

# DECISIVE ACTION v1.03

## Supplement

By Vincent Taijeron, SFC (Ret)




## Change: Counterfire

Counterfire has changed from being a “set it and forget it” function to a more doctrinally correct representation. In order to properly plan and execute Counterfire the user must now do a little more analysis and planning in executing a Counterfire plan. The following conditions must be met in order for a Counterfire mission to be fired:

1. At least one friendly artillery unit must have a fire support task of “GS COUNTERFIRE”.
2. The enemy artillery unit being countered must be in range of a friendly artillery unit firing Counterfire.
3. A CFFZ icon must be on the map or CFZ must be assigned to a friendly unit.
4. The enemy artillery unit’s footprint must be in contact with the CFFZ icon or the enemy artillery unit must be firing at a friendly unit assigned a CFZ.
5. The program must determine if the enemy artillery unit was detected provided conditions 1-4 have been met.


## CFFZ

CFFZ stands for Call For Fire Zone and is used to detect enemy artillery units that are firing within that zone. The CFFZ icon  can be found on the DA toolbar.

### How It Works

A CFFZ is placed on the map based on your analysis of enemy artillery unit positions. If an enemy artillery unit’s footprint is in contact with one of your CFFZs AND he attempts to fire then there is a chance that it will be detected. If the game engine determines that the enemy artillery unit has been detected AND you have a friendly artillery unit set to Counterfire AND it’s within range of the enemy artillery unit then it will shoot a Counterfire mission.


Task: Place a CFFZ icon on the map.

1. Left click on the CFFZ icon  on the DA toolbar.
2. Place the CFFZ on the map by left clicking on the desired location.



Note: the purple radius around the CFFZ icon. If an enemy artillery unit’s footprint comes into contact with it then it is considered to be in that CFFZ.


Task: Delete a CFFZ from the map.

1. Left click the cancel target icon  on the DA toolbar.
2. Now left click on the CFFZ icon you wish to delete.

**Remember CFFZ icons placed during the initial turn CANNOT be deleted or repositioned until the next turn.**

**DO NOT ATTEMPT TO ERASE A CFFZ ICON BY USING THE ERASER TOOL IN THE GRAPHICS MENU.**

## CFZ

CFZ stands for Critical Friendly Zone and is used to protect friendly units from enemy counter fire. The CFZ icon  can be found on the DA toolbar.

### How It Works

CFZs are used to protect any type of friendly units from enemy artillery. If an enemy artillery unit fires at a friendly unit that is protected by a CFZ there is a chance that it will be detected. If the game engine determines that the enemy artillery unit has been detected AND you have a friendly artillery unit set to Counterfire AND it's within range of the enemy artillery unit then it will shoot a Counterfire mission.

Task: Assign a CFZ to a friendly unit.

1. Left click on the unit you wish to assign a CFZ to.



2. Now left click on the CFZ icon  on the DA toolbar.

3. The unit's footprint will change color from black to purple. Indicating that it has been assigned a CFZ.



CFZs can be assigned at anytime and are not subject to any limitations other than the number of CFZs for that scenario.

### Change: Attack Aviation

The most significant change in attack aviation is when targets are engaged. In previous versions of DA attack aviation would engage a target immediately upon contact. In version 1.03 the following conditions/rules apply:

1. Attack aviation units must first attempt to engage enemy units that are currently in a TAI. In other words the attacking aviation unit must first be flown to an active TAI before it will engage any targets.
2. If the attacking aviation unit arrives at a TAI and there are targets that meet its priority target criteria then it will engage those targets.
3. If the attacking aviation unit arrives at a TAI and does not detect any targets that meet its priority target criteria then it will not engage.
4. Attack aviation units will NOT engage units on the way to a TAI even though they may encounter a target that meets its priority target criteria. Remember it must first attempt to engage units in an active TAI.
5. If an attack aviation unit does not find any targets that meet its priority target criteria in an active TAI then it is free to engage any unit that DOES meet that criteria regardless of whether or not that unit is in a TAI.

## Change: SEAD


There are two SEAD “phases” per turn. Pre-planned SEAD is similar to a CFFZ Counterfire mission and is described below. Note pre-planned SEAD missions will only engage ADA units. On call SEAD works the same way it did in previous versions of DA.

1. At least one friendly artillery unit must have a fire support task of “GS SEAD”.
2. The enemy ADA unit being engaged must be in range of a friendly artillery unit firing SEAD.
3. A SEAD icon must be on the map.
4. The enemy ADA unit’s footprint must be in contact with the SEAD icon.
5. The program must determine if the enemy ADA unit was detected provided conditions 1-4 have been met.

Battle damage against ADA units engaged during the pre-planned SEAD phase is much more destructive than SEAD missions fired during the on call SEAD phase.

## SEAD


SEAD stands for Suppression of Enemy Air Defense.

The SEAD icon  can be found on the DA toolbar.

## How It Works


A SEAD icon is placed on the map based on your analysis of enemy ADA positions. If an enemy ADA unit’s footprint is in contact with one of your SEAD icons AND he attempts to fire then there is a chance that he will be detected. If the game engine determines that the enemy ADA unit has been detected AND you have a friendly artillery unit set to SEAD AND it’s within range of the enemy ADA unit then it will shoot a SEAD mission.

Task: Place a SEAD icon on the map

1. Left click on the SEAD icon .
2. Place the SEAD icon on the map by left clicking on the desired location.



Task Delete a SEAD icon off the map

1. Left click on the cancel target icon  on the DA toolbar.
2. Now left click on the SEAD icon you wish to delete.

**Remember SEAD icons placed during the initial turn CANNOT be deleted or repositioned until the next turn.**

**DO NOT ATTEMPT TO ERASE A SEAD ICON BY USING THE ERASER TOOL IN THE GRAPHICS MENU.**