

Fire Support Rehearsal Script

- Done PRIOR to the CAR
 - Limit to ONE HOUR or less
1. Prepare the Sand Table as early as possible (as soon as graphics and overlays become available).
 - a. This is a joint effort between the DIV Fires Cell, FFA HQ, and DIV G-3/G-2 Sections.
 - b. Icons to include: DIV/BDE/BN CPs, DIV/BDE/BN TACs, FA BN FDC, FA BDE Sustainment CP, Q-36/Q-37, LCMRs, DIV/BDE/BN Fires Cell, CO FISTs, BN Survey (by section, if needed), METRO, ALL Firing Units (to include GS units, HIMARS, Mortars, CAB, Aircraft), Targets, Groups of Targets, FSCMs, COLTs, ANGLICO/FCT, JTACs and JFOs.
 2. General Guidelines:
 - a. The Rehearsal is executed using the FS Execution Matrix (FSEM) as the script for executing fires.
 - b. Players will come onto the terrain model to talk through their actions.
 - c. VERY IMPORTANT: DIV Fires Chief must point out the event that triggers the hand-off from the DIV to the BDE fight.
 - d. Appoint a recorder and have that person write down points of friction to review at the end of the rehearsal.
 3. Conduct Roll Call (done by Fires Chief):
 - a. Fires BDE CDR / DIV FSCCOORD
 - b. G-2
 - c. DIV Collection Manager
 - d. G-3
 - e. Fires BDE XO
 - f. Fires BDE S-3
 - g. Fires BDE FSCCOORD
 - h. G-3 Air
 - i. COLTs
 - j. Fires BDE S-2
 - k. Fires BDE S-4
 - l. Fires BDE PA
 - m. 1/1 SBCT FSO
 - n. 2/1 HBCT FSO
 - o. 3/1 HBCT FSO
 - p. FCT/ANGLICO/NGLO
 - q. DIV TO
 - r. BDE TO
 - s. ALO

- t. BDE AVN Officer
 - u. BDE/BN CHEMO
 - v. BN CDRs
 - w. METRO CHIEF
 - x. All BN TF FSOs
 - y. All CO FSOs
 - z. MTR PLs/PSGs
 - aa. BDE FCO
 - bb. JAG
 - cc. JTACs
 - dd. JFOs
 - ee. Fires BDE S-6
 - ff. GLO
 - gg. Fighter SQN DO
 - hh. FAC-As
4. Define the rehearsal rules and standards (Fires Chief).
 5. Orient participants to the terrain model (Fires Chief).
 - a. Go north to south, then east to west, defining each brigade's AO, any phase lines, objectives and DIV FSCMs.
 - b. Define the end state (FSCoord):
 - i. The plan is feasible and understood by all.
 - ii. Branches and sequels are identified.
 - iii. The plan has adequate resources for execution.
 - iv. FSCMs are understood by all.
 6. Verbally "Walk Through" the Concept of Fires – BRIEF EFSTs (Fires Chief).
 7. Outline the critical events to be rehearsed (Fires Chief).
 8. Brief the Enemy Update (G-2).
 9. Brief the Friendly Update (G-3).
 10. Outline Enemy Laydown at Critical Event (Task/Purpose) (Fires Chief).
 11. Discuss Maneuver actions at Critical Event (Fires Chief).
 12. Participants discuss their respective roles/actions at each critical event, going down the Scheme of Fires, by FS Event (Fires Chief chairs):
 - a. Trigger
 - b. Event
 - c. Task
 - d. Purpose
 - e. Method
 - f. Effects
 - g. TGT Number/Location
 - h. Munitions/Volleys/Ammo

- i. Primary/Back-up Observer
 - j. Azimuth of Fire or Azimuth of Search (if applicable)
 - k. Commo Net
 - l. FSCMs
 - m. Remarks
 - n. REHEARSE THE VOICE TRANSMISSION WITH THE PLAYERS
13. Verify all applicable frequencies, call signs and code words (Fires Chief).
 14. Conduct a final scrub of the target list, Target Synch Matrix and Fire Support Execution Matrix (T.O./BDE FCO/BDE FSCOORD).
 15. Resolve all issues recorded! (Fires Chief/G-3).
 16. Brief final unit lay-down/end state (Fires Chief/G-3).
 17. Brief possible future operations (Fires Chief/G-3).
 18. Quickly summarize all FSTs (Fires Chief).
 19. Announce time for FS Technical Rehearsal (BDE FSCOORD).
 20. Receive final Commander's Guidance (DIV FSCOORD).
 21. Publish updated TGT Lists, TSM and FSEM (DIV Fires Cell).

Notes on Player Briefs:

FSOs: Verify that they can observe their targets and triggers, that their key targets have been refined with GPS (defense only), have them rehearse radio the calls for their assigned targets, have them point out or place their FSCMs in effect for a given event, and make their reports.

FOs: Must refine assigned targets with GPS (defense only) and send data back up the chain, ensure that they can observe critical targets and triggers, test their commo, load priority targets into their digital systems.

ALO: Brief/place ACAs and ROZs on terrain model, clear aircraft to depart IP, call for marking rounds, initiate any planned SEAD missions, mark friendly locations.

Technical Rehearsal:

BTRY CDRs/MTR PLs: Ensure units are positioned in range to support plan, FDC issues fire orders and passes messages to observers, radars cue on azimuth of search, establish zones, post zones, FDCs compute firing data, issue fire commands, acknowledge FSCMs, ensure ammo on-hand (by type), verify that battery/platoon can shoot the target, howitzer and mortar sections verify ammo on hand (by type) and that the mission is within their traverse limits.