Appendix A

Examples of Fire Support Products

HIGH PAYOFF TARGET LIST (HPTL)

Priority	Target
1	Combat outposts (COPs) in the main attack zone.
2	2S1 and 2S19
2	2S6, SA9, SA13
4	Mortars in the main attack zone.
5	Regimental CP

Critical Notes: HPTLs should be defined as accurately as possible. In this example, COP targets have been further defined as only those in the main attack. Priority number 2 could pose problems. Are both of these systems the same priority throughout this phase? If non-Firefinder assets are allocated to detect them, which system is to be detected first? The ADA systems in number 3 also can cause a lack of focus. Are all SA 13s, regardless of location, an HPT to us? Consider only those that can affect you axis/air corridor.

ATTACK GUIDANCE MATRIX

Phase/Target: Attack through the security zone

HPT	When	How	Effect	Remarks
COPs in the main attack	**P**	DS Arty	N {15 minutes (mins)}	Plan to fire until the task is accomplished.
2S1 and 2S19	**A**	Reinforcing (R) Arty	N	IAW CFZs
2S6, SA9, SA13	**A, P**	DS Arty	S	"P" IAW SEAD Plan
Mortars in the main	**A**	R Arty	N	IAW CFZs
Regimental CP	**A**	DS Arty, EW	N	

Legend:
I=Immediate (priority over all non-immediate missions)
S=Suppress
A=As required
N=Neutralize
P=Planned (Put into a schedule to be fired later)
D=Destroy

TARGET SELECTION STANDARDS (TSS)

HPT	Timeliness	Accuracy
COPs in the main attack zone	3 hours (hrs)	100m
2S1 and 2S19	30 min	150m
2S6, SA9, SA13	1 hr	200m
Mortars in the main attack zone	30 min	150m
Regimental CP	4 hrs	500m

Notes: Valid targets must be reported to the delivery system within the designated timeliness criteria and meet the target locations error goal under accuracy in order to be attacked. Commanders can override this criteria at any time, but this gives the targeting team guidance to execute in the absence of further orders.

FIRE SUPPORT EXECUTION MATRIX - EXAMPLE 1

Appendix 1 (Scheme of Fires) to Annex F (Fire Support) to OPORD 98-_____ MSN#_____

BRANCH	GO TO #___		GO TO #___		GO TO #___		GO TO #___		GO TO #___	
TRIGGER	DAY	LIM VIS	DAY	LIM VIS	DAY	LIM VIS	DAY	LIM VIS	DAY	LIM VIS
FS EVENT										
OBS / EXECUTOR	PRIMARY	ALTERNATE	PRIMARY	ALTERNATE	PRIMARY	ALTERNATE	PRIMARY	ALTERNATE	PRIMARY	ALTERNATE
TASK	ATTK GUID	WHAT	ATTK GUID	WHAT	ATTK GUID	WHAT	ATTK GUID	WHAT	ATTK GUID	WHAT
PURPOSE	EFFECT DISRUPT DELAY LIMIT SUPPRESS OBSCURE SCREEN DESTROY	FUNCTION	EFFECT DISRUPT DELAY LIMIT SUPPRESS OBSCURE SCREEN DESTROY	FUNCTION	EFFECT DISRUPT DELAY LIMIT SUPPRESS OBSCURE SCREEN DESTROY	FUNCTION	EFFECT DISRUPT DELAY LIMIT SUPPRESS OBSCURE SCREEN DESTROY	FUNCTION	EFFECT DISRUPT DELAY LIMIT SUPPRESS OBSCURE SCREEN DESTROY	FUNCTION
WPN / MUNITIONS	UNIT(S)	MUNITION (S)	UNIT(S)	MUNITION (S)	UNIT(S)	MUNITION (S)	UNIT(S)	MUNITION (S)	UNIT(S)	MUNITION (S)
FSCM										
RADAR ZONES										

FIRE SUPPORT EXECUTION MATRIX - EXAMPLE 2

PHASE	I-DEEP FIGHT			This line corresponds to maneuver phases
TRIGGER/DP	CRPs AT NAI 4	CAS TOT--2 MIN	N. MB MRC AT AN9001	This line is used to provide the trigger to execute the FS event or to indicate a JDP that would move us to another event-- ***top-down***
			panel marker	This block is for the specific on the ground trigger-- ***bottom-up refinement***
FS EVENT	1. AN9001	2. AN 0001	3. CTB 2	Event sequence # and tgt # or CTB #
	FASCAM	SEAD for CTB 2	CAS on N. MRC	Description of event--asset and HPT
PRI OBS/EXE	COLT 1	COLT 1	ETAC 1	Primary executor--may need ***bottom-up refinement***
OP LOCATION				Primary executor location to execute from-- ***bottom-up refinement***
ALT OBS/EXE	COLT 2	COLT 2	COLT 1	Alternate executor--may need ***bottom-up refinement***
OP LOCATION				Alternate executor location to execute from-- ***bottom-up refinement***
TASK	Emplace FASCAM Minefield to delay N. MRB in passes	Suppress AAA in MRC / mark TGT Area	Destroy 1 tank & 3 BMPs in N. MRC	Task of this event: tells observer ***what*** he is trying to do with this event = attack guidance. ***Enemy formation and effect***
PURPOSE	To allow attack by CAS	To prevent llosses to CAS while attacking N. MRB at FASCAM	To attrit 1/3 from N. MRC and delay N. MRB	Purpose of this event: tells observer ***why*** he is attacking the event so he can do the right thing without additional guidance. ***In terms of friendly maneuver***
EFFECTS	N. MRB delayed 10-min	AAA suppressed at H-1 WP Mark	N. MRB delayed 5 min	Effects or endstate of event--gives us criteria to assess our event and reattack if required
WPN/UNIT	R BN 155	DS BN 155	2 A-10s	The top-down asset to accomplish the task
MUNITIONS/ VOLUME	96 RAAMS 24 ADAMS med density	BN 3 DPICM 1 GUN WP	8 maverick	The bottom-up refinement from FA or ALO on the specifics of the attack asset
FSCM	CFL PL BLOOD NFA 1, NFA 2			The FSCM that support the event or change with the event
ACA			ACA BLUE	ACA in effect
NOTES		CTB 2: 1234 - 1238 - 1638 - 1634		Other notes or remarks

TARGET SYNCHRONIZATION MATRIX (TSM)

DECIDE			DETECT		DELIVER		ASSESS	
Priority	Category	HPTs	Agency	Asset	Agency	Asset	Agency	Asset
1	RISTA	COPs in main attack zone	1-5 FA	COLT 2	1. 1-5 FA	CPHD	1-5 FA	COLT 2
			3-37 AR	Scouts			3-37 AR	Scouts
			3-37 AR	Main attack company	2. 2-14 FA	DPICM	3-37 AR	Main attack company
2	Fire Support	2S1	2-14 FA	Q-36	1. 2-14 FA	DPICM	2-14 FA	Q-36
			Divarty	Q-37	2. Divarty	GS Arty	Divarty	Q-37
		S19	2-14 FA	Q-36	1. 2-14 FA	DPICM	2-14 FA	Q-36
			Divarty	Q-37	2. Divarty	GS Arty	Divarty	Q-37
		Mortars in main attack zone	2-14 FA	Q-36	1. 2-14 FA	HE	2-14 FA	Q-36
					2. 1-5 FA	HE		
3	ADA	2S6	G2	ELINT	1. 2-14 FA	HE	G2	ELINT
		SA9			2. 1-5 FA	HE	Aviation	Pilot report
		SA13						
4	Command & Control	Regimental CP	G2	COMINT	1. 1-5 FA	HE	G2	COMINT
					2. 2-14 FA	HE		
					3. Divarty	GS Arty		