OFFENSIVE SITEMP CONSTRUCTION CHECKLIST

It is important to point out up front that S-2s they **don't have to be correct** in predicting and portraying the enemy attack, they just have to be **realistic, consistent** and give the commander **more than one enemy COA** to build his plan on.

The enemy SITEMPS are just the initial frame work to the battlefield for the friendly unit to build its plan on, a plan that will change as the battle progresses; by presenting more than one enemy COA, we add flexibility to the friendly plan.

These TTPs present a **detailed enemy COA SITEMP** for the most likely (ML) COA and **general enemy COA** using a sketch, for the most dangerous (MD); given more time, you should make each as detailed as possible)

NOTE 1: It is impossible to build a SITEMP without a good understanding of the capabilities of the enemy weapon systems. If you are faced with weapons that you haven't seen before or don't remember the capabilities of, consult the WWEG, Jane's or submit an RFI. Don't try to template this enemy without understanding what they bring to the fight.

NOTE 2: In order to accurately plan in the COE, you must also develop an Event Template and Matrix. These tools will help you identify the indicators that you will need to predict the enemy's COA and present this information to your commander.

Step 1: Evaluate terrain & template MBA location for Blue Defense. This is a quick evaluation of terrain to determine likely place for friendly forces to defend from; get assistance from S-3. It shouldn't take more than 5 min's to do this.**Step 2: Determine and draw sketches of broad ECOAs.** Develop 3 or 4 general enemy COA's with the intent of developing a detailed SITEMP & description for the ML and hopefully MD. The COAs should include a number of branches that allow the enemy to attack an objective from a different direction or with a different composition of forces. However, you should be prepared to brief the ML COA in detail during the MA Briefing and brief the general COAs and branches from the sketches.**Step 3: Draw enemy boundaries.** This is usually provided by higher, quick sanity check required by Bde & TF S-2s. These are going to be generally larger than the friendly boundaries to allow the enemy commander greater freedom of maneuver to create that window of opportunity.

Step 4: Draw and label in the legend the enemy attack timeline. The timeline should be event driven and linked to H-Hours rather than specific times. A general timeline should be provided from Division, if not develop one using your knowledge of enemy capabilities and objectives.

Step 5: determine & draw in enemy Objectives or Kill Zones. An attacking enemy orients his forces using Objectives or Kill Zones.
        - A kill zone is a designated area on the battlefield where the OPFOR plans to destroy a key enemy target. Kill zones are tied to enemy targets and the OPFOR weapon systems that will engage them.
        - An objective is a geographic location or physical object, the seizing and/or holding of which is a goal of an offensive battle.

Step 6: Draw in attack routes; carry them through to the BTG objective or kill zone. A technique is to use colors to standardize the naming terminology, i.e. Route RED, BLUE, etc.
        (1) Divisions and Corps portray enemy in terms of AA's and MC's; Bde & TF level need to assess and portray specific routes to **focus** both R&S and BLUFOR planning.
        (2) This allows quick and precise reporting on enemy formations when battle tracking during the BWFX (example: Assault Force has jumped from route BLUE to route RED at NAI B3 and is headed for NAI B5)
        NOTE: This is probably the most important items on the SITEMP and it will be exactly the same for each enemy COA, so take your time and evaluate the terrain carefully: remember we are building battlefield

framework here and if we do this right we'll be able to predict where the enemy is going and focus our R&S to find and track him.

Step 7: **Determine and set enemy LD.** Normally this should correspond to friendly forward boundary and the exposed flank that the enemy may attempt to use. It is important that all S-2s use same LD location to ensure a common point of reference for time phasing.

Step 8: Plot enemy Division Recon locations (individual teams, veh's, OP's, etc). Plot locations they intend to reach given successful infil, DON'T factor in BLUFOR security zone efforts. **Step 9: Plot Enemy Brigade Recon Locations.**

Step 10: **Determine and plot artillery initial firing positions and earliest time of occupation.** The OPFOR will begin to position artillery systems capable of supporting Reconnaissance Fires (FM7-100.2, p. 52) with precision guided munitions with the insertion of DTG recon elements. The remainder of the artillery systems will flow into position in time to support the attacking forces.

Step 11: **Draw artillery range fans from initial positions and significant targets.** Depict the range fans for the artillery from the positioning areas you have templated them occupying at the time of LD. Depict both extended range and conventional munitions. Depict only the deepest range fans for each system rather than a fan for every battery. All you are doing is giving the friendly forces an understanding of when they are within range. Coordinate with FSO for enemy targets.

Step 12: Plot enemy special munitions. Special Munitions refer to chemical & artillery delivered mines. Focus on how they'll use these to shape the battlefield. The BCBST OPFOR typically employs chemicals to prevent friendly forces from repositioning. They generally use FASCAM to protect a flank from counterattack. You should plot at least one chemical strike and two arty delivered FASCAMS.

Step 13: Determine and plot Enemy Air Avenues of Approach (AAA) through sector; if the overlay gets too cluttered use only Rotary Wing AAA's and plot the remainder on separate overlay. Consult the ADA officer for this information but don't expect them to do it for you.

Step 14: **Plot "Snapshot" of enemy formations upon commitment of Fixing Force.** This snapshot should allow the S-2 to graphically depict the majority of forces the enemy will use to shape the battlefield (Fighting Patrols, Fixing Forces, Assault Force and Exploitation Force).

Step 15: Plot the assault and exploitation forces. Use maneuver or intent graphics to orient the friendly forces to the enemy's scheme of maneuver. Be careful to use these graphics only to illustrate how the enemy is going to fight, not every graphic control measure the enemy might use.

Step 16: **plot enemy engineer units/assets to support the snapshot you chose in step 15.**

Step 17: **plot enemy ADA units/assets to support the snapshot you chose in step 15.** (add range fans for significant systems or for all enemy ADA if BDE is employing friendly air assets).

Step 18: **determine and mark (with numbered star) enemy Decision Points (DP's).** (numbered on SITEMP and keyed to legend explaining each DP)

Step 19: **determine and plot location of enemy stay behind OPs (templated).** This is determined by identify enemy forces that were by-passed during the attack. Assume that some of these forces will reposition to try and identify your BDE/BN defensive set to asset the attacking enemy forces.

Step 20: Prepare Separate Enemy COA Description (think mission, task & purpose). This should be very similar to the friendly COA narrative that the S3 will construct during the COA Development phase of the MDMP.

Step 21: Prepare Separate Enemy High Value Target list. This should be a list of specific systems, not general BOS, that the enemy requires for the successful completion of the specific COA. There may be some overlap in these lists.