HOWITZER BATTERY OF THE REGIMENTAL ARMORED CAVALRY SQUADRON

During reconnaissance operations, the squadron's artillery battery is usually used as a unit. This adds to efficient round-the-clock operations and ease of massing fires. Sometimes, it may be necessary to split the battery. This is usually not desirable as it compounds the problems of fire direction, maintenance support, resupply, and command and control. However, a battery may be split so that all squadron elements are within a field artillery range fan. The battery may frequently displace by platoons during reconnaissance operations to give continuous fire support. The battery should normally be centrally positioned well forward within the squadron area. It will usually be given a direct support mission with priority of fires established by the squadron commander. During squadron movements (for example, the squadron moves from the assembly area to an area reconnaissance) the battery should be placed in the line of march far enough forward to provide fires for the leading elements of the squadron.

FM 6-20 contains fire planning, tactics, and techniques for field artillery.
Reconnaissance instructions are normally issued orally as an operation order. Changes are in the form of fragmentary orders (FRAGO's). Generally, time available prevents preparation and issuance of a written order before starting an operation. In this case, the written order may be prepared after the fact for historical purposes.

If the regiment is to conduct, or requires a subordinate unit to conduct, two or more reconnaissance missions concurrently, it must set priorities. These priorities are determined by the relative importance of information sought and time available.

Reconnaissance orders should ensure a coordinated effort, but should not unnecessarily restrict subordinate commanders. When possible, squadron commanders and commanders of units reporting to or supporting the regiment should be assembled to receive the order. This face-to-face meeting helps ensure that schemes of maneuver and fire support are understood. After reconnaissance begins, FRAGO's are issued as necessary. These orders are usually transmitted by radio, but may also be sent in writing by messenger or radio teletypewriter. Messengers at the regimental level often use aircraft.

ARMORED AND AIR CAVALRY SQUADRON

Command and control considerations during reconnaissance operations at squadron level are essentially the same as at regiment. The difference is in the scope of command and level of operation.

ARMORED CAVALRY, AIR CAVALRY, AND CAVALRY TROOPS

During reconnaissance operations, a troop commander operates from his battlefield vehicle.

A troop commander controls his unit through the executive officer and platoon leaders. At times, an air cavalry troop commander may elect to directly control teams.

A reconnaissance mission is normally assigned to the troop as a unit with specified control measures. When more than one mission is assigned, a priority is stated. A troop commander assigns tasks to platoons. Instructions to platoons include:

- Available information on the enemy and friendly troops in the area of operation.
- Plans of the higher commander, when appropriate.
- Specific information desired.

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- Zone, area, route, or axis of advance.
- When, where, and how information is to be required.
- Time of departure.
- Phase lines, control points, reconnaissance objectives, and, when required, the times they are to be reached.
- Locations and procedures for refueling/rearming, when required.
- Time mission is to be completed.
- Action after the mission is completed.

A troop commander issues orders orally to his platoon or section/team leaders. After reconnaissance begins, additional instructions are provided by radio, messenger, or by the troop commander in person.
A reconnaissance mission is assigned to a platoon by the parent troop. After receiving the order, the platoon leader issues orders to his platoon. After the reconnaissance starts, additional instructions are disseminated by radio, messenger, or the platoon leader in person. The platoon leader moves and locates where he can best control the team.

An armored cavalry or cavalry platoon uses hand-and-arm (or a flag as an extension of the arm) signals as often as possible to reduce radio transmissions. This is done more frequently within teams than between them.

An air cavalry platoon or team must rely primarily on radio. Well developed standing operating procedures and the use of the same personalities together as frequently as possible reduce need for radio transmissions.

SUMMARY

The purpose of reconnaissance is to gather information upon which commanders may base plans, decisions, and orders.

The three types of reconnaissance are route, zone, and area. A route reconnaissance mission is concerned with a specific route and all adjacent terrain from which the enemy could influence movement along that route. Zone reconnaissance is the reconnaissance of all natural and man-made features within specified boundaries. An area reconnaissance is conducted to obtain information about a specified area; for example, a town, a ridge, or a woods.

Cavalry conducts reconnaissance according to five fundamentals:

- Orient on the location or movement of the reconnaissance objective.
- Report all information rapidly and accurately.
- Retain freedom to maneuver.
- Gain and maintain enemy contact.
- Develop the situation rapidly.
The purpose of security operations is to provide reaction time, maneuver space, and information about the enemy to the main body. Security includes all measures taken to prevent observation, annoyance, surprise, espionage, or sabotage. Aggressive and bold reconnaissance to reduce the unknowns in terrain and enemy situation is an integral part of security.
When. Cavalry units conduct security operations when directed.

Why. Cavalry units conducting security operations provide information about the size, composition, location, and direction of the movement of enemy forces, and provide reaction time and maneuver space so that the main body can be warned, prepared, and properly deployed to engage the enemy. Cavalry units are specially organized, equipped, and trained to conduct security operations over wide and deep areas, thus permitting the main body commander to retain tanks, mechanized infantry, and other combat units in the main body, ready to concentrate at the place and time of decision.

What. Security operations include:

1. Screen: Maintain surveillance and provide early warning by maintaining contact with enemy forces encountered. A screening force must impede and harass the enemy by organic and supporting fires, and within its capability, must destroy or repel enemy patrols.

2. Guard (Protect): Prevent enemy ground observation, direct fire, and surprise attack. A guard force destroys, stops, or delays the enemy within its capability.

3. Cover: Operate apart from the main body to intercept, engage, deceive, disorganize, and destroy enemy forces before they can attack or halt the main body.

Where. Security forces may operate to the front, flanks, or rear of a moving or stationary main body.

Operation and Orientation. The type of operation and the orientation with regard to the main body are determined by:

- Mission: Usually stated as cover, guard (protect), or screen.
- Enemy: Most dangerous direction (front, flank, or rear) with respect to the main body.
- Terrain: Extent of space available.
- Troops and Equipment Available: Number and size of cavalry units available to the commander.
- Time and Space Required.

Air Cavalry. As in reconnaissance operations, air cavalry is integrated with ground cavalry during security operations. Most often, air cavalry screens and acts as a rapid reaction force. It may be used as an advance guard when the situation is fluid. Such a mission is conducted in the same manner as a route reconnaissance when the situation is fluid. Such a mission is conducted in the same manner as a route reconnaissance when enemy contact is likely (page 5-45). Air cavalry does not conduct a flank or rear guard. It does not conduct a covering force mission. It usually reconnoiters and screens forward and/or to the flanks of ground cavalry during movement to contact. After a line of contact has develop-
ed, air cavalry may reconnoiter and screen to the flanks, maintain contact with the main body, and help ensure the ground cavalry is not infiltrated. It can be used as a rapid reaction force to engage enemy elements with its long range standoff aerial fires and all available suppressive fire. This helps gain time for armored cavalry and other maneuver elements to occupy defensive positions or to maneuver to attack. The flexibility and mobility of an air cavalry troop permits its mission to be rapidly changed. These factors, coupled with long range standoff aerial firepower and the ability to use all available suppressive fires, frequently result in it being used to temporarily reinforce a ground maneuver unit by fire. This is done until the situation can be stabilized or other ground maneuver unit(s) can react. During a flank guard or covering force operation, air cavalry may also conduct zone reconnaissance between the main body and its parent unit’s axis of advance. It may be reinforced with ground maneuver elements to facilitate clearing the zone. During security operations, air cavalry may be:

- Assigned a specific mission and retained under the control of its parent unit.
- Reinforced with ground maneuver elements.
- Required to place teams under operational control (OPCON) of squadrons or troop-size units.

FUNDAMENTALS

Cavalry units conduct security operations according to five fundamentals:

**Orient on the Main Body.** A security force operates between the main body and known or suspected enemy units. The security force commander must know the scheme of maneuver of the main body, and maneuver to remain between it and the enemy.

**Perform Continuous Reconnaissance.** A security force performs continuous aggressive reconnaissance to gain all possible information about terrain and enemy. Such information is vital to the main body commander since it represents two of the four factors of METT (mission, enemy, terrain, and troops available).

**Provide Early and Accurate Warning.** Early warning of enemy activity, including accurate reports of size, composition, location and movement, provide the main body commander with the time and information needed to retain initiative or to choose the time and place to concentrate to defeat that enemy.

**Provide Reaction Time and Maneuver Space.** A security force operates as far from the main body as possible, consistent with the factors of METT. It fights as necessary to ensure adequate time and space for main body response to the Threat.

**Maintain Enemy Contact.** Contact once gained should be maintained to ensure continuous information about enemy activity. If contact is lost, it must be regained unless the enemy is withdrawing from the area of operations and the security force is ordered not to follow.
THE THREAT

Cavalry conducting security operations will usually find an enemy force which is moving to contact or providing security for a larger defending force.

THREAT OFFENSIVE DOCTRINE

Enemy forces intend to advance rapidly, locate gaps and weak points in a defense, mass quickly, and penetrate to deep objectives. If the situation is not already developed or attacking forces are not in contact with defenders, the enemy will move to contact.

THREAT ORGANIZATION FOR MOVEMENT TO CONTACT

Both the motorized rifle and tank divisions usually move to contact on a wide (up to 30km) front. A Threat division moves to contact with a reconnaissance screen, an advance guard, and first and second echelons.

NOTE: Regiments do not always use a reconnaissance screen and advance guard when moving behind those of the division.
**Reconnaissance Screen.** US cavalry units will first encounter the Threat reconnaissance screen. It operates 8-10km forward of the division's advance guard point platoon. It consists of the division's reconnaissance battalion reinforced with artillery forward observers, engineers, and chemical and radiological reconnaissance squads.

The reconnaissance battalion is organized and equipped with:

- Headquarters and service section.
- Light tank company (PT-76) with two tank platoons, each with three PT-76's. There is also one PT-76 in the company headquarters.
- Scout car company with 12 BRDM's and 20 motorcycles.
- Radar reconnaissance company with four intercept and direction finding platoons and a processing station.
- Long range reconnaissance company with five long range reconnaissance teams.

- **Reconnaissance group** has three light amphibious tanks (PT-76's), four BRDM's, three motorcycles, one chemical and radiological reconnaissance squad, and one engineer squad. Within the reconnaissance group an advance guard consisting of one PT-76, one BRDM, and one motorcycle may operate 4-7km ahead of the remainder of the group.

- **Reconnaissance patrol** has one light amphibious tank (PT-76), two BRDM's, and one motorcycle.

The reconnaissance groups and patrols are temporary tactical subunits formed for a specific mission. The reconnaissance company or a reinforced platoon thereof is the normal base for a reconnaissance group. Similarly, a reinforced squad or platoon forms the base for a reconnaissance patrol. The radio/radio technical reconnaissance company is directly behind the combat units of the first echelon regiments. The company conducts radio interception and direction finding as part of the reconnaissance mission of the battalion. The long range reconnaissance company's long range patrols may infiltrate by air as far as 100km to our rear. Their mission is to locate our reserves and nuclear delivery units.
One reconnaissance group with several subordinate reconnaissance patrols is allocated to each divisional route of advance. Each group is assigned successive objectives along its route. As each objective is secured, a reconnaissance base is established. Reconnaissance patrols are then deployed forward of the base toward the next objective. The patrols reconnoiter by rapid and frequent movement from one vantage point to another. They cross open areas at high speeds, and close and broken terrain by bounds. OP's are established at vantage points. When contact is gained, the reconnaissance group uses feints and flanking maneuvers to determine the defender's strength, composition, and disposition. The reconnaissance group reports and attempts to bypass the defender's locations and continue along its prescribed route of advance. Bypassed positions are saturated with artillery fire and attacked by the advance guard. If contact is not intense, a reconnaissance group may be left in contact to create a diversion while the division's main elements bypass. The basic purpose of the enemy's reconnaissance is to find the defender's flanks and weak areas so the main body may quickly bypass pockets of resistance to continue the mission.

**Advance Guard of Threat Division.** Moving closely behind the reconnaissance battalion is the advance guard. Its mission is to respond to contacts made by the reconnaissance screen. In either type of division the advance guard is a reinforced tank battalion. This battalion is reinforced with a motorized rifle company, artillery, engineers, and air defense artillery. It destroys opposition encountered by the reconnaissance battalion. It is centrally located and moves to contact in column. The tank battalion's column formation provides both depth and the ability to quickly react in any direction.
Advance guard tactics are to rapidly build up an overwhelming tank force to push through opposition or cover the maneuver of the division. The buildup is by stages. The first stage is a reinforced platoon, followed by its parent reinforced company, in turn followed by the remainder of the reinforced battalion. Therefore:

- Once the reconnaissance battalion has located or been halted by opposition, the point platoon of the advance guard attacks to destroy that force.
- If the point platoon is halted, the platoon’s parent company (forward security for the advance guard) attacks.

- If the lead company is halted, then the remainder of the battalion attacks from the march column.
- If the battalion is unsuccessful, it establishes a hasty defense as close to the defender as possible and awaits arrival of the first echelon motorized rifle regiments.

**LEGEND:**
- MEDIUM TANK
- BMP
- BRDM WITH SA-9
- ZSU-23-4
- 122-MM HOWITZER
- BRDM WITH SAGGER
First Echelon Forces. The first echelon of a motorized rifle division normally consists of two motorized regiments moving abreast. In a tank division, its two tank regiments may move abreast. The first echelon contains most of a division's combat power. Each regiment moves in column. If the division does not have a reconnaissance screen, each regiment forms its own. Screening is done by the regimental reconnaissance company.

The regimental reconnaissance company consists of:
- A headquarters section.
- One tank platoon with three PT-76's.
- One amphibious armored reconnaissance vehicle platoon with three BRDM's.
- One motorcycle platoon with three motorcycles.
- One chemical reconnaissance platoon with three BRDM-2 KKh's (chemical reconnaissance vehicles).

This company reconnoiters forward of the regimental advance guard along the regiment's primary route of advance. Its organization for combat and tactics parallel those of the reconnaissance battalion (page 6-5). If the division does have a reconnaissance screen and advance guard, the regimental reconnaissance company moves as part of the main body of the regiment in anticipation of early commitment when the regiment is deployed. Reconnaissance patrols from the company may screen an exposed flank along the regiment's route of advance.

In the absence of a divisional advance guard, the regiment uses its own. In a motorized rifle regiment, the guard is a reinforced motorized rifle battalion subdivided into an advanced detachment which furnishes a point and a main guard. Its mission and tactics correspond to the advance guard mission given the tank battalion (page 6-6).
The advanced detachment provides a point which normally consists of a motorized rifle platoon reinforced with an engineer squad and a main battle tank. Its mission corresponds to that of the leading tank platoon of a tank battalion operating as an advance guard (page 6-6).

The advanced detachment is a motorized company reinforced with a tank platoon, an engineer platoon, and other combat support units as appropriate. It is the parent company of the point platoon. Its mission corresponds to that of the leading tank company of the tank battalion (page 6-6).

The main guard contains the remaining elements of the advance guard battalion. It moves in column with most of its combat power and combat support well forward. Combat service support elements are within the column. When required, a motorized rifle company (-) may operate as both a flank and a rear guard.

The advance guard attacks from march column to destroy opposition interfering with the motorized rifle regiment's advance. If unsuccessful, it will assume a hasty defense to cover the regiment's deployment.

The advance guard of a tank regiment is organized and used in the same manner as for the advanced guard for the motorized rifle division (page 6-6).

Second Echelon Forces. The second echelon of a motorized rifle or tank division consists of the remaining tank and motorized regiments. The second echelon maintains the momentum of the attack by:

- Reinforcing the first echelon.
- Conducting a flank attack.
- Reducing pockets of resistance.

Division Reserves. The reserves of either the motorized rifle division or tank division could consist of two or three tank battalions or one or two motorized rifle battalions plus engineers and antitank elements for a motorized rifle division. The reserves follow closely behind the second echelon regiments and are ready to exploit any success. The reserves are also prepared to repel enemy counterattacks, and to repulse airborne landings. They also guard the flanks of the advance.

EMPLOYMENT OF THE FIRST AND SECOND ECHELONS IN THE OFFENSE

If the enemy advance guard is unable to overcome opposition, the division first echelon attacks from the march column. Second echelon forces are used as discussed above. The attack of a motorized rifle division's first echelon is similar, except that most of the force will be main battle tanks.

A regimental attack is normally organized in two echelons. The first echelon is that part of the combat unit's assigned responsibility for execution of the primary mission. The regiment's second echelon forces follow the same route of advance as the first echelon forces, but have secondary or followup missions which may be changed as the situation develops. Emphasis is on combined arms. Even in motorized rifle regiments the thrust is on the maximum use of tanks. Within a regiment, ADA priority is assigned to the defense of command posts and maneuver units. Each maneuver battalion will...
have at least two ZSU-23-4’s or SA-9’s. At times the ZSU-23-4’s will operate in a ground role against targets varying from tanks to dismounted infantry. Threat forces are well trained in fighting at night and during periods of reduced visibility. However, objectives in night attacks will not be as deep as those in daylight operations.

**Conduct of the Attack.** Threat battalions may attack from the march column if the defense is weak. First echelon battalions attack toward prominent terrain features, but actual emphasis is on penetrating our defenses by finding and pushing through weakly defended areas or bypassing our strongpoints, rather than on capturing terrain objectives.

To speed forward movement, a Threat battalion deploys in stages:

- Threat battalions deploy into company columns 4-6km from the defender’s positions.
- Threat companies deploy into platoon columns 1-3km from the defender’s positions.
- Threat platoons normally attempt to deploy into battle formation 1km or less from the defender’s position. Maintaining movement in columns increases the speed of advance. Assault begins at 2km or less depending on terrain and the defending force.

The regiment’s second echelon is 3-6km behind the first echelon. If the first echelon is slowed or unable to overcome opposition, the second echelon attacks to attempt to push through or outflank the defender. If the regiment’s momentum is still slowed, the division’s second echelon is committed to the attack.
THREAT DEFENSIVE DOCTRINE

Threat forces defend only when necessary. Advancing units which are forced to halt initially adopt a hasty defense with vehicles in the closest covered positions. These positions are usually very close to the opposing force positions. If required to defend for longer periods, the enemy withdraws some tanks to positions in depth while reinforcing forward units with antitank weapons. Details of how the enemy defends are found in chapter 5.

SCREEN

The purpose of a screen is to provide early warning and counter enemy reconnaissance activities.

Tasks of a screening force are to:

- Provide early warning of enemy approach.
- Gain and maintain enemy contact and report enemy activity.
- Destroy or repel enemy reconnaissance units.
- Impede and harass the enemy with long range fires.

A screening mission is assigned to keep an area under surveillance when few troops are available. Cavalry units assigned a screening mission are seldom reinforced. Exceptions are when:

- Engineers are needed to accomplish a specific task.
- Artillery is required to permit an air cavalry squadron or a divisional armored cavalry squadron to operate beyond the range of main body artillery.

A commander assigning a screen mission expects only early warning and a counter to enemy reconnaissance activities.

Screening Operations. A cavalry unit may screen a stationary or moving force.

A screen for a stationary force is accomplished by establishing successive screen lines. A screen line is a line of OP's overwatching avenues of approach into an area.
Patrols reconnoiter areas which cannot be observed from an OP. OP's are located and operated as discussed in appendix F. In general, OP's strive to remain undetected and to detect and engage enemy elements with indirect fires at the maximum possible range. The cavalry unit's armor, and in the regimental squadron the tank company, are located to the rear of the OP's. These elements engage and destroy small enemy units which bypass an OP. When necessary, they help extricate an OP. As enemy pressure intensifies, OP's withdraw to a successive screen line. Tanks cover this withdrawal and then move rapidly and assume positions behind the new screen line. When withdrawing from a screen line, emphasis is on rapid movement to the next screen line. This is necessary to ensure that gaps which may occur during withdrawal are quickly closed. This procedure is repeated as necessary. The decision to withdraw from a screen line rests with the screening force commander. Prompt, accurate reporting is essential to prevent decisive engagement or to keep units from being overrun or bypassed and cut off. Maximum use is made of STANO equipment to increase surveillance capabilities, particularly during periods of limited visibility.

The technique of screening a moving force depends on orientation:

- Cavalry screening to the front of a moving force uses the same general techniques and control measures used in zone reconnaissance. The difference is that a screening force is not required to get detailed information.

- Cavalry screening the flank of a moving force uses the same general techniques used in flank guard. These are:
  - The unit moves on a route parallel to the axis of main body movement. It occupies or is prepared to occupy a series of observation posts on the screen.
line which is parallel to the route of advance. The forwardmost OP is generally abreast of the rear of the leading battalion task force on the near flank of the main body.

- OP’s may leapfrog from rear to front if the main body is moving slowly. This is the most secure technique.

- OP’s may all move forward simultaneously on command if the main body is moving more rapidly. This is a less secure technique.

- The entire force may march continuously, using techniques similar to route reconnaissance, if the main body is moving swiftly. This is the least secure technique.

Cavalry screening to the rear of a moving force occupies preplanned successive screen lines as during a screen for a stationary unit.

Special Considerations. The commander assigning a screening mission specifies:

- General trace of the initial screen line. The screening force commander refines the trace and assigns sectors (or zones) to subordinate units.

- Units to be screened.

- Responsibility for area between screening force and screened units. Usually, the width of the assigned area requires all ground cavalry units involved to be on the screen line. The commander assigning the mission usually will not provide additional assets. The problem of who will be responsible for the area between the main body and screening force may be resolved by using air cavalry to initially conduct a zone reconnaissance and thereafter to maintain surveillance between screening force and screened units. Another method is to require cavalry units to conduct a zone reconnaissance during movement to the initial screen line. Units screened may also be required to patrol and/or establish OP’s near their positions. Screening cavalry units must carefully plan and coordinate their subsequent return to friendly lines (appendix D).

REGIMENT

A regiment with a screening mission assigns squadron sectors (or zones). The air cavalry troop may be assigned a sector or zone but it usually supplements efforts of the squadrons.

The commander assigning the regiment a mission to screen a stationary force should specify:

- A general trace of the initial screen line.

- Units to be screened.

- Responsibility for area between the screening force and screened units.

The regiment refines the general trace based on a map study and, when possible, a visual reconnaissance. This line should be established on terrain with long range observation. Successive screen lines are then designated, based on terrain which best permits long range observation.
If terrain is relatively flat and open, it may be desirable to designate successive lines overlooking obstacles, such as streams, lava fields, or mine fields.

A screening force must be able to rapidly withdraw. It must not become pinned against an obstacle crossable at only certain points. Screen lines (drawn as phase lines) are control measures to maintain unity of effort. They are not used to time phase a screening operation.
After designating screen lines, regiment assigns squadron sectors. The width of these sectors depends on the terrain and troops available. The requirement is to maintain surveillance to prevent the enemy penetrating a screen line undetected. Areas which can't be observed from OP's must be patrolled by air and/or ground elements.

After assigning sectors, the regiment designates coordination points between squadrons on each screen line.

During movement to the initial screen line and establishment of observation posts, the air cavalry troop operates in the same manner as during zone reconnaissance operations to screen forward of the squadrons. If the initial screen line is established without enemy contact, the air cavalry troop normally reconnoiters forward to the limits of the range of supporting artillery. It uses artillery and aeroweapons to harass and impede the enemy advance. On withdrawing through the screen line, it may supplement squadrons or screen between the main body and the screen line.

A regiment does not time phase a screening operation. It may withdraw to a successive screen line to keep elements from being overrun or bypassed and cut off.

A regiment may screen to the front, flank, or rear of a moving force. Such missions are conducted using techniques of an advance, flank, or rear covering force. The basic difference is that a regiment dispersed for screening can provide early warning of enemy location and type and degree of resistance encountered, but it can't significantly develop the situation.

**ARMORED CAVALRY SQUADRON**

A screening squadron normally uses all subordinate maneuver units to man a screen line. A regimental squadron may use its tank company as a reserve. It adds depth, destroys enemy forces which penetrate the screen line, helps extricate forward elements when necessary, and covers the withdrawal of forward elements along a high-speed armor avenue of approach. If so, the tank company locates to the rear of the screen line, either centrally or astride the major high-speed armor avenue of approach. In deserts or great plains areas it may be desirable to attach a tank platoon to each troop. A tank platoon attached to a troop is used the same way. A regimental squadron may split its artillery battery into two platoons to have coverage across the squadron front. A divisional armored cavalry squadron should have an artillery battery when operating beyond the range of artillery with the main body. Air cavalry operates in the same manner as during zone reconnaissance.
An armored cavalry squadron screening a stationary force assigns troop sectors and designates check points, additional screen lines, and coordinating points between troops. A squadron operating as part of a regimental screen does not designate successive screen lines. Screen lines are depicted as phase lines. The width of troop sectors is based on the terrain and the number of OP’s and patrols required to observe the terrain. Movement to the initial screen line may be conducted as a zone reconnaissance. The location of each OP and patrol area must be accurately known at squadron. Maximum use is made of long range direct and indirect fires to harass, impede, and destroy the enemy. Close combat should be avoided. A squadron must continually monitor and report the situation in order to keep elements from being overrun or bypassed and cut off. The length of time a squadron can occupy a particular screen line usually decreases as successive screen lines are occupied. This is because the enemy increases his strength as the operation continues. When available and if time permits, close air support and attack helicopters destroy hard targets, such as tanks.

An armored cavalry squadron may screen the front, flank, or rear of a moving force.

A squadron screening forward of a moving force normally advances with three armored cavalry troops abreast. The regimental air cavalry troop and the divisional air cavalry troop operate in the same manner as during zone reconnaissance. The squadron advances to gain contact. It is responsible for providing early warning of enemy locations and type and degree of resistance encountered. It can’t develop an enemy contact in the same detail as during reconnaissance operations. When a squadron can advance no further without risking destruction, it stops and establishes a stationary screen line. This is normally about 10-15km after first contact if the enemy is deployed for defense. If the enemy is also moving to contact, the squadron should halt when reconnaissance elements are encountered.

A squadron screens the flank of a moving force as follows:

- The squadron occupies a series of OP’s along its route of advance.
- The squadron is not responsible for clearing the area between its route of advance and the screened force unless specifically directed.
- If threatened by advancing enemy forces, the squadron halts forward movement and occupies successive screen lines in the same manner as when screening for a stationary force.
ARMORED CAVALRY TROOP AND PLATOON

A troop usually screens as part of its parent squadron, however, it can screen alone. Similarly, an armored cavalry platoon normally screens as part of its parent troop, but it can also screen alone. Mortar squads are attached to the platoons. Since the situation and width of sector usually prevents reconnaissance, the troop commander's plans are based upon map reconnaissance.

★ Armored Cavalry Troop. Based on his map study, a troop commander screening a stationary force selects the general location of OP's and determines areas which must be patrolled. He must ensure complete surveillance forward of the screen line. He then designates boundaries and coordination points between platoons, and contact points between and slightly forward of OP's in areas which must be patrolled. He assigns each OP a number.

The width of a platoon sector depends on the number of OP's and patrols required. Areas between OP's which can't be observed from an OP, such as a dense woods, must be patrolled. The light armor section and support squad are located to the rear of the OP's. An OP or patrol detecting the enemy quickly reports to the platoon leader. The reporting element then uses indirect fires to destroy or repel the enemy.

Primary considerations are:

- Location of an OP or patrol should not be compromised.
- It is usually best to avoid close combat by destroying targets at long ranges. On the other hand, when
contact is made with an enemy reconnaissance patrol, it may be desirable to withhold fire, observe the patrol's activity, and detect what is following it. A troop (and consequently a platoon) must obtain permission to permit an enemy element to pass. At times, a squadron may direct a troop to permit an enemy reconnaissance element to penetrate the screen line to let the situation develop without altering the enemy. These enemy elements become the squadron's responsibility and may subsequently be destroyed by air cavalry. A troop commander must ensure the situation is accurately reported as it develops. He must obtain permission from squadron (or other controlling headquarters) before withdrawing from a screen line. All available fire support harasses and impedes the enemy.

When a troop receives permission to withdraw from a screen line, the platoons are normally withdrawn simultaneously. The platoon leaders initially retains the tank section in position to cover the withdrawal of the OP's. On order, OP personnel mount and move rapidly to the rear, usually to establish OP's on the successive screen line. At times, it may be desirable to use a scout squad to prepare demolition charges to destroy a bridge, crater a road, or plant antitank mines. The mortar squad should precede the tank section, but should also remain within supporting distance. The dispersion between platoons and the necessity to quickly establish the successive screen line requires emphasis on quickly completing the withdrawal. While the job of maintaining contact with an advancing enemy as widely dispersed elements withdraw is extremely dangerous, the withdrawal of platoons as complete entities would result in loss of contact. Emphasis is placed on rapidly occupying the successive screen line to make sure the enemy does not bypass the screening force and surprise the screened force.

A troop screening forward of a moving force advances with three platoons abreast as during a zone reconnaissance. It can only provide early warning of location and type and degree of resistance encountered. It cannot provide detailed information of routes or terrain. When the troop encounters enemy reconnaissance elements, it conducts the operation in the same manner as when screening for a stationary or moving force. It must also be prepared to assist the passage of follow-on units of the main body (appendix D).

A troop screening a flank of a moving force plans a line of OP's and is prepared to occupy each in turn as the main body advances. The number of OP's which must be occupied simultaneously depends on the factors of METT. A troop screening the rear of a moving force generally uses the same techniques as when screening a stationary force.

**Armored Cavalry Platoon.** A platoon may operate as a screening force when a commander desires only early warning or does not have adequate forces for guard or cover missions. A platoon often performs a screening mission while the remainder of the troop or squadron guards. The troop commander specifies the general locations of OP's. The specific location of each OP is determined by the platoon leader. Within its capability, the platoon destroys or repels enemy reconnaissance units and impedes the advance of the main force elements with organic and supporting fires. When screening a stationary or moving force, a platoon usually organizes into three teams. As in all other missions, the team organization may change as the situation and terrain change. Scouts establish OP's and patrol areas that
can’t be observed from OP’s which should be concealed in defilade. The platoon leader uses the tank section to engage enemy elements, extricate OP’s if necessary, and cover the withdrawal of OP’s. The platoon leader may move the tank section forward as needed to provide long range, direct antitank fires. When moved forward, the tank section should avoid OP sites so as not to disclose their locations. The enemy returns direct and indirect fires. Tanks, when firing, will more likely be detected than a cleverly concealed OP.

Selection of, movement to, occupation of, and action on OP sites are discussed in appendix F. The armored cavalry platoon is most effective when assigned not more than three OP’s. In cavalry, a minimum of five men are required at an OP in order for dismounted patrolling. For short periods, an armored cavalry platoon can establish six OP’s. Six OP’s are manned by a scout vehicle crew on each of four positions, and two tanks on the fifth and sixth positions.

The disadvantages of establishing six OP’s are: it is difficult to form a patrol, and the fatigue level, which quickly reduces unit effectiveness, is high. Actions upon detection of the enemy and when ordered to withdraw are the same as for an armored cavalry troop.

A platoon screening or helping to screen forward of a moving force advances in the same manner as during a zone reconnaissance to provide early warning and information concerning location, type, and degree of resistance encountered. When the platoon encounters main force elements or a team is halted, the platoon should cease forward movement and operate the same as when screening for a stationary force.

A platoon screening or helping to screen the rear of a moving force uses the same techniques as when screening for a stationary force.

STANO devices, such as ground surveillance radar, night vision devices, and remote sensors, are used during periods of reduced visibility to improve surveillance (appendix F and FM 31-100). The troop ground surveillance radar section normally operates in two teams. The teams are usually attached to the two platoons having the greatest need (chapter 7).
GUARD OPERATIONS

The purpose of a guard operation is to obtain early warning, reaction time, and maneuver space to the front, flank, or rear of a moving or stationary force. A guard operation is usually conducted within range of artillery with the main body. A guard force reconnoiters, screens, attacks, and defends as required for mission accomplishment. Guard operations may be conducted by cavalry units to the front, flank, or rear of a stationary or moving force. Air cavalry conducts screening operations as part of armored cavalry guard operations.

**Advance Guard.** An advance guard for a stationary force deploys forward and defends. An advance guard for a moving force develops the situation along specific routes or axes of advance to prevent premature deployment of the main body.

**Flank Guard.** A flank guard protects a flank of the main body from ground observation, direct fire, and surprise. A flank guard for a stationary force deploys to the flank and defends. A flank guard for a moving force establishes a series of troop-size battle positions generally parallel to the main body's axis of advance and occupies new ones as the main body advances.

**Rear Guard.** A rear guard does the same things as a flank guard. A rear guard for a stationary force deploys and operates the same as when performing an advance or flank guard for a stationary force. A rear guard for a moving force does the same thing, except it is periodically drawn in to stay within range of the main body's artillery.
**Cavalry Guard Operations for a Stationary Force.** A cavalry unit conducting a guard operation for a stationary force deploys forward of a designated phase line normally within range of artillery from the main body, and defends. Cavalry must sometimes fight to reach it. A cavalry unit does not withdraw behind the designated phase line without permission. A phase line designating the rear of a cavalry unit’s area should be farther from the main body than the effective range of enemy direct-fire weapons (3,000m).

A cavalry unit normally conducts zone reconnaissance during movement to its initial battle position. If the situation prevents or does not require zone reconnaissance, the cavalry unit moves as during movement forward of friendly lines for area reconnaissance.

Once in position, the cavalry unit organizes a defense based on exploiting every advantage offered by terrain, capabilities of its weapons, equipment, and supporting fires. The purpose of this defense is to:

- Provide main body reaction time.
- Subject enemy to continuous attrition beginning when he is first detected.
- Destroy enemy reconnaissance units.
- Force enemy advance guard to deploy for one or more attacks, thereby revealing the primary axis of the advance of the regiment.
**Cavalry Guard Operations for a Moving Force.** A cavalry unit as an advance guard for a moving force develops the situation along specific routes or axes of advance to prevent surprise or premature deployment of the main body. It must have artillery coverage.

A cavalry unit as a flank guard does the same thing for a moving force it does for a stationary force; however, techniques differ. A flank guard for a moving force:

- Systematically advances to a series of battle positions by moving along a designated route generally parallel to the main body’s axis of advance.
- Is responsible for clearing the area between its route of advance and the main body.

- Normally involves more reconnaissance activity.

A cavalry unit as a rear guard does the same thing for a moving force it does for a stationary force, except it must be periodically drawn in to stay within range of the main body’s artillery.

**Cavalry Units in All Guard Operations.** A regiment usually does not operate as a guard force.

Air and armored cavalry squadrons reconnoiter or screen forward of a moving force. An armored cavalry squadron may conduct all types of guard operations for a stationary or moving force. An advance guard for stationary force is rare. An air cavalry squadron or troop reconnoiters, screens, or conducts area security.

**Armored Cavalry as Advance Guard**

An advance guard for a stationary force deploys and defends to gain time for main body reaction and to destroy the enemy within its capability. It withdraws only on order. An advance guard for a moving force develops the situation early along specific routes or axes of advance to prevent premature deployment or unnecessary halting of the main body.

**Regiment.** A regiment does not operate as an advance guard; it conducts advance covering force operations.

**Armored Cavalry Squadron.** Advance guard for a moving force is conducted as route or zone reconnaissance. A divisional squadron often acts as advance guard when the division moves to contact. Deployment of the squadron depends on the size of the main body and whether or not there is an advance covering force.

When a covering force is leading, the squadron operating as an advance guard usually deploys ahead of the main body along specific routes or axes of advance to further develop the situation, prevent unnecessary deployment of the main body, and ensure its uninterrupted advance. A divisional squadron uses its air troop across the entire zone and usually retains no reserve. A regimental squadron may retain the tank company as reserve, directing it to move behind the center troop or to move a platoon behind each troop.

When no covering force is leading, the squadron deploys in the same manner as for zone reconnaissance.

**Armored Cavalry Troops and Platoons.** Troops and platoons normally operate as part of a larger force in advance guard operations. They deploy and operate the same as in route or zone reconnaissance (chapter 5), prepared to attack or defend as the enemy situation develops.
ARMORED CAVALRY AS FLANK GUARD

A flank guard for a stationary force normally conducts zone reconnaissance while moving to its area. If such reconnaissance is not required or time does not allow it, the force moves directly to its line of battle positions the same way it moves to an area reconnaissance. The force uses movement techniques appropriate to the likelihood of enemy contact. To guard the flank of a moving force, cavalry units systematically occupy a line of battle positions generally parallel to its axis of advance. The flank guard is responsible for clearing the area between the line of battle positions and the main body. Cavalry units attack, if necessary, to establish battle positions and then defend them.

**Regiment.** A regiment does not usually operate in flank guard; it conducts flank covering force operations.

**Armored Cavalry Squadron.** An armored cavalry squadron can protect one flank of a division. When a division has both flanks exposed, a troop may screen the least vulnerable one while the rest of the squadron protects the other. The single troop in such cases is usually attached to a brigade. The general concept of flank guard is the same whether the protected force is stationary or moving. Guarding the flank of a moving force is much more difficult because of the requirement to move the guarding force.

When an armored cavalry squadron is ordered to guard the flank of a moving force, the main body commander specifies units to be protected. This responsibility usually extends from the rear of the lead flank battalion task force in the main body to the rear of the main body, exclusive of any rear guard. The main body commander also indicates a line the guard force can’t withdraw across without permission. This line is designated as a phase line, but is treated as a rear boundary in the event that the flank guard must defend against a sizable enemy attack. It is usually about 3,000m from the nearest main body unit. The main body commander may also designate an objective which serves as a point of orientation and, when secured, guards the flank of the main body objective. The main body commander may designate the squadron route of advance. If he does not, the squadron commander selects one.

This route of advance should parallel the main body axis of advance and provide rapid access to battle positions. The squadron commander chooses battle positions which dominate likely enemy avenues of approach. These positions are along a line generally parallel to the main body axis of advance and as far from it as possible while still covering enemy avenues with field artillery. While location of this line depends largely on terrain, the limitation of field artillery range dictates that it will rarely be more than 10-12km from the main body. This distance may also be limited by the main body boundary.

The squadron defends the flank by planning troop-size battle positions on the far flank of the route of march. The leading troop acts as advance guard, maintains contact with the rear of the leading task force, reconnoiters, and as far as possible, clears the area between the main body and the squadron’s route of advance. The other troops follow and occupy designated battle positions on order.

When the distance from main body to the line of battle positions is great, the leading troop may require help to accomplish one or more of its three tasks. A divisional squadron may use the air troop to screen the area between the guard force and the guarded force and to maintain contact. A regimental squadron may reinforce the lead troop with an armored cavalry platoon or a tank platoon.
The squadron commander designates contact points between battle positions (usually slightly forward of them) to delineate troop responsibility and to ensure coordination through physical contact.

To start the operation, the squadron may follow the leading battalion task force through its initial penetration and then move out to its route of advance and battle positions, or it may be required to attack to create its own penetration. Descriptions of attacks begin on page 6-35. When penetrating with the main body, the movement of squadron units must be closely coordinated. The leading troop should follow the first battalion task force into the penetration. As soon as possible, the lead troop moves out toward the line of proposed battle positions, maintaining contact with the main body and clearing the area as it moves.

The area of responsibility in such cases initially extends from the rear of the leading battalion task force to the shoulder of the penetration.

As the main body advances, the squadron occupies battle positions in succession. There are four techniques for the occupation of successive positions based upon main body rate of advance and the enemy situation. They are similar to techniques for flank screen operations.
If there is no road or convenient cross-country route for the squadron to use as a route of advance, or if enemy resistance is very strong, the squadron may follow the axis of the main body and attack outward to secure designated battle positions.

If the squadron becomes overextended, that is, if it must occupy more battle positions than it has troops, the commander must seek relief from the higher commander. The commander should recommend one of these solutions:

- Reinforce the squadron.
- Relieve the squadron of responsibility for part of the area.
- Change the mission so that the squadron can screen part of the area and guard the rest.

If the squadron faces a strong enemy attack or counterattack it must take all actions necessary to prevent the enemy force from striking the flank of the main body. The squadron may be ordered to delay the enemy advance, trading space for time and wearing down the enemy as much as possible, so that the main body commander has adequate reaction time and a reduced enemy force to defeat. The squadron commander should have a series of phase lines established, parallel to the line of battle positions, to be used as delay lines. As enemy attack develops, the commander must quickly develop a scheme of maneuver which maximizes the destructive capabilities of organic and supporting weapons and uses all terrain advantages to preserve the force. The main body commander may direct the squadron to deny enemy access to an area needed for maneuver, or to destroy the enemy force. The specific techniques of defense to be used depend on the latitude given by the main body commander. An explanation of defense begins on page 6-40.
**Armored Cavalry Troop and Platoon.** An armored cavalry troop and platoon participate in flank guard operations as part of their parent units. They move to contact, reconnoiter, attack, and defend as necessary. The leading troop has a threefold mission:

- Serve as advance guard for the squadron. Occupy battle positions on order.
- Reconnoiter and clear the area between the main body and the squadron route of advance.
- Maintain contact with the main body.

If the distance from the route of advance to the main body is great, the leading troop may require reinforcement. When air cavalry is available, it can reconnoiter and maintain contact with the main body, thus freeing the leading armored cavalry troop to concentrate on its advance guard battle position task.

Following troops march, attack, and defend as necessary and as ordered.

**ARMORED CAVALRY AS REAR GUARD**

A rear guard for a stationary force deploys and defends. A rear guard for a moving force does generally the same. The difference is orientation of movement. A rear guard follows the main body by occupying a succession of battle positions and screening between flank battle positions and rear elements of the main body flank. Battle positions are based on a succession of phase lines designated by the main body commander. Battle positions are planned three deep, and occupied on order. Battle positions between flank units of the rear guard and the main body are planned, but occupied only on order of the rear guard commander. The flank area must be continuously screened to keep enemy forces from penetrating between the rear guard and main body. Withdrawal to successive phase lines is on the order of the main body commander, or if authority is delegated, on the order of the rear guard commander.

**Regiment.** A regiment does not usually operate as a rear guard; it conducts rear covering force operations.
**Armored Cavalry Squadron.** An armored cavalry squadron may be a rear guard for a moving or stationary force. If the main body is stationary, the squadron establishes a line of battle positions behind the main body, oriented away from the main body, and defends or delays as necessary against enemy attacks. If the main body is moving, techniques of guarding the rear depend upon whether the movement is toward the enemy or away.

If movement is toward the enemy, the rear guard is in the least vulnerable position of any of the forces. The squadron conducts successive withdrawals to new lines of battle positions as the main body advances.

If movement is away from the enemy, the rear guard is in the most exposed position. The squadron may either relieve other units in place while they move to the rear, or it may establish a line of positions (oriented toward the main body) behind the main body and pass those forces through (appendix D). Thereafter, the operation is conducted the same as any other defense or delay.

**COVER**

The purpose of a cover operation is to provide the main body early warning, reaction time, maneuver space, and information about the enemy. A covering force is a tactically self-contained security force which operates at a considerable distance to the front, flank, or rear of a moving or stationary force. Its mission is to develop the situation early and defeat the enemy. If the latter is not possible, the covering force deceives, delays, and disorganizes the enemy until the covered force can effectively react. A covering force:

- Operates beyond the range of artillery with the main body. The distance is a function of METT (mission, enemy, terrain, and troops available). A reinforced regiment may act as a covering force at a distance as great as 50-60km from the main body initially.
- Develops situations earlier than a guard force, and fights longer, fights more often, and defeats larger enemy forces.
- Accomplishes all functions of a:
  - Screen (provide warning, destroy or repel enemy reconnaissance units, force deployment of the enemy's advance guard and first echelon regiments.)
  - Guard (provide warning, destroy or repel enemy reconnaissance units, force deployment of the enemy's advance guard, and destroy it if possible).

A covering force reconnoiters, screens, and fights as necessary for mission success. It should not become engaged to the point that it can no longer move; it must not allow itself to be bypassed or cut off. A regiment can act as a covering force without reinforcement, but it is normally reinforced with maneuver, combat support, and combat service support units. This reinforcement increases:

- The distance and length of time the regiment can operate away from the main body.
- The regiment's capability to destroy the enemy.

Squadrons, troops and platoons normally conduct covering force operations as part of a larger force.
ARMORED CAVALRY AS ADVANCE COVERING FORCE FOR
A FORCE MOVING TO CONTACT

An advance covering force operation for a force moving to contact is conducted as a zone reconnaissance with enough combat power to develop and influence the situation by:

- Locating and penetrating the security and forward defense zones of an enemy force deployed or deploying to defend.
- Destroying enemy reconnaissance and advance guard units and forcing first echelon regiments of a moving force to deploy.

**Regiment.** A regiment as an advance covering force during movement to contact advances boldly on a broad front, usually with three squadrons abreast. The distance it operates forward of the main body depends on:

- The intentions and instructions of the main body commander.
- Where the enemy is encountered.
- The rates of the main body and the regimental advance.

A regiment plans this operation the same way a squadron plans zone reconnaissance (page 5-23). Width of zone to be covered and areas or routes of special importance are determined. Squadron boundaries are then designated to delineate zones.

The regiment retains a reserve. It may be attached tank/mechanized infantry, or it may be constituted by requiring squadron commanders to obtain permission to commit their tank companies. The regimental reserve follows the squadrons. It may be centrally located to facilitate deployment anywhere in the regimental zone, or located in the most dangerous zone. Reserve units must be prepared to attack or counterattack from the march or to occupy battle positions.
EMPLOYMENT OF AIR CAVALRY IN A COVERING FORCE OPERATION

THE AIR CAVALRY TROOP (ACT) CONDUCTS A ZONE RECONNAISSANCE IN THE REGIMENTAL SECTOR, WELL FORWARD OF THE ARMORED CAVALRY ELEMENTS.

IN THIS FLUID SITUATION, THE ACT PROVIDES THE RAPID ACCURATE INFORMATION THE CAVALRY COMMANDER REQUIRES TO MANEUVER HIS FORCES AND POSITION HIS COMBAT SUPPORT ELEMENTS IN A TIMELY MANNER.
The situation is developed in the same manner as during zone reconnaissance. Once in contact, supporting fires are quickly brought to bear for suppression. Reserve units are committed from march in hasty attacks. Audacity and boldness are prerequisites for success. An enemy found, fixed, and destroyed will not have to be fought again. A regiment bypasses an enemy force only with the permission of the main body commander. During active nuclear warfare, nuclear weapons are used against strong points of resistance and stationary massed armor, motorized forces, and artillery.

When a regiment can advance no farther without becoming decisively engaged, it defends (page 6-43). This is normally about 15km after meeting the enemy reconnaissance elements of a force deployed or deploying for defense. A flank or weak spot must be immediately reported to the main body commander.

**Armored Cavalry Squadron.** A regimental armored cavalry squadron normally participates as part of a regiment in an advance covering force operation for a force moving to contact. A divisional armored cavalry squadron may be reinforced and attached to a regiment. Actions of a squadron as part of the covering force are the same as for zone reconnaissance (page 5-23). A regimental armored cavalry squadron and the divisional armored cavalry squadron, when reinforced, may act as an advance covering force for a force moving to contact. In this case, the actions of an armored cavalry squadron parallel those of a regiment.

**Armored Cavalry Troop and Platoon.** An armored cavalry troop and platoon participate in an advance covering force for a force moving to contact as part of their parent unit. Their actions are the same as during zone reconnaissance (page 5-28).

### ARMORED CAVALRY AS COVERING FORCE FOR DEFENSE

An advance covering force for a force deployed or deploying for defense operates forward of the main body in the covering force area (CFA). Although any mobile force may be deployed and fight in the CFA, covering forces usually organize around armored cavalry and reinforce with sufficient tank, antitank, field artillery, air defense artillery, engineer, and attack helicopter forces for the mission.

**Regiment.** The main body commander uses phase lines to designate the forward edge and the rear of the CFA. The rear of the CFA is the forward edge of the main battle area (MBA) and is within range of artillery with main battle area divisions. The time enemy forces are to be held forward is usually not specified. The regiment designates phase lines to form belts about 5-10km deep to help control the operation.

A regiment usually deploys forward by assigning squadrons zone reconnaissance missions. If the situation does not allow zone reconnaissance, squadrons deploy forward the same way as during movement forward of friendly lines of area reconnaissance.

Regimental boundaries are forward extensions of main body boundaries; similarly, squadron boundaries are extensions of the boundaries of some part of the main body. This technique simplifies transfer of control of the battle as the regiment comes within range of field artillery with forward divisions in the MBA.

**THE PRIMARY PURPOSE OF A COVERING FORCE IS TO FORCE THE ENEMY TO DEPLOY AND FORM FOR A DELIBERATE ATTACK BEFORE IT REACHES THE MBA. IT DOES THIS BY FIGHTING A MAJOR BATTLE OF ATTRITION IN THE CFA.**
A covering force should not be required to fight forward to establish control over the area. If heavy enemy resistance is present, the covering force is normally ordered to occupy a general line behind which the main battle area can be organized. If time is the driving factor, as it may be when divisions are deploying on short notice, then the covering force operation is a delay with time required for that deployment specified to the covering force commander. If time is not a problem, then units of the covering force block, use surprise attack by fire, delay, and counterattack as necessary to defeat leading enemy regiments.

Some distance forward of the main battle area, the regimental commander must be prepared to release control of squadrons and any attached battalion task forces to commanders of MBA brigades. This distance depends on terrain, ability of field artillery positioned in the MBA to support, and readiness of brigade commanders to assume control. Squadrons and task forces are usually attached to brigades. Once control of the fight has passed from the regimental commander, he and his headquarters are available for other purposes. The headquarters usually locates in the corps rear area. It has planning responsibility for several contingencies, such as area security operations, reinforcement of one or another of the divisions, and counterattacks. Thus, contingency planning can be started while detached units continue the fight under other headquarters.

The regiment can’t execute any plan until combat units return to its control. The squadrons normally remain under the control of defending brigades until the need for reconnaissance or security operations outweigh the need for cavalry fire power in the main battle area.


**Armored Cavalry Squadron.** Either regimental or divisional squadrons may participate in forward covering force operations as part of a larger force. Techniques for this operation are surprise attack by fire or fire and maneuver, blocking, and delay. Each squadron must be prepared to report to the headquarters of a brigade in the MBA, to be attached to that brigade and to operate under its control when so ordered. The covering force operation ends with hand off of enemy contact to forces in the MBA and movement into the MBA.

**Armored Cavalry Troop and Platoon.** Armored cavalry troops and platoons participate in forward covering force operations as part of a larger force, either the parent squadron or a battalion task force. They engage, block, delay, and counterattack as required.

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**ARMORED CAVALRY AS FLANK COVERING FORCE**

A regiment normally covers one flank of the main body. At times it may be required to provide a covering force on one flank and to guard the other. In this case, one squadron, with or without reinforcement, is assigned to the least threatened flank. It may be controlled by the main body commander or attached to the major subordinate unit on that flank.

**Regiment as a Flank Covering Force for a Defense.** A regiment as a flank covering force for a force deployed or deploying to defend deploys into a flank CFA and defends.

An armored cavalry squadron normally participates as part of a regiment in a flank covering force operation for a force deployed or deploying for defense. A divisional armored cavalry squadron may be reinforced and attached to a regiment. A squadron as part of a flank covering force reconnoiters, screens, attacks, and defends as required. A regimental armored cavalry squadron and the divisional armored cavalry squadron, when reinforced, may act as a flank covering force alone. In this case, the actions of an armored cavalry squadron parallel those of a regiment.

An armored cavalry troop or platoon participates in a flank covering force operation as part of its parent unit. It deploys, reconnoiters, screens, attacks, and defends as required.

**Regiment as a Flank Covering Force for a Moving Force.** A regiment as a flank covering force for a moving force operates generally the same as a squadron conducting a flank guard operation for a moving force (page 6-23). The difference is the scope of operations and the distance from the main body. The main body commander specifies how and when a regiment assumes a flank covering force mission. If the main body is penetrating a main defensive belt, the regiment may be integrated into the formation of the main body for passage through the initial gap. How this is done depends on the degree of enemy resistance, terrain, and speed of the main body's advance.
If the flank division has a flank guard, the regiment’s lead squadron will probably follow the division’s rear combat units through the gap.

The regiment must clear the area between the regimental route of advance and the main body. It must also maintain contact with some element of the body. The specific element is identified by the main body commander and depends on whether the main body has an advance covering force and whether the leading flank division has a flank guard.

If terrain is relatively open and enemy resistance is weak, a regiment may make its own penetration. During active nuclear warfare a regiment may use nuclear weapons to penetrate.

A regimental armored cavalry squadron normally participates as part of a regiment in a flank covering force operation. A divisional armored cavalry squadron may be reinforced and attached to a regiment. A squadron as part of a flank covering force for a moving force reconnoiters, screens, attacks, and defends as required. A regimental armored cavalry squadron and the divisional armored cavalry squadron, when reinforced, may act as a flank covering force. In such a case, the actions of an armored cavalry squadron parallel those of a regiment.

Armored cavalry troops and platoons participate in flank covering force operations as part of their parent unit. They reconnoiter, screen, attack, and defend as required.
When the main body is advancing slowly, the squadron commander may direct the rearmost troop to bound forward to the next unoccupied battle position. This is the slowest but most secure technique.

When the main body is advancing steadily, the squadron commander may direct all troops in battle positions to advance, each moving to the next position. Scouts normally maintain contact with the enemy or maintain OP's while the rest of the squadron moves.

If the main body is moving rapidly and the squadron does not have enemy contact, the squadron may move continuously. It establishes OP's on each proposed battle position. This is the fastest but least secure technique.
A rear covering force operation is conducted generally in the same manner as a covering force operation for a force deployed or deploying for defense.

**Regiment.** If the regiment is to be a rear covering force for a force moving away from the enemy, it first deploys squadrons abreast behind main body forward maneuver units. This line may be to the rear of the main body’s forward brigades or divisions. The determining factors are:

- Whether or not the main body is already in the process of disengaging.
- Space available.

Usually the regiment initially deploys behind forward divisions. Squadrons are instructed to establish passage points and help withdraw the main body (appendix D). From that point on, regiment conducts the operation in the same manner as a force deployed or deploying for defense.

**Armored Cavalry Squadron.** A regimental armored cavalry squadron normally participates in a rear covering force as part of a regiment. A squadron employed as part of a rear covering force deploys, defends, reconnoiters, and screens as required. A regimental armored cavalry squadron and the divi-
sional armored cavalry squadron, when reinforced, may act as a rear covering force for a stationary main body or for a main body moving toward the enemy or away from the enemy. In this case, the actions of an armored cavalry squadron parallel those of a regiment.

**Armored Cavalry Troop and Platoon.** Armored cavalry troops and platoons participate in a rear covering force operation as part of their parent units. They reconnoiter, screen, and defend as required.

**OFFENSE**

The overall goal of offensive operations is to defeat the enemy’s forces or destroy their will to resist. An attacker seeks a weakness in the enemy defense, concentrates overwhelming combat power against it, and attacks. Large units seek to pass through to enemy rear areas to destroy activities and installations which can’t defend themselves. Cavalry units attack to accomplish one or more of the following:

- Develop enemy dispositions.
- Divert enemy attention.
- Dominate key terrain.
- Deprive the enemy of required resources.
- Destroy the enemy.

**Types of Operations.** There are three types of offensive operations. Cavalry units may conduct these operations or conduct security operations in support of other forces conducting them. They are:

- Movement to contact.
- Hasty or deliberate attack.
- Exploitation and pursuit.

Field Manuals 71-1 and 71-2, which cover tank and mechanized infantry operations at team and battalion task force levels, and FM 71-100, which deals with brigade and division levels explain these operations in detail and touch upon the part played by cavalry in each. Cavalry units frequently conduct hasty attacks as part of reconnaissance and security operations. They occasionally conduct deliberate attacks, such as when it is necessary to create a separate penetration of enemy defenses to start flank guard or flank covering force operations.

**Forms of Maneuver.** A form of maneuver is the general orientation or direction of approaching an enemy. An enemy may be approached from the front or from some other direction. When approaching from the front the attacker seeks to penetrate the enemy, rupture his defenses, and pass through to his rear. When approaching from another direction, whether it be from one flank, both flanks, the rear, or some combination of these, the attacker is enveloping the enemy, causing him to fight in a new direction in which he is less ready to fight, or causing him to fight in multiple directions. Regardless of the form of maneuver, cavalry units try to concentrate overwhelming combat power at the point of decision.

**Dynamics.** To be successful in attacking and defeating the enemy, a cavalry commander must see the battlefield better than the enemy commander does. He must grasp the important aspects of terrain, enemy situation, and his own situation quickly and recognize opportunities as they arise. He must coordinate all organic and supporting fires to suppress enemy weapons.

He must move forces to concentrate against the weakest spot in enemy defenses and destroy the enemy through overwhelming assault by fire and maneuver. Successful attacks depend to a large degree upon an understanding of how enemy forces defend. This is described in detail in chapter 5.
MOVEMENT TO CONTACT

Cavalry units act as part of an advance covering force or advance guard when the larger unit is moving to contact. Route and zone reconnaissance are moves to contact. A cavalry unit seeks to make contact with the smallest possible part of its force, usually scouts, while the remainder of the unit is ready to fire or maneuver. Once contact is made, some other operation is required.

ATTACK

Cavalry units frequently conduct hasty attacks and occasionally conduct deliberate attacks.

Hasty Attack. A hasty attack situation can develop in several ways: movement to and contact with an enemy force not known to be in that location, as in route or zone reconnaissance; or movement to blocking positions in a guard or covering force operation. Small unit counterattacks are also hasty attacks.

When contact is made, fire and maneuver is the immediate action. Fire and maneuver is the logical extension of bounding overwatch with the important addition of direct fire by the overwatching element while the bounding element maneuvers to close with the enemy.

Once maneuver has begun, the cavalry commander must quickly determine whether the enemy can be defeated by hasty attack, or whether his size and posture require a carefully planned deliberate attack. There is no sure way to do this—it can’t be done cautiously, and it must be done quickly. If the enemy force is large and in well-prepared positions, the cavalry unit may have to halt, adopt hasty defense, and prepare to do whatever the higher commander directs. This may be to take part in a deliberate attack, to continue to defend, or to delay.

Actions on contact include:

- Returning fire.
- Deploying.
- Developing the situation.
- Reporting.

Due to normal dispersion of cavalry units, a regiment does not conduct hasty attacks. Squadrons do so infrequently. Troops conduct hasty attacks often and platoons conduct them very frequently.

As a cavalry platoon moves by bounds, the bounding element is usually fired on first. The overwatching element immediately returns fire to suppress or destroy enemy weapons while the bounding element seeks cover. The platoon leader must immediately develop the situation and report what he is doing. He may:

- Continue suppression while the bounding element maneuvers to the flank or rear of the enemy position.
  ————OR————

- Reverse roles so that the leading element takes up the suppression role while the trailing element maneuvers.
  ————OR————

- Order the entire platoon to fire while the troop commander maneuvers other platoons.

In all cases, a high volume of indirect fire should be immediately requested.
THE SITUATION

Troop C stopped by company-size strongpoint.

Troops A and B continue to advance forward through the forward defensive zone of the enemy motorized rifle division.

Situation in Troop B area indicates the flank or weak point has been located.

THE HASTY ATTACK

SUPPRESS BY FIRE AND BLIND WITH SMOKE.

DON'T SKYLINE BY CRESTING BARE HILLS. BACK OFF AND MOVE RAPIDLY AROUND FLANKS.

ATTACK WITH SPEED, AUDACITY, AND BOLDNESS.
Deliberate Attack. When it is necessary to overcome substantial enemy forces in prepared positions, cavalry units must pause, taking sufficient time to prepare, and conduct a deliberate attack. Detailed information about the enemy must be collected from higher, lower, and adjacent units, through patrolling, reconnaissance by fire, aerial photographs, prisoners, line crossers, electronic warfare, radar, sensors, and any other worthwhile sources. Information about terrain can be collected from many of these same sources. Leaders at all levels should look at the actual terrain in daylight, and if the attack is to be at night, they should view it at night also.

Platoons and troops usually participate in deliberate attacks as part of a larger force. Squadrons and regiments may attack alone or with other units. Divisional cavalry must have adequate artillery support provided by the division’s artillery. Regimental cavalry may need additional artillery support from divisional or corps artillery. Mortars are usually used in battery at troop level.

Tanks, light armor, and infantry form the nucleus of the force in a deliberate attack. Scouts may screen flanks, provide suppressive fire, or fight as infantry. Troop commanders may reorganize into light armor, infantry, and scout platoons, considering the enemy, terrain, and what must be done after the enemy is destroyed or driven off.

Bringing subordinate commanders together for the issuance of the attack order is an important advantage not available in hasty attacks. If the order is issued at a forward location, the commander can indicate points of interest on the ground as well as on the map. Face to face coordination eliminates any doubts or misunderstandings as to who does what, and when it is to be done.

EXPLOITATION AND PURSUIT

Exploitation and pursuit are the capstones of mounted warfare. They destroy the enemy’s forces or their capability to resist. The enemy defends in belts, echelons, and lines of positions. After breaking through one, it is often necessary to move to and break through the next. The more rapidly this can be done, the less likely succeeding lines will be fully prepared. When the enemy has trouble maintaining overall continuity, exploitation and pursuit are ordered. Indicators that the enemy is in trouble are:

- General decrease in enemy resistance.
- Increase in number of enemy prisoners.
- Overrunning enemy:
  - Artillery positions.

- Command posts.
- Signal installations.
- Supply dumps.
- Supporting units.

Exploitation. The purpose of exploitation is to prevent the enemy from reconstituting an organized defense or conducting an orderly withdrawal. This can be done by rapidly advancing toward the enemy rear, bypassing small pockets of resistance, and destroying lightly defended and undefended installations and activities. Cavalry exploits the same way it moves to contact, readies to attack, and destroys vulnerable targets. Cavalry regiments may exploit alone but should be supported by additional artillery and engineers. Squadrons and smaller units normally exploit as part of a larger force.
**Pursuit.** The purpose of pursuit is to completely destroy an enemy force which has lost its ability to defend or delay in an organized fashion and is attempting to disengage and withdraw. Unlike exploitation, in which the objective is the destruction of the enemy support system, the objective of pursuit is the destruction of the enemy force. Pursuit operations require:

- A direct pressure force to keep enemy units in flight and thereby deny them any chance to rest, regroup, or resupply. This force conducts hasty attacks, and always maintains contact and forward momentum. The enemy is harassed, driven back, weakened, and attacked until he ceases to exist.

- An encircling force to envelop the fleeing force, cut its escape route, and attack in conjunction with the direct pressure force to destroy the enemy force. This force moves as swiftly as possible by the most advantageous route to cut off enemy retreat. If necessary it adopts hasty defense behind the enemy to block it. Caught between two forces, unprepared and unable to defend, the enemy must surrender or die.

A cavalry regiment, with additional artillery and engineers, may pursue alone. At least one squadron maintains direct pressure while at least one squadron encircles. Air cavalry, attack helicopters, and airmobile infantry should be in the encircling force if they are available. Squadrons and smaller units normally pursue as part of a larger force. The movement techniques to contact and hasty attack apply.

**OTHER OFFENSIVE ACTIONS**

**Counterattacks.** Cavalry units of all sizes may counterattack. A regiment may occasionally be ordered to counterattack when it is operating as the reserve of a defending corps. Squadrons may counterattack when they are operating as a division or brigade reserve. It is more common for troops and platoons to counterattack within the context of a covering force, guard, defense, or delay operation, or to attack as part of a larger force. Large unit counterattacks are much like deliberate attacks in that some amount of time is normally available for planning and occasionally for rehearsal. Small unit counterattacks are usually hasty attacks designed to destroy remnants of enemy units, clear areas for friendly maneuver, extricate other units, or divert enemy attention. Counterattacks can be conducted by fire only by relocating weapons, sections, platoons, or troops to maintain a range advantage (for example, keeping long range missile systems beyond effective T-62 range) or by relocating to fire into the flank of an enemy unit maneuvering against the previous position.
**Actions in an Objective Area.** Regardless of the reason for the attack, whether to secure an objective or blocking position, or to penetrate enemy defenses to start some other operation, an assigned objective must be consolidated and defended until other instructions are received. Consolidation refers to all actions taken to eliminate enemy resistance and to prepare to defend. After enemy resistance is eliminated and while preparing to defend, it may be necessary to reorganize. Casualties are evacuated, vehicles are repaired or evacuated, and ammunition is issued or redistributed. The unit reorganizes for combat as necessary. Air cavalry and attack helicopter units participate in consolidation only in the elimination of enemy forces, especially of forces trying to escape from the position. These units are not expected to defend. They normally withdraw to rearm, refuel, and if necessary, reorganize.

**Actions at a Minefield or Other Man-Made Obstacle.** When encountering a man-made obstacle, cavalry units must be alert for enemy weapons covering it. In the case of a minefield, the first indication of the presence of mines may be the detonation of one of them. If the unit is properly dispersed in traveling or bounding overwatch the overwatching element must immediately obscure enemy vision by placing smoke either on the minefield or on any vantage points not under friendly control. The commander then has a choice. He may elect to bypass, but he must realize that the obstacle may be designed specifically to canalize movement into a preplanned killing zone. He may elect to breach the obstacle. Minefields may be breached with flails or by hand. Other obstacles may be breached with demolitions, dozer blades, CEV, AVLb, or hand pioneering. Whatever the case, the dynamics of suppress and move apply.

**DEFENSE**

When it is necessary to defend, cavalry conducts an **active defense**. The active defense is designed primarily to fight successfully against greatly superior numbers of attacking armored vehicles with mounted or dismounted infantry, supported by artillery, protected by mobile air defense weapons, and also supported in varying degrees by armed helicopters and fighter aircraft. The concept of the active defense is to wear down the attacker by confronting him successfully and continuously with combined arms teams fighting from mutually supporting battle positions in depth throughout the battle area. Defending platoons, troops and squadrons maximize the effectiveness of their weapons by the selection of advantageous positions and minimize their vulnerability by use of the terrain, concealment, and otherwise exploiting all the advantages of the defender. Antitank guided missiles are positioned to exploit their long range and pinpoint accuracy. Tanks are positioned to exploit their armor protection. Infantry may protect battle positions, as necessary.

As the enemy attack moves into the defended area, it should meet ever increasing fires from the front and especially the flanks. It should encounter constantly shifting defense forces taking maximum advantage of the terrain. It should encounter obstacles which cause the attack to stop or slow in areas covered by the defenders weapons.
When the enemy has been weakened and his forward elements are exposed, he should be destroyed by fire or, if necessary, by counterattack. Troops and companies may be ordered to counterattack exposed enemy forces or shift to better battle positions from where the enemy can be destroyed by fire. Counterattacks should be conducted so that the advantages of the defender are not needlessly surrendered. Whenever possible, counterattacking forces should move so that they are covered from enemy overwatching fires. Counterattacking forces may not need to close with the enemy to destroy him.

In order to slow the attack so there is more time to engage the large number of targets, the defender may find it necessary to hold certain terrain features for extended periods of time. When this is the case, the defender establishes a fully developed strongpoint around which the battle pivots. When the commander decides that a strongpoint is necessary, he should do so with the full understanding that a strongpoint will be subjected to massive enemy artillery suppression and enemy infantry assault. The strongpoint, therefore, will be difficult to extract, and casualties will be high. Consequently, in the active defense, the strongpoint is the exception not the rule. However, when it is necessary to establish a strongpoint in order to accomplish the mission, the commander should not hesitate to do so.

**Armored Cavalry.** An armored cavalry unit defends when:

- The strength of the enemy encountered during a reconnaissance mission prevents advance and main body units are moving forward to attack.
- Conducting security operations.
- Containing a penetration.

- Filling a gap between main body units.

Defense by armored cavalry is dynamic. It is based on fire, maneuver, and destruction of the enemy. This is done by using all available firepower, including attack helicopters and close air support. Although enemy intentions are seldom initially known, they must be rapidly determined. This is done by destroying or brushing away the enemy's reconnaissance screen, forcing deployment of his advance guard, and subsequently shifting available firepower and maneuver forces to destroy each echelon before it can be reinforced. To what extent this is done depends on the mission assigned the cavalry unit. For instance, a covering force must force first echelon regiments to deploy before reaching the MBA. On the other hand, a defending guard force usually can't do more than force deployment of the enemy's advance guard.

A defending cavalry unit will almost always be outnumbered. The force ratio may be 1:4 or 1:5 initially and get worse as the enemy deploys its first echelon regiments. In order to win, enemy forces must be destroyed at an exchange ratio higher than the force ratio. For example, if the unit is outnumbered 1:7, it must destroy 7 or more of the enemy for each loss of its own in order to win. The keys to survival and success are using terrain for protection, maneuvering forces rapidly to points of decision so that the ratio is no greater than 1:3 in any engagement, and massing firepower for short, violent periods. More damage can be done with less risk if 10 weapons deliver three shots each than if five weapons deliver six shots each. The reason is that the longer a firing position is used the greater the volume of return fire. Success using this system requires plenty of maneuver space, aggressive reconnaissance, and active use of all sources of information.
Phase lines are used to designate the forward edge and the rear of a cavalry unit’s battle area. Phase lines are also used within a battle area to designate a line to help control forward movement, or behind which a unit (regiment through squadron) can’t withdraw without permission of the designating commander.

For example, a regiment’s battle area can be subdivided by the commander assigning the mission into belts 10-15km deep using phase lines. The regimental commander is free to fight the battle forward of these phase lines, but he can’t withdraw behind them without permission of the designating commander. The regimental commander, in turn, designates phase lines in each belt of about the same depth as an armored cavalry squadron’s battle area during a guard mission (5 to 10km). Each squadron is free to fight the battle forward of these phase lines, but it can’t withdraw behind them without permission.

An armored cavalry squadron organizes each belt by designating troop battle positions. Battle positions provide orientation and designate areas of responsibility. Whenever possible, and if time permits, troop and platoon battle positions are planned, reconnoitered, and prepared three deep.

Battle positions may be used to block the enemy, deny access to a specified area, and retain terrain or to engage with a specified number of shots and move before the enemy can return effective fire. In any case, the squadron commander tells the troop commander to occupy certain battle positions, and to do the following:

- Engage the enemy and be prepared to move immediately after the engagement.
- Prepare to attack.
- Hold or control a specified location.
- Defend for a specified period of time.

A cavalry unit frequently assumes a hasty defense during a reconnaissance or security mission when it encounters an enemy force which can’t be destroyed or bypassed, or during consolidation of an objective or blocking position. A hasty defense usually has to be fought with what is at hand plus available artillery, air cavalry, attack helicopters, and close air support.

A cavalry unit, when assuming a hasty defense, is initially able to do little more than halt enemy forward movement.

- If the unit’s not in enemy contact, it deploys to terrain in the immediate area which provides best cover, concealment, and long range fields of fire.
- If the unit’s in enemy contact, it uses techniques of bounding overwatch as necessary to disengage to the extent required to occupy defensible terrain, or as is often the case in the desert, to trade space for time while continuing to wear down the enemy.

The success of a hasty cavalry defense depends on the initiative and the actions at the troop and platoon level, the shifting and massing of fire support, and the use of close air support, air cavalry, and attack helicopters at troop through regiment level. Squadron and regiment must rapidly analyze the situation to determine areas of primary enemy thrusts. This can only be done if timely, accurate reports are received and the respective commanders and staffs know enemy tactics and organizational structure. Once these areas have been determined, squadron and regiment can place tank and mechanized infantry teams, if available, in positions astride the major approaches.
The closing and staying power of tank/mechanized infantry forces may also be used to reduce pressure on armored cavalry troops by attacking an advancing enemy force from the flank. This action must be closely coordinated with troops in contact. It is desirable to use smoke and suppressive fires against possible enemy overwatch positions. If the battlefield is fluid, as is generally the case in a cavalry environment, air cavalry should prevent attacking forces from blundering into the enemy's overwatching fires. It may not be necessary to physically close or run through the enemy force. The intention is to catch the enemy by surprise, divert his attention, destroy him, and move rapidly to another position. This permits tank/mechanized infantry forces to be committed again in a different area. The same result can be accomplished with air cavalry and attack helicopters. When an armored cavalry troop or platoon strikes an enemy flank, it should attack by fire. Tank and mechanized infantry can attack by fire and maneuver, sweeping through the remnants of an enemy force to destroy them completely and to retain freedom and maneuver in the defensive area.

Air Cavalry. Air cavalry is not assigned an area to defend. Air cavalry is best used during the defense to reconnoiter, screen, and act as a rapid reaction force. The flexibility and mobility differential of an air cavalry unit permits its mission to be rapidly changed. These factors, coupled with long range, standoff, organic direct and indirect fires, and the ability to use all available suppressive fires frequently result in air cavalry operating with ground maneuver units, until the situation can be stabilized, or until ground maneuver units can react. Air cavalry is extremely valuable on the armor battlefield as a rapid reaction force. Air cavalry, when committed as a rapid reaction force, uses aeroscouts to find the enemy and occupy firing positions to the flanks and the rear of the enemy. Emphasis is on not engaging the enemy head on. Enemy engagement is discussed in chapter 5.

REGIMENT

A regiment normally defends with three squadrons abreast. A regiment defending as a covering force for a force deployed or deploying for a defense is discussed on page 6-29. A regiment forced to defend while conducting a covering force mission for a moving force uses the same techniques. The difference is that the depth of the regiment's maneuver space is usually limited by the commander assigning the mission. A regiment defending a gap between main force units bases its control measures and scheme of maneuver on those of the adjacent unit. This may result in a regiment's freedom of maneuver being restricted. Any defensive situation which limits a regiment's freedom of maneuver is undesirable because the regiment does not have the staying power of tank/mechanized infantry task forces. A partial solution is to reinforce a regiment with tank/mechanized infantry task forces, and to place other nonorganic air cavalry and attack helicopter units under operational control of the regiment.

Conduct of the Defense. The regiment retains a reserve. It may be attached tank/mechanized infantry, or may be constituted by requiring squadron commanders to obtain permission to commit their tank companies or attached tank/mechanized infantry teams.

The defensive operation of a regiment, squadron, and troop must be ACTIVE, not passive or fixed. Positions are occupied, abandoned, and reoccupied according to the development of the situation. Hasty attacks are executed by uncommitted forces whenever an opportunity exists to inflict great damage without major risk. Counterattacks must sometimes be launched to maintain the
integrity of the defensive system. The intention is to sweep through or rapidly concentrate standoff firepower for the quick destruction of an enemy force. A counterattacking unit must quickly complete its mission, reoccupy battle positions, and prepare to meet the next echelon. A counterattacking unit must not blunder into the open under overwatching fires of the enemy or enter head-on battles at unfavorable ratios.

Air cavalry and attack helicopter units will attack within the defensive posture of the regiment and deny the enemy use of terrain for extended periods of time.

ARMORED CAVALRY SQUADRON

An armored cavalry squadron usually defends with three troops abreast. Whenever possible, a reserve is designated. In a regimental squadron, it is usually the squadron’s tank company or an attached tank/mechanized infantry team. In a divisional armored cavalry squadron, the reserve may be an attached tank/mechanized infantry team or the air cavalry troop.

Conduct of the Defense. Since the squadron must fight an armor and mechanized Threat force, the defense is organized three positions deep for all subordinate units. A squadron does this by designating battle positions astride the most dangerous avenues of approach. A squadron is free to shift units between positions within a specified belt or area. Unit designations are not placed on positions. A troop designates platoon battle positions three deep. The selection of these positions is based on engaging the enemy and on preparing for the unexpected. If an area can’t be observed or covered by fire from platoon battle positions, it is screened. Each platoon is assigned several battle positions to provide flexibility to the defense, and to permit reaction to unexpected situations and/or concentration of direct fires for a specific engagement. These positions are reconnoitered and prepared as time permits. Hasty obstacles are prepared and fires are planned to help canalize the enemy into selected locations. Surprise, massed fires, target destruction, and shooting first are of great importance.

The discussion of the operation of a squadron with an air cavalry troop begins on page 6-55; the operation of a squadron with a tank company or tank company team is discussed on page 6-58; and the discussion of the operation of a squadron with an organic or attached howitzer battery begins on page 6-58.

ARMORED CAVALRY TROOP AND PLATOON

A troop occupies and fights from battle positions normally designated by the squadron commander. Troops are generally given mission-type orders, such as: OCCUPY AND DEFEND FROM BATTLE POSITION 55. Sometimes the order will be more detailed; it will specify the avenue of approach to be covered and give some idea of what the next move might be. For example: BE PREPARED TO MOVE ON MY ORDER TO BATTLE POSITION 56 OR 57. I AM

GOING TO TRY TO TRAP THE ENEMY BETWEEN BATTLE POSITIONS 58 AND 60.

When a troop is directed to develop and occupy a strong point, it must develop the position in detail to withstand direct assault. The troop improves the terrain, prepares covered positions, and plans massive defensive fires. Strong points, however, are the exception not the rule.
Platoons reconnoiter, prepare, and occupy positions as directed by the troop commander. Commanders at all levels, including platoon, should plan ahead at least three moves. Therefore, when time permits, a platoon reconnoiters, prepares, and occupies one position; reconnoiters and prepares a second; and reconnoiters a third. If more time is available, a platoon reconnoiters and prepares additional positions. In most cases, platoons or sections occupy battle positions to deliver surprise fire to the front, flank, or rear of an enemy at optimum range and then move before the enemy can return effective fire. Emphasis is on concealment, with terrain masking units from overwatching or following enemy echelons. However, when it is clear from the beginning that a position is to be held at all cost, then it is prepared in great detail. Since platoons must withstand extensive enemy fire, they must fortify as much as possible.

Scout squads establish OP's for early warning and operate as during a screening operation. The scout squad creates hasty obstacles, such as blowing down trees, cratering roads, and hastily setting antitank mines to help slow and canalize the enemy into target areas. Before leaving an area without enemy contact, each platoon must retrieve or report the location of mines to troop. This information is reported, in turn, through the chain of command. Range cards are prepared for each battle position. A platoon occupies or moves from a battle position only on order.

As battle starts, the first task is usually to eliminate enemy reconnaissance elements. As the situation develops, the enemy may saturate a defended area with artillery fire and attack with main battle tanks.

If the platoon is blocking, retaining terrain, or denying the enemy access to a specified area, it will open fire at a maximum possible range. Field artillery may shoot fires if the enemy can be observed beyond direct fire range. As the enemy moves closer, he is engaged by other weapons systems, each at its maximum range. The enemy is subjected to heavier volumes of fire as he comes closer. If the platoon is not concerned with blocking or retaining terrain, it may open fire when the enemy force is in a predesignated engagement area or near a target reference point. Direct fires are delivered at optimum ranges and are delivered as rapidly as possible to capitalize on the first-shot advantage. Before the enemy can react (usually after two or three shots in daylight, perhaps more at night) the platoon moves to cover. Field artillery fire may be used before direct fire in order to button up the enemy and further restrict his response, during direct fire to confuse the enemy as to the type and direction of fire and destroy lightly armored vehicles, and after direct fire engagement to cover platoon movement. Field artillery fire may be used all three ways or in some combination. Successive engagements should be conducted in some variation.
DISENGAGING

Cavalry units must frequently disengage. Before disengaging, all but essential combat support, combat service support, and command and control elements should be withdrawn behind friendly units or to appropriate positions behind successive positions. The most difficult problem is freeing troops and platoons from enemy contact. Instructions for disengaging should include:

- Routes of withdrawal for each platoon and troop.
- Time or periods artillery fires will be intensified.
- What a troop or platoon is to do after disengaging.
- Contact and passage points, if withdrawing through friendly lines (appendix D).
- Time disengagement is to start.
- Time elements, other than platoons, are to withdraw.

How a cavalry unit disengages depends on the situation. If the enemy main battle tanks and/or BRDM's with Sagger's have closed to less than 3,000m, the cavalry unit's withdrawal must be covered by long range direct-fire antitank weapons systems. Before actual disengagement starts, artillery and other nonorganic fires, including smoke, may be intensified, then returned to normal levels. This has several benefits:

1. A high intensity of suppressive fires is delivered.
2. One scout squad and one tank are left in contact.
3. The platoon(-) moves rapidly to the rear.
4. When the platoon has cleared the area, the remainder withdraws on the platoon leader's order under cover of suppressive fires.
5. Air cavalry may provide security by overwatching the disengaging ground cavalry units.
It helps suppress the enemy.

The enemy becomes accustomed to periodic intensification to cover breaking of contact.

Use of nonorganic fires conserves the organic weapons' ammunition.

If the enemy decides that the initial intensification of supporting fires is to mask the breaking of contact, his actions may become rash. This allows the cavalry unit to destroy more of the enemy.

If the enemy decides disengagement has started and attempts to follow, the tanks in position momentarily disconcerts him, thereby, gaining time for moving elements. Disengagement of the tanks, in turn, must be accomplished quickly. Since the situation varies across a squadron's front, and because of communications considerations, these forces are usually moved by platoon leaders. The process is repeated as necessary. Once disengagement by cavalry starts, it must be completed rapidly. Disoriented platoons and teams are destroyed unless remedial measures are taken quickly. If disoriented, it is usually best to move toward the designated position or passage point without trying to find a specific trail or route in the forward area.

If the enemy does not have main battle tanks and/or BRDM's with Sagger's within 3,000m, it may be possible to move all units simultaneously under the cover of intense artillery fires, including smoke. Speed and coordination are essential. If the unit must converge on and pass through choke points, then part of the unit must halt and organize a battle position before reaching the choke point. The purpose of this position is to protect the movement of the remainder of the unit. In this case, the unit assigned the battle position may have to disengage by the method described above.

When a platoon is to engage with a specified number of shots and move before the enemy can return effective fire, disengagement is a planned part of each engagement. Some element must be left in position to observe the enemy reaction and to control indirect fires. While the rest of the platoon moves to cover, the scouts or troop commander or platoon leader who can see the enemy decides whether the enemy has detected the platoon location. If the enemy has not, then the platoon may reoccupy and re-engage as before. If the enemy has detected the position, then it should not be immediately reoccupied since the enemy will place direct and indirect fire on it in sufficient quantity to suppress anyone there. The observer in either case controls artillery and mortar fire. He shifts, stops or continues such fires as necessary to cover platoon movement and destroy the enemy if possible.

**DELAY**

Delay is one of the most demanding and common actions a cavalry unit can undertake. Delaying actions are part of many other operations and are especially common for covering and guard forces.

A regiment covering wide frontages without additional maneuver units may be given a delay mission. Squadrons may be assigned to cover areas from which tank and mechanized infantry task forces have been withdrawn for concentration elsewhere. Frontages may be up to 25km wide in such cases. When this occurs, squadrons can't defend and therefore must delay.

Whether or not a time limitation is stated in the mission, time is a major consideration in how delaying actions are conducted. The mission may specify, for example, that enemy forces are to be held forward of a location or line for a given amount of time, such as 8
hours or 48 hours. Or the mission may specify that enemy forces have to be impeded as much or as long as possible, with no time specified. Implicit in this mission, however, is the idea that the use of the cavalry unit is an economy-of-force measure until some other event takes place. The cavalry unit must prevent an enemy penetration for as long as possible while other forces seek a decision elsewhere on the battlefield or until other forces are available to seek a decision over the enemy being held up by the cavalry unit.

The overall purpose of delay is to force the enemy to take the time to concentrate, again and again, against successive battle positions, so that he must cope with each in turn. Just when the enemy has everything organized, his artillery is starting to fire and his ground units are starting to maneuver, the delaying force moves to its next set of battle positions. The enemy must then go through the same time consuming process again and again.

A delaying force must:

- Destroy as much of the enemy as possible.
- Cause the enemy to plan and conduct successive maneuvers (this gains time).
- Preserve the integrity of the battlefield by always staying between the enemy and the place he is trying to go.
- Preserve the freedom to maneuver, for once pinned by enemy fire and maneuver, the cavalry unit will be bypassed, penetrated, and/or destroyed.
- Preserve the force. Failure in this task leads to failure in the other four.

Delaying actions are demanding in the sense that balancing these five tasks requires a high degree of skill in commanders at all levels. At regiment and squadron the commanders must ensure that the first two tasks are maximized without risking the disaster possible if they fail in the last three. At troop and platoon level, weapons, terrain, tactical mobility, and tactical sense must be constantly under control.

**Delay under Low-Risk Conditions.** The squadron or regimental commander may specify a low degree of resistance when it is vital to preserve the combat effectiveness of the delaying elements. In this situation, the commander's intention is to delay the enemy as much as possible while ensuring the survivability of the team conducting the delay. A delay trades space for time. Normally, this type of mission is given where the terrain inhibits enemy movement and where enemy movement can be further obstructed by easily emplaced obstacles, such as air- or artillery-delivered mines or demolition-type obstacles.

In a wide sector, a troop commander may be forced to use the scout and various STANO devices to maintain surveillance and contact with the enemy across the entire front. When the enemy is detected, contact is maintained and delay is achieved by long range ATGM's, indirect fires, air- or artillery-delivered mines, and air-delivered antitank fires.

The commander masses his available assets and starts ground contact and delay at the most opportune time. Ground contact normally takes the form of multiple long range engagements from battle positions. When the squadron or regimental commander specifies a low degree of risk, he does not
expect the delaying force to hold a position indefinitely, nor become overrun. He is kept informed as to the enemy strength and disposition so he can make timely decisions affecting the overall conduct of the battle. The decision to withdraw from each battle position is normally made by the troop commander. The squadron or regimental commander controls the operation by using phase lines.

**Delay under High-Risk Conditions.** When the squadron or regimental commander accepts a higher degree of risk, the delaying element may be directed to hold the enemy forward of a line or location for a specified time, accepting whatever risk is necessary to accomplish the mission. Part of the delaying force may have to hold its position until told to move.

When the mission is in terms of time, the unit is normally given delay lines and must hold the enemy forward of these lines for a specified time. The delaying force may have to accept decisive engagement and risk becoming overrun in order to accomplish its mission.

The mission will specify the amount of time and/or location(s) an enemy force must be delayed. The order may be:

- **HOLD THE ENEMY WEST OF HIGHWAY 45 UNTIL 0900 HOURS.**
- **KEEP THE ENEMY NORTH OF BLUE RIVER UNTIL OBJECTIVE HAMMER IS SECURE.**
- **HOLD THE ENEMY NORTH OF HIGHWAY 20 UNTIL 071900, THEN WITHDRAW AND HOLD THE ENEMY NORTH OF RED RIVER UNTIL 082100 HOURS.**

A continuous, accurate flow of information must pass from troop to squadron and/or squadron to regiment. If “slow the enemy” and “preserve the force” come into conflict, the cavalry commander must inform his immediate commander. The commander then has the choice of:

- Accepting less time in exchange for preserving the force.
- **OR**
- Obtaining the time, but risking the loss of part or all of the delaying force.

Cavalry troops fight from battle positions to block the enemy advance. When required to move, they use the techniques previously discussed to disengage. Delaying forces must maintain a mobility advantage over the attacker. This is done through the use of obstacles and superior knowledge and use of the terrain. During the delay, they position to expedite their withdrawal and make the best use of covered withdrawal routes. Once movement begins, it is necessary to coordinate with adjacent units to prevent exposing a flank.

The cavalry commander deploys his elements in battle positions along the enemy's main avenues of approach. Maximum firepower is forward. As the main Threat force becomes more obvious, elements are redeployed as necessary to slow or block the enemy advance. The action is conducted much like defense, except frontages are normally wider. Obstacles should be created or strengthened whenever possible. All available indirect fires should engage the enemy at maximum range, taking advantage of range differential (if any) over the attacker's weapons.

Terrain to be occupied by a delaying force may be abandoned only with permission of the next higher headquarters. When the
delaying force selects its own positions and delays in sector, it must continuously report the location of its elements to the commander. Part of the force must maintain contact to support the movement of other elements to new locations. Counterattacks by fire may be necessary to help disengage platoons and troops.

HOW TO CONDUCT DELAYING ACTIONS

Control of delaying actions is centralized to the extent necessary to preserve the integrity of the battlefield, but decentralized for execution of all other purposes. As noted in other sections, the higher commander or regimental commander usually designates a series of lines. These may initially be phase lines, but when delaying actions start, the lines become delay lines. When a time has been specified for the overall operation, each line may be labelled with a time to serve as a guide for progress of the operation. Such a time designation indicates a proposed not-earlier-than time. If enemy action permits, positions along these lines may be held much longer. If no time has been specified for the overall operation, these lines may be used the same way any phase line is used; that is, to help control the operation by providing linear references across the battlefield.

Delaying units normally occupy battle positions which are optimized for frontal observation and frontal, long range direct fires. Cover and concealment are desirable. Routes out of positions which permit relocating units to move under cover to the next battle position are highly desirable. While higher commanders may designate general or specific positions along delay lines, these lines are usually separated by many kilometers. Units must fight between them to extract the greatest possible toll from the enemy and cause him to maneuver extensively. Therefore, successive battle positions for platoons and troops should be within overwatch distance of each other. As in defense, each commander should plan three moves, three actions, or three positions deep.

In the illustration above, the regimental commander has planned at least three deep as shown by delay lines Alice, Betty, and Carol and by the battle positions lettered A, J, etc. that he has directed. The commander normally designates delay lines and may or may not also designate troop battle positions. The designation of battle positions tends to restrict squadrons.
The squadron commander has planned three deep as shown by the battle positions labelled A2, B3, etc. he has indicated between delay lines. He could have added delay lines of his own within his sector. Troop commanders also plan at least three positions deep as shown by the platoon battle positions indicated in and behind A and B. Troop commanders do not normally establish delay lines since they must be more specific in designating where platoons will locate.

★ When an approaching enemy is observed, he is taken under fire. It may be aero scouts who first see the enemy. They call for and adjust artillery fires. As the enemy moves to ground units, the units open fire at long range. Usually tanks and heavy antitank weapons will be the first direct fire weapons to engage. By the time enemy forces have closed to within the range of medium antitank weapons, the ground unit should be ready to move to its next position. This is the critical time in a delay. Commanders must weigh the desire to further wear down and impede the enemy against the risk of having the cavalry unit pinned, penetrated, and destroyed. Moving a unit too soon may not accomplish the mission. Moving it too late may disrupt the integrity of battle lines and lose the force. In the rapid flow of a delay, units must not be permitted to shoot too little, abandon positions too soon, or move back too far.

Movement between positions should be covered by terrain and by the fire of some part of the unit. This movement is fire and maneuver away from the enemy. Fire and maneuver may be within platoons or within troops. Rarely will one troop be able to overwatch another due to wide dispersion.

Most often, units occupy successive positions. Starting in position 1, a part of the unit moves to position 2 while the remainder continues to fight from position 1. When position 2 is occupied and weapons are in position to overwatch, position 1 is vacated and the force there moves to join the other at position 2.

Sometimes a unit can fight from alternate positions. A part of the unit moves to position 2 and when it is in position the remainder moves from position 1 to position 3. When the force in position 2 must move, it goes to position 4. Wide frontages and lack of forces do not normally permit fighting from alternate positions.

The difference then is that in successive positions a given squad or section fights from 1, 2, 3, and 4 in order. In alternate positions that same squad or section might fight from 1, 3, 5, while others fight from 2, 4, and 6.

Normally units do not abandon a position without the permission of the commander who designated that position. However, under conditions of a high EW Threat environment or when communications have been lost, a subordinate commander must use his initiative to act according to the concept of his immediate commander.
AREA SECURITY

The purpose of area security operations conducted by cavalry units includes protecting one or all of the following from ground attack:

- Units behind the rear boundaries of forward brigades.
- Installations.
- Lines of communication.

In all cases, the cavalry unit must coordinate plans and maintain communication with units and installations in the assigned area.

A cavalry unit committed to area security must not develop a garrison environment. Cavalrymen must continue to live with their vehicles. An area security operation, like all other security operations, requires around-the-clock vigilance. Area security missions may be assigned an armored cavalry regiment, armored cavalry squadron, or troop. Air cavalry should reconnoiter, screen, and serve as a rapid reaction force. An air cavalry unit may also be the reserve or part of the reserve.

The Threat may be airborne, airdropped, guerrilla, infiltrator, or breakthrough forces.

TACTICAL REQUIREMENTS

An area security mission, depending on respective sizes of the area and the cavalry unit, may involve one or all of the following:

- Protection of installations and units.
- Protection of lines of communication.
- Denial of drop or landing zones.
- Finding, fixing, and destroying stay behind, infiltrator, and guerrilla forces operating to the rear of forward brigades.
- Actions against enemy penetrations.
- Area damage control operations, chemical agent detection, radiological monitoring and survey (appendices I and J).

Protection of Installations and Units. A cavalry unit required to protect an installation or unit from ground attack establishes perimeter defense to provide all-round protection. The cavalry unit deploys in a circle around the protected installation or unit. Usually a perimeter is organized as a screen with a stronger line inside. An armored cavalry troop is the smallest cavalry unit assigned this mission.

Protection of Lines of Communication. Both flanks of the route are screened. Air cavalry elements may reconnoiter and maintain surveillance. The remainder of the cavalry unit may reconnoiter, escort convoys, or position for rapid reaction.

Denial of Drop or Landing Zones. When protecting an area against enemy airborne or airmobile forces, a cavalry unit reconnoiters to select likely enemy drop and landing zones. OP's are established to keep these areas under continuous observation. Radar ensures surveillance at night and during other periods of reduced visibility. Parts of the cavalry unit not manning OP's position for rapid reaction to any Threat force.
The important thing is to provide early warning and rapid reaction forces for immediate commitment. Every attempt is made to destroy airborne and airmobile forces before they can leave drop or landing zones. This may be done with indirect fires controlled by OP's and supplemented by hasty attacks. Air and armored cavalry units attack as they arrive. There is no waiting to mass combat power. In an attack against airdropped or airlanded forces, emphasis is on attacking with whatever is immediately available, whether it be two helicopters, two tanks, or a squadron.

**Finding, Fixing, and Destroying Stay-Behind, Infiltrator, and Guerrilla Forces Operating to the Rear of Forward Brigades.** The primary objective of enemy stay-behind, infiltrator, and guerrilla forces operating to the rear of forward brigades is to:

- Restrict or stop the flow of supplies, troops, and equipment to and within the combat zone.
- Disrupt communications.
- Interfere with friendly operations.

These forces attempt to destroy bridges and main lines of communication, ambush convoys, and attack small units, headquarters, and installations. They attempt to strike friendly forces where they are weak. They try to capitalize on surprise, quick action, and rapid movement.

A cavalry unit must watch its entire area. Enemy forces can often be found by aggressive reconnaissance; rapidly fixed in place by fire and maneuver; and destroyed with overwhelming combat power. Emphasis is on destroying the enemy force in place.

If the area contains civilians, a strict curfew must be enforced. For further information, see FM 30-102, FM 31-85, FM 41-10, and FM 90-8.

**Actions Against Enemy Penetrations.** Speed and violence are common to armor battlefields and make old concepts of a rear area obsolete. Enemy forces attempt to break through forward brigades and attack to destroy artillery units, communication centers, and headquarters. Sometimes, these forces act in concert with airborne or airlanded forces. A cavalry unit must quickly engage and destroy airborne or airlanded forces with firepower as it becomes available. Piecemeal commitment when engaging penetrating forces is common. On the other hand, penetrating forces are heavy in armor. Therefore, a cavalry unit must be ready to mass combat power to engage, counterattack, or block a penetration. This requires contingency planning followed by reconnaissance and organization of battle positions. Counterattack routes must be planned and reconnoitered. Unit rehearsals of contingency plans are desirable. As in all situations, the cavalry unit uses terrain to best advantage. Air cavalry elements can often be used to gain information required for armored cavalry to most effectively react. Air cavalry aeroweapons firepower can often wear down and slow breakthrough forces in order to gain time for armored cavalry and other maneuver elements to mass. As in all combat, indirect fires are used for suppression, and close air support is used to help destroy the enemy.
A cavalry unit commander assigned an area security mission first reconnoiters his assigned area to determine key terrain; location of installations; likely enemy drop and landing zones; likely basing areas for stay-behind, infiltrator, or guerrilla forces; and probable avenues and objectives of breakthrough forces. The commander supplements his reconnaissance by studying intelligence reports and then plans the:

- Surveillance of the area.
- Control of the civilians in conjunction with other agencies and forces.
- Protection of critical installations and lines of communication.
- Alert and warning systems, including periodic checks of communication systems and alert procedures of units, activities, and installations in the area.
- Reaction forces, available to concentrate quickly against:
  - Airborne and airlanded forces.
  - Guerrilla, infiltrator, and stay-behind forces.
  - Breakthrough forces.

**Deployment of Cavalry for Area Security.** Armored cavalry assigned an area security mission may establish a defense. An area too large or crowded for this method is covered by observation posts and patrols backed up by reserves prepared for rapid commitment. Reserves may be centrally located, or located in small groups throughout the area.

**Regiment.** A regiment accomplishes area security missions by assigning areas to squadrons. Regimental boundaries are usually the boundaries of the force for which the mission is conducted. Regiment assigns squadron sectors based on the Threat and mission requirements. A regiment is rarely reinforced for an area security operation, but it retains a reserve. It may be an armored cavalry troop, one or more of the squadron tank companies, or all of these. Units organic to squadrons designated as regimental reserve are usually left with their parent squadron. A squadron can’t commit such a unit without the permission of the regimental commander.

**Armored Cavalry Squadrons.** An armored cavalry squadron accomplishes an area security mission by assigning sectors and/or missions to subordinate elements as it does during other tactical operations. It is rarely reinforced when assigned an area security mission. A divisional armored cavalry squadron may be required to conduct area security missions in the division rear. A regimental squadron normally conducts area security as part of a regiment.

An armored cavalry squadron also retains a reserve. In a regimental squadron, it is usually the tank company, although it may be designated as part of the regimental reserve. When the divisional armored cavalry squadron can’t maintain a centrally located troop in reserve, the squadron can still have a reserve by requiring each armored cavalry troop to maintain one platoon in reserve to be committed only with the approval of the squadron commander.

**Armored Cavalry Troop and Platoon.** An armored cavalry troop and platoon normally participate in an area security mission as part of their parent unit. Their efforts must be coordinated with those of other combat elements in the area.
During an area security operation, an armored cavalry troop and platoon reconnoiter, screen, defend, attack, and conduct chemical agent detection and radiological monitoring and survey as required.

AIR CAVALRY

During security operations, air cavalry reconnoiters, screens, and acts as a rapid reaction force. An air cavalry unit may also be part of the reserve, and an air cavalry troop may be an advance guard when the situation is fluid. Air cavalry units should not be assigned other guard or cover missions. They do not have the closing and staying power required. Actions on contact, target handoff, target engagement, and reconnaissance are discussed in chapter 5.

SCREENING OPERATIONS BY AIR CAVALRY

For general information concerning screening operations by cavalry, see page 6-11.

Air Cavalry Squadron. Actions of an air cavalry squadron screening for a stationary or moving force parallel those of an armored cavalry squadron. However an air cavalry squadron may task organize for screening by:

- Assigning each air cavalry troop a sector/zone and providing each a platoon from the ground cavalry troop. This has the advantage of providing both ground and aerial assets in each zone.

It is desirable when:

- Terrain provides enemy considerable cover and concealment.
- Operation extends over a considerable period.

The primary disadvantages are that it:

- Complicates service support.
- Reduces the squadron’s capability to rapidly leave an area.

- Assigning each air cavalry troop and the ground cavalry troop a sector/zone. This technique uses all four troop headquarters for command and control, but provides ground cavalry in only one zone. This may be desirable in desert or great plains areas, or when high-speed armor approaches and cover and concealment are privarly in one zone.

- Employing only air cavalry troops to screen. This technique is desirable in desert or great plains areas, or when the situation is extremely fluid or the operation will be short.
**Air Cavalry Troop.** An air cavalry troop usually participates in a screening mission as part of its parent squadron. Upon receiving a screening mission, the troop commander makes a map study to determine the general location of the OP’s and areas which must be patrolled. He then decides his task organization. An air cavalry troop screens with OP’s and aerial teams. Normally, not all aerial assets of the troop are airborne at one time. Usually, width of the sector and nap-of-the-earth requirements result in the platoon commanders controlling OP’s and aerial teams. The reconnaissance platoon commander is responsible for establishing and extracting OP’s. Once an OP is established, it usually becomes subordinate to the troop commander or the platoon responsible for the sector. OP’s are discussed in appendix F. Areas that can’t be observed from an OP are patrolled. This may be accomplished by a combination of aerial and ground patrols. Usually, the width of a sector assigned an air cavalry troop requires primary emphasis on aerial patrols. Ground cavalry with an air cavalry troop screening for a stationary force may be assigned a sector, or used behind a screen line astride a high-speed armor approach to ambush. If it is assigned a sector, page 6-17 and following pages apply. If it is used to ambush, it occupies battle positions on order of the troop commander.

When screening for a stationary force, the troop preferably deploys to the initial screen line by conducting a zone reconnaissance. If time does not allow zone reconnaissance, the troop moves as it does during a movement to area reconnaissance forward of friendly lines. On reaching the general area, aeroscout and/or aeroweapons teams hastily reconnoiter general areas for locations. OP’s are then established. The teams hastily reconnoiter their areas. The teams may be composed of two aeroscout aircraft or an aeroscout and aeroweapons aircraft. As in all tactical cavalry operations, teams must be at least two aircraft. During screening operations, aeroweapons aircraft are usually retained as a reaction force.

An OP or patrol detecting an enemy element quickly reports. The reporting element then uses indirect fires, if available, to destroy or repel the enemy. If the troop is screening beyond the range of indirect fire support, aeroweapons are committed as required for target destruction (chapter 5). Primary considerations are:

- The location of an OP or patrol must not be compromised.

- It is usually best to avoid close combat by destroying targets at maximum possible ranges. On the other hand, when first contact is made with an enemy reconnaissance patrol, it may be desirable to withhold fire to observe the patrol’s activity and to detect what it is followed by.

- A troop (and consequently a platoon) must obtain permission to permit an enemy element to pass behind the screen line. At times, a squadron may direct a troop to permit an enemy reconnaissance element to penetrate the screen line in order to let the situation develop without alerting the enemy. This element becomes the squadron’s responsibility and may subsequently be destroyed by aeroweapons or ground cavalry elements.
A troop commander must ensure the situation is accurately reported as it develops. He must obtain permission from squadron (or other controlling headquarters) before withdrawing from a screen line. All available fire support is used to harass and impede the enemy. When a troop receives permission to withdraw from a screen line, OP's are quickly extracted. On order, OP personnel quickly move to a predetermined location for extraction and movement to a successive screen line. OP's are extracted under a scout overwatch. The mobility differential of air cavalry often permits teams to keep an enemy under surveillance while other elements are establishing a successive screen line.

An air cavalry troop screening forward of a moving force uses the techniques of zone reconnaissance (page 5-47). The difference is that the troop can't provide detailed information common to zone reconnaissance. When contact is made with enemy reconnaissance elements, the troop conducts the operation as it does when screening a stationary force. It must also be prepared to help orient follow-on maneuver elements (appendix D).

*An air cavalry troop screening to a flank of a moving force conducts the operation in the same general manner as an armored cavalry troop (page 6-17). The difference is that an air cavalry troop, in the absence of enemy contact, normally reconnoiters a greater distance forward of the screen line than does an armored cavalry troop. This is possible because of the mobility differential.*

An air cavalry troop screening to the rear of a moving force uses the same techniques as when screening for a stationary force. The difference is that it may be necessary to occupy successive lines because of the movement of the main body, rather than because of enemy action.

Aeroscouts are employed to the front and on the flanks of the unit when moving. Teams maneuver using traveling, traveling overwatch, or bounding overwatch techniques depending on the likelihood of contact. The teams do not move in formation, but they may move as a section or by bounds within the section.

**AIR CAVALRY TROOP AND PLATOON AS ADVANCE GUARD**

An air cavalry troop or a task-organized air cavalry platoon may be an advance guard for a moving force. In this case, they operate generally the same as during a route reconnaissance (page 5-45). The difference is that primary emphasis is placed on early development of the enemy situation in the area of the main body's route or axis of advance.

**AIR CAVALRY AS RAPID REACTION FORCE**

The flexibility and mobility differential of an air cavalry unit permits its mission to be rapidly changed. Similarly, an air cavalry unit's aircraft can quickly displace. These factors, coupled with long range, standoff, organic, direct and indirect fires, and the ability to use available suppressive artillery fires, result in air cavalry frequently operating as a rapid reaction force for ground cavalry conducting security operations on the armor battlefield.
In this role, air cavalry, with all available suppressive fires, can wear down enemy breakthrough elements, or temporarily reinforce a ground maneuver unit by fire. This is done until the situation stabilizes or other ground maneuver units can react. Similarly, reconnaissance platoons may temporarily provide infantry support to a ground maneuver unit in close terrain. An air cavalry unit, when committed as a rapid reaction force, uses aeroscouts to reconnoiter as required to locate the enemy and firing positions to his flanks or rear. Emphasis is placed on not engaging the enemy head on.

TANK COMPANY OF THE REGIMENTAL ARMORED CAVALRY-SQUADRON

During security operations, the tank company is used generally the same way as during reconnaissance operations (chapter 5). It is normally retained under squadron as a reserve unless additional tanks and mechanized infantry are provided. It may be reinforced or cross-attached with mechanized infantry. It is usually used in hasty attacks to keep armored cavalry troops from losing their ability to maneuver, help develop the situation, and destroy the enemy forces. During covering force operations, or when the regiment or squadron must make a deliberate attack, additional tanks and mechanized infantry may be attached to the squadron and retained in reserve. The tank company may cross-attach platoons with one or more armored cavalry troops, and may be assigned a zone or sector. During screening operations, the tank company is located to the rear of the screen line, either centrally or astride the major high-speed armor avenue of approach. The company attacks, blocks, or ambushes. In desert or great plains areas, it may be desirable to attach a tank platoon to a troop. In this case, the tank platoon is employed behind the screen line for the same purposes as the tank company.

HOWITZER BATTERY OF THE REGIMENTAL ARMORED CAVALRY SQUADRON

During security operations, the battery is used generally the same as during reconnaissance operations (page 5-5). During security operations, it may have to be used in two platoons more often than during other operations. This is especially true when the squadron is screening. During covering force operations, a regiment normally receives additional artillery. This artillery may vary from a battalion to an artillery group, and is usually attached. Similarly, a regimental squadron acting as a covering force usually has additional artillery. During covering force operations, fires of howitzer batteries organic to squadrons may be controlled by the senior field artillery commander with the covering force.
Howitzer batteries position and displace as necessary to provide fires as far forward of units in contact as possible without interfering with the movement of maneuver elements.

Artillery ammunition may be prepositioned in depth during a deliberate defense. This reduces resupply problems. Similarly, pre-positioning of ammunition at the initial firing position for supporting a deliberate attack conserves the basic load for use later on.

Additional transportation for artillery ammunition is often required during security operations for a moving force.

FM 6-20 contains fire planning, tactics, and techniques of artillery. FM 6-50 discusses firing battery operations.

NIGHT OPERATIONS

OFFENSE

With improved second generation passive devices, night movement, engagement techniques, and objectives, night offensive operations differ little from daylight operations. Frontages and depths for night offensive operations parallel day distances and remain dependent on the factors of METT. Securing deep objectives, turning to attack the rear or flanks of the enemy, and attacking rear support areas are valid missions for night operations when passive devices are used.

Daylight attacks by mounted fires can and should be continued into the night to maintain momentum. Although the ability to overcome enemy strength is greater at night than in daylight, enemy weaknesses should be attacked. These attacks should succeed with fewer losses than daylight attacks due to the limitations of Threat equipment. The Threat has difficulty conducting pinpoint surveillance, detecting targets, accurately aiming weapons, identifying the attacker's main thrusts, and reinforcing in the right place at the right time. Threat forces can't concentrate at night as well as US forces can, so some of the Threat advantage of superior numbers can be nullified. US Army forces should attack more often at night in future wars than they have in the past. Artificial illumination (IR and white light) creates shortcomings that markedly decrease the effectiveness of night operations. For example, artificial pinpoint illumination (white or IR searchlight) illuminates a particular object or area, but the active source can be easily detected and engaged. Flares from aircraft, artillery, or mortars provide tremendous candle power for the artificial illumination of large areas, but they do not discriminate between friend and foe. Winds may move flares so that attackers are visible while defenders remain in shadow.

With second generation passive devices, cavalry can see about as well at night as when using active artificial illumination which is often uncontrollable. Therefore, use of active illumination in future offensive operations should be considered only when low ambient light levels highly restrict the effectiveness of second generation night observation devices (NOD's), or when combat units do not have second generation image intensification (II) capabilities.
For units equipped with second generation II equipment, night defensive operations differ little from daylight operations. Defenders remain mobile, concentrating forces to achieve an advantage over the enemy engaging from covered and concealed positions, capitalizing on all the advantages of the terrain and the defender's equipment to destroy the enemy as he presses the fight. Night engagement distances for direct fire weapons are determined by the effective range of passive night sights.

Forces are task organized at night as they are during the day. Covering forces are provided with sufficient tank and antitank elements to force advancing Threat units to maneuver, deploy, and concentrate for a main effort. As in the day, main battle area forces are initially mechanized infantry heavy with tanks reinforcing after release from the covering force. Reserves are small.

Passive NOD's add a new dimension to defensive techniques used at night. They allow both protracted engagement times and obscured movements. This is due to the difference between the current NOD capabilities of friendly and Threat forces. Even when the Threat can use his ir or passive engagement capability to maximum effectiveness, his night engagement ranges remain 400 to 800m less than current US II night engagement capability. This means that Threat units can be engaged and forced to deploy beyond their effective engagement ranges.

This gives US forces more time to engage the enemy. For example, during daylight engagements each tank or AT weapon may fire only two or three rounds and then move. At night, Threat forces can absorb two or three rounds from each weapon before coming within his identification/engagement range. It is to the defender's advantage to continue the engagement until just before the Threat force has closed to his identification/engagement range, and then move before the enemy can return effective fire.

Passive night vision devices are a means to neutralize or defeat a numerically superior force at night with minimum loss. And so, the use of active illumination in night defensive operations should be considered only when a night passive capability is unavailable or the level of ambient light is insufficient to use passive devices.

White light illumination is not as advantageous to the defender as passive sights because white light:

- Eliminates surprise by alerting the enemy of an impending engagement.
- Tends to identify the locations of defending units, thereby making them vulnerable to return fires.
- Allows the enemy to use his night sights without resorting to his own sources, thus negating the possibility of Threat self-illumination.
SECURITY OPERATIONS AT NIGHT

With passive night vision devices, cavalry conducts security operations using the same tactics and techniques it uses during the day. Increased use may be made of ground surveillance radar, particularly during security operations, by a stationary force. More reliance is placed on ground cavalry when visibility is reduced by bad weather and air cavalry can’t fly.

COMMAND CONTROL CONSIDERATIONS

Techniques of command control used during reconnaissance operations generally apply to security operations.

DIFFERENCES

Differences During Screening Operations. Significant differences between techniques of command control used during screening operations and those used during reconnaissance are:

- Screening operations are not time phased, but zone reconnaissance operations may be.
- Objectives are not used to control screening operations.
- Phase lines are used to designate the initial screen line and successive screen lines.
- Commander assigning the mission usually designates the initial screen line and may designate successive screen lines.
- A regiment screening for a stationary force designates successive screen lines, and assigns boundaries and coordination points between squadrons. Coordination points are located at the intersection of squadron boundaries with a screen line.
- An air or armored cavalry squadron screening for a stationary force assigns troop sectors and designates check points, successive screen lines, and coordinating points between troops. (A squadron operating as part of a regimental screen does not designate successive screen lines.)
- An air or armored cavalry squadron screening for a moving force uses graphic control measures common to zone reconnaissance (page 5-22).
- An air or armored cavalry troop commander designates:
  - Boundaries and coordinating points between platoons.
  - Contact points slightly forward of and between OP’s in areas which must be patrolled. Contact points are not designated between OP’s with overlapping fields of observation.
Differences During Covering Force and Guard Operations. Significant differences between techniques of command and control used during covering force and guard operations and those during reconnaissance are:

- A cavalry unit assigned an advance covering force or guard mission for a force deployed or deploying for defense, a flank or rear covering force, or guard mission for a stationary or moving force is assigned a battle area. During a guard operation, the rear of this area is at least 3,000m from the main body with the forward edge within range of the main body's artillery. During covering force operations, the rear of a cavalry battle area is within range of the artillery with the main body, whereas, the forward edge may be 50-60km away. Battle positions are assigned troops or platoons to orient their firepower in one or more directions. The higher commander specifies which battle position (numbered for reference) is to be occupied, what the unit is to do there, and priorities for reconnoitering and preparing other battle positions. A commander may say: FIRST PLATOON, INITIALLY OCCUPY BATTLE POSITION TWO, PREPARE FIVE, RECON SIX. This provides the necessary reaction to enemy movements.

- A troop or platoon must be prepared to rapidly move and occupy any of several designated battle positions on order. A unit occupies and moves from a battle position only on order or with permission of the next higher commander.

- An armored cavalry squadron as a covering force uses the same techniques as a regiment.

The discussion above applicable to an armored cavalry squadron, troop, and platoon also applies during:

- Advance guard operations for a stationary force.
- Flank and rear guard operations for a moving or stationary force. Most of a flank covering force or guard advances generally along an axis or route of advance inside the blocking position or forward edge of its battle area. This axis or route may be specified by the commander assigning the mission.

Use of Wire and Messengers for Communication. During most security operations conducted by cavalry, there are periods when a unit is not moving. Use of wire lines and messengers, when possible is particularly important in an EW environment. It helps prevent interception and probable suppressive fire by the enemy.

★ Tactical Command Relationship's of Armor Aviation Units. In combat, the most appropriate command relationship for other than organic air cavalry or attack helicopter units is that of operational control to a division, regiment, or brigade. These units may be further attached or assigned away from their parent unit; however, this creates a tremendous logistical burden on the gaining unit and takes away the flexibility inherent with the mobility of these units to rapidly shift anywhere in the CFA or MBA’s.
CONTROL MEASURES FREQUENTLY USED DURING THE DEFENSE

The cavalry commander uses graphic control and oral instructions to indicate how the defense is to be conducted. Air cavalry and attack helicopter units orient and plan their operations utilizing the same offensive or defensive tactical control measures as those of ground maneuver units.

Battle positions are locations selected as a result of terrain and weapons analysis where units can defend, block, or attack. They can be selected for occupation by units as large as squadrons and as small as platoons. The defending commander directs the fight by specifying which battle position his units will occupy and what they will do there (defend, support, attack by fire, block). Normally, the squadron commander selects the troop battle positions and the troop commander selects platoon battle positions.

A battle area is an area for which a unit has responsibility. Within its boundaries, the unit has complete freedom to fire and maneuver. Outside the boundaries of its battle area, a unit:

- Does not fire artillery, call air strikes, or use scatterable mines without first coordinating with adjacent units.
- Uses direct-fire weapons against clearly identifiable enemy targets.
- Is ready to move or attack into the battle area of another unit on orders from the next higher commander.

Normally, battle areas are used for battalion task forces and encompass company- and platoon-size battle positions. Battle areas are used to control fire and maneuver, particularly in areas where friendly forces are concentrated to defend against massed enemy attacks.
Sectors delineate unit responsibilities in areas where there is not a high concentration of forces.

Coordinating points are designated at the junction of CFA and MBA boundaries. Leaders coordinate fires and maneuver at coordinating points and along boundaries.

Boundaries mark sectors of responsibility. With coordination, units may fire and move across boundaries. Commanders must not allow boundaries to restrict their fires on the enemy.

The rear boundary coordinates fire support logistics support and reserves.

The commander may specify to the delay force a required degree of resistance by time phasing the operation. The delay sector is indicated by boundaries. An initial delay position (IDP) and subsequent positions are specified. Phase lines may be used to report the progress of the battle. The enemy is held forward of delay lines until the specified time or until permission is granted to withdraw.

If time is not the critical factor, more flexibility is afforded subordinate commanders. The sector is still indicated by boundaries, and phase lines may be used. Time-phased delay lines, however, are not designated. Subordinate commanders try to inflict maximum attrition on the enemy without becoming decisively engaged.
CONTROL MEASURES NORMALLY USED
DURING A DELIBERATE ATTACK

The need for quick action prevents the assignment of extensive control measures. Usually only an objective and an axis of advance are designated. These are provided by radio by reference to known points or locations.

For example:

Objective—HILL 505, HIGH GROUND ON FAR BANK

Axis of Advance—ROUTE BLUE, HIGHWAY 19, HILLS 303, 460, and 505.

Instructions are encoded or given over secure radio. They should never be given in the clear.

CONTROL MEASURES FREQUENTLY USED
DURING A HASTY ATTACK

Assembly Area. An assembly area is an area in which a unit is assembled to rest and prepare for operations.

Normally, the following activities are accomplished in assembly areas as a prelude to a deliberate attack:

- Issuance of orders.
- Organization for combat.
- Maintenance.
- Supply.

Attack Position. An attack position is an area where units leading the attack deploy. Preferably units do not halt in an attack position. A unit should never remain in an attack position longer than 3-5 minutes.
Line of Departure (LD). An LD is used to coordinate the commitment of units to the attack at a specified time and place. Ideally, it is an easily identifiable terrain feature held by friendly forces.

Boundaries. Boundaries are used to designate areas of responsibility. They can be used to coordinate movement and fires down to troop level. However, commanders must not allow boundaries to restrict concentration of fires on the enemy.

Axis of Advance. An axis of advance indicates the general direction of movement of an attacking unit.

Phase Line (PL). A PL helps control the progress of units and serves as a point of reference.

Checkpoints. Checkpoints provide a means of rapidly reporting specific locations and information pertaining to units. They should not be used to report enemy locations.
**Assault Position.** An assault position is the position from which dismounted infantry assault an objective. Ideally, it is the last covered and concealed position before reaching the objective.

**Contact Points.** A contact point is a point on the ground where two or more units are required to make physical contact. Their location should be easily identifiable.

**Objective.** An objective may be a terrain feature, place, or enemy force. Assignment of an objective normally requires the unit to secure and control it until further orders are received.

The assembly area is normally 15-25km to the rear of units in contact.
SUMMARY

Security operations provide reaction time, maneuver space, and information about the enemy to the main body. These operations include:

- **Screening Operations.** Screening cavalry units maintain surveillance and early warning by maintaining contact with enemy forces. A screening force impedes and harasses the enemy, and destroys or repels enemy patrols.

- **Guard Operations.** Guarding cavalry prevents enemy ground observation, direct fire, and surprise attack.

- **Covering Operations.** Covering cavalry operates apart from the main body to intercept, engage, deceive, disorganize, and destroy enemy forces before they can attack or halt the main body.

The five fundamentals of security operations are:

- Orient on the friendly main body.
- Perform continuous reconnaissance.
- Provide early and accurate warning.
- Provide reaction time and maneuver space.
- Maintain enemy contact.

Cavalry conducting security operations will usually find an enemy force moving to contact or providing security for a larger defending force.

The purpose of offensive operations is to defeat the enemy or destroy his will to resist. Attacking cavalry seeks a weakness in the enemy defense, concentrates overwhelming combat power against it, and attacks.

When cavalry conducts a defensive operation, it is an ACTIVE defense. An active defense wears down the attacker by confronting him with combined arms teams fighting from mutually supporting battle positions in depth throughout the battle area.

The purpose of delay operations is to force the enemy to take the time to concentrate, again and again, against successive battle positions. Delay is one of the most demanding and common actions a cavalry unit will undertake.