DECISIVE ACTION

Tactics, Techniques, and Procedures

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TACTICS, TECHNIQUES, AND PROCEDURES

TACTICS: Tactics is the employment of units in combat. It includes the ordered arrangement and maneuver of units in the relation to each other, the terrain, and the enemy in order to translate potential combat power into victorious battles and engagements.

TECHNIQUES: Techniques are the general and detailed methods used by troops and commanders to perform assigned missions and functions, specifically, the methods of using equipment and personnel.

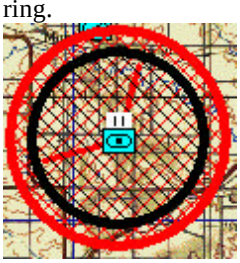
PROCEDURES: Procedures are standard and detailed courses of action that describe how to perform tasks.

THINGS TO REMEMBER

1. Unit foorprints determine the area a unit can influence:

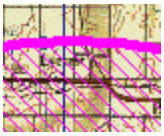
Remember the size of the footprint is determined by the strength of the unit and the units mission. Whenever an enemy unit violates the footprint of a friendly unit the units are considered to be in contact and will automatically engage in combat. Also try to remember to keep friendly unit footprints from intersecting each other. This degrades their ability to move freely without restrictions (friction).

2. Artillery, ADA, and Atk Helos units have range rings. Range rings are red in color with the outer ring indicating the max range and the inner ring the min range, any target in between the inner and outer rings can be engaged. ADA units only have a max range ring.



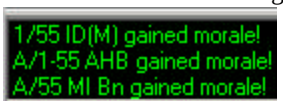
Inner Ring (min range)

3. IEW or Electronic Warfare units have a sensor range. Sensor range changes depending on the mission Attack or Collect.



Sensor range is purple

4. BDA and other messages can be viewed by clicking . Messages will appear in the black data area for that turn:



5. Victory points can be checked by clicking .

6. You CANNOT plot CAS or Artillery on turn zero.

AIR ASSAULT OPERATIONS

Air assault operations are those in which assault forces (combat, combat support, and combat service support), using firepower, mobility, and total integration of helicopter assets, maneuver on the battlefield under the control of the ground or air maneuver commander to engage and destroy enemy forces or to seize and hold key terrain.

CAPABILITIES:

?? Operate over a wide frontage in all types of terrain
?? Locate and maintain contact with the enemy or friendly forces
?? Respond immediately and maneuver rapidly to influence the tempo and frequency of engagement
?? Acts as a highly responsive mobile reserve force

LIMITATIONS:

?? Limited by aircraft availability
?? Vulnerability to enemy air attacks

1. Select lift unit and plot a route to the pickup zone(PZ).

Plot the PZ waypoint on the unit you plan to transport

2. Continue plotting a route to the landing zone (LZ). Remember you can plot as many waypoints as you like. In other words you don't have to go directly from the PZ to the LZ, you may decide on a more detailed route with several waypoints.

3. Continue plotting a route to where you plan to "land" your helicopter.

At this point all you are doing is plotting the route for your lift unit.

4. After you've plotted the last waypoint select the PZ icon .

5. You will be prompted to select one of your waypoints as a PZ:

Click on OK then click the desired PZ waypoint.

6. A dialog box will appear prompting you to select a unit to be transported:

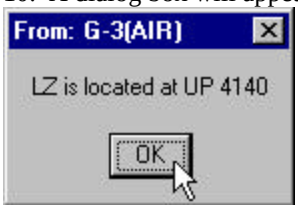
In the selection box choose a unit to be transported. Note sometimes the unit you want to transport will not be listed. Simply CANCEL and go back to the unit selection dialog box and select the right unit.

7. A dialog box will appear indicating who is being picked up and the location Click OK:

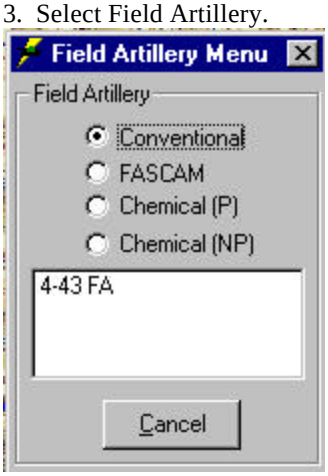
8. Another dialog box will appear prompting you to select the LZ, click OK:

9. Click the waypoint you want to use as the LZ .

10. A dialog box will appear indication the location of the LZ:



11. Click OK and your mission is plotted.

PLOT ARTILLERY TARGETS	
PLANNING CONSIDERATIONS: ?? Ensure artillery units are within range to support maneuver units. ?? Define Artillery Fire Support Tasks at the beginning of the game. ?? Have a mix of Counter-Fire and SEAD shooters.	1. Select the Plot Target icon cursor will change to a crosshair . 2. Left click on the desired target to place a target marker the Fires Menu will appear: 3. Select Field Artillery.  4. Select Conventional or FASCAM (BLUE cannot shoot Chemical). 5. Units eligible to shoot well be displayed in the white box. 6. Select a unit to fire.

PLOT CAS TARGETS

PLANNING CONSIDERATIONS:

?? Do not assign more than two sorties per target marker.

?? Ensure some of your Artillery units are in the SEAD “mode”

?? When calling in CAS try to have friendly ADA units positioned close to the target. They do a great job of chasing away enemy interceptors.

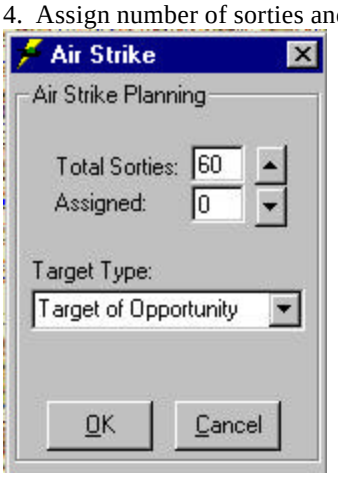
?? Develop a High Payoff Target list and use it as a guideline for engaging targets with friendly air. Remember you have a limited amount of sorties per day (12 game turns).

1. Select the Plot Target icon cursor will change to a crosshair .

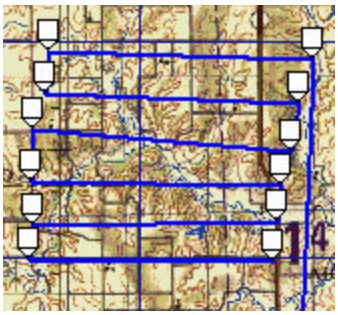
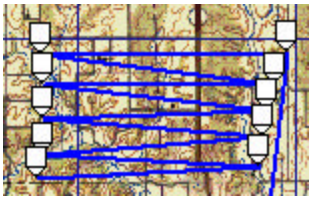
2. Left click on the desired target to place a target marker the Fires Menu will appear:

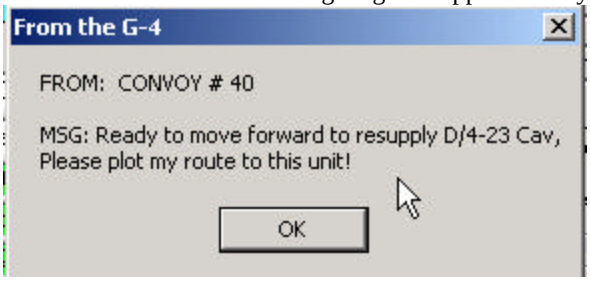
3. Select Air Strike.

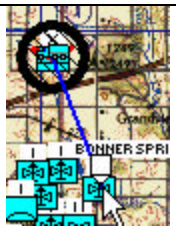
4. Assign number of sorties and target type.

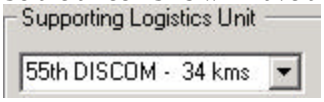


Note: DA asigns Air Support in sorties of two. Recommend you assign no more than two sorties per target. For example if you wanted to allocate six sorties to the same target, don’t assign six sorties to that mission., generate three different missions with for a total of six sorties (3 missions x 2 sorties per = 6 sorties). The biggest danger to your CAS is enemy interceptors. If RED intercepts your CAS then you’ve just lost however many sorties were part of that CAS. By breaking down your sorties you will only lose two sorties after an intercept instead of more (in this case six).

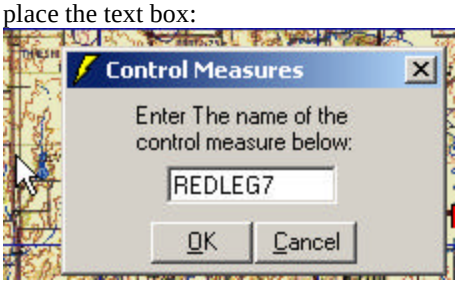
UAV	
PLANNING CONSIDERATIONS: ?? UAVs make a great set of deep “eyes”. ?? UAVs must pass directly over a unit in order for it to be acquired. ?? Use UAVs to recon routes for friendly units (air or ground).	1. Select a UAV unit for a mission. 2. Plot a detailed search pattern using one of these patterns:  Pattern 1  Pattern 2 Both patterns are zigzagged. It is best to plot pattern towards friendly lines. In other words your pattern will works its way towards friendly units instead of towards enemy units.

LOGISTICS AND MANUAL RESUPPLY	
MANUAL RESUPPLY	1. Select manual resupply mode by clicking the icon. It will change to too indicate manual resupply. 2. Select a unit to resupply and go to the unit orders menu . 3. Select "Conduct Resupply". 4. Select the number of logistics points by clicking on the scroll bar, dragging the scrollbar handle, or clicking the scroll bar arrows: The second number in the required field indicates how much supplies the unit needs to be 100%. 5. Select "OK". The following msg will appear from your G4:  6. Plot a route from the logistics unit to the unit being resupplied:

	 You can plot a detailed route with multiple waypoints or simply plot a direct route.
TECHNIQUE 1: STOCKPILING Stockpiling is nothing more than "over stocking" a unit over 100%. For example if a unit already has 50 logistics points and you resupply it with an additional 50 logistics points it will be 200%.	This is a good method to use with your aviation units. By stockpiling supplies you can keep your aviation units in the air a lot longer.
TECHNIQUE 2: LOGPAC Although LOGPAC is probably not the right term, I've used it for lack of a better one. In this method supply convoys "rendezvous" with units that are moving or units that have ended a move.	1. Conduct a MANUAL RESUPPLY. 2. Instead of plotting a convoy route to the unit being resupplied (remember it's moving or about to move) plot a route to the units last waypoint. Example: You've plotted a movement route for 3-27 FAR (MLRS) and would like the unit to be resupplied when it reaches it's last waypoint. Conduct a manual resupply and plot the convoy's route to 3-27s last waypoint.
TECHNIQUE 3: AIRLIFT RESUPPLY With this method you can airlift a resupply convoy to a unit in need of supplies.	1. See the AIR ASSAULT procedure for conducting an airlift. 2. In this case you will plot a PZ to the logistics unit where the convoy will be created. See MANUAL RESUPPLY to generate a convoy. 3. The LZ will be the location of the unit in need of supplies. Note you do not have to plot the LZ in the exact location as the unit being supplied. You can plot an LZ that is some distance from the unit, but remember to plot a path for the convoy to the unit. You won't be able to do this until after the convoy has been dropped off.
SETTING UP A LOGISTICS INFRASTRUCTURE Keeping units fed, armed, and refueled can be a major headache given the fast paced tempo of modern operations. Providing responsive logistics support is vital to keeping your units in the fight. In some scenarios you are given enough logistics units to create a logistics infrastructure that can facilitate the movement of supplies. The basic idea is to create a resupply "relay" using your CSS units.	1. Determine what CSS or Combat Service Support units are available. 2. Allocate CSS units to support each brigade or major subordinate command. 3. Cycle through each unit, and in the Supporting Logistics Unit drop down list ensure that the CSS unit assigned to support that unit is listed. 4. Go to each CSS unit and determine where they will draw their supplies. This is where you setup the supply relay. Example: You have available the following CSS units: 55 DISCOM 521 FSB (Forward Support Battalion) 522 FSB

	523 FSB Each one of these units supports a different maneuver brigade. The relay looks like this: BLUELOC to 55th DISCOM 55th DISCOM to 521, 522, and 523 FSBs FSBs to Brigades So the three FSBs will have the 55th DISCOM listed in their  drop down list. Now instead of your brigades drawing their supplies from the 55th DISCOM they are drawing from their respective FSBs. Now you can operate at a much greater distance from your BLUELOC (the source of all supplies) and still conduct responsive resupply ops.

GRAPHICS	
Unit Boundaries	1. Click the icon and the graphics toolbar will appear: 2. Click to turn on the color palette: 3. Select the desired color, note how the black box changes to the color you selected . 4. Click the Line Tool icon . 5. Left click and hold on the desired location on the map. While still holding the left mouse button drag until you reach the desired length or point on the map. 6. To delete a line select the eraser icon . 7. Click on a “handle” on the line you wish to delete.
Adding Text	1. From the graphics toolbar select the icon.

	2. Click on the desired location on the map where you want to place the text box:  3. Enter the desired text, and click OK. 4. To erase a text box follow the same procedures, except click on the text box instead of a “handle”.