Opposing Force (OPFOR) Threat Tactics Course Student Handbook

02 January 2020 (v1.2)

US Army TRADOC G2: ACE Threats - Integration
Purpose and Scope

This Student Handbook is intended to serve as a reference for students attending the TRADOC G2 ACE Opposing Force (OPFOR) Threat Tactics Course. It is not intended to be comprehensive or prescriptive.

The focus is helping students apply a doctrinal hybrid OPFOR threat, based on best practices representing conventional forces, irregular elements, and criminal organizations, with a range of capabilities - analogous to actual worldwide adversaries.

The course and this material may be applicable to:

♦ **OPFOR personnel**: Accurate portrayal of doctrinal behaviors.
♦ **G2/S2s**: Better ECOA development & improved IPB.
♦ **Exercise/Scenario Developers**: More variety, challenge, and options for RTU Commanders.
♦ **Intel Community**: Understanding of training linkage with real-world analysis.
♦ **Multi-service & International Partners**: Understanding and mentoring for coordination, implementation.

The OPFOR is tailored to replicate realistic, robust, and relevant hybrid threats in operational environments (OEs) as presented in Army Regulation 350-2 (2015), the US Army Training Circular (TC) 7-100 series, and the Decisive Action Training Environment (DATE).

**ATRRS: #AS 327**

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Operational Environment & Threat Analysis Directorate
Opposing Force (OPFOR): The use of OPFOR in training events is intended to improve realistic training by enabling operations against a non-cooperative, free-thinking, and capability-based adversary or enemy. The OPFOR uses tactics, doctrine, and equipment representative of a composite of forces that could be encountered in expected OEs. 

Army Regulation 350-2, Opposing Force (OPFOR) Program

Hybrid Threat: The diverse and dynamic combination of regular forces, irregular forces, terrorist forces, and/or criminal elements unified to achieve mutually benefitting effects.

Unified Land Operations, ADRP 3-0

**OPFOR Mindset**
- Use irregulars to enable regular forces
- Don’t surrender initiative to build combat power
- Fix and isolate over contend
- Willing to accept high casualties
- Willing to engage/leverage non-combatants
- INFOWAR as a synchronized weapon system
- INFOWAR as a purpose of combat
- Prefer human solutions over technical

**EO Variables**
- Political
- Military
- Economic
- Social
- Information
- Infrastructure
- Physical Environ.
- Time

**OPFOR Adaptive Strategy**
- Conduct Preclusion
- Control Tempo
- Attack Will
- Employ Shielding
- Negate Technological Overmatch
- Change Nature of the Conflict
- Allow No Sanctuary

**OPFOR Tactics**

**Offense:**
- Assault
- Ambush
- Raid
- Recon Attack
- Integrated Attack
- Dispersed Attack

**Defense:**
- Simple Battle Position
- Complex Battle Position
- Area Defense
- Maneuver Defense

**ACTORS**

**Regular Forces:**
- State militaries
- Paramilitaries

**Irregulars:**
- Insurgents
- Guerrillas
- Private Security
- Organized Crime

**Civilians:**
- Willing
- Unwilling/unaware
- Other
**OE Variables (PMESII-PT)**

- The PMESII-PT variables broadly group OE conditions.
- Each variable has **Sub-Variables** that further define specifics and **definitions** that can help guide analysis and discussion of a particular Operational Environment.

<table>
<thead>
<tr>
<th>Variable</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Political</td>
<td>Describes the distribution of responsibility and power at all levels of governance – formally constituted authorities, as well as informal or covert political powers.</td>
</tr>
<tr>
<td>Military</td>
<td>Explores the military and paramilitary capabilities of all relevant actors (enemy, friendly, and neutral) in a given operational environment.</td>
</tr>
<tr>
<td>Economic</td>
<td>Encompasses individual and group behaviors related to producing, distributing, and consuming resources.</td>
</tr>
<tr>
<td>Social</td>
<td>Describes the cultural, religious, and ethnic makeup within an operational environment and the beliefs, values, customs, and behaviors of society members.</td>
</tr>
<tr>
<td>Informational</td>
<td>Describes the nature, scope, characteristics, and effects of individuals, organizations, and systems that collect, process, dissemination, or act on information.</td>
</tr>
<tr>
<td>Infrastructure</td>
<td>Is composed of the basic facilities, services, and installations needed for the functioning of a community or society.</td>
</tr>
<tr>
<td>Physical Environment</td>
<td>Includes the geography and manmade structures, as well as the climate and weather in the area or operations.</td>
</tr>
<tr>
<td>Time</td>
<td>Describes the timing and duration of activities, events, or conditions within an operational environment, as well as how the timing and duration are perceived by various actors in the operational environment.</td>
</tr>
</tbody>
</table>
### PMESII-PT Sub-Variables

#### POLITICAL
- Attitude toward the US
- Centers of Political Power
- Type of Government
- Government Effectiveness and Legitimacy
- Influential Political Groups

#### MILITARY
- Military Forces (type)
- Gov’t Military Forces
- Non-State Paramilitary
- Unarmed Combatants
- Nonmilitary Armed Combatants
- Military Functions (unique capabilities)

#### ECONOMIC
- Economic Diversity
- Employment Status
- Economic Activity
- Illegal Economic Activity
- Banking and Finance

#### SOCIAL
- Demographic Mix
- Social Volatility
- Education Level
- Ethnic Diversity
- Religious Diversity

#### INFORMATION
- Public Media
- Information Warfare
- Intelligence
- Information Management

#### INFRASTRUCTURE
- Construction Pattern
- Urban Zones
- Urbanized Building Density
- Utilities Present
- Utility Level
- Transportation Architecture

#### PHYS ENVIRONMENT
- Terrain
- Natural Hazards
- Climate
- Weather

#### TIME
- Cultural Perception of Time
- Tactical Exploitation of Time
- Key Dates, Time Periods, or Events
**Systems Warfare in the Multi Domain Battle Context**

Systems warfare is the identification and isolation of the critical subsystems or components that give the opponent the capability and cohesion to achieve his aims.  

TC 7-100.2 ¶ 1-59

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- Attempt to target the part(s) of key system which will have the most impact on operations.
- **Key systems may be:**
  - High-impact (HVT/HPT) or difficult to replace assets of capabilities
  - Non-tangibles, such as momentum or command synchronization

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**Example Potentially Vulnerable System Elements**

*DO NOT attack your opponent’s strength. Target what will have the most impact on YOUR SUCCESS and/or HIS FAILURE*
Common Functions - Offense

**BTG & higher**

**Integrated Attack**
- Disruption
  - Fix
  - Block
  - Isolate
- Assault
  - Assault
  - Breach
  - Exploitation
- Security
  - Screen/Guard/Cover
  - Recon
- Support Elements
  - Fires
  - INFOWAR

**Dispersed Attack**
- Disruption
  - Fix
  - Block
  - Isolate
- Assault
  - Assault
  - Breach
  - Exploitation
- Security
  - Screen/Guard/Cover
  - Recon
- Support Elements
  - Fires
  - INFOWAR

**BDET & lower**

**Assault**
- Disruption
  - Fix
  - Block
  - Isolate
- Assault
- Security
  - Screen/Guard/Cover
  - Recon
- Support Elements
  - Fires

**Ambush/Raid**
- Security
  - Early Warning
  - Isolate Target area
- Containment
  - Fix
  - Block
- Assault
  - Ambush/Raid
- Support Elements
  - Fires
  - INFOWAR

**Recon Attack**
- Disruption
  - Fix
  - Block
  - Isolate
- Assault
  - Assault
  - Raid
- Security
  - Screen/Guard/Cover
- Recon
- Support Elements
  - Fires
  - INFOWAR

Note: While functions may appear similar, *how* & *when* they are expressed is unique for each tactic.
Common Functions - Defense

**BDET & lower**

**Simple Battle Position**
- **Common Elements**
  - Disruption
  - CSOP
    - Ambush
    - Delay, Disrupt, Fix
  - Ambush
  - Counter-mobility
  - IDF harassment
  - INFOWAR
- **Main Defense**
  - Battle position(s)
  - Counter-mobility
- **Reserve**
  - Support Main Defense
  - Counter penetration
- **Counter-Attack**
- **Security**
  - Screen/Guard/Cover
- **Support Elements**

**Complex Battle Position**
- **Common Elements**
  - Disruption
  - CSOP
    - Ambush, Delay, Disrupt, Fix
  - Ambush
  - Counter-mobility
  - IDF harassment
  - INFOWAR
- **Main Defense**
  - Battle position(s)
  - Counter-mobility
  - Reserve
  - Support Main Defense
- **Security**
  - Screen/Guard/Cover
  - Support Elements

**Area Defense**
- **Common Elements**
  - Disruption
  - CSOP
    - Ambush, Delay, Disrupt, Fix
  - Ambush
  - Counter-mobility
  - Spoiling Attack
  - IDF harassment
  - INFOWAR
- **Main Defense**
  - Battle position(s)
  - Counter-mobility
  - Reserve
  - Support Main Defense
  - Counter penetration
  - Assaul
  - Counter penetration
  - **Security**
    - Screen/Guard/Cover
    - Counter-Recon
  - Support Elements

**BTG & higher**

**Maneuver Defense**
- **Common Elements**
  - Disruption
  - CSOP
    - Ambush, Delay, Disrupt, Fix
  - Counter-mobility
  - IDF harassment
  - INFOWAR
  - **Covering Element**
  - **Shielding Element**
  - INFOWAR
- **Main Defense**
  - Battle position(s)
  - Counter-mobility
  - Reserve
  - Support Main Defense
  - Counter penetration
  - Assaul
  - Counter penetration
  - **Security**
    - Screen/Guard/Cover
    - Counter-Recon
  - Support Elements

**LEGEND**
- Likely Action Function
- Common Enabling Function
- Possible activities

Note: While functions may appear similar, how & when they are expressed is unique for each tactic.
AORs typically consist of three basic zones: battle, disruption, and support, with one or more attack and/or kill zones. The various zones in an AOR have the same basic purposes within each type of offensive and defensive action. Zones may be linear or nonlinear in nature. The size of these zones depends on the size of the OPFOR elements involved, engagement ranges of weapon systems, the terrain, and the nature of the enemy’s operation.

NOTE: While “SECURITY ZONE” is not a specifically OPFOR term, it is referenced in U.S. doctrine and is common to all tactics.
# Function: Security > Recon

**Reconnaissance is offensive action** that includes all measures to acquire continuous, timely, and accurate information on designated aspects in an operational environment (OE); integrate collection analysis; and detect, identify, and locate reconnaissance objectives in order to permit effective threat operations.

<table>
<thead>
<tr>
<th>Branches</th>
<th>Capabilities Considerations Checklist (Examples)</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Maneuver</td>
<td>Add forces, as needed (i.e., armor)</td>
<td></td>
</tr>
<tr>
<td>Indirect Fires</td>
<td>Plan for support. Ensure can range.</td>
<td></td>
</tr>
<tr>
<td>Aviation</td>
<td>Plan for support. Danger from air defenses.</td>
<td></td>
</tr>
<tr>
<td>Air Defense</td>
<td>Add to protect recon and interdict enemy air.</td>
<td></td>
</tr>
<tr>
<td>Recon</td>
<td>*Screen/Cover/Guard, depending on anticipated ctr-recon and your anticipated action on contact</td>
<td></td>
</tr>
<tr>
<td>Engineer</td>
<td>Add if obstacles/gaps or trafficability questions</td>
<td></td>
</tr>
<tr>
<td>INFOWAR</td>
<td>Monitor comms; Poss. deception.</td>
<td></td>
</tr>
<tr>
<td>C2</td>
<td>Can maintain comms? What key reporting criteria?</td>
<td></td>
</tr>
<tr>
<td>CBRNE</td>
<td>Add if possible/planned use (by either side)</td>
<td></td>
</tr>
<tr>
<td>Irregulars</td>
<td>Observe, report from depth</td>
<td></td>
</tr>
<tr>
<td>Other</td>
<td>*Likely “Best-Bet(s)”</td>
<td></td>
</tr>
</tbody>
</table>

**TASK 5.0 RECONNAISSANCE**
- **Fix** Enemy Security Forces
- **Find** Enemy Recon Targets
- **Gain** sensor contact
- **Report** reconnaissance

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**Security > Recon**
- T: Recon on AA1
- P: ID Def positions, trafficability
  - Recon CO, ENG PLT

See also: Exercise Design TC 7-101, Appx B.
## Function: Security> Isolate Battlespace

**Reconnaissance is offensive action** that includes all measures to acquire continuous, timely, and accurate information on designated aspects in an operational environment (OE); integrate collection analysis; and detect, identify, and locate reconnaissance objectives.

### Branches Capabilities Considerations Checklist (Examples)

<table>
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<tr>
<th>Branches</th>
<th>Considerations</th>
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<tbody>
<tr>
<td>Maneuver</td>
<td>Add forces, depending on anticipated enemy</td>
</tr>
<tr>
<td>Indirect</td>
<td>Plan for support. Ensure can range entire length of security zone.</td>
</tr>
<tr>
<td>Fires</td>
<td>Plan for support. Ensure can range entire length of security zone. Air defense threats (consider poss. locations, system ranges)</td>
</tr>
<tr>
<td>Aviation</td>
<td>Plan for support. Ensure can range entire length of security zone.</td>
</tr>
<tr>
<td>Air Defense</td>
<td>Add to protect recon and interdict enemy air.</td>
</tr>
<tr>
<td>Recon</td>
<td>*Screen/Cover/Guard, depending on anticipated opposition/introduction of forces and your anticipated response</td>
</tr>
<tr>
<td>Engineer</td>
<td>Add, depending on anticipated need for mobility/counter-mobility</td>
</tr>
<tr>
<td>INFOWAR</td>
<td>Poss. EW, Perception Management (Consider all 7 elements)</td>
</tr>
<tr>
<td>C2</td>
<td>Can maintain comms? What key reporting criteria?</td>
</tr>
<tr>
<td>CBRNE</td>
<td>Add CBRNE recon if anticipated/suspected.</td>
</tr>
<tr>
<td>Irregulars</td>
<td>Intel gathering</td>
</tr>
</tbody>
</table>

### TASK 17.0
**FIRE AND MANEUVER**
**SUB-TASK 17.3 ISOLATE**

- Maneuver and deploy security element(s) to ensure additional enemy forces do not join the battle unexpectedly.
  (Security elements may become fixing elements.)

### Security>Isolation
- **T:** Screen on MSR Alpha
- **P:** Delay intro of up to 2x CO
  - Recon CO, 1x Mech PLT

*Likely “Best-Bet(s)”

See also: Exercise Design TC 7-101, Appx B.
### Counterreconnaissance (CR)

Counterreconnaissance (CR) is a continuous combined arms action to locate, track and destroy all enemy reconnaissance operating in a given AOR. CR is conducted at all times and during all types of operations.

<table>
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<tr>
<td>Maneuver</td>
<td>Add forces, depending on anticipated enemy</td>
</tr>
<tr>
<td>Indirect Fires</td>
<td>Ensure can range entire security zone.</td>
</tr>
<tr>
<td>Aviation</td>
<td>Plan for support. Ensure can range entire length of security zone. Air defense threats (consider poss. locations, system ranges)</td>
</tr>
<tr>
<td>Air Defense</td>
<td>Add to protect recon and interdict enemy air.</td>
</tr>
<tr>
<td>Recon</td>
<td>*Screen/Cover/Guard, depending on anticipated opposition and type of forces.</td>
</tr>
<tr>
<td>INFOWAR</td>
<td>Poss. EW, Perception Management (Consider all 7 elements)</td>
</tr>
<tr>
<td>C2</td>
<td>Can maintain comms? What key reporting criteria?</td>
</tr>
<tr>
<td>CBRNE</td>
<td>Add CBRNE recon if anticipated/suspected.</td>
</tr>
<tr>
<td>Irregulars</td>
<td>Intel gathering</td>
</tr>
<tr>
<td>Other</td>
<td>*Likely “Best-Bet(s)”</td>
</tr>
</tbody>
</table>

#### TASK 6.0 COUNTER-RECONNAISSANCE

- **Predict** likely types & locations of Enemy Security/Recon Forces
- **Find** Enemy Recon Targets
- **Report** in a timely, accurate manner
- **Neutralize**, destroy, deceive, or obscure enemy reconnaissance

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**Security>Ctr-Recon**
- **T**: CR cover vic PL Blue
- **P**: Eliminate EN recon

*Recon CO, 2x INF PLT, Sniper Tm*

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See also: Exercise Design TC 7-101, Appx B.
# Function: Assault / Exploit

An *assault* is an attack that destroys an enemy force through firepower and the physical occupation and/or destruction of his position. An assault is the basic form of OPFOR tactical offensive combat. Assaults at any level and with any type forces have the same basic subtasks.

## Branches Capabilities Considerations Checklist (Examples)

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</tr>
</thead>
<tbody>
<tr>
<td>Maneuver</td>
<td>*Ensure enough forces to accomplish mission. If not, consider how to add capability or reduce enemy's.</td>
</tr>
<tr>
<td>Indirect Fires</td>
<td>Ensure can range anticipated enemy key systems. Plan for survivability if enemy has counter-battery capabilities (disperse/alternate/dummy locs, C3D)</td>
</tr>
<tr>
<td>Aviation</td>
<td>Air defense threats (consider poss. Locations, system ranges)</td>
</tr>
<tr>
<td>Air Defense</td>
<td>Add to protect forces and interdict enemy air.</td>
</tr>
<tr>
<td>Recon</td>
<td>*Screen/Cover/Guard, depending on anticipated ctr-recon and your anticipated action on contact</td>
</tr>
<tr>
<td>Engineer</td>
<td>Mobility: Add if obstacles/gaps or trafficability questions</td>
</tr>
<tr>
<td>INFOWAR</td>
<td>Poss. Deception, EW, Perception Management (Consider all 7 elements)</td>
</tr>
<tr>
<td>C2</td>
<td>Can maintain comms? What key reporting criteria?</td>
</tr>
<tr>
<td>CBRNE</td>
<td>If planned use (by either side), have decon &amp; recon.</td>
</tr>
<tr>
<td>Irregulars</td>
<td>Intel gathering; Disruption; Direct action; INFOWAR</td>
</tr>
<tr>
<td>Other</td>
<td></td>
</tr>
</tbody>
</table>

### TASK 1.0 ASSAULT

- **Isolate** security elements
- **Suppress** enemy forces to permit movement
- **Assault** to attain objective while remaining combat effective

### Assault

- **T**: Assault COP Green
- **P**: Seize POL, destroy C2
- **2x MTZD CO**

See also:
Exercise Design TC 7-101, Appx B.
**Function: Main Defense**

<table>
<thead>
<tr>
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<th>Capabilities Considerations Checklist (Examples)</th>
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</thead>
<tbody>
<tr>
<td>Maneuver</td>
<td>*Defend (SBP); Protect (CBP); Disruption throughout Disruption Zone</td>
</tr>
<tr>
<td>Indirect Fires</td>
<td>*Plan for targeting, survivability. Ensure positions can provide required support at TRPs, Kill Zones</td>
</tr>
<tr>
<td>Aviation</td>
<td>Limited objective attacks on key systems; Air defense threats of targets</td>
</tr>
<tr>
<td>Air Defense</td>
<td>Add to protect key systems</td>
</tr>
<tr>
<td>Recon</td>
<td>See counter-recon; CSOPs;</td>
</tr>
<tr>
<td>Engineer</td>
<td>Counter-mobility! Survivability of C2 &amp; key systems.</td>
</tr>
<tr>
<td>INFOWAR</td>
<td>Poss. deception. Poss. EW,(Consider all 7 elements)</td>
</tr>
<tr>
<td>C2</td>
<td>Can maintain comms? Ensure command continuity.</td>
</tr>
<tr>
<td>CBRNE</td>
<td>Add decon if possible/planned use (by either side)</td>
</tr>
<tr>
<td>Irregulars</td>
<td>Intel gathering; Disruption; Direct action; INFOWAR</td>
</tr>
<tr>
<td>Other</td>
<td>*Likely “Best-Bet(s)”</td>
</tr>
</tbody>
</table>

**TACTICAL TASK 7.0 DEFEND FROM A SIMPLE BATTLE POSITION**
- **Control.** Orient on enemy avenue of approach
- **Gain Advantage.** Employ terrain, survivability, and C3D to provide an advantage over attackers

**TACTICAL TASK 8.0 DEFEND FROM A COMPLEX BATTLE POSITION**
- **Protect.** Employ complex terrain, survivability, and C3D to protect the defending force from destruction.
- **Degrade.** Retain ability to conduct systems warfare actions from protected positions.

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**Main Defense**
- **T:** Defend SBPs W of A-Town
- **P:** Prevent penetration of PL Brown
  - **2x MECH BDET**

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See also: Exercise Design TC 7-101, Appx B.
Function: Reserve

Considerations

◆ A commander in the defense can employ a number of reserve forces of varying types and strengths.
◆ The reserve is a force strong enough to defeat the enemy’s exploiting force.
◆ The reserve is positioned in an assembly area using C3D to protect it from observation and attack.
  - From this position, it can transition to a situational defense or conduct a counterattack.
  - Must have sufficient air defense coverage and mobility assets to allow maneuver.

◆ Strong enough to defeat the enemy’s exploitation force
◆ Positioned in an assembly area within one or more of the battle positions
◆ Can employ a range of types and strengths of reserve forces

Maneuver Reserve Missions:
- Counterattack
- Counterpenetration, Antilandung
- Assisting breaking contact
- Deception

Antitank Reserve Missions:
- When expecting significant armored threats
- Often operates in conjunction with an obstacle detachment (OD)

Antilandung Reserve Missions:
- When expecting airborne or heliborne insertion
- Prevent destabilization of the defense by vertical envelopment
- Requires immediate early warning

See also: Exercise Design TC 7-101, Appx B.
## Function: Support

<table>
<thead>
<tr>
<th>Branches</th>
<th>Capabilities Considerations Checklist (Examples)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Maneuver</td>
<td>Add to supplement rear security &amp; other support elements</td>
</tr>
<tr>
<td>Indirect Fires</td>
<td>Plan for targeting, survivability. Ensure positions can provide required support.</td>
</tr>
<tr>
<td>Aviation</td>
<td>Basing, logistics support, security</td>
</tr>
<tr>
<td>Air Defense</td>
<td>Add to protect key systems</td>
</tr>
<tr>
<td>Recon</td>
<td>Rear area security</td>
</tr>
<tr>
<td>Engineer</td>
<td>Survivability of key systems, C2</td>
</tr>
<tr>
<td>INFOWAR</td>
<td>Poss. EW, deception; Consider all 7 elements</td>
</tr>
<tr>
<td>C2</td>
<td>Can maintain comms? Security, survivability</td>
</tr>
<tr>
<td>CBRNE</td>
<td>Plan for decon, if anticipated/suspected</td>
</tr>
<tr>
<td>Irregulars</td>
<td>Local logistics; Security</td>
</tr>
<tr>
<td>Other</td>
<td>*Likely “Best-Bet(s)”</td>
</tr>
</tbody>
</table>

See also: Exercise Design TC 7-101, Appx B.
OPFOR Actors

A Hybrid Threat (HT) OE contains a diverse and dynamic combination of regular forces, irregular forces, and/or criminal elements all unified to achieve mutually benefitting effects.

**Regular (State) Forces**
- Army, Navy, Air Force, Internal Security
- Conscripted or professional
- Uniformed, structured
- Subject to various laws of war
- *Ex: Atropian Army*

**Insurgents**
- Seek to overthrow/force change of governing authority through subversion and violence
- Generally cellular structure
- Usually not uniformed
- *Ex: Salasyl, United Torbia*

**Guerrillas**
- Irregular, predominately indigenous
- Conduct paramilitary operations in enemy held or denied territory
- Generally hierarchal structure
- Often uniformed, well-equipped
- *Ex: SAPA, Army of Justice and Purity*

**Criminal Organizations**
- Will be present in most OEs
- Range from gangs to syndicates
- Usually small arms
- Seek profit & power
- Need freedom to operate
- Could hinder OR benefit other actors
- *Ex: Donovian Mafia*

**Private Security Organizations**
- Loyal to their employer(s), ROE varies greatly
- Corporate: Large, well-trained, armed
- Local company: Local guards, response teams
- *Ex: Jaguar Integral Defence Services Intl*

**Other**
- Non-Governmental (NGO)
- Militias

**Civilians**
- Willing / unwilling / unwitting
- Armed / unarmed
- Could hinder OR benefit other actors
Irregular Actors as Regular Force Enablers

**Home Station, Deployment**
- ISR, Direct Action, INFOWAR
- Soft targets, key systems/infra, INFOWAR

**In Transit/APOD/SPOD**
- ISR, Direct Action, INFOWAR
- Theft, destruction, delay
- Key systems, tempo, INFOWAR

**LOCs to AO**
- ISR, disruption attacks
- Key systems, tempo, INFOWAR

**In AO, beyond conventional Disruption Zone**
- ISR, direct action, disrupt
  Key systems, tempo, INFOWAR

**In AO, In Contact**
- ISR, direct action, disrupt
- Key systems, tempo, INFOWAR

The question is not *whether* an adversary is hybrid, but *how hybrid is it and how will it manifest?*
Motivations & Interaction

Motivation categories describe and/or indicate goals or objectives. Some common motivational categories are:

- **Separatist** - Separation from existing governmental entities through independence or political autonomy.
- **Ethnocentric/Religion** - A society characteristic such as culture/race/religion as a fundamental justification and attitude that a particular group is superior to other groups.
- **Nationalistic** - Promoting cultural or patriotic theme to identify purpose of unity and split from a controlling government or opposition to a foreign occupation force.
- **Revolutionary** - Overthrow of an established order and replace governance with a new political or social structure.

**Actors Interactions Across entire Spectrum of Conflict**

**The Enemy Cause**

- **Extremist**
  - Radical
  - Fanatical
  - Cadre
  - Diehard

- **Sympathetic** (but not-supporting)
  - Participating
  - Purposefully & Materially Supporting
  - Engaged in Hostilities
  - Possibly Co-optable/persuadable

- **Neutral**

- **Sympathetic** (but not-supporting)

- **Actively Supporting**
  - Combatants

**U.S. & Host Country Goals**

- **Neutral**

- **Sympathetic** (but not-supporting)

- **Actively Supporting**
  - Armed and/or Unarmed
  - Criminals
  - Locals
  - Noncombatants
  - Witting and Unwitting
  - Regional, National, and International Players

**Note:** These categories are very general and the boundaries vague. Individuals and/or organizations may be placed in several categories at any given time. The category(ies) they occupy are generally fluctuating and may be fleeting, mission dependent, event- or agenda-oriented, or for any other reasons, affiliations, alliances, motivations or opportunity.
Definition of Insurgents:
Armed and/or unarmed individuals or groups who promote an agenda of subversion and violence that seeks to overthrow or force change of a governing authority. (TC 7-100.3).

◆ Typically operate in small teams (cells) and may include guerrilla units.
◆ Seek to overthrow/force change of governing authority through subversion and violence
◆ Generally cellular structure
◆ Usually not uniformed
◆ Ex: Salasyl, United Torbia
Definition of Guerrillas:
A group of irregular, predominately indigenous personnel organized along military lines to conduct military and paramilitary operations in enemy held, hostile, or denied territory. (JP 3-05).

- Guerrillas will typically organize in a hierarchical military-like structure
- Irregular, predominately indigenous
- Conduct paramilitary operations in enemy held or denied territory
- Often uniformed, well-equipped
- Ex: SAPA, Army of Justice and Purity
# Common Criminal Activities

<table>
<thead>
<tr>
<th>Line of Effort</th>
<th>Tactics (&amp; sample techniques)</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Profit</strong></td>
<td></td>
</tr>
<tr>
<td>• Illicit acquisition:</td>
<td>Fraud, Theft, Cyber (identity), Hijacking, IP</td>
</tr>
<tr>
<td>• Organized illicit activities:</td>
<td>Racketeering, Gambling, Laundering</td>
</tr>
<tr>
<td>• Trafficking (Threat of violence, Persons)</td>
<td>Prostitution, Drugs, Arms, Smuggling</td>
</tr>
<tr>
<td>• Smuggling (Minimal violence Drugs, arms, commodities)</td>
<td></td>
</tr>
<tr>
<td>• Forcible revenue:</td>
<td>Kidnapping, Murder, Maiming, Cyber extortion, Protection</td>
</tr>
<tr>
<td><strong>Power</strong></td>
<td></td>
</tr>
<tr>
<td>• Security (internal &amp; external)</td>
<td></td>
</tr>
<tr>
<td>• Influencing:</td>
<td>Arbitration, Extortion, Bribery, Hostage taking, Terrorism</td>
</tr>
<tr>
<td>• Violence:</td>
<td>Arson, Murder, Assassination, Sabotage</td>
</tr>
</tbody>
</table>

⚠️ Low-level crime can impact training like weather: Equip/personnel losses, Force protection, LOC disruption

---

## Example Criminal Gang

- **5-20 pers.**
- **Localized, very territorial**
- **Small arms, blades, rocks, improvised incendiaries**
- **Improvised obstacles (cars, tires, debris)**
- **Cellphones for comms, video**
- **Groups may work together or disperse throughout larger crowd**
Private Security

Corporate Security Force
- High-end site and VIP security, small-unit high-risk strikes
- Generally former elite military
- Strong cohesion, fiercely loyal to employer
- Military-style uniforms, Tier 1-2 equipment
- Motorcycles, trucks, armored cars, sm.arms, APCs, HMG, RPGs, +
- May contract local companies for mundane requirements
- Risk of over-aggression, extra-judicial actions

Private Security Company
- Commercial* response to high community crime (police inadequacy)
- Stationed at/patrolling businesses/residences. Customer sites may have electrified/barbed wire, monitored cameras.
- May appear as militants
  - Armed or unarmed (Sm.Arms, baton, irritants)
  - Range of uniforms (t-shirts to body armor)
  - Static posts & patrols augmented w/QRF
  - May become belligerent (esp. cheaper services)
  - Good potential source of situational awareness/intel
  - Generally good community relations – poss. more trusted than police
- Expense of service generally correlates to quality
  - Professionalism, responsiveness, adherence to RoE, Courtesy
  - Screening: cheaper more prone to graft, corruption, recruit from poor areas

*Non-commercial “neighborhood watches” exist, but are less likely to be armed or provocative.
### Agitated Civilian Mass

<table>
<thead>
<tr>
<th></th>
<th>Non-Violent</th>
<th>Violent</th>
<th>Riot</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Proportion engaging in violent acts</strong></td>
<td>Negligible</td>
<td>~20%</td>
<td>~90%</td>
</tr>
</tbody>
</table>
| **Likely activities** | • Demonstrations  
• Ltd. Blocking traffic/access  
• Ltd property damage  
• Barricades | • Blocking traffic/access  
• Damage to storefronts, cars.  
• Fires (vehicles, tires, etc)  
• Assaults on “others” | • Blocking traffic/access  
• Rampant fire setting and property damage  
• Brutal assaults |
| **Interactions w/POL/HNG/MIL** | • Verbal  
• Ltd. pushing/resistance | • Ltd. Assault w/improvised weapons  
• Unified belligerent front | • Frequent assault w/improvised weapons – some small arms  
• Disorganized, small organized groups |
Mechanized Infantry Brigade (APC),
Mech Inf Div (APC)

- DIV
- MECHANIZED INFANTRY BDE (APC)
  - BRIGADE HQ
  - MECHANIZED INFANTRY BN (APC)
  - TANK BATTALION (31-Tank)
  - SP ARTY BATTALION (152-mm)
  - AIR DEFENSE BATTALION (Short Range)
  - ANTITANK BATTALION
  - RECON COMPANY
  - SNIPER PLATOON
  - ENGINEER COMPANY
  - SIGNAL COMPANY
  - MATERIEL SUPPORT COMPANY
  - MAINT COMPANY (Wheeled)
  - CHEMICAL DEFENSE PLATOON
  - MEDICAL PLATOON

Separate Mechanized Infantry Brigade (APC)

- SEP
- SEPARATE MECH INF BDE (APC)
  - BRIGADE HQ *
  - MECHANIZED INFANTRY BN (APC) *
  - TANK BATTALION (41-Tank)
  - LIGHT TANK BATTALION (41-Tank)
  - ANTITANK BATTALION (Sep)
  - COMPOSITE ARTILLERY BN (Sep)
  - RECON BATTALION (Sep)
  - SNIPER PLATOON *
  - AIR DEFENSE BATTALION (SR) (Sep)
  - ENGINEER BATTALION (Sep)
  - MATERIEL SUPPORT BATTALION
  - MAINT BATTALION (APC/MTzd)
  - SIGNAL COMPANY (Sep)
  - CHEMICAL DEFENSE CO (Sep)
  - MEDICAL COMPANY (Sep)
Mechanized Infantry Battalion (APC), Mech Inf Bde (APC)

**BATTALION HQ**

**RECON PLATOON**
3x UAV Skylark IV

**WEAPONS PLATOON**

**MANPAD PLATOON**
6x SA-18

**SIGNAL PLATOON**

**MATERIEL SUPPORT PLATOON**

- APC, BTR-80A ........................................ 44
- APC, BTR-80AK, Command Vch ............. 2
- ACV, BTR-80, Kushetka, Command and Staff Vehicle ........................................ 2
- ACRV, 1V32 ........................................... 1
- CRV, BRDM-2M ....................................... 1
- 9 mm Pistol, PM ....................................... 40
- 5.45-mm Assault Rifle, AK-74M ............... 393
- 5.45-mm Carbine, AKS-74U ....................... 261
- 7.62-mm GP MG, PKM ............................... 38
- 7.62-mm Sniper Rifle, SVD ......................... 27
- 50-cal Antimateriel Rifle, M82A1 .................. 3
- 12.7-mm HMG, NSV .................................. 31
- 35-mm AGL-Light, W-87 ........................... 42
- 40-mm Grenade Launcher, GP-30 ............... 150
- 120-mm SP Combination Gun, 2S23 * ....... 6
- ATGM Launcher, Kornet ............................ 7
- ATGM Lchr, Manportable, Spike MR .......... 9
- ATGM Lchr, Manportable-SR, Eryx ............. 5
- ATGL-Long Range, RPG-29 ....................... 18
- ATDL, Panzerfaust 3-T600 ......................... 31
- ATDL, Armbrust ..................................... 36
- ATDL, RPG-27 ..................................... 94
- Automated Fire Control System ................ 4
- Flame Weapon, RPO-A Series .................. 45
- MANPAD, SA-18 .................................... 6
- UAV, Skylark IV ..................................... 3
- Minefield Breaching System-Explosive Charge, ZRP-2 .... 3
- Mine-Scattering System, Manportable, PKM ...... 31

**Equipment**

- **Equipment**
- **Total**

**AMMUNITION**

- **Total**

**ACTORS**

(Each Mech CO)
- 12x APC BTR-80
- 4x 12.7-mm HMG, NSV
- 10x 35-mm AGL-Light, W-87
- 31x 40-mm Grenade Lchr, GP-30
- 3x AT-13 ATGM
- 5x ATGL-Long Range, RPG-29
- 9x ATGL, Panzerfaust 3-T600
- 11x ATDL, Armbrust
- 17x ATDL, RPG-27
- 5x Mine-Scattering System, PKM
- Assorted mines
- 1x Minefield Breach System ZRP-2
- 5x Radar, GSR, Fara-1
Motorized Infantry Battalion, Mtzd Inf Bde

**Motorized Infantry Battalion**

- **Battalion HQ**
- **Motorized Infantry Company**
  - **Towed Mortar/Combo Gun Btry (120-mm)**
  - **Recon Platoon**
- **ATGM Platoon**
- **AGL Platoon**
- **ManPAD Platoon**
- **Signal Platoon**
- **Transport Platoon**
- **Material Support Platoon**

### Equipment

**Total**

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<td>5.45-mm Assault Rifle, AK-74M</td>
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<td>5.45-mm Carbine, AKS-74U</td>
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<td>35-mm AGL-Light, W-87</td>
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<td>40-mm AGL-Heavy, CYS 40</td>
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<td>120-mm Towed Combo Gun 2B16 or</td>
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<td>120-mm Towed Mortar, MO-120-RT</td>
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<td>ATGM Launcher, Milan 3</td>
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<td>ATGM Lchr, Manportable-SR, Eryx</td>
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<td>ATGL-Long Range, RPG-29</td>
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<td>ATCL, Panzerfaust Ts 600</td>
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<td>ATDL, Armbrust</td>
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<td>ATDL, RPG-27</td>
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<td>ManPAD Launcher, SA-18</td>
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<td>Minefield Breaching System-Explosive Charge, ZRP-2</td>
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<td>Mine-Scattering System, Manportable, PKM</td>
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<td>Truck, Wrecker</td>
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<td>Trailer, Cargo, 2-Axle</td>
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<td>Trailer, POL 4,200-Liter</td>
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<td>Trailer, Utility</td>
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<td>Trailer, Water 1,200-Liter</td>
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<td>Smoke Pots, Drums, Barrels, and Grenades Assorted</td>
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<td>AIMing Circle/Goniometer</td>
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<td>Automated Fire Control System</td>
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<td>Binocular Laser Rangefinder</td>
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<td>Electronic Plotting Board</td>
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<td>GPS Receiver, Handheld</td>
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<td>Radar, GSR, Manportable, Paral-1</td>
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<td>Sensor Sets</td>
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<td>Antenna, Mast HF/UHF/VHF</td>
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<td>Telephone Field Cable, 1 km</td>
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<td>Telephone, Landline</td>
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<td>Telephone Switchboard</td>
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<td>Thermal Viewer, Handheld, Sophie</td>
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<td>Night-Vision Goggles</td>
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<td>Night-Vision Goggles (Driver)</td>
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<td>Night-Vision Sight (Aiming Circle)</td>
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<td>Radios:</td>
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<tr>
<td>Handheld, Very-Low-Power</td>
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<td>Manpack, Low-Power</td>
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<tr>
<td>Vehicle Mount, Medium-Power</td>
<td>124</td>
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<tr>
<td>Warning Receiver</td>
<td>19</td>
</tr>
</tbody>
</table>
Direct Action Cells (Typical), Insurgent Organization

**DA I**

Total Personnel: 69

---

**Equipment**

- 9-mm Pistol, PM: 17
- 7.62-mm Assault Rifle, AKM: 10
- 7.62-mm Carbine, AKMS: 35
- 7.62-mm GP MG, PKM: 8
- 7.62-mm LMG, RPK: 10
- 7.62-mm Sniper Rifle, Mosin/Nagant: 9
- 40-mm Grenade Launcher, BG-15: 10
- 60-mm Mortar, Light, Type 90 or 60-mm Commando Mortar, M70: 1
- 107-mm Single-Tube, Type 83 or 107-mm Single-Tube, MONOTUBE: 1
- ATGL, RPG-7V: 16
- ATDL, RPG-22: 8
- Demolition, Fuzes & Detonators Assorted: 8
- Demolition Material Assorted: 2
- Improvised Explosive Devices (IED): 32
- Mines (AP, AT, & AV) Assorted: 9
- Sedan, Civilian: 7
- Truck, Pickup ½ ton, Civilian: 2

---

Direct Action Cell (Multifunction), Insurgent Organization

**MF I**

Total Personnel: 8

---

**Equipment**

- 9-mm Pistol, PM: 2
- 7.62-mm Assault Rifle, AKM: 1
- 7.62-mm Carbine, AKMS: 4
- 7.62-mm GP MG, PKM: 1
- 7.62-mm LMG, RPK: 1
- 7.62-mm Sniper Rifle, Mosin/Nagant: 1
- 40-mm Grenade Launcher, BG-15: 1
- ATGL, RPG-7V: 2
- ATDL, RPG-22: 1
- Demolition, Fuzes & Detonators Assorted: 1
- Demolition Material Assorted: 4
- Improvised Explosive Device (IED): Assorted
- Mines (AP, AT, & AV): Assorted
- Sedan, Civilian: 1
- Truck, Pickup ½ ton, Civilian: 1

---

**Equipment**

- Binoculars: 1
- Camcorder, Video: 1
- Camera, Digital: 1
- Electrician Set: 1
- GPS Receiver, Handheld: 1
- Night-Vision Goggles: 1

---

**Radios:**

- Cell Phone: 3
- Computer, Laptop: 1
- Computer, PDA: 1
- Handheld, Long-Range Cordless-Telephone: 1
- Handheld, Very-Low-Power: 8
- Portable, Satellite Telephone: 1
Guerrilla Hunter/Killer Company, Guerrilla Battalion,

** HQ & CMD SECTION **
- ** COMMAND TEAM (Forward)**
- ** COMPANY TRANSMISSIONS**
- ** SNIPER SECTION**
- ** COMPANY SCOUTS**

Total Personnel........228  O-6/N-49/E-173

** HUNTER/KILLER GROUP **
- ** HUNTER/KILLER SECTION **
  - ** HUNTER/KILLER TEAM **

Total Personnel ........68  O-1/N-14/E-53

**PRINCIPAL ITEMS OF EQUIPMENT**

<table>
<thead>
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<th>Total</th>
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<td>9-mm Pistol, PM</td>
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<tr>
<td>7.62-mm Assault Rifle, AKM</td>
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<tr>
<td>7.62-mm Carbine, AKMS</td>
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<tr>
<td>7.62-mm LMG, RPK</td>
<td>6</td>
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<td>7.62-mm GP MG, PKM *</td>
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<td>7.62-mm Sniper Rifle, Mosin/Nagant</td>
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<tr>
<td>40-mm Grenade Launcher, BG-15</td>
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<tr>
<td>60-mm Mortar, Light, Type 90 or 60-mm Commando Mortar, M70</td>
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<tr>
<td>82-mm Recoilless Gun, Type 65-1 *</td>
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<td>ATGL, RPG-7V</td>
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<td>ATDL, RPG-22 **</td>
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<td>Truck, ITV</td>
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<tr>
<td>Demolition Materiel **</td>
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</table>

<table>
<thead>
<tr>
<th>Equipment</th>
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</thead>
<tbody>
<tr>
<td>Flame Weapon, RPO-A Series</td>
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<tr>
<td>Mines (AP&amp;AT) <strong>/</strong>*</td>
<td>Assorted</td>
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<tr>
<td>Smoke Pots, Drums, Barrels,</td>
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<tr>
<td>and Grenades</td>
<td>Assorted</td>
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<td>Aiming Circle/Goniometer</td>
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<tr>
<td>Quadcopter, UAV</td>
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<td>Binocular Laser Rangefinder</td>
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<td>GPS Receiver, Handheld</td>
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<tr>
<td>Night-Vision Goggles</td>
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<tr>
<td>Radios:</td>
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<tr>
<td>Handheld, Long-Range Cordless-</td>
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</table>
Militia Company, Militia Bn ________________

MILITIA

HQ & SVC SECTION
MILITIA PLATOON
WEAPONS PLATOON

Total Personnel........... 181

Equipment                                    Total
9-mm Pistol, PM...........................................18
5.45-mm Assault Rifle, AK-74M.....................131
5.45-mm Carbine, AKS-74U.........................21
7.62-mm GP MG, PKM *..................................12
7.62-mm Sniper Rifle, SVD *...........................11
.50 Cal Antimateriel Rifle, M82A1 *..............2
12.7-mm HMG, NSV *.....................................8
35-mm AGL-Light, W-87 *..............................9
40-mm Grenade Launcher, GP-30.....................30
60-mm Mortar, Light, Type 90 *...............3
ATGM Launcher, Milan 3 **.........................3
ATGM Lchr, Manportable-SR, Eryx *...........3
ATGL-Long Range, RPG-29 *.......................6
ATGL, Panzerfaust 3-T600 *......................9
ATDL, Armbrust ***.................................9
ATDL, RPG-27 ***.................................4
Flame Weapon, RPO-A Series ..................23
Minefield Breaching System -
Explosive Charge, ZRP-2  ****................3
Mine-Scattering System,
Manportable, PKM ..............................3
Mines (AP&AT)  ***/****.......................... Assorted
Tactical Utility Vehicle, UAZ-469............7
Tactical Utility Vehicle (Technical)........6

Equipment                                    Total
Truck, Light.............................................3
Truck, Medium.........................................2
Trailer, Cargo, 1-Axle.........................2
Trailer, Cargo, 2-Axle.........................2
Trailer, Utility......................................7
Trailer, Water (1,200-Liter)..................1
Smoke Pots, Drums, Barrels,
and Grenades ........................................ Assorted
Aiming Circle/Goniometer.......................1
Binocular Laser Rangefinder *...............42
GPS Receiver, Handheld .........................53
Laser Target Designator **.....................3
Observation Scope, Day/Night * or **..........2
Radar, GSR, Manportable, Fara-1...........3
Thermal Viewer, Handheld, Sophie.............14
Night-Vision Goggles...............................61
Night-Vision Goggles (Driver)...............12
Night-Vision Goggles (AK w/GP-30)..........30
Night-Vision Sight (Aiming Circle)...........1
Radios:
Handheld, Very-Low-Power......................48
Manpack, Low-Power.........................6
Vehicle Mount, Medium-Power...........12
Warning Receiver.................................1
### INFOWAR Company (Multi-Purpose) – Selected Equipment

#### Personnel and Items of Equipment

<table>
<thead>
<tr>
<th>Equipment Type</th>
<th>Headquarters &amp; Service Section</th>
<th>Intelligence Management Section</th>
<th>Electronic Warfare Platoon</th>
<th>Perception Management Platoon</th>
<th>Media Exploit &amp; Production Platoon</th>
<th>Information Security Section</th>
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<td>Ural 4310, Computer Warfare Stn</td>
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<td>Decoy Set (Electronic Emitter)</td>
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<td>Decoy Set (Physical)</td>
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<td>Decoy Set (Pneumatic)</td>
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<td>Assort</td>
<td>Assort</td>
<td>Assort</td>
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</tbody>
</table>

### INFOWAR Company (Multi-Purpose) – Equipment Overview

- **Headquarters & Service Section**
  - Ural 4310, Computer Warfare Stn
  - Ural 4310, Information Attack Stn
- **Intelligence Management Section**
  - Demolition Material
  - IED, Individual, Vest
  - Flame Weapon, RPO-A Series
  - Mine-Scattering System, Manport, PKM
  - Mines (AP&AT)
  - Camera Digital
  - Comms Radio DF Set, Manportable
  - Comms Radio Intercept Set, Manportable
  - Computer Servers & Equipment
- **Electronic Warfare Platoon**
  - Jammer, Comms, TRC-274, GAZ-2330 LEER-2
  - Jammer, ABN, R-934, URAL 4310
  - Jammer, GPS, R-330 Zh, URAL 4310
- **Perception Management Platoon**
  - Jammer, GPS/GLONASS, Optima
  - Jammer, GPS, Portable, 4-25 Watt Aviaconversia
  - Radar, GSR, Manportable, Fara-1
- **Media Exploit & Production Platoon**
  - Smoke Pots, Drums, Barrels & Grenades
- **Computer Warfare/Info ATK PLT**
  - Jammer, GPS, Portable, 4-25 Watt Aviaconversia
- **Information Security Section**
  - Radar, GSR, Manportable, Fara-1

**TOTAL**

- Ural 4310, Computer Warfare Stn: 4
- Ural 4310, Information Attack Stn: 4
- Demolition Material: Assort
- IED, Individual, Vest: 52
- Flame Weapon, RPO-A Series: 2
- Mine-Scattering System, Manport, PKM: 3
- Mines (AP&AT): Assort
- Camera Digital: 2
- Comms Radio DF Set, Manportable: 1
- Comms Radio Intercept Set, Manportable: 1
- Computer Servers & Equipment: Assort
- Decoy Set (Electronic Emitter): Assort
- Decoy Set (Physical): Assort
- Decoy Set (Pneumatic): Assort
- Jammer, Comms, TRC-274, GAZ-2330 LEER-2: 4
- Jammer, ABN, R-934, URAL 4310: 4
- Jammer, GPS, R-330 Zh, URAL 4310: 4
- Jammer, GPS/GLONASS, Optima: 6
- Jammer, GPS, Portable, 4-25 Watt Aviaconversia: 48
- Radar, GSR, Manportable, Fara-1: 2
- Smoke Pots, Drums, Barrels & Grenades: Assort
# OPFOR Offense

## These are generally at BDET and below

<table>
<thead>
<tr>
<th>Event</th>
<th>Description</th>
</tr>
</thead>
</table>
| **Assault**   | - Red has actual (or temporary) overmatch  
                 - Seize / destroy                                                            |
| **Ambush**    | - Red chooses location, means  
                 - Blue determines time  
                 - Destroy/acquire key system                                                |
| **Raid**      | - Blue determines location  
                 - Red chooses time, means  
                 - Destroy/acquire key system                                                |
| **Reconnaissance Attack** | - Find & fix/destroy  
                - Prevent obstruction of main force                                          |

## These are generally at BTG and higher

<table>
<thead>
<tr>
<th>Event</th>
<th>Description</th>
</tr>
</thead>
</table>
| **Limited Objective Attacks** | - Spoiling Attack  
                               - Counterattack                                                             |
| **Integrated Attack**      | - Overmatch  
                               - Fix, attack key systems  
                               - Synchronized action of enabling elements                                  |
| **Dispersed Attack**       | - No overmatch/unable to C2  
                               - Continuous, multi-directional  
                               - Coordinated asynchronous attacks by enabling elements                     |
Planning OPFOR Offense

Common* tactical offensive missions:

1. **Attack to gain freedom of movement.**
   Enables other elements to maneuver with reduced opposition. (ex. Seize corridor, destroy AD unit, breach obstacle, security tasks)

2. **Attack to restrict freedom of movement.**
   Prevent opponent from maneuvering as he chooses. (ex. Block, fix, ambush, contain, isolate)

3. **Attack to gain control of key terrain, personnel, equipment.**
   Not necessarily terrain focused. (ex. raid, destroy, occupy, retain, secure, seize, INFOWAR)

4. **Attack to gain information.**
   Determine the enemy’s location, dispositions, capabilities, and intentions.

5. **Attack to dislocate.**
   Force change in opponent’s disposition, reducing positional advantage and exposing key systems.

6. **Attack to disrupt.**
   Prevent opponent from executing an advantageous COA.

◆ Carry the fight to the enemy.
◆ Create and exploit opportunities to take offensive action whenever possible.
Planning OPFOR Offense

PLANNED OFFENSE

When there is sufficient time and knowledge of the situation to prepare and rehearse forces for specific tasks. Typically, the enemy is in a defensive position and in a known location.

Key considerations

◆ Set clear and appropriate objective.
◆ Determine which enemy forces must be fixed. (security, reaction, or reserve)
◆ Develop a reconnaissance plan that locates and tracks all key enemy targets and elements.
◆ Create or take advantage of a windows of opportunity
◆ Determine which component or components of an enemy’s combat system to attack

SITUATIONAL OFFENSE

When opportunity to attack opponent weakness is presented.

Key considerations

◆ A key enemy unit, system, or capability is exposed.
◆ Opponent defensive preparations can be disrupted.
◆ Contact made on favorable terms.
Planning OPFOR Offense

Determine Objective/Purpose
Determine Planning Level
Functionally Organize Battlespace
Task Organize to Functions

Common Offensive Functions

Exploitation (Action)
- Achieves the objective of the mission or exploits a window of opportunity

Assault (Action)
- May be “Action” (BDET-)
- Destroys opponent force or seize position
- Creates opportunity for the action force

Security (Enabling)
- Prevents actions against overall command and/or key components
- Focus on opponent SPF, LR Recon
- Prevents/IDs opponent forces from entering/leaving battlespace

Disruption (Enabling)
- Prevents opponent from establishing coherent defensive or enables future freedom of movement
- Ground/Air Ambush
- Indirect Fire
- INFOWAR
- Direct Action by irregulars

Fixing (Enabling)
- Prevents target unit movement – by fires or through opponent perception:
  - C2/understanding degraded (as needed)
  - They are (or believe they are) decisively engaged.
  - Mobility inhibited (terrain, obstacles)

Reserve (Enabling)
- Size, composition can vary greatly
- May assume action role

Deception
Support

Functionally organizing frees the higher-level commander from decisions specific to the force’s mission. Organization of forces can shift dramatically during the course of a battle.
Planning OPFOR Offense

Determine Objective/Purpose  Determine Planning Level  Functionally Organize Battlespace  Task Organize to Functions

Assign forces and capabilities to meet the requirements of each function.
-Re-align as needed
OPFOR Assault

An assault is an attack that destroys an enemy force through firepower and the physical occupation of and/or destruction of his position. *(TC 7-100.2, ¶3-20)*

**Key factors:**
- Situational awareness
- Contact conditions
- Maintain tempo

**Characterized by:**
1. Isolation of the objective.
2. Effective tactical security.
3. Effective suppression of the enemy force.
4. Violent fire and maneuver against the enemy.

**Key Functional Elements:**
- **Action:** Assault
  - Defeat/destroy enemy
- **Enabling:** Fixing
  - Prevent enemy movement
- **Enabling:** Security
- **Enabling:** Support

An assault is the basic form of OPFOR tactical action.

Tactical Task 1.0
Assault Subtasks:
- Find
- Suppress
- Assault
*(TC 7-101, Exercise Design, APP B)*
OPFOR Assault (Subtasks)

Assault

Suppress/Fix/Disrupt

Find

OPFOR Assault: Functional Layout

Enabling: Support

Enabling: Support

Enabling: Support

Enabling: Support

Enabling: Security

Enabling: Security

Enabling: Security

Enabling: Security

Action: Assault

Action: Suppress/Fix/Disrupt

Action: Sup/Fix/Disrupt

Action: (moving)

Enabling: Action Element to reach, achieve OBJ

Enabling: ID disposition, composition of forces and potential obstacles

Enabling: Recon

Enabling: Recon

Enabling: Recon

Enabling: Recon

Enabling: Recon

Information about the OBJ

Enabling: Recon

ID/Action forces entering/leaving AO

Enabling: Recon

ID/Action forces entering/leaving AO

Enabling: Recon

OPFOR Assault: OFFENSE

Find

Suppress/Fix/Disrupt

Assault
OPFOR Assault (Subtasks)

Assault: Example (BDET)

- Action Element
- Fixing Elements
- Info War

Find

- Action Element
- Fixing Elements
- Info War

Suppress/Fix/Disrupt

- Action Element
- Fixing Elements
- Info War

OFFENSE

[Diagram showing OPFOR Assault (Subtasks)]
### Supporting the Assault

#### Reconnaissance
- Start as early as possible and plan for additional assets may be needed.
- Common recon patrols in support of an assault are typically given the following missions:
  - ID enemy reinforcement/counterattack routes & countermobility and survivability efforts.
  - ID composition and disposition of the forces on the objective.
  - Locate and track enemy response forces.
  - Defeat enemy C3D effort.

#### Fire Support
- Suppress the objective, protect the advance of the assault element’s advance.
- Precision munitions may be used to destroy key systems.

#### Air Defense
- Prevent enemy air power from influencing the action.
- Provide early warning and defeat enemy aerial response to the assault.

#### INFOWAR
- Help isolate the objective, usually by:
  - Deceiving forces at the objective as to the timing, location, and/or intent of the assault.
  - Conducting deception operations to fix response forces.
  - Isolating the objective with electronic warfare.

1. A simple, effective, and successful technique is to distract and then flank with multiple coordinated assaults.
OPFOR Ambush

An ambush is a surprise attack from a concealed position used against moving or temporarily halted targets. *(TC 7-100.2, ¶3-133)*

Possible purposes:

- **Destroy or capture personnel or supplies.**
- **Harass and demoralize the enemy.**
- **Delay or block logistics.**
- **Canalize enemy movement.**

**Common Types**

- **Annihilation:**
  - Destroy the enemy force
- **Harassment:**
  - Interferes with activities, impedes FOM, has psychological impact
  - Obstacles for halting not required
- **Containment:**
  - Prevent use of AA, or interdict some action
  - Usually a security measure as part of a larger action.

**Tactical Task 3.0 Ambush**

Subtasks:

- Occupy ambush site
- Isolate kill zone
- Contain enemy
- Destroy
- Exfiltrate

TC 7-101, Exercise Design, APP B

**Execution:**

1. ID best site: Range & FoF; Securable; Target vulnerability
2. Occupy site
3. Isolate target in Kill Zone
4. Contain the target
5. Action the target
6. Exfiltrate

**Key Functional Elements:**

**Action: Assault**

*Destroy/capture/__ the target(s) in the kill zone.*

**Enabling: Containment**

*Keep target in Kill Zone.*
*Prevent decisive engagement of Action Element(s).*

**Enabling: Isolation**

*Prevent additional enemy force introduction. Cover withdrawal.*

YOU select WHERE and HOW; The victim determines time by arriving.
(you can guide the timing)
OPFOR Ambush (Subtasks)

**Destroy Target**
- Enabling: Isolate (Security)
- Action: Direct Fires
- Prevent rearward escape

**Contain Target in Kill Zone**
- Enabling: Isolate (Security)
- Prevent rearward escape
- Action: Direct Fires
- Enabling: Support

**Isolate Kill Zone**
- Enabling: Isolate (Security)
- ID/action forces entering AO
- Enabling: Support

---

EXFILTRATE UPON COMPLETION

**OPFOR Ambush: Functional Layout**

OFFENSE

INFILTRATION

TRADOC G2 ACE OETAD – THREAT TACTICS COURSE STUDENT HANDBOOK

APPROVED FOR PUBLIC RELEASE
OPFOR Ambush (Subtasks)

- Destroy Target
- Contain Target
- Isolate Kill Zone

*EXFILTRATE UPON COMPLETION*
## Supporting the Ambush

### Reconnaissance
- Recon is critical! It establishes the time the enemy unit will be in the kill zone, informs optimal attack terrain, and provides early warning of response forces.

### Fire Support
- Provide fires into the kill zone, illumination over it, or smoke to permit withdrawal.

### Air Defense
- Provide early warning and fires against aerial response forces.

### Engineer
- Countermobility: isolate the ambush area, hinder enemy exiting the kill zone.

### INFOWAR
- Conceal action through deception and information protection.
- May be used to show the failure of enemy force protection efforts
OPFOR Raid

A raid is an attack against a stationary target for the purpose of its capture or destruction that culminates in the withdrawal of the raiding force to safe territory. *(TC 7-100.2, ¶1-74)*

**Example purposes:**
- Destroying/damage key systems or facilities (such as CPs, communication facilities, supply depots, radar sites)
- Capture critical information
- Securing hostages or prisoners.
- Disrupt and to cause the enemy to deploy additional units to protect critical sites
- INFOWAR

**Execution:**
1. ID target, assess range & FoF, vulnerabilities, capability
2. Infiltrate
3. Isolate target
4. Action the target
5. Exfiltrate

**Key Functional Elements:**

**Action: Raiding**
- Destroy/capture the target(s) in the kill zone.

**Enabling: Security**
- Prevent additional enemy force introduction. Cover withdrawal.

**Enabling: Fixing**

**Enabling: Support**

---

The Victim determines location; YOU select WHEN and HOW

---

Tactical Task 2.0

**Raid**

Subtasks:
- Infiltrate
- Isolate
- Seize/Destroy
- Exfiltrate.

TC 7-101, Exercise Design, APP B
OPFOR Raid

Seize/Destroy

Enabling: Isolate (Security)

Enabling: Recon

Action: Assault

Enabling: Support

(Infiltartion on completion)

Isolate

Enabling: Isolate (Security)

ID / action forces entering AO

Enabling: Recon

Action target

Enabling: Recon

(Infiltartion on completion)

Enabling: Isolate (Security)

Support

ID / action forces entering AO

Enabling: Recon

Support

(Infiltartion on completion)
# Supporting the Raid

## Reconnaissance
- Locate and track the target track until contact.
- ID locations and avenues of approach of response forces.

## Armor
- Good for firepower, but concealing movement and withdrawal may be difficult.

## Fire Support (incl. combat heli)
- Suppression of enemy air defenses (SEAD) to support raiding aviation elements.
- Suppression of response forces.
- Smoke to permit withdrawal.

## Air Defense
- Provide early warning and fires against aerial response forces.

## Engineer
- Mobility: Facilitate access to the objective and withdrawal of the raiding force.

## INFOWAR
- Conceal action through deception and information protection.
- May be used to show the failure of enemy force protection efforts.
OPFOR Recon Attack

A reconnaissance attack is a tactical offensive action that locates moving, dispersed, or concealed enemy elements and either fixes or destroys them. *(TC 7-100.2, ¶3-193)*

**Key factors:**
- Situational awareness
- Contact conditions
- Maintain tempo

**Execution:**
1. Recon elements infiltrate to find enemy locations, destroy OPs
2. Raid elements maneuver to positions, ready to act on intelligence
3. Once enemy positions are identified, Raid and Fires may elements destroy

**Key Functional Elements:**

<table>
<thead>
<tr>
<th>Action: Recon</th>
<th>Action: Raid/Assault</th>
</tr>
</thead>
<tbody>
<tr>
<td>Locate enemy elements</td>
<td>Defeat/destroy enemy</td>
</tr>
</tbody>
</table>

**Enabling:**
- Security
- Support

**Tactical Task 4.0**

Reconnaissance Attack

Subtasks:
- Find
- Isolate
- Fix
- Destroy

TC 7-101, *Exercise Design, APP B*

**A Reconnaissance Attack is NOT a Movement to Contact.**

- A Movement to Contact is designed to develop the situation and to establish or regain contact. *(ADRP 3-90).*
- A Recon Attack locates moving, dispersed, or concealed enemy elements and either fixes or destroys them [or gains information]... to enable the main body to continue unimpeded. *(TC 7-100.2, chapter 3)*
OPFOR Recon Attack

**MAIN BODY CONTINUES UNIMPEDED**

**MAIN BODY**

**Enabling: Support**

**Support Action Element Fix/Destroy**

**Enabling: Recon**

**Action: Recon**

**Find, Isolate**

**MAIN BODY**

**Enabling: Support**

**Support Action Element Fix/Destroy**

**Enabling: Recon**

**Action: Recon**

**Find, Isolate Fix/Destroy**

**Action: Recon**

**Action: TBD**

**Enabling: Fix/Destroy**

*These elements may receive a more descriptive functional designation based on the mission.
OPFOR Recon Attack Example

1 Find

- Lead Elements of Main Body
- Recon Attack (BDET)
- Recon elements move along likely AAs

2 Isolate

- Recon elements make contact
- Assault element destroys or fixes (as needed)
- Main Body diverts to avoid decisive engagement

3 Fix / Destroy

- Maintains contact, commits decisive elements
- Main Body bypasses or assaults key systems (C2/SUST)
# Supporting the Recon Attack

**Reconnaissance** (Two basic methods):
1. Each security element performs its own tasks, responsible for both finding and fixing.
2. Organize recon elements to find the enemy and use security elements solely for fixing.

**Armor**
- Additional sensors may assist in the detection and ID of enemy forces
- Provide firepower, protection, mobility, and speed

**Fire Support**
- Responsive fires in support of security elements in contact.
- Support of the maneuver of the action element(s).
- Destruction of a fixed enemy, using precision munitions.

**Attack (or recon) helicopters**
- May be allocated to highly mobile action element.
- CS (and sometimes CSS) helicopters can be used movement of air assault forces.

**Air Defense**
- Prevent enemy response forces from influencing the locating, fixing, and destruction of enemy elements in the AOR.
- Cover the withdrawal of recon, security, action, or other elements after completing the mission.

**Engineer**
- Mobility for your forces, countermobility tasks to fix enemy forces.

**INFOWAR**
- Protect elements of the detachment from being detected.
- Encourage enemy elements to reveal themselves or even surrender.
- Fix enemy elements
Limited-Objective Attacks

A limited-objective attack seeks to achieve results to the battle or operation plan by destroying or denying the enemy key capabilities thru primarily military means. (*TC 7-100.2, ¶3-17*)

Characterized by:

- Attacking soft targets like C2 and logistics.
- Denying the enemy a critical capability in accomplishing their plan - systems warfare.
- Reliance on planned or seized window of opportunity.

Spoiling Attack

- Preempt or seriously impair an enemy attack while the enemy is in the process of planning, forming, assembling, or preparing to attack.
- Independent, small unit action with highly focused objectives.

Counterattack

- An attack by part or all of a defending force against an enemy attacking force with the general objective of denying the enemy their goal.
- Possibility of creating opportunities for other actions.
OPFOR Integrated Attack

An integrated attack is an offensive action that destroys the enemy’s will and/or ability to continue fighting through combined arms effects. *(TC 7-100.2, ¶3-10)*

**Conditions:**

- Possesses significant overmatch
- At least air parity over the critical portions of the battlefield.
- Low risk of enemy standoff reconnaissance and attack systems

**Characterized by:**

- Using flank attacks and envelopment.
- Fixing with minimum force necessary.
- Often focused on C2 and logistics not ground maneuver forces.
- Deception and other INFOWAR elements to degrade situational understanding and ability to target.

**Key Functional Elements:**

<table>
<thead>
<tr>
<th>Action: Exploitation</th>
<th>Action: Assault</th>
</tr>
</thead>
<tbody>
<tr>
<td>Destroys target enemy or seizes objective</td>
<td>Set conditions for exploitation force success</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Enabling: Disruption</th>
<th>Enabling: Fixing</th>
<th>Enabling: Security</th>
</tr>
</thead>
<tbody>
<tr>
<td>Disrupts enemy, prevents detection of exploitation force</td>
<td>prevent interference by additional element on the decisive point</td>
<td>Prevent introduction of additional enemy forces.</td>
</tr>
</tbody>
</table>

Tactical Task 15.0
Integrated Attack
TC 7-101, Exercise Design, APP B
OPFOR Integrated Attack

1. Security
- Fix power with minimum force to isolate decisive points
- Set conditions (isolate/block/breach), then destroy/seize OBJ

2. Disrupt
- ID forces entering AO
- Security
- Recon

3. Fix
- ID forces & obstacles
- Info about the OBJ

4. Assault & Exploit
- Security
- Recon
- Fix

ENSURE ADDITIONAL FORCES DO NOT JOIN THE BATTLE UNEXPECTEDLY
- Disrupt enemy, prevent detection of exploitation force
- Fix power with minimum force to isolate decisive points
- Set conditions (isolate/block/breach), then destroy/seize OBJ
OPFOR Integrated Attack Example (BTG)
Integrated Attack Development Example (DTG)
**OPFOR Dispersed Attack**

A dispersed attack may be used when threatened by a superior enemy and/or when unable to mass or provide integrated C2 to an attack. This type of attack is continuous and comes from multiple directions. *(TC 7-100.2, ¶3-13)*

- **Create and/or take advantage of a window of opportunity to bring enough combined arms force to bear to destroy the enemy’s will and/or capability to continue fighting.**
  - Does not have to destroy the entire enemy force, but often just destroy/degrade a key component of the enemy’s combat system.
  - Attacks may be dispersed in both time and space.

- **Characterized by:**
  - Fixing and isolating enemy combat power.
  - Conducting rapid, simultaneous attacks from dispersed locations.
  - Using deception and other INFOWAR elements to degrade situational understanding and ability to target.
  - Focusing on destroying key combat system rather than the complete destruction of ground combat power.
  - Massing at the last possible moment

**Key Functional Elements:**

<table>
<thead>
<tr>
<th>Action: Exploitation</th>
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<tbody>
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<tbody>
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<td>Disrupts enemy, prevents detection of exploitation force</td>
<td>prevent interference by additional element on the decisive point</td>
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</tbody>
</table>

**Tactical Task 16.0 Dispersed Attack**

*TC 7-101, Exercise Design, APP B*
OPFOR Dispersed Attack Example

Key: Coordinated asynchronous attacks by enabling elements
### OPFOR Defense

#### These are *generally* at BDET and below

| Defense of a Simple Battle Position (SBP) | • Oriented on most likely AA.  
• Will employ C3D, counter-mobility, interlocking FoF, etc |
| --- | --- |
| Defense of a Complex Battle Position (CBP) | • Not necessarily tied to an AA (limited access)  
• Sanctuary from which to launch local attacks.  
• Large logistics caches. |

#### These are *generally* at BTG and higher

| Area Defense | • Forces enemy offensive to culminate  
• Denies enemy objectives, while preserving combat power. |
| Maneuver Defense | • Elements maneuver thru planned, multiple, defensive arrays  
• Sacrifice of terrain for opportunity to attack key systems. |
Plan OPFOR Defense

Defensive actions may also include offensive actions to create opportunity or mitigate opponent’s capabilities:

- Spoiling attacks, disruptive attacks, ambushes
- Mitigation of enemy capabilities using INFOWAR
- Use of irregular forces for reconnaissance, counterrecon, security, and attacks against key enemy systems and forces.

Common* tactical offensive missions:

1. **Defeat an Attacking Enemy.** Defeat/degrade your enemy and quickly to create the opportunity for you to seize the initiative through the offense.

2. **Deter an Attacking Enemy.** Convince the enemy that attempting to attack you will be too costly an operation. Also, conserve assets.

3. **Delay/Gain Time.** Slow or stop an enemy attack while preparing to conduct an offensive operation.

4. **Economy of Force.** Control an area or piece of terrain to enable (usually offensive or recon) action elsewhere.

5. **Protect/Retain Key Terrain or Key Assets.**

6. **INFOWAR.** Preserve forces while seeking or creating opportunities.
Planning OPFOR Defense

PLANNED DEFENSE
When there is sufficient time and knowledge of the situation to prepare and rehearse forces for specific tasks. Enemy may be staging or in a known location and status.

Key considerations
- Which opponent forces will attack, when, and how.
- Opponent weakness & how to create and/or exploit
- Key elements of the opponent’s combat system
- Characteristics of the terrain
- Determining defensive method that will deny opponent’s tactical objectives
- RISTA planning
- Intentions, timeframes, and probable objectives.
- Creating windows of opportunity
- Counterattack planning
- Possible uses of INFOWAR, UAV, SPF, irregulars

SITUATIONAL DEFENSE
When offense is not feasible and detailed planning and preparation not achievable.

Key considerations
- Opponent may be attacking unexpectedly
- Opponent may be conducting a spoiling or disruption attack
- Contact made on unfavorable terms for subsequent offensive action
- Opponent gains or regains air superiority
- Opponent’s counterattack not effectively fixed
Functionally organizing frees the higher-level commander from decisions specific to the force’s mission. Organization of forces can shift dramatically during the course of a battle.

**Functionally Organize Battlespace**

<table>
<thead>
<tr>
<th>Determine Objective/Purpose</th>
<th>Determine Planning Level</th>
<th>Functionally Organize Battlespace</th>
<th>Task Organize to Functions</th>
</tr>
</thead>
</table>

**Common Defensive Functions**

<table>
<thead>
<tr>
<th>Main Defense</th>
<th>Security</th>
</tr>
</thead>
<tbody>
<tr>
<td>• Executes primary mission</td>
<td>• Prevents/mitigates actions against overall command and/or key components</td>
</tr>
<tr>
<td>• Prevents/mitigates actions against overall command and/or key components</td>
<td>• Focus on opponent SPF, LR Recon</td>
</tr>
<tr>
<td>• Focus on opponent SPF, LR Recon</td>
<td>• May include internal security to protect against irregulars</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Disruption</th>
<th>Reserve</th>
</tr>
</thead>
<tbody>
<tr>
<td>• Ground/Air Ambush</td>
<td>• Counterpenetration (blocking)</td>
</tr>
<tr>
<td>• Long-range Recon</td>
<td>• Antilanding</td>
</tr>
<tr>
<td>• Counter-recon</td>
<td>• Assisting engaged forces or assist breaking contact</td>
</tr>
<tr>
<td>• Indirect Fire</td>
<td>• Deception</td>
</tr>
<tr>
<td>• INFOWAR</td>
<td>• Antilanding</td>
</tr>
<tr>
<td>• Direct Action by irregulars</td>
<td>• Contact &amp; Shielding</td>
</tr>
<tr>
<td>• Antilanding</td>
<td>• Used as part of maneuver defense</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Counter Attack</th>
<th>Support</th>
</tr>
</thead>
<tbody>
<tr>
<td>• Regains initiative or exploits opportunities</td>
<td>• Logistics, resupply, C2, etc.</td>
</tr>
<tr>
<td>• May be part of other force until needed</td>
<td>• Used as part of maneuver defense</td>
</tr>
</tbody>
</table>
Task Organize to Functions

Assign forces and capabilities to meet the requirements of each function. Re-align as needed.
Basic OPFOR Battle Positions

**Simple Battle Position**
- Oriented on the most likely enemy AA
- Not *necessarily* tied to complex terrain. However, they often employ as much engineer effort and/or camouflage, concealment, cover, and deception (C3D) measures as time allows.

**Complex Battle Position**
- Employ a combination of complex terrain, C3D, and engineer effort to protect from detection and attack while denying their seizure and occupation by the enemy.
- Limited avenues of approach. (CBPs are not necessarily tied to an avenue of approach.)
- AAs easily observable.
- 360-degree fire coverage and protection from attack.
- Engineer effort prioritizing C3D measures; limited counter mobility effort that might reveal the CBP location.
- Large logistics caches.
- Sanctuary from which to launch local attacks.

⚠️ This is different than the US “Complex Battle Position”
OPFOR Simple Battle Position

A simple battle position is a defensive location oriented on the most likely enemy avenue of approach. SBPs are not necessarily tied to complex terrain. However, they often employ as much engineer effort and/or camouflage, concealment, cover, and deception (C3D) measures as time allows. (TC 7-100.2, ¶4-107)

Key factors:
- Oriented on most likely AA.
- Will employ C3D, counter-mobility, interlocking fires

Key Functional Elements:

- Action: Main Defense
- Enabling: Ctr-Attack
- Enabling: Disruption
  - Delay, disrupt, fix
- Enabling: Reserve
- Enabling: Support

Tactical Task 7.0
Defend From a Simple Battle Position
Subtasks:
- Control. Orient on enemy AA
- Gain Advantage. Employ terrain, survivability, and C3D to provide an advantage over attackers

TC 7-101, Exercise Design, APP B

◆ Disruption Element.
  Locates enemy elements operating in the area of responsibility or zone of reconnaissance responsibility.

◆ Support Element.
  Support capabilities can include command and control (C2), combat service support (CSS), supporting direct or indirect fires, mobility support, SPF, and/or INFORW.

◆ Reserve Element.
  Capable of exploiting an enemy vulnerability by isolating, delaying, blocking and/or fixing the enemy
OPFOR Simple Battle Position

Gain Advantage

- Enabling: Security
- Action: Main Defense
- Enabling: Support
- Enabling: Reserve

Control

- Enabling: Security
- Enabling: Support
- Enabling: Reserve
- Enabling: Ctr-Atk

Gain Advantage

- ID Disposition, composition of forces
- Enabling: Security
- Enabling: Ctr-Mob Spt

Control

- ID Disposition, composition of forces
- Enabling: Security
- Enabling: Ctr-Mob Spt

Defensive

- Disrupt, Attack key systems
- Enabling: Ctr-Atk

Offensive

- Disrupt, Attack key systems
- Enabling: Ctr-Atk
Disruption Forces in the Defense

Combat Security Outposts
- Generally a task-organized platoon- or squad-sized element
- Prevent enemy recon or small units from penetrating defenses
- Positioned forward of the battle zone on key terrain or astride AAs

<table>
<thead>
<tr>
<th>Attack by fire</th>
</tr>
</thead>
<tbody>
<tr>
<td>• Will avoid contact with superior enemy forces and only engage key enemy targets. (When assigning this task, the OPFOR commander must also describe desired effects on the enemy)</td>
</tr>
<tr>
<td>• May be used as shaping or to target a key element of the enemy force.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Delay</th>
</tr>
</thead>
<tbody>
<tr>
<td>• Attempt to buy time for the OPFOR to accomplish some other task.</td>
</tr>
<tr>
<td>• Will normally withdraw after engaging for a set amount of time.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Disrupt</th>
</tr>
</thead>
<tbody>
<tr>
<td>• Attempt to weaken an enemy attack by using fires to cause premature commitment of the enemy, break apart his formation, and desynchronize his plan.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Fix</th>
</tr>
</thead>
<tbody>
<tr>
<td>• Use fires to prevent a key element of the enemy force from moving from a specific place or halt them for a specific amount of time.</td>
</tr>
</tbody>
</table>

相关部门执行良好的干扰区将减少（甚至完全消除！）在主要防御中交战的战斗能力。
## Supporting the SBP

### Reconnaissance
- Perform aggressive counterreconnaissance and provide early warning; determine location, composition, and disposition of attackers; and direct fires against key enemy systems or components of systems.

### Fire Support
- May receive support both from constituent assets and from higher echelon elements.
- Attrit attackers along the avenues of approach and in LZs.
- Defeat attackers in the battle zone.
- Defeat penetrations of battle positions.
- Support counterattacking forces.

### Armored Fighting Vehicles
- Will typically serve an anti-armor role, but can also serve as in an anti-infantry capacity.
- May be massed as a counterattack reserve.

### Air Defense
- Will employ both active and passive air defense measures, interspersing systems throughout
- May include antilanding ambushes.

### Engineer
- Will prepare survivability positions and countermobility that support the DZ & BZ
- Provide mobility support for the reserve force
- Normally employed to shape the battlefield by disrupting, blocking, and turning the enemy into and fixing him in kill zones.
- Should the OPFOR have a remotely delivered mine capability, it will be used to reinforce pre-existing obstacles, block avenues of approach, or to re-seed breached obstacles.
OPFOR Complex Battle Position

A complex battle position is a defensive location designed to employ a combination of complex terrain, C3D, and engineer effort to protect the unit(s) within them from detection and attack while denying their seizure and occupation by the enemy. *(TC 7-100.2, ¶4-108)*

- **Limited avenues of approach.** (CBPs are not necessarily tied to an avenue of approach.)
- **Any existing AAs are easily observable by the defender, 360-degree fire coverage and protection.**
- **Large logistics caches.**
- **Sanctuary from which to launch local attacks.**
- **Cultural standoff can be used to reduce exposure to standoff fires and RISTA**

**Tactical Task 8.0 Defend From a Complex Battle Position**

Subtasks:
- **Protect.** Employ complex terrain, survivability, and C3D to protect the defending force from destruction.
- **Degrade.** Retain ability to conduct systems warfare actions from protected positions.

*TC 7-101, Exercise Design, APP B*

**Key Functional Elements:**

- **Action: Main Defense**
- **Enabling: Disruption** *(Delay, disrupt, fix)*
- **Enabling: Reserve**
- **Enabling: Support**
OPFOR Simple & Complex Battle Positions

OPFOR Simple and Complex Battle Position Examples

- CBP as sanctuary to launch limited objective attacks
- CBP as covert support base
- Simple Battle Position: C3D, counter-mobility, interlocking fires, etc.

NOT TO SCALE
OPFOR Complex Battle Position

Degrade

- Main Def
- Support
- Security

Protect

- Main Def
- Support
- Security

Prevent detection, support defense
# Supporting the CBP

<table>
<thead>
<tr>
<th><strong>C2</strong></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>• Make all possible use of secure communications, such as couriers and wire</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>Reconnaissance</strong></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>• Providing early warning, allow commander to make “fight or flee” determination.</td>
<td></td>
</tr>
<tr>
<td>• Less likely to engage in counterreconnaissance activities if it would reveal CBP location.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>Fire Support</strong></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>• Attrit attackers along avenues of approach and in LZs.</td>
<td></td>
</tr>
<tr>
<td>• Defeat attackers in the battle zone.</td>
<td></td>
</tr>
<tr>
<td>• Cover the withdrawal of defenders from the CBP.</td>
<td></td>
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</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>Armored Fighting Vehicles</strong></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>• Remain concealed, emerge only when needed to defeat attacking enemy forces or to cover a withdrawal.</td>
<td></td>
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</table>

<table>
<thead>
<tr>
<th><strong>Air Defense</strong></th>
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</tr>
</thead>
<tbody>
<tr>
<td>• Usually passive air defense (minimal electromagnetic signature)</td>
<td></td>
</tr>
<tr>
<td>• Antiaircraft guns and shoulder-fired SAMs, including antilanding ambushes.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>Engineer</strong></th>
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</tr>
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<tbody>
<tr>
<td>• Generally low signature-producing concealment, survivability, and countermobility efforts</td>
<td></td>
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<table>
<thead>
<tr>
<th><strong>Logistics</strong></th>
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</tr>
</thead>
<tbody>
<tr>
<td>• Generally self-sustaining nature, with relatively large supply caches</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>INFOWAR</strong></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>• May be integrated within local communities - not easily detectable</td>
<td></td>
</tr>
<tr>
<td>• Focus on downplaying the existence, significance, or alignment of the CBP itself.</td>
<td></td>
</tr>
</tbody>
</table>
OPFOR Area Defense

Area defense are conducted where the OPFOR must deny key areas or are overmatched. Area defense inflicts losses on the enemy, retains ground, and protects friendly forces.

(TC 7-100.2, pgs. 4-14, 4-15)

Forces the enemy to culminate before he can achieve his objectives or denies the enemy his objectives while preserving combat power until decision can be achieved through strategic operations or operational mission accomplishment. (TC 7-101, Exercise Design)

Area defense may be used when:

◆ Conducting access-control operations.
◆ OPFOR has a significant RISTA and precision standoff advantage.
◆ Conditions are suitable for canalizing the enemy into areas where the OPFOR can destroy them.

Tactical Task 22.0 Area Defense

• Disruption. Disruption force executes disruption of enemy; focus on preventing interference with repositioning forces and detection/attack of high-value targets.
• Main defense. Main defense forces conduct reconnaissance fires and disruption to ensure the enemy culminates his attack before the protected force is destroyed.
• Counterattack. Counterattack forces destroy key element(s) of the enemy’s combat system (often targeting C2 or logistics) or seize objective.

TC 7-101, Exercise Design, APP B

Key Functional Elements:

Action: Main Defense
Enabling: Disruption
Enabling: Reserve
Enabling: Support

Delay, disrupt, fix
OPFOR Area Defense Example

1. **Disrupt Attacking Enemy**

2. **Defend in Battle Positions**

3. **Counter-Attack**
Area Defense Disruption Forces

◆ Cause continuing harm to the enemy without significantly exposing main forces
◆ Make it an area of uninterrupted battle - RISTA elements make contact with the enemy other disruption elements attack them incessantly with ambush and precision fires.

Common missions:
◆ Detect the enemy’s main groupings, force to reveal intentions.
◆ Deceive the reduce enemy’s situational understanding
◆ Delay, allowing preparation of defenses and counterattacks
◆ Force enemy into premature deployment.
◆ Attack key systems, vulnerable troops
◆ Canalize the enemy into unfavorable situations

Attack the enemy’s combat system
◆ C2 systems.
◆ RISTA assets.
◆ Precision fire systems.
◆ Aviation assets in the air and on the ground, incl. FARPs & airfields.
◆ Logistics support areas.
◆ LOCs.
◆ Mobility and countermobility assets.
◆ Casualty evacuation routes and means.
Area Defense Main Defense & Reserves

Main Defense Force:
- Occupy simple and complex battle positions
- Complex terrain is reinforced by engineer effort and C3D measures.
- Use CBPs to:
  - Prevent enemy forces from being able to employ precision standoff attack means
  - Deny the enemy the ability to operate in covered and concealed areas
  - Conduct attacks and employs reconnaissance fire against enemy forces in the disruption zone.

Reserves:
- Strong enough to defeat the enemy’s exploitation force
- Positioned in an assembly area within one or more of the battle positions
- Can employ a range of types and strengths of reserve forces

**Maneuver Reserve Missions:**
- Counterattack, Counterpenetration, Antiland
- Assisting breaking contact
- Deception

**Antitank Reserve Missions:**
- When expecting significant armored threats
- Often operates in conjunction with an obstacle detachment (OD)

**Antilanding Reserve Missions:**
- When expecting airborne or heliborne insertion
- Prevent destabilization of the defense by vertical envelopment
- Requires immediate early warning
OPFOR Maneuver Defense

A maneuver defense inflicts losses on the enemy, gains time, and protects friendly forces. Maneuver defense causes the enemy to continually lose effectiveness until they can no longer achieve their defenses. *(TC 7-100.2, pgs. 4-10-11)*

Maneuver defense may be used when:

- **OPFOR is not completely overmatched.**
- **Can surrender territory.**
- **Has a mobility advantage.**
- **Conditions are suitable for canalizing the enemy into areas where the OPFOR can destroy them.**

**Tactical Task 21.0 Maneuver Defense**

- **Disruption.** Disruption force executes disruption of enemy; focus on preventing interference with repositioning forces and detection/attack of high-value targets.
- **Maneuver through defensive arrays.** Contact forces engage, then withdraw to next position while shielding elements cover movement.
- **Main defense.** Main defense forces conduct reconnaissance fires and disruption to ensure the enemy culminates his attack before the protected force is destroyed.
- **Counterattack.** Counterattack forces destroy key element(s) of the enemy’s combat system (often targeting C2 or logistics) or seize objective.

**Key Functional Elements:**

<table>
<thead>
<tr>
<th>Contact Elements</th>
<th>Action: Main Defense</th>
<th>Enabling: Disruption</th>
<th>Support</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td><em>Delay, disrupt, fix</em></td>
<td></td>
</tr>
</tbody>
</table>
OPFOR Maneuver Defense Example

Key: Planned sacrifice of terrain for opportunities against key systems

1. Portion of defense force makes initial contact
2. Maneuver of Contact and Shielding elements
3. HVTs exposed
4. Continued HVT attack, Reserve decisively engages

Starts disaggregation; portrays anticipated defense

Not to Scale
Executing Maneuver Defense

- A maneuver defense can be used as part of a higher-unit’s strategy to create the conditions to gain or regain the initiative.
- Even within a maneuver defense, the tactical group commander may use an area defense on some enemy axes.
- A maneuver defense also shifts the fires/ISR balance in favor of the defender.

A Maneuver Defense is NOT a Mobile Defense.

- A Mobile Defense concentrates on the destruction or defeat of the enemy through a decisive attack by a striking force (ADRP 3-90).
- A Maneuver Defense causes the enemy to continually lose effectiveness until they can no longer achieve their defenses... by maneuver thru planned, multiple, defensive arrays. (TC 7-100.2, para. 4-64)
OPFOR Engineer

Reconnaissance, Mobility, Countermobility, Survivability.

- Conduct engineer recon of the enemy and the terrain.
- Prepare and maintain routes of movement and supply.
- Clear passages through obstacles and areas of destruction.
- Perform demolition work.
- Establish and maintain water obstacle crossings.
- Establish and improve engineer obstacles.
- Prepare fortifications.
- Support INFOWAR and carry out engineer camouflage, concealment, cover, and deception (C3D) measures.
- Extract and purify water and establish water supply points.

Ensure engineer assets have security

Consider these in the engineer recon plan:

- Location, type, and composition of enemy (structures) fighting positions and enemy obstacles.
- Conditions of roads, bridges, water obstacle-crossing sites, and routes.
- Protective and camouflaging properties of the terrain.
- Movement routes and trafficability.
- Local water supplies.
OPFOR Engineer Offense

- During preparation for the offense, the engineers focus on four major activities:
  - Preparing routes for the employment of combat forces.
  - Providing survivability support to units in assembly areas.
  - Establishing passages in obstacles and minefields.
  - Establishing and maintaining crossings over water obstacles.

<table>
<thead>
<tr>
<th>Tactical Missions Requiring Engineer Support</th>
<th>Engineer Technical Tasks</th>
</tr>
</thead>
<tbody>
<tr>
<td>Movement forward, deployment, and transition to the offense.</td>
<td>Conduct engineer reconnaissance of enemy and terrain.</td>
</tr>
<tr>
<td>Preparation of assembly areas.</td>
<td>Prepare fortifications in assembly areas.</td>
</tr>
<tr>
<td>Crossing water obstacles.</td>
<td>Clear passages in obstacles and perform demolition work.</td>
</tr>
<tr>
<td>Supporting disruption and battle zones.</td>
<td>Establish and maintain water obstacle-crossing sites.</td>
</tr>
<tr>
<td>Repelling counterattacks.</td>
<td>Establish obstacles.</td>
</tr>
<tr>
<td>Penetration of enemy defenses.</td>
<td>Extract and purify water and establish water supply points.</td>
</tr>
<tr>
<td>Conduct of the battle.</td>
<td>Carry out engineer C3D measures.</td>
</tr>
<tr>
<td>Commitment of exploitation force or reserve.</td>
<td>Prepare and maintain movement routes.</td>
</tr>
<tr>
<td>Reinforcing captured positions.</td>
<td>Eliminate aftereffects of CBRN strikes.</td>
</tr>
</tbody>
</table>
OPFOR Engineer Counter mobility

- Counter mobility operations limit access and control tempo by delaying, disaggregating, and canalizing enemy forces.
- Obstacle plans are completely integrated with the maneuver, fire support, and INFOWAR plans.
- Use throughout the depth of the Disruption Zone.
- Maximize the use of terrain and deception. ("All capabilities – real and perceived")
- Mine and re-mine enemy LOCs and deny APODs/SPODs
- Target opponent’s key systems.
- Cover minefields with fires (DF and IDF).

**Effort to accomplish: Block > Turn > Fix > Disrupt**

| BLOCK | • Stops attacker’s movement along a specific approach – forcing use of different approach/direction  
|       | • Destroys attacker’s breaching elements  
|       | • Tied into impassable terrain and/or complex obstacles |
| TURN  | • Force the attacker to move in your desired direction  
|       | • Prevent attacker from bypassing/breaching other obstacles  
|       | • Maintain pressure with massed direct & indirect fires |
| FIX   | • Slow the attacker within a planned area – to be engaged with fires  
|       | • Slows the attacker’s movement and/or generates time for your forces to disengage/reposition  
|       | • Cause the attacker to prematurely deploy into attack formations and fight in multiple directions  
|       | • Must not appear impenetrable |
| DISRUPT | • Break up attacker formations and/or Interrupt attacker timetable and C2  
|         | • Cause premature commitment of breach assets  
|         | • Cause attacker to piecemeal the attack  
|         | • Extensive resources not usually required  
|         | • May be difficult for attacker to detect (at long ranges) |
OPFOR Engineer Defense

- Emphasis on fortifying battle positions and assembly areas,
- C3D measures, and adapting the terrain for defense.
- Emplace Obstacles

**Engineer support in the defense include—**

- Controlling access and tempo by delaying, disaggregating, and canalizing enemy forces.
- Ensuring the integration of engineer support to INFO WAR and preparing deception positions.

<table>
<thead>
<tr>
<th>Tactical Missions Requiring Engineer Support</th>
<th>Engineer Technical Tasks</th>
</tr>
</thead>
<tbody>
<tr>
<td>Movement forward, deployment, and transition to the offense.</td>
<td>Conduct engineer reconnaissance of enemy and terrain.</td>
</tr>
<tr>
<td>Preparation of assembly areas.</td>
<td>Prepare fortifications in assembly areas.</td>
</tr>
<tr>
<td>Crossing water obstacles.</td>
<td>Clear passages in obstacles and perform demolition work.</td>
</tr>
<tr>
<td>Supporting disruption and battle zones.</td>
<td>Establish and maintain water obstacle-crossing sites.</td>
</tr>
<tr>
<td>Repelling counterattacks.</td>
<td>Establish obstacles.</td>
</tr>
<tr>
<td>Penetration of enemy defenses.</td>
<td>Extract and purify water and establish water supply points.</td>
</tr>
<tr>
<td>Conduct of the battle.</td>
<td>Carry out engineer C3D measures.</td>
</tr>
<tr>
<td>Commitment of exploitation force or reserve.</td>
<td>Prepare and maintain movement routes.</td>
</tr>
<tr>
<td>Reinforcing captured positions.</td>
<td>Eliminate aftereffects of CBRN strikes.</td>
</tr>
</tbody>
</table>
## OPFOR Engineer Systems

<table>
<thead>
<tr>
<th>System</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>GMZ-3 Minelayer</strong></td>
<td>• Basic load: ~200</td>
</tr>
<tr>
<td>(PMZ-4 is towed, but similar; basic load based on mover)</td>
<td>• Pressure: 1x1km row w/5m spacing</td>
</tr>
<tr>
<td></td>
<td>• Proximity: 1x2km row w/10m spacing</td>
</tr>
<tr>
<td></td>
<td>• 20-mins w/squad</td>
</tr>
<tr>
<td></td>
<td>• 60-mins w/crew</td>
</tr>
<tr>
<td><strong>UMZ Scatterable</strong></td>
<td>• Distance from vehicle: 20-60m</td>
</tr>
<tr>
<td></td>
<td>• AP: 3200-5000m (load: 720-11,520)</td>
</tr>
<tr>
<td></td>
<td>• AT: 600m (load: 180-540)</td>
</tr>
<tr>
<td></td>
<td>• Typical mixed (AP+AT) minefield</td>
</tr>
<tr>
<td></td>
<td>1,000-1,200m x Depth: 30-120m</td>
</tr>
<tr>
<td></td>
<td>• Speed (kph): 10-40</td>
</tr>
<tr>
<td></td>
<td>• Loading: 1.5-2hrs</td>
</tr>
<tr>
<td><strong>PKM Man-Portable Mine Layer</strong></td>
<td>• PFM-1S (AP): 20 x 10, 64 per canister</td>
</tr>
<tr>
<td></td>
<td>• POM-2S (AP): 10 x 40, 4 per canister</td>
</tr>
<tr>
<td></td>
<td>• PTM-1S (AT): 10 x 40, 3 per canister</td>
</tr>
<tr>
<td></td>
<td>• PTM-3 (AT): mines launched one at a time (1 per canister)</td>
</tr>
<tr>
<td><strong>ZRP-2 Rocket Propelled Line Charge</strong></td>
<td>• Length: 60m</td>
</tr>
<tr>
<td></td>
<td>• Size of lane: 0.4m wide x 55m long</td>
</tr>
<tr>
<td></td>
<td>• Man-Portable</td>
</tr>
<tr>
<td><strong>Ditching Machine MDK-3</strong></td>
<td>• Meter^3/hr: &lt; 800</td>
</tr>
<tr>
<td></td>
<td>• AT Ditches, fighting positions</td>
</tr>
<tr>
<td><strong>Bridge, PMP</strong></td>
<td>• Total Length: 227m, width: 6.5m</td>
</tr>
<tr>
<td></td>
<td>• Capacity: 60m</td>
</tr>
<tr>
<td></td>
<td>• Pier depth (opt): 1.7m(min), 3.21m(max)</td>
</tr>
<tr>
<td></td>
<td>• Normal bridge consists of 32 center and 4 ramp pontoons.</td>
</tr>
<tr>
<td><strong>Bridge, TMM-3</strong></td>
<td>• Total Length: 42m, width: 6.5m</td>
</tr>
<tr>
<td></td>
<td>• Capacity: 60m</td>
</tr>
<tr>
<td></td>
<td>• Truck-Launched</td>
</tr>
</tbody>
</table>

More information in the Worldwide Equipment Guide (WEG)
OPFOR Engineer Survivability

- Careful selection of terrain to passively deny the enemy the ability to acquire positions for targeting.
- Make extensive use of local building materials, equipment, and civilians. (focus on cultural standoff and tactical shielding)
- Construct false positions, equipment, movement routes, and LOCs.
- Prepare subterranean positions.
- Fortified positions
OPFOR Air Defense

- Every unit is considered an air defense asset.
- Air defense is an integral part of combined arms combat.
- Air defense cannot be regarded as single pieces of equipment or even as units engaged in combat actions but as parts of an Integrated Air Defense System (IADS).

- Prevent
  - Detection (counter-aerial reconnaissance)
  - Penetration (enemy freedom of movement)

- Protect
  - Support Zone
  - Units from attack

- Destroy (air defense ambushes)

- Destroy enemy aircraft.
- Force to expend their munitions prematurely.
- Diverting before reaching their targets.
- Mitigating attack effectiveness.
- Forcing to discontinue attack.
# OPFOR Air Defense Systems

## Man-Portable Air Defense Systems (MANPADS)

<table>
<thead>
<tr>
<th>System</th>
<th>Tier</th>
<th>Alt (m)</th>
<th>Range (m)</th>
<th>Guidance</th>
</tr>
</thead>
<tbody>
<tr>
<td>SA-24S “Grinch”</td>
<td>1,2</td>
<td>3,500</td>
<td>6,000</td>
<td>2-color IR/UV homing ★</td>
</tr>
<tr>
<td>Starstreak II</td>
<td>1,2</td>
<td>5,000</td>
<td>7,000</td>
<td>Laser beam rider SACLOS</td>
</tr>
<tr>
<td>SA-18 “Grouse”</td>
<td>3</td>
<td>3,500</td>
<td>6,000</td>
<td>2-color IR</td>
</tr>
</tbody>
</table>

## Short Range Air Defense Systems (SHORAD)

<table>
<thead>
<tr>
<th>System</th>
<th>Tier</th>
<th>Alt (m)</th>
<th>Range (m)</th>
<th>Guidance</th>
<th>Detection</th>
</tr>
</thead>
<tbody>
<tr>
<td>Crotale SP SAM System</td>
<td>1</td>
<td>5,000</td>
<td>14,600 ★</td>
<td>RF CLOS, Semi-active radar homing EO, IR</td>
<td>18.5 (Mirador IV)</td>
</tr>
<tr>
<td>Pantsir-S1-0 30-mm SP AA Gun/Missile System</td>
<td>1</td>
<td>10,000</td>
<td>12,000 2,500 gun</td>
<td>SACLOS, ACLOS, Home-on-Jam</td>
<td>38</td>
</tr>
<tr>
<td>2S6M 30-mm SP AA Gun/ Missile System</td>
<td>1,2</td>
<td>3,000</td>
<td>4,000</td>
<td>SACLOS</td>
<td>80 km (DOG EAR)</td>
</tr>
</tbody>
</table>

More information in the Worldwide Equipment Guide (WEG)
**OPFOR IADS**

- IADS integrates strategic, operational, and tactical assets under unified C2.
- Firing systems (without active early warning systems) may not be detected.
- Integration of new communications technology provides automated control in order to extend the early warning and engagement range.

- Interlocking umbrella of AD coverage composed of:
  - Air Surveillance Radars
  - CP’s & SABOC’s
  - Layered weapon systems
  - Digital integration of systems
- Enables defeat of navigation, C2, and stealth capabilities

<table>
<thead>
<tr>
<th>Information passing</th>
<th>Networked Systems</th>
<th>Non-Networked Systems</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dynamic acquisition and system tasking</td>
<td>Acquisition info “pushed” to subordinate systems</td>
<td></td>
</tr>
</tbody>
</table>

**Observable changes**

- Reduced signature
- Forward Early Warning dispersed (or not present)
- AD systems (and target acquisition radar) not detectable until activated
- EW & deception assets intelligently focused
- Reduced signature
- Acquisition time requirement reduced (“Heli will be at your location in 30 seconds from south”)
- Disposition w/LOS not necessarily on likely avenues (“spider holes”)

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OPFOR Air Defense

Integrated Attack
◆ Balance protection of the fixing forces with allocating AD assets to provide greater protection for other enabling or action forces.

Dispersed Attack
◆ Commanders may have to accept risk in certain areas, compensating with increased C3D and the increased use of other arms to assist in air defense.
◆ May allocate/position air defense assets where the air threat is perceived to be the greatest OR to maneuver units most critical to the success of the attack.
◆ May require AD augmentation from higher
◆ Generally conducted against a stronger enemy – AD may be the principal means of (temporarily) defeating overmatch
◆ Fixing forces are generally covered, but assault forces may require significant AD once discovered.

Area Defense
◆ Frequent displacement is the rule!
◆ Balance point protection, while attacking enemy aerial reconnaissance.
◆ Complex terrain may require separation of acquisition, targeting, and attack capabilities.
◆ AD ambushes may be particularly effective with observers linked to units for rapid response.

Maneuver Defense
◆ Positioned to cover defending forces but capable of displacing with rapidly moving ground maneuver forces.
◆ Must cover contact and shielding forces as they maneuver between defensive arrays. Ideally, most air defense assets can be positioned with the shielding force and provide adequate coverage for the contact force.
◆ MANPADS may be more appropriate with maneuvering forces, while long-range systems are best for defending forces.
OPFOR Fire Support

- Exploit all available target acquisition and reconnaissance, incl. irregulars
- Consider airspace coordination
- Avoid unnecessary duplication of effort
- Provide for flexibility of employment

Employment Considerations:

- Avoid enemy’s strengths and exploit vulnerabilities.
  - Outmaneuver, overwhelm, and outpace
  - Deny sanctuary, locally and in depth.

- Use all fire support means to attack the most vulnerable parts of the enemy’s combat systems.
  - This includes infrastructure and even civilian targets!

- Synchronize and focus RISTA and fire to destroy key enemy formations or systems
  - Can shift the balance of combat power and undermine enemy morale and resolve.

Enemy’s Counter-battery capabilities often drive deployment considerations

Survivability: Alternates, Decoys, Dispersion, Protection
Effectiveness: Mission/Range, C2, Resupply
OPFOR Fire Support

OFFENSE

◆ Suppress enemy troop activity and weapon systems
◆ Deny the enemy information about friendly forces
◆ Prevent the enemy from restoring fire support, C2, and RISTA systems
◆ Deny the enemy the ability to use reserve forces
◆ Create favorable conditions for a strike

DEFENSE

◆ Maximize the effect of obstacles
◆ Create favorable conditions for a strike or counterattack

TARGET DAMAGE CRITERIA

<table>
<thead>
<tr>
<th>ANNIHILATE:</th>
<th>DESTROY:</th>
</tr>
</thead>
<tbody>
<tr>
<td>• Unobserved targets combat-ineffective</td>
<td>• Generally refers to engineers works, such as fortifications &amp; bridges</td>
</tr>
<tr>
<td>• Point targets: 70-90% prob. of kill</td>
<td>• Targets unfit for further use</td>
</tr>
<tr>
<td>• Area targets: 50-60% prob. of kill</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>NEUTRALIZE:</th>
<th>SUPPRESS:</th>
</tr>
</thead>
<tbody>
<tr>
<td>• Temporary loss of combat-effectiveness, restricted movement, or disrupted C2</td>
<td>• Temporary performance degradation. Generally refers to C2</td>
</tr>
<tr>
<td>• Unobserved targets: 30% prob. of kill</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>HARASSMENT:</th>
</tr>
</thead>
<tbody>
<tr>
<td>• Psychological pressure and/or movement hindered.</td>
</tr>
</tbody>
</table>

⚠️ Terrain analysis can identify points of canalization which could drive the adversary into the kill zones
## Common OPFOR IDF Systems

<table>
<thead>
<tr>
<th>System</th>
<th>Tier Cal</th>
<th>Range (km)</th>
<th>Remarks</th>
</tr>
</thead>
<tbody>
<tr>
<td>2S23, 120-mm SP Combo Gun</td>
<td>2/3 120mm</td>
<td>8.85</td>
<td>Max Rate of Fire 8-10 rds/min Rate of Fire, Sustained 4 rds/min</td>
</tr>
<tr>
<td>2S19M 1-155 SP (T) How</td>
<td>1 155mm</td>
<td>33.8 41 assisted</td>
<td>Reduced emplace/displacement time (powered spades &amp; travel locks) ★ Reduced signatures (viz, IR, radar)</td>
</tr>
<tr>
<td>9P140 Heavy MRL</td>
<td>1,2 220mm 16-tube</td>
<td>35</td>
<td>Fin &amp; spin-stabilized.</td>
</tr>
<tr>
<td>9A52-2 Heavy MRL</td>
<td>1,2 300mm 12-tube</td>
<td>90</td>
<td></td>
</tr>
<tr>
<td>9A51 MRL</td>
<td>1,2 122mm 50-tube</td>
<td>20.5</td>
<td></td>
</tr>
</tbody>
</table>

More information in the Worldwide Equipment Guide (WEG)
**Forms of Security Operations**

**Screen**: (Stationary or Moving)
- Gain and maintain surveillance
- Provide early warning to the main body
- Impede, harass, or destroy enemy recon elements without being decisively engaged

**Guard**: Protects the main body by either fighting to gain time or by attacking, defending, and/or delaying the enemy to prevent him from observing the main body and potentially engaging it with direct fires.
- More combat power, more concentrated than a screen = can fix/repel/defeat lead elements so it can’t engage main body with direct fires.
- Can engage with its own direct fires and the main body’s indirect fires

**Cover**: 
- Generally self-contained, can operate away from the main body (50km+!)
- More combat power than guard, has own IDF, sustainment
- Can decisively engage

**Area security**: Protect friendly forces, installations, routes, and actions within a specific area.

**Local security**: Low-level security operations conducted near a unit to prevent surprise by the enemy.
OPFOR Recon Considerations

- **Maneuver**: Forces, locations, fortifications, key systems
- **Signals**: C2 links & assets; disrupt, destroy C2 links
- **Target Acquisition**: ID critical enemy asset
- **Air Defense**: ID coverage types, disrupt, destroy
- **Engineer**: Mobility/Ctr-mobility obstacles along likely AAs
- **CBRN**: Verify if contamination exists in designated areas.
- **Special**: Tasks can be assigned to higher echelon recon forces or elements operating in the same AOR as a lower echelon tactical unit.

<table>
<thead>
<tr>
<th>Recon Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Route Recon</strong></td>
<td>• Focuses along a specific line of communication, such as a road, railway, or cross-country mobility corridor.</td>
</tr>
<tr>
<td><strong>Zone Recon</strong></td>
<td>• Involves a directed effort to obtain detailed information on all routes, obstacles, terrain, and forces within a defined zone.</td>
</tr>
<tr>
<td><strong>Area Recon</strong></td>
<td>• Focuses on obtaining detailed information about the terrain or enemy activity within a prescribed area</td>
</tr>
<tr>
<td><strong>Recon in Force</strong></td>
<td>• A deliberate combat operation designed to discover or test the enemy's strength, dispositions, and reactions or to obtain other information</td>
</tr>
<tr>
<td></td>
<td>• <strong>NOTE</strong>: This is different than the Recon Attack</td>
</tr>
</tbody>
</table>
## Common OPFOR UAVs

<table>
<thead>
<tr>
<th>System</th>
<th>Orig</th>
<th>Role</th>
<th>Range</th>
<th>Endurance</th>
<th>Speed (kph)</th>
<th>Alt. (m)</th>
<th>Payload</th>
</tr>
</thead>
<tbody>
<tr>
<td>MALE*: Hermes 900</td>
<td>ISR</td>
<td>ISR Surveillance</td>
<td>200-km</td>
<td>36-hrs</td>
<td>222</td>
<td>30,000</td>
<td>300-kg</td>
</tr>
<tr>
<td>MALE*: ASN-207</td>
<td>CHN</td>
<td>EW/ECM</td>
<td>600-km</td>
<td>18-hrs</td>
<td>150</td>
<td>6,000</td>
<td>100-kg</td>
</tr>
<tr>
<td>Camcopter S100</td>
<td>AUT</td>
<td>ISR Surveillance</td>
<td>130-km</td>
<td>6-hrs</td>
<td>223</td>
<td>6,000</td>
<td>55-kg</td>
</tr>
<tr>
<td>Skylark IV</td>
<td>ISR</td>
<td>ISR Surveillance</td>
<td>15-km</td>
<td>1.5-hrs</td>
<td>111</td>
<td>455</td>
<td></td>
</tr>
<tr>
<td>Skylark III / Skylark II-LE</td>
<td>ISR</td>
<td>ISR Surveillance</td>
<td>100-km</td>
<td>6-hrs</td>
<td>129</td>
<td>4,600</td>
<td>10-kg</td>
</tr>
<tr>
<td>Zala 421-12</td>
<td>RUS</td>
<td>ISR Surveillance</td>
<td>40-km</td>
<td>1.5-hrs</td>
<td>130</td>
<td>700</td>
<td>1-kg</td>
</tr>
</tbody>
</table>

*MALE: Medium Altitude, Long Endurance

More information in the Worldwide Equipment Guide (WEG)
OPFOR Aviation

◆ The OPFOR considers the ability of its aviation assets to provide responsive and continuous fire support to ground forces a tremendous influence on the battlefield.
  ◆ Early attainment of air superiority.
  ◆ Effective reconnaissance and targeting.
  ◆ A coordinated attack on enemy targets at all tactical and operational depths.
  ◆ Employment in mass during all phases of combat.
  ◆ Survivability and responsiveness using effective planning and preparation.

FIXED-WING AVIATION
◆ Not task-organized in a constituent or dedicated relationship below the OSC level (joint command)
◆ May have a supporting relationship with DIV/BDE
◆ Can respond to mission requests from tactical-level units (subject to theater/OSC commander approval)

ROTARY-WING AVIATION
◆ Employed across the battlefield to support the ground commander
◆ Can execute missions down to the BTG level (Attack, CS, CSS)
◆ Can support both offense and defense
◆ Can be part of a DTG’s integrated fires command
OPFOR Attack Aviation

- Deliberate missions to attack priority enemy targets such as assembly areas, supply routes, artillery or antitank positions, multiple rocket launcher (MRL) positions, forward air bases, and reserves.

<table>
<thead>
<tr>
<th>Classification</th>
<th>Example Target</th>
</tr>
</thead>
<tbody>
<tr>
<td>Single (or Point)</td>
<td>An MRL, tank, or armored vehicle; parked aircraft or helicopter; radar, observation post, or bunker</td>
</tr>
<tr>
<td>Multiple</td>
<td>Group of 10-20 single targets, occupying an area of 1-1.5 km²</td>
</tr>
<tr>
<td>Line</td>
<td>Tactical march column (usually 1 km or longer), a train, or a runway</td>
</tr>
<tr>
<td>Area</td>
<td>Assembly areas of battalion or larger unit, supply depot, large C2 center, or airfield</td>
</tr>
</tbody>
</table>

Su-25

Mi-28
OPFOR Aviation Missions

Direct Air Support (DAS)
- Disrupt and destroy enemy in proximity to friendly forces.
- Least efficient application of air forces
- Often extends to the range of friendly ground-based systems, within air defense coverage
- Best when ground forces are not sufficient or when a mass concentration of fire is required.

Counter-Air
- Air assets may be diverted from ground support roles to support theater or OSC requirements

Infrastructure / Interdiction
- Theater air forces conduct air interdiction missions to annihilate, or the enemy’s military potential before it can be used to inflict neutralize damage on friendly forces
- Targets: Bridges / Crossings, LOCs (Road, Rail), PODs (Ports, Airfields), Facilities, depots, bases

Reconnaissance and Targeting
- The division or DTG conducts its own tactical reconnaissance primarily through ground reconnaissance and UAV assets

Transport
- Air Force or army aviation helicopter units and mixed aviation units can perform airlift, airborne insertion, airdrop, and aerial resupply.
- HT Airborne Mechanized Infantry can be airlifted by Airforce Fixed Wing and Helicopter platforms.
OPFOR Aviation Employment

In general...

◆ When fighting a weaker opponent, the HT will
  ◆ Decentralize control for greater flexibility and responsiveness
  ◆ Allocate assets down to the DTG/BTG level

◆ When faced with a superior enemy, the HT will
  ◆ Centralize control for strategic flexibility and survivability
  ◆ Make maximum use of unmanned aerial systems (UAS)

The ability of the OPFOR to employ its aviation assets will depend on the level of airspace dominance the OPFOR possesses.
# Common OPFOR Aviation

<table>
<thead>
<tr>
<th>System</th>
<th>Role</th>
<th>Weapons/Transports</th>
</tr>
</thead>
<tbody>
<tr>
<td>AH-1W SUPER COBRA</td>
<td>Attack</td>
<td>M197, 3x barrel 20-mm Gatling Gun 8 x TOW or Hellfire ATGMs 2 x 2.75-in FFAR rocket pods.</td>
</tr>
<tr>
<td>Z9/WZ9 “Haitun”</td>
<td>Multi</td>
<td>Two fixed 23-mm guns or 12.7-mm MGs. Up to 8 ATGMs, or 4 plus 2 rocket pods. Transports 9-12 Troops, 4-8 Litters or Cargo.</td>
</tr>
<tr>
<td>GAZELLE SA/342M</td>
<td>Light</td>
<td>4x AT-3 ATGMs, 2x SA-7, or 128-mm or 57-mm rockets, and 7.62-mm MG. Transports 3 troops or 1 litter, or cargo.</td>
</tr>
<tr>
<td>MI-17 V7 “Hip”</td>
<td>Medium</td>
<td>Transports up to 26, 36 troops military seating, or 12 casualties.</td>
</tr>
<tr>
<td>MI-26 “Halo”</td>
<td>Transport</td>
<td>Transports over 80 troops, 60 litters, or 2x BRDM-2 scout cars, or 2x BMDs, or 1x BMP or, 1x BTR-60/70/80 or, 1x MT-LB.</td>
</tr>
<tr>
<td>HORIZON (Cougar)</td>
<td>Wide Area Recon</td>
<td>Surveillance targets: Wheeled/tracked vehicles, rotary wing aircraft, FW aircraft, watercraft.</td>
</tr>
</tbody>
</table>

More information in the Worldwide Equipment Guide (WEG)
## OPFOR Anti-Armor Systems

<table>
<thead>
<tr>
<th>System</th>
<th>Range (m)</th>
<th>Penetration (mm)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Panzerfaust 3 T-600 110-mm Tandem-HEAT</td>
<td>600★</td>
<td>Armor: 800 ERA★</td>
</tr>
<tr>
<td>RPG-29/32/ HASHIM 105-mm Tandem-HEAT</td>
<td>AT-29: 500</td>
<td>Armor: 750+ ERA</td>
</tr>
<tr>
<td></td>
<td>AT-32: 700★</td>
<td>950+ conv</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Other: 1,500+</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Concrete: 1,500</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Brick: 2,000</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Earth: 3,000</td>
</tr>
<tr>
<td>Armbrust 67-mm grenade HEAT</td>
<td>1,500★</td>
<td>Armor (CE): 300</td>
</tr>
<tr>
<td>(Disposable)</td>
<td></td>
<td>Reinf Concrete: INA</td>
</tr>
<tr>
<td>RPG-27 105-mm Tandem-HEAT</td>
<td>200</td>
<td>Armor: 750+ ERA,</td>
</tr>
<tr>
<td>(Disposable)</td>
<td></td>
<td>950+ conv</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Brick: 2,000</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Reinf Concrete: 1,500+</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Log/Dirt (m): 3,700</td>
</tr>
<tr>
<td>Eryx SR-ATGM Tandem Shaped Charge (HEAT)</td>
<td>600</td>
<td>Armor (CE): 900</td>
</tr>
</tbody>
</table>

More information in the Worldwide Equipment Guide (WEG)
## OPFOR Armor

<table>
<thead>
<tr>
<th>System</th>
<th>Protection</th>
<th>Fire Control</th>
<th>Weapons</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>T-90S</strong></td>
<td>• ERA: Kontakt-5 2d gen &lt;br&gt; • Active protection system: Shtora TshU1-7 ★</td>
<td>Fire Control: 1A45T ★ &lt;br&gt; Ballistic Computer: 1V528-1 ★ &lt;br&gt; Gunner’s Range-Finder Sight: 1V43 ★ &lt;br&gt; Gun Stabilization: 2E42-4 ★</td>
<td>• 125-mm Smoothbore Gun &lt;br&gt; • 12.7-mm 6P49 MG (Roof) &lt;br&gt; • 7.62 mm 6P7K MG (Coax) &lt;br&gt; • Smoke grenade launcher</td>
</tr>
<tr>
<td><strong>T-72BM</strong></td>
<td>• ERA: Kontakt-5 &lt;br&gt; • Active system: Arena available</td>
<td>Fire Control: 1A40 &lt;br&gt; Ballistic Computer: 1V528 &lt;br&gt; Gunner’s Range-Finder Sight: 1K13-49 &lt;br&gt; Gun Stabilization: 2E42-2</td>
<td>• 125-mm Smoothbore Gun &lt;br&gt; • 12.7-mm NSVT MG (Roof) &lt;br&gt; • 7.62 mm PKT MG (Coax) &lt;br&gt; • Smoke grenade launcher</td>
</tr>
<tr>
<td><strong>T-80U</strong></td>
<td>• ERA: Kontakt-1 or 5 &lt;br&gt; • Active system: Arena available</td>
<td>Fire Control: 1A45 &lt;br&gt; Ballistic Computer: 1V528 &lt;br&gt; Gunner’s Range-Finder Sight: 1A42 &lt;br&gt; Gun Stabilization: 2E42</td>
<td>• 125-mm Smoothbore Gun &lt;br&gt; • 12.7-mm MG (Turret-TC) &lt;br&gt; • 7.62 mm MG (Coax) &lt;br&gt; • Smoke grenade launcher</td>
</tr>
<tr>
<td><strong>T-14</strong></td>
<td>• Active System: Afganit active protection complex &lt;br&gt; • Counter-mine defenses &lt;br&gt; • Advanced defensive aids system</td>
<td>Fire Control: Computerized FCS &lt;br&gt; Ballistic Computer: NA &lt;br&gt; Gunner’s Range-Finder Sight: NA &lt;br&gt; Gun Stabilization: NA</td>
<td>• 125-mm Smoothbore Gun Laser-guided projectile &lt;br&gt; • 7.62 mm PKTM (Remote Control)</td>
</tr>
</tbody>
</table>

More information in the Worldwide Equipment Guide (WEG)
## OPFOR IFVs

<table>
<thead>
<tr>
<th>System</th>
<th>Armor</th>
<th>Weapons</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>BMP-3M * Heavy IFV</strong></td>
<td>Applique Armor on Turret ★</td>
<td>• 100-mm 2A70 gun</td>
</tr>
<tr>
<td></td>
<td>ERA on Stand Off Plate ★</td>
<td>• Kornet-E, SA-24 ★</td>
</tr>
<tr>
<td></td>
<td>Active Protection System (APS) ★</td>
<td>• Kornet, SA-18</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• 7.62 Coax PKT MG</td>
</tr>
<tr>
<td><strong>BMP-2M Berezhok</strong></td>
<td>Applique Armor on Turret (avail)</td>
<td>• 30-mm dual-feed auto cannon</td>
</tr>
<tr>
<td></td>
<td>ERA on Stand Off Plate (avail)</td>
<td>• Kornet-LR</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• 7.62 Coax PKT MG</td>
</tr>
<tr>
<td><strong>BMD-3 Airborne IFV</strong></td>
<td>Turret can sustain 7.62</td>
<td>• 100-mm 2A70 gun</td>
</tr>
<tr>
<td></td>
<td>No Applique Armor</td>
<td>• 30-mm cannon</td>
</tr>
<tr>
<td></td>
<td>May have Explosive Reactive Armor (ERA)</td>
<td>• 7.62-mm MG</td>
</tr>
<tr>
<td><strong>BMP-3UAE Desert BMP-3</strong></td>
<td>Applique Armor on Turret</td>
<td>• 100-mm 2A70 gun</td>
</tr>
<tr>
<td></td>
<td>ERA on Stand Off Plate</td>
<td>• Kornet, SA-18</td>
</tr>
<tr>
<td></td>
<td>No APS</td>
<td>• 7.62 Coax PKT MG</td>
</tr>
<tr>
<td>*<em>T-15 ARMATA <em>In Trial/ Development</em></em></td>
<td>Steel and ceramic composite 1,200-1,400 mm vs HEAT</td>
<td>• 2A42 30 mm Auto Cannon 500 rounds (AP/HE)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• 7.62 mm coax PKT, Kornet-EM</td>
</tr>
</tbody>
</table>

More information in the Worldwide Equipment Guide (WEG)
## OPFOR APCs

<table>
<thead>
<tr>
<th>System</th>
<th>Armor</th>
<th>Weapons</th>
<th>Remarks</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>BTR-90</strong></td>
<td>Applique, ERA, and APS available</td>
<td>2A42 30 Caliber AG AT-5 Konkurs; AT-5B Konkurs-M; AT-4 Fagot (less likely); AT-4b Faktoriya (less likely)</td>
<td>8 X 8 wheeled APC with side exit doors; 4 firing ports on the right side &amp; 3 firing ports on left</td>
</tr>
<tr>
<td><strong>BTR-80</strong></td>
<td>No applique armor, ERA, or APS.</td>
<td>KVPT 14.5 HMG</td>
<td>Soldiers exit through 2 side doors; 4 firing ports on the right &amp; 3 firing ports on the left</td>
</tr>
<tr>
<td><strong>BTR-D</strong></td>
<td>No applique armor, ERA, or APS.</td>
<td>AGS-17 30-mm AGL KILIVER Turret (30-mm gun, 7.62-mm coaxial machine gun, thermal sights, superior day sights, and 4 KORNET ATGM launchers)</td>
<td>Air droppable IFV, space for 10 soldiers; 2 firing ports on each side; 1 firing port in left rear door</td>
</tr>
</tbody>
</table>

More information in the Worldwide Equipment Guide (WEG)
## Information Warfare

### INFOWAR

<table>
<thead>
<tr>
<th></th>
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<th></th>
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<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>•</td>
<td>Disrupt, deny, or degrade the enemy’s computer networks and information flow.</td>
<td>•</td>
<td>Alter or deny key information.</td>
<td>• Distort reality or manipulate information to support OPFOR goals.</td>
<td>• Protect critical assets.</td>
<td>• Destroy the enemy’s information infrastructures.</td>
<td>• Mislead or confuse decisionmakers.</td>
<td>• Exploit, disrupt, deny, and degrade the enemy’s use of the electromagnetic spectrum.</td>
</tr>
<tr>
<td>•</td>
<td>C2 and RISTA assets and networks.</td>
<td>•</td>
<td>Decisionmakers and other users of information.</td>
<td>• Enemy RISTA assets.</td>
<td>• Local populace and leaders.</td>
<td>• Key military decisionmakers.</td>
<td>• C2 and RISTA assets and networks.</td>
<td></td>
</tr>
<tr>
<td>•</td>
<td>Systems reliant on accurate information.</td>
<td>•</td>
<td>Media sources (international and domestic).</td>
<td>• Enemy RISTA assets.</td>
<td>• Media sources (international and domestic).</td>
<td>• General population and international media sources and Internet sites.</td>
<td>• C2 and RISTA assets and networks.</td>
<td></td>
</tr>
<tr>
<td>•</td>
<td>C2 and RISTA assets and networks.</td>
<td>•</td>
<td>C2 nodes and links, RISTA assets, telecommunications, and power sources.</td>
<td>• Enemy RISTA assets.</td>
<td>• C2 nodes and links, RISTA assets, telecommunications, and power sources.</td>
<td>• Key military decisionmakers.</td>
<td>• C2 and RISTA assets and networks.</td>
<td></td>
</tr>
</tbody>
</table>

### Objectives

- C2 and RISTA assets and networks.
- Decisionmakers and other users of information.
- Systems reliant on accurate information.
- Key military decisionmakers.
### OPFOR Electronic Warfare

<table>
<thead>
<tr>
<th>System</th>
<th>Role</th>
<th>Range (km)</th>
<th>Freq Range (MHz)</th>
<th>Output</th>
<th>vs GPS?</th>
<th>vs Freq Hop?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cicada-C</td>
<td>EA, ESM/ECM, HF/VHF/UHF</td>
<td>100</td>
<td>.525-3,000</td>
<td>10-kW ★</td>
<td>YES</td>
<td>YES</td>
</tr>
<tr>
<td>Meerkat-S</td>
<td>ESM/ ELINT</td>
<td>500</td>
<td>2-40,000</td>
<td>Passive</td>
<td>NO</td>
<td>YES</td>
</tr>
<tr>
<td>Weasel 2000</td>
<td>ESM/ ELINT</td>
<td>500</td>
<td>.5-10,000</td>
<td>Passive</td>
<td>---</td>
<td>YES</td>
</tr>
<tr>
<td>TRC 274</td>
<td>EA, ESM/ECM, HF/VHF/UHF</td>
<td>150</td>
<td>20-3,000</td>
<td>4-kW (1.4-kW on-move)</td>
<td>YES</td>
<td>YES</td>
</tr>
<tr>
<td>Cicada-R</td>
<td>EA, ESM/ECM, HF/VHF/UHF</td>
<td>100</td>
<td>6,000-18,000</td>
<td>1-kW</td>
<td>NO</td>
<td>YES</td>
</tr>
</tbody>
</table>

More information in the Worldwide Equipment Guide (WEG)
Doctrinal OPFOR Products

**Opposing Force Tactics TC 7-100.2**
- Describes an OPFOR tactical doctrine that is a composite of the characteristics of regular and irregular forces that may be present in actual OEs.
- Accepts the nature of complex operational environments and dynamic change in capabilities and limitations.

**Irregular OPFOR TC 7-100.3**
- Describes characteristics of irregular forces that may be present in actual OEs as dynamic events among relevant populations and forces in complex operations.
- Includes culture, ideology, politics, historical context

**Worldwide Equipment Guide (WEG)**
- OPFOR equipment data for training (Not comprehensive)

**Exercise Design TC 7-101**
- Outlines a methodology for designing and executing Army training exercises, including planning procedures and methodologies, etc.
- Annex B has list of OPFOR tactical tasks & variable examples

- Operational Framework
- Command and Control
- Offense
- Defense
- INFOWAR
- Reconnaissance
- Fires
- Aviation
- Air Defense
- Engineer
- CBRN
- Logistics
- Special Purpose Forces
- Snipers
- Insurgents
- Guerrillas
- Criminals
- Noncombatants

- Vol 1: Ground Systems
- Vol 2: Airspace and Air Defense Systems
- Vol 3: Naval and Littoral Systems

**ODIN Portal** https://odin.tradoc.army.mil
**Army Training Network** https://atn.army.mil/ (Search for “OPFOR”)
Task and Purpose

*Adapt as needed*

**OFFENSE**

[unit] conducts a [tactic] at [dtg] to [tactic-task] [action-object] at [action-object-location] in order to [tactic-purpose].

Example:

**CDET-B** conducts an **assault** at **190400** to **destroy** Atropian elements on COP Talon in order to **deny use of COP Talon during Atropian attack**.

**DEFENSE**


Example:

**CDET-B** conducts an **area defense** vic PL Ridge NLT 190400 to **destroy** Atropian elements in order to **prevent envelopment of CDET-C**.

**Common Operations, Tasks, Purposes**

<table>
<thead>
<tr>
<th>Affect this</th>
<th>Adversary</th>
<th>Terrain</th>
<th>Self</th>
<th>Combination</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Operation Types</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Attack</td>
<td>Retrograde</td>
<td>Defend</td>
<td>Reconnoiter</td>
<td>Reconnoiter</td>
</tr>
<tr>
<td>Mov’t to Contact</td>
<td>Mov’t</td>
<td>Survivability</td>
<td>Guard</td>
<td>Contain</td>
</tr>
<tr>
<td>Relief</td>
<td>Relief</td>
<td>Raid</td>
<td></td>
<td></td>
</tr>
<tr>
<td>in place</td>
<td></td>
<td>Breakout</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Exploitation</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Tactical Tasks</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Assault</td>
<td>Reconnoiter</td>
<td>Cover</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ambush</td>
<td>Retain</td>
<td>Guard</td>
<td></td>
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</tr>
<tr>
<td>Block</td>
<td>Secure</td>
<td>Overwatch</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Breach</td>
<td>Seize</td>
<td>Screen</td>
<td></td>
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</tr>
<tr>
<td>Canalize</td>
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<td></td>
</tr>
<tr>
<td>Destroy</td>
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<tr>
<td>Fix</td>
<td></td>
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<tr>
<td>Interdict</td>
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<tr>
<td>Mnvr-Defense</td>
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<tr>
<td>Neutralize</td>
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<tr>
<td>Penetrate</td>
<td></td>
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<tr>
<td>Raid</td>
<td></td>
<td></td>
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<td></td>
</tr>
<tr>
<td>Reconnoiter</td>
<td></td>
<td></td>
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</tr>
<tr>
<td>Recon-Attack</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Suppress</td>
<td></td>
<td></td>
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</tr>
</tbody>
</table>

| Purposes (”in order to”) | | | | |
| Prevent | Open | Allow | | |
| Divert | Envelop | Create | | |
| Enable | Surprise | Influence | | |
| Deceive | Cause | Support | | |
| Deny | Protect | | | |
Common Mission Graphics
Common Tactical Tasks

- **ATTACK-BY-FIRE**
  Direct fires, w/ indirect fires, to engage without closing to destroy, suppress, fix, or deceive.

- **CLEAR**
  Remove all enemy forces and eliminate organized resistance.

- **DEFEND**
  Render an enemy force or front at risk and prevent withdrawal, center their activity on a given force or cause them to stop, hold, or surround enemy forces.

- **DEPEND**
  Maintain computer-aided maneuvering while deliberately maneuvering to maintain computer-aided forces or deployment, etc.

- **BYPASS**
  Maneuvering force, support of another force by direct fire in move to a position to eliminate opposition.

- **SUPPRESS**
  Maneuvering forces, support of another force by direct fire in move to a position to eliminate opposition.

- **SECURE**
  Moving into an area without enemy opposition.

- **OCCUPY**
  Moving into an area with a particular formation or rear enemy in a particular area.

- **FIX**
  Prevents displacement of enemy forces and prevents engagement area for specific period.

- **INTERDICT**
  Preventing enemy forces from moving from a specific location.

- **ISOLATE**
  Deny the enemy freedom of action.

- **NEUTRALIZE**
  Deny the enemy freedom of action.

- **DESTROY**
  Rend an enemy force combat-ineffective until it is reconstituted.

- **BLOCK**
  Deny the enemy access to an area, direct forces to neutralize and prevent advance.

- **CONTAIN**
  Deny the enemy freedom of action.

- **TURN**
  Force enemy force from one avenue of approach or mobility to another.

- **SEIZE**
  Take possession of a designated area by using overwhelming force.