In accordance with FM 3-09.4, units should use an action-reaction-counteraction process and focus on the following events by phase:

- Task and Purpose of the target
- Location of the target
- Observer responsibilities
- Trigger (tactical and technical)
- Communications links from observer to shooter
- Redundancy in the plan
- Refinements to the target
- Desired effects (asset firing, number of rounds by ammunition and shell/fuse combination to achieve desired task)
- Recap all critical FS actions by individual responsible. (brigade FSO, battalion FSO, attachments)
- ALO & NGLO recap critical CAS, NGF events.
- IO/CAO provide critical information regarding non-lethal events or concerns
- FSO verifies all applicable frequencies, call signs, and code words.
- Final scrub of target list and FSEM.

The following technique is one example of an effective fire support rehearsal agenda:

FIRE SUPPORT REHEARSAL GUIDELINES

ATTENDEES*:

- Generally uses the BCT terrain model (Terrain Model Rehearsal):
- BCT S3 (if possible)
- BCT FSO
- BCT FSNCO
- BCT Targeting Officer
- BCT S2/DS BN S2
- MICO
- S3 Air
- AVN LNO
- TF FSOs
- DS BN Commander/S3/XO/FDO
- Mortar PLT LDRs
- ALO/BALO/ETAC/JTAC
- COLT/STRIKER PLT (IF NOT FORWARD)
- S5/ IO
- CA/ PSOPs Representative
- Lawyer

SEQUENCE OF EVENTS:

INITIAL SET:

BRIEFER TOPIC
BCT FSNCO Roll call

BCT S3 Terrain model orientation

BCT S2/DS BN S2 Enemy initial set (same format as BCT

CAR)

S5/ IOCOORD Town assessments, ongoing IO OPS, themes,

messages

FSCOORD/FSO Commander's guidance for fire support (FSTs,

Priority of fires, FSCMs)

S3 Air A2C2 Orientation

BCT S3/FSO Current friendly set (Same as S3 initial set for

BCT CAR)

MICO IEW Baseline/ Collection plan overview

Lawyer Briefs ROE and relevant restrictions in theater

(I.E. PID, Collateral Damage Assessments. Can be mission specific determined by terrain, population, and other coalition forces)

OFFENSIVE OPERATION:

(Brief in the following sequence for each event)

S3/FSO ACTION: BCT scheme of maneuver/critical

event

MICO Collection/ ISR scheme (Who is seeing what?)

BCT FSO/TF FSO/ALO/AVN LNO/MICO Friendly action checklist (PLOTCR format)

RADAR TECH

S3 AIR Airspace activation/ deconfliction

DS BN S3/FDO Btry Location, TGT #, number of rounds by

type

CA/PSYOP IO Actions

S2 **REACTION:** Accurate subsequent

enemy actions (enemy action checklist)

S3/FSO **COUNTER-ACTION:** BCT scheme of

maneuver/critical event

MICO Collection/ ISR scheme (Who is seeing what?)

BCT FSO/TF FSO/ALO/AVN LNO/MICO Friendly action checklist (PLOTCR format)

RADAR TECH

S3 AIR Airspace activation/ deconfliction

DS BN S3/FDO Btry Location, TGT #, number of rounds by

type

CA/PSYOP IO action checklist

(Next maneuver event--ACTION)

DEFENSIVE OPERATION:

(Brief in the following sequence for each event)

S2 **ACTION**: Accurate enemy

actions (enemy action checklist)

MICO Collection/ ISR scheme (Who is seeing what?)

S3/FSO **REACTION**: BCT scheme of maneuver/

critical event

BCT FSO/TF FSO/ALO/AVN LNO/MICO Friendly action checklist (PLOTCR format)

RADAR TECH

S3 AIR Airspace activation/ deconfliction

DS BN S3/FDO Btry Location, TGT #, number of rounds by

type

CA/PSYOP IO Actions

(Next enemy event--**ACTION**)

*Everyone must come prepared to rehearse. The S-2, S-3, BCT FSO need to communicate the events of the rehearsal prior to starting it—exactly how the enemy will be portrayed based on his most likely course of action. Consolidate target lists and radar zones prior to rehearsal to ensure the terrain model has the most updated data.

Action Checklist

1. BCT FSO briefs by event:

- Priority of fires
- FSCMs

2. TF FSOs/COLT PLs briefs by event : P-L-O-T-C-R

- Task and Purpose of fires
- Location of Targets
- Primary/Alternate Observers and Location
- Tactical and Technical Triggers
- Communication Net CFF is on
- Redundency

3. BCT ALO briefs by event:

- Task and Purpose of CAS and effects on target
- CAS target (location, vehicles—specific formation) and 9-Line
- CAS on station time(s)/number and type of aircraft, weapons load configuration, CPs/IPs, ACMs, friendly markings
- BCT FSO adds SEAD/mark targets and defers to BN FDO for delivery system and # rounds by type
- Confirm observation plan and terminal attack control type
- Triggers
- Communication plan (Callsigns, brevity codes, and Nets)

4. FA BN S3 BRIEFS BY EVENT:

• Firing Unit Locations/Movement

5. REINFORCING FA BN S3 BRIEFS BY EVENT:

- Firing Unit Locations/Movement
- Unit firing each target, # of rounds by type

6. FA BN FDO BRIEFS BY EVENT:

- Unit firing each target, # of rounds by type
- Registration/MET schedule

7. RADAR TECH BRIEFS BY EVENT:

- Radar Location/Movement
- Current Radar Zones/Triggers
- Communications

8. S3 AIR (or designated representative):

• Current active airspace

9. MICO BY EVENT (for collection plan):

- Task and purpose of collection assets
- Where and when collection assets are looking
- Who will see what
- Information flow

MICO BY EVENT (for non-lethal SEAD)

- Task and purpose of jamming
- Orientation and frequency ranges
- Asset jamming/ assets collecting to verify effectiveness
- Triggers for jamming and duration
- Communications
- Redundancy (back up plan) and collection handoff

10. AVN LNO:

- Task and purpose of aircraft
- Location of targets/ engagement areas
- Number of aircraft on station, weapons configuration, air corridors/ ACMs used (time to fly legs), ABF/ Aerial OP, Time on station
- SEAD Plan
- Triggers (REDCON level upgrade, launch times)
- Communications plan
 - o C2
 - o Air to ground
 - o Air to Air (rotary to fixed wing)
- FARP rotation plan

11. CA/ PSYOP:

- Task and purpose of teams
- Target focus area
- Type of asset (ex. CATs, TPTs)
 - o Themes/ messages
 - o Information requirements
 - o Routes to and from
 - o Force protections
 - o Coordination requirements,
 - o Funds required

• Communications Plan

12. Lawyer:

- Reviews target location
- Reviews weapon platform and munitions selection
- If near populated area, completes collateral damage assessment worksheet
- Applies Law of War to anticipated target, effects, and collateral damage as mission requires