ATTACK
AGENDA

• Introduction
• Doctrinal Terms
• Planning
• Execution
• Questions
CHARACTERISTICS OF OFFENSIVE OPS

A. SURPRISE
B. CONCENTRATION (MASSING & SYNCH OF OVERWHELMING CBT POWER AT A DECISIVE POINT)
C. SPEED
D. FLEXIBILITY
E. AUDACITY - BOLD ACTIONS TO WIN
TYPES OF MAJOR OFFENSIVE OPERATIONS

A. MOVEMENT TO CONTACT
B. HASTY ATTACK
C. DELIBERATE ATTACK - good intel, plan, prep
D. EXPLOITATION - terrain or force oriented
E. PURSUIT - force oriented
TYPES OF ATTACK

HASTY ATTACK - Conducted either as the result of a meeting engagement or when bypass has not been authorized and the enemy is vulnerable.

DELIBERATE ATTACK - differs from a hasty attack in that it is characterized by precise planning based on detailed information, thorough planning, and rehearsals.
FORMS OF MANEUVER

A. ENVIRONMENT
B. PENETRATION
C. FRONTAL ATTACK
D. TURNING MOVEMENT
E. INFILTRATION
FORMS OF MANEUVER

A. **ENVELOPMENT** - PREFERRED FORM OF MANEUVER

   Requires an assailable flank, formed primarily by aggressive **RECONNAISSANCE**

   Enemy weapon orientations & obstacles determine where the assailable flank is...- Fixing Force (CO/TM’s)

   - Maneuver Forces (CO/TM’s)

B. If you can’t find an ASSAILABLE FLANK, you will have to **PENETRATE**

   **PENTRATION**: Concentrate force to RUPTURE the defense on a narrow front, normally a MRP.

   **SUCCESS**: Must be able to SUPPRESS enemy weapons, concentrate forces at the point of attack, and quickly pass sufficient forces through the gap.
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THE ATTACK
“GAUNTLET”

LD

TERRAIN

WEATHER

CHEM

2

3

4

FASCAM

CATAK FORCE

OBJ

FORCE

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PEELING THE ONION

R&S

BREACH (SOSRA)

THE ASSAULT

ISOLATE MRP (SMOKE)

MRC
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SEQUENCE

1. Find/Create weak point
2. Suppress remaining forces
3. Isolate enemy psn and attack weak point
4. Penetrate obstacles and defenses
5. Exploit success
PLANNING THE ATTACK

Reverse Planning Sequence

- Maneuver Formation
- Actions at Obstacles
- Actions on the Objective

Scheme of Maneuver

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ACTIONS ON THE OBJECTIVE

• THE COMMANDER MUST DEVELOP A PLAN TO DESTROY INDIVIDUAL ENEMY UNITS (USUALLY PLATOON OR SMALLER) BY ACHIEVING OVERWHELMING COMBAT POWER RATIOS AT THE DECISIVE POINT AND TIME.

• THE PLAN MUST ENABLE THE COMMANDER TO BRING AS MUCH COMBAT POWER TO BEAR AS POSSIBLE BY SYNCHRONIZATION OF MANEUVER ELEMENTS AND FIRES.

FM 71-2, P. 3-23
ACTIONS ON THE OBJECTIVE

• MANEUVER UNITS MUST ARRIVE AT THEIR ATTACK BY FIRE POSITIONS OR COMMENCE THE ASSAULT SIMULTANEOUSLY IN ORDER TO ACHIEVE THE DESIRED COMBAT POWER RATIOS AND AVOID A PIECemeAL ATTACK.

• FIRES MUST BE PLANNED TO ENHANCE COMBAT RATIOS. TO ISOLATE ENEMY UNITS FROM EACH ONE ANOTHER, THE COMMANDER MAY USE DIRECT & INDIRECT FIRES, INCLUDING SMOKE FOR OBSCURATION, AND MANEUVER TO FIX UNITS OR PREVENT REINFORCEMENT. FM 71-2, P. 3-23
SEQUENCE OF ATTACK

1. RECONNAISSANCE
2. MOVEMENT TO LINE OF DEPARTURE
3. MANEUVER
4. DEPLOYMENT
5. ATTACK
6. CONSOLIDATION AND REORGANIZATION

FM 71-2 P. 3-4
RECONNAISSANCE

• In order to assault a prepared position a certain amount of Intelligence is required.

• A Task Force can’t be sent against a prepared enemy defense with any Expectation of Success without some degree of Knowledge of Enemy Disposition.

• The Relationship between Reconnaissance & Planning for the Assault is so critical that it requires solid Knowledge of the Enemy prior to the Assault.
RECONNAISSANCE

• Reconnaissance begins at receipt of the mission
• Must be focused with a good R&S plan and PIR
• Should be flexible to meet changing situation
• Typical focus is on:
  - obstacles
  - vehicle locations
    - vehicle fighting positions
  - security zone (CSOP / OPs)
  - infantry strong points
  - enemy reserve
OBSTACLE INTELLIGENCE

- LOCATION
- ORIENTATION
- PRESENCE OF WIRE
- GAPS AND BY-PASSES
- MINEFIELD COMPOSITION (BURIED, SURFACE, AT-AP-AH)
- TYPES OF MINES
- LOCATIONS OF ENEMY DIRECT FIRE WEAPONS
  FM 90-13-1
CO/TM MISSIONS IN THE ATK

A. Attack to seize or secure an OBJ
B. Overwatch (SBF)
C. Attack by fire (ABF) - engage with direct fire to kill
D. Breach **
E. Reserve
TF ORGANIZATION FOR
THE ATK

• Security/Recon Force - SCT PLT(+), INF
• Support Force - 1 or 2 CO/TM
• Breach Force - CO/TM(+) or EN CO(+/-)
• Assault Force - CO/TM or CO/TM(+)

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MAIN ATTACK

THE MAIN ATTACK IS THE TF’S ME AT THE DP OF THE ATTACK.

THE ME IS THE FOCUS OF COMBAT POWER AT ANY GIVEN TIME DURING AN ATTACK.
PLANNING CONSIDERATIONS

COMBAT MULTIPLIERS

- Dismounted Infantry
- CAS
- Mortars
- ADA
- COLTs
- Engineers - Breach Assets, VOLCANO, AVLB, Sappers
- ARTY - Smoke, FASCAM, HE, DPICM, Copperhead
PLANNING CONSIDERATIONS

Command and Control and CSS

- TOC location
- CDR / S3 location
- RETRANS
- Limited Visibility / Weather
- Graphic Control Measures

- CTCP location
- FAS / MAS locations
- MASCAL
- CL III/V resupply
- Mortar CL V resupply
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OFFENSIVE GRAPHICS
REHEARSAL PRINCIPLES

• SUPPORT THE SCHEME OF MANEUVER AND CDR’S INTENT

• PROVIDE CLEAR TASKS / CONDITION / STANDARDS (T/C/S)

• CONDUCT MULTIECHELON, COMBINED ARMS REHEARSALS

• DETERMINE KEY PARTICIPANTS

• ENFORCE STANDARDS / TRAIN TO STANDARD

• PROVIDE FEEDBACK

• COMPLEMENT PREPARATION PHASE

• INSTILL CONFIDENCE IN PLAN AND IN LEADERS
PHASES OF DELIBERATE ATTACK

1. CLOSE ON THE OBJ
2. ISOLATE THE SITE FOR PENETRATION
3. BREACH OR PENETRATE TO GAIN A FOOTHOLD INTO THE POSITION
4. EXPLOIT THE PENETRATION

FM 71-2 P. 3-54
CONDUCT of the ATTACK

MOVE from TAA thru LD to PLC
1. UNCOIL and SP from AA/ATK PSN
2. MOVE to LD - TRM / TRAVELING
3. LD to PLC - FORMATION / TRAVELING OVERWATCH
4. TRIGGER FIRES in SECURITY ZONE

AT-5 /8 (4000m) T80 (2500m)
MOVEMENT
TECHNIQUES

- TRAVELING

- TRAVELING OVERWATCH

- BOUNDING OVERWATCH

** Movement Techniques end at Actions on Contact **
MOVEMENT FORMATIONS

-WEDGE
-VEE
-BOX
-DIAMOND
-COLUMN
-LINE
-ECHELON
FIRE CONTROL TECHNIQUES

- MOVING QUADRANTS
  - COMMANDER IS THE BASE
  - PROVIDES AREA COVERAGE WHILE MOVING

- CLOCK METHOD
  - BASED ON UNIT MOVEMENT
  - EASILY UNDERSTOOD BY VEHICLE CREWS

- SECTORS
  - USED WITH TRPs
  - MOST COMMON TECHNIQUE
  - COVERAGE VARIES DUE TO ANGLES

- TRP QUADRANTS
  - BASED ON DETAILED ENEMY POSITIONS
  - 1 TRP DETERMINES RESPONSIBILITY IN 4 DIFFERENT AREAS
**CONDUCT of the ATTACK**

**Move Through Security Zone and Set SBF**

1. SUPPRESS/OBSCURE OPs and
2. DESTROY CSOP
3. OCCUPYING THE SBF:
   - CAS CONTINUES DESTRUCTION OF MRP 1
   - O/O ARTY SUPPRESSES and OBSCURES TO ISOLATE MRP 1
4. ONCE CONDITIONS HAVE BEEN SET, SBF TEAMS OCCUPY SBFs
5. BREACH AND ASSAULT TEAMS OCCUPY ASLT POSITIONS OUT OF ENEMY OBSERVATION

**Killing Fires**

**ARTILLERY PURPOSE**

Suppress/Obscure
Maneuver

Use of movement in combination with fires to achieve a position of advantage w/ respect to the enemy and to facilitate accomplishing the mission.

The combination of fire and movement first requires a base of fire that suppresses or destroys enemy forces. This protective fire element allows the bounding unit to continue movement.
PLC to the OBJ

Attack → Actions on Contact → Assault → Actions on OBJ

BREACH
1. DEPLOY AND REPORT: (RETURN FIRE!)
   A. React to NBC Attack
   B. React to Air Attack
   C. React to Arty Attack
   D. Contact Drill
   E. Action Drill
   F. Change Formation

2. DEVELOP SITUATION:
   A. Maneuver
   B. Call for Indirect Fire
   C. Recon by Fire
   D. Conduct Dismount

3. CHOOSE A COA:
   A. Same Plan
   B. Same Plan w/FRAGO for small changes
   C. Different COA
   D. Situation Unclear - Con’t to Develop Sit

4. EXECUTE COA:
   A. Assault
   B. Attack by Fire
   C. Support by Fire
   D. Bypass
   E. Advance in Contact
   F. Breach
   G. Defend/Delay
CONDUCT of the ATTACK

BREACH OBSTACLE

1. SBF TEAMS ESTABLISH CONDITIONS TO CONDUCT BREACH
   - ARTY FOCUSED ON SUPPRESSION
   - MORTARS ON OBSCURATION
   - DIRECT FIRES ARE DISTRIBUTED OVER ENTIRE MRC.
   - BREACH SITE IS ISOLATED

2. BREACH FORCE MOVES TO AND CONDUCTS BREACH

3. ASSAULT FORCE STAYS IN ASLT POSN

4. CFZ OVER BREACH SITE

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BREACHING FUNDAMENTALS (SOSRA)

- **SUPPRESS**: FOCUS OF ALL AVAILABLE FIRES ON ENEMY TO PREVENT EFFECTIVE FIRES ON FRIENDLY FORCES

- **OBSCURE**: HAMPER ENEMY OBSERVATION AND TARGET
  - **ACQUISITION**: CONCEALS FRIENDLY ACTIVITIES AND MOVEMENT

- **SECURE**: PREVENTS ENEMY FROM INTERFERING WITH OBSTACLE REDUCTION AND PASSAGE OF ASSAULT FORCE

- **REDUCE**: CREATING LANES THROUGH OR OVER OBSTACLES TO ALLOW ATTACKING FORCES TO PASS

- **ASSAULT**: PENETRATE THE ENEMY’S DEFENSE AND DESTROY HIS FORCES

FM 90-13-1
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- **POINT OF PENETRATION** - is an initial objective of an assault force that focuses on a platoon-sized enemy element. Seizure of this objective gives access to the flank of enemy forces. A commander conducting a breaching operation establishes a POP that supports the securing of an assault-force objective.

- **POINT OF BREACH** - is a location (normally a six-digit grid) where a force plans to reduce an enemy’s obstacle. A commander conducting a breaching operation determines a point of breach that supports the seizing of a point of penetration.
Achieving SOSRA

BREACH FORCE

ASSAULT FORCE

SPT FORCES
OBSCURATION

• CAREFULLY PLANNED TO PROVIDE MAXIMUM DEGRADATION OF ENEMY OBSERVATION AND FIRES

• MUST NOT SIGNIFICANTLY DEGRADE FRIENDLY FIRES AND CONTROL

FM 90-13-1
TRIGGERS: SMOKE

1. MUST HAVE PRI/ALT OBSERVER IN PSN WHO UNDERSTANDS PURPOSE OF SMK, LOC OF EN, & LOC OF SBF PSN & WHO CAN SEE.

2. MUST ID TRIGGER THAT IS FAR ENOUGH OUT TO ALLOW SMOKE TO BE ADJUSTED & BUILT & SOMEONE MUST BE TASKED TO REPORT TRIGGER.

3. MUST HAVE SOMEONE DEDICATED TO REFINE, READJUST OR STOP SMK WHEN INEFFECTIVE OR NO LONGER REQUIRED.

SBF FORMATION

- LINE OF SIGHT
- DIRECT FIRE FAN

SMK ADJUSTED & BUILT BEFORE

10 MIN

15 MIN

PL

PL

PL

FORCE

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CONDUCT of the ATTACK

ASSAULT
1. SHIFT FIRE IOT
- ISOLATE MRP AT THE
- POINT OF PEN.
- SBF TEAMS TO
- ALTERNATE
- ORIENTATION
- ARTY SUPPRESSION
- AND OBSCURATION
- BASED ON TRIGGER
(LEAD PLT CROSSING
PL BAT FOR
EXAMPLE)
2. TM A PROVIDES
INTERNAL SBF AND
BREACH AS NEEDED
3. TM C PREPARES TO
CONTINUE THE
ASSAULT
4. TM B BECOMES THE
RESERVE

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The Key to Assault

- Suppressive Direct & Indirect Fires are the means to solve the Crisis in Battle.
- Good Suppressive Fire allows freedom of movement.
- Volume of Fire is critical to Success.
- Rommel→ “Accuracy of fire is less important than volume of fire.”
- Direct and Indirect Fire Suppression should start simultaneously.
The purpose of SBF direct fires is to isolate the assaulted objective once the assault force triggers the shifting those fires.

The SBF CO/TM must prevent the reorientation of enemy direct fires and the repositioning of adjacent enemy units.
SUPPORT BY FIRE

• The SBF must **SHIFT** or **LIFT** direct fires once the assault force begins to mask their fires. Both CDRs must thoroughly understand the **TRIGGER** for this event.
  
  - Shift fires to *isolate the assaulted enemy position*
  
  - Lift fires to prepare to *exploit successful penetration*
CONDUCT of the ATTACK

DEFEND
1. ASSUME HASTY DEF & PREP FOR CATK
2. TM A MAKES CONTACT W/ CAR
3. TM D SHIFTS FIRE TO ASSIST TM A
4. ARTY ON HALTED CAR
5. TM C SCANS REMAINING SECTOR
6. TM B REMAINS THE RESERVE
7. TF MAY CONTINUE ATTACK ILO DEF.
CONSOLIDATION AND REORGANIZATION

• CONSOLIDATION
  - ELIMINATE ENEMY RESISTANCE
  - DEFEND
  - ESTABLISH SECURITY
  - PLAN FIRES
  - CONDUCT RECONNAISSANCE
  - PREPARE FOR CONTINGENCY MISSION

• REORGANIZATION
  - EVACUATE CASUALTIES, POWs, & DAMAGED EQUIPMENT
  - REDISTRIBUTE/REPLENISH SUPPLIES
CONCLUSION

- Doctrinal Terms
- Planning
- Execution
- Questions?