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# UNITED STATES ARMY TRAINING AND DOCTRINE COMMAND

# **BULLETIN NO 12**

# BATTLE REPORT: COMBAT VEHICLE ENGAGEMENTS

Battle reports are used to disseminate lessons learned about how to fight on the modern battlefield. Data derived from observations, simulations, tests, and/or other evaluations are in the form of TRADOC bulletins entitled "Battle Reports." These reports convey important developments of immediate interest to TRADOC agencies and to field commanders. They provide interim guidance until their content can be integrated into appropriate How-To-Fight, How-To-Support, or other doctrinal publications.

TRADOC centers, schools, agencies, and field commanders are encouraged to submit material for inclusion in future battle reports to HQ TRADOC, ATTN: ATDOC-DDD, Fort Monroe, VA 23651.

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### Introduction

Recent technological advances have led to armor developments which substantially improve armored vehicle protection against both kinetic and chemical energy projectiles. Such armor is normally found on the front of modern tanks. So engage enemy tanks from flanks and rear.

Locate battle positions along the flanks of enemy avenues of approach to allow flank and rear shots. Flank positions also place the enemy at a disadvantage because he must divide his attention in three directions—to the front and sides.

Since engagement ranges are usually shorter from flank positions, there is a better chance of hitting the target. Also, more enemy targets will normally be in range.

#### TOWs

(Tube-launched, optically tracked, wire-guided antitank missile)

Position TOWs to kill enemy armored vehicles from the flanks. Avoid shooting TOWs at the front of enemy tanks. Remember, the gun on an attacking tank is usually pointed in the direction the tank is moving—to the front.





If you shoot from the flanks, the enemy tank will have trouble seeing you. If the enemy can't see you, he can't shoot you so hit him in his blind area.

Use hide positions for TOWs when not firing. This means you must use observers to find targets and call TOW vehicles forward to firing positions.



Prepare TOW firing positions so that TOW vehicles can move into them rapidly. *Make sure these positions have cover, concealment, and covered routes of withdrawal.* 

Select alternate positions so they can be used if primary positions are smoked.



### Dragons

Put Dragons in areas that have good cover and concealment. Since Dragons are ground mounted, crew protection depends on a well-prepared position.

Position Dragons to kill enemy tanks from flanks and rear. First, kill tanks and BMPs that present the greatest threat, then the others.

Position Dragons so that fires of one overlap fires of others. Position Dragons to kill tanks and BMPs attacking other Dragon positions.

Select alternate positions that can be reached by covered routes. Move to these alternate positions when primary positions are smoked or discovered.

Select covered withdrawal routes that allow a quick return to fighting vehicles.



# Tanks

Use the armor protection and mobility of tanks to move quickly between hastily prepared positions in front of and on flanks of the enemy.

Position tanks across the avenue of approach as well as the flanks. As the enemy approaches the battle position, tanks across the avenue of approach engage at maximum range. When the enemy moves within range of the tanks and antitank guided missiles (ATGM) located on flanks, the weapons engage.





Use crossfire when you're astride enemy avenues of approach.

Use depth fire when you're positioned on the flanks.



Position tanks on either flank of an avenue of approach so that their fires overlap. Overlapping fires increase the chances of killing all enemy tanks. Position tanks so they can move rapidly between positions. Move tanks along covered routes to positions where they can counterattack the enemy with fire.

Select alternate positions that can be reached by covered routes. Move to these alternate positions when primary positions are smoked.



# **Mines and Obstacles**

When tanks and ATGMs cannot be positioned for flank shots because of terrain, use mines and obstacles to make the enemy change direction so his flanks are exposed.



BATTLE REPORT



# **Ordering TRADOC Bulletins**

A series of TRADOC Bulletins is being published by HQ TRADOC to provide commanders with timely technical information on weapons, tactics, and training techniques. The bulletins are not intended to supplant doctrinal publications, but to supplement how-to-fight material with data derived from tests, intelligence, or other sources which probe "why?"

TRADOC Bulletins are developed by HQ TRADOC, using the most comprehensive and current military and civilian data available. Army Training and Evaluation Programs (ARTEP), Field Manuals (FM), and Training Circulars (TC) continue to be the primary training references. TRADOC Bulletins supplement them with an explanation of why we are training in a given manner. TRADOC Bulletins should enable commanders to better stimulate and motivate subordinates to understand why we train the way we do.

TRADOC Bulletins are cataloged in DA Pamphlet 310-3 (Index of Doctrinal, Training and Organizational Publications). The series is numbered consecutively, and each TRADOC Bulletin is announced at the time of printing in the information bulletin distributed to all pinpoint account holders by the US Army AG Publications Center.

Additional copies can be requisitioned from the US Army AG Publications Center, Baltimore, MD 21220.

DA Pamphlet 310-10 explains the pinpoint distribution system and how to establish or update an existing account at the US Army AG Publications Center.

31 AUGUST 1979

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DONN A. STARRY General, United States Army Commanding

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#### **BATTLE REPORT**

### FEEDBACK - YOUR TURN

TRADOC Bulletins are designed to present timely information on weapons, tactics, and training to units in the field. Bulletins focus on the "why" or rationale for our doctrine. Your response to the questionnaire will help us stay on target.

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	Component	(Act, NG, Res)				
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		<ul> <li>Company level</li> <li>Battalion level</li> </ul>		Brigade level Other (specify)		
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