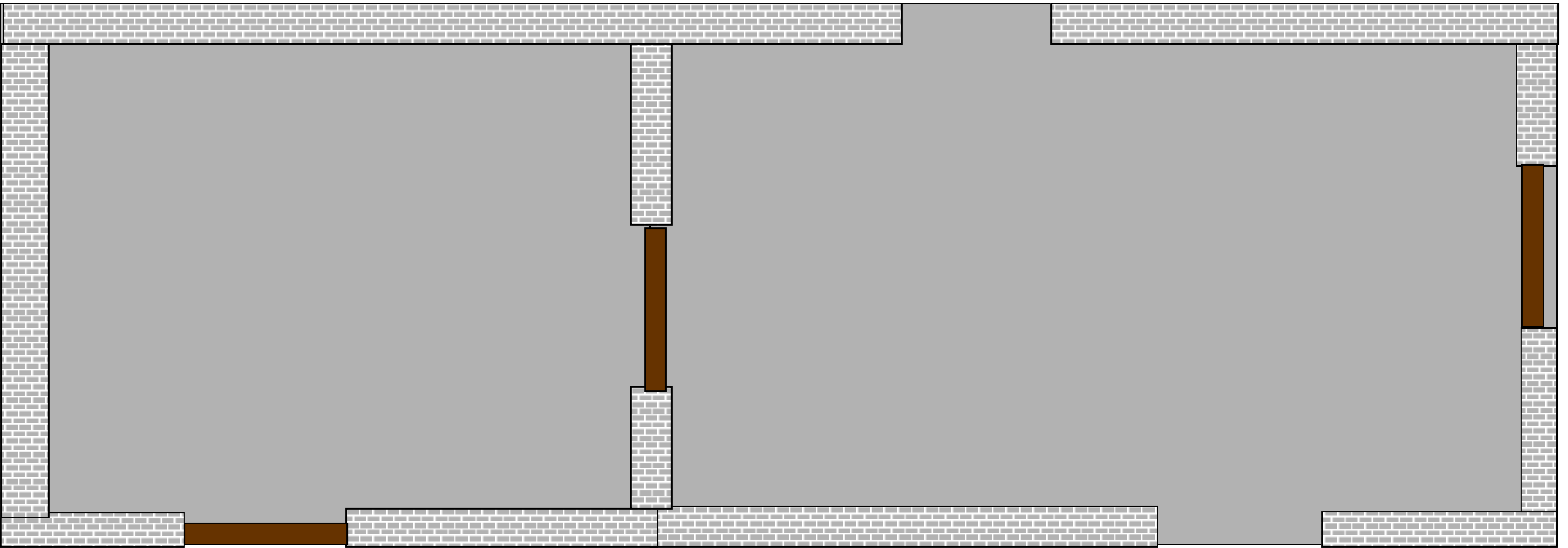
(PORTE OUVERTE)

PREPARER



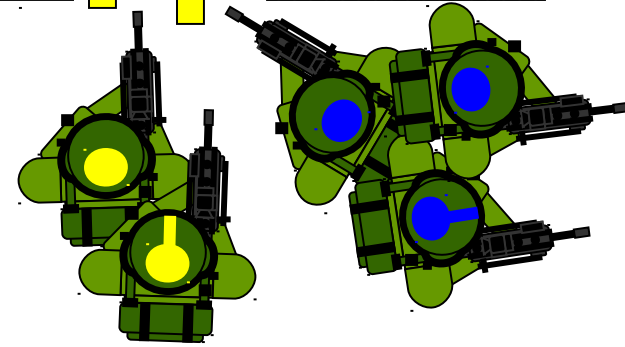
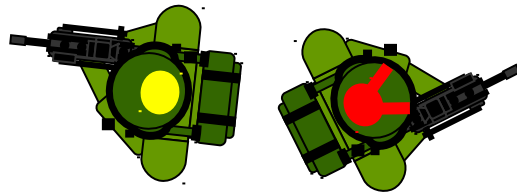
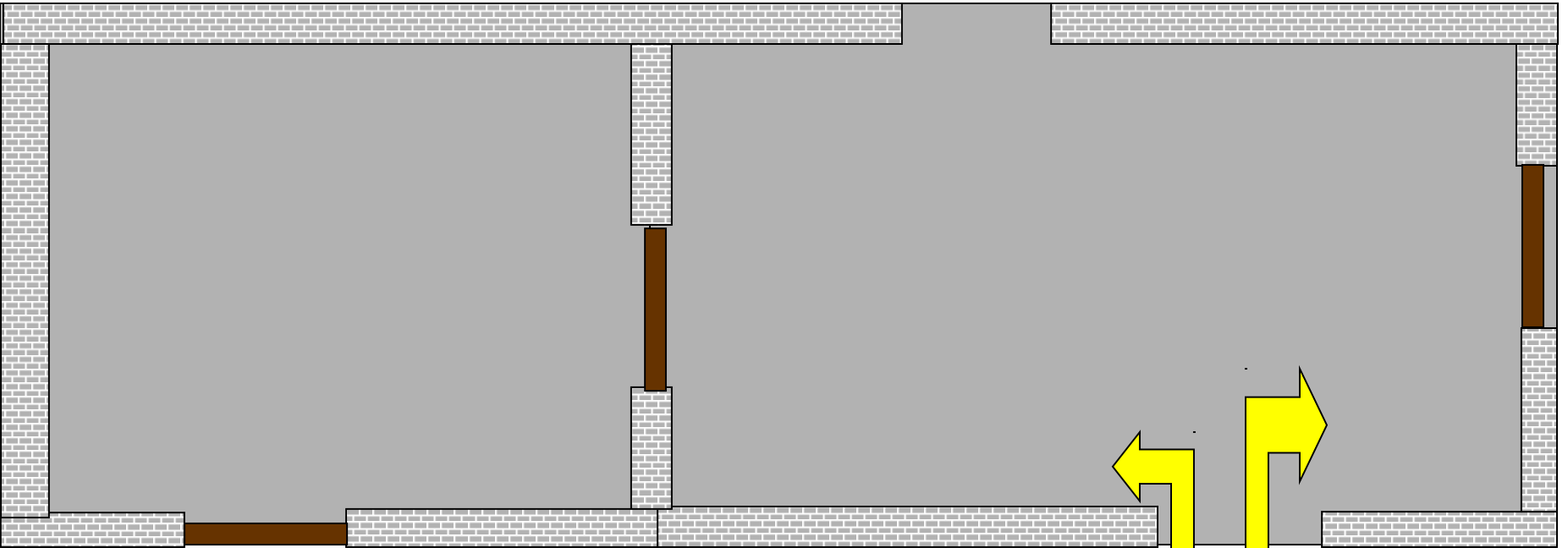
NB : DANS TOUS LES CAS DE FIGURE, LE PREMIER TRINOME PASSE DE L'AUTRE COTE DE LA PORTE POUR SE PLACER EN PROTECTION, LE CHEF DE GROUPE SE PLACE EN N°3 DU DEUXIEME TRINOME. LE N° 3 DU PREMIER TRINOME RENSEIGNE SUR LA PIECE (PRESENCE D'ESCALIER A L'ENTREE)

PREPARER

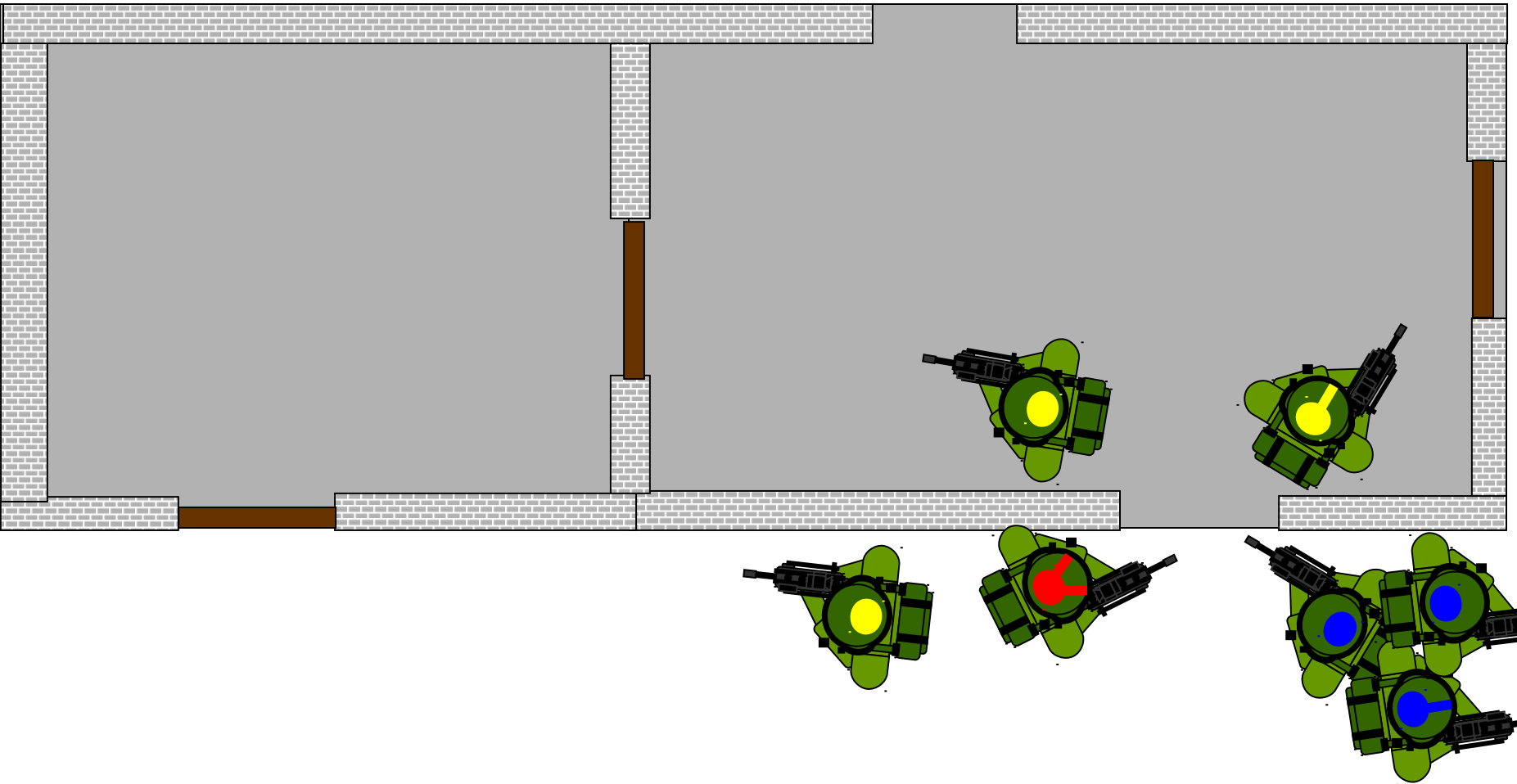


PETIT MOUVEMENT ARRIERE
AVANT LE DEPART

PENETRER

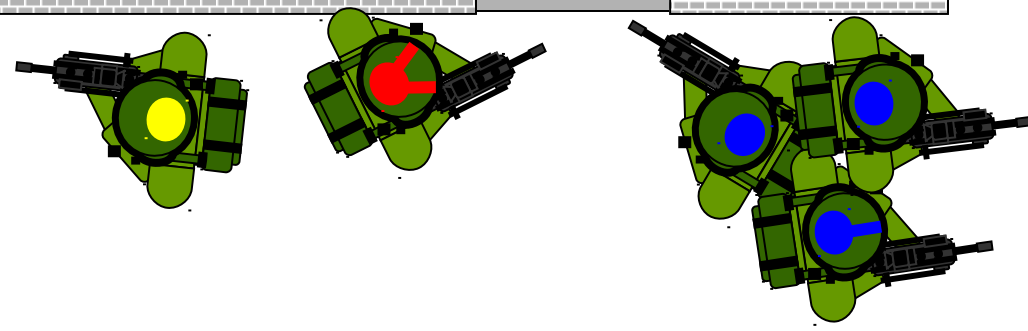
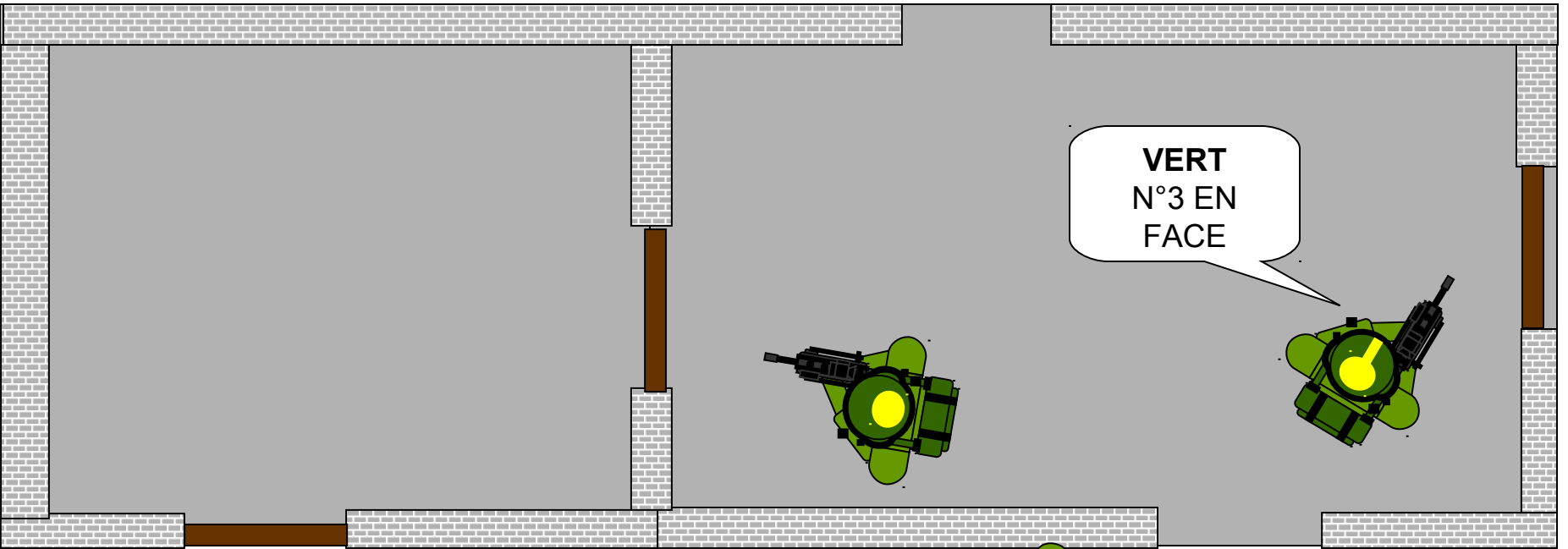


PENETRER

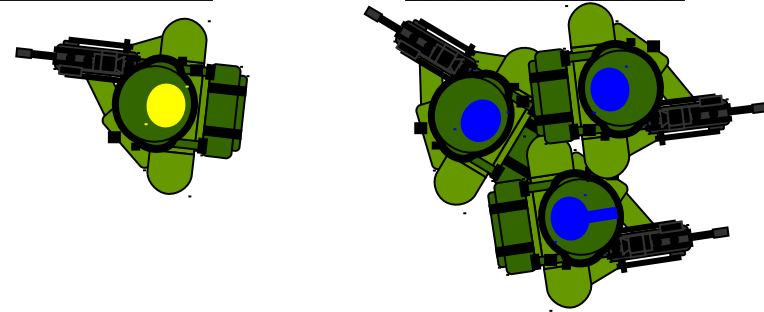
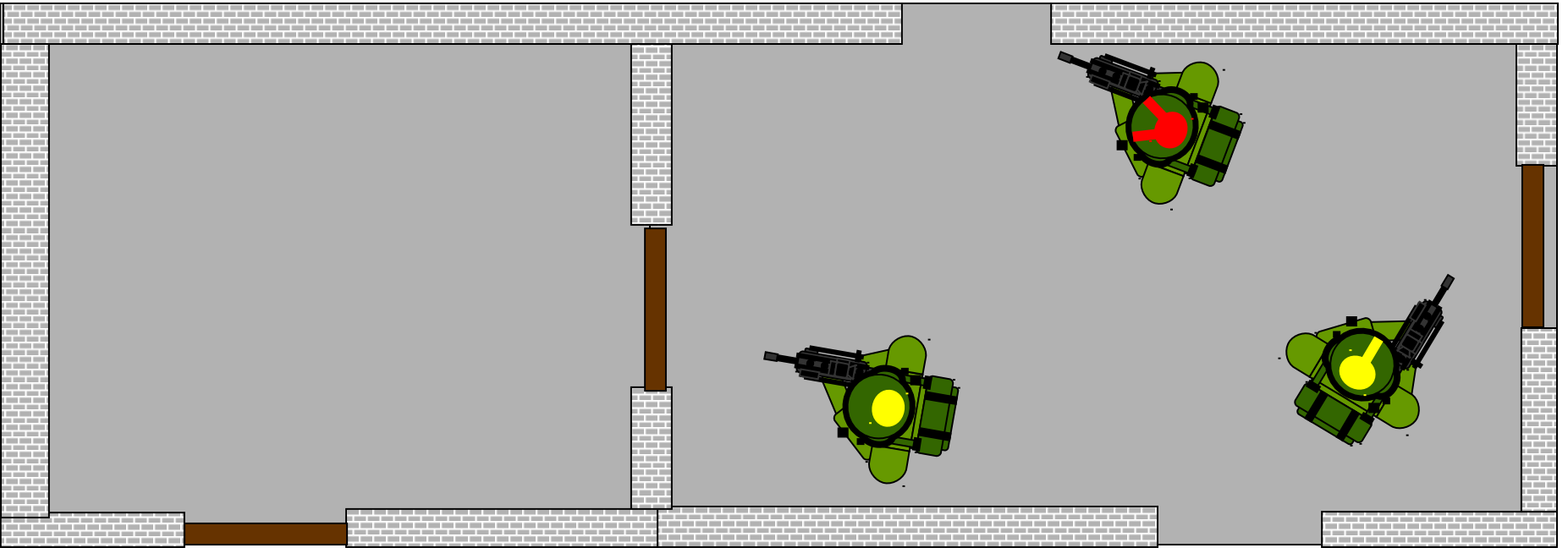


NB : APRES LA PENETRATION DU BINOME, LE CHEF DE GROUPE VIENT SE PLACER PRES DE LA PORTE POUR AVOIR VU SUR LA PIECE OU POUR AVOIR LAISON AVEC SON BINOME

RENDRE COMPTE



RENDRE COMPTE



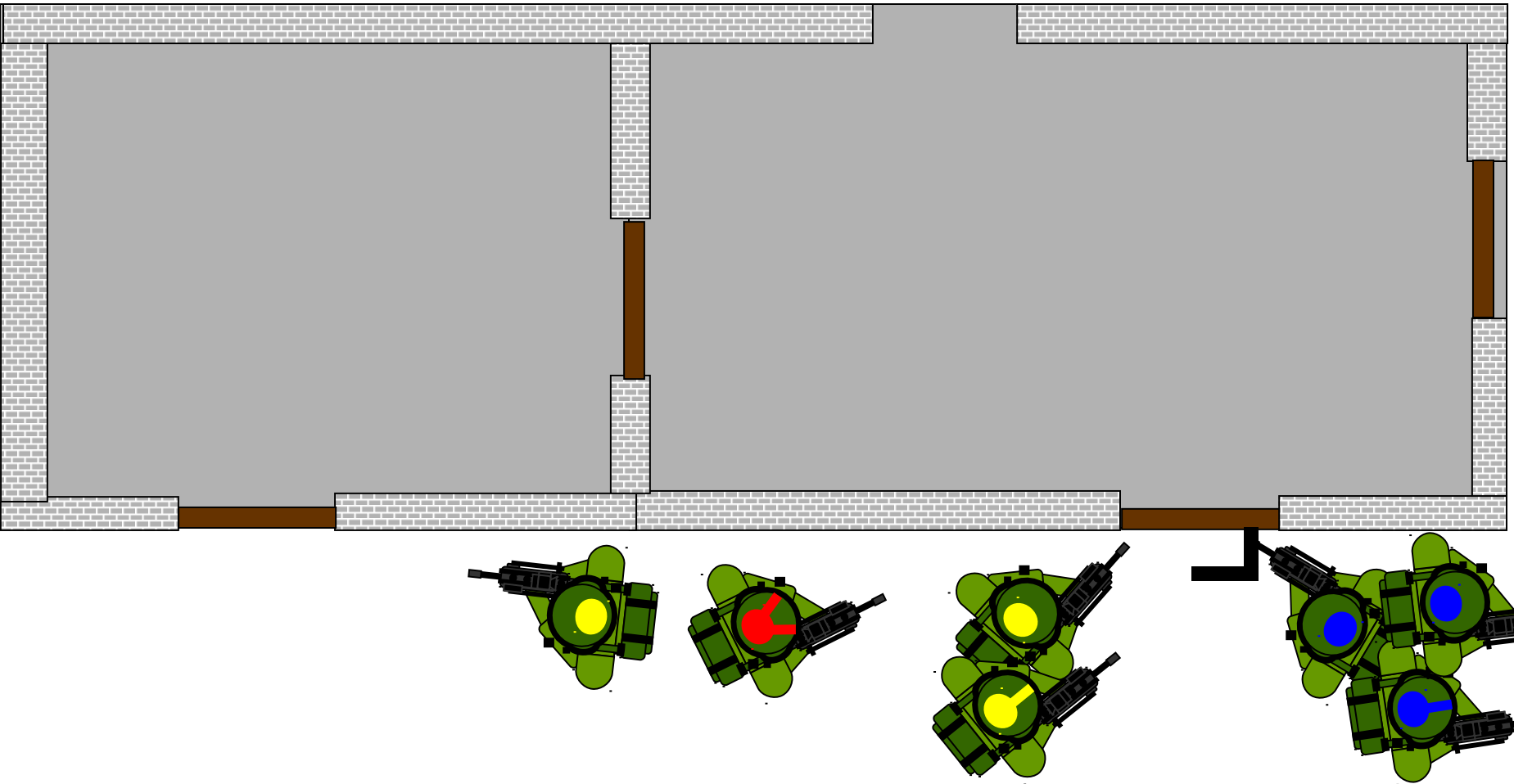
CONTEXTE 1

ENNEMI NON DÉCELÉ

AMBIANCE SOUPLÈSSÉ ET DISCRETION

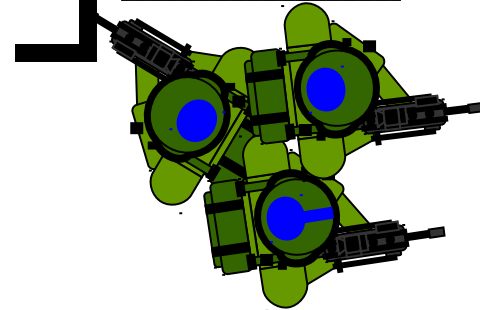
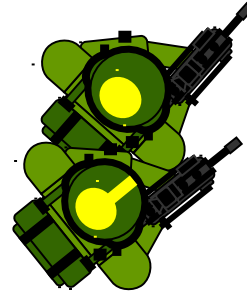
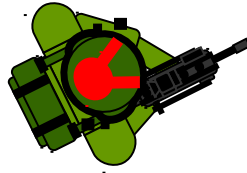
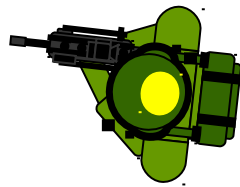
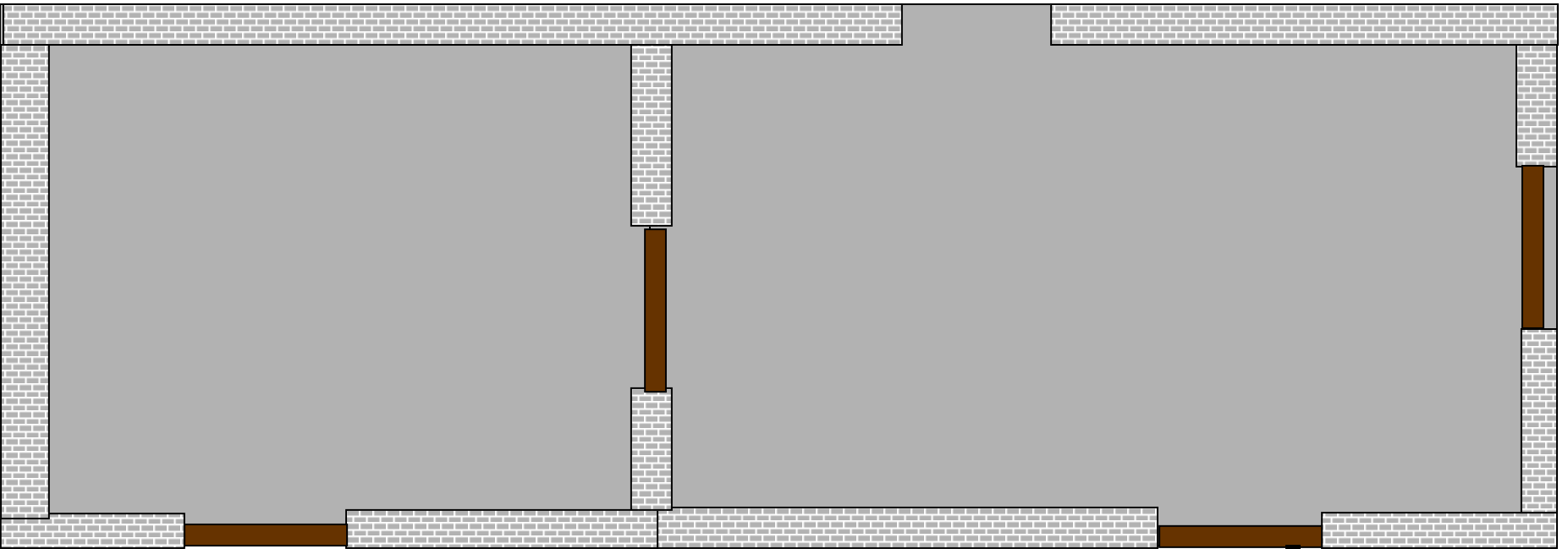
(POIGNEE DU COTE DU PREMIER TRINOME)

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.

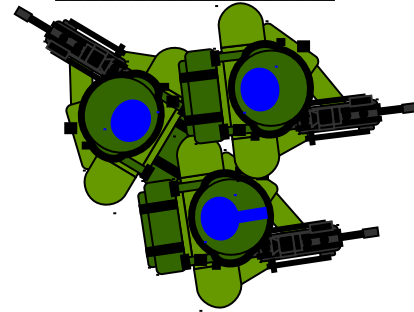
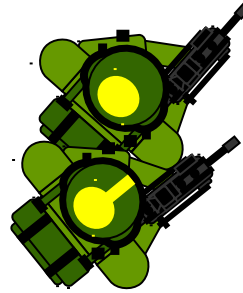
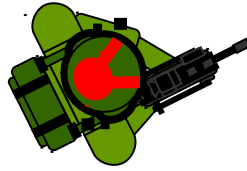
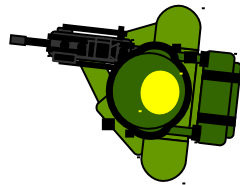
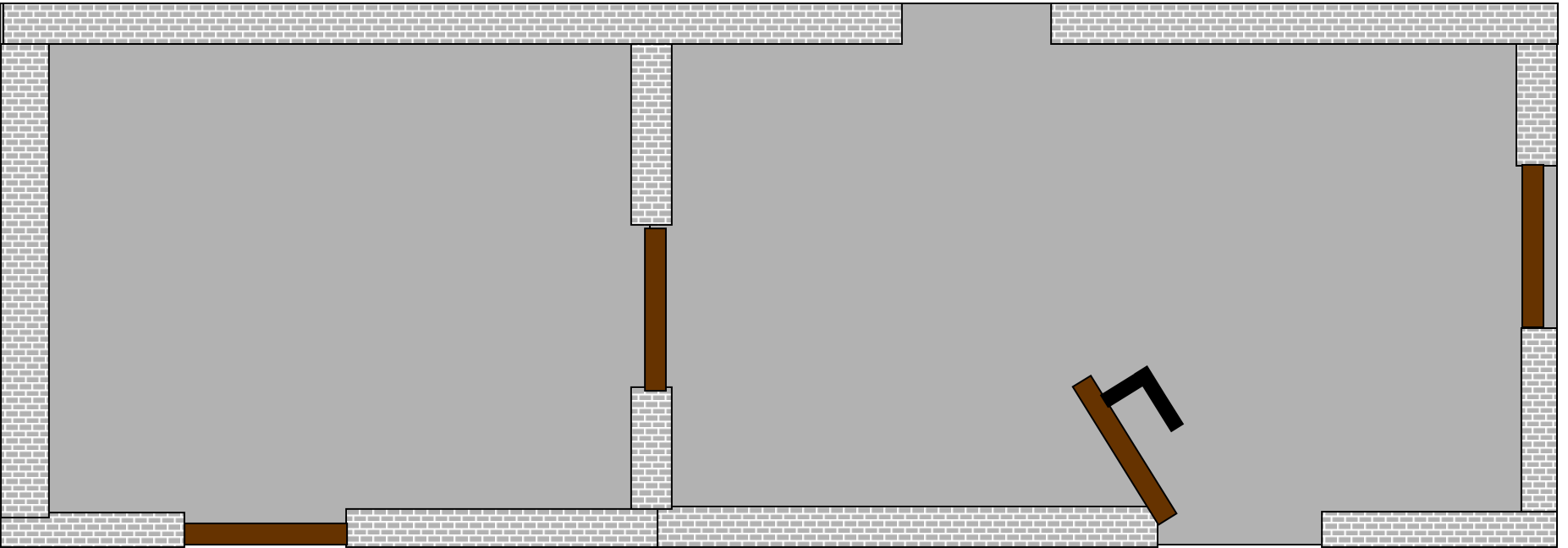
PREPARER



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

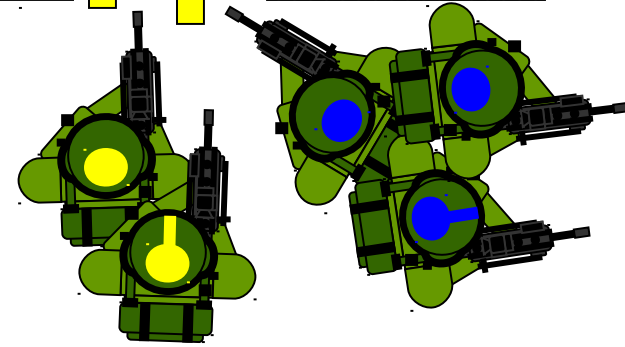
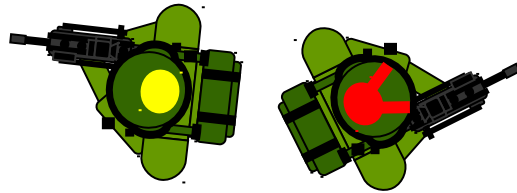
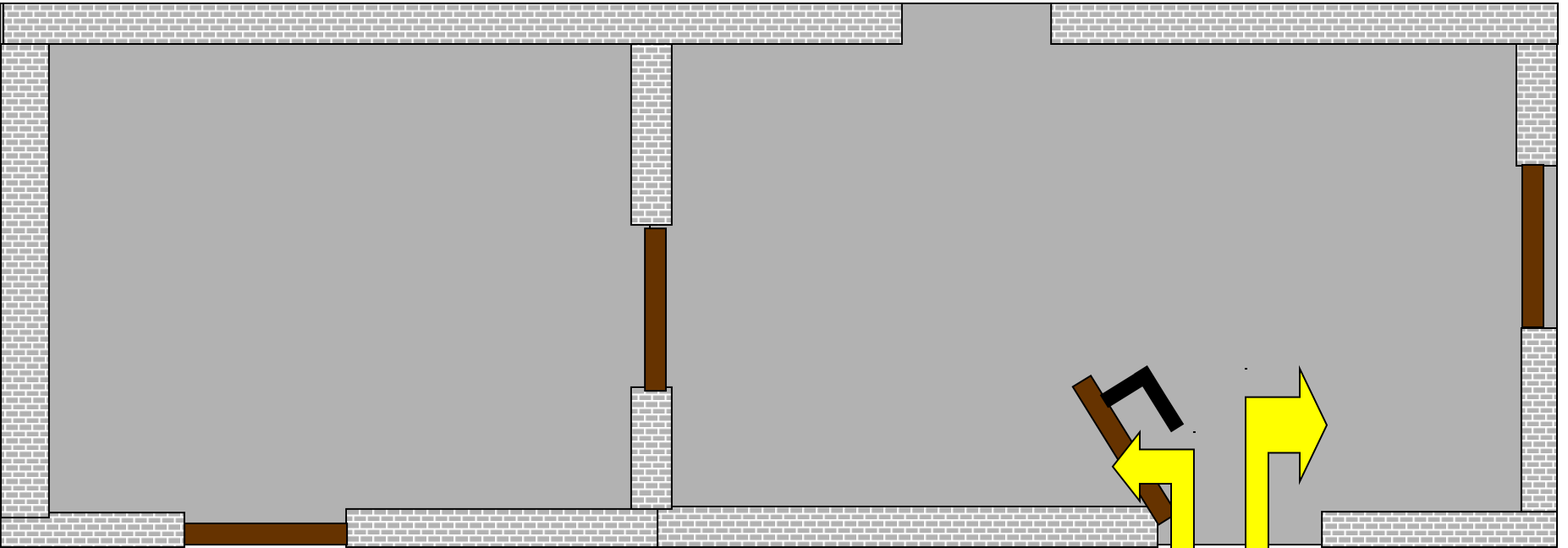
NB : DANS TOUS LES CAS DE FIGURE, C'EST CELUI QUI EST LE PLUS PRES DE LA POIGNEE QUI OUVRE LA PORTE

PREPARER

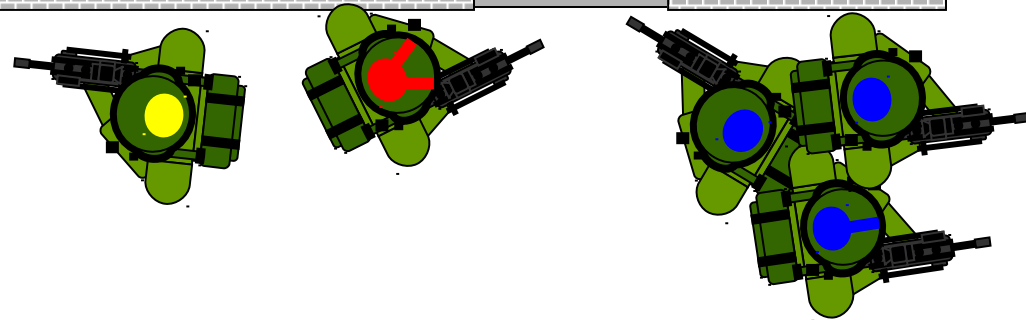
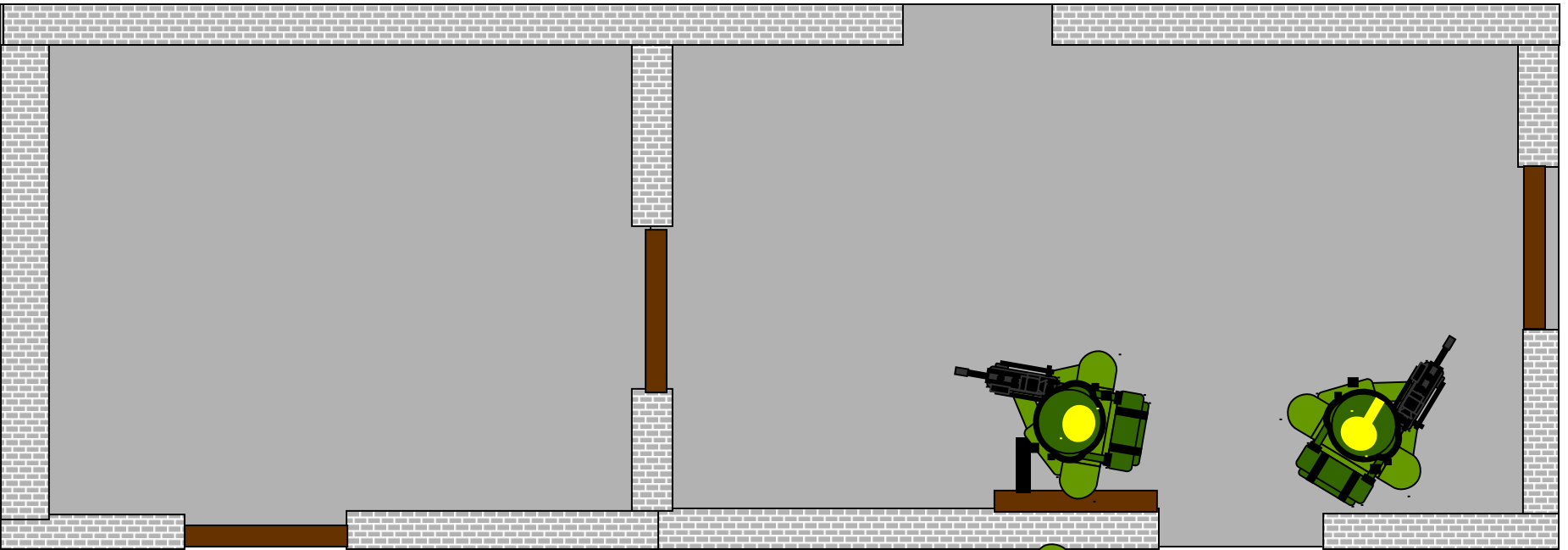


LE N° 3 DU PREMIER TRINOME
RENSEIGNE SUR LA PIECE
(PRESENCE D'ESCALIER A
L'ENTREE)

PENETRER

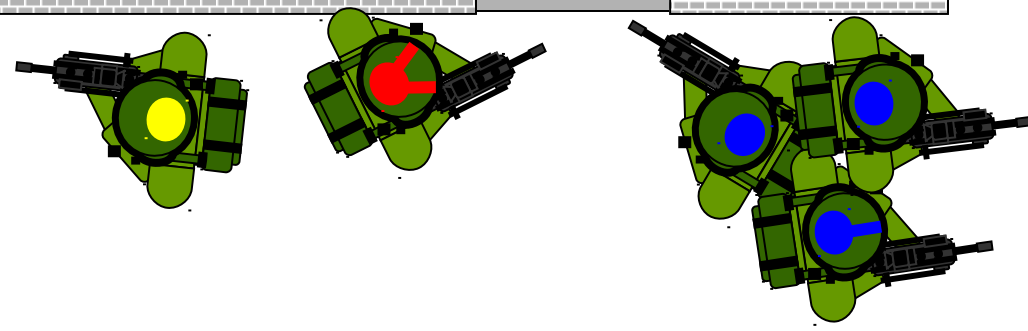
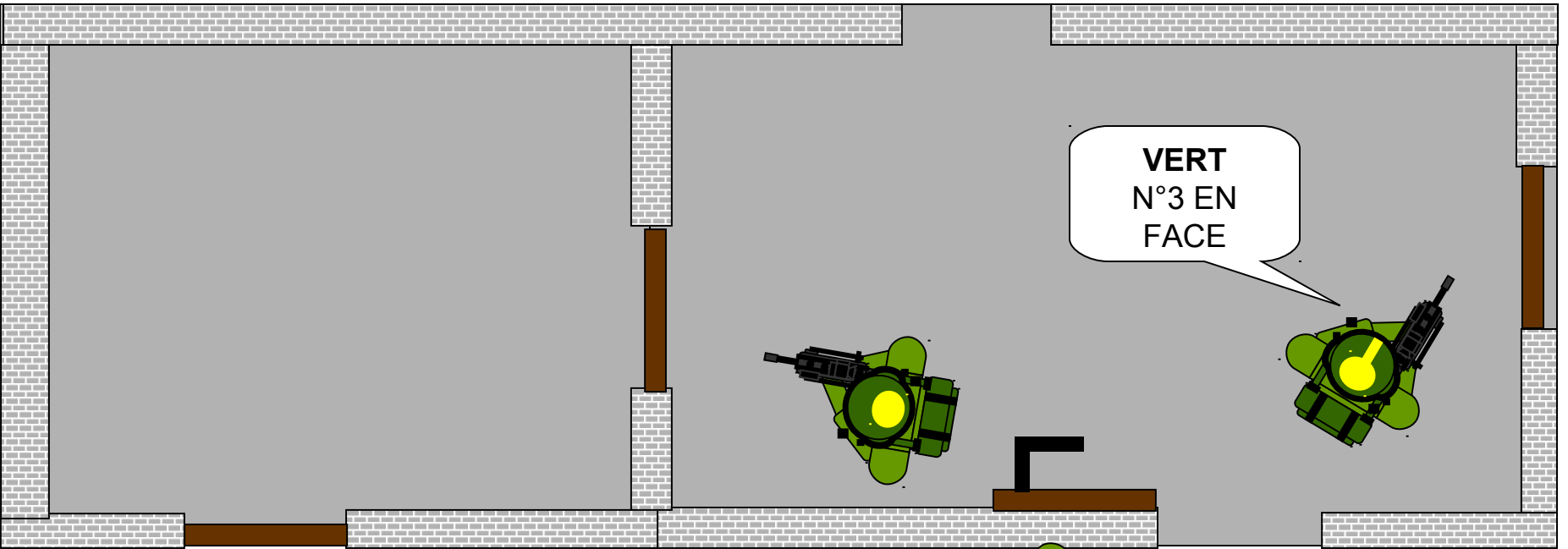


PENETRER

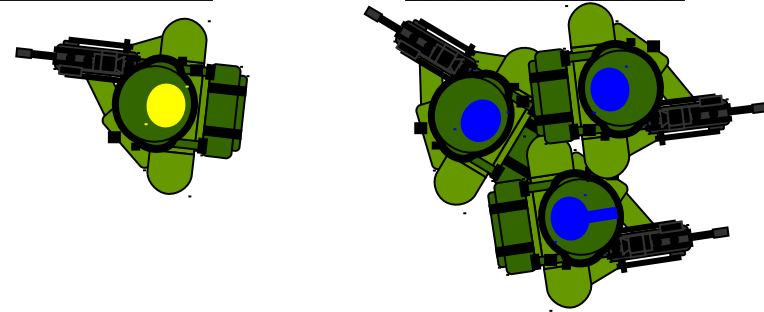
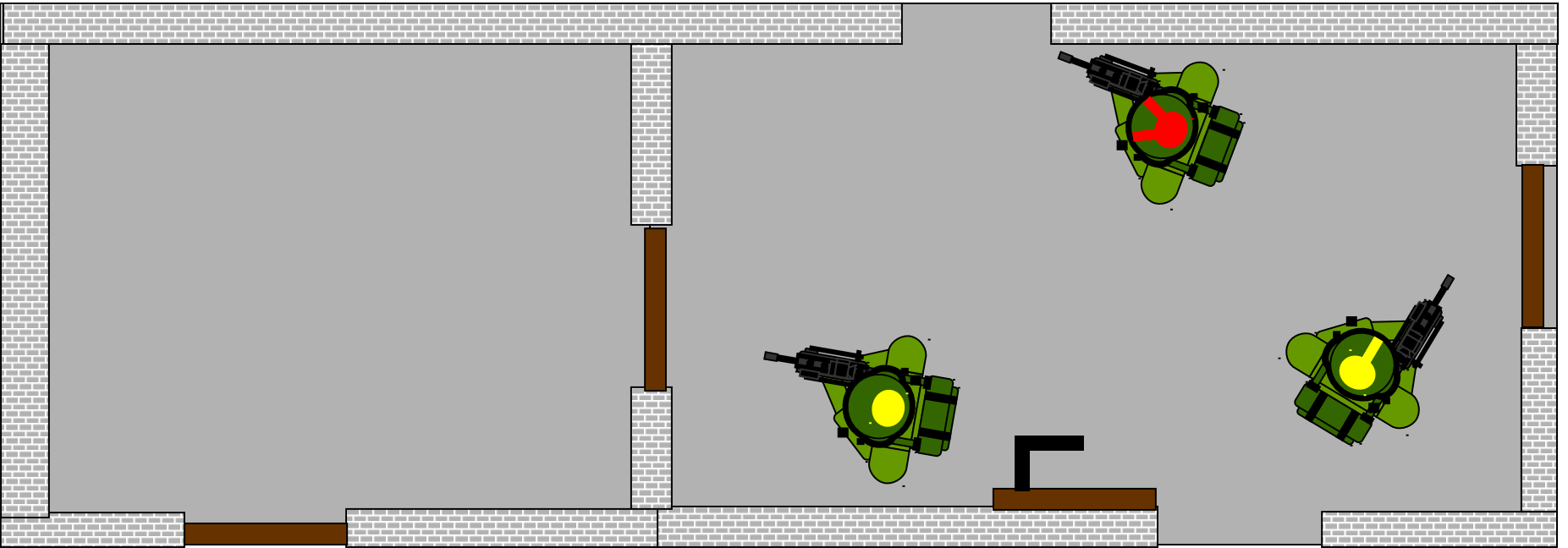


NB : APRES LA PENETRATION DU BINOME, LE CHEF DE GROUPE VIENT SE PLACER PRES DE LA PORTE POUR AVOIR VU SUR LA PIECE OU POUR AVOIR LAISON AVEC SON BINOME

RENDRE COMPTE



RENDRE COMPTE



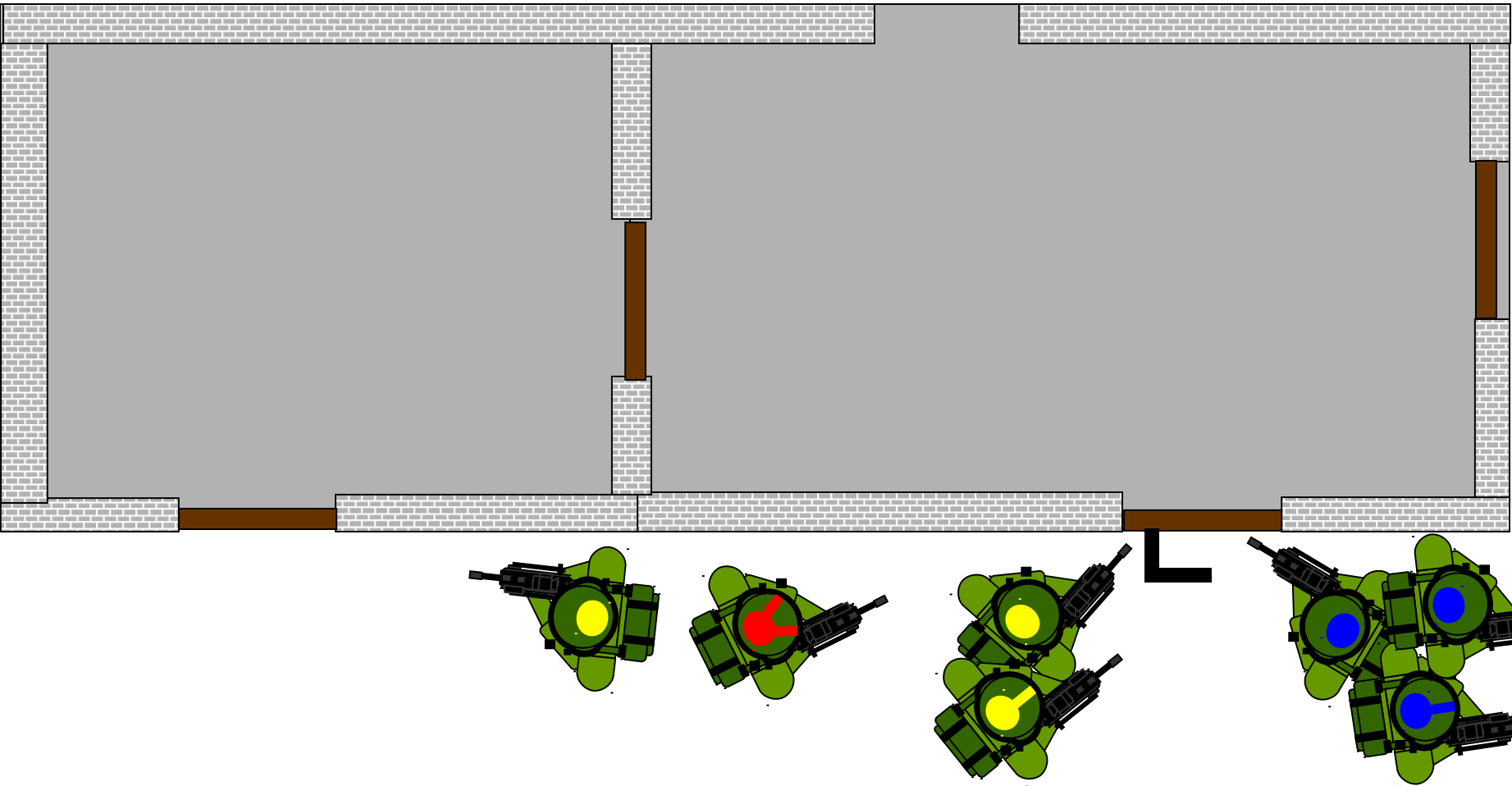
CONTEXTE 1

ENNEMI NON DECELE

AMBIANCE SOUPLE SSE ET DISCRETION

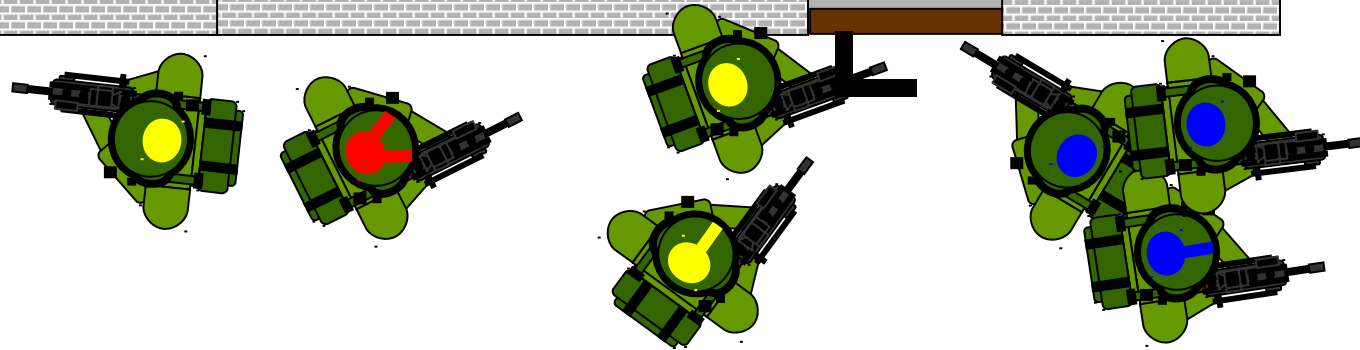
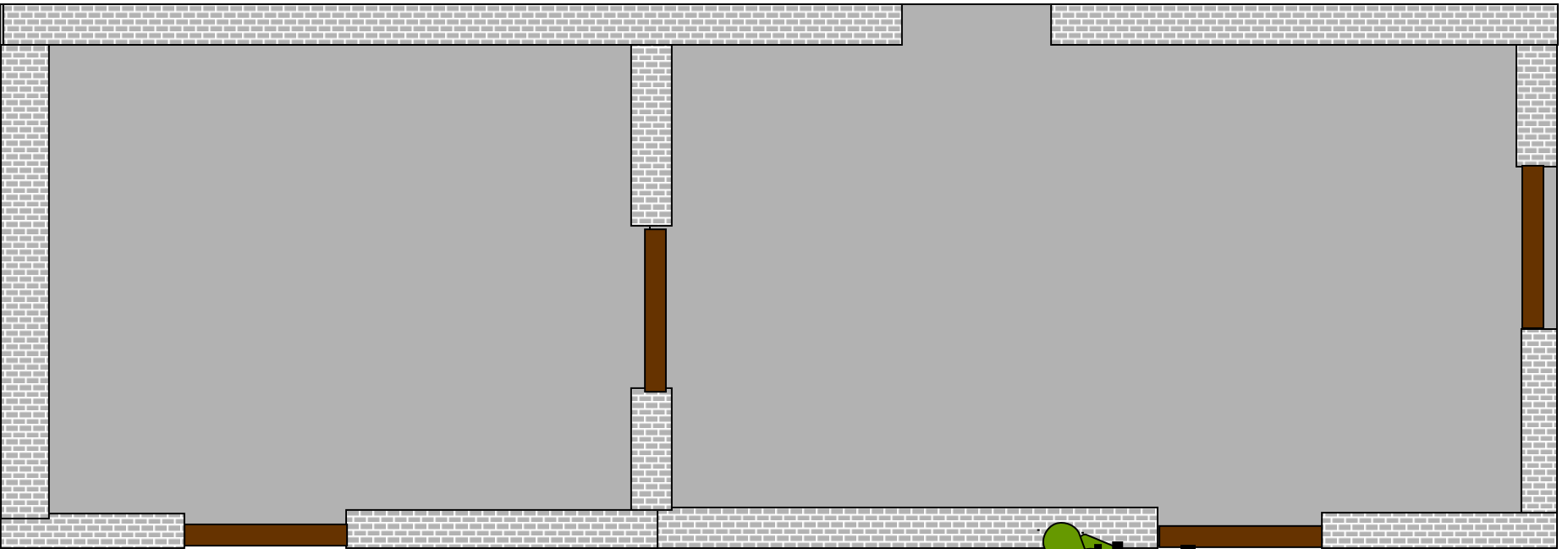
(POIGNEE DU COTE DU DEUXIEME TRINOME)

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.

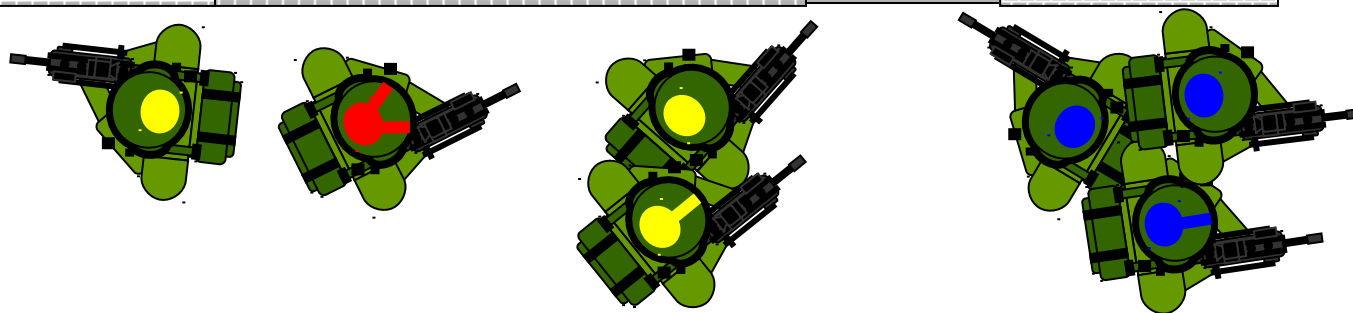
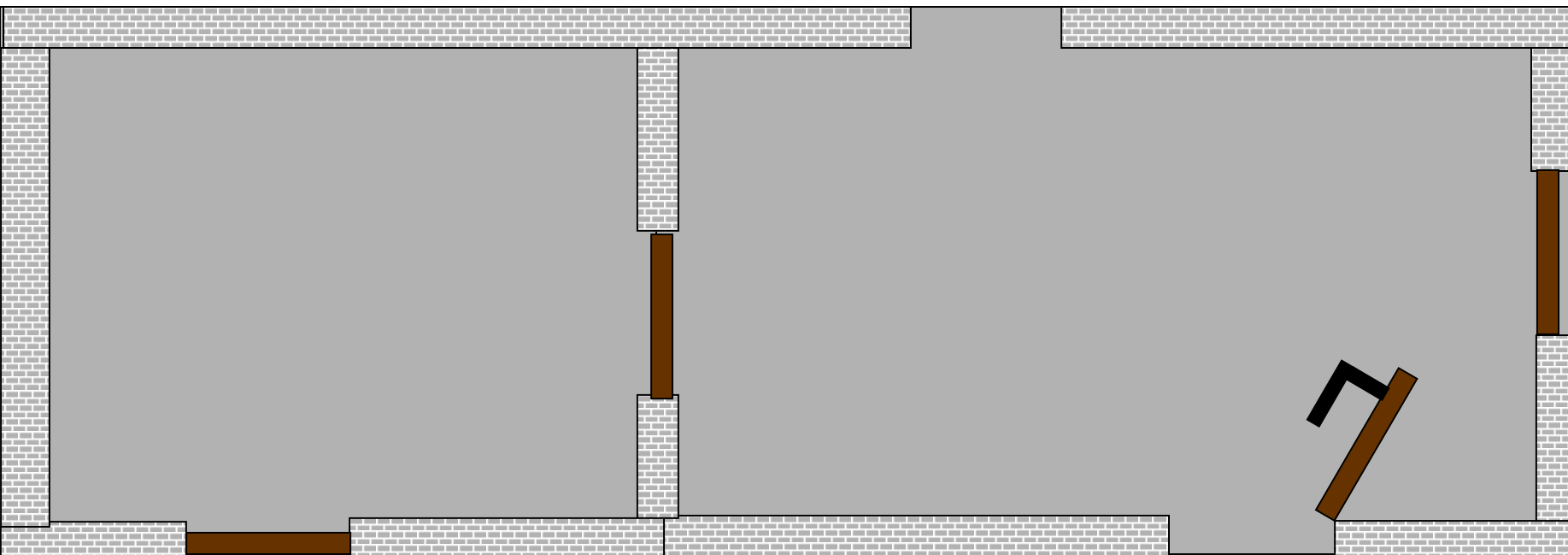
PREPARER



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

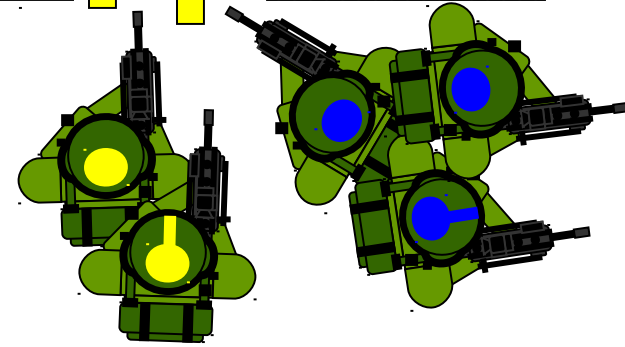
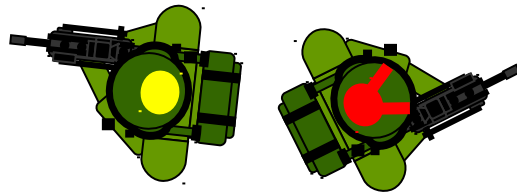
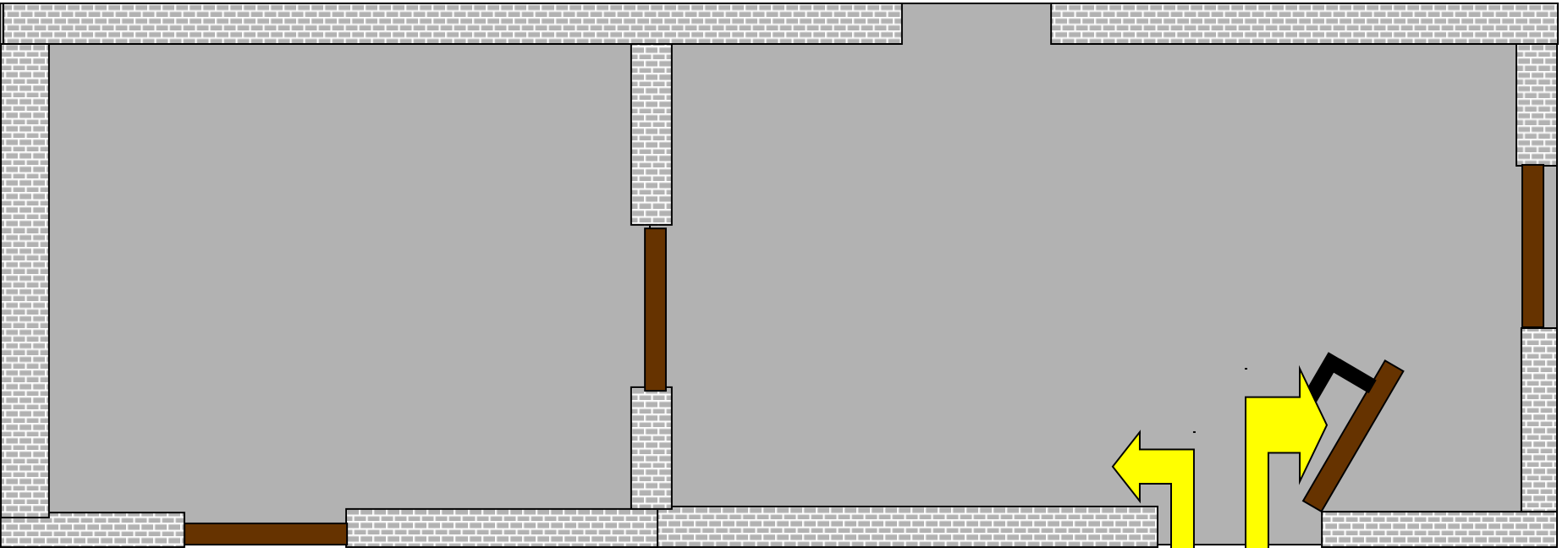
NB : DANS TOUS LES CAS DE FIGURE, C'EST CELUI QUI EST LE PLUS
PRES DE LA POIGNEE QUI OUVRE LA PORTE

PREPARER

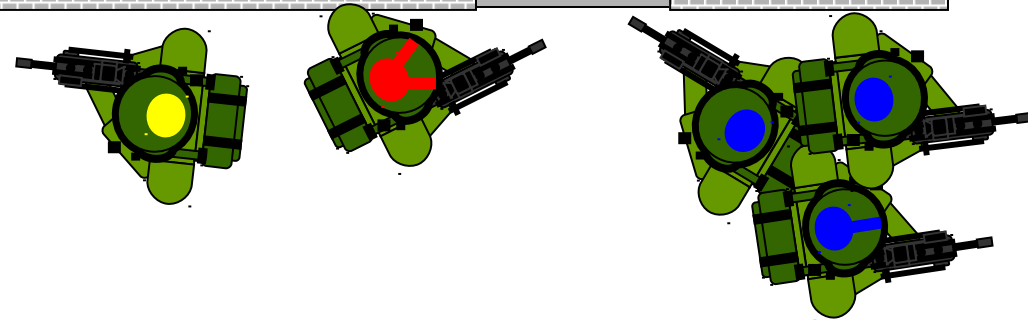
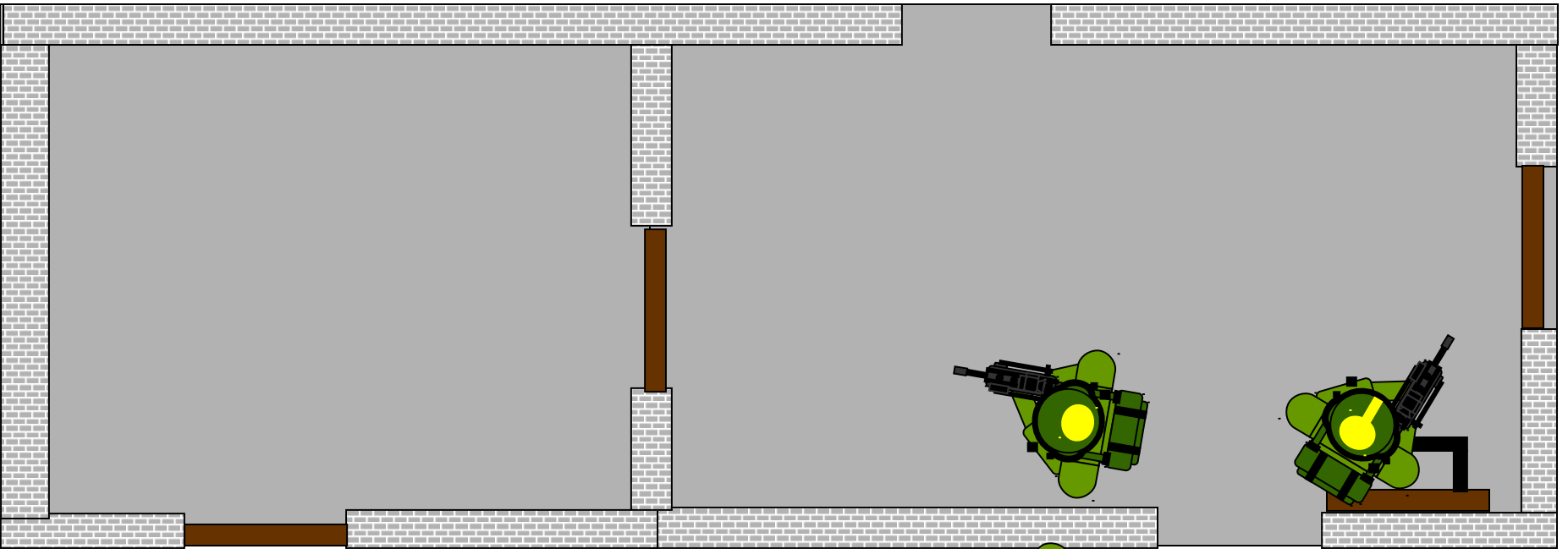


LE N° 3 DU PREMIER TRINOME
RENSEIGNE SUR LA PIECE
(PRESENCE D'ESCALIER A
L'ENTREE)

PENETRER

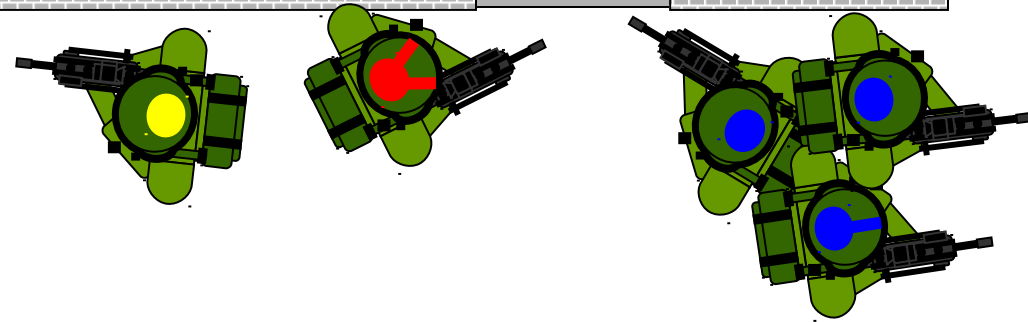
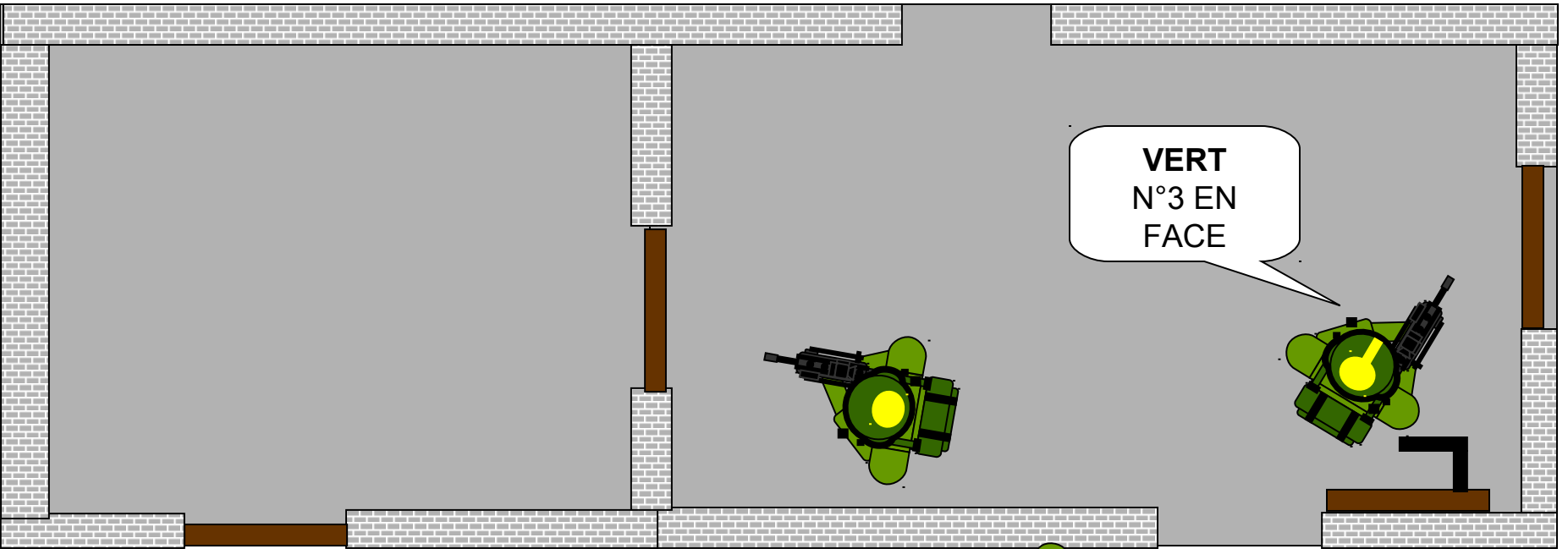


PENETRER

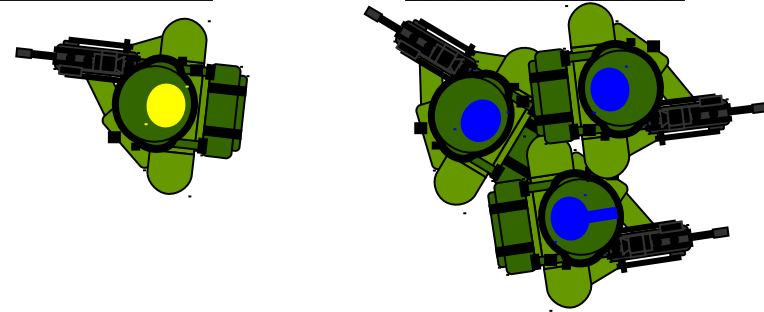
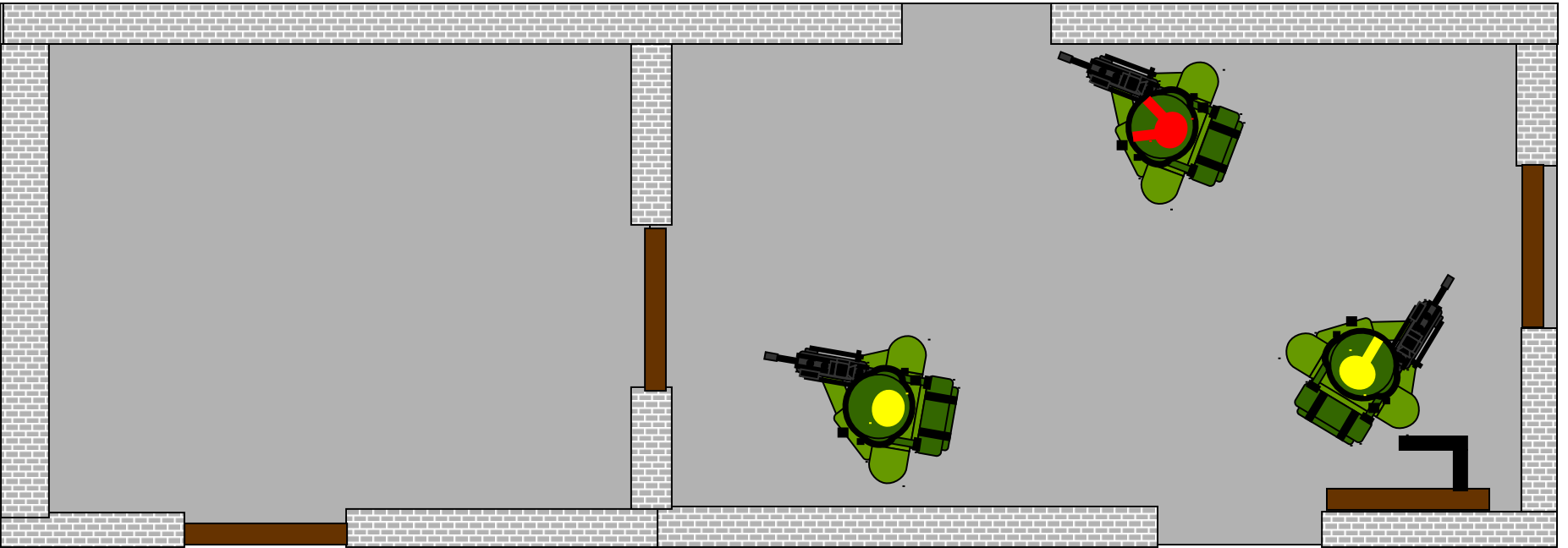


NB : APRES LA PENETRATION DU BINOME, LE CHEF DE GROUPE VIENT SE PLACER PRES DE LA PORTE POUR AVOIR VU SUR LA PIECE OU POUR AVOIR LAISON AVEC SON BINOME

RENDRE COMPTE



RENDRE COMPTE



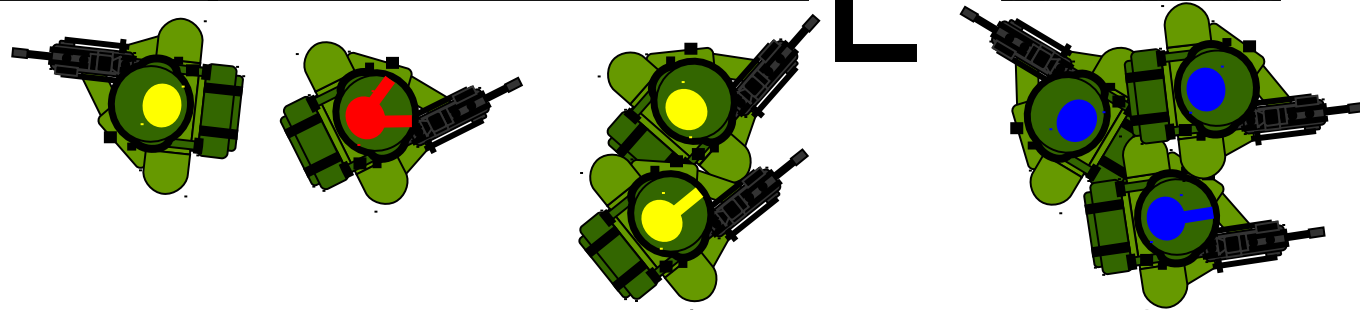
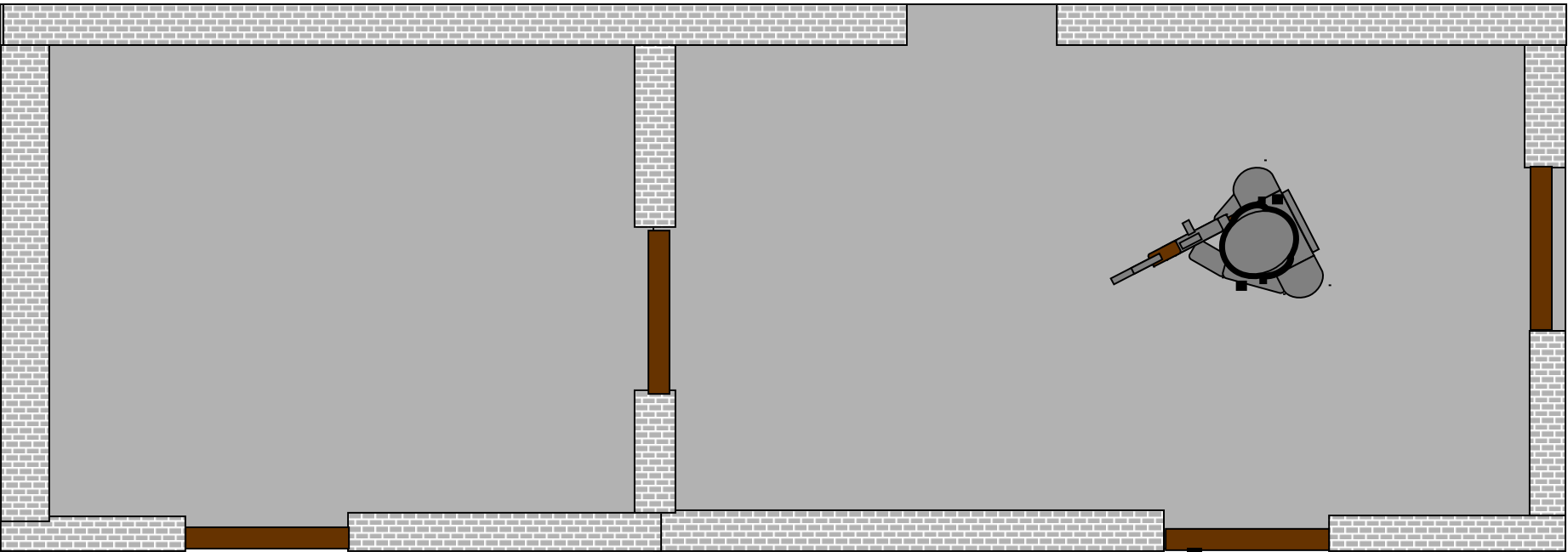
CONTEXTE 2

ENNEMI DECELE OU PROBABLE

AMBIANCE RAPIDITE DYNAMIQUE

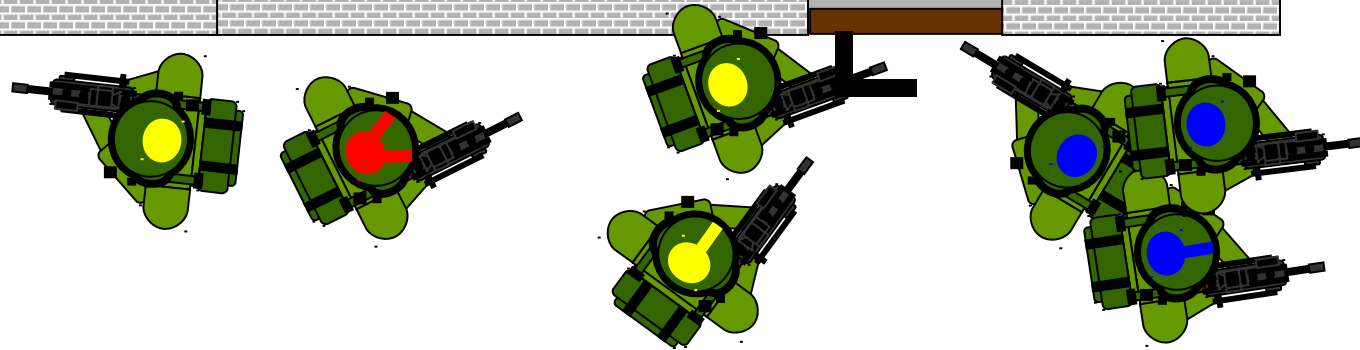
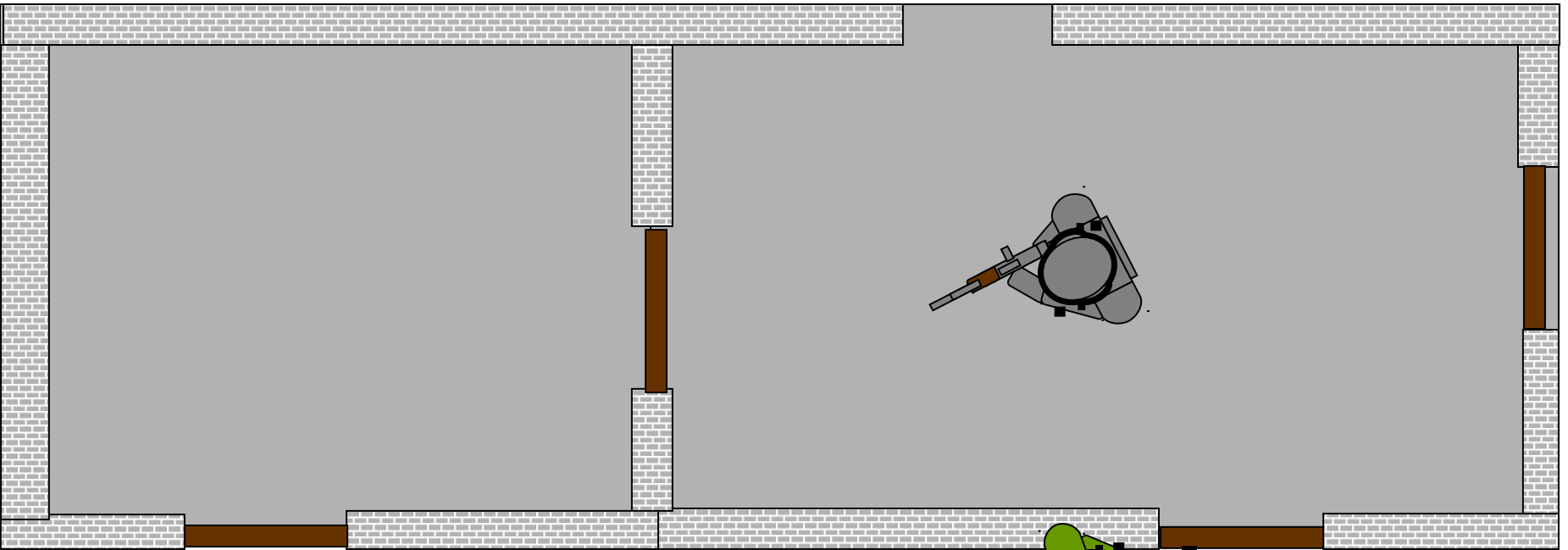
(UTILISATION GRENADE ET ARME)

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.

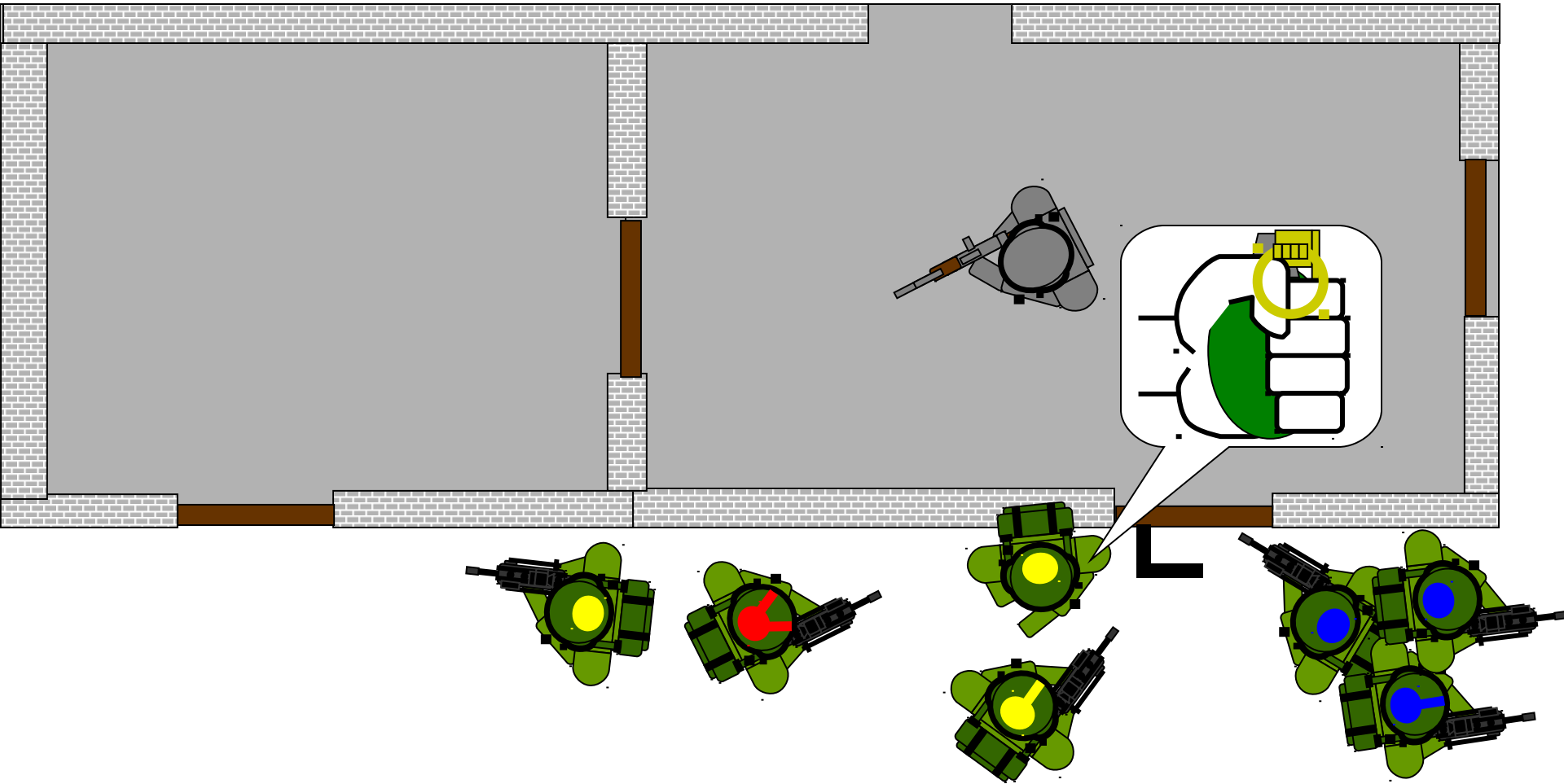
PREPARER



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

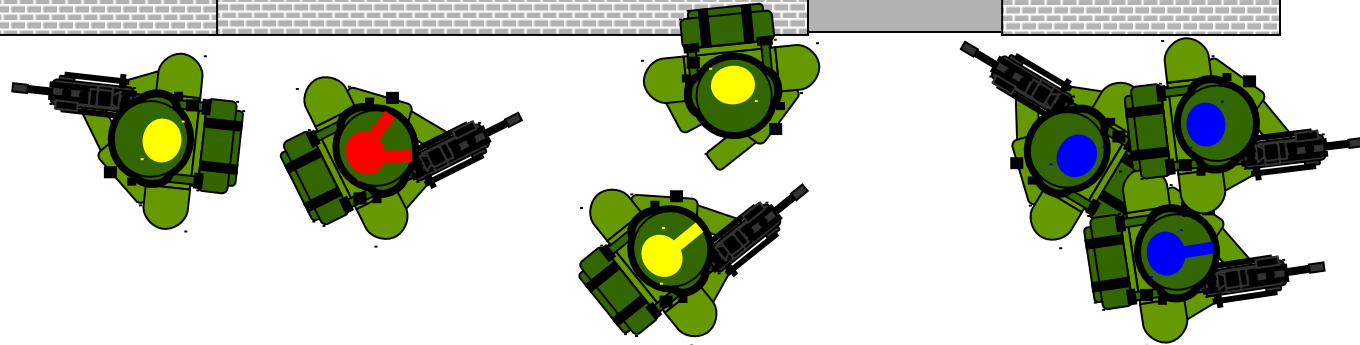
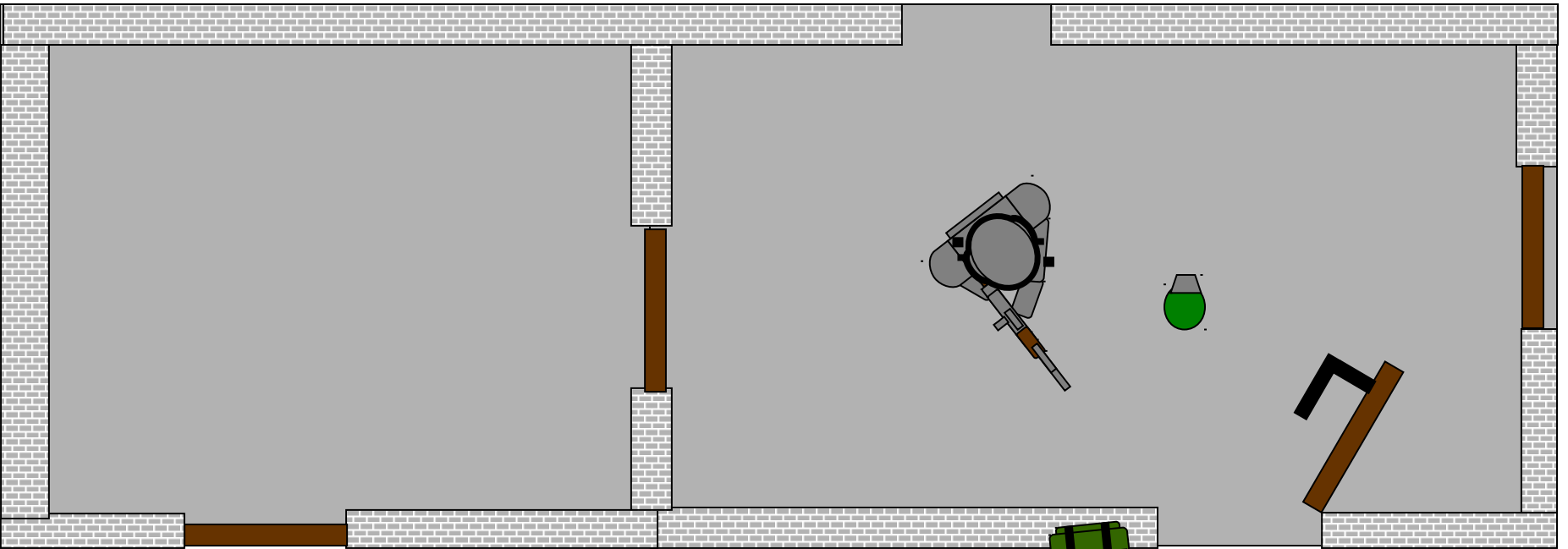
PREPARER



N°1 DU DEUXIEME TRINOME
PREPARE SA GRENADE

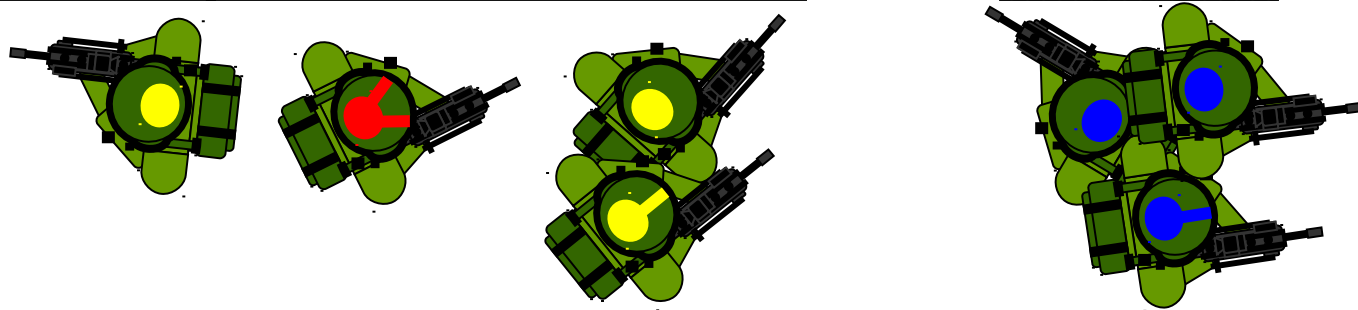
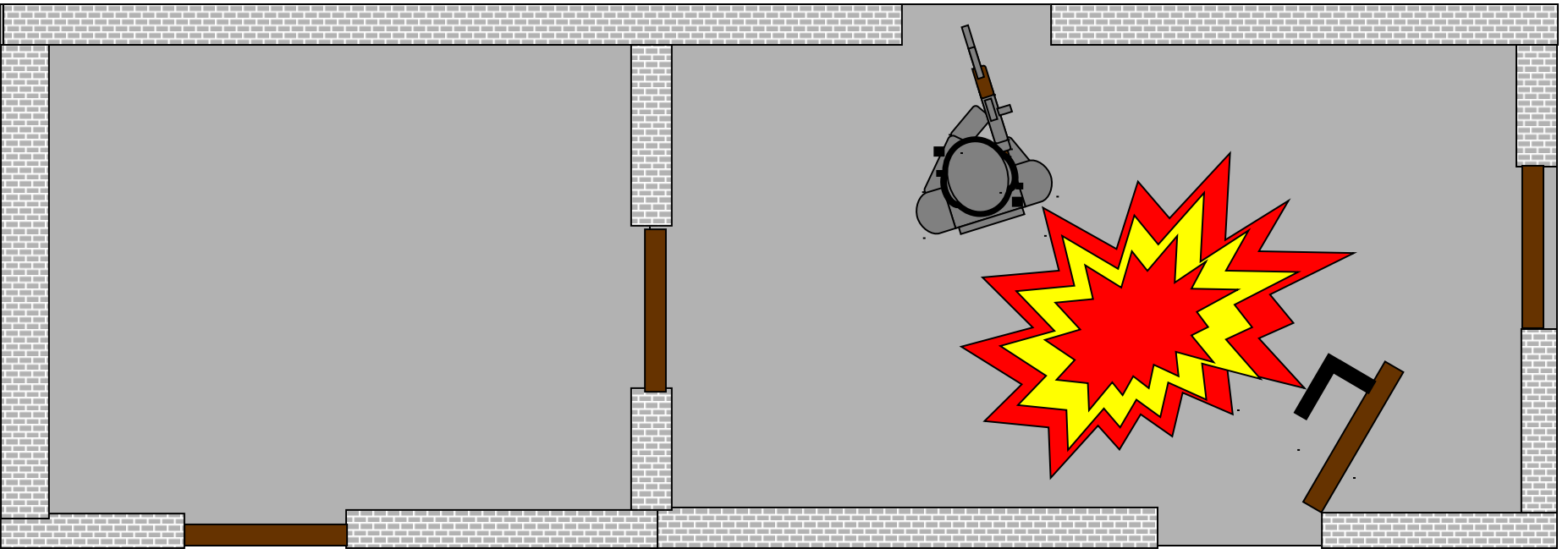
NB : DANS TOUS LES CAS DE FIGURE, C'EST CELUI QUI OUVRE LA
PORTE, QUI LANCE LA GRENADE.

PREPARER



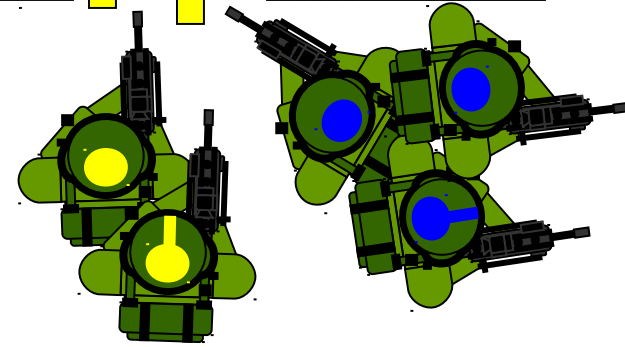
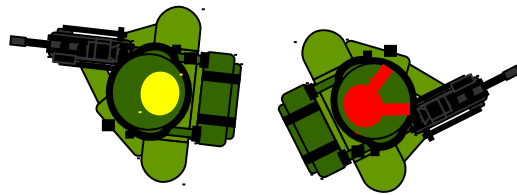
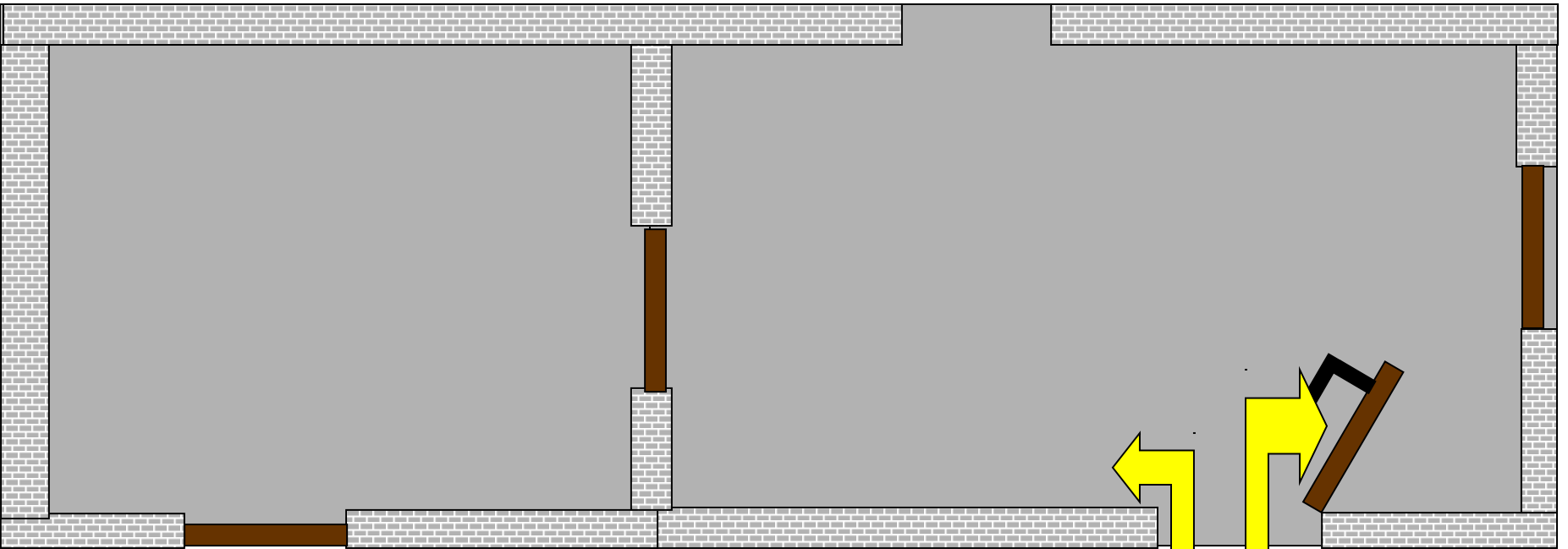
N°1 DU DEUXIEME TRINOME
OUVRE LA PORTE ET JETTE SA
GRENADE

PREPARER

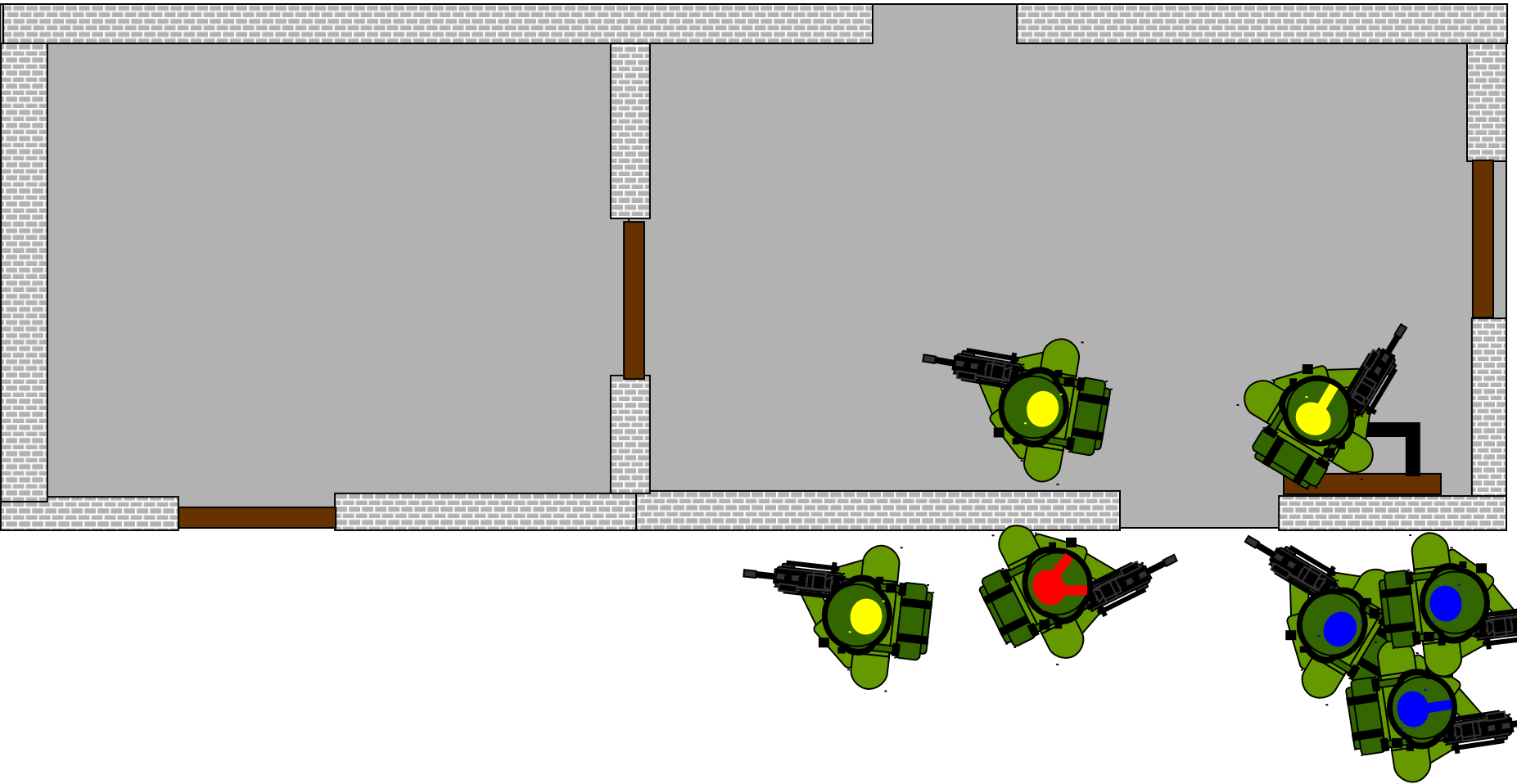


LE BINOME SE PREPARE A
PENETRER. APRES
L'EXPLOSION IL ATTEND
ENVIRON 10 SECONDE AVANT
D'ENTRER DANS LA PIECE

PENETRER

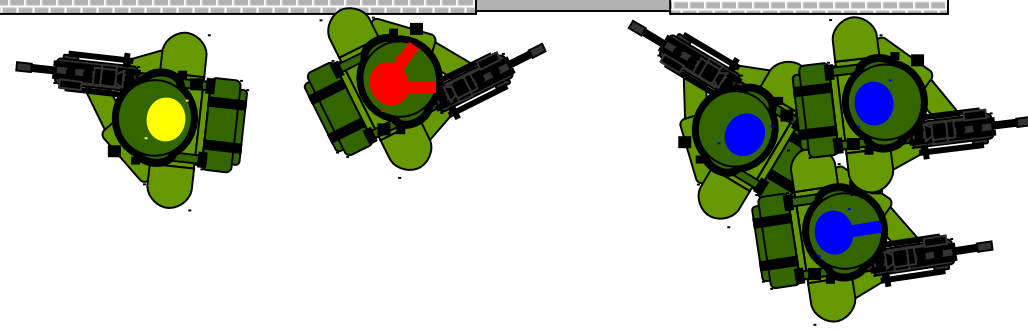
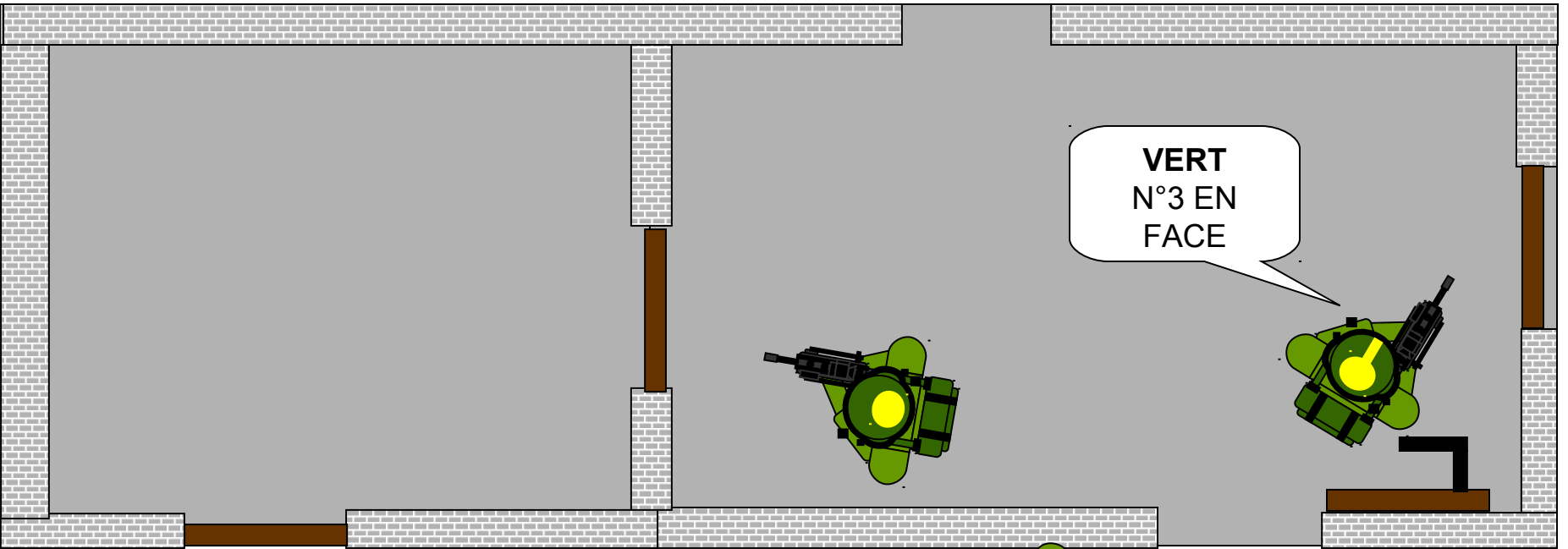


PENETRER



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

