

Fighting Multiple Opponents:

Often I have heard many people state that fighting multiple opponents cannot be done. Although fighting more than one opponent is less desirable than fighting one, it is a fact that if you don't believe you can win against multiple opponents, you can't.

Understanding that the mind guides the body, when dealing with multiple assailants we must selectively change our mindset. When fighting multiples, people will normally adopt one of the following attitudes:

1. I can't win against these odds (losing mindset)
2. I may lose, but I'll take as many as I can with me (this is still a losing mindset)
3. I am going to win this thing (this is your goal)

Again, the first rule in fighting multiple opponents is; **IF YOU DO NOT BELIEVE YOU CAN WIN AGAINST MULTIPLE OPPONENTS, YOU CAN'T**

Phil Messina, founder of Modern Warrior and who I have trained with, has shared the following story to illustrate the topic of multiple opponents:

A great warrior was once asked, what would you do if one day you ran across three warriors equal to you in all respects except one. The first was faster than you, The second was stronger than you. And the third was more durable than you. If you had to fight each of them, which would you choose first? Without hesitation the great warrior responded: I would simply fight all three at once. When asked why, he responded; I have practiced fighting against the WOLF PACK, but I doubt they have practiced fighting as the wolf pack

The point of the above noted illustration is, multiples rarely train to work together and most often work against each other:

- They get in each others way
- Have a tendency to neutralize each others attacks

In a multiple opponent situation do you have to physically defeat each and every attacker? NO you do not! You must **PSYCHOLOGICALLY** destroy the wolf pack. You must physically defeat the threat as it becomes available, some will retreat, some will scatter. Some don't really want to be there and will look for an excuse to get out.

First step if fighting multiples, **AWARENESS**

- Positioning relative to each other (movement in conjunction, setting up)
- Attackers glancing at each other (silent communication, waiting for attack cue)

- Word(s) that don't make sense (to confuse, may be attack signal)
- Unusual body language (inconsistent with conversation, assailant may do something-remove hat, wipe hair back, drop something-usually attack cue)
- Secondary subject distraction (may attempt to divert attention to other assailant(s) in order to attack)

Second Step in fighting multiples "IDENTIFY GROUP MENTALITY"

- Who is the strong link, this is your greatest threat. This person may be identifiable by virtue of position or leadership role
- Who is the weak link, this is your weakest/least threat. This person may be identified by distance or in a protected position
- Remember that the above two are dynamic, and we have the ability to effect change on these

GENERAL STRATEGY WHEN FIGHTING MULTIPLES:

- Psychological battle is as important as physical battle
- If possible identify the leader and take him out of the fight quickly and decisively. This will create a new leader, by destroying the old one- see if anyone else wants to assume the role
- If you can't take out the leader right away, take away his leadership role by showing the rest of the group that he can not protect them. Make the strong link psychologically ineffective- keep him at bay will defeating others
- Create a weak link by injuring an attacker but leaving him standing so that he may be used against the group later on
- Create a psychologically devastating and overwhelming visible injury to those you attack to disempower the group
- The use of real or improvised weapons should be used
- The first few seconds are critical in establishing psychological control
- CONTINUED MOVEMENT is a must. If you remain stationary the pack will triangulate
- Don't be predictable move and strike erratically and viciously to the vision, wind and limbs of opponents using gross motor skills. Strike the person you are not looking at

Use the principal of S.C.A.R. (Screening, Cracking, And Re-directing) to your advantage:

SCREENING:

Use your attackers against each other. Cause them to get in each other's way. Cause them to provide protection for you by being obstacles to others effectively attacking you (shield yourself from blows and attacks from others)

CRACKING:

When tactically feasible, move between your attackers, striking as you do so. This tactic will allow you to move into a more desirable position for attack while forcing your opponents to adjust to you. Position is often more important than distance. You want to be as efficient and productive as possible while forcing your attackers into less desirable positions

RE-DIRECTING:

Use your attackers momentum and direction against them. You do not have to make devastating hits with each engagement. Instead, re-direct your attackers into less desirable and or damaging positions such as walls, tables, chairs, each other. Let inanimate objects cause damage to them or let them cause damage to each other

Remember that while using the principals of SCAR, you want to be causing physical and psychological damage at the same time.

Remember that fighting multiple opponents is chaotic, and that you want to cause the chaos without becoming part of it. It is my opinion, that a multiple opponent confrontation is a "DEADLY FORCE" encounter. Why, it has been my experience as an LEO that those that fall victim to these swarmings end up seriously injured, or dead.

I have trained to fight the WOLF PACK, but I doubt the Wolf PACK has trained to fight cohesively against me. This is a tactical advantage that I can use to make a less desirable situation more desirable, thus giving me the "WIN" mindset and attitude.

Strength and Honor

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