US Army Training and Doctrine Command G2 ACE Operational Environment & Threat Analysis Directorate (OETAD)

Opposing Force (OPFOR) Threat Tactics Course Student Handbook

02 January 2020 (v1.2)

US Army TRADOC G2: ACE Threats - Integration

Purpose and Scope

This Student Handbook is intended to serve as a reference for students attending the TRADOC G2 ACE Opposing Force (OPFOR) Threat Tactics Course. It is not intended to be comprehensive or prescriptive.

The focus is helping students apply a doctrinal hybrid OPFOR threat, **based on best practices** representing conventional forces, irregular elements, and criminal organizations, with a range of capabilities - analogous to actual worldwide adversaries.

The course and this material may be applicable to:

♦**OPFOR personnel:** Accurate portrayal of doctrinal behaviors.

♦**G2/S2s:** Better ECOA development & improved IPB.

♦**Exercise/Scenario Developers.** More variety, challenge, and options for RTU Commanders.

♦**Intel Community.** Understanding of training linkage with real-world analysis.

♦**Multi-service & International Partners**. Understanding and mentoring for coordination, implementation.

The OPFOR is tailored to replicate realistic, robust, and relevant hybrid threats in operational environments (OEs) as presented in Army Regulation 350-2 (2015), the US Army Training Circular (TC) 7-100 series, and the Decisive Action Training Environment (DATE).

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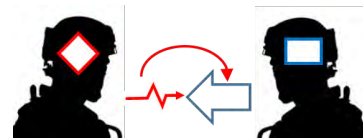
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Operational Environment & Threat Analysis Directorate

Opposing Force (OPFOR): The use of OPFOR in training events is intended to improve realistic training by enabling operations against a non-cooperative, free-thinking, and capability-based adversary or enemy. The OPFOR uses tactics, doctrine, and equipment representative of a composite of forces that could be encountered in expected OEs. *Army Regulation 350-2, Opposing Force (OPFOR) Program*

Hybrid Threat: The diverse and dynamic combination of regular forces, irregular forces, terrorist forces, and/or criminal elements unified to achieve mutually benefitting effects. *Unified Land Operations, ADRP 3-0*

OPFOR Mindset
- Use irregulars to enable regular forces
- Don't surrender initiative to build combat power
- Fix and isolate over contend
- Willing to accept high casualties
- Willing to engage/leverage non-combatants
- INFOWAR as a synchronized weapon system
- INFOWAR as a purpose of combat
- Prefer human solutions over technical

OE Variables
- **Political**
- **Military**
- **Economic**
- **Social**
- **Information**
- **Infrastructure**
- **Physical Environ.**
- **Time**

OPFOR Adaptive Strategy
- Conduct Preclusion
- Control Tempo
- Attack Will
- Employ Shielding
- Negate Technological Overmatch
- Change Nature of the Conflict
- Allow No Sanctuary

OPFOR Tactics
Offense:
- Assault
- Ambush
- Raid
- Recon Attack
- Integrated Attack
- Dispersed Attack

Defense:
- Simple Battle Position
- Complex Battle Position
- Area Defense
- Maneuver Defense

ACTORS
Regular Forces:
- State militaries
- Paramilitaries

Irregulars:
- Insurgents
- Guerrillas
- Private Security
- Organized Crime

Civilians:
- Willing
- Unwilling/unaware
- Other

OE Variables (PMESII-PT)

- The PMESII-PT variables broadly group OE conditions.
- Each variable has Sub-Variables that further define specifics and definitions that can help guide analysis and discussion of a particular Operational Environment

Political	Describes the distribution of responsibility and power at all levels of governance – formally constituted authorities, as well as informal or covert political powers.
Military	Explores the military and paramilitary capabilities of all relevant actors (enemy, friendly, and neutral) in a given operational environment.
Economic	Encompasses individual and group behaviors related to producing, distributing, and consuming resources.
Social	Describes the cultural, religious, and ethnic makeup within an operational environment and the beliefs, values, customs, and behaviors of society members.
Informational	Describes the nature, scope, characteristics, and effects of individuals, organizations, and systems that collect, process, dissemination, or act on information.
Infrastructure	Is composed of the basic facilities, services, and installations needed for the functioning of a community or society.
Physical Environment	Includes the geography and manmade structures, as well as the climate and weather in the area or operations.
Time	Describes the timing and duration of activities, events, or conditions within an operational environment, as well as how the timing and duration are perceived by various actors in the operational environment.

PMESII-PT Sub-Variables

POLITICAL
- Attitude toward the US
- Centers of Political Power
- Type of Government
- Government Effectiveness and Legitimacy
- Influential Political Groups

MILITARY
- Military Forces (type)
- Gov't Military Forces
- Non-State Paramilitary
- Unarmed Combatants
- Nonmilitary Armed Combatants
- Military Functions (unique capabilities)

ECONOMIC
- Economic Diversity
- Employment Status
- Economic Activity
- Illegal Economic Activity
- Banking and Finance

SOCIAL
- Demographic Mix
- Social Volatility
- Education Level
- Ethnic Diversity
- Religious Diversity

INFORMATION
- Public Media
- Information Warfare
- Intelligence
- Information Management

INFRASTRUCTURE
- Construction Pattern
- Urban Zones
- Urbanized Building Density
- Utilities Present
- Utility Level
- Transportation Architecture

PHYS ENVIRONMENT
- Terrain
- Natural Hazards
- Climate
- Weather

TIME
- Cultural Perception of Time
- Tactical Exploitation of Time
- Key Dates, Time Periods, or Events

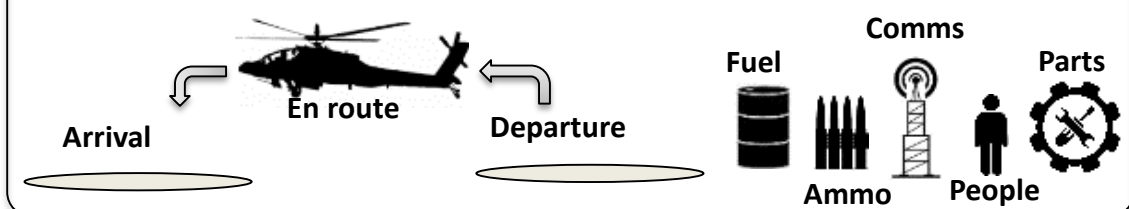# Systems Warfare in the Multi Domain Battle Context

Systems warfare is the identification and isolation of the critical subsystems or components that give the opponent the capability and cohesion to achieve his aims. TC 7-100.2 ¶ 1-59
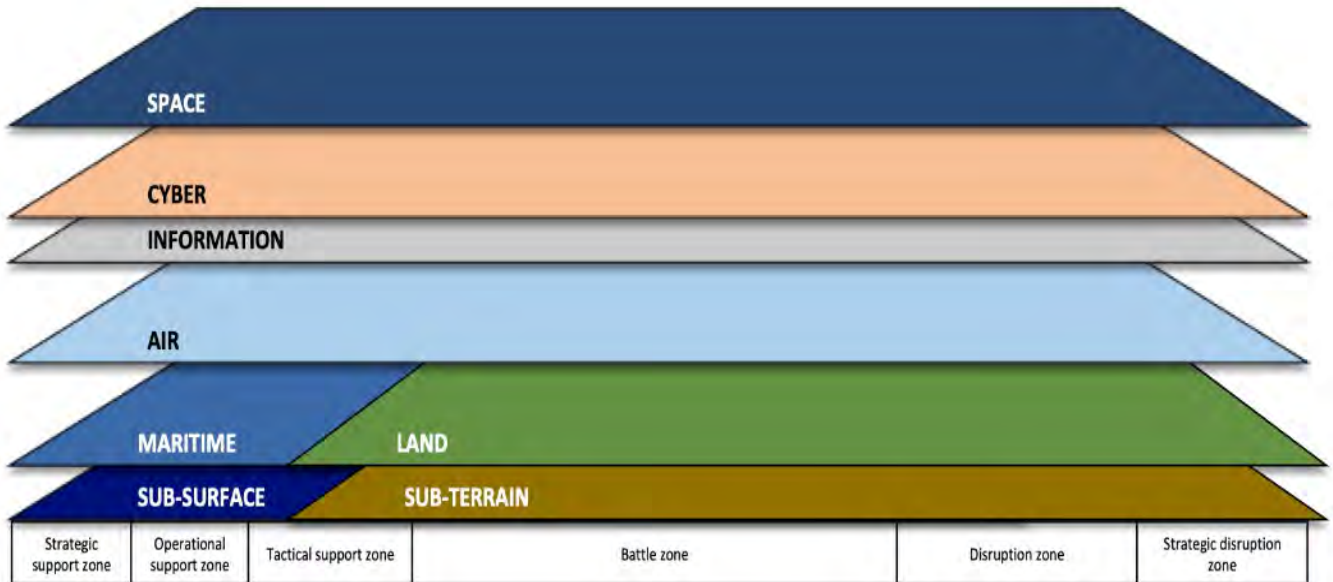
DO NOT attack you opponent's strength. Target what will have the most impact on YOUR SUCCESS and/or HIS FAILURE

☐ **Attempt to target the part(s) of key system which will have the most impact on operations.**

☐ **Key systems may be:**

- High-impact (HVT/HPT) or difficult to replace assets of capabilities
- Non-tangibles, such as momentum or command synchronization

Example *Potentially* Vulnerable System Elements

Arrival   En route   Departure

Fuel   Comms   Parts

Ammo   People

FUNCTIONAL TACTICS

FUNCTIONAL TACTICS

Common Functions - Offense

◇ **BTG & higher**

Integrated Attack

- **Disruption**
  - **Fix**
  - **Block**
  - **Isolate**
- ☆ **Assault**
  - **Assault**
  - **Breach**
  - **Exploitation**
- **Security**
  - **Screen/Guard/Cover**
  - **Recon**
- **Support Elements**
  - **Fires**
  - **INFOWAR**

Dispersed Attack

- **Disruption**
  - **Fix**
  - **Block**
  - **Isolate**
- ☆ **Assault**
  - **Assault**
  - **Breach**
  - **Exploitation**
- **Security**
  - **Screen/Guard/Cover**
  - **Recon**
- **Support Elements**
  - **Fires**
  - **INFOWAR**

LEGEND
- ☆ **Likely Action Function**
- ◆ **Common Enabling Function**
- ◆ **Possible activities**

◇ **BDET & lower**

Assault

- **Disruption**
  - **Fix**
  - **Block**
  - **Isolate**
- ☆ **Assault**
- **Security**
  - **Screen/Guard/Cover**
  - **Recon**
- **Support Elements**
  - **Fires**

Ambush/Raid

- **Security**
  - **Early Warning**
  - **Isolate Target area**
- **Containment**
  - **Fix**
  - **Block**
- ☆ **Assault**
  - **Ambush/Raid**
- **Support Elements**
  - **Fires**
  - **INFOWAR**

Recon Attack

- **Disruption**
  - **Fix**
  - **Block**
  - **Isolate**
- ☆ **Assault**
  - **Assault**
  - **Raid**
- **Security**
  - **Screen/Guard/Cover**
  - ☆ **Recon**
- **Support Elements**
  - **Fires**
  - **INFOWAR**

Note: While functions may appear similar, *how* & *when* they are expressed is unique for each tactic.

Common Functions - Defense

BDET & lower

Simple Battle Position Common Elements
- **Disruption**
  - **CSOP**
    - **Ambush**
    - **Delay, Disrupt, Fix**
  - **Ambush**
  - **Counter-mobility**
  - **IDF harassment**
  - **INFOWAR**
- ☆ **Main Defense**
  - **Battle position(s)**
  - **Counter-mobility**
- **Reserve**
  - **Support Main Defense**
  - **Counter penetration**
- **Counter-Attack**
- **Security**
  - **Screen/Guard/Cover**
  - **Counter-Recon**
- **Support Elements**

Complex Battle Position Common Elements
- **Disruption**
  - **CSOP**
    - **Ambush,**
    - **Delay, Disrupt, Fix**
  - **Ambush**
  - **Counter-mobility**
  - **IDF harassment**
  - **INFOWAR**
- ☆ **Main Defense**
  - **Battle position(s)**
  - **Counter-mobility**
- **Reserve**
  - **Support Main Defense**
- **Security**
  - **Screen/Guard/Cover**
- **Support Elements**

BTG & higher

Area Defense Common Elements
- **Disruption**
  - **CSOP**
    - **Ambush,**
    - **Delay, Disrupt, Fix**
  - **Ambush**
  - **Counter-mobility**
  - **Spoiling Attack**
  - **IDF harassment**
  - **INFOWAR**
- ☆ **Main Defense**
  - **Battle position(s)**
  - **Counter-mobility**
- **Reserve**
  - **Support Main Defense**
  - **Counter penetration**
- **Counter-Attack**
  - **Assault**
  - **Counter penetration**
- **Security**
  - **Screen/Guard/Cover**
  - **Counter-Recon**
- **Support Elements**

Maneuver Defense Common Elements
- **Disruption**
  - **CSOP**
    - **Ambush**
    - **Delay, Disrupt, Fix**
  - **Counter-mobility**
  - **IDF harassment**
  - ☆ **Covering Element**
  - ☆ **Shielding Element**
  - **INFOWAR**
- **Main Defense**
  - **Battle position(s)**
  - **Counter-mobility**
- **Reserve**
  - **Support Main Defense**
  - **Counter penetration**
- **Counter-Attack**
  - **Assault**
  - **Counter penetration**
- **Security**
  - **Screen/Guard/Cover**
  - **Counter-Recon**
- **Support Elements**

LEGEND
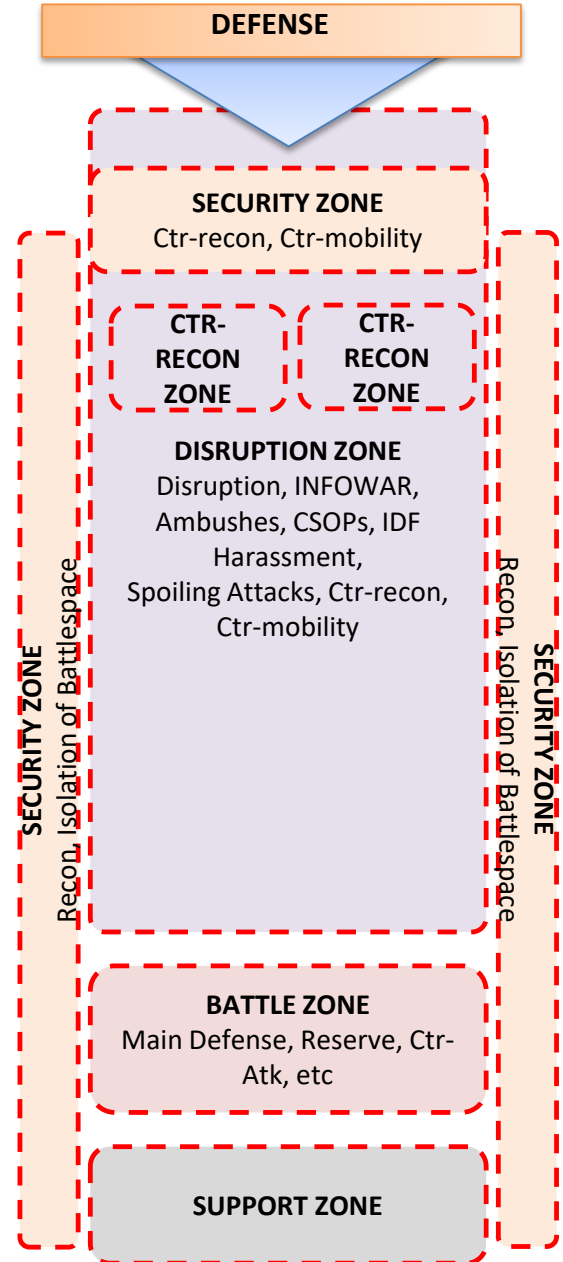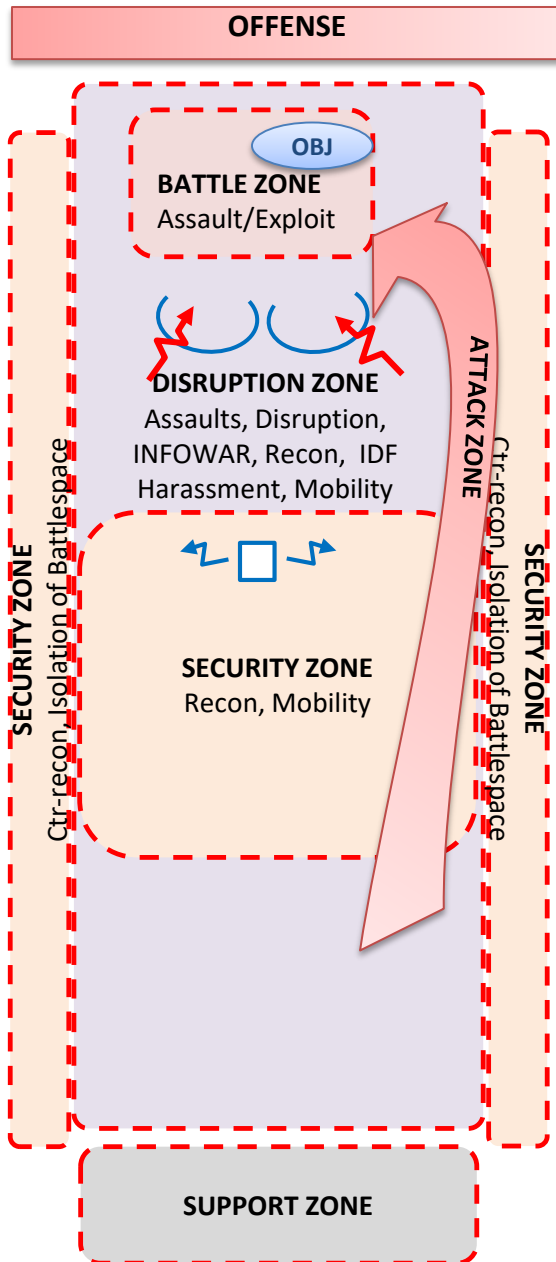☆ **Likely Action Function**
♦ **Common Enabling Function**
♦ **Possible activities**

Note: While functions may appear similar, *how* & *when* they are expressed is unique for each tactic.

FUNCTIONAL TACTICS

FUNCTIONAL TACTICS

Tactical Zone Examples

AORs typically consist of **three basic** *zones*: *battle*, *disruption*, **and** *support*, with one or more *attack* and/or *kill* zones. The various zones in an AOR have the same basic purposes within each type of offensive and defensive action. Zones may be linear or nonlinear in nature. The size of these zones depends on the size of the OPFOR elements involved, engagement ranges of weapon systems, the terrain, and the nature of the enemy's operation.

OFFENSE

OBJ

BATTLE ZONE
Assault/Exploit

DISRUPTION ZONE
Assaults, Disruption, INFOWAR, Recon, IDF Harassment, Mobility

SECURITY ZONE
Recon, Mobility

ATTACK ZONE

SECURITY ZONE
Ctr-recon, Isolation of Battlespace

SECURITY ZONE
Ctr-recon, Isolation of Battlespace

SUPPORT ZONE

DEFENSE

SECURITY ZONE
Ctr-recon, Ctr-mobility

CTR-RECON ZONE

CTR-RECON ZONE

DISRUPTION ZONE
Disruption, INFOWAR, Ambushes, CSOPs, IDF Harassment, Spoiling Attacks, Ctr-recon, Ctr-mobility

SECURITY ZONE
Recon, Isolation of Battlespace

SECURITY ZONE
Recon, Isolation of Battlespace

BATTLE ZONE
Main Defense, Reserve, Ctr-Atk, etc

SUPPORT ZONE

ⓘ NOTE: While "SECURITY ZONE" is not a specifically OPFOR term, it is referenced in U.S. doctrine and is common to all tactics.

FUNCTIONAL TACTICS

FUNCTIONAL TACTICS

Function: Security>Recon

Reconnaissance is offensive action that includes all measures to acquire continuous, timely, and accurate information on designated aspects in an operational environment (OE); integrate collection analysis; and detect, identify, and locate reconnaissance objectives in order to permit effective threat operations.

Branches	Capabilities Considerations Checklist (Examples)
Maneuver	Add forces, as needed (i.e., armor)
Indirect Fires	Plan for support. Ensure can range.
Aviation	Plan for support. Danger from air defenses.
Air Defense	Add to protect recon and interdict enemy air.
Recon	*Screen/Cover/Guard, depending on anticipated ctr-recon and your anticipated action on contact
Engineer	Add if obstacles/gaps or trafficability questions
INFOWAR	Monitor comms; Poss. deception.
C2	Can maintain comms? What key reporting criteria?
CBRNE	Add if possible/planned use (by either side)
Irregulars	Observe, report from depth
Other	*Likely "Best-Bet(s)"

TASK 5.0 RECONNAISSANCE
◆ **Fix** Enemy Security Forces
◆ **Find** Enemy Recon Targets
◆ **Gain** sensor **contact**
◆ **Report** reconnaissance

Disruption Zone

Security>Recon
• T: Recon on AA1
• P: ID Def positions, trafficability

• Recon CO, ENG PLT

See also:
Exercise Design
TC 7-101,
Appx B.

Function: Security> Isolate Battlespace

Reconnaissance is offensive action that includes all measures to acquire continuous, timely, and accurate information on designated aspects in an operational environment (OE); integrate collection analysis; and detect, identify, and locate reconnaissance objectives.

Branches	Capabilities Considerations Checklist (Examples)
Maneuver	Add forces, depending on anticipated enemy
Indirect Fires	Plan for support. Ensure can range entire length of security zone.
Aviation	Plan for support. Ensure can range entire length of security zone. Air defense threats (consider poss. locations, system ranges)
Air Defense	Add to protect recon and interdict enemy air.
Recon	*Screen/Cover/Guard, depending on anticipated opposition/introduction of forces and your anticipated response
Engineer	Add, depending on anticipated need for mobility/counter-mobility
INFOWAR	Poss. EW, Perception Management (Consider all 7 elements)
C2	Can maintain comms? What key reporting criteria?
CBRNE	Add CBRNE recon if anticipated/suspected.
Irregulars	Intel gathering
Other	

*Likely "Best-Bet(s)"

**TASK 17.0
FIRE AND MANEUVER
SUB-TASK 17.3 ISOLATE**
◆ Maneuver and deploy security element(s) to **ensure additional enemy forces do not join the battle unexpectedly.** (Security elements may become fixing elements.)

Security Zone

Security>Isolation
• T: Screen on MSR Alpha
• P: Delay intro of up to 2x CO

• Recon CO, 1x Mech PLT

See also: Exercise Design TC 7-101, Appx B.

FUNCTIONAL TACTICS

FUNCTIONAL TACTICS

Function: Security> Counter-Recon

Counterreconnaissance (CR) is a continuous combined arms action to locate, track and destroy all enemy reconnaissance operating in a given AOR. CR is conducted at all times and during all types of operations.

Branches	Capabilities Considerations Checklist (Examples)
Maneuver	Add forces, depending on anticipated enemy
Indirect Fires	Ensure can range entire security zone.
Aviation	Plan for support. Ensure can range entire length of security zone. Air defense threats (consider poss. locations, system ranges)
Air Defense	Add to protect recon and interdict enemy air.
Recon	*Screen/Cover/Guard, depending on anticipated opposition and type of forces.
Engineer	Counter-mobility and mobility! Ensure movement of ctr-recon elements. Poss. Obstacles.
INFOWAR	Poss. EW, Perception Management (Consider all 7 elements)
C2	Can maintain comms? What key reporting criteria?
CBRNE	Add CBRNE recon if anticipated/suspected.
Irregulars	Intel gathering
Other	*Likely "Best-Bet(s)"

TASK 6.0 COUNTER-RECONNAISSANCE
- ◆ **Predict** likely types & locations of Enemy Security/Recon Forces
- ◆ **Find** Enemy Recon Targets
- ◆ **Report** in a timely, accurate manner
- ◆ **Neutralize**, destroy, deceive, or obscure enemy reconnaissance

Disruption Zone

Security>Ctr-Recon
- T: CR cover vic PL Blue
- P: Eliminate EN recon

- Recon CO, 2x INF PLT, Sniper Tm

See also: Exercise Design TC 7-101, Appx B.

Function: Assault / Exploit

An *assault* is an attack that destroys an enemy force through firepower and the physical occupation and/or destruction of his position. An assault is the basic form of OPFOR tactical offensive combat. Assaults at any level and with any type forces have the same basic subtasks.

Branches	Capabilities Considerations Checklist (Examples)
Maneuver	*Ensure enough forces to accomplish mission. If not, consider how to add capability or reduce enemy's.
Indirect Fires	Ensure can range anticipated enemy key systems. Plan for survivability if enemy has counter-battery capabilities (disperse/alternate/dummy locs, C3D)
Aviation	Air defense threats (consider poss. Locations, system ranges)
Air Defense	Add to protect forces and interdict enemy air.
Recon	*Screen/Cover/Guard, depending on anticipated ctr-recon and your anticipated action on contact
Engineer	Mobility: Add if obstacles/gaps or trafficability questions
INFOWAR	Poss. Deception, EW, Perception Management (Consider all 7 elements)
C2	Can maintain comms? What key reporting criteria?
CBRNE	If planned use (by either side), have decon & recon.
Irregulars	Intel gathering; Disruption; Direct action; INFOWAR
Other	

*Likely "Best-Bet(s)"

TASK 1.0 ASSAULT
◆ **Isolate** security elements
◆ **Suppress** enemy forces to permit movement
◆ **Assault** to attain objective while remaining combat effective

Battle Zone

Assault
• T: Assault COP Green
• P: Seize POL, destroy C2

• 2x MTZD CO

See also: Exercise Design TC 7-101, Appx B.

FUNCTIONAL TACTICS

FUNCTIONAL TACTICS

Function: Main Defense

Branches	Capabilities Considerations Checklist (Examples)
Maneuver	*Defend (SBP); Protect (CBP); Disruption throughout Disruption Zone
Indirect Fires	*Plan for targeting, survivability. Ensure positions can provide required support at TRPs, Kill Zones
Aviation	Limited objective attacks on key systems; Air defense threats of targets
Air Defense	Add to protect key systems
Recon	See counter-recon; CSOPs;
Engineer	Counter-mobility! Survivability of C2 & key systems.
INFOWAR	Poss. deception. Poss. EW,(Consider all 7 elements)
C2	Can maintain comms? Ensure command continuity.
CBRNE	Add decon if possible/planned use (by either side)
Irregulars	Intel gathering; Disruption; Direct action; INFOWAR
Other	*Likely "Best-Bet(s)"

TACTICAL TASK 7.0 DEFEND FROM A SIMPLE BATTLE POSITION

◆ **Control.** Orient on enemy avenue of approach
◆ **Gain Advantage.** Employ terrain, survivability, and C3D to provide an advantage over attackers

TACTICAL TASK 8.0 DEFEND FROM A COMPLEX BATTLE POSITION

◆ **Protect.** Employ complex terrain, survivability, and C3D to protect the defending force from destruction.
◆ **Degrade.** Retain ability to conduct systems warfare actions from protected positions.

Disruption Zone

Main Defense
• T: Defend SBPs W of A-Town
• P: Prevent penetration of PL Brown

• 2x MECH BDET

See also:
Exercise Design
TC 7-101,
Appx B.

Function: Reserve

Considerations

◆ **A commander in the defense can employ a number of reserve forces of varying types and strengths.**

◆ **The reserve is a force strong enough to defeat the enemy's exploiting force.**

◆ **The reserve is positioned in an assembly area using C3D to protect it from observation and attack.**

- **From this position, it can transition to a situational defense or conduct a counterattack.**

- **Must have sufficient air defense coverage and mobility assets to allow maneuver.**

◆ **Strong enough to defeat the enemy's exploitation force**

◆ **Positioned in an assembly area within one or more of the battle positions**

◆ **Can employ a range of types and strengths of reserve forces**

Maneuver Reserve Missions:
- **Counterattack**
- **Counterpenetration, Antilanding**
- **Assisting breaking contact**
- **Deception**

Antitank Reserve Missions:
- **When expecting significant armored threats**
- **Often operates in conjunction with an obstacle detachment (OD)**

Antilanding Reserve Missions:
- **When expecting airborne or heliborne insertion**
- **Prevent destabilization of the defense by vertical envelopment**
- **Requires immediate early warning**

See also:
Exercise Design
TC 7-101,
Appx B.

Function: Support

Branches	Capabilities Considerations Checklist (Examples)
Maneuver	Add to supplement rear security & other support elements
Indirect Fires	Plan for targeting, survivability. Ensure positions can provide required support.
Aviation	Basing, logistics support, security
Air Defense	Add to protect key systems
Recon	Rear area security
Engineer	Survivability of key systems, C2
INFOWAR	Poss. EW, deception; Consider all 7 elements
C2	Can maintain comms? Security, survivability
CBRNE	Plan for decon, if anticipated/suspected
Irregulars	Local logistics; Security
Other	*Likely "Best-Bet(s)"

See also:
Exercise Design
TC 7-101,
Appx B.

OPFOR Actors

A Hybrid Threat (HT) OE contains a diverse and dynamic combination of regular forces, irregular forces, and/or criminal elements *all unified to achieve mutually benefitting effects*.

Regular (State) Forces
- Army, Navy, Air Force, Internal Security
- Conscripted or professional
- Uniformed, structured
- Subject to various laws of war
- *Ex: Atropian Army*

Insurgents
- Seek to overthrow/force change of governing authority through subversion and violence
- Generally cellular structure
- Usually not uniformed
- *Ex: Salasyl, United Torbia*

Guerrillas
- Irregular, predominately indigenous
- Conduct paramilitary operations in enemy held or denied territory
- Generally hierarchal structure
- Often uniformed, well-equipped
- *Ex: SAPA, Army of Justice and Purity*

Criminal Organizations
- Will be present in most OEs
- Range from gangs to syndicates
- Usually small arms
- Seek profit & power
- Need freedom to operate
- Could hinder OR benefit other actors
- *Ex: Donovian Mafia*

Private Security Organizations
- Loyal to their employer(s), ROE varies greatly
- Corporate: Large, well-trained, armed
- Local company: Local guards, response teams
- Ex: Jaguar Integral Defence Services Intl

Other
- Non-Governmental (NGO)
- Militias

Civilians
- Willing / unwilling / unwitting
- Armed / unarmed
- Could hinder OR benefit other actors

Irregular Actors
as Regular Force Enablers

Home Station, Deployment
-ISR, Direct Action, INFOWAR
-Soft targets, key systems/infra, INFOWAR

In Transit/APOD/SPOD
-ISR, Direct Action, INFOWAR
-Theft, destruction, delay
-Key systems, tempo, INFOWAR

LOCs to AO
-ISR, disruption attacks
-key systems, tempo, INFOWAR

In AO, beyond conventional Disruption Zone
-ISR, direct action, disrupt
Key systems, tempo, INFOWAR

In AO, In Contact
-ISR, direct action, disrupt
-Key systems, tempo, INFOWAR

The question is not *whether* an adversary is hybrid, but <u>how hybrid</u> is it and <u>how will it manifest?</u>

ACTORS

ACTORS

Motivations & Interaction

Motivation categories describe and/or indicate goals or objectives. Some common motivational categories are:

◆ **Separatist -** Separation from existing governmental entities through independence or political autonomy.

◆ **Ethnocentric/Religion -** A society characteristic such as culture/race/religion as a fundamental justification and attitude that a particular group is superior to other groups.

◆ **Nationalistic** - Promoting cultural or patriotic theme to identify purpose of unity and split from a controlling government or opposition to a foreign occupation force.

◆ **Revolutionary -** Overthrow of an established order and replace governance with a new political or social structure.

ACTORS *ACTORS*

Actors Interactions Across entire Spectrum of Conflict

The Enemy Cause   U.S. & Host Country Goals

Actively Supporting	Sympathetic (but not-supporting)	← Neutral →	Sympathetic (but not-supporting)	Actively Supporting
Extremist				
• *Radical*	• *Participating*	• *Ambiguous*		
• *Fanatical*	• *Purposefully & Materially Supporting*	• *Vacillating*		*Combatants*
• *Cadre*		• *Opportunistic*		
• *Diehard*	• *Engaged in Hostilities*	• *Impressionable*		
	• *Possibly Co-optable/persuadable*	• *Disinterested*		

← *Armed and/or Unarmed* →
← *Criminals* →
← *Locals* →
← *Noncombatants* →
← *Witting and Unwitting* →
← *Regional, National, and International Players* →

Note: These categories are very general and the boundaries vague. Individuals and/or organizations may be placed in several categories at any given time. The category(ies) they occupy are generally fluctuating and may be fleeting, mission dependent, event- or agenda-oriented, or for any other reasons, affiliations, alliances, motivations or opportunity.

OPFOR - Insurgents

Definition of Insurgents:
Armed and/or unarmed individuals or groups who promote an agenda of subversion and violence that <u>seeks to overthrow or force change of a governing authority</u>. (TC 7-100.3).

ACTORS

◆ **Typically operate in small teams (cells) and may include guerrilla units.**

◆ **Seek to overthrow/force change of governing authority through subversion and violence**

◆ **Generally cellular structure**

◆ **Usually not uniformed**
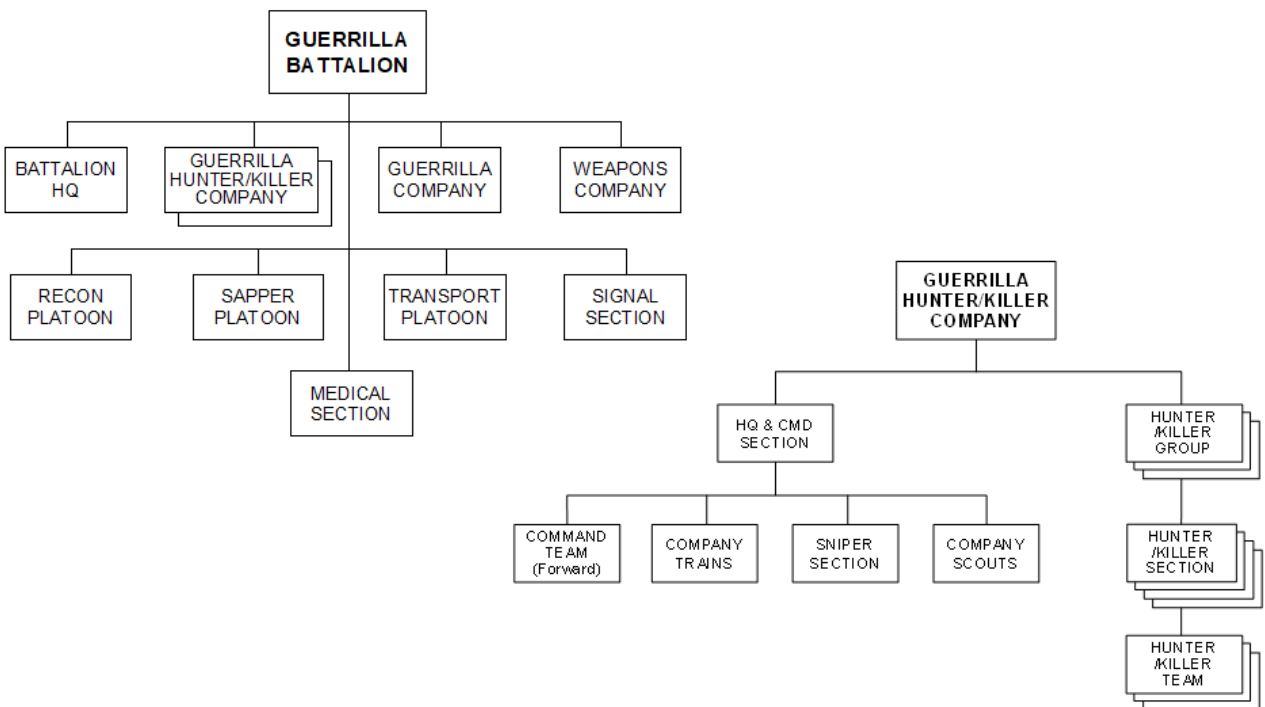
◆ **Ex:** Salasyl, United Torbia
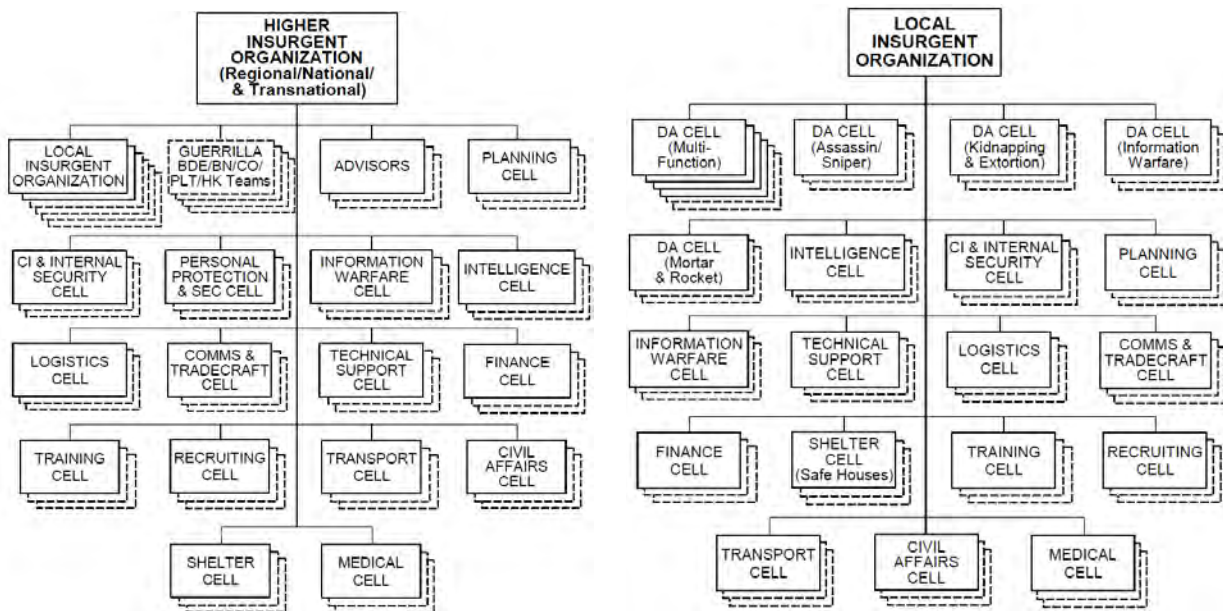
OPFOR - Guerrillas

Definition of Guerrillas :

A group of irregular, predominately indigenous personnel organized along military lines to conduct military and paramilitary operations in enemy held, hostile, or denied territory. (JP 3-05).

ACTORS

ACTORS

◆ **Guerrillas will typically organize in a hierarchical military-like structure**

◆ **Irregular, predominately indigenous**

◆ **Conduct paramilitary operations in enemy held or denied territory**

◆ **Often uniformed, well-equipped**

◆ **Ex:** SAPA, Army of Justice and Purity

Common Criminal Activities

Line of Effort	Tactics (& sample techniques)
Profit	• **Illicit acquisition**: Fraud, Theft, Cyber (identity), Hijacking, IP • **Organized illicit activities**: Racketeering, Gambling, Laundering • **Trafficking (Threat of violence, Persons)** Prostitution, Drugs, Arms, Smuggling • **Smuggling** (Minimal violence Drugs, arms, commodities) • **Forcible revenue**: Kidnapping, Murder, Maiming, Cyber extortion, Protection
Power	• **Security** (internal & external) • **Influencing**: Arbitration, Extortion, Bribery, Hostage taking, Terrorism • **Violence**: Arson, Murder, Assassination, Sabotage

ⓘ Low-level crime can impact training like weather: Equip/personnel losses, Force protection, LOC disruption

Example Criminal Gang

◆ **5-20 pers.**

◆ **Localized, very territorial**

◆ **Small arms, blades, rocks, improvised incendiaries**

◆ **Improvised obstacles (cars, tires, debris)**

◆ **Cellphones for comms, video**

◆ **Groups may work together or disperse throughout larger crowd**

Private Security

ACTORS

ACTORS

Corporate Security Force

❑ High-end site and VIP security, small-unit high-risk strikes

❑ Generally former elite military

❑ Strong cohesion, fiercely loyal to employer

❑ Military-style uniforms, Tier 1-2 equipment

❑ Motorcycles, trucks, armored cars, sm.arms, APCs, HMG, RPGs, +

❑ May contract local companies for mundane requirements
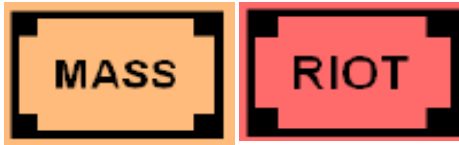
❑ Risk of over-aggression, extra-judicial actions

Private Security Company

❑ Commercial* response to high community crime (police inadequacy)

❑ Stationed at/patrolling businesses/residences. Customer sites may have electrified/barbed wire, monitored cameras.

❑ May appear as militants

   ▪ Armed or unarmed (Sm.Arms, baton, irritants)

   ▪ Range of uniforms (t-shirts to body armor)

   ▪ Static posts & patrols augmented w/QRF

   ▪ May become belligerent (esp. cheaper services)

   ▪ Good potential source of situational awareness/intel

   ▪ Generally good community relations – poss. more trusted than police

❑ Expense of service generally correlates to quality

   ▪ Professionalism, responsiveness, adherence to RoE, Courtesy

   ▪ Screening: cheaper more prone to graft, corruption, recruit from poor areas

   *Non-commercial "neighborhood watches" exist, but are less likely to be armed or provocative.

Agitated Civilian Mass

MASS **RIOT**

	Non-Violent	**Violent**	**Riot**
Proportion engaging in violent acts	Negligible	~20%	~90%
Likely activities	•Demonstrations •Ltd. Blocking traffic/access •Ltd property damage •Barricades	•Blocking traffic/access •Damage to storefronts, cars. •Fires (vehicles, tires, etc) •Assaults on "others"	•Blocking traffic/access •Rampant fire setting and property damage •Brutal assaults
Interactions w/POL/HNG/MIL	•Verbal •Ltd. pushing/ resistance	•Ltd. Assault w/ improvised weapons •Unified belligerent front	•Frequent assault w/ improvised weapons – some small arms •Disorganized, small organized groups

ACTORS

ACTORS

Mechanized Infantry Brigade (APC), Mech Inf Div (APC)

X DIV

```
                      MECHANIZED
                       INFANTRY
                       BDE (APC)
```

BRIGADE HQ	MECHANIZED INFANTRY BN (APC)	TANK BATTALION (31-Tank)	SP ARTY BATTALION (152-mm)

AIR DEFENSE BATTALON (Short Range)	ANTITANK BATTALION	RECON COMPANY	SNIPER PLATOON

ENGINEER COMPANY	SIGNAL COMPANY	MATERIEL SUPPORT COMPANY	MAINT COMPANY (Wheeled)

CHEMICAL DEFENSE PLATOON	MEDICAL PLATOON
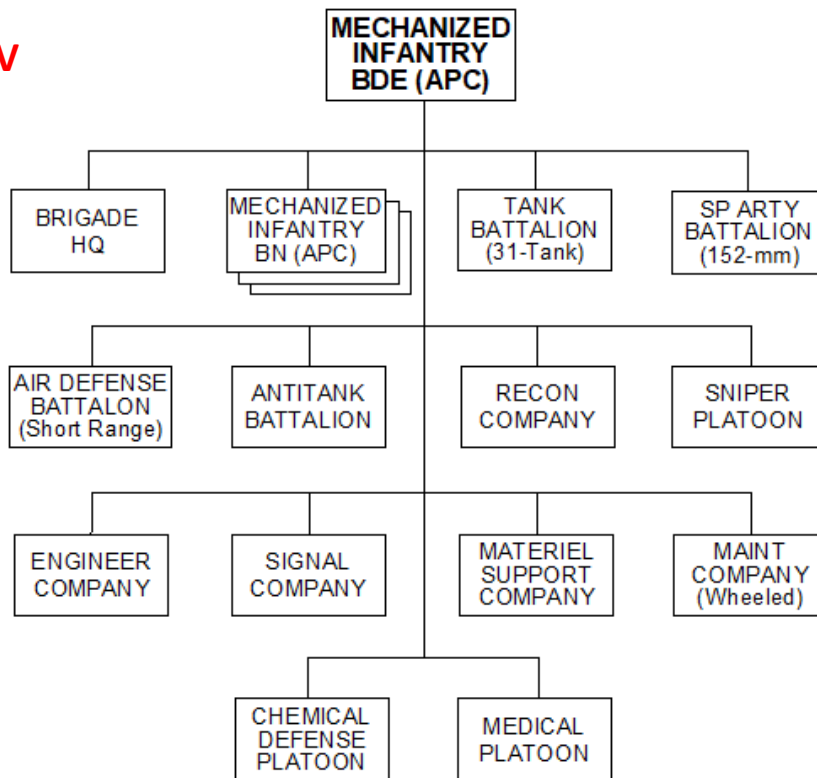
Separate Mechanized Infantry Brigade (APC)

X SEP

```
                      SEPARATE
                      MECH INF
                      BDE (APC)
```

BRIGADE HQ *	MECHANIZED INFANTRY BN (APC) *	TANK BATTALION (41-Tank)	LIGHT TANK BATTALION (41-Tank)

ANTITANK BATTALION (Sep)	COMPOSITE ARTILLERY BN (Sep)	RECON BATTALION (Sep)	SNIPER PLATOON *

AIR DEFENSE BATTALION (SR) (Sep)	ENGINEER BATTALION (Sep)	MATERIEL SUPPORT BATTALION	MAINT BATTALION (APC/Mtzd)

SIGNAL COMPANY (Sep)	CHEMICAL DEFENSE CO (Sep)	MEDICAL COMPANY (Sep)
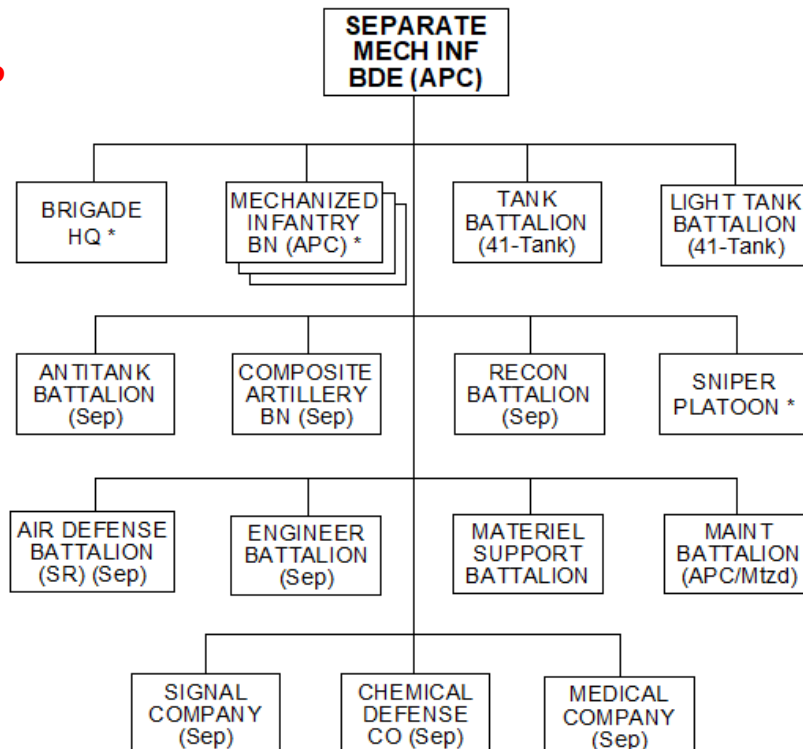
Mechanized Infantry Battalion (APC), Mech Inf Bde (APC) _____

(Each Mech CO)
12x APC BTR-80
4x 12.7-mm HMG, NSV
10x 35-mm AGL-Light, W-87
31x 40-mm Grenade Lchr, GP-30
3x AT-13 ATGM
5x ATGL-Long Range, RPG-29
9x ATGL, Panzerfaust 3-T600
11x ATDL, Armbrust
17x ATDL, RPG-27
5x Mine-Scattering System, PKM
Assorted mines
1x Minefield Breach System ZRP-2
5x Radar, GSR, Fara-1

ACTORS

Battalion structure:
- MECHANIZED INFANTRY BN (APC)
  - BATTALION HQ
  - MECHANIZED INFANTRY CO (APC)
  - SP MORTAR/ COMBO GUN BTRY (120-mm) — 6x 2S23
  - ATGM PLATOON — 6x ATGM, Kornet
  - RECON PLATOON — 3x UAV Skylark IV
  - WEAPONS PLATOON
  - MANPAD PLATOON — 6x SA-18
  - SIGNAL PLATOON
  - MATERIEL SUPPORT PLATOON

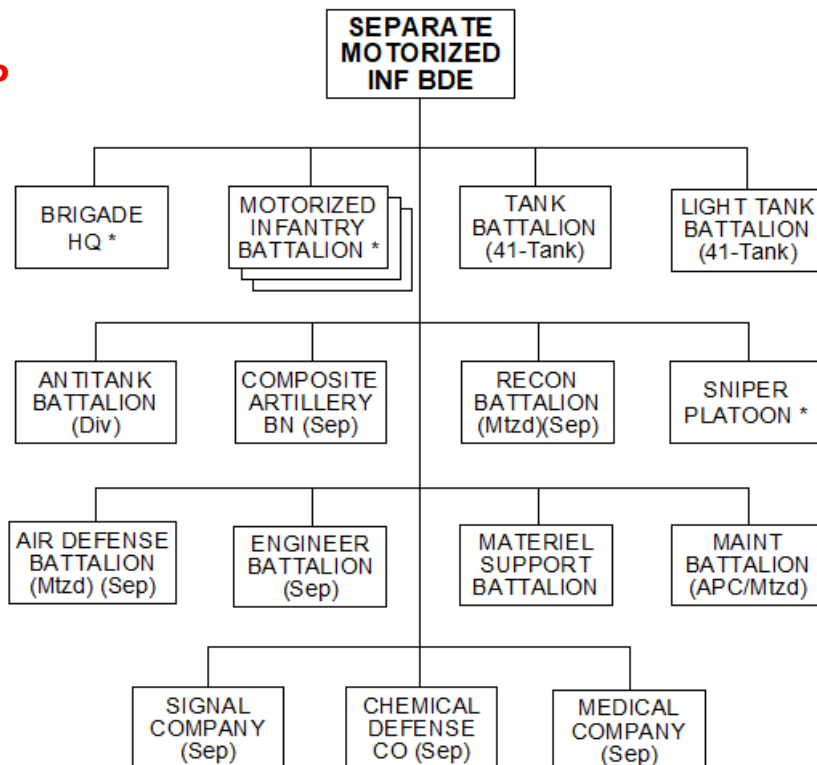| Equipment	Total
APC, BTR-80A	44
APC, BTR-80AK, Command Veh	2
ACV, BTR-80, Kushetka, Command and Staff Vehicle	2
ACRV, 1V52	1
CRV, BRDM-2M	1
9-mm Pistol, PM	40
5.45-mm Assault Rifle, AK-74M	393
5.45-mm Carbine, AKS-74U	261
7.62-mm GP MG, PKM	38
7.62-mm Sniper Rifle, SVD	27
.50-cal Antimateriel Rifle, M82A1	3
12.7-mm HMG, NSV	31
35-mm AGL-Light, W-87	42
40-mm Grenade Launcher, GP-30	150
120-mm SP Combination Gun, 2S23 *	6
ATGM Launcher, Kornet	7
ATGM Lchr, Manportable, Spike MR	9
ATGM Lchr, Manportable-SR, Eryx	5
ATGL-Long Range, RPG-29	18
ATGL, Panzerfaust 3-T600	31
ATDL, Armbrust	36
ATDL, RPG-27	94
Automated Fire Control System	4
Flame Weapon, RPO-A Series	45
MANPAD, SA-18	6
UAV, Skylark IV	3
Minefield Breaching System- Explosive Charge, ZRP-2	3
Mine-Scattering System, Manportable, PKM	31

Equipment	Total
Mines (AP&AT)	Assorted
Ambulance, BMM-1	3
ARV, Wheeled, BREM-K **	6
Medical Aid Station, BMM-2	1
Motorcycle ***	6
Tactical Utility Veh, Amphib, VBR	12
Tactical Utility Vehicle, UAZ-469	19
Truck, Crane	2
Truck, Kitchen	1
Truck, Light	13
Truck, Light (Digital Data)	1
Truck, Light (Wire)	1
Truck, Medium	12
Truck, POL (5,000-Liter)	4
Van, Maintenance	1
Van, Signal	1
Trailer, Cargo, 1-Axle	12
Trailer, Cargo, 2-Axle	11
Trailer, Generator	2
Trailer, Kitchen	1
Trailer, POL (4,200-Liter)	4
Trailer, Utility, Amphib	12
Trailer, Utility	19
Trailer, Water (1,200-Liter)	1
Antenna, Mast HF/UHF/VHF	3
Antenna, Satellite	3
Telephone Field Cable, 1 km	8
Telephone, Landline	15
Telephone Set	4
Telephone Switchboard	1

Motorized Infantry Brigade, Mtzd Inf Div

X **DIV**

MOTORIZED INFANTRY BRIGADE

- BRIGADE HQ
- MOTORIZED INFANTRY BATTALION
- TANK BATTALION (31-Tank)
- SP ARTY BATTALION (155-mm)
- AIR DEFENSE BATTALON (SR) (MTZD)
- ANTITANK BATTALION
- RECON COMPANY (APC/MTZD)
- SNIPER PLATOON
- ENGINEER COMPANY (MTZD)
- SIGNAL COMPANY (MTZD)
- MATERIEL SUPPORT COMPANY
- MAINT COMPANY (Wheeled)
- CHEMICAL DEFENSE PLATOON
- MEDICAL PLATOON

Separate Motorized Infantry Brigade

X **SEP**

SEPARATE MOTORIZED INF BDE

- BRIGADE HQ *
- MOTORIZED INFANTRY BATTALION *
- TANK BATTALION (41-Tank)
- LIGHT TANK BATTALION (41-Tank)
- ANTITANK BATTALION (Div)
- COMPOSITE ARTILLERY BN (Sep)
- RECON BATTALION (Mtzd)(Sep)
- SNIPER PLATOON *
- AIR DEFENSE BATTALION (Mtzd) (Sep)
- ENGINEER BATTALION (Sep)
- MATERIEL SUPPORT BATTALION
- MAINT BATTALION (APC/Mtzd)
- SIGNAL COMPANY (Sep)
- CHEMICAL DEFENSE CO (Sep)
- MEDICAL COMPANY (Sep)

Motorized Infantry Battalion, Mtzd Inf Bde

ACTORS

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                    ┌──────────────────┐
                    │   MOTORIZED      │
                    │   INFANTRY       │
                    │   BATTALION      │
                    └──────────────────┘
    ┌──────────────┬───────────┴──────────┬───────────────┐
┌─────────┐  ┌────────────┐  ┌──────────────┐  ┌──────────┐
│BATTALION│  │ MOTORIZED  │  │TOWED MORTAR/ │  │  RECON   │
│   HQ    │  │ INFANTRY   │  │COMBO GUN     │  │ PLATOON  │
│         │  │ COMPANY    │  │BTRY (120-mm) │  │          │
└─────────┘  └────────────┘  └──────────────┘  └──────────┘
    ┌──────────────┬──────────┴───────────┬───────────────┐
┌─────────┐  ┌────────────┐  ┌──────────────┐  ┌──────────┐
│  ATGM   │  │    AGL     │  │   MANPAD     │  │  SIGNAL  │
│ PLATOON │  │  PLATOON   │  │   PLATOON    │  │ PLATOON  │
└─────────┘  └────────────┘  └──────────────┘  └──────────┘
              ┌────────────┐  ┌──────────────┐
              │ TRANSPORT  │  │  MATERIEL    │
              │ PLATOON *  │  │  SUPPORT     │
              │            │  │  PLATOON     │
              └────────────┘  └──────────────┘
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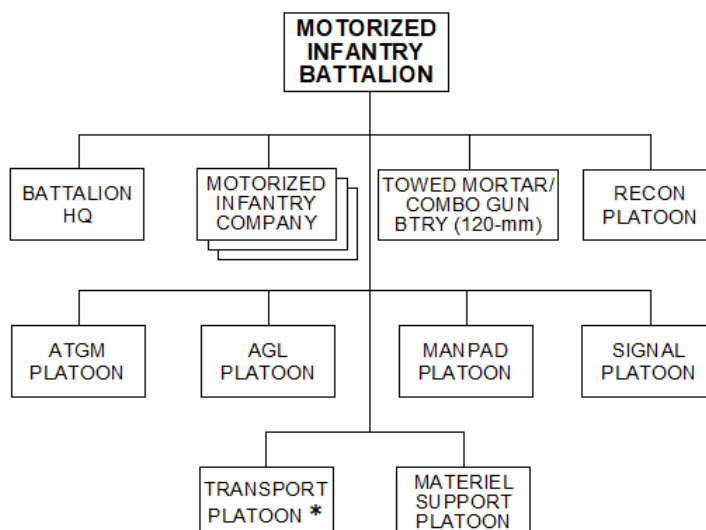
Equipment	Total
9-mm Pistol, PM	54
5.45-mm Assault Rifle, AK-74M	739
5.45-mm Carbine, AKS-74U	107
7.62-mm GP MG, PKM	80
7.62-mm Sniper Rifle, SVD	33
.50 BMG Antimateriel Rifle, M82A1	6
12.7-mm HMG, NSV	47
35-mm AGL-Light, W-87	33
40-mm AGL-Heavy, CIS 40	6
40-mm Grenade Launcher, GP-30	172
60-mm Mortar-Light, Type 84	9
120-mm Towed Combo Gun, 2B16 or 120-mm Towed Mortar, MO-120-RT	6
ATGM Launcher, KORNET	3
ATGM Launcher, Milan 3	9
ATGM Lchr, Manportable-SR, Eryx	9
ATGL-Long Range, RPG-29	18
ATGL, Panzerfaust 3-T600	29
ATDL, Armbrust	27
ATDL, RPG-27	77
Flame Weapon, RPO-A Series	69
MANPAD Launcher, SA-18	6
Minefield Breaching System-Explosive Charge, ZRP-2	9
Mine-Scattering System, Manportable, PKM	15
Mines (AP&AT)	Assorted
Ambulance	3
ACRV, 1V110	1
Medical Aid Station, Van	1
Motorcycle	12
Tactical Utility Vehicle, UAZ-469	73
Truck, Command and Staff Vehicle	2
Truck, Crane	1
Truck, Kitchen	2
Truck, Light	14
Truck, Light (Digital Data)	1
Truck, Light (Prime Mover)	6
Truck, Light (Wire)	1
Truck, Medium	40

Equipment	Total
Truck, Water (2,000-Liter)	2
Truck, Wrecker	3
Van, Maintenance	3
Van, Signal	1
Trailer, Cargo, 1-Axle	12
Trailer, Cargo, 2-Axle	40
Trailer, Generator	3
Trailer, POL (4,200-Liter)	4
Trailer, Utility	72
Trailer, Water (1,200-Liter)	6
Smoke Pots, Drums, Barrels, and Grenades	Assorted
Aiming Circle/Goniometer	5
Automated Fire Control System	4
Binocular Laser Rangefinder	186
Camera Digital	6
Electronic Plotting Board	6
GPS Receiver, Handheld	285
Laser Rangefinder	3
Laser Target Designator	20
Observation Scope, Day/Night	6
Radar, GSR, Manportable, Fara-1	30
Radar, GSR, Portable, Credo-1E	3
Sensor Sets	3
Antenna, Mast HF/UHF/VHF	3
Antenna, Satellite	3
Telephone Field Cable, 1 km	8
Telephone, Landline	15
Telephone Set	4
Telephone Switchboard	1
Thermal Viewer, Handheld, Sophie	85
Night-Vision Goggles	304
Night-Vision Goggles (Driver)	164
Night-Vision Goggles (AK w/GP-30)	172
Night-Vision Sight (Aiming Circle)	3
Radios:	
Handheld, Very-Low-Power	194
Manpack, Low-Power	87
Vehicle Mount, Medium-Power	124
Warning Receiver	19

ACTORS

ACTORS

Higher Insurgent Organization (Regional, National, Transnational)

HIGHER INSURGENT ORGANIZATION (Regional/National/ & Transnational)

- LOCAL INSURGENT ORGANIZATION
- GUERRILLA BDE/BN/CO/ PLT/HK Teams
- ADVISORS
- PLANNING CELL

- CI & INTERNAL SECURITY CELL
- PERSONAL PROTECTION & SEC CELL
- INFORMATION WARFARE CELL
- INTELLIGENCE CELL

- LOGISTICS CELL
- COMMS & TRADECRAFT CELL
- TECHNICAL SUPPORT CELL
- FINANCE CELL

- TRAINING CELL
- RECRUITING CELL
- TRANSPORT CELL
- CIVIL AFFAIRS CELL

- SHELTER CELL
- MEDICAL CELL
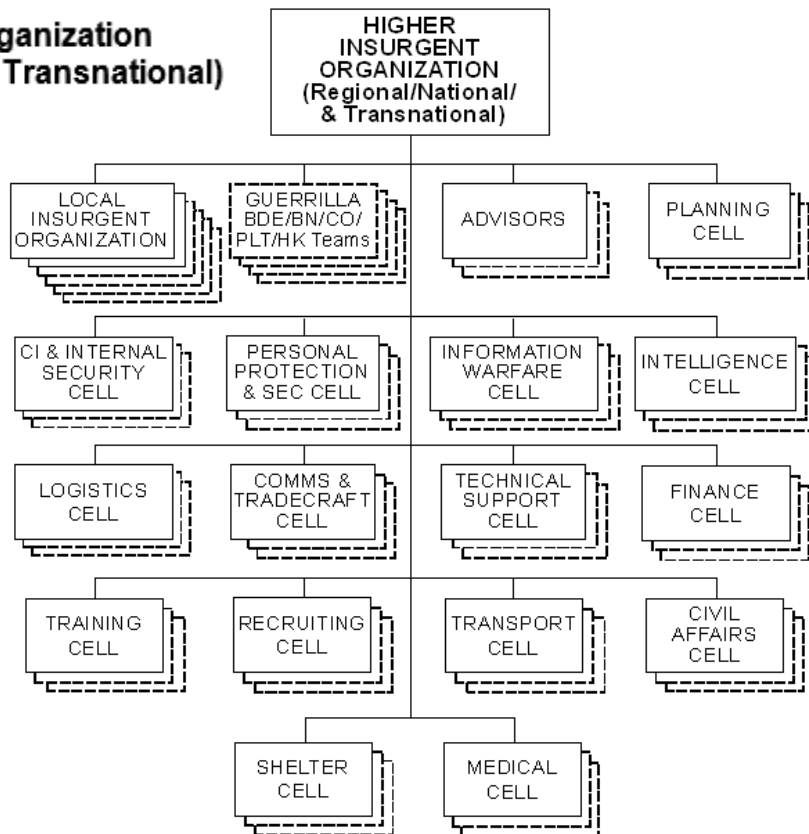
Local Insurgent Organization (Typical)

LOCAL INSURGENT ORGANIZATION

- DA CELL (Multi-Function)
- DA CELL (Assassin/ Sniper)
- DA CELL (Kidnapping & Extortion)
- DA CELL (Information Warfare)

- DA CELL (Mortar & Rocket)
- INTELLIGENCE CELL
- CI & INTERNAL SECURITY CELL
- PLANNING CELL

- INFORMATION WARFARE CELL
- TECHNICAL SUPPORT CELL
- LOGISTICS CELL
- COMMS & TRADECRAFT CELL

- FINANCE CELL
- SHELTER CELL (Safe Houses)
- TRAINING CELL
- RECRUITING CELL

- TRANSPORT CELL
- CIVIL AFFAIRS CELL
- MEDICAL CELL

Direct Action Cells (Typical), Insurgent Organization

DA I

Total Personnel........................69

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                              ┌─────────────────┐
                              │ DIRECT ACTION   │
                              │     CELLS       │
                              │   (Examples)    │
                              └─────────────────┘
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| DA CELL (Multi-Function) | DA CELL (Assassin/Sniper) | DA CELL (Kidnapping & Extortion) | DA CELL (Information Warfare) |

DA CELL (Mortar & Rocket)
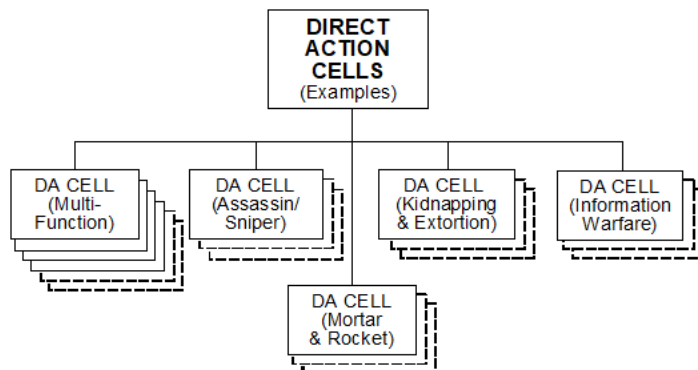
Equipment	Total
9-mm Pistol, PM	17
7.62-mm Assault Rifle, AKM	10
7.62-mm Carbine, AKMS	35
7.62-mm GP MG, PKM	8
7.62-mm LMG, RPK	10
7.62-mm Sniper Rifle, Mosin/Nagant	9
40-mm Grenade Launcher, BG-15	10
60-mm Mortar, Light, Type 90 or 60-mm Commando Mortar, M70	1
107-mm Single-Tube, Type 85 or 107-mm Single-Tube, MONOTUBE	1
ATGL, RPG-7V	16
ATDL, RPG-22	8
Demolition, Fuzes & Detonators	Assorted
Demolition Materiel	Assorted
Improvised Explosive Devices (IED)	32
Mines (AP, AT, & AV)	Assorted
Sedan, Civilian	9
Truck, Pickup ½ ton, Civilian	7
Van, Civilian	2

Equipment	Total
Aiming Circle/Goniometer	1
Antenna, Satellite	2
Binoculars	12
Camcorder, Video	12
Camera, Digital	12
Electrician Set	1
GPS Receiver, Handheld	10
Laser Rangefinder, Handheld	2
Observation Scope, Day/Night	2
Night-Vision Goggles	14
Radios:	
Cell Phone	29
Computer, Desktop	4
Computer, Laptop	17
Computer, PDA	17
Handheld, Long-Range Cordless-Telephone	12
Handheld, Very-Low-Power	69
Portable, Satellite Telephone	10

Direct Action Cell (Multifunction), Insurgent Organization

MF I

Total Personnel........................8

DA CELL (Multi-Function)

Role	Weapon
Cell Leader (x1)	PKM
Asst Cell Leader (x1)	AKM/BG-15
Grenadiers (x2)	RPG/AKMS
Security Pers/Marksman (x1)	Mosin/Nagant
Security Pers (x1)	RPK
Driver (x2)	PM/AKMS

Equipment	Total
9-mm Pistol, PM	2
7.62-mm Assault Rifle, AKM	1
7.62-mm Carbine, AKMS	4
7.62-mm GP MG, PKM	1
7.62-mm LMG, RPK	1
7.62-mm Sniper Rifle, Mosin/Nagant	1
40-mm Grenade Launcher, BG-15	1
ATGL, RPG-7V	2
ATDL, RPG-22 *	1
Demolition, Fuzes&Detonators **	Assorted
Demolition Materiel ***	Assorted
Improvised Explosive Device (IED) ****	4
Mines (AP, AT, & AV) *****	Assorted
Sedan, Civilian	1
Truck, Pickup ½ ton, Civilian	1

Equipment	Total
Binoculars	1
Camcorder, Video	1
Camera, Digital	1
Electrician Set	1
GPS Receiver, Handheld	1
Night-Vision Goggles	1
Radios:	
Cell Phone	3
Computer, Laptop	1
Computer, PDA	1
Handheld, Long-Range Cordless-Telephone	1
Handheld, Very-Low-Power	8
Portable, Satellite Telephone	1

ACTORS

ACTORS

ACTORS

Guerrilla Hunter/Killer Company, Guerrilla Battalion,

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                          ┌─────────────────┐
                          │    GUERRILLA    │
                          │  HUNTER/KILLER  │
                          │     COMPANY     │
                          └─────────────────┘
          ┌──────────────────────┴────────────────────────┐
   ┌─────────────┐                                  ┌─────────────┐
   │  HQ & CMD   │                                  │   HUNTER    │
   │   SECTION   │                                  │   /KILLER   │
   └─────────────┘                                  │    GROUP    │
                                                    └─────────────┘
                                                          │
                                                    ┌─────────────┐
                                                    │   HUNTER    │
                                                    │   /KILLER    │
                                                    │   SECTION   │
                                                    └─────────────┘
                                                          │
                                                    ┌─────────────┐
                                                    │   HUNTER    │
                                                    │   /KILLER    │
                                                    │    TEAM     │
                                                    └─────────────┘
 ┌───────────┐  ┌───────────┐  ┌───────────┐  ┌───────────┐
 │  COMMAND  │  │  COMPANY  │  │  SNIPER   │  │  COMPANY  │
 │   TEAM    │  │  TRAINS   │  │  SECTION  │  │  SCOUTS   │
 │ (Forward) │  │           │  │           │  │           │
 └───────────┘  └───────────┘  └───────────┘  └───────────┘
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Total Personnel......... 228   O-6/N-49/E-173
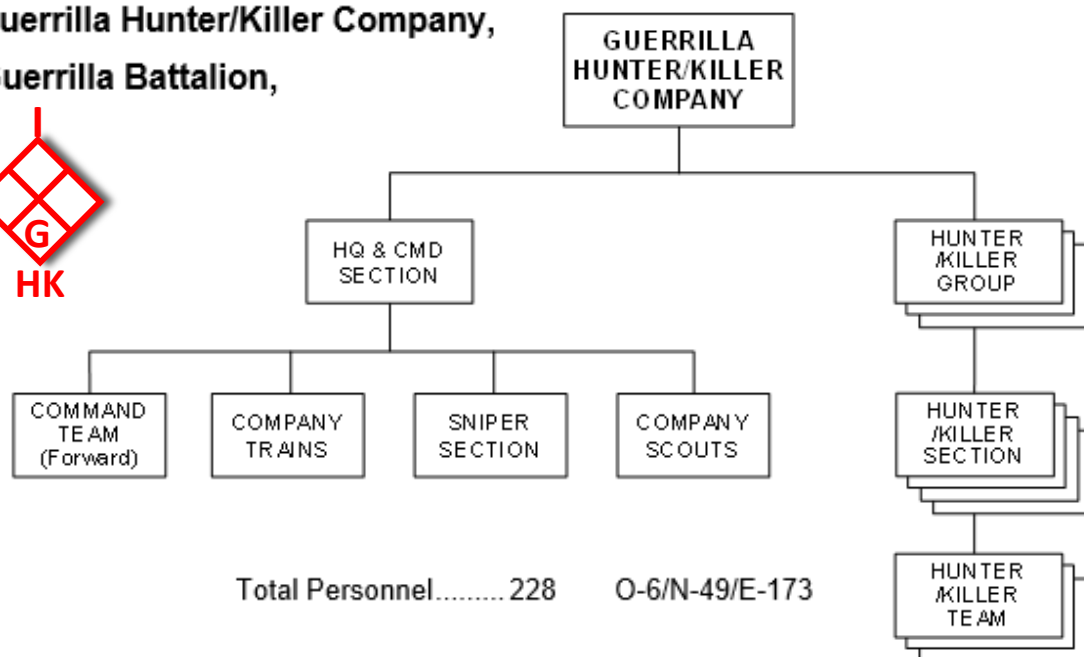
Hunter/Killer Group, Guer|H/K Company _____

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                   ┌─────────────┐
                   │   HUNTER/   │
                   │   KILLER    │
                   │    GROUP    │
                   └─────────────┘
       ┌───────────────┼───────────────┐
 ┌───────────┐  ┌───────────┐  ┌───────────┐
 │   GROUP   │  │    H/K    │  │    H/K    │
 │    HQ     │  │  SECTION  │  │  SECTION  │
 │           │  │ONE/TWO/THREE│  │   FOUR    │
 └───────────┘  └───────────┘  └───────────┘
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Total Personnel 68   O-1/N-14/E-53
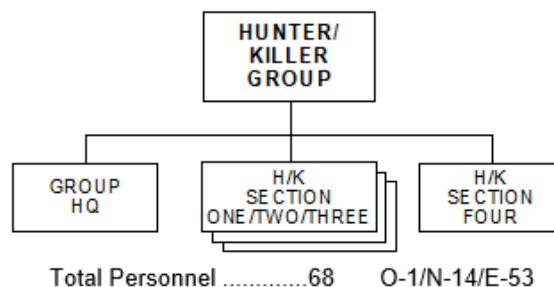
PRINCIPAL ITEMS OF EQUIPMENT

Equipment	Total
9-mm Pistol, PM	4
7.62-mm Assault Rifle, AKM	48
7.62-mm Carbine, AKMS	7
7.62-mm LMG, RPK	6
7.62-mm GP MG, PKM *	4
7.62-mm Sniper Rifle, Mosin/Nagant	3
40-mm Grenade Launcher, BG-15	7
60-mm Mortar, Light, Type 90 or 60-mm Commando Mortar, M70	1
82-mm Recoilless Gun, Type 65-1 *	1
ATGL, RPG-7V	6
ATDL, RPG-22 **	8
Truck, ITV	13
Demolition Materiel ***	Assorted

Equipment	Total
Flame Weapon, RPO-A Series **	7
Mines (AP&AT) **/***	Assorted
Smoke Pots, Drums, Barrels, and Grenades	Assorted
Aiming Circle/Goniometer	1
Quadcopter, UAV	1
Binocular Laser Rangefinder	3
GPS Receiver, Handheld	2
Night-Vision Goggles	2
Radios:	
Handheld, Long-Range Cordless-Telephone	1
Handheld, Very-Low-Power	15
Manpack, Low-Power	1

Militia Company, Militia Bn_____

MILITIA

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                        ┌─────────────┐
                        │   MILITIA   │
                        │   COMPANY   │
                        └──────┬──────┘
          ┌────────────────────┼────────────────────┐
   ┌──────────────┐    ┌──────────────┐    ┌──────────────┐
   │  HQ & SVC    │    │   MILITIA    │    │   WEAPONS    │
   │   SECTION    │    │   PLATOON    │    │   PLATOON    │
   └──────────────┘    └──────────────┘    └──────────────┘
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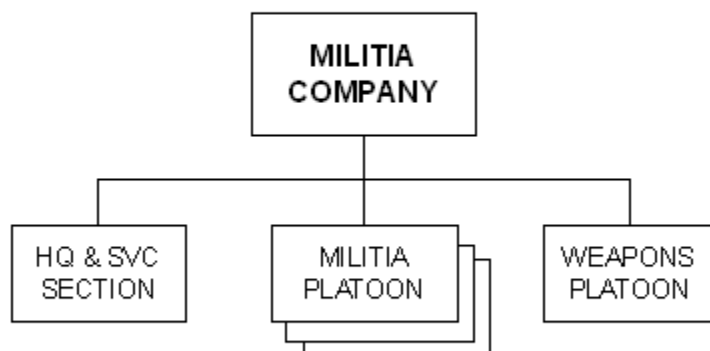
Total Personnel......... 181   O-6/N-43/E-132

Equipment	Total
9-mm Pistol, PM	18
5.45-mm Assault Rifle, AK-74M	131
5.45-mm Carbine, AKS-74U	21
7.62-mm GP MG, PKM *	12
7.62-mm Sniper Rifle, SVD *	11
.50 Cal Antimateriel Rifle, M82A1 *	2
12.7-mm HMG, NSV *	8
35-mm AGL-Light, W-87 *	9
40-mm Grenade Launcher, GP-30	30
60-mm Mortar, Light, Type 90 *	3
ATGM Launcher, Milan 3 **	3
ATGM Lchr, Manportable-SR, Eryx *	3
ATGL-Long Range, RPG-29 *	6
ATGL, Panzerfaust 3-T600 *	9
ATDL, Armbrust ***	9
ATDL, RPG-27 ***	4
Flame Weapon, RPO-A Series	23
Minefield Breaching System-Explosive Charge, ZRP-2 ****	3
Mine-Scattering System, Manportable, PKM	3
Mines (AP&AT) ***/*****	Assorted
Tactical Utility Vehicle, UAZ-469	7
Tactical Utility Vehicle (Technical)	6

Equipment	Total
Truck, Light	3
Truck, Medium	2
Trailer, Cargo, 1-Axle	2
Trailer, Cargo, 2-Axle	2
Trailer, Utility	7
Trailer, Water (1,200-Liter)	1
Smoke Pots, Drums, Barrels, and Grenades	Assorted
Aiming Circle/Goniometer	1
Binocular Laser Rangefinder *	42
GPS Receiver, Handheld	53
Laser Target Designator **	3
Observation Scope, Day/Night * or **	2
Radar, GSR, Manportable, Fara-1	3
Thermal Viewer, Handheld, Sophie	14
Night-Vision Goggles	61
Night-Vision Goggles (Driver)	12
Night-Vision Goggles (AK w/GP-30)	30
Night-Vision Sight (Aiming Circle)	1
Radios:	
Handheld, Very-Low-Power	48
Manpack, Low-Power	6
Vehicle Mount, Medium-Power	12
Warning Receiver	1

ACTORS

ACTORS

ACTORS

INFO WAR

```
                    INFORMATION
                      WARFARE
                      COMPANY

   HQ & SVC      INTELLIGENCE     ELECTRONIC      PERCEPTION
   SECTION       MANAGEMENT        WARFARE       MANAGEMENT
                  SECTION          PLATOON         PLATOON

        MEDIA            COMPUTER          INFORMATION
      EXPLOIT &          WARFARE/           SECURITY
      PRODUCTION        INFO ATK PLT         SECTION
       PLATOON
```

Personnel and Items of Equipment	Headquarts & Service Section	Intelligence Management Section	Electronic Warfare Platoon	Perception Management Platoon	Media Exploitation and Production Platoon	Computer Warfare Information Attack Platoon	Information Security Section	TOTAL
Ural 4310, Computer Warfare Stn			4					**4**
Ural 4310, Information Attack Stn			4					**4**
Demolition Material		Assort						**Assort**
IED, Individual, Vest		52						**52**
Flame Weapon, RPO-A Series	2	2						**4**
Mine-Scattering System, Manport, PKM	3	1						**4**
Mines (AP&AT)	Assort	Assort	Assort	Assort	Assort	Assort	Assort	**Assort**
Camera Digital		2						**2**
Comms Radio DF Set, Manportable		1						**1**
Comms Radio Intercept Set, Manportable		1						**1**
Computer Servers & Equipment		Assort	Assort					**Assort**
Decoy Set (Electronic Emitter)				Assort				**Assort**
Decoy Set (Physical)				Assort				**Assort**
Decoy Set (Pneumatic)				Assort				**Assort**
Jammer, Comms, TRC-274, GAZ-2330 LEER-2			4					**4**
Jammer, ABN, R-934, URAL 4310			4					**4**
Jammer, GPS, R-330 Zh, URAL 4310			4					**4**
Jammer, GPS/GLONASS, Optima			6					**6**
Jammer, GPS, Portable, 4-25 Watt Aviaconversia			48					**48**
Radar, GSR, Manportable, Fara-1		2						**2**
Smoke Pots, Drums, Barrels & Grenades	Assort	Assort	Assort	Assort	Assort	Assort	Assort	**Assort**

INFOWAR Company (Multi-Purpose) – Selected Equipment

OPFOR Offense

	These are *generally* at BDET and below	
◆ **Assault**	• Red has actual (or temporary) overmatch • Seize / destroy	
◆ **Ambush**	• Red chooses location, means • Blue determines time • Destroy/acquire key system	
◆ **Raid**	• Blue determines location • Red chooses time, means • Destroy/acquire key system	
◆ **Reconnaissance Attack**	• Find & fix/destroy • Prevent obstruction of main force	

OFFENSE

	These are *generally* at BTG and higher	
◆ **Limited Objective Attacks**	• Spoiling Attack	
	• Counterattack	
◆ **Integrated Attack**	• Overmatch • Fix, attack key systems • Synchronized action of enabling elements	
◆ **Dispersed Attack**	• No overmatch/unable to C2 • Continuous, multi-directional • Coordinated asynchronous attacks by enabling elements	

Planning OPFOR Offense

Determine Objective/Purpose	Determine Planning Level	Functionally Organize Battlespace	Task Organize to Functions

◆ **Carry the fight to the enemy.**

◆ **Create and exploit opportunities to take offensive action whenever possible.**

Common* tactical offensive missions:

1. **Attack to gain freedom of movement.**

   Enables other elements to maneuver with reduced opposition. (ex. Seize corridor, destroy AD unit, breach obstacle, security tasks)

2. **Attack to restrict freedom of movement.**

   Prevent opponent from maneuvering as he chooses. (ex. Block, fix, ambush, contain, isolate)

3. **Attack to gain control of key terrain, personnel, equipment.**

   Not necessarily terrain focused. (ex. raid,destroy, occupy, retain, secure, seize, INFOWAR)

4. **Attack to gain information.**

   Determine the enemy's location, dispositions, capabilities, and intentions.

5. **Attack to dislocate.**

   Force change in opponent's disposition, reducing positional advantage and exposing key systems.

6. **Attack to disrupt.**

   Prevent opponent from executing an advantageous COA.

Planning OPFOR Offense

Determine Objective/Purpose	Determine Planning Level	Functionally Organize Battlespace	Task Organize to Functions

PLANNED OFFENSE

When there is sufficient time and knowledge of the situation to prepare and rehearse forces for specific tasks. Typically, the enemy is in a defensive position and in a known location.

Key considerations

◆ Set clear and appropriate objective.

◆ Determine which enemy forces must be fixed. (security, reaction, or reserve)

◆ Develop a reconnaissance plan that locates and tracks all key enemy targets and elements.

◆ Create or take advantage of a windows of opportunity

◆ Determine which component or components of an enemy's combat system to attack

SITUATIONAL OFFENSE

When opportunity to attack opponent weakness is presented.

Key considerations

◆ A key enemy unit, system, or capability is exposed.

◆ Opponent defensive preparations can be disrupted.

◆ Contact made on favorable terms.

Planning OPFOR Offense

Determine Objective/Purpose → Determine Planning Level → Functionally Organize Battlespace → Task Organize to Functions

Common Offensive Functions

OFFENSE

Exploitation (Action)
- Achieves the objective of the mission or exploits a window of opportunity

Assault (Action)
- May be "Action" (BDET-)
- Destroys opponent force or seize position
- Creates opportunity for the action force

Security (Enabling)
- Prevents actions against overall command and/or key components
- Focus on opponent SPF, LR Recon
- Prevents/IDs opponent forces from entering/leaving battlespace

Reserve (Enabling)
- Size, composition can vary greatly
- May assume action role

Disruption (Enabling)
- Prevents opponent from establishing coherent defensive or enables future freedom of movement
- Ground/Air Ambush
- Indirect Fire
- INFOWAR
- Direct Action by irregulars

Fixing (Enabling)
- Prevents target unit movement – by fires or through opponent perception:
- C2/understanding degraded (as needed)
- They are (or believe they are) decisively engaged.
- Mobility inhibited (terrain, obstacles)

Deception

Support

OFFENSE

Functionally organizing frees the higher-level commander from decisions specific to the force's mission. Organization of forces can shift dramatically during the course of a battle.

Planning OPFOR Offense

Determine Objective/Purpose	Determine Planning Level	Functionally Organize Battlespace	Task Organize to Functions

OFFENSE

OFFENSE
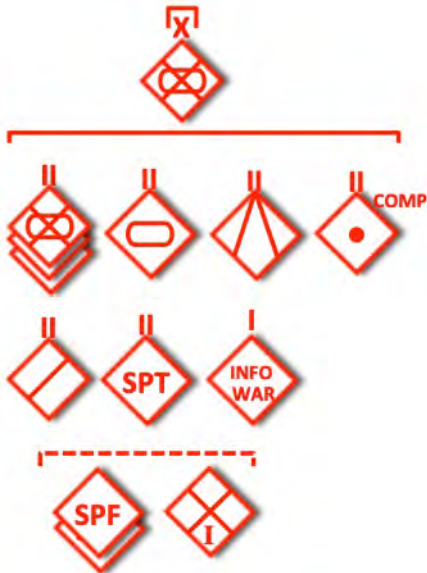
Assign forces and capabilities to meet the requirements of each function.

-Re-align as needed

OPFOR Assault

BDET & Below
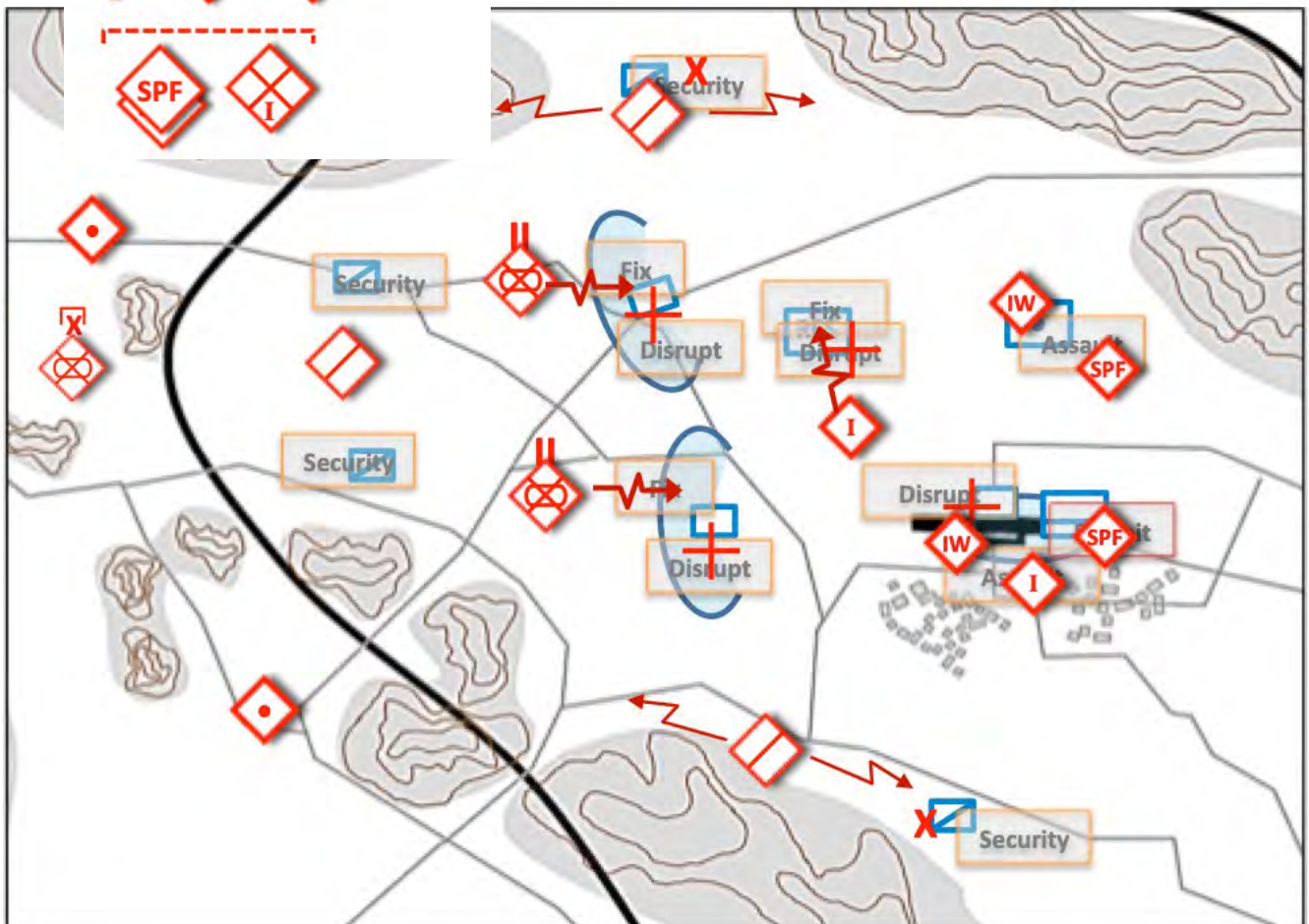
> An assault is an attack that destroys an enemy force through firepower and the physical occupation of and/or destruction of his position. *(TC 7-100.2, ¶3-20)*

OFFENSE

Key factors :
- ◆ **Situational awareness**
- ◆ **Contact conditions**
- ◆ **Maintain tempo**

Tactical Task 1.0
Assault Subtasks:
- Find
- Suppress
- Assault

TC 7-101, *Exercise Design,* APP B

Characterized by:

1. Isolation of the objective.
2. Effective tactical security.
3. Effective suppression of the enemy force.
4. Violent fire and maneuver against the enemy.

Key Functional Elements:

Action: Assault	Enabling: Fixing
Defeat/destroy enemy	*Prevent enemy movement*

Enabling: Security	Enabling: Support

An assault is the basic form of OPFOR tactical action

OPFOR Assault (Subtasks)

Assault

Suppress/Fix/Disrupt

Find

OPFOR Assault: Functional Layout
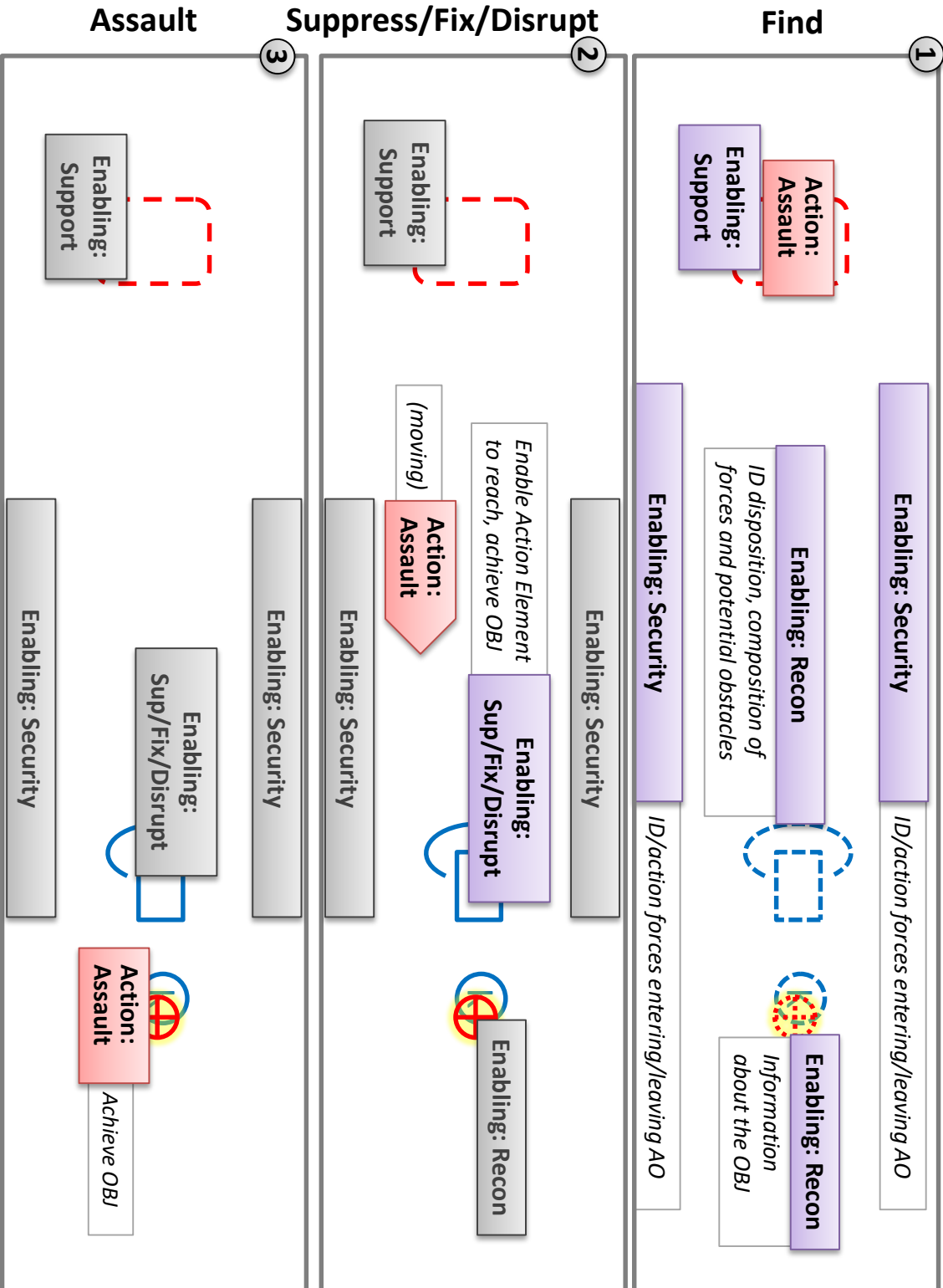
OFFENSE

OFFENSE

OPFOR Assault (Subtasks)

Assault   **Suppress/Fix/Disrupt**   **Find**

OPFOR Assault: Example (BDET)
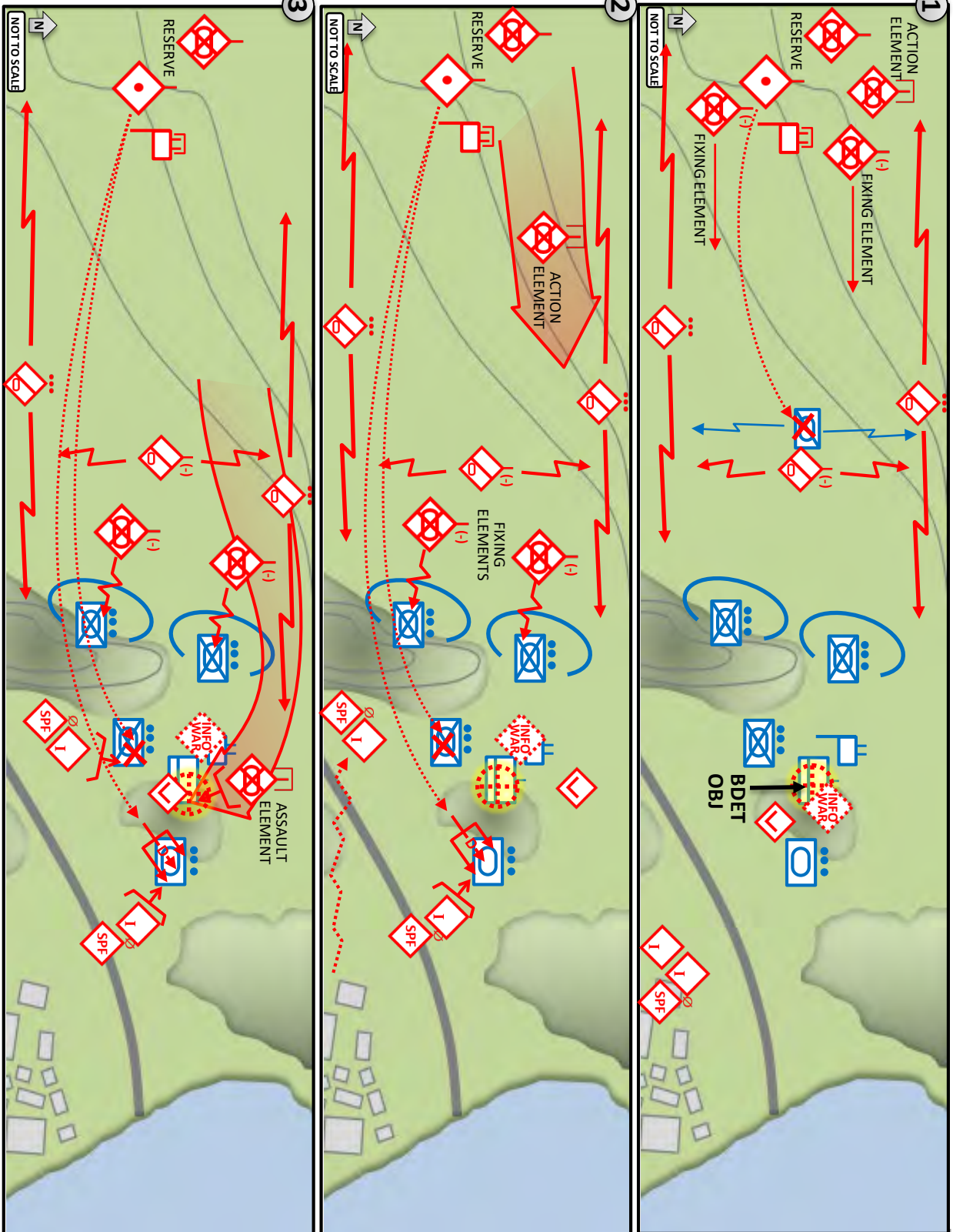
OFFENSE

Supporting the Assault

Reconnaissance
- Start as early as possible and plan for additional assets may be needed
- Common recon patrols in support of an assault are typically given the following missions:
- ID enemy reinforcement/counterattack routes & countermobility and survivability efforts
- ID composition and disposition of the forces on the objective.
- Locate and track enemy response forces.
- Defeat enemy C3D effort.

Fire Support
- Suppress the objective, protect the of the assault element's advance.
- Precision munitions may be used to destroy key systems.

Air Defense
- Prevent enemy air power from influencing the action
- Provide early warning and defeat enemy aerial response to the assault.

INFOWAR
- Help isolate the objective, usually by:
  - Deceiving forces at the objective as to the timing, location, and/or intent of the assault.
  - Conducting deception operations to fix response forces.
  - Isolating the objective with electronic warfare.

ⓘ A simple, effective, and successful technique is to distract and then flank with multiple coordinated assaults

OPFOR Ambush

BDET & Below

An ambush is a surprise attack from a concealed position used against moving or temporarily halted targets. *(TC 7-100.2, ¶3-133)*

OFFENSE

Possible purposes:

◆ **Destroy or capture personnel or supplies.**

◆ **Harass and demoralize the enemy.**

◆ **Delay or block logistics.**

◆ **Canalize enemy movement.**

Common Types

◆ **Annihilation**:
- Destroy the enemy force

◆ **Harassment**:
- Interferes with activities, impedes FOM, has psychological impact
- Obstacles for halting not required

◆ **Containment**:
- Prevent use of AA, or interdict some action
- Usually a security measure as part of a larger action.
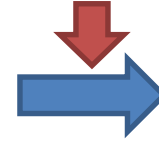
Tactical Task 3.0 Ambush Subtasks:
- Occupy ambush site
- Isolate kill zone
- Contain enemy
- Destroy
- Exfiltrate

TC 7-101, *Exercise Design,* APP B

Execution:

1. ID best site: Range & FoF; Securable; Target vulnerability
2. Occupy site
3. Isolate target in Kill Zone
4. Contain the target
5. Action the target
6. Exfiltrate

Key Functional Elements:

Action: Assault	Enabling: Containment	Enabling: Isolation
Destroy/capture/___ the target(s) in the kill zone.	*Keep target in Kill Zone. Prevent decisive engagement of Action Element(s).*	*Prevent additional enemy force introduction. Cover withdrawal.*

YOU select WHERE and HOW; The victim determines time by arriving.
(you *can* guide the timing)

OFFENSE

OPFOR Ambush (Subtasks)

OFFENSE

OFFENSE

OPFOR Ambush: Functional Layout

Destroy Target

Contain Target in Kill Zone

Isolate Kill Zone

Enabling: Isolate (Security)

Enabling: Contain

Enabling: Support

Action: Direct Fires

Destroy target

Enabling: Contain

Enabling: Isolate (Security)

*EXFILTRATE UPON COMPLETION

Prevent rearward escape

Halt the target in Kill Zone

ID/action forces entering AO

(INFILTRATION)
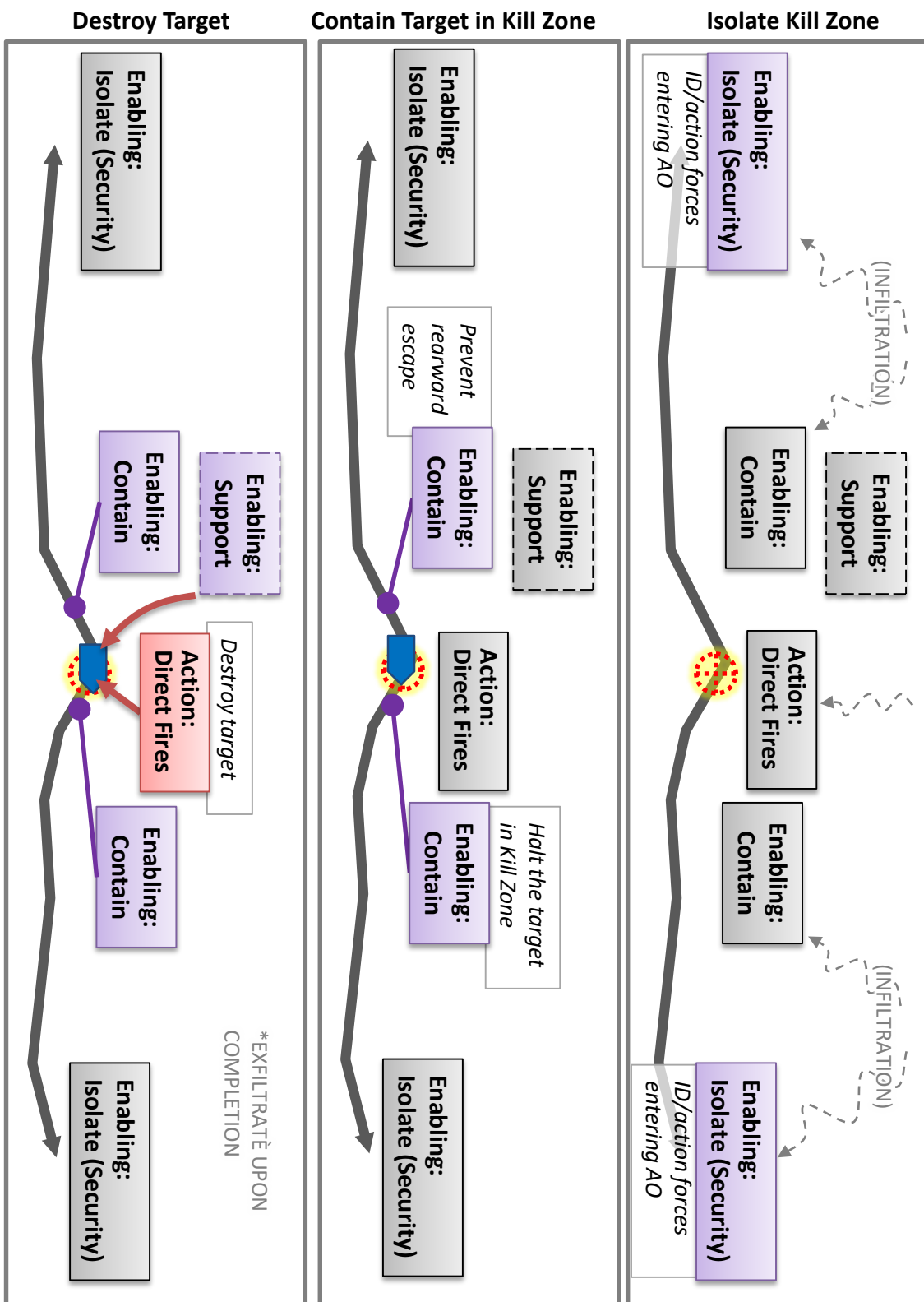
OPFOR Ambush (Subtasks)

Destroy Target **Contain Target** **Isolate Kill Zone**

OPFOR Ambush: Example (CDET)

OFFENSE

OFFENSE

TARGET LOCATION

(INFILTRATION)

(INFILTRATION)

(INFILTRATION)

River

River

River

*EXFILTRATE UPON COMPLETION

NOT TO SCALE

NOT TO SCALE

NOT TO SCALE
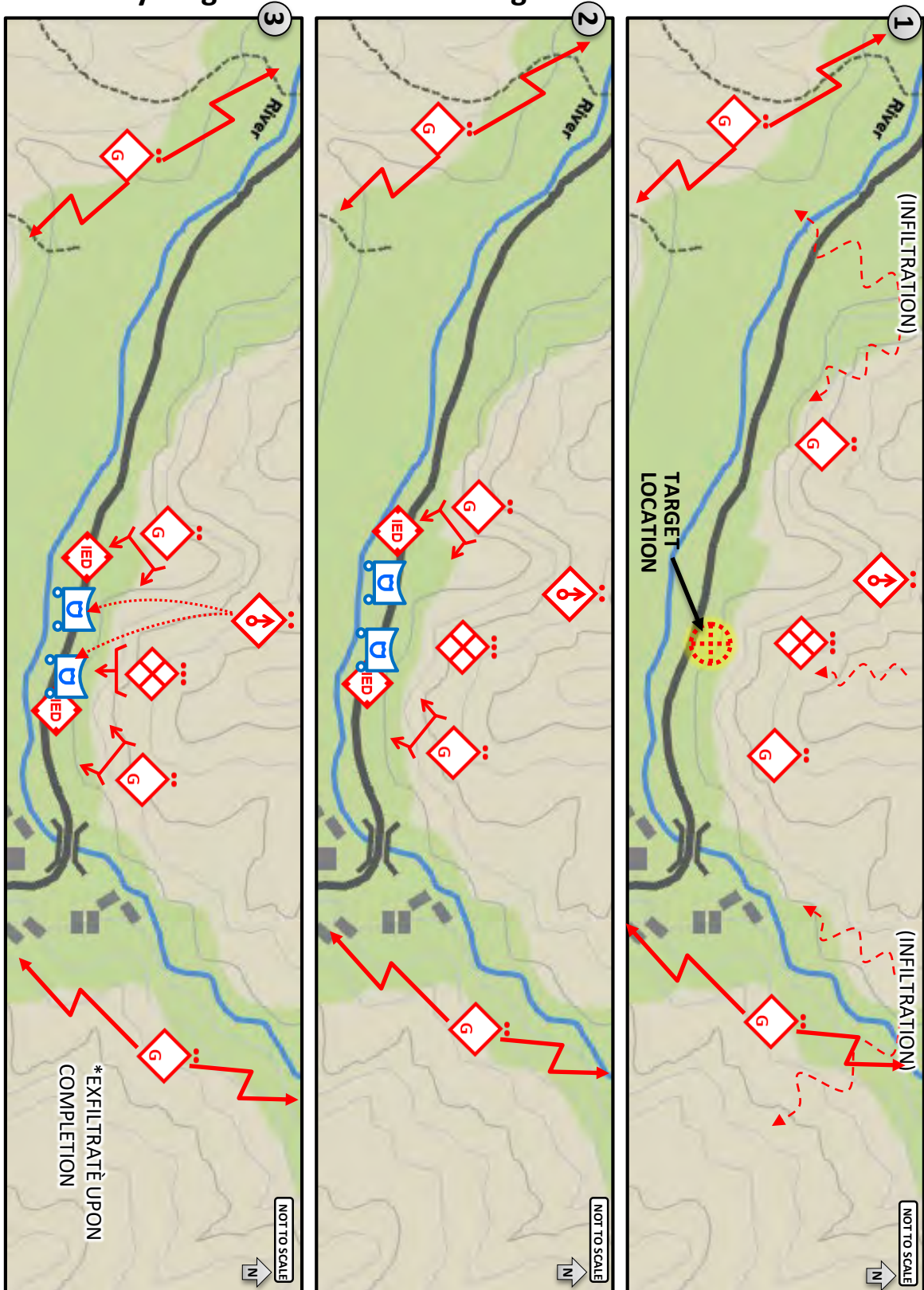
Supporting the Ambush

Reconnaissance
- Recon is critical! It establishes the time the enemy unit will be in the kill zone, informs optimal attack terrain, and provides early warning of response forces.

Fire Support
- Provide fires into the kill zone, illumination over it, or smoke to permit withdrawal.

Air Defense
- Provide early warning and fires against aerial response forces.

Engineer
Countermobility: isolate the ambush area, hinder enemy exiting the kill zone.

INFOWAR
- Conceal action through deception and information protection.
- May be used to show the failure of enemy force protection efforts

OPFOR Raid

BDET & Below

A raid is an attack against a stationary target for the purpose of its capture or destruction that culminates in the withdrawal of the raiding force to safe territory. *(TC 7-100.2, ¶1-74)*

Example purposes:

◆ **Destroying/damage key systems or facilities (such as CPs, communication facilities, supply depots, radar sites)**

◆ **Capture critical information**

◆ **Securing hostages or prisoners.**

◆ **Disrupt and to cause the enemy to deploy additional units to protect critical sites**

◆ **INFOWAR**
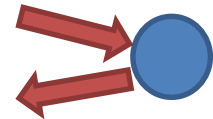
Tactical Task 2.0
Raid
Subtasks:
• Infiltrate
• Isolate
• Seize/Destroy
• Exfiltrate.
TC 7-101, *Exercise Design,* APP B

Execution:

1. ID target, assess range & FoF, vulnerabilities, capability
2. Infiltrate
3. Isolate target
4. Action the target
5. Exfiltrate

Key Functional Elements:

Action: Raiding	**Enabling: Security**
Destroy/capture the target(s) in the kill zone.	*Prevent additional enemy force introduction. Cover withdrawal.*

Enabling: Fixing

Enabling: Support

OFFENSE

OFFENSE

The Victim determines location; YOU select WHEN and HOW

OPFOR Raid

OFFENSE

OFFENSE

OPFOR Raid: Functional Layout

Seize/Destroy

Isolate

Enabling:
Isolate (Security)

(INFILTRATION ON COMPLETION)

Enabling: Recon

Action target

Action: Assault

(INFILTRATION ON COMPLETION)

Enabling: Recon

Enabling: Isolate (Security)

Enabling: Support

Enabling:
Isolate (Security)

ID/action forces entering AO

(INFILTRATION)

Enabling: Recon

Action: Assault

Enabling: Recon

(INFILTRATION)

Enabling:
Isolate (Security)

ID/action forces entering AO

Enabling: Support

Supporting the Raid

Reconnaissance
- Locate and track the target track until contact.
- ID locations and avenues of approach of response forces.

Armor
- Good for firepower, but concealing movement and withdrawal may be difficult.

Fire Support (incl. combat heli)
- Suppression of enemy air defenses (SEAD) to support raiding aviation elements.
- Suppression of response forces.
- Smoke to permit withdrawal.

Air Defense
- Provide early warning and fires against aerial response forces.

Engineer
- Mobility: Facilitate access to the objective and withdrawal of the raiding force.

INFOWAR
- Conceal action through deception and information protection.
- May be used to show the failure of enemy force protection efforts

OPFOR Recon Attack

BDET & Below

> A reconnaissance attack is a tactical offensive action that locates moving, dispersed, or concealed enemy elements and either fixes or destroys them. *(TC 7-100.2, ¶3-193)*

Key factors :
- ◆ **Situational awareness**
- ◆ **Contact conditions**
- ◆ **Maintain tempo**

OFFENSE
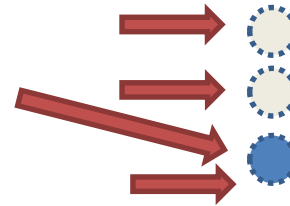
Execution:

1. Recon elements infiltrate to find enemy locations, destroy OPs
2. Raid elements maneuver to positions, ready to act on intelligence
3. Once enemy positions are identified, Raid and Fires <u>may</u> elements destroy

Tactical Task 4.0
Reconnaissance Attack
Subtasks:
- Find
- Isolate
- Fix
- Destroy

TC 7-101, *Exercise Design,* APP B

Key Functional Elements:

Action: Recon	Action: Raid/Assault
Locate enemy elements	*Defeat/destroy enemy*

Enabling: Security

Enabling: Support

ⓘ **A Reconnaissance Attack is NOT a Movement to Contact.**
☐ A Movement to Contact is designed to <u>develop the situation</u> and to <u>establish or regain contact</u> . (ADRP 3-90).
◆ A Recon Attack locates moving, dispersed, or concealed enemy elements and either fixes or destroys them [or gains information]… to enable the main body to continue unimpeded. (TC 7-100.2, chapter 3)

OPFOR Recon Attack

OPFOR Recon Attack : Functional Layout

Fix / Destroy

Find, Isolate

OFFENSE

OFFENSE

MAIN BODY

Enabling: Support

Enabling: Support

Support Action Element Fix/Destroy*

Fix/Destroy*

Enabling: Recon

Action: TBD*

Enabling: Recon

MAIN BODY CONTINUES UNIMPEDED

Action: TBD*

Fix/Destroy*

Action: Recon

Locate forces OR Fix/Destroy*

Action: Recon
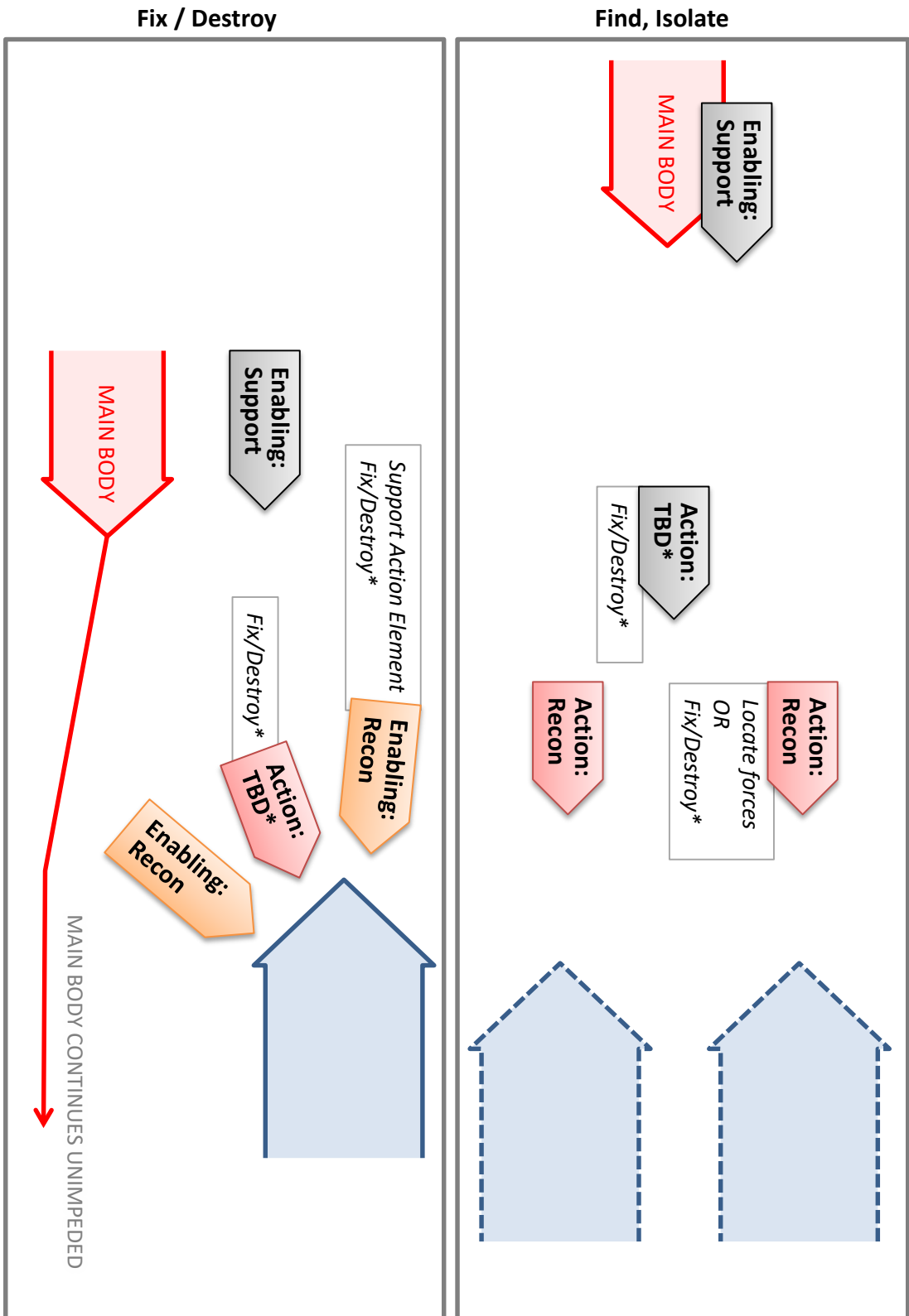
*These elements may receive a more descriptive functional designation based on the mission.

OPFOR Recon Attack Example

OFFENSE

1 **Find**

RECON ATTACK
(BDET)

LEAD ELEMENTS
OF MAIN BODY

Recon elements
move along
likely AAs

PEL

PEL

LIKELY
MOVEMENT
TO CONTACT

PEL

2 **Isolate**

Recon elements
make contact

Assault element destroys
or fixes (as needed)

Gains contact

Main Body diverts to avoid
decisive engagement

3 **Fix /
Destroy**

Maintains contact,
commits decisive
elements

Main Body bypasses or
assaults key systems (C2/SUST)
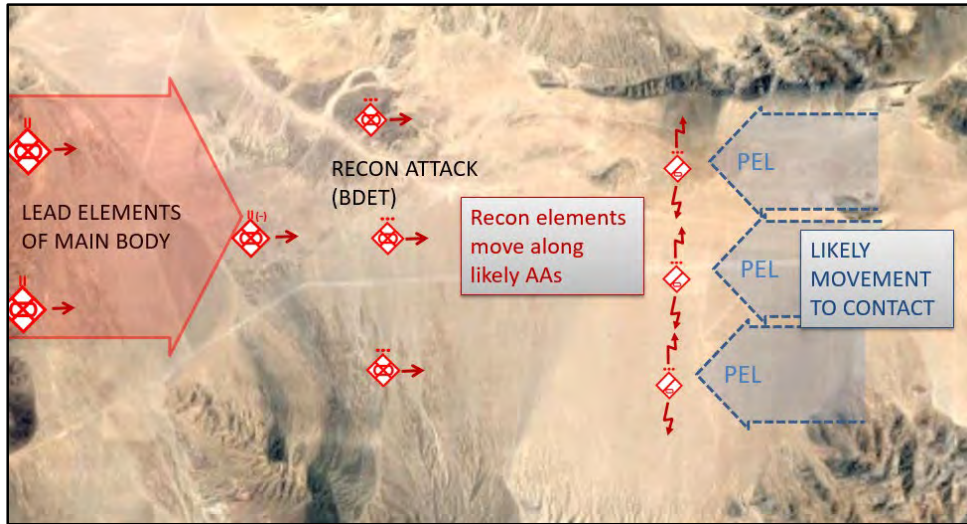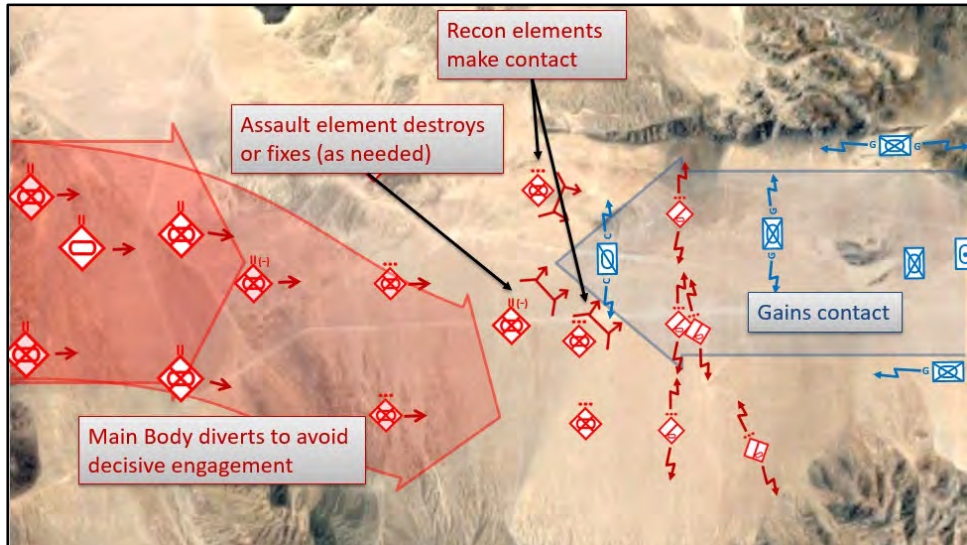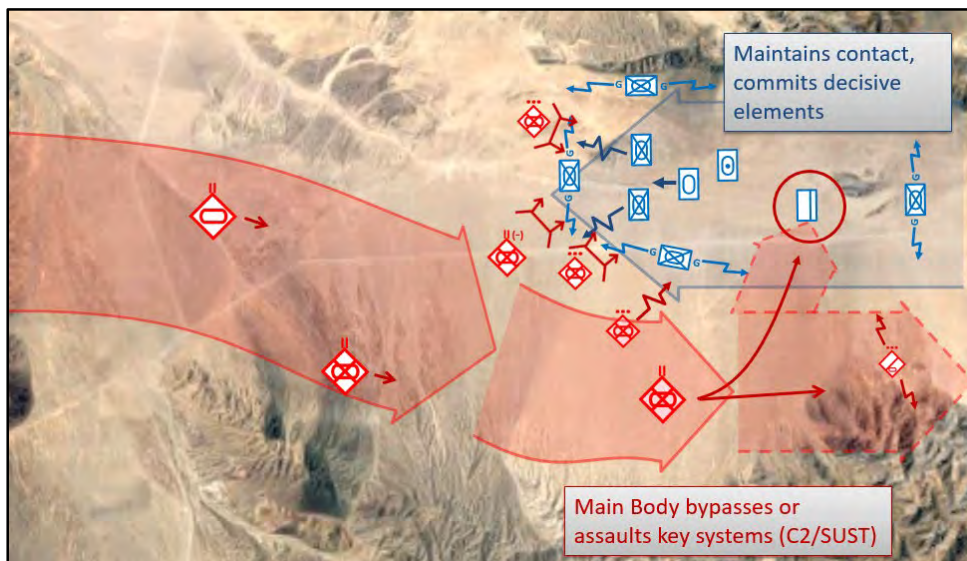
OFFENSE

Supporting the Recon Attack

Reconnaissance (Two basic methods):

1. Each security element performs its own tasks, responsible for both finding and fixing.
2. Organize recon elements to find the enemy and use security elements solely for fixing.

Armor

- Additional sensors may assist in the detection and ID of enemy forces
- Provide firepower, protection, mobility, and speed

Fire Support

- Responsive fires in support of security elements in contact.
- Support of the maneuver of the action element(s).
- Destruction of a fixed enemy, using precision munitions.

Attack (or recon) helicopters

- May be allocated to highly mobile action element.
- CS (and sometimes CSS) helicopters can be used movement of air assault forces.

Air Defense

- Prevent enemy response forces from influencing the locating, fixing, and destruction of enemy elements in the AOR.
- Cover the withdrawal of recon, security, action, or other elements after completing the mission.

Engineer

- Mobility for your forces, countermobility tasks to fix enemy forces.

INFOWAR

- Protect elements of the detachment from being detected.
- Encourage enemy elements to reveal themselves or even surrender.
- Fix enemy elements

OFFENSE

OFFENSE

Limited-Objective Attacks

BTG & higher

> A limited-objective attack seeks to achieve results to the battle or operation plan by destroying or denying the enemy key capabilities thru primarily military means. *(TC 7-100.2, ¶3-17)*

Characterized by :

◆ **Attacking soft targets like C2 and logistics.**

◆ **Denying the enemy a critical capability in accomplishing their plan - systems warfare.**

◆ **Reliance on planned or seized window of opportunity.**

OFFENSE

Spoiling Attack

◆ Preempt or seriously impair an enemy attack while the enemy is in the process of planning, forming, assembling, or preparing to attack.

◆ Independent, small unit action with highly focused objectives.

Spoiling Attack

MSB

XX

Spoiling Attack

Main Defense
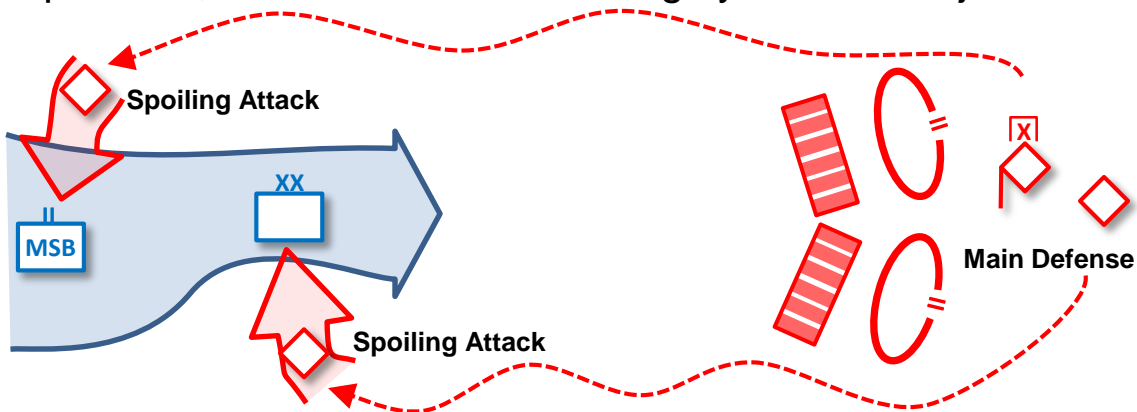
Counterattack

◆ An attack by part or all of a defending force against an enemy attacking force with the general objective of denying the enemy their goal

◆ Possibility of creating opportunities for other actions

Counterattack Force

XX

Fixing Force

OPFOR Integrated Attack

BTG & higher
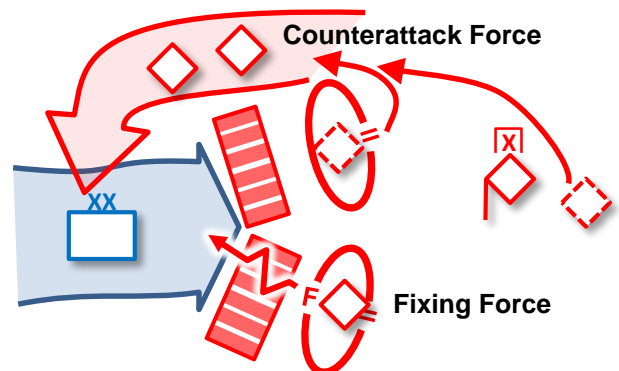
> An integrated attack is an offensive action that destroys the enemy's will and/or ability to continue fighting through combined arms effects. *(TC 7-100.2, ¶3-10)*

OFFENSE

Conditions:

◆ **Possesses significant overmatch**

◆ **At least air parity over the critical portions of the battlefield.**

◆ **Low risk of enemy standoff reconnaissance and attack systems**
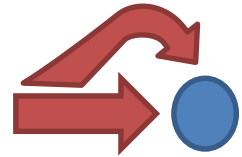
Characterized by:

◆ **Using flank attacks and envelopment.**

◆ **Fixing with minimum force necessary.**

◆ **Often focused on C2 and logistics not ground maneuver forces.**

◆ **Deception and other INFOWAR elements to degrade situational understanding and ability to target.**

Tactical Task 15.0
Integrated Attack
TC 7-101, *Exercise Design,* APP B

Key Functional Elements:

Action: Exploitation	Action: Assault
Destroys target enemy or seizes objective	*Set conditions for exploitation force success*

Enabling: Disruption	Enabling: Fixing	Enabling: Security
Disrupts enemy, prevents detection of exploitation force	*prevent interference by additional element on the decisive point*	*Prevent introduction of additional enemy forces.*

OPFOR Integrated Attack

OPFOR Integrated Attack : Functional Layout

OFFENSE

1. Security

ENSURE ADDITIONAL FORCES DO NOT JOIN THE BATTLE UNEXPECTEDLY

- Assault, Exploit, Support
- Recon
- ID forces & obstacles
- ID forces entering AO
- ID forces entering AO
- Security
- Security
- Recon — Info about the OBJ

2. Disrupt

DISRUPT ENEMY, PREVENT DETECTION OF EXPLOITATION FORCE

- Support
- Asslt, Exploit
- Fix
- Fix
- Recon
- Security
- Security
- Disrupt
- Recon

3. Fix

FIX POWER WITH MINIMUM FORCE TO ISOLATE DECISIVE POINTS

- Support
- Asslt, Exploit
- Fix
- Fix
- Security
- Security
- Disrupt
- Recon

4. Assault & Exploit

SET CONDITIONS (ISOLATE/BLOCK/BREACH), THEN DESTROY/SEIZE OBJ

- Support
- Fix
- Fix
- Security
- Security
- Disrupt
- Disrupt
- Assault
- Exploit
- Recon

OFFENSE

OPFOR Integrated Attack Example (BTG)
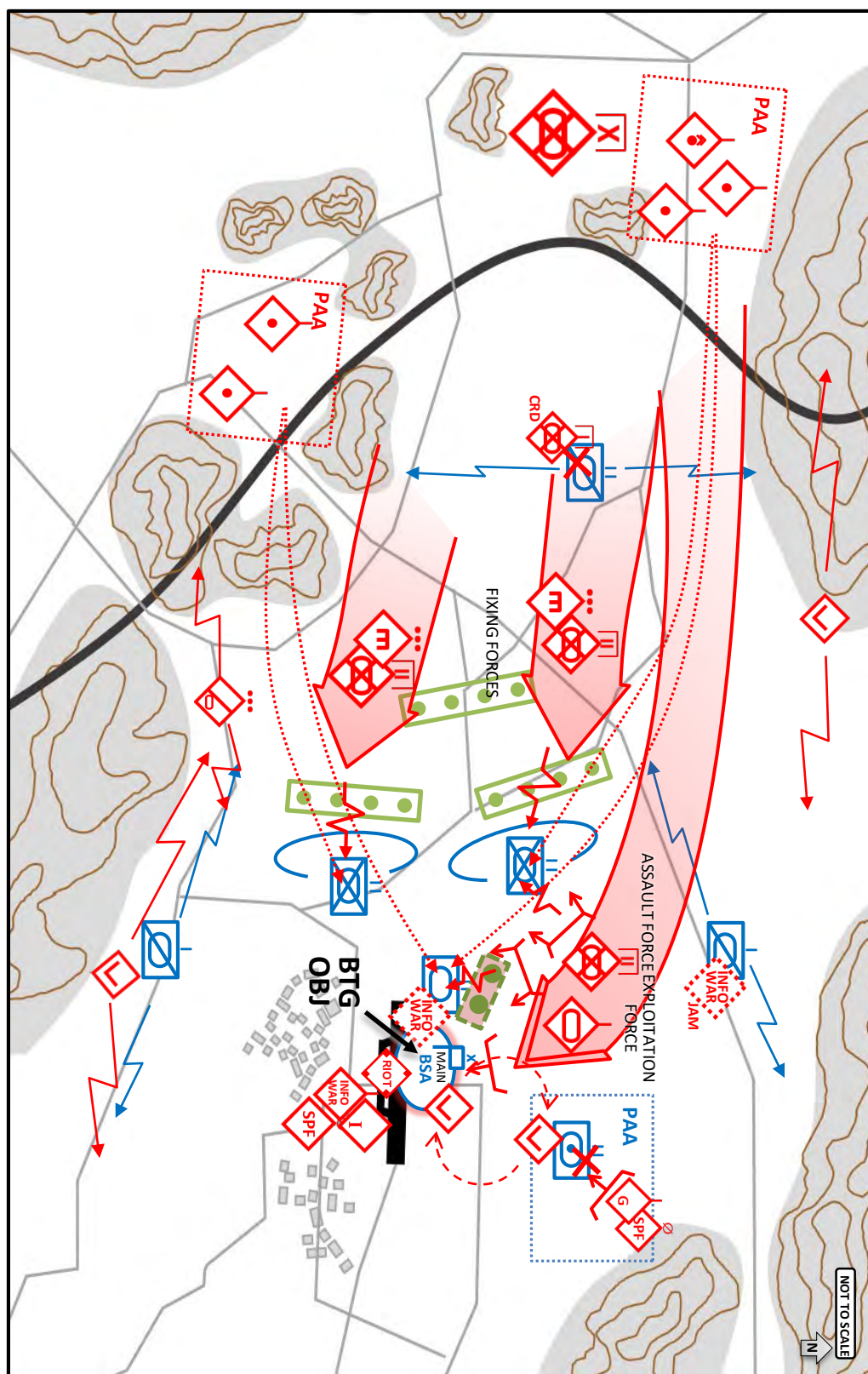
Integrated Attack Development Example (DTG)

OPFOR Dispersed Attack

BTG & higher
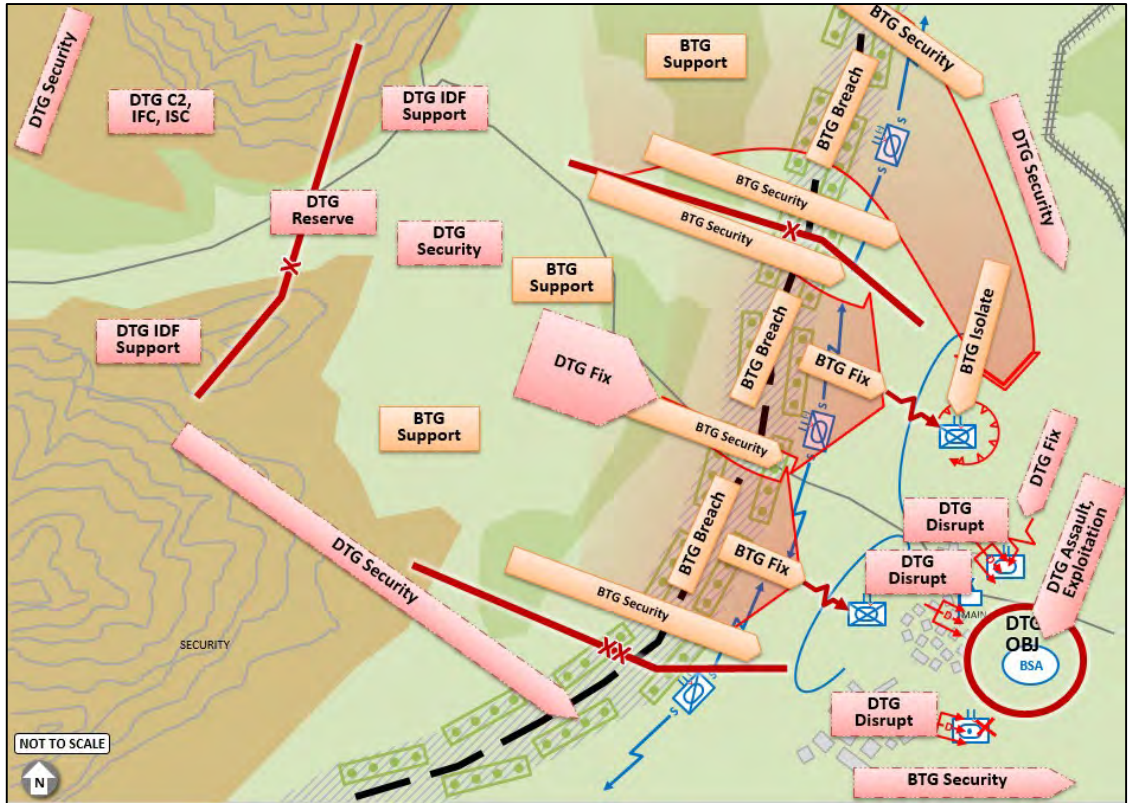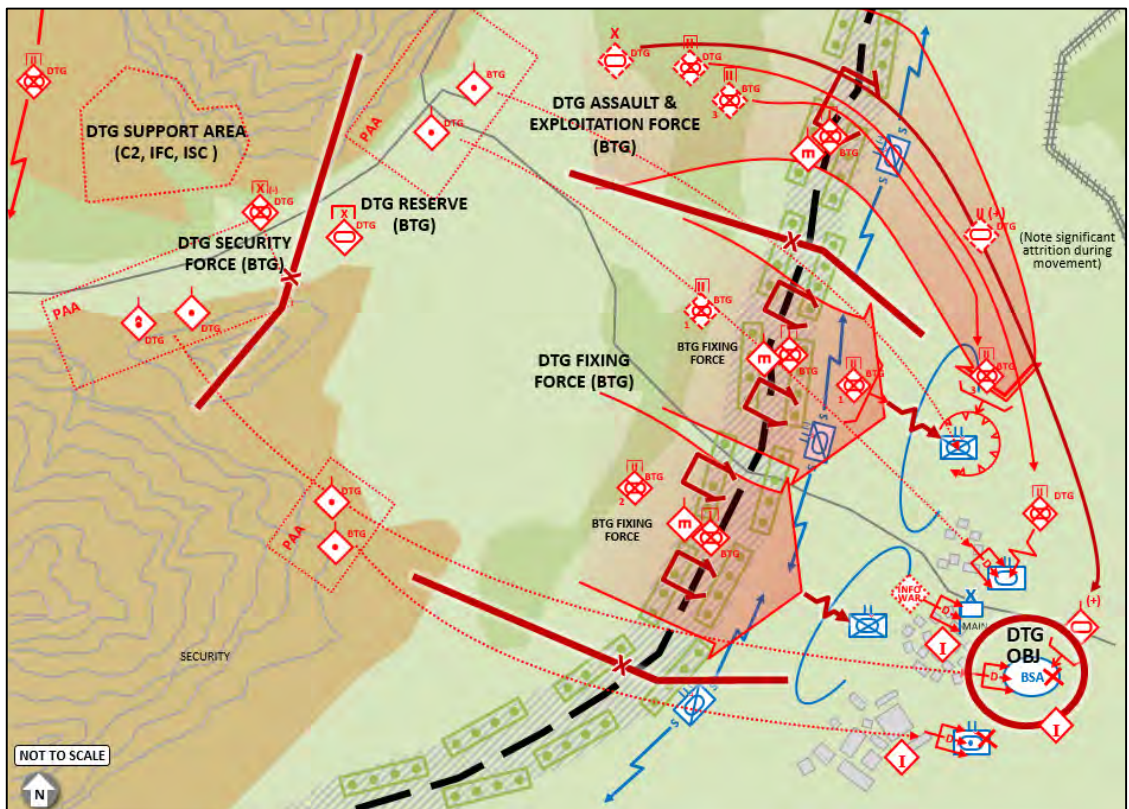
> A dispersed attack may be used when threatened by a superior enemy and/or when unable to mass or provide integrated C2 to an attack. This type of attack is continuous and comes from multiple directions. *(TC 7-100.2, ¶3-13)*

OFFENSE

◆ **Create and/or take advantage of a window of opportunity to bring enough combined arms force to bear to destroy the enemy's will and/or capability to continue fighting.**

- Does not have to destroy the entire enemy force, but often just destroy/degrade a key component of the enemy's combat system.
- Attacks may be dispersed in both time and space.
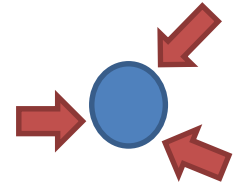
Tactical Task 16.0
Dispersed Attack
TC 7-101, *Exercise Design,* APP B

◆ **Characterized by:**

- Fixing and isolating enemy combat power.
- Conducting rapid, simultaneous attacks from dispersed locations.
- Using deception and other INFOWAR elements to degrade situational understanding and ability to target.
- Focusing on destroying key combat system rather the complete destruction of ground combat power.
- Massing at the last possible moment

OFFENSE

Key Functional Elements:

Action: Exploitation	Action: Assault
Destroys target enemy or seizes objective	*Set conditions for exploitation force success*

Enabling: Disruption	Enabling: Fixing	Enabling: Security
Disrupts enemy, prevents detection of exploitation force	*prevent interference by additional element on the decisive point*	*Prevent introduction of additional enemy forces.*

OPFOR Dispersed Attack Example
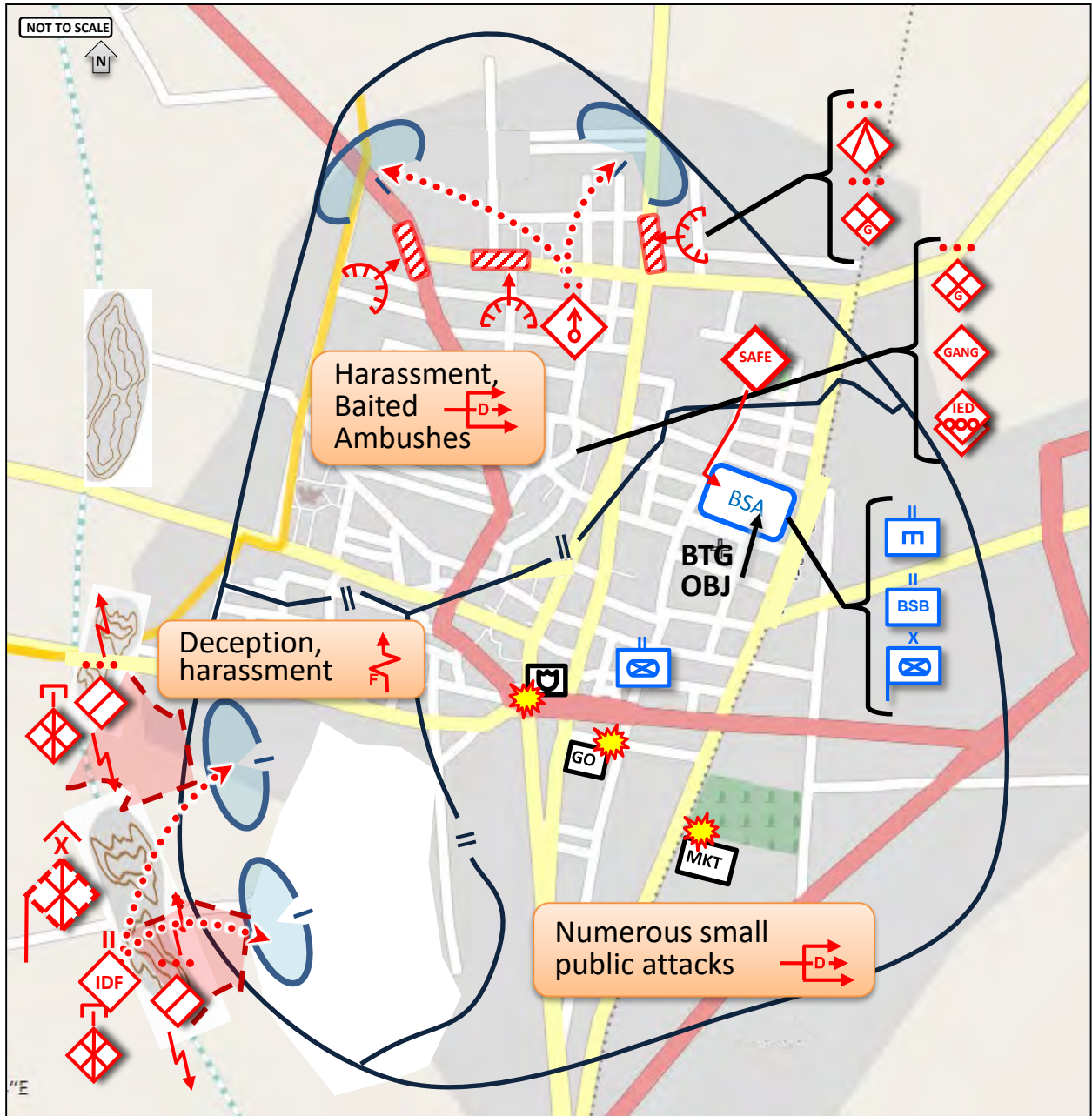
Key: Coordinated asynchronous attacks by enabling elements

OPFOR Defense

These are *generally* at BDET and below

◆ **Defense of a Simple Battle Position (SBP)**	• Oriented on most likely AA. • Will employ C3D, counter-mobility, interlocking FoF, etc	
◆ **Defense of a Complex Battle Position (CBP)**	• Not necessarily tied to an AA (limited access) • Sanctuary from which to launch local attacks. • Large logistics caches.	

These are *generally* at BTG and higher

◆ **Area Defense**	• Forces enemy offensive to culminate • Denies enemy objectives, while preserving combat power.	
◆ **Maneuver Defense**	• Elements maneuver thru planned, multiple, defensive arrays • Sacrifice of terrain for opportunity to attack key systems.	

DEFENSE

DEFENSE

Planning OPFOR Defense

Determine Objective/Purpose	Determine Planning Level	Functionally Organize Battlespace	Task Organize to Functions

◆ **Defensive actions may also include offensive actions to create opportunity or mitigate opponent's capabilities:**

- ◆ Spoiling attacks, disruptive attacks, ambushes

- ◆ Mitigation of enemy capabilities using INFOWAR

- ◆ Use of irregular forces for reconnaissance, counterrecon, security, and attacks against key enemy systems and forces.

Common* tactical offensive missions:

1. **Defeat an Attacking Enemy.** Defeat/degrade your enemy and quickly to create the opportunity for you to seize the initiative through the offense.

2. **Deter an Attacking Enemy.** Convince the enemy that attempting to attack you will be too costly an operation. Also, conserve assets.

3. **Delay/Gain Time.** Slow or stop an enemy attack while preparing to conduct an offensive operation.

4. **Economy of Force.** Control an area or piece of terrain to enable (usually offensive or recon) action elsewhere.

5. **Protect/Retain Key Terrain or Key Assets.**

6. **INFOWAR. Preserve forces while seeking or creating opportunities.**

DEFENSE

DEFENSE

Planning OPFOR Defense

Determine Objective/Purpose	Determine Planning Level	Functionally Organize Battlespace	Task Organize to Functions

PLANNED DEFENSE

When there is sufficient time and knowledge of the situation to prepare and rehearse forces for specific tasks. Enemy may be staging or in a known location and status.

Key considerations

◆Which opponent forces will attack, when, and how.

◆Opponent weakness & how to create and/or exploit

◆Key elements of the opponent's combat system

◆Characteristics of the terrain

◆Determining defensive method that will deny opponent's tactical objectives

◆RISTA planning

◆Intentions, timeframes, and probable objectives.

◆Creating windows of opportunity

◆Counterattack planning

◆Possible uses of INFOWAR, UAV, SPF, irregulars

SITUATIONAL DEFENSE

When offense is not feasible and detailed planning and preparation not achievable.

Key considerations

◆Opponent may be attacking unexpectedly

◆Opponent may be conducting a spoiling or disruption attack

◆Contact made on unfavorable terms for subsequent offensive action

◆Opponent gains or regains air superiority

◆Opponent's counterattack not effectively fixed

DEFENSE

DEFENSE

Functionally Organize Battlespace

Determine Objective/Purpose › Determine Planning Level › **Functionally Organize Battlespace** › Task Organize to Functions

Common Defensive Functions

DEFENSE

Main Defense
- Executes primary mission

Disruption
- Ground/Air Ambush
- Long-range Recon
- Counter-recon
- Indirect Fire
- INFOWAR
- Direct Action by irregulars
- Antilanding

Counter Attack
- Regains initiative or exploits opportunities
- May be part of other force until needed

Support
- Logistics, resupply, C2, etc.

Security
- Prevents/mitigates actions against overall command and/or key components
- Focus on opponent SPF, LR Recon
- May include internal security to protect against irregulars

Reserve
- Counterattack
- Counterpenetration (blocking)
- Antilanding
- Assisting engaged forces or assist breaking contact
- Deception

Contact & Shielding
- Used as part of maneuver defense

DEFENSE

Functionally organizing frees the higher-level commander from decisions specific to the force's mission. Organization of forces can shift dramatically during the course of a battle.

Task Organize to Functions
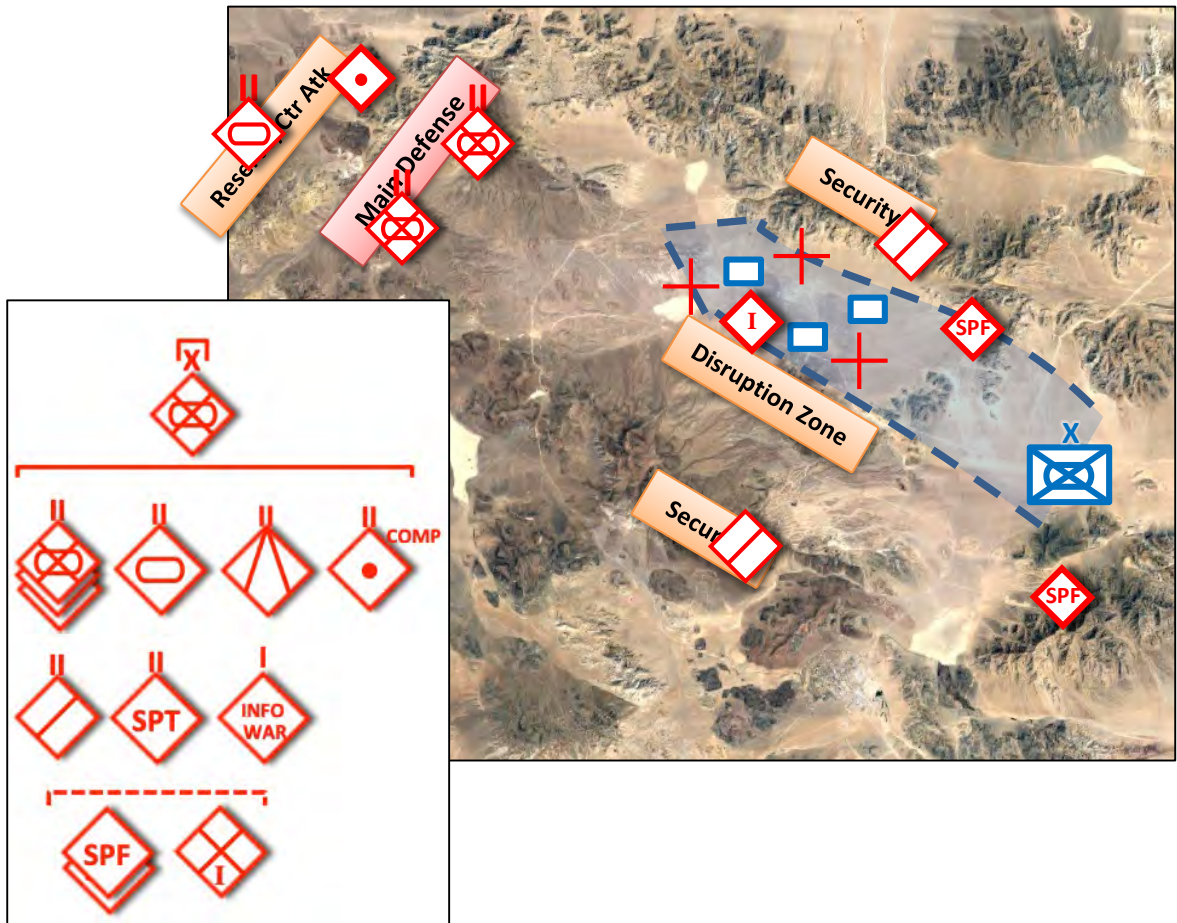
Determine Objective/Purpose	Determine Planning Level	Functionally Organize Battlespace	Task Organize to Functions

Assign forces and capabilities to meet the requirements of each function. Re-align as needed

Basic OPFOR Battle Positions

DEFENSE

Simple Battle Position

❑ Oriented on the most likely enemy AA

❑ Not *necessarily* tied to complex terrain. However, they often employ as much engineer effort and/or camouflage, concealment, cover, and deception (C3D) measures as time allows.

SBPs

CBP

Complex Battle Position

❑ Employ a combination of complex terrain, C3D, and engineer effort to <u>protect</u> from detection and attack while denying their seizure and occupation by the enemy.

❑ Limited avenues of approach. (CBPs are not necessarily tied to an avenue of approach.)

❑ AAs easily observable.

❑ 360-degree fire coverage and protection from attack.

❑ Engineer effort prioritizing C3D measures; limited counter mobility effort that might reveal the CBP location.

❑ Large logistics caches.

❑ Sanctuary from which to launch local attacks.
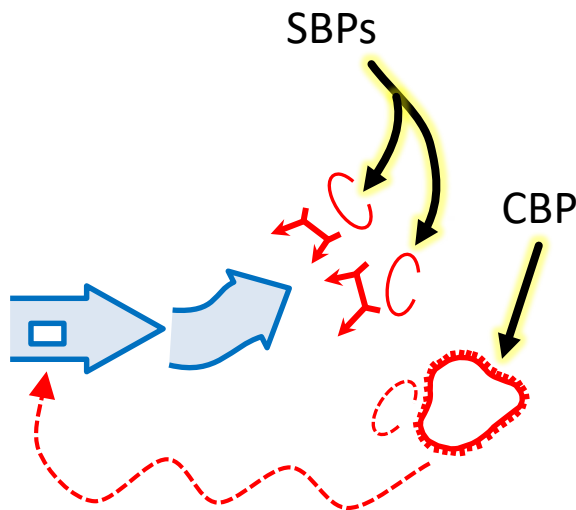
⚠ This is different than the US "Complex Battle Position"

OPFOR Simple Battle Position

BDET & Below

A simple battle position is a defensive location oriented on the most likely enemy avenue of approach. SBPs are not necessarily tied to complex terrain. However, they often employ as much engineer effort and/or camouflage, concealment, cover, and deception (C3D) measures as time allows. *(TC 7-100.2, ¶4-107)*

Key factors :

◆ **Oriented on most likely AA.**

◆ **Will employ C3D, counter-mobility, interlocking fires**

Tactical Task 7.0
Defend From a Simple Battle Position
Subtasks:
- **Control.** Orient on enemy AA
- **Gain Advantage.** Employ terrain, survivability, and C3D to provide an advantage over attackers

TC 7-101, *Exercise Design,* APP B
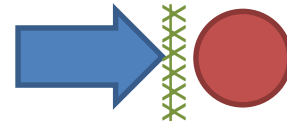
Key Functional Elements:

Action: Main Defense	Enabling: Ctr-Attack
Enabling: Disruption	**Enabling: Reserve**
Delay, disrupt, fix	**Enabling: Support**

◆ **Disruption Element.**
Locates enemy elements operating in the area of responsibility or zone of reconnaissance responsibility.

◆ **Support Element.**
Support capabilities can include command and control (C2), combat service support (CSS), supporting direct or indirect fires, mobility support, SPF, and/or INFOWAR.

◆ **Reserve Element.**
Capable of exploiting an enemy vulnerability by isolating, delaying, blocking and/or fixing the enemy

DEFENSE

DEFENSE

OPFOR Simple Battle Position

Gain Advantage

Control

OPFOR Simple Battle Position: Functional Layout

DEFENSE

DEFENSE

Gain Advantage side:

Enabling: Reserve

Enabling: Support

Action: Main Defense

Enabling: Ctr-Atk

Enabling: Security

Enabling: Security

Enabling: Disrupt

Enabling: Disrupt

Enabling: Disrupt

Enabling: Disrupt

Control side:

Enabling: Reserve/Ctr-Atk

Enabling: Support

Action: Main Defense

Enabling: Ctr-Mob Spt

Enabling: Security

Enabling: Security

Enabling: Ctr-Recon

ID disposition, composition of forces

ID/action forces entering/leaving AO

ID/action forces entering/leaving AO

Disrupt, Attack key systems

Disrupt, Attack key systems

Enabling: Disrupt

Enabling: Disrupt

Disruption Forces in the Defense

CSOP

Combat Security Outposts

◆ **Generally a task-organized platoon- or squad-sized element**

◆ **Prevent enemy recon or small units from penetrating defenses**

◆ **Positioned forward of the battle zone on key terrain or astride AAs**

DEFENSE

DEFENSE

Attack by fire
- Will avoid contact with superior enemy forces and only engage key enemy targets. (When assigning this task, the OPFOR commander must also describe desired effects on the enemy)
- May be used as shaping or to target a key element of the enemy force.

Delay
- Attempt to buy time for the OPFOR to accomplish some other task.
- Will normally withdraw after engaging for a set amount of time.

Disrupt
- Attempt to weaken an enemy attack by using fires to cause premature commitment of the enemy, break apart his formation, and desynchronize his plan.

Fix
- Use fires to prevent a key element of the enemy force from moving from a specific place or halt them for a specific amount of time.

ⓘ A well-executed disruption zone will reduce (or even eliminate!) combat power engaging the Main Defense

Supporting the SBP

Reconnaissance
- Perform aggressive counterreconnaissance and provide early warning; determine location, composition, and disposition of attackers; and direct fires against key enemy systems or components of systems.

Fire Support
- May receive support both from constituent assets and from higher echelon elements.
- Attrit attackers along the avenues of approach and in LZs.
- Defeat attackers in the battle zone.
- Defeat penetrations of battle positions.
- Support counterattacking forces.

Armored Fighting Vehicles
- Will typically serve an anti-armor role, but can also serve as in an anti-infantry capacity.
- May be massed as a counterattack reserve.

Air Defense
- Will employ both active and passive air defense measures, interspersing systems throughout
- May include antilanding ambushes.

Engineer
- Will prepare survivability positions and countermobility that support the DZ & BZ
- Provide mobility support for the reserve force
- Normally employed to shape the battlefield by disrupting, blocking, and turning the enemy into and fixing him in kill zones.
- Should the OPFOR have a remotely delivered mine capability, it will be used to reinforce pre-existing obstacles, block avenues of approach, or to re-seed breached obstacles

DEFENSE

DEFENSE

OPFOR Complex Battle Position

A complex battle position is a defensive location designed to employ a combination of complex terrain, C3D, and engineer effort to protect the unit(s) within them from detection and attack while denying their seizure and occupation by the enemy. *(TC 7-100.2, ¶4-108)*

◆ **Limited avenues of approach.** (CBPs are not necessarily tied to an avenue of approach.)

◆ **Any existing AAs are easily observable by the defender, 360-degree fire coverage and protection.**

◆ **Large logistics caches.**

◆ **Sanctuary from which to launch local attacks.**

◆ **Cultural standoff can be used to reduce exposure to standoff fires and RISTA**
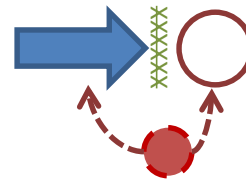
Tactical Task 8.0 **Defend From a Complex Battle Position**
Subtasks:
• **Protect**. Employ complex terrain, survivability, and C3D to protect the defending force from destruction.
• **Degrade**. Retain ability to conduct systems warfare actions from protected positions.

TC 7-101, *Exercise Design,* APP B

Key Functional Elements:

Action: Main Defense	Enabling: Disruption	Enabling: Reserve	Enabling: Support
	Delay, disrupt, fix		

OPFOR Simple & Complex Battle Positions

DEFENSE

DEFENSE

OPFOR Simple and Complex Battle Position Examples

CBP as sanctuary to launch limited objective attacks

Simple Battle Position
C3D, counter-mobility, interlocking fires, etc

CBP as covert support base

NOT TO SCALE

OPFOR Complex Battle Position

Degrade

Protect

Security

Security

Main Def

Support

Security

Security

Main Def

Support

Security

Security

Prevent detection, support defense
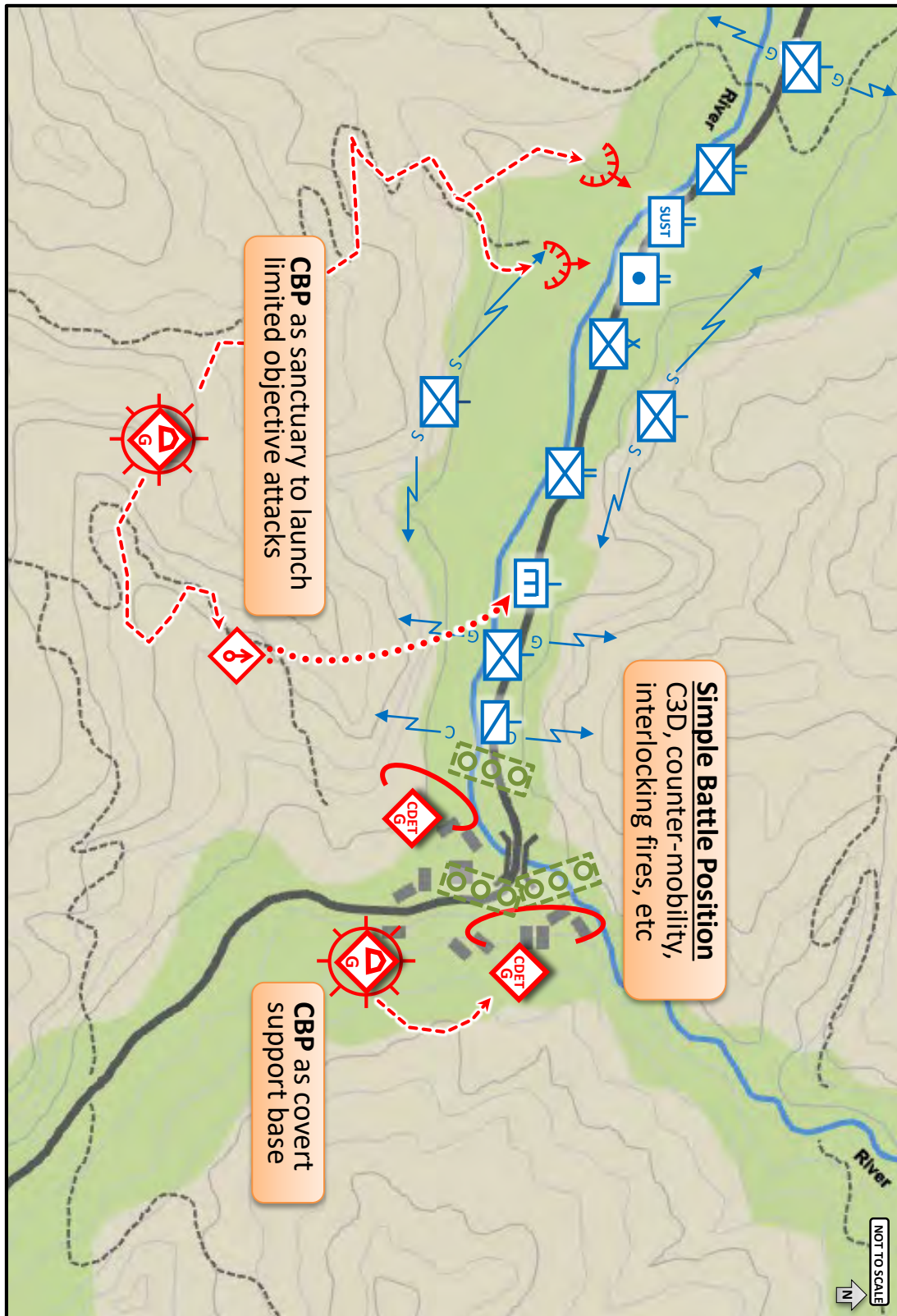
DEFENSE

DEFENSE

OPFOR OPFOR Complex Battle Position: Functional Layout
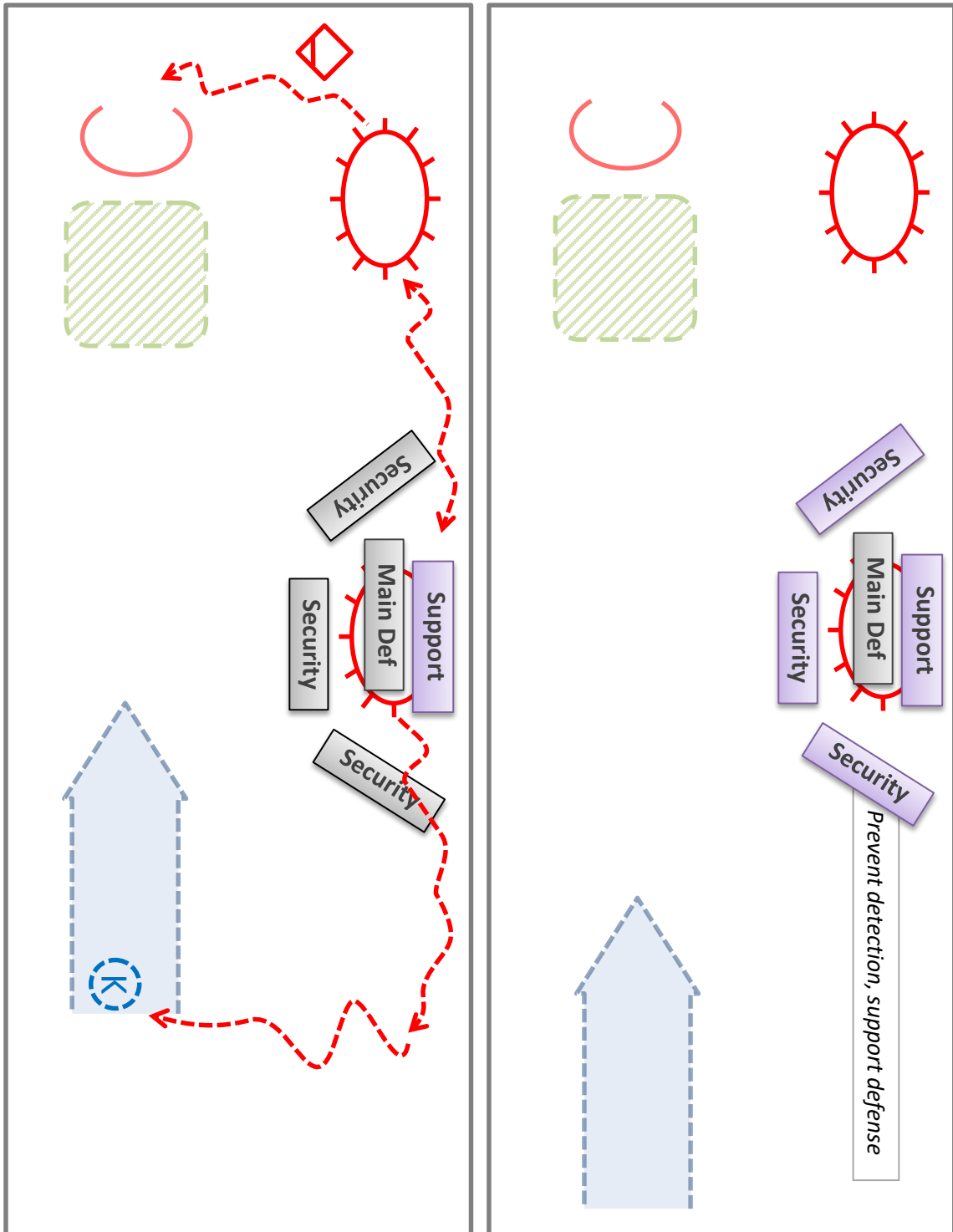
Supporting the CBP

C2
- Make all possible use of secure communications, such as couriers and wire

Reconnaissance
- Providing early warning, allow commander to make "fight or flee" determination.
- Less likely to engage in counterreconnaissance activities if it would reveal CBP location.

Fire Support
- Attrit attackers along avenues of approach and in LZs.
- Defeat attackers in the battle zone.
- Cover the withdrawal of defenders from the CBP.

Armored Fighting Vehicles
- Remain concealed, emerge only when needed to defeat attacking enemy forces or to cover a withdrawal.

Air Defense
- Usually passive air defense (minimal electromagnetic signature)
- Antiaircraft guns and shoulder-fired SAMs, including antilanding ambushes.

Engineer
- Generally low signature-producing concealment, survivability, and countermobility efforts

Logistics
- Generally self-sustaining nature, with relatively large supply caches

INFOWAR
- May be integrated within local communities - not easily detectable
- Focus on downplaying the existence, significance, or alignment of the CBP itself.

DEFENSE

DEFENSE

OPFOR Area Defense

BTG & higher

Area defense are conducted where the OPFOR must <u>deny key areas</u> or <u>are overmatched</u>. Area defense inflicts losses on the enemy, retains ground, and protects friendly forces.

(TC 7-100.2, pgs. 4-14,4-15)

<u>Forces the enemy to culminate</u> before he can achieve his objectives or <u>denies the enemy his objectives</u> while <u>preserving combat power</u> until decision can be achieved through strategic operations or operational mission accomplishment.   *(TC 7-101, Exercise Design)*

Area defense may be used when:

◆ **Conducting access-control operations.**

◆ **OPFOR has a significant RISTA and precision standoff advantage.**

◆ **Conditions are suitable for canalizing the enemy into areas where the OPFOR can destroy them.**
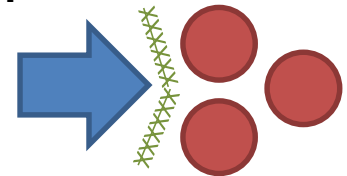
DEFENSE

DEFENSE

Tactical Task 22.0   Area Defense
- **Disruption.** Disruption force executes disruption of enemy; focus on preventing interference with repositioning forces and detection/attack of high-value targets.
- **Main defense.** Main defense forces conduct reconnaissance fires and disruption to ensure the enemy culminates his attack before the protected force is destroyed.
- **Counterattack.** Counterattack forces destroy key element(s) of the enemy's combat system (often targeting C2 or logistics) or seize objective.

TC 7-101, *Exercise Design,* APP B

<u>**Key Functional Elements:**</u>

Action: Main Defense	Enabling: Disruption	Enabling: Reserve	Enabling: Support
	Delay, disrupt, fix		

OPFOR Area Defense Example

Disrupt Attacking Enemy

Defend in Battle Positions
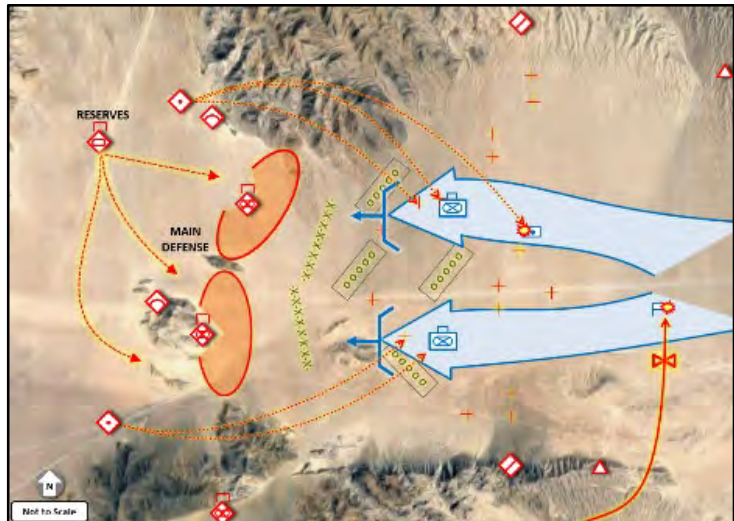
Counter-Attack
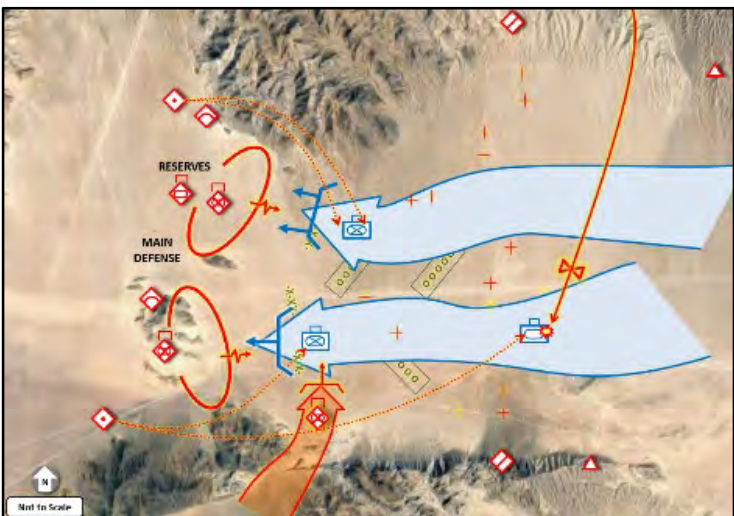
DEFENSE

DEFENSE

Area Defense Disruption Forces

◆**Cause continuing harm to the enemy without significantly exposing main forces**

◆**Make it an area of uninterrupted battle - RISTA elements** <u>make contact</u> **with the enemy other disruption elements** <u>attack them incessantly</u> **with ambush and precision fires.**
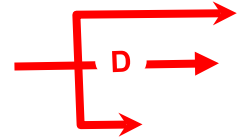
DEFENSE

Common missions:

◆**Detect the enemy's main groupings, force to reveal intentions.**

◆**Deceive the reduce enemy's situational understanding**

◆**Delay, allowing preparation of defenses and counterattacks**

◆**Force enemy into premature deployment.**

◆**Attack key systems, vulnerable troops**

◆**Canalize the enemy into unfavorable situations**

Attack the enemy's combat *system*

◆**C2 systems.**

◆**RISTA assets.**

◆**Precision fire systems.**

◆**Aviation assets in the air *and* on the ground, incl. FARPs & airfields.**

◆**Logistics support areas.**

◆**LOCs.**

◆**Mobility and countermobility assets.**

◆**Casualty evacuation routes and means.**

Area Defense Main Defense & Reserves

DEFENSE (left margin)

Main Defense Force:

◆ **Occupy simple and complex battle positions**

◆ **Complex terrain is reinforced by engineer effort and C3D measures.**

◆ **Use CBPs to:**

◆ **Prevent enemy forces from being able to employ precision standoff attack means**

◆ **Deny the enemy the ability to operate in covered and concealed areas**

◆ **Conduct attacks and employs reconnaissance fire against enemy forces in the disruption zone.**

DEFENSE (right margin)

Reserves:

◆ **Strong enough to defeat the enemy's exploitation force**

◆ **Positioned in an assembly area within one or more of the battle positions**

◆ **Can employ a range of types and strengths of reserve forces**

Maneuver Reserve Missions:

- **Counterattack, Counterpenetration, Antilanding**
- **Assisting breaking contact**
- **Deception**

Antitank Reserve Missions:

- **When expecting significant armored threats**
- **Often operates in conjunction with an obstacle detachment (OD)**

Antilanding Reserve Missions:

- **When expecting airborne or heliborne insertion**
- **Prevent destabilization of the defense by vertical envelopment**
- **Requires immediate early warning**

OPFOR Maneuver Defense

BTG & higher

> A maneuver defense inflicts losses on the enemy, gains time, and protects friendly forces. Maneuver defense causes the enemy to continually lose effectiveness until they can no longer achieve their defenses. *(TC 7-100.2, pgs. 4-10-11)*

Maneuver defense may be used when:

◆ **OPFOR is not completely overmatched.**

◆ **Can surrender territory.**

◆ **Has a mobility advantage.**

◆ **Conditions are suitable for canalizing the enemy into areas where the OPFOR can destroy them**
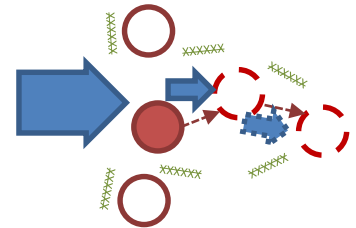
Force the enemy to expose key systems

DEFENSE

Tactical Task 21.0   Maneuver Defense
- **Disruption**. Disruption force executes disruption of enemy; focus on preventing interference with repositioning forces and detection/attack of high-value targets.
- **Maneuver through defensive arrays**. Contact forces engage, then withdraw to next position while shielding elements cover movement.
- **Main defense**. Main defense forces conduct reconnaissance fires and disruption to ensure the enemy culminates his attack before the protected force is destroyed.
- **Counterattack**. Counterattack forces destroy key element(s) of the enemy's combat system (often targeting C2 or logistics) or seize objective.

TC 7-101, *Exercise Design,* APP B

Key Functional Elements:

Contact Elements	Action: Main Defense	Enabling: Disruption	Support
Shielding Elements		*Delay, disrupt, fix*	

OPFOR Maneuver Defense Example

DEFENSE

DEFENSE

① Starts disaggregation; portrays anticipated defense

D

② Portion of defense force makes initial contact

SHIELDING ELEMENT

CONTACT ELEMENT

SHIELDING ELEMENT

Maneuver of Contact and Shielding elements

HVT

HVTs exposed

③ HVT

Continued HVT attack, Reserve decisively engages

④

RES

N

Not to Scale
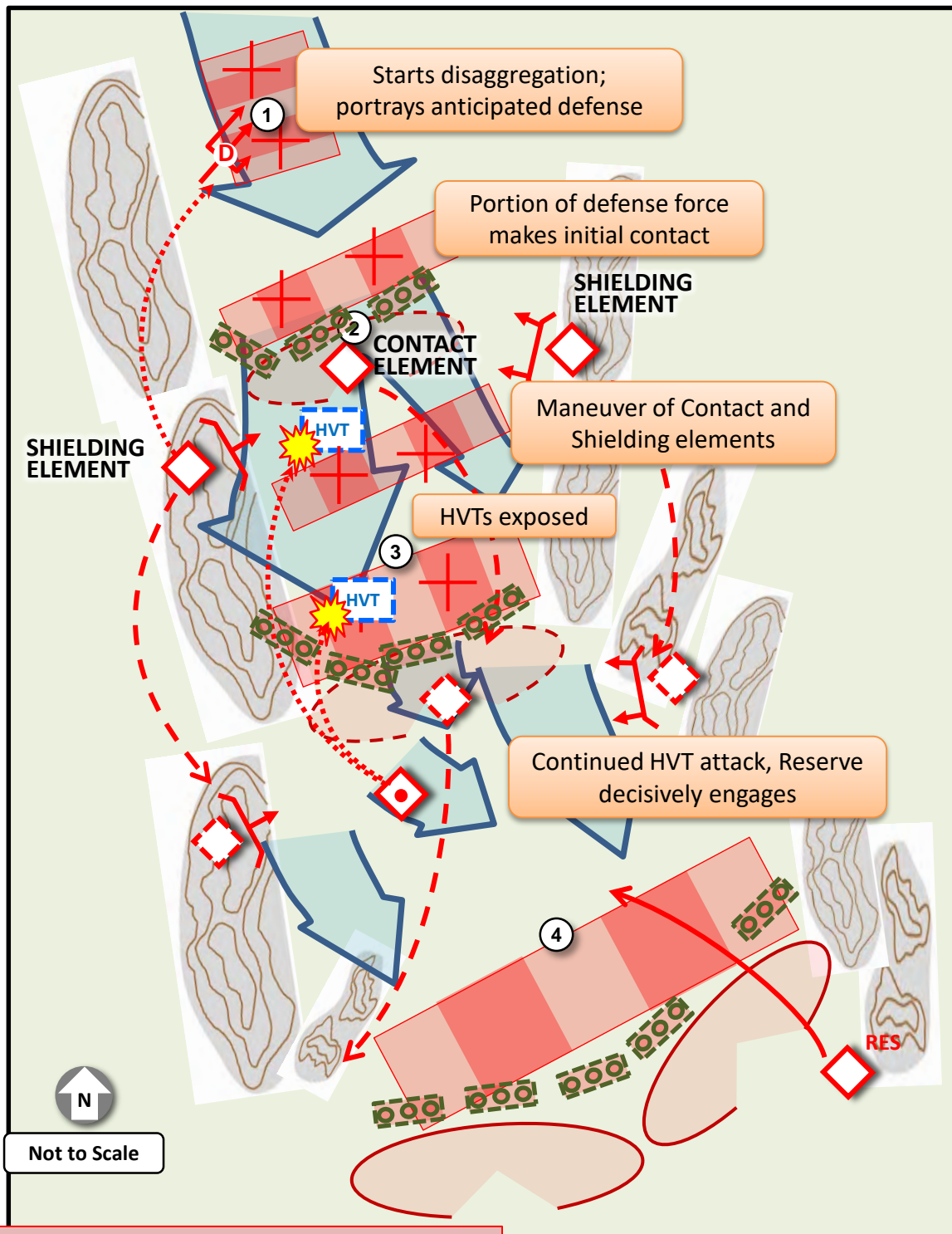
Key: Planned sacrifice of terrain for opportunities against key systems

Executing Maneuver Defense

◆ A maneuver defense can be used as part of a higher-unit's strategy to create the conditions to gain or regain the initiative.

◆ Even within a maneuver defense, the tactical group commander may use an area defense on some enemy axes.

◆ A maneuver defense also shifts the fires/ISR balance in favor of the defender.
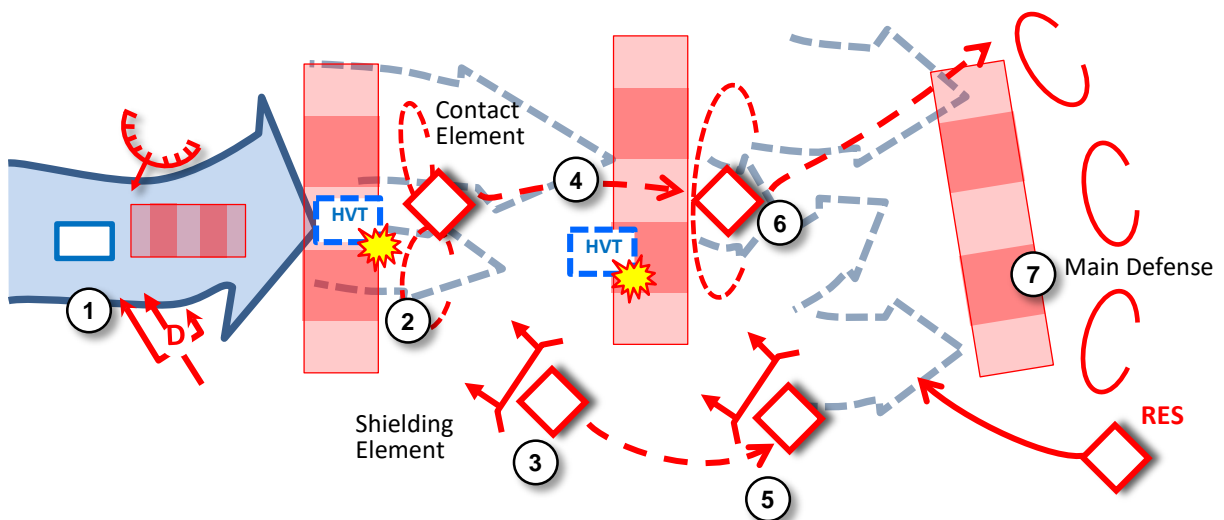
ⓘ **A Maneuver Defense is NOT a Mobile Defense.**

☐ A Mobile Defense concentrates on the destruction or defeat of the enemy through a **decisive attack** by a striking force (ADRP 3-90).

◆ A Maneuver Defense causes the enemy to continually lose effectiveness until they can no longer achieve their defenses… by maneuver thru **planned, multiple, defensive arrays**. (TC 7-100.2, para. 4-64)

OPFOR Engineer

Reconnaissance, Mobility, Countermobility, Survivability.

- Conduct engineer recon of the enemy and the terrain.

- Prepare and maintain routes of movement and supply.

- Clear passages through obstacles and areas of destruction.

- Perform demolition work.

- Establish and maintain water obstacle crossings.

- Establish and improve engineer obstacles.

- Prepare fortifications.

- Support INFOWAR and carry out engineer camouflage, concealment, cover, and deception (C3D) measures.

- Extract and purify water and establish water supply points.

⚠️ Ensure engineer assets have security

Consider these in the engineer recon plan:

- Location, type, and composition of enemy (structures) fighting positions and enemy obstacles.

- Conditions of roads, bridges, water obstacle-crossing sites, and routes.

- Protective and camouflaging properties of the terrain.

- Movement routes and trafficability.

- Local water supplies.

WARFIGHTING FUNCTIONS

WARFIGHTING FUNCTIONS

TRADOC G2 ACE OETAD – THREAT
TACTICS COURSE STUDENT HANDBOOK

OPFOR Engineer Offense

❑ **During preparation for the offense, the engineers focus on four major activities:**

- Preparing routes for the employment of combat forces.

- Providing survivability support to units in assembly areas.

- Establishing passages in obstacles and minefields.

- Establishing and maintaining crossings over water obstacles.

WARFIGHTING FUNCTIONS

Tactical Missions Requiring Engineer Support	Engineer Technical Tasks
Movement forward, deployment, and transition to the offense.	Conduct engineer reconnaissance of enemy and terrain.
Preparation of assembly areas.	Prepare fortifications in assembly areas.
Crossing water obstacles.	Clear passages in obstacles and perform demolition work.
Supporting disruption and battle zones.	Establish and maintain water obstacle-crossing sites.
Repelling counterattacks.	Establish obstacles.
Penetration of enemy defenses.	Extract and purify water and establish water supply points.
Conduct of the battle.	Carry out engineer C3D measures.
Commitment of exploitation force or reserve.	Prepare and maintain movement routes.
Reinforcing captured positions.	Eliminate aftereffects of CBRN strikes.

WARFIGHTING FUNCTIONS

OPFOR Engineer Countermobility

❑ Countermobility operations <u>limit access and control tempo</u> by delaying, disaggregating, and canalizing enemy forces.

❑ Obstacle plans are completely <u>integrated</u> with the maneuver, fire support, and INFOWAR plans.

❑ Use throughout the depth of the Disruption Zone.

❑ Maximize the use of terrain and deception.
("All capabilities – real and perceived")

❑ Mine and re-mine enemy LOCs and deny APODs/SPODs

❑ Target opponent's key systems.

❑ Cover minefields with fires (DF *and* IDF).

Effort to accomplish: Block > Turn > Fix > Disrupt

WARFIGHTING FUNCTIONS

BLOCK	•Stops attacker's movement along a specific approach – forcing use of different approach/direction •Destroys attacker's breaching elements •Tied into impassable terrain and/or complex obstacles
TURN	•Force the attacker to move in your desired direction •Prevent attacker from bypassing/breaching other obstacles •Maintain pressure with massed direct & indirect fires
FIX	•Slow the attacker within a planned area – to be engaged with fires •Slows the attacker's movement and/or generates time for your forces to disengage/reposition •Cause the attacker to prematurely deploy into attack formations and fight in multiple directions •Must not *appear* impenetrable
DISRUPT	•Break up attacker formations and/or Interrupt attacker timetable and C2 •Cause premature commitment of breach assets •Cause attacker to piecemeal the attack •Extensive resources not usually required •May be difficult for attacker to detect (at long ranges)

WARFIGHTING FUNCTIONS

OPFOR Engineer Defense

- ❑ Emphasis on fortifying battle positions and assembly areas,

- ❑ C3D measures, and adapting the terrain for defense.

- ❑ Emplace Obstacles

- ❑ **Engineer support in the defense include–**

  - ▪ controlling access and tempo by delaying, disaggregating, and canalizing enemy forces.

  - ▪ Ensuring the integration of engineer support to INFOWAR and preparing deception positions.

WARFIGHTING FUNCTIONS

WARFIGHTING FUNCTIONS

Tactical Missions Requiring Engineer Support	Engineer Technical Tasks
Movement forward, deployment, and transition to the offense.	Conduct engineer reconnaissance of enemy and terrain.
Preparation of assembly areas.	Prepare fortifications in assembly areas.
Crossing water obstacles.	Clear passages in obstacles and perform demolition work.
Supporting disruption and battle zones.	Establish and maintain water obstacle-crossing sites.
Repelling counterattacks.	Establish obstacles.
Penetration of enemy defenses.	Extract and purify water and establish water supply points.
Conduct of the battle.	Carry out engineer C3D measures.
Commitment of exploitation force or reserve.	Prepare and maintain movement routes.
Reinforcing captured positions.	Eliminate aftereffects of CBRN strikes.

OPFOR Engineer Systems

GMZ-3 Minelayer (**PMZ-4** is towed, but similar; basic load based on mover)	•Basic load: ~200 •Pressure:1x1km row w/5m spacing •Proximity:1x2km row w/10m spacing	•20-mins w/squad •60-mins w/crew
UMZ Scatterable	•Distance from vehicle: 20-60m •AP: 3200-5000m (load:720-11,520) •AT: 600m (load:180-540) •Typical mixed (AP+AT) minefield 1,000-1,200m x Depth: 30-120m	•Speed (kph): 10-40 •Loading:1.5-2hrs
PKM Man-Portable Mine Layer	•PFM-1S (AP) : 20 x 10, 64 per canister •POM-2S (AP): 10 x 40, 4 per canister •PTM-1S (AT) : 10 x 40, 3 per canister •PTM-3 (AT) : mines launched one at a time (1 per canister)	
ZRP-2 Rocket Propelled Line Charge	•Length: 60m •Size of lane: 0.4m wide x 55m long •Man-Portable	
Ditching Machine MDK-3	•Meter^3/hr: < 800 •AT Ditches, fighting positions	
Bridge, PMP	•Total Length: 227m, width: 6.5m •Capacity: 60m •Pier depth (opt): 1.7m(min), 3.21m (max) •Normal bridge consists of 32 center and 4 ramp pontoons.	
Bridge, TMM-3	•Total Length: 42m, width: 6.5m •Capacity: 60m •Truck-Launched	

ⓘ More information in the Worldwide Equipment Guide (WEG)

OPFOR Engineer Survivability

❑ Careful selection of terrain to passively deny the enemy the ability to acquire positions for targeting.

❑ Make extensive use of local building materials, equipment, and civilians. (focus on cultural standoff and tactical shielding)

❑ Construct false positions, equipment, movement routes, and LOCs.

❑ Prepare subterranean positions.

❑ Fortified positions

WARFIGHTING FUNCTIONS

WARFIGHTING FUNCTIONS

OPFOR Air Defense

- **<u>Every</u> unit is considered an air defense asset.**

- **Air defense is an integral part of combined arms combat.**

- **Air defense cannot be regarded as single pieces of equipment or even as units engaged in combat actions but as parts of an Integrated Air Defense System (IADS).**

- **Prevent**
  - Detection (counter- aerial reconnaissance)
  - Penetration (enemy freedom of movement)
- **Protect**
  - Support Zone
  - Units from attack
- **Destroy** (air defense ambushes)

- **Destroy enemy aircraft.**

- **Force to expend their munitions prematurely.**

- **Diverting before reaching their targets.**

- **Mitigating attack effectiveness.**

- **Forcing to discontinue attack.**

OPFOR Air Defense Systems

Man-Portable Air Defense Systems (MANPADS)

System	Tier	Alt (m)	Range (m)	Guidance
SA-24S "Grinch"	1,2	3,500	6,000	2-color IR/UV homing ★
Starstreak II	1,2	5,000	7,000	Laser beam rider SACLOS
SA-18 "Grouse"	3	3,500	6,000	2-color IR

Short Range Air Defense Systems (SHORAD)

System	Tier	Alt (m)	Range (m)	Guidance	Detection
Crotale SP SAM System	1	5,000	14,600 ★	RF CLOS, Semi-active radar homing EO, IR	18.5 (Mirador IV)
Pantsir-S1-0 30-mm SP AA Gun/Missile System	1	10,000 ★	12,000 2,500 gun	SACLOS, ACLOS, Home-on-Jam	38
2S6M 30-mm SP AA Gun/ Missile System	1,2	3,000	4,000	SACLOS	80 km (DOG EAR)

WARFIGHTING FUNCTIONS

ⓘ More information in the Worldwide Equipment Guide (WEG)

OPFOR IADS

◆ **IADS integrates strategic, operational, and tactical assets under unified C2.**

◆ **Firing systems (without active early warning systems) may not be detected.**

◆ **Integration of new communications technology provides automated control in order to extend the early warning and engagement range.**

❑ Interlocking umbrella of AD coverage composed of:
  - **Air Surveillance Radars**
  - **CP's & SABOC's**
  - **Layered weapon systems**
  - **Digital integration of systems**

❑ Enables defeat of navigation, C2, and stealth capabilities

	Networked Systems	Non-Networked Systems
Information passing	Dynamic acquisition and system tasking	Acquisition info "pushed" to subordinate systems
Observable changes	◆ Reduced signature ◆ Forward Early Warning dispersed (or not present) ◆ AD systems (and target acquisition radar) not detectable until activated ◆ EW & deception assets intelligently focused	◆ Reduced signature ◆ Acquisition time requirement reduced *("Heli will be at your location in 30 seconds from south")* ◆ Disposition w/LOS not necessarily on likely avenues *("spider holes")*

WARFIGHTING FUNCTIONS

WARFIGHTING FUNCTIONS

OPFOR Air Defense

Integrated Attack

◆ Balance protection of the fixing forces with allocating AD assets to provide greater protection for other enabling or action forces.

Dispersed Attack

◆ Commanders may have to accept risk in certain areas, compensating with increased C3D and the increased use of other arms to assist in air defense.

◆ May allocate/position air defense assets where the air threat is perceived to be the greatest OR to maneuver units most critical to the success of the attack.

◆ May require AD augmentation from higher

◆ Generally conducted against a stronger enemy – AD may be the principal means of (temporarily) defeating overmatch

◆ Fixing forces are generally covered, but assault forces may require significant AD once discovered.

Area Defense

◆ Frequent displacement is the rule!

◆ Balance point protection, while attacking enemy aerial reconnaissance.

◆ Complex terrain may require separation of acquisition, targeting, and attack capabilities.

◆ AD ambushes may be particularly effective with observers linked to units for rapid response.

Maneuver Defense

◆ Positioned to cover defending forces but capable of displacing with rapidly moving ground maneuver forces.

◆ Must cover contact and shielding forces as they maneuver between defensive arrays. Ideally, most air defense assets can be positioned with the shielding force and provide adequate coverage for the contact force.

◆ MANPADS may be more appropriate with maneuvering forces, while long-range systems are best for defending forces.

WARFIGHTING FUNCTIONS

WARFIGHTING FUNCTIONS

OPFOR Fire Support

- ◆ **Exploit all available target acquisition and reconnaissance, incl. irregulars**
- ◆ **Consider airspace coordination**
- ◆ **Avoid unnecessary duplication of effort**
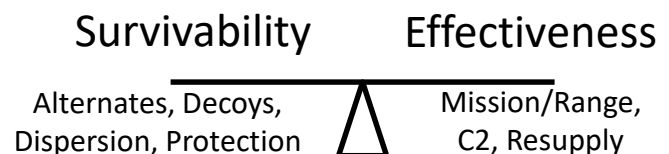- ◆ **Provide for flexibility of employment**

Employment Considerations:

- ◆ **Avoid enemy's strengths and exploit vulnerabilities.**
  - ◆ Outmaneuver, overwhelm, and outpace
  - ◆ Deny sanctuary, locally and in depth.
- ◆ **Use <u>all</u> fire support means to attack the most vulnerable parts of the enemy's combat systems.**
  - ◆ This includes infrastructure and even civilian targets!
- ◆ **Synchronize and focus RISTA and fire to destroy key enemy formations or systems**
  - ◆ Can shift the balance of combat power and undermine enemy morale and resolve.

△ Enemy's Counter-battery capabilities often drive deployment considerations

Survivability   Effectiveness

Alternates, Decoys, Dispersion, Protection   Mission/Range, C2, Resupply

OPFOR Fire Support

OFFENSE

◆ **Suppress enemy troop activity and weapon systems**

◆ **Deny the enemy information about friendly forces**

◆ **Prevent the enemy form restoring fire support, C2, and RISTA systems**

◆ **Deny the enemy the ability to use reserve forces**

◆ **Create favorable conditions for a strike**

DEFENSE

◆ **Maximize the effect of obstacles**

◆ **Create favorable conditions for a strike or counterattack**

TARGET DAMAGE CRITERIA

ANNIHILATE:
- Unobserved targets combat-ineffective
- Point targets: 70-90% prob. of kill
- Area targets: 50-60% prob. of kill

DESTROY:
- Generally refers to engineers works, such as fortifications & bridges
- Targets unfit for further use

NEUTRALIZE:
- Temporary loss of combat-effectiveness, restricted movement, or disrupted C2
- Unobserved targets: 30% prob. of kill

SUPPRESS:
- Temporary performance degradation. Generally refers to C2

HARASSMENT:
- Psychological pressure and/or movement hindered.

△ Terrain analysis can identify points of canalization which could drive the adversary into the kill zones

WARFIGHTING FUNCTIONS

WARFIGHTING FUNCTIONS

Common OPFOR IDF Systems

System	Tier	Cal	Range (km)	Remarks
2S23, 120-mm SP Combo Gun	2/3	120mm	8.85	Max Rate of Fire 8-10 rds/min Rate of Fire, Sustained 4 rds/min
2S19M 1-155 SP (T) How	1	155mm	33.8 41 assisted	Reduced emplace/displacement time (powered spades & travel locks) ★ Reduced signatures (viz, IR, radar)
G6 SP (W) How	2	155mm	30-39	Enhanced mobility (run-flat, dynamic inflation) Enhanced mine protection.
9P140 Heavy MRL	1,2	220mm 16-tube	35	Fin & spin-stabilized.
9A52-2 Heavy MRL	1,2	300mm 12-tube	90	
9A51 MRL	1,2	122mm 50-tube	20.5	

WARFIGHTING FUNCTIONS

ⓘ More information in the Worldwide Equipment Guide (WEG)

Forms of Security Operations
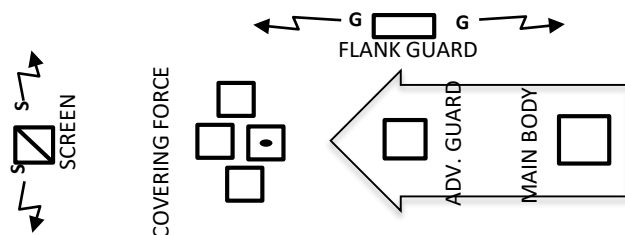
Screen: (Stationary or Moving)

• Gain and maintain surveillance

• Provide early warning to the main body

• Impede, harass, or destroy enemy recon elements without being decisively engaged

Guard: Protects the main body by either fighting to gain time or by attacking, defending, and/or delaying the enemy to prevent him from observing the main body and potentially engaging it with direct fires.

• More combat power, more concentrated than a screen = can fix/repel/defeat lead elements so it can't engage main body with direct fires.

• Can engage with its own direct fires and the main body's indirect fires

Cover:

• Generally self-contained, can operate away from the main body (50km+!)

• More combat power than guard, has own IDF, sustainment

• Can decisively engage

Area security: Protect friendly forces, installations, routes, and actions within a specific area.

Local security: Low-level security operations conducted near a unit to prevent surprise by the enemy.

WARFIGHTING FUNCTIONS

WARFIGHTING FUNCTIONS

OPFOR Recon Considerations

◆ <u>**Maneuver**</u>: **Forces, locations, fortifications, key systems**

◆ <u>**Signals**</u>: **C2 links & assets; disrupt, destroy C2 links**

◆ <u>**Target Acquisition**</u>: **ID critical enemy asset**

◆ <u>**Air Defense**</u>: **ID coverage types, disrupt, destroy**

◆ <u>**Engineer**</u>: **Mobility/Ctr-mobility obstacles along likely AAs**

◆ <u>**CBRN**</u>: **Verify if contamination exists in designated areas.**

◆ <u>**Special**</u>: **Tasks can be assigned to higher echelon recon forces or elements operating in the same AOR as a lower echelon tactical unit.**

WARFIGHTING FUNCTIONS		
◆ **Route Recon**	• Focuses along a specific line of communication, such as a road, railway, or cross-country mobility corridor.	
◆ **Zone Recon**	• Involves a directed effort to obtain detailed information on all routes, obstacles, terrain, and forces within a defined zone.	
◆ **Area Recon**	• Focuses on obtaining detailed information about the terrain or enemy activity within a prescribed area	
◆ **Recon in Force**	• A deliberate combat operation designed to discover or test the enemy's strength, dispositions, and reactions or to obtain other information • NOTE: This is different than the Recon Attack	

Common OPFOR UAVs

System	Orig	Role	Range	Endu-rance	Speed (kph)	Alt. (m)	Payload
MALE*: Hermes 900	ISR	Surveil-lance	200-km	36-hrs	222	30,000	300-kg
MALE*: ASN-207	CHN	EW/ECM	600-km	18-hrs	150	6,000	100-kg
Camcopter S100	AUT	Surveil-lance	130-km	6-hrs	223	6,000	55-kg
Skylark IV	ISR	Surveil-lance	15-km	1.5-hrs	111	455	
Skylark III / Skylark II-LE	ISR	Surveil-lance	100-km	6-hrs	129	4,600	10-kg
Zala 421-12	RUS	Surveil-lance	40-km	1.5-hrs	130	700	1-kg

WARFIGHTING FUNCTIONS

*MALE: Medium Altitude, Long Endurance

ⓘ More information in the Worldwide Equipment Guide (WEG)

OPFOR Aviation

◆ **The OPFOR considers the ability of its aviation assets to provide responsive and continuous fire support to ground forces a tremendous influence on the battlefield.**

- Early attainment of air superiority.
- Effective reconnaissance and targeting.
- A coordinated attack on enemy targets at all tactical and operational depths.
- Employment in mass during all phases of combat.
- Survivability and responsiveness using effective planning and preparation.

FIXED-WING AVIATION

◆ **Not task-organized in a constituent or dedicated relationship below the OSC level (joint command)**

◆ **May have a supporting relationship with DIV/BDE**

◆ **Can respond to mission requests from tactical-level units (subject to theater/OSC commander approval)**

ROTARY-WING AVIATION

◆ **Employed across the battlefield to support the ground commander**

◆ **Can execute missions down to the BTG level (Attack, CS, CSS)**

◆ **Can support both offense and defense**

◆ **Can be part of a DTG's integrated fires command**

WARFIGHTING FUNCTIONS

WARFIGHTING FUNCTIONS

OPFOR Attack Aviation

◆ **Deliberate missions to attack priority enemy targets such as assembly areas, supply routes, artillery or antitank positions, multiple rocket launcher (MRL) positions, forward air bases, and reserves.**

Classification	Example Target
Single (or Point)	An MRL, tank, or armored vehicle; parked aircraft or helicopter; radar, observation post, or bunker
Multiple	Group of 10-20 single targets, occupying an area of 1-1.5 km^2
Line	Tactical march column (usually 1 km or longer), a train, or a runway
Area	Assembly areas of battalion or larger unit, supply depot, large C2 center, or airfield

WARFIGHTING FUNCTIONS

WARFIGHTING FUNCTIONS

Su-25

Mi-28

OPFOR Aviation Missions

Direct Air Support (DAS)

◆ **Disrupt and destroy enemy in proximity to friendly forces.**

◆ **Least efficient application of air forces**

◆ **Often extends to the range of friendly ground-based systems, within air defense coverage**

◆ **Best when ground forces are not sufficient or when a mass concentration of fire is required.**

Counter-Air

◆ **Air assets may be diverted from ground support roles to support theater or OSC requirements**

Infrastructure / Interdiction

◆ **Theater air forces conduct air interdiction missions to annihilate, or the enemy's military potential before it can be used to inflictneutralize damage on friendly forces**

◆ **Targets: Bridges / Crossings, LOCs (Road, Rail), PODs (Ports, Airfields), Facilities, depots, bases**

Reconnaissance and Targeting

◆ **The division or DTG conducts its own tactical reconnaissance primarily through ground reconnaissance and UAV assets**

Transport

◆ **Air Force or army aviation helicopter units and mixed aviation units can perform airlift, airborne insertion, airdrop, and aerial resupply.**

◆ **HT Airborne Mechanized Infantry can be airlifted by Airforce Fixed Wing and Helicopter platforms.**

WARFIGHTING FUNCTIONS

WARFIGHTING FUNCTIONS

OPFOR Aviation Employment

In *general…*

◆ **When fighting a weaker opponent, the HT will**

- Decentralize control for greater flexibility and responsiveness
- Allocate assets down to the DTG/BTG level

◆ **When faced with a superior enemy, the HT will**

- Centralize control for strategic flexibility and survivability
- Make maximum use of unmanned aerial systems (UAS)

WARFIGHTING FUNCTIONS

WARFIGHTING FUNCTIONS

> The ability of the OPFOR to employ its aviation assets will depend on the level of airspace dominance the OPFOR possesses.

Common OPFOR Aviation

System	Role	Weapons/Transports
AH-1W SUPER COBRA	Attack	M197, 3x barrel 20-mm Gatling Gun 8 x TOW or Hellfire ATGMs 2 x 2.75-in FFAR rocket pods.
Z9/WZ9 "Haitun"	Multi	Two fixed 23-mm guns or 12.7-mm MGs. Up to 8 ATGMs, or 4 plus 2 rocket pods. Transports 9-12 Troops, 4-8 Litters or Cargo.
GAZELLE SA/ 342M	Light	4x AT-3 ATGMs, 2x SA-7, or 128-mm or 57-mm rockets, and 7.62-mm MG. Transports 3 troops or 1 litter, or cargo.
MI-17 V7 "Hip"	Medium	Transports up to 26, 36 troops military seating, or 12 casualties.
MI-26 "Halo"	Transport	Transports over 80 troops, 60 litters, or 2x BRDM-2 scout cars, or 2x BMDs, or 1x BMP or, 1x BTR-60/70/80 or, 1x MT-LB.
HORIZON (Cougar)	Wide Area Recon	Surveillance targets: Wheeled/tracked vehicles, rotary wing aircraft, FW aircraft, watercraft.

ⓘ More information in the Worldwide Equipment Guide (WEG)

OPFOR Anti-Armor Systems

System	Range (m)	Penetration (mm)
Panzerfaust 3 T-600 110-mm Tandem-HEAT	600★	Armor: 800 ERA★
RPG-29/32/ HASHIM 105-mm Tandem-HEAT (Disposable)	AT-29: 500 AT-32: 700★	Armor: 750+ ERA 950+ conv Other: 1,500+ Concrete: 1,500 Brick: 2,000 Earth: 3,000
Armbrust 67-mm grenade HEAT (Disposable)	1,500★	Armor (CE): 300 Reinf Concrete: INA
RPG-27 105-mm Tandem-HEAT (Disposable)	200	Armor: 750+ ERA, 950+ conv Brick: 2,000 Reinf Concrete: 1,500+ Log/Dirt (m): 3,700
Eryx SR-ATGM Tandem Shaped Charge (HEAT)	600	Armor (CE): 900

WARFIGHTING FUNCTIONS

ⓘ More information in the Worldwide Equipment Guide (WEG)

OPFOR Armor

System	Protection	Fire Control	Weapons
T-90S	•ERA: Kontakt-5 2d gen •Active protection system: Shtora TshU1-7★	Fire Control: 1A45T★ Ballistic Computer: 1V528-1★ Gunner's Range-Finder Sight: 1V43★ Gun Stabilization: 2E42-4 ★	•125-mm Smoothbore Gun •12.7-mm 6P49 MG (Roof) •7.62 mm 6P7K MG (Coax) •Smoke grenade launcher
T-72BM	•ERA: Kontakt-5 •Active system: Arena available	Fire Control: 1A40 Ballistic Computer: 1V528 Gunner's Range-Finder Sight: 1K13-49 Gun Stabilization: 2E42-2	•125-mm Smoothbore Gun •12.7-mm NSVT MG (Roof) •7.62 mm PKT MG (Coax) •Smoke grenade launcher
T-80U	•ERA: Kontakt-1 or 5 •Active system: Arena available	Fire Control: 1A45 Ballistic Computer: 1V528 Gunner's Range-Finder Sight: 1A42 Gun Stabilization: 2E42	•125-mm Smoothbore Gun •12.7-mm MG (Turret-TC) •7.62 mm MG (Coax) •Smoke grenade launcher
T-14	•Active System: Afganit active protection complex •Counter-mine defenses •Advanced defensive aids system	Fire Control: Computerized FCS Ballistic Computer: NA Gunner's Range-Finder Sight: NA Gun Stabilization: NA	•125-mm Smoothbore Gun Laser-guided projectile •7.62 mm PKTM (Remote Control)

> ⓘ More information in the Worldwide Equipment Guide (WEG)

OPFOR IFVs

System	Armor	Weapons
BMP-3M * Heavy IFV	Applique Armor on Turret ★ ERA on Stand Off Plate ★ Active Protection System (APS) ★	•100-mm 2A70 gun •Kornet-E, SA-24 ★ •Kornet, SA-18 •7.62 Coax PKT MG
BMP-2M Berezhok	Applique Armor on Turret (avail) ERA on Stand Off Plate (avail)	•30-mm dual-feed auto cannon •Kornet-LR •7.62 Coax PKT MG
BMD-3 Airborne IFV	Turret can sustain 7.62 No Applique Armor May have Explosive Reactive Armor (ERA)	•100-mm 2A70 gun •30-mm cannon •7.62-mm MG
BMP-3UAE Desert BMP-3	Applique Armor on Turret ERA on Stand Off Plate No APS	•100-mm 2A70 gun •Kornet, SA-18 •7.62 Coax PKT MG
T-15 ARMATA *In Trial / Development	Steel and ceramic composite 1,200-1,400 mm vs HEAT	•2A42 30 mm Auto Cannon 500 rounds (AP/HE) •7.62 mm coax PKT, Kornet-EM

ⓘ More information in the Worldwide Equipment Guide (WEG)

OPFOR APCs

System	Armor	Weapons	Remarks
BTR-90	Applique, ERA, and APS available	2A42 30 Caliber AG AT-5 Konkurs; AT-5B Konkurs-M; AT-4 Fagot (less likely); AT-4b Faktoriya (less likely)	8 X 8 wheeled APC with side exit doors; 4 firing ports on the right side & 3 firing ports on left
BTR-80	No applique armor, ERA, or APS.	KVPT 14.5 HMG	Soldiers exit through 2 side doors; 4 firing ports on the right & 3 firing ports on the left
BTR-D	No applique armor, ERA, or APS.	AGS-17 30-mm AGL KILIVER Turret (30-mm gun, 7.62-mm coaxial machine gun, thermal sights, superior day sights, and 4 KORNET ATGM launchers)	Air droppable IFV, space for 10 soldiers; 2 firing ports on each side; 1 firing port in left rear door

ⓘ   More information in the Worldwide Equipment Guide (WEG)

WARFIGHTING FUNCTIONS

WARFIGHTING FUNCTIONS

EW

Information Warfare INFOWAR

EW

Element	Objectives	Targets
Electronic Warfare	• Exploit, disrupt, deny, and degrade the enemy's use of the electromagnetic spectrum.	• C2 and RISTA assets and networks.
Deception	• Mislead or confuse decisionmakers. • Persuade the local population and/or international community to support OPFOR objectives.	• Key military decisionmakers. • General population and international media sources and Internet sites.
Physical Destruction	• Destroy the enemy's information infrastructures.	• C2 nodes and links, RISTA assets, telecommunications, and power sources.
Protection and Security Measures	• Protect critical assets.	• Enemy RISTA assets.
Perception Management	• Distort reality or manipulate information to support OPFOR goals.	• Enemy RISTA assets. • Local populace and leaders. • Media sources (international and domestic).
Information Attack	• Alter or deny key information.	• Decisionmakers and other users of information. • Systems reliant on accurate information.
Computer Warfare	• Disrupt, deny, or degrade the enemy's computer networks and information flow.	• C2 and RISTA assets and networks.

WARFIGHTING FUNCTIONS

WARFIGHTING FUNCTIONS

OPFOR Electronic Warfare

EW · EW

WARFIGHTING FUNCTIONS

System	Role	Range (km)	Freq Range (MHz)	Output	vs GPS?	vs Freq Hop?
Cicada-C	EA, ESM/ECM, HF/VHF/UHF	100	.525-3,000	10-kW★	YES ★	YES
Meerkat-S	ESM/ ELINT	500	2-40,000	Passive	NO	YES
Weasel 2000	ESM/ ELINT	500	.5-10,000	Passive	---	YES
TRC 274	EA, ESM/ECM, HF/VHF/UHF	150	20-3,000	4-kW (1.4-kW on-move)	YES	YES
Cicada-R	EA, ESM/ECM, HF/VHF/UHF	100	6,000-18,000	1-kW	NO	YES

ⓘ More information in the Worldwide Equipment Guide (WEG)

Doctrinal OPFOR Products

Opposing Force Tactics TC 7-100.2   ⭐ATN ODIN

- Describes an OPFOR tactical doctrine that is a composite of the characteristics of regular and irregular forces that may be present in actual OEs.
- Accepts the nature of complex operational environments and dynamic change in capabilities and limitations.

- Operational Framework
- Command and Control
- Offense
- Defense
- INFOWAR
- Reconnaissance
- Fires
- Aviation
- Air Defense
- Engineer
- CBRN
- Logistics
- Special Purpose Forces
- Snipers

Irregular OPFOR TC 7-100.3   ⭐ATN ODIN

- Describes characteristics of irregular forces that may be present in actual OEs… as dynamic events among relevant populations and forces in complex operations.
- Includes culture, ideology, politics, historical context

- Insurgents
- Guerrillas
- Criminals
- Noncombatants

Worldwide Equipment Guide (WEG)   ⭐ATN ODIN

- OPFOR equipment data for training (Not comprehensive)

- Vol 1: Ground Systems
- Vol 2: Airspace and Air Defense Systems
- Vol 3: Naval and Littoral Systems

Exercise Design TC 7-101   ⭐ATN ODIN

- Outlines a methodology for designing and executing Army training exercises, including planning procedures and methodologies, etc.
- Annex B has list of OPFOR tactical tasks & variable examples

ODIN ODIN Portal   https://odin.tradoc.army.mil

ATN Army Training Network   https://atn.army.mil/ (Search for "OPFOR")

Task and Purpose

*Adapt as needed

OFFENSE

[unit] conducts a [tactic] at [dtg] to [tactic-task] [action-object] at [action-object-location] in order to [tactic-purpose].

Example:

CDET-B conducts an **assault** at **190400** to **destroy Atropian elements** on **COP Talon** in order to **deny use of COP Talon during Atropian attack**.

DEFENSE

[unit] conducts a [tactic] at [action-object-location] NLT [dtg] to [tactic-task] [action-object] in order to [tactic-purpose].

Example:

CDET-B conducts an **area defense** vic **PL Ridge** NLT **190400** to **destroy Atropian elements** in order to **prevent envelopment of CDET-C**.

Common Operations, Tasks, Purposes

Affect this>	Adversary	Terrain	Self	Combination
Operation Types	Attack Mov't to Contact Relief in place Exploitation	Retrograde Survivability Raid Breakout	Defend Mobility Pursuit Delay	
Tactical Tasks	Assault Ambush Block Breach Bypass Canalize Destroy Fix Interdict Mnvr-Defense Neutralize Penetrate Raid Reconnoiter Recon-Attack Suppress	Reconnoiter Retain Secure Seize	Cover Guard Overwatch Screen	Reconnoiter Contain Isolate Clear Recon-Attack
Purposes ("in order to")	Prevent Divert Enable Deceive Deny	Open Envelop Surprise Cause Protect	Allow Create Influence Support	

Common Mission Graphics

Task	Symbol	Task	Symbol	Task	Symbol	Task	Symbol
Ambush (special purpose attack, not TMT)		Demonstration (special purpose attack, not TMT)		Interdict		Seize	
Attack by Fire		Destroy		Isolate		Support by Fire	
Block		Disengagement		Neutralize		Suppress	
Breach		Disrupt		Occupy		Turn (not the same as turning movement)	
Bypass		Envelopment (form of maneuver, not TMT)		Passage of Lines (fwd) (tactical enabling operation, not TMT)		Withdrawal (retrograde task, not TMT)	
Canalize		Exfiltrate		Passage of lines (rear) (tactical enabling operation, not TMT)		Withdrawal under pressure (retrograde task, not TMT)	
Clear		Exploit (primary offensive task, not TMT)		Penetration (form of maneuver, not TMT)		Screen (security task, not TMT)	
Contain		Feint (special purpose attack, not TMT)		Reduce	No symbol	Guard (security task, not TMT)	
Control		Fix		Relief in Place (tactical enabling operation, not TMT)		Cover (security task, not TMT)	
Counterattack (special purpose attack, not TMT)		Follow and Assume		Retain		Task / Mission Purposes	
Defeat	No symbol	Follow and Support		Retirement (retrograde task, not TMT)		Allow	Divert
						Cause	Draw
Delay (retrograde task, not TMT)		Infiltration (form of maneuver, not TMT)		Secure		Create	Enable
						Deceive	Influence
						Deny	Open
							Prevent
							Protect
							Support
							Surprise

Common Tactical Tasks

ATTACK-BY-FIRE
Direct fires, w/ indirect fires, to engage without closing to destroy, suppress, fix, or deceive.

BLOCK
Deny the enemy access to an area or prevents advance in a direction or along an avenue of approach.

BREACH
Employs all available means to break through /establish a passage through enemy defense, obstacle, etc.

BYPASS
Maneuver to maintain momentum while deliberately avoiding combat

CONTAIN
Stop, hold, or surround enemy forces or to cause them to center their activity on a given front and prevent withdrawing.

DESTROY
Renders an enemy force or system combat-ineffective until it is reconstituted.

CLEAR
Remove all enemy forces and eliminate organized resistance within an area.

DISRUPT
Upset an enemy's formation or tempo, interrupt the enemy's timetable, or cause enemy forces to commit prematurely or in a piecemeal fashion.

FIX
Prevent any part of that force moving from a specific location for a specific period - normally an engagement area.

INTERDICT
Prevent, disrupt, or delay the enemy's use of an area or route.

ISOLATE
Deny the enemy freedom of movement, and prevent it from having contact with other enemy forces.

NEUTRALIZE
Renders enemy incapable of interfering with a particular operation.

OCCUPY
Moving into an area without enemy opposition.

SECURE
Prevent a unit, facility, or geographical location from being damaged or destroyed as a result of enemy action.

SEIZE
Taking possession of a designated area by using overwhelming force.

SUPPORT-BY-FIRE
Move to a position to engage the enemy by direct fire in support of another maneuvering force

SUPPRESS
Temporary degradation of a force or weapon system below level needed to accomplish its mission

TURN
Force enemy force from one avenue of approach or mobility corridor to another.

ⓘ Tasks ≠ Tactics