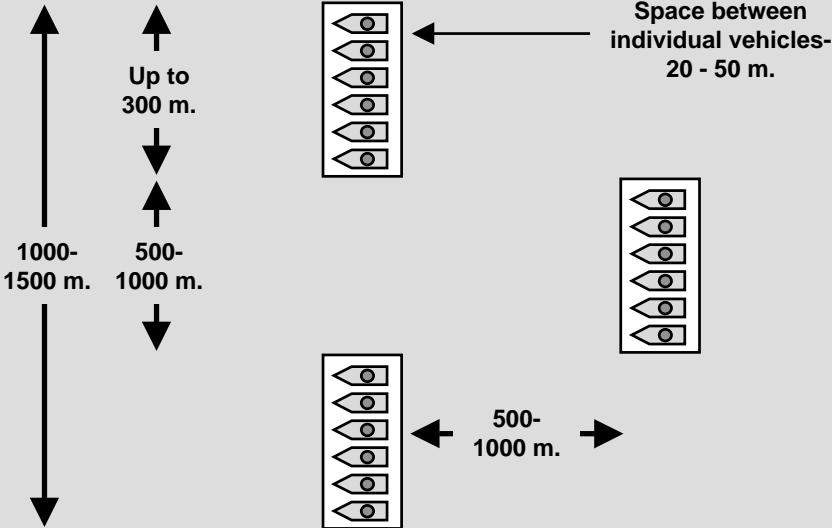
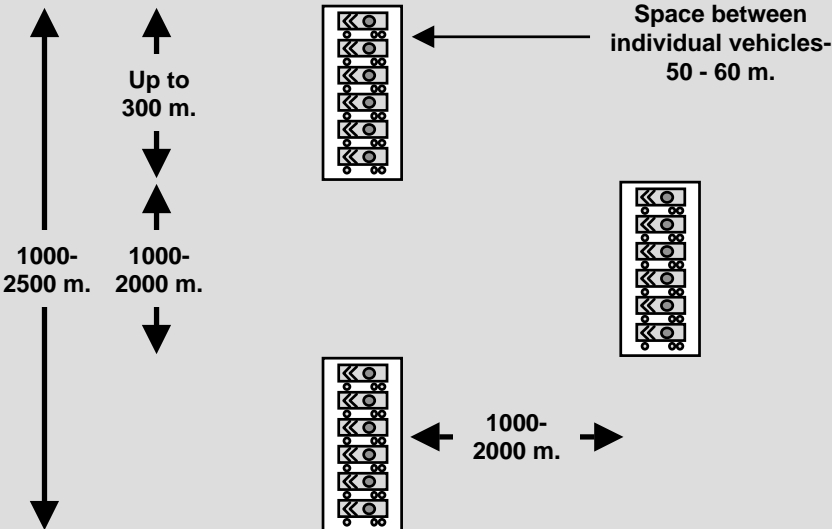


Artillery Setup

Tube Artillery Battalion Deployment







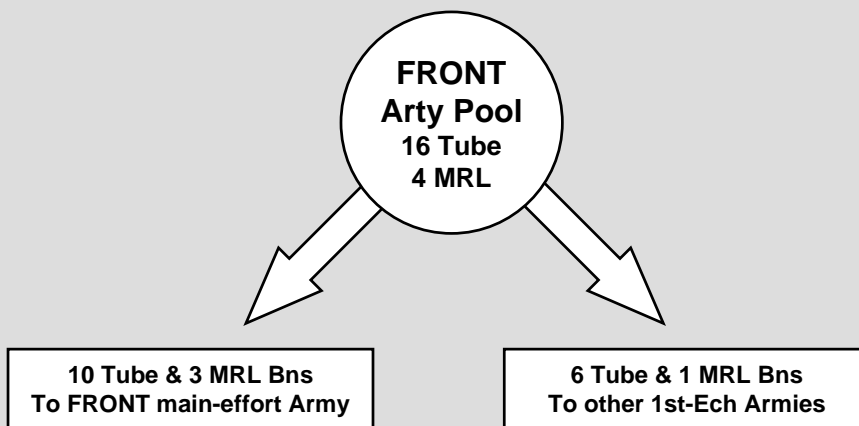
MRL Battalion Deployment



Artillery Allocation

FRONT-Level Artillery

8 Battalions		D-20
4 Battalions		D-30
4 Battalions		2A36
4 Battalions		9A52



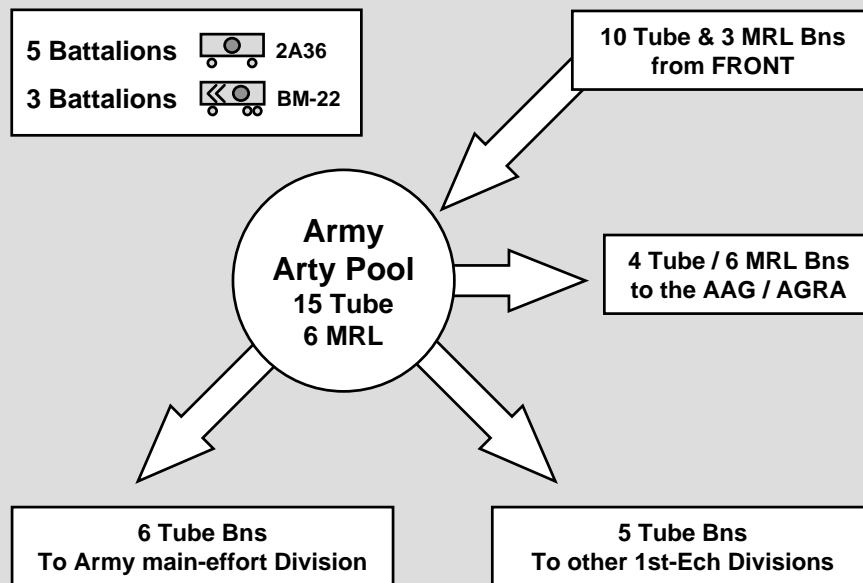
NOTE: The above numbers are an example only. Actual numbers may vary.

An OPFOR FRONT begins with about 16 tube and 4 MRL battalions. This artillery exists solely for the FRONT commander to allocate to his Armies. He allocates all battalions immediately; he keeps none in reserve and does not form an artillery group. The commander allocates roughly 60-65% of his artillery assets to the main-effort Army, and he splits up the rest among his other 1st-echelon Armies.

If he only has two Armies in the 1st echelon (for example, if he is attacking a well-prepared defense), he may give more than 65% to his main-effort Army, but probably not. Alternately, he may give a couple of battalions to a 2nd-echelon Army designated as a follow-on force. This is very rare, however, because allocating artillery to a unit that will not be engaged in combat is wasting potentially battle-winning firepower. Units in the 2nd-echelon do not need additional artillery until they engage in combat.

Artillery Allocation

Army-Level Artillery



NOTE: The above numbers are an example only. Actual numbers may vary. They assume that the Army in question is the FRONT main-effort Army, and gets the full allocation listed on the previous page. A supporting Army would get fewer FRONT-level battalions, but would allocate them in a similar manner.

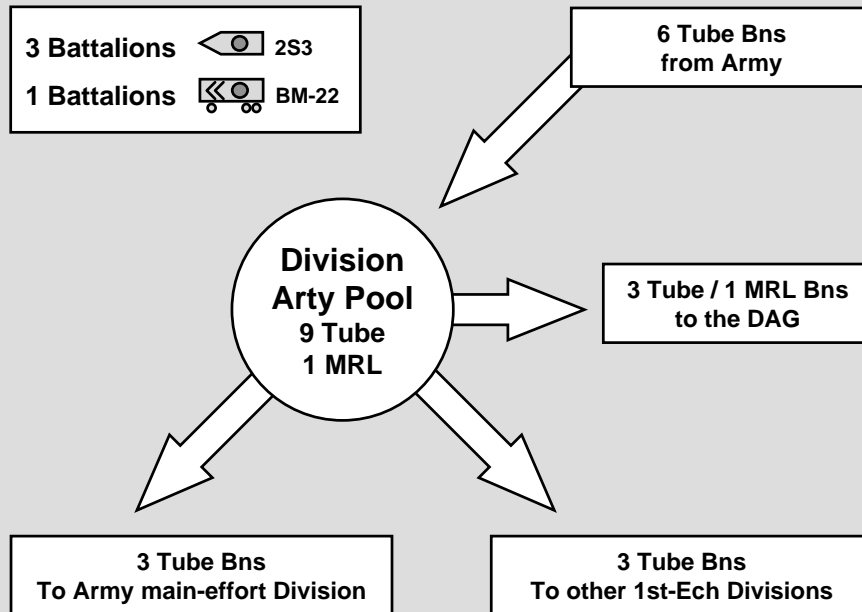
Each Army has an organic artillery brigade with 5 gun battalions and a MRL regiment with 3 MRL battalions. The Army Commander pools all of his organic artillery with any he may have received from FRONT, and decides how he will allocate them.

He will create an Army Artillery Group (AAG) and an Army Group Rocket Artillery (AGRA) for general support. He normally keeps his longer-range tubes for the AAG and disseminates the shorter-range shooters to the divisions. This allows the AAG to affect and shape the battlefield, since the AAG sets up farther back than division assets do. The Army commander normally keeps all MRL battalions for his AGRA, rather than allocating them to his divisions. The Army Commander will normally position the AAG and AGRA behind his main-effort division, with priority of fires to that unit.

The Army Commander will give about 65% of non-AAG artillery to his main-effort division, and split the rest among his other 1st-echelon divisions (the above example assumes a 3-up-1-back formation). As with FRONTS, 2nd-echelon divisions very rarely receive additional artillery until they are committed to the fight.

Artillery Allocation

Division-Level Artillery



NOTE: The above numbers are an example only. Actual numbers may vary. They assume that the Division in question is the Army main-effort Division, and gets the full allocation listed on the previous page. A supporting Division would get fewer Army-level battalions, but would allocate them in a similar manner.

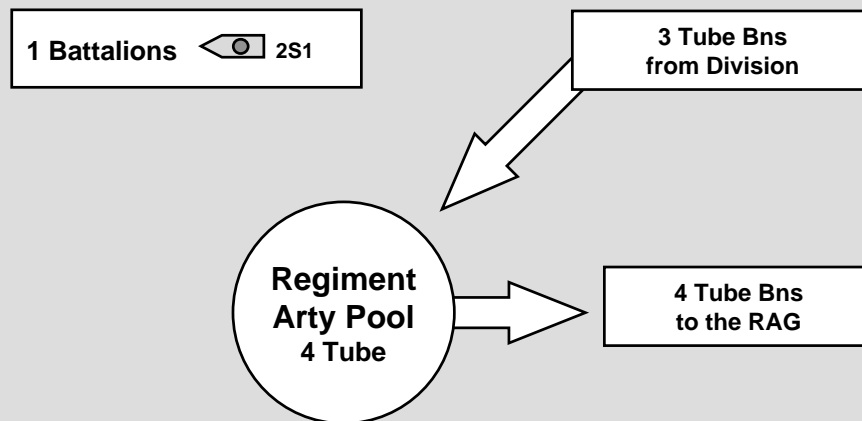
Each division has an artillery regiment containing 3 howitzer and 1 MRL battalions. The division Commander pools all of his organic artillery with any he may have received from Army, and decides how he will allocate them.

He will create a Division Artillery Group (DAG) for general support. As with the AAG, the commander normally keeps the longer-range tubes for his DAG and disseminates the shorter-range shooters to the regiments because the DAG sets up farther back than regimental assets do. MRL battalions are never disseminated down to regiments, and will always be associated with the DAG.

The Division Commander will give about 50-65% of non-DAAG artillery to his main-effort regiment, and split the rest among his other 1st-echelon regiments. As with FRONTS and Armies, 2nd-echelon divisions very rarely receive additional artillery until they are committed to the fight. The Division commander will normally position the DAG behind his main-effort regiment, with priority of fires to that unit.

Artillery Allocation

Regiment-Level Artillery



NOTE: The above numbers are an example only. Actual numbers may vary. They assume that the Regiment in question is the Division main-effort Regiment, and gets the full allocation listed on the previous page. A supporting Regiment would get fewer Division-level battalions.

Each regiment has 1 organic howitzer battalion. The regiment Commander pools his organic artillery battalion with any he may have received from division and creates a Regimental Artillery Group (RAG) to support the regimental mission. He does not allocate any artillery to subordinate battalions except in special circumstances (such as to support an Advance Guard or Forward Detachment.)

The Regiment Commander will designate a specific Strike Sector (see Offense), and the priority of fires is to the battalion(s) in that sector.

Artillery Allocation Note

If the Strategic Command feels that the FRONT attack is absolutely crucial to the strategic objective, they may give another artillery division to the FRONT, for a total of 2 divisions. This effectively doubles the number of FRONT-allocated artillery within all echelons.

Note that this would effect all echelons, including Regiments. Remember - Armies and Divisions keep the longer shooters for their artillery groups (AAGs and DAGs), and allocate the shorter shooters to their subordinate units. Since D-30s (for example) have a very short range, they normally find themselves in RAGs.

Offensive Phases of Fire

Phase I

Fire Support for the Movement Forward

Begins	When attacking units are within 20 km from the enemy FLOT
Ends	When units deploy into battalion columns.
Goal	To protect units advancing into combat.
Targets	Enemy long-range weapons that might strike the moving unit while it is still a considerable distance from the enemy (long-range artillery, SSMs, aircraft on airfields, and combat helicopters.)
Notes	This phase is normally only conducted in an attack from the march or to cover a unit's movement from an assembly area (not in attacks from positions in direct contact nor counterattacks.)

Phase II

Fire Preparation for the Attack

Begins	When units deploy into battalion columns (when attacking from the march), when units prepare for a counterattack, or prior to the commitment of the 2nd echelon.
Ends	When 1st-echelon units reach the forward edge of enemy defenses (normally 20 - 30 min.)
Goal	To destroy enemy 1st-echelon forces
Targets	Enemy 1st-echelon maneuver units, weapon systems, and C2 elements. It does this with organized, planned, massed fires.
Notes	This phase emphasizes intensity rather than duration. More fires are needed against well-fortified or deeply-echeloned forces than against an unprepared defense. It can last 10 - 60 minutes depending on the combat situation, but is normally 20 - 30 min..

Offensive Phases of Fire

Phase III Fire Support of the Attack

Begins	Immediately after Phase II ends (1st-echelon units reach the front line of enemy defenses).
Ends	When the defending 1st-echelon battalions are overrun
Goal	First priority - maintaining fire superiority. It also attempts to facilitate the advance of attacking forces by coordinating artillery fires on sequential lines moving progressively deeper into the enemy's deployment.
Targets	Enemy 1st-echelon maneuver units and weapon systems, especially those directly in front of and flanking the attacking forces. If done right, this phase should also prevent the restoration of systems disrupted during Phase II

Phase IV Fire Support of the Attack

Begins	Immediately after Phase III ends (destruction of enemy 1st-echelon battalions)
Ends	When the battle ends.
Goal	Priority is on deep targets, but the artillery supports the maneuver forces with on-call fires as the latter exploit their success and destroy enemy units surviving Phase II and III fires. Additionally, they fire to prevent the enemy from using his reserve for counterattacks.
Targets	Troops and weapon systems opposing the attacking forces, as well as deep targets.

Defensive Phases of Fire

Phase I Fire Interdiction

Begins	When attacking units deploy into battalion columns.
Ends	When attacking units reach their line of departure.
Goal	Destruction of approaching maneuver units.
Targets	In a defense out of contact, fires concentrate on the maneuver units approaching the Main Defensive Line (MDL.) In a defense in contact, fires concentrate on the second echelon .
Notes	During this phase, artillery units can occupy temporary firing positions beyond the forward edge of defense. This increases artillery ranges and confuses enemy target intelligence.

Phase II Fire to Repel the Enemy Attack

Begins	When attacking units reach their line of departure. Guns and MRLs begin fires when attacking units are 15 - 25 km from the line of contact, and howitzers begin at 10 - 15 km.
Ends	When attacking units enter the first defensive positions.
Goal	To break up attacks by striking at important maneuver concentrations, and to separate armor and infantry units.
Targets	Maneuver forces approaching the MDL.
Notes	This is the most important phase of defensive artillery fire. The artillery fires in conjunction with anti-tank and maneuver weapons to create coordinated fires against approaching forces.

Phase III Fire Support of Defending Troops

Begins	When attacking units enter the first defensive positions.
Ends	When the OPFOR transitions to Phase IV or the battle ends.
Goal	To create fire sacks to destroy the enemy and keep him from developing the attack. The artillery also tries to separate armor from infantry and maneuver from logistics.
Targets	Individual maneuver targets (sometimes in direct-fire mode).
Notes	In this phase, artillery plays a key role in creating favorable conditions for a counterattack (Phase IV).

Defensive Phases of Fire

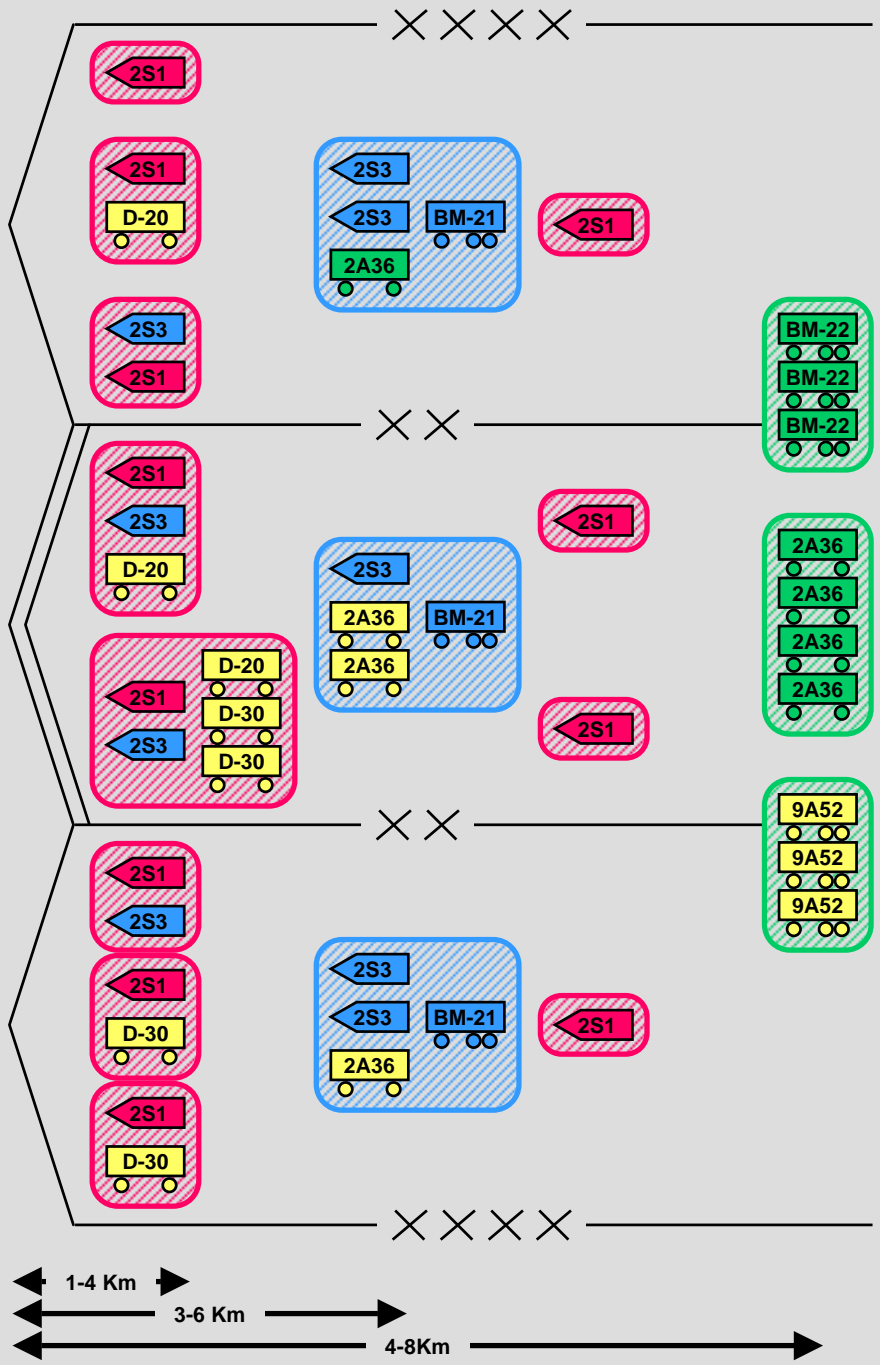
Phase IV

Fire Destruction of the Enemy During Counterattack

Begins	Immediately after Phase III ends (destruction of enemy 1st-echelon battalions)
Ends	When the OPFOR transitions to the offense or the counterattack effort fails.
Goal	To assist the maneuver in recovering lost positions, destroying penetrating enemy forces, and recapturing a line to launch offensive operations.
Targets	Troops and weapon systems that could impede the commitment or harassment of the counterattack force (2nd echelon)
Subphase I -	Support for the Forward Movement of Troops
Subphase II -	Preparation of the Counterattack.
Subphase III -	Support of the Counterattack.

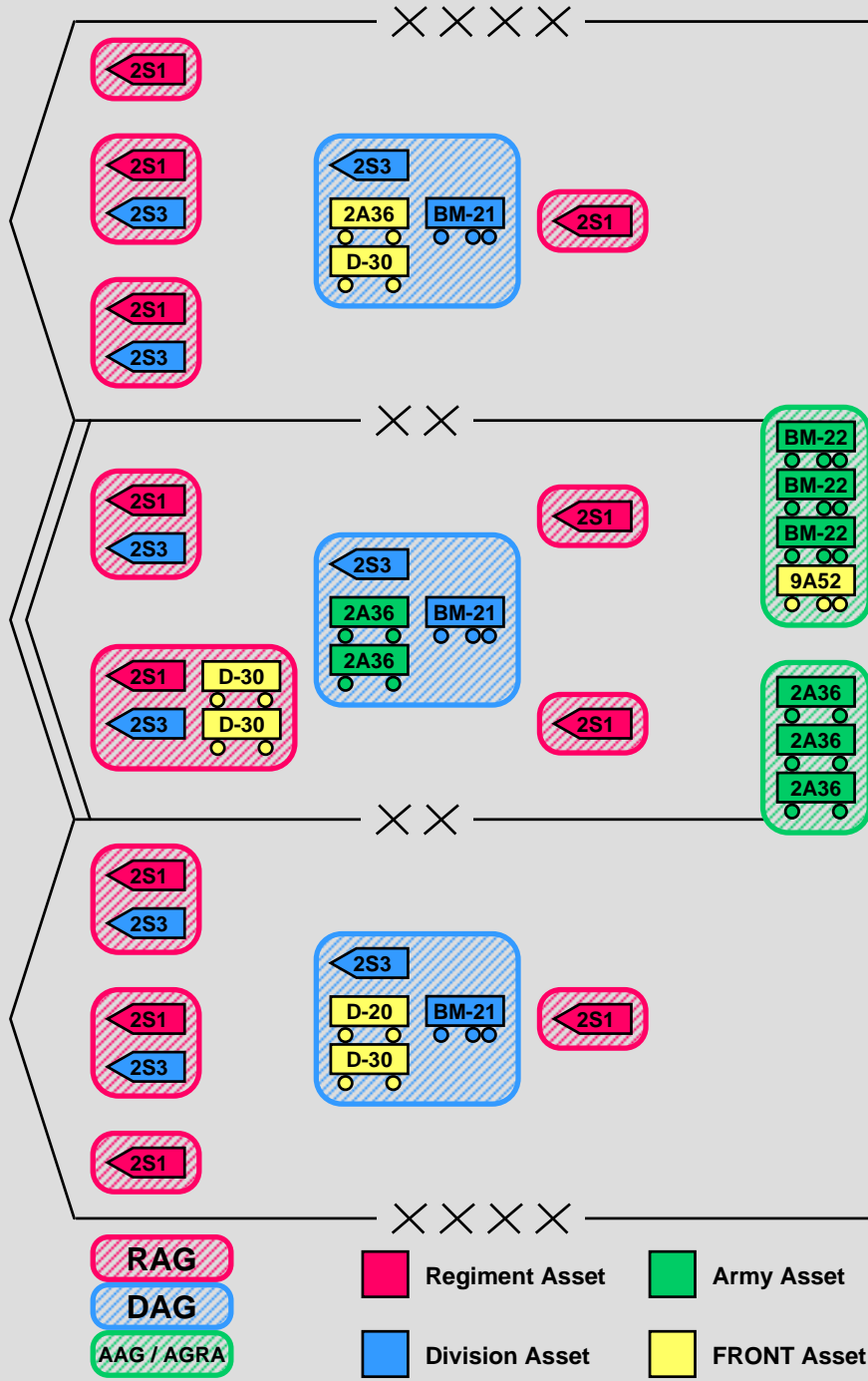
Example of Artillery Allocation

FRONT Main-Effort Army



Example of Artillery Allocation

FRONT-Supporting Army



	Offense	
	Note	
	The below information applies only to divisions, regiments and battalions. In normal terrain, companies and platoons always attack in a single echelon (on line), without a reserve. Only in severely restricted terrain would a company or platoon form more than one echelon (out of sheer lack of maneuver room and to avoid the entire unit being destroyed in a choke point).	
	Enemy Defense Preparedness	
	<p>The OPFOR classifies enemy defenses as follows:</p> <p><u>Unprepared Defense</u> Any defense with less than 8 hours of preparation time. In this case, the enemy has had time to emplace only part of his covering force, and preparation is probably limited to basic primary fighting positions for individual soldiers, crew-served weapons, fighting vehicles, and artillery.</p> <p><u>Partially-Prepared Defense</u> Any defense between 8 hours and 48 hours of preparation time. Preparation level is normally somewhere between unprepared and prepared defenses.</p> <p><u>Prepared Defense</u> Any defense with more than 48 hours of preparation time. In this stage of preparation, all defenses are in place and fully engineered. This can include: Completion of trench lines, including commo trenches; Construction of overhead cover for portions of the trench line, especially for weapons positions; Improved fighting positions for vehicles and artillery, normally by the units themselves rather than engineers; and construction of alternate fighting positions.</p>	
	Attack Zones and Strike Sectors	
	<p><u>Attack Zone</u> Attack zones are simply the frontage distance, or width, of the attacking unit. This varies with the mission, enemy defense, and general combat situation. For example, a MRD attacking an unprepared defense on a supporting axis would have a much wider attack zone than a similar unit attacking a prepared defense on a main axis (since the former unit is deployed with 4 regiments in the 1st echelon instead of 2)</p> <p><u>Strike Sector</u> A strike sector is an avenue of main effort. This is the sector that the commander masses his forces and provides more armor and artillery support for the main attack. A unit in a strike sector normally has a narrower frontage than that of a supporting unit because the units are massed and are generally in a two-echelon formation.</p>	