

Seven Steps to Build an EA

Battalion CAX Training
Major McBreen

Background

- EA TTPs developed to fight Warsaw Pact armor
 - Maximize combat power against mech forces
 - TTPs taught by Training Centers, doctrine, & schools
- EA end-state is an overwhelming combined-arms ambush to destroy EN mechanized ATK
 - Armor and mech is the priority but NOT the entirety
- **EA TTPs still valid to coordinate combat power**

Seven Steps to Build an EA

1. VISUALIZE EN ATK
 2. SELECT where to kill EN
 3. POSITION *direct-fire weapons*
 4. POSITION obstacles ISO *direct-fire weapons*
 5. PLAN fires ISO *direct-fire weapons*
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6. DRIVE the EA IOT adjust plans
7. REHEARSE

1. Map Recon – Issue WO

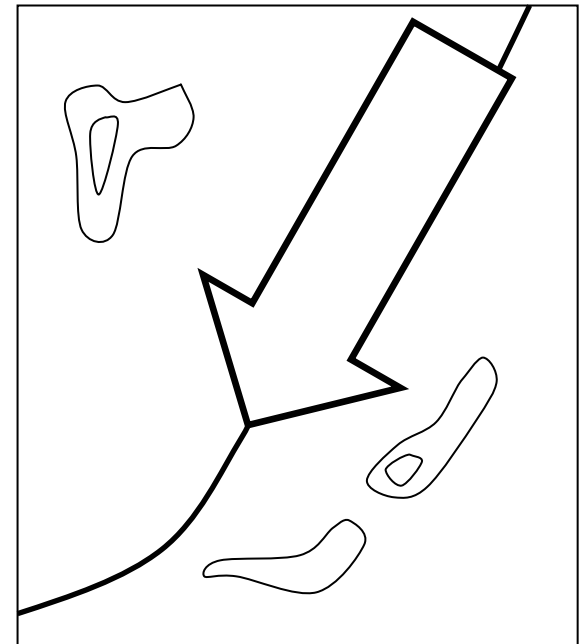
2. Leader's Recon

3. Occupy &
Prepare Positions

1. VISUALIZE EN ATK

- What is he trying to accomplish?
- What AOA? How fast?
- How many units? What weapons? What sequence?
What recon? What maneuver?
- How will he react? Options?
- Where will he expect you?
What targets will he plan?

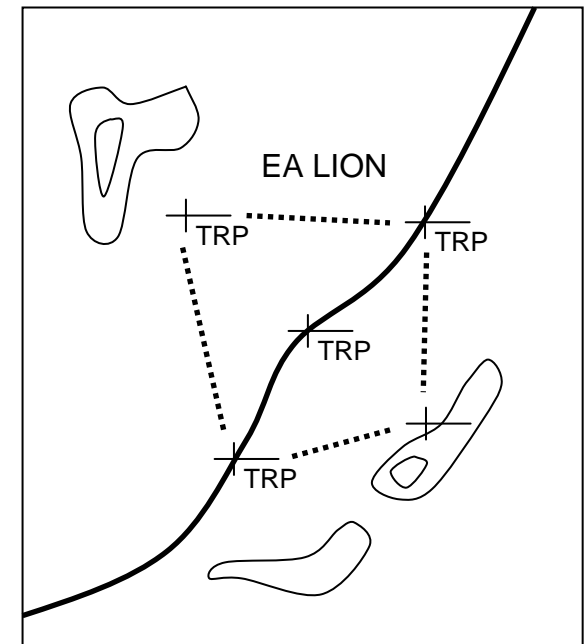
During Leader's Recon: Pretend
you are the EN



2. SELECT where to kill EN

- Pick the kill zone
 - (4) TRPs define the EA, (5) permit quadrants
- Location, Location, Location!
 - Read the slow terrain: Choke points, defiles, close terrain
- Find defilade BPs on two flanks
 - Estimate IV (Inter-Visibility) Lines
 - What ranges?

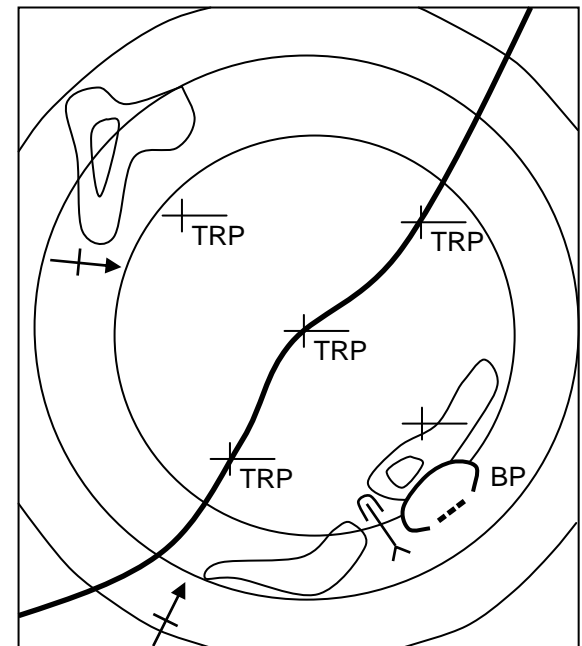
During Leader's Recon: find micro-terrain features to exploit that are NOT shown on the map



3. POSITION *direct-fire weapons*

- Draw concentric circles around EA
 - Find terrain – flank shots from defilade – at various ranges in-depth
- Prioritize HEAVY to LIGHT in defilade
 - Heavy weapons first – ME – multiple BPs
 - Infantry protect heavy weapons
- Mass Fires: Overlap range fans
 - 2/3 of fire anywhere in EA
- Select CATK route to ABF pos

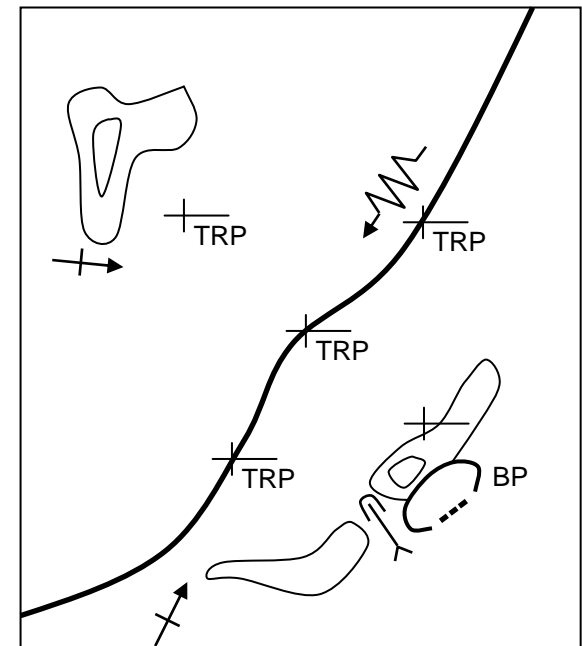
During Leader's Recon: Mark BPs and weapons positions with tape, NOT sticks and stones



4. POSITION obstacles *ISO direct-fire weapons*

- Every obstacle has a purpose
 - **Fix, Turn, Disrupt, or Block** the EN IOT...
 - Don't let your engineer plan in a vacuum
 - HHQ cannot select obstacle locations by map grid
- Every obstacle is covered by fire
 - A combined arms plan
 - Suppress EN breaching or bypass
- Build at night to avoid EN recon

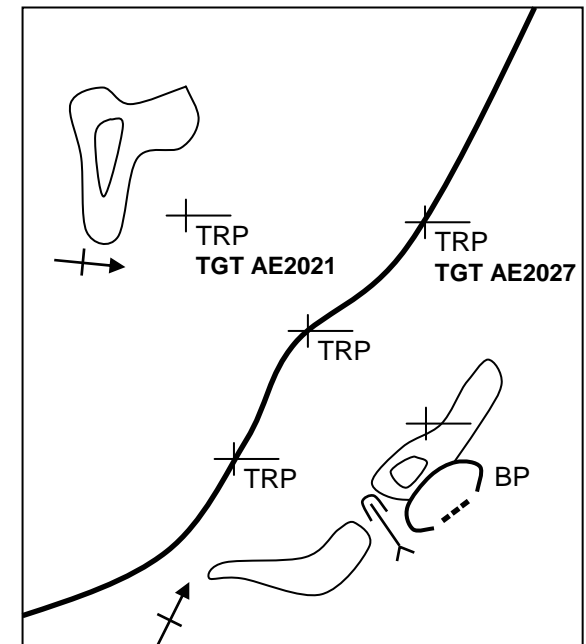
During Leader's Recon: GPS obstacle positions



5. PLAN fires ISO *direct-fire weapons* ISO obstacles

- Every target has a purpose: TPME
 - Dead space, obstacles, BPs, WTH & CATK routes
 - Don't let your Fire Supporters plan in a vacuum: FASCAM?
 - HHQ allocates fires. EA unit *plans*.
- F/W CAS, R/W CAS, & Artillery
- Integrate R&S plan & triggers
 - Each TGT has: (2) observers, (2) shooters, (2) comm links, (2) BDAs

During Leader's Recon: GPS targets, calculate movement rates



First five steps are repeated twice, once on the map and once on the dirt

Notes: Map Plan vs Leader's Recon

- Plans are valid *only* on the dirt
 - All map plans, WOs, FSMs, and positions are *tentative*: HHQ, yours, and subordinates
 - LOS must be checked on the deck
 - Bottom-up information cancels / replaces top-down plan
- Final Product is (3) parallel plans:
 - Direct-fire plan, Indirect-fire plan, Obstacle plan
 - Plans are finalized *after* Leader's Recon
- Time spent on reconnaissance is seldom wasted – don't rush to emplace & entrench

After leader's recon, subordinate leaders occupy marked BPs, and await units

6. DRIVE the EA IOT adjust plans

- GPS obstacles
- GPS and thermally mark TRPs
- GPS TGTs
- Check IV Lines / LOS
 - Radio back to unit leaders in BPs
 - GPS dead space
 - Prevent Fratricide
- Do NOT give away location of EA – deceive EN
- *Then...* units prepare positions

Notes: Position Preparation

- Position reconnaissance as security / counter-recon
- Plan to be hit by artillery
- Units prioritize HEAVY to LIGHT
 - Heavy weapons first – ME – multiple BPs: Primary, Alternate, Supplementary – Weapons Range Cards
 - BPs are anchored by heavy weapons
 - Infantry protect heavy weapons from EN infantry
- Sectors define positions – Sector Sketch first
 - Dig, camouflage & INSPECT / prepare routes
 - Defilade keyhole positions with flank shots
- Supplementary positions deceive EN recon
 - Occupy supp positions. Move before EN arrives. Supp positions should push EN into primary EA.

7. REHEARSE

- Schedule rehearsal to meet time limits
- Full Comm / Drive-through Rehearsal is best
 - Versus Comm only, or Map, or Sandtable rehearsal
 - XO is OPFOR
- NOT a COA wargame / NOT “options”
- Rehearse massing and distributing fires
 - Trigger lines and TRPs. Check sectors.
- Rehearse indirect fire plan – for TIME
- Rehearse disengagement criteria & routes, rehearse CATK, rehearse CasEvac - for TIME
- Update plan – In the minds of the unit leaders
 - What if: No arty? R/W? F/W? EN actions?

Notes: EA C2

- Single EA commander controls all fires into EA
 - Single FiST for all agencies: *not* FAC(A) or R&S
 - CATK controlled by EA commander or BHO
- Decentralize execution to efficiently use time
- Battalion can execute multiple EAs
 - Subordinate EA commanders
 - Avoid PoL through EAs if possible
- Principle leaders on the net
 - R&S feeds directly to S-2 and EA commander
- No direct-fire weapons? No EA! No “Fires EA”
 - Plan must work with organic weapons only
 - TAI or Kill Box is CAS / Artillery procedure

Notes: Fire Control

- Terrain-Based Fire Control Measures
 - TRPs = TGTs in EA
 - Sectors / PDFs / Trigger Lines / Phase Line
 - EA Quadrants: Near / Far Side, Left / Right Side
- Threat-Based Fire Control Measures
 - Engagement Priorities
 - Fire Patterns / Target Array
- Coordinating mass fires requires inordinate amount of planning and redundancy
- Disengagement requires inordinate amount of fires planning

Notes: Infantry

- Against armor in open terrain
 - Infantry Co organic weapons have no effect
 - 60mm can mark for supporting arms
 - SMAW and AT-4 useful only in close terrain
- Co Cmdr / FAC / FO / FiST: fight CA
 - TOW, Tanks, AAV, LAV, HMG: fight direct-fire
 - Infantry hold ground, protect heavy weapons flanks
- Do NOT position to receive long-range EN fire
 - Do NOT use infantry if no dismounted threat
- Disengagement of foot-mobile forces is difficult
 - Delay mission must have greater mobility than EN

Notes: Engineers

- Prioritize efforts
 - Countermobility then survivability
 - Estimate realistic time and materials
 - Define intent of each effort
- Schedule and track assets versus tasks
 - For survivability efforts, escort blades from one unit to another

Notes: CATK

- Planned and controlled by EA commander
- Control measures known:
 - CATK: AA, routes, LD, direction, OBJ, LOA
 - CATK(ABF): AA, route, BP
- Planned around obstacles
- Planned with FS, FSCM
- BP shift fires / SDZ awareness / RFLs
- EA FiST still controls, NOT CATK FiST
 - CATK is EA fight
- CATK beyond EA needs OCD, DS fires, R&S, FiST

Top EA Challenges

1. Weapons with no LOS into EA
2. No direct fires in depth of EA
3. Obstacles not supporting direct fire plan
4. FS not complementing direct fire plan
5. Mortars not integrated. Just FPF.
6. Short duration fires on obstacles
Duration of breach = duration of fires
7. Withdrawal initiated too late / uncoord fires

Outline Schedule

| Battalion | Company | FiST & Engineer | Plat Cmdrs | SNCOs |
|--------------------------------|-------------------------|---|---|-----------------------------------|
| Issue WO & Schedule | Receive WO | | | |
| | Issue WO & Schedule | Receive WO | Receive WO | Receive WO |
| | | | Issue WO & Schedule | Receive WO |
| OpOrd | Receive OpOrd | Receive OpOrd | Prep: Pre-Combat Inspections | Prep: CSS Status & Resupply |
| OpOrd + 1:00 | Update WO Map Plan | Receive WO Map Plan | Receive WO Issue WO | Receive WO Prep: Maintenance |
| OpOrd + 2:00 | Leader's Recon | Leader's Recon Obstacles, TGTs & Triggers | Leader's Recon TRPs, BPs & Triggers | Prep: Rehearsals |
| OpOrd + 3:00 | Drive EA | Drive EA | Occupy BP | Prep: Move to BP |
| OpOrd + 4:00 | Adjust Plan Co OpOrd | Complete Plans Coord with HHQ | Sector Sketches Prep: BP Positions | Range Cards Prep: BP Positions |
| OpOrd + 5:00 | Rehearse | Rehearse | Rehearse | Rehearse |

Sources

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