

OLVANAN MECH BRIGADE TASK GROUP TACTICS PRIMER

Olvanan Mechanised Brigade Task Group Tactics

Background to this Document

This document is based heavily on two main documents published by the US Army's Training and Doctrine Command. These two documents are the **TC 7-100.2 *OPFOR Tactics*** and the **ATP 7-100.3 *Chinese Tactics***. The TC provides a good level of detail on generic OPFOR tactics that can be utilised in individual and collective training on any given OPFOR down to the lowest tactical echelons. When used with the Decisive Action Training Environment (DATE), the TC can be applied to any of the fictitious nation constructs as the chosen adversary for a given scenario.

This document aims to provide a more nuanced adversary rather than the generic OPFOR. The ATP provides high level detail on Chinese tactics of the People's Liberation Army (PLA), but lacks lower echelon tactical and combat enabler details covered within the TC.

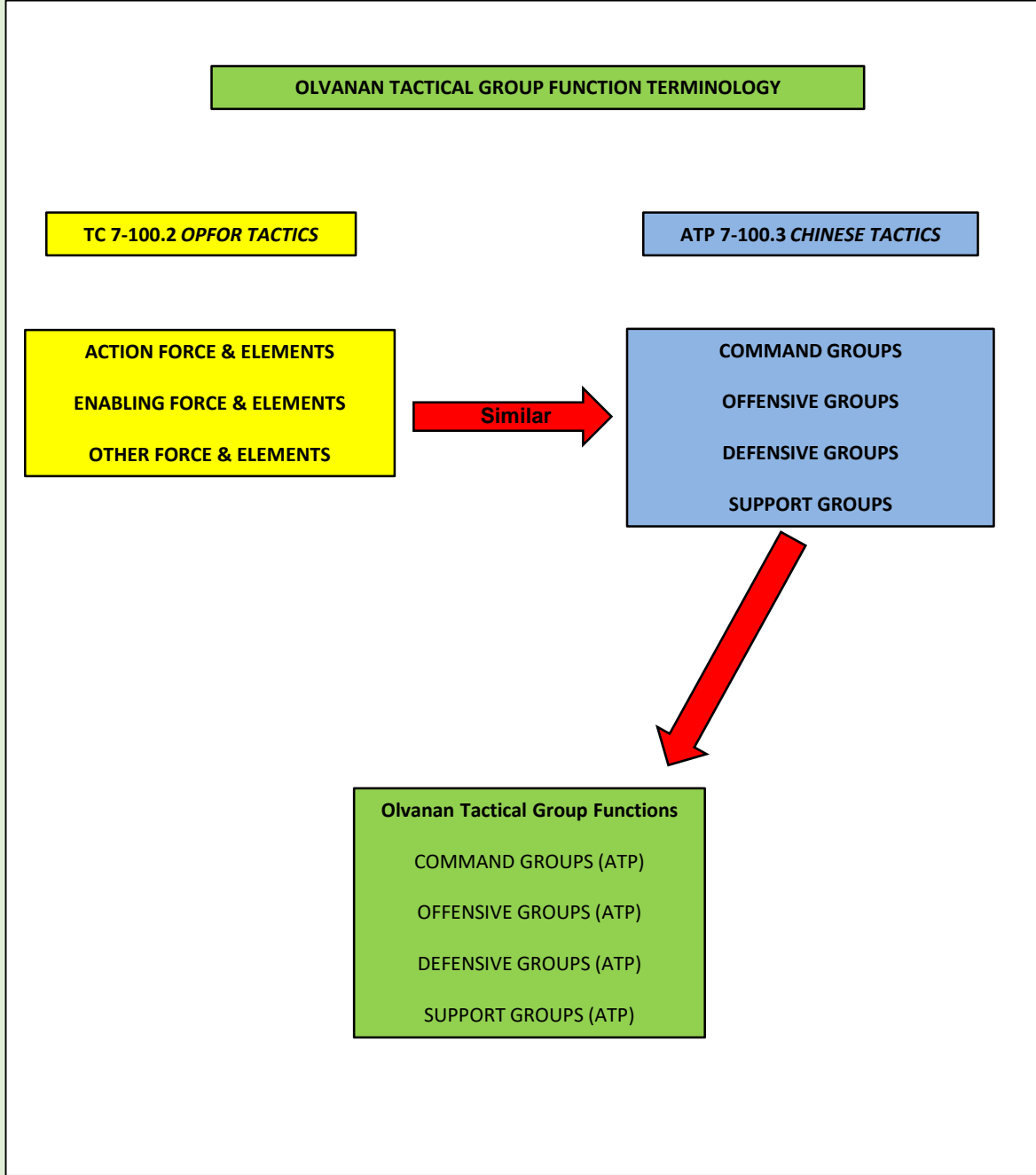
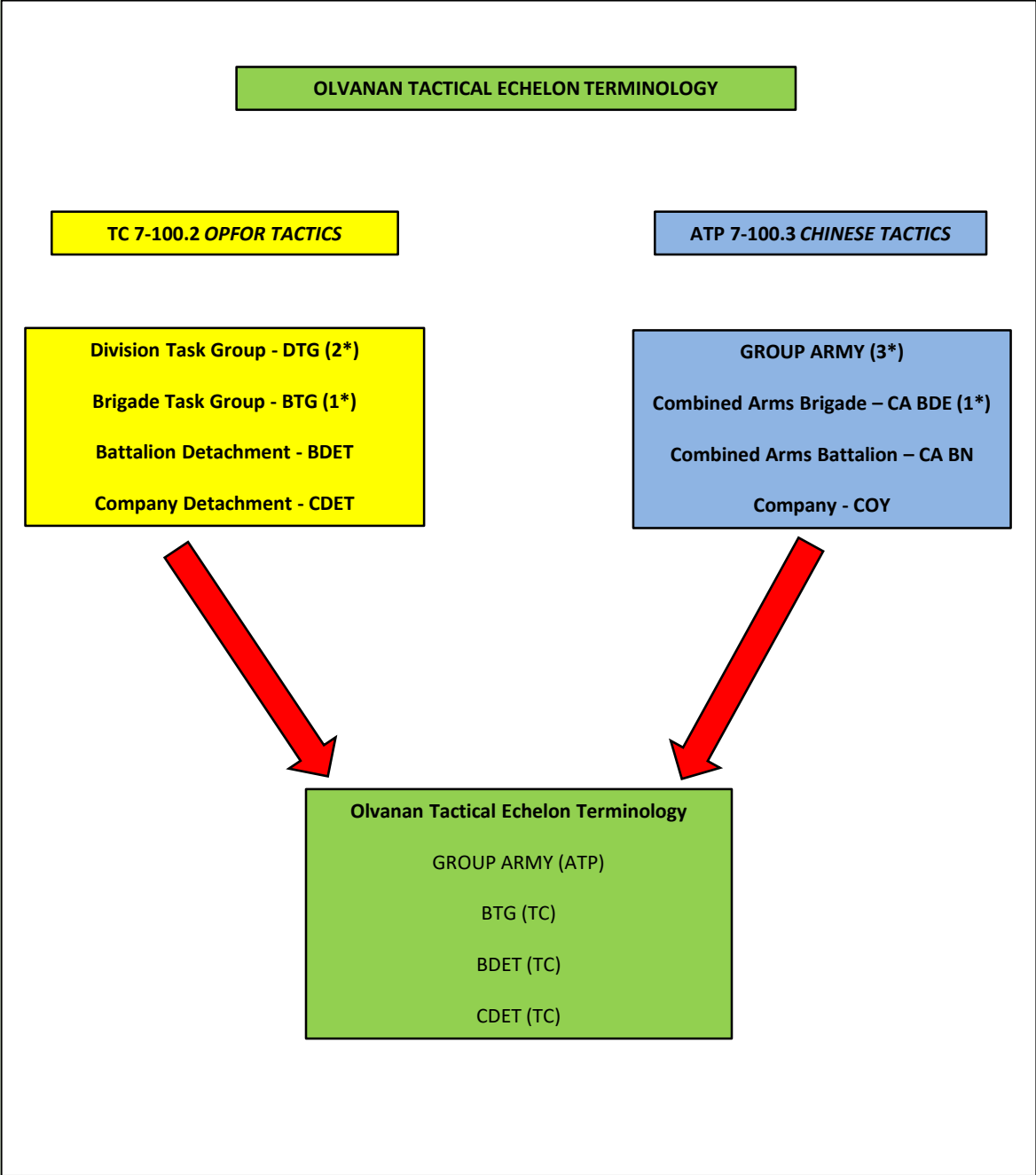
This Primer will provide guidance on how an Olvanan Mechanised Brigade Tactical Group (BTG) will conduct both offensive and defensive operations based predominantly on the **ATP 7-100.3**, utilising the **TC 7-100.2** to fill the gaps not covered in the ATP. The functional tactics taught within the TC is still applicable, this document merely aims to provide a PLA flavour to those tactics. Additionally, any further gaps in tactical detail not covered adequately in either document, a mixture of open source information and professional judgement from the authors have been used. The following slides provides a summary of the relevant aspects of the TC and ATP that were used in this Primer.

It is important to note that students and instructors utilising this document need to practice a degree of professional judgement on when and where the applicability of this document is sound. This document will not cover all potential battlefield tactical situations or environments (such as urban and jungle). Instead users are encouraged to take into account the principles of Olvanan warfare and apply it where appropriate.

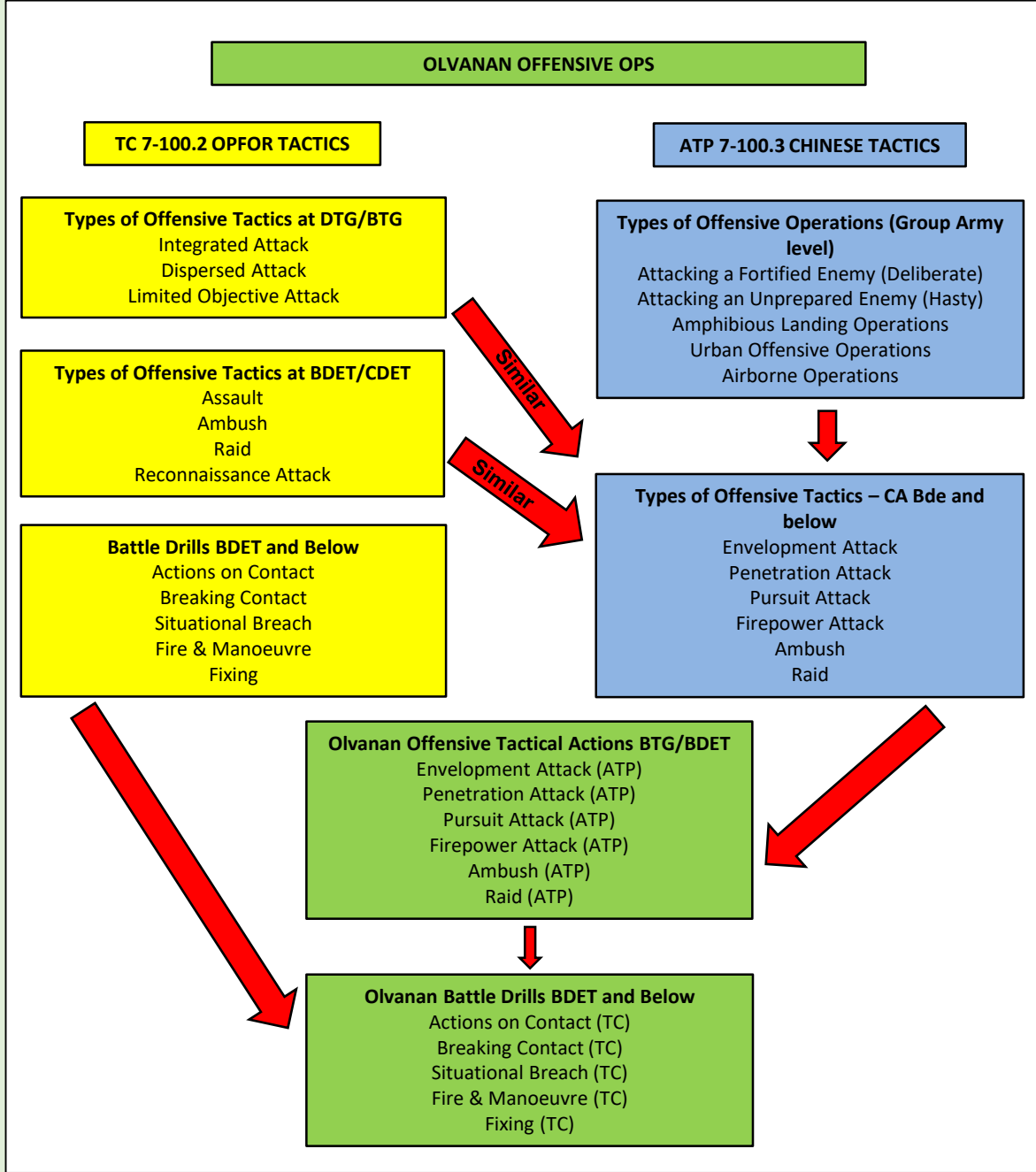
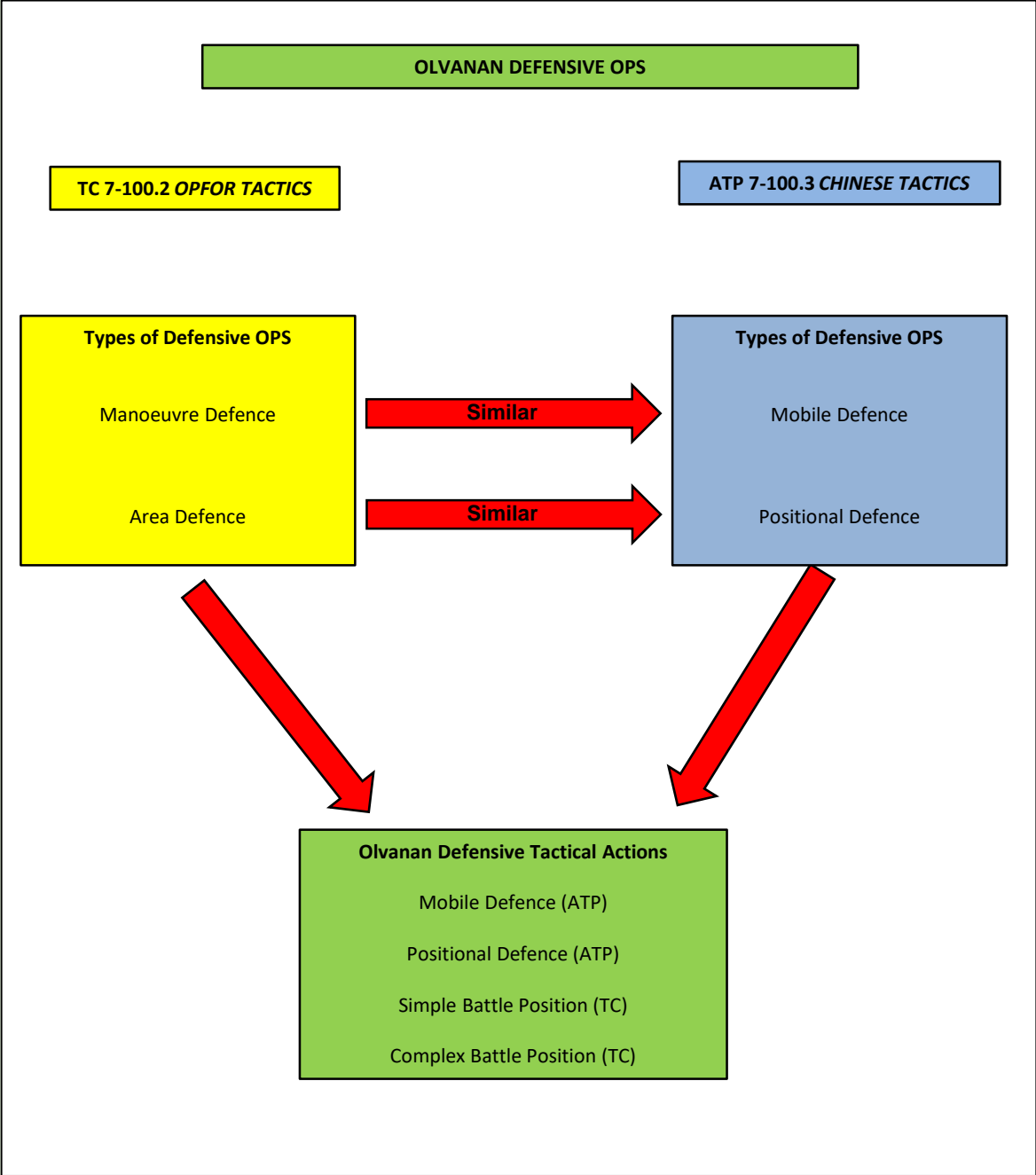
A copy of the TC and ATP can be found in the following link:

[ODIN - OE Data Integration Network \(army.mil\)](#)

TC vs ATP DOCTRINE AMALGAMATION



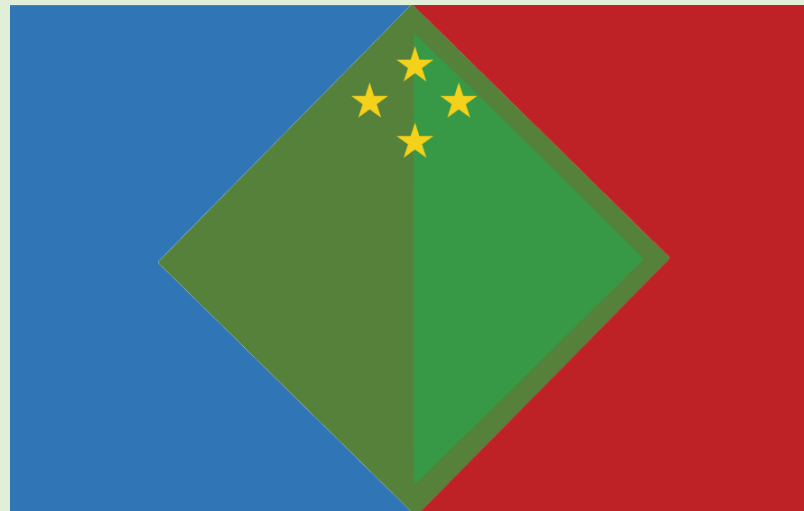
TC vs ATP DOCTRINE AMALGAMATION



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Olvanan Principles of Warfare



Olvanan Warfare - Principles

1. **Unbalance the enemy.** Rapid manoeuvre and decisive attacks should be directed against weak points before seeking decisive engagement against an unbalanced enemy. Whilst there are clear implications for manoeuvre and application of kinetic effects, this principle also aligns with the OPA's view of achieving information superiority: establishing a dominant narrative of victory is critical, both for reinforcing OPA self-belief and unbalancing the enemy.
2. **Build momentum.** Target less challenging defensive positions first and then move to act against more well-defended and important positions once initial gains are consolidated.
3. **Focus on the enemy, not terrain.** Undermining an enemy force's fighting capacity is key, to the extent that OPA units and formations may cede ground in order to enable decisive action. In addition to the implication for manoeuvre, in combination with Principle 10 below, this adage implies an analytical approach to building a detailed understanding of threat forces and their constituent capability systems.
4. **Plan for the worst.** OPA officers are taught to appreciate and plan against an enemy's most dangerous course of action. This is similar to the approach to planning adopted by many militaries.
5. **Concentrate force to enable defeat of the enemy.** Use a combination of manoeuvre and deception to achieve desired numerical overmatch and then defeat the enemy in detail.
6. **Gain and maintain the initiative through a victorious first engagement.** This, in conjunction with Principle 2 above, suggests an element of caution and prudence that at a tactical level is likely to translate into extensive, detailed reconnaissance and planning before committing to a course of action, including wargaming of possible outcomes.

Olvanan Warfare – Principles continued

7. **Unify the command and coordinate.** This principle differs to the western concept of unity of command. OPA commanders consider unity of command to be as much a political issue as an operational principle: military and political leadership in units need to work together, and a consensus focused, committee-based approach to decisions is used. There are implications inherent in this for the place of OPA political officers in tactical level planning and operations.
8. **Adopt a hybrid warfare approach.** In OPA thinking this principle requires planners to coordinate mobile, positional and irregular actions. In short, OPA formations will seek to coordinate the use of manoeuvre and deception to achieve surprise; static defensive units to fix opponents or secure key areas; and special operations forces and fifth column elements to disrupt and target high value assets behind enemy lines.
9. **Employ forces and tactics flexibly.** This principle reflects the new focus in the OPA on building a professional NCO corps and a more decentralised approach to leadership. Recent OPA exercises and the activities of the emergent OPA Blue Team Centres stress tactical innovation and exemplify their intent and action towards mitigating a longstanding weakness – the inflexibility imposed by a relatively uneducated, conscript based force.
10. **Fight in one's own way and let the enemy fight in its.** This principle reinforces the importance placed on knowing and understanding the capabilities of friendly troops whilst working actively to build and evaluate enemy capabilities. It implies that a high level of importance is placed on reconnaissance and intelligence activity in OPA planning.

Tactics at Brigade Level – People’s War, modernised

The Olvanan approach to war has been influenced by three fundamentals: their Communist politics, a focus on mobility and deception, and a strong understanding of the basics of military theory developed through their long history as a dominant military power in East Asia. These influences have informed development of Olvanan military theory over the last century, with multiple iterations of core operational concepts emerging from their longer-term history and revolutionary past (i.e. Sun Tzu and Mao’s People’s War are key influences), leading to the current developmental framework, Intelligentised Warfare. Sun Tzu’s core tenets are embedded in Olvanan military thought, and as a result the OPA will employ deception and information warfare at every level, mindful that *“the supreme art of war is to win without fighting”*.

The most relevant of the OPA’s iterative operational concepts is known as People’s War in Conditions of Informationisation. This framework emerged in the early 2000s, and incorporates political and technological developments of the last 25 years. It now permeates the training and education of Olvana’s officer class and is the primary influence on current formation level planning and application of tactics.

The Olvanan developmental concept, Intelligentised Warfare, is intended to incorporate emerging technologies into longstanding military practice. The potential advantages and applications of decentralised computing, analytics, quantum computing, artificial intelligence and unmanned robotic systems are the subject of experiments and wargames at OPA Blue Team Centres. A systematic effort is underway to increase the pace of conflict by fusing information and streamlining decision making, with a focus on leveraging these technologies in ambiguous and dynamic conditions. The potential is high for employment of experimental decision support and armed unmanned systems in any Olvanan combined arms brigade conducting expeditionary operations.

Modernisation Priorities

Known modernisation priorities for the OPA include:

- Continued mechanisation, including replacement of older IFVs and tanks, as well as increasing the proportion of self-propelled artillery. Strengthened computerisation and automation of ground forces is seen as a partner capability for enhanced armoured and mechanised formations.
- Expansion of long-range artillery and enhanced range and accuracy for multiple-launch rocket artillery systems, along with increased survivability through systems capable of more rapid deployment and rapid firing.
- Increased proportions of army aviation (attack helicopters, UAS, and airmobile) and airborne forces, along with larger numbers of more capable strategic airlift platforms (e.g. the Y-20 transport and corresponding Y-20U air-to-air refuelling platforms).
- A denser and longer range integrated air and missile defence system in the “main strategic direction”.
- Upgraded special operations capabilities, including improved equipment, to increase their reconnaissance, targeting and strike capabilities as well as survivability in enemy rear areas.
- Note that source documents (recently translated from Olvanan) outlining the above priorities do not make specific reference to OPA combat engineering capabilities. Brigade-level manoeuvre support capabilities are currently limited, representing a vulnerability in some circumstances.

System Warfare

Olvanan Brigade level tactics are planned and applied within the broader framework of System Warfare – the OPA’s overarching framework for military effort across all domains. Historically, OPA ground combat units have tended to deploy in single arm regiments and battalions, without any significant degree of task organisation. System Warfare changes this approach and now provides an overarching framework for large scale, multi-domain combat operations. The adoption of this approach, combined with known efforts to professionalise the officer corps and generate a more effective NCO cadre across the force, represent significant organisational change in the OPA. The extent to which these changes have as yet been embedded is reflected in the US and other western militaries’ assessments of the OPA as a ‘near peer’ threat.

System Warfare is the OPA’s most recent effort to operationalise two key principles described by both Sun Tzu and Olvana’s first leader Cheng Ze: concentration of force and asymmetric attack. The framework requires planners to design ‘operational systems’ that enable an OPA force to bypass an enemy’s strengths and generate combat advantage by undermining their ability to perform assigned missions. Strategic-level examples of this could include targeting IADS sensors rather than shooters, operational C2 nodes instead of manoeuvre forces, or an alliance’s unity of purpose and will through diplomacy and information warfare.

At a tactical level, System Warfare will lead the OPA to target high value battlefield systems such as radars, headquarters, artillery, air defence and logistics nodes. By way of example, electronic and network attacks may be used to suppress C2 nodes at key moments, and heavy rocket artillery would be employed to destroy logistics hubs. Importantly, as discussed under Principles, **deception is a key element of the OPA approach to warfare at all levels** and multiple concurrent information warfare efforts are likely to be employed with the objective of achieving information superiority, and then leveraging it to unbalance the enemy.

Tactical System Warfare

Given the centrality of the concept of System Warfare to OPA operations, it is important to develop an understanding of how it is applied in tactical echelons. The following discussion focuses on the Brigade Tactical Group and will cover the following: principles and characteristics of the concept relevant at the tactical level; OPA planning culture; the implications of the OPA’s diarchy of operational and political authority; the OPA tactical planning process; and generic tactical system warfare groupings and control measures.

System Warfare is the basic conceptual construct used to build capabilities at all levels of the OPA. There are multiple names used for the concept in Olvanan language publications, for example Systems Destruction Warfare and Systems Confrontation. However, System Warfare is the term in common usage across ABCANZ armies. The accepted definition of the term is:

‘Conflict wherein systems clash with one another in an attempt to neutralise, destroy or offset key capabilities and thus grant one side a decisive advantage’

It is worth noting that System Warfare is a departure from long-standing approaches. Sources indicate it remains relatively immature at the tactical level given the OPA’s long standing history with Donovanian structures and processes – in other words, they have not task-organised in the past. The concept requires a modular approach and flexible mindset to succeed, including cooperation and effective coordination with flanking and sister units. The tensions created by a constant, hard push to reinforce Olvanan political ideology (i.e. unquestioning loyalty to the Party), and the flexibility and initiative required to make Tactical System Warfare work will be an ongoing factor in the effectiveness of OPA tactical formations and units for some years to come. Regardless, a commitment to its success is clear.

Characteristics of Tactical System Warfare

There are two basic ideas at the core of Tactical System Warfare: create purpose-built systems that combine key capabilities under a single command (tactical groupings), and then use these systems to asymmetrically target and exploit the vulnerable components of an enemy's system. At face value this approach does appear similar to task-organisation. However, it differs from Western thought in that the OPA do not necessarily consider the human fighter as the critical element of a system – they are resources that enable the overall system. **The OPA in future may be more inclined than any Western military to move towards autonomous operational systems, leveraging a combination of computing power, AI-enhanced decision tools, and robotic, unmanned systems to reduce decision cycles and generate tempo.**

For the present, the OPA is believed to view the Battalion Detachment as a basic building block for operational systems in the land domain, and the Brigade Task Group as a more easily augmented or task-organised system that can be tailored to specific conditions and missions. In other words, battalion structures are less likely to be tailored for the requirements of specific missions than brigades.

OPA ground manoeuvre forces typically operate with three principles in mind:

1. Physically isolate the enemy, and then defeat them in detail
2. Create numerical or firepower overmatch at key points
3. Employ all reasonable means to deceive opponents into believing their position is untenable

Deception objectives are key to OPA planning, and in that regard System Warfare can be viewed as a modern extension of Sun Tzu and Cheng's approaches to warfare. The OPA will view attacks that do not directly target an opponent physically as being at least equal to, if not more important, than lethal actions. The OPA will attempt to:

1. Isolate by disabling communications systems and networks
2. Encourage the belief that a position is indefensible by rendering vulnerable nodes ineffective
3. Employ deception measures to encourage the belief that resistance is futile

OPA Planning Culture

The OPA has a strong planning culture, albeit characterised by strong direction and control by commanders. Broader efforts to drive organisational change across the force will both reinforce the importance of planning and drive greater flexibility and innovation. The emergence of OPA Blue Team Centres exemplifies this shift and reinforces the use of simulation and wargaming to support deliberate planning. However, staff numbers and structures at Brigade level may constrain the ability to achieve this effectively for some time to come – future operations and intelligence plans staff appear limited in recently publicised structures. Additionally, Olvanan cultural norms and the dual command structure of operational commanders and political officers **reduces the ability of more junior ranks to present challenging ideas and counterpoints**. In short, whilst at a high level the OPA is moving towards the rigor that wargaming can provide, at tactical level HQs, without additional intelligence plans staff in particular, the impact of this change is unlikely to be effective until technology-based solutions can be deployed widely (e.g. a combined AI threat model and war gaming support tool, or a BMS that allows for control by higher echelons).

To reinforce the importance of planning to the OPA, it is worth noting that senior OPA officers have publicly recognised the need for better professional military education of officers and NCOs, enhanced understanding of C2 relationships, doctrinal adjustments to incorporate new technology and equipment, and a heightened level of task-orientation – this in particular will underpin the building of operational systems, akin to task organisation, and therefore the potential success of System Warfare concepts at the tactical level.

OPA Leadership Diarchy

Political officers are present at all echelons down to Company level. Their broader, garrison role is to indoctrinate troops, monitor morale and supervise promotions – in short, their presence is intended to contribute to the OPA's loyalty to the Olvanan Communist Party (OCP) and therefore its defences against enemy information warfare. The OPA views political alignment as key to resilience of the force. In tactical level planning this means that political officers will typically be focused on information warfare tasks, particularly psychological warfare.

Technically, the authority of OPA political officers is equal to that of military operational commanders. However, they will often have greater informal authority due to leadership of party committees within a unit: key decisions in the OPA have always been made by party committees, which are invariably led by unit political officers. Their presence down to unit level and below essentially results from the Party's long-standing mistrust of operational commanders, and political officers can and have been known to intervene in operations and replace commanders who are incapacitated or killed.

The potential practical effects of the near ubiquitous presence of political officers in OPA formations and units include: tension between commanders and political officers with little understanding of operational matters; a potential for focus to shift to inappropriate issues during combat operations; confusion as to who is ultimately in charge; and in training and garrison, for as much as 25% of the troops' time to be focused on political study rather than preparing for war. The diarchy of operational and political leadership will therefore potentially impact planning and decision-making during operations and, more broadly, reduce the effectiveness of training on enhancing and maintaining readiness levels across the force.

Rank vs Grade. There is another command consideration within the OPA, that of rank and grade. Rank is as the name implies. Grade refers to the position an Officer holds (such as BDET commander). In almost all cases, the grade determines who has seniority. A CDET commander will have more seniority over an equivalent rank officer in a HQ.

OPA Planning Process

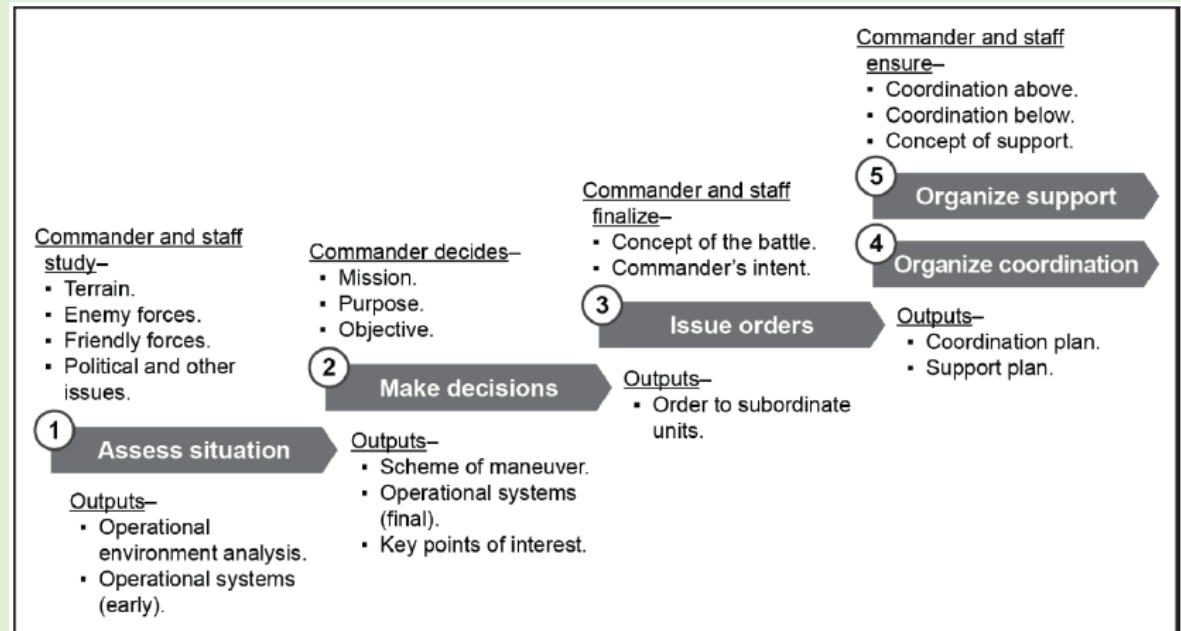
The OPA has adopted a planning process that is broadly similar to the Military Appreciation Process (MAP). Its key products are clearly defined objectives, a scheme of manoeuvre, and the planned structure of the operational system to be used. The process consists of five steps:

1. Assess the situation. In this phase, the commander and staff will study the terrain, enemy forces, friendly forces, and any relevant political or other issues. Key outputs are an operational environment analysis and early operational system design.
2. Make decisions. In this phase the commander confirms the mission, purpose and objectives. This drives production of a scheme of manoeuvre, confirmed operational system design and key offensive and defensive considerations. It allows subordinate commanders to commence their planning and will also see commencement of reconnaissance in support of intelligence requirements.
3. Issue orders. This is done in two phases. Firstly, commanders will detail the battle to their staffs, outlining their 'concept of the battle' – essentially their understanding of friendly and enemy forces strengths and dispositions, and higher commander intent. Staff will then create an order that explains this for subordinate commanders. Secondly, orders are issued either verbally or in writing. There is a strong preference for orders to be delivered verbally to groups to allow for questions, and for coordination between subordinate echelons to occur.
4. Organise coordination. This step is as close as an Olvanan Brigade level headquarters is likely to come to wargaming in the Western military sense of the word. It is also likely to occur concurrent to Step 5. Step 4 is used to refine the Step 3 set of orders through detailed planning that allows for synchronisation of subordinate schemes of manoeuvre – i.e. coordination above and below. It is also used to confirm allocation of supporting resources such as firepower, information warfare assets, and communications – i.e. a concept of support. The key deliverable from this phase is a coordination plan.

5. Organise support. Step 5 would most likely occur concurrently with Step 4. Its purpose is to organise the external support available to support the Brigade's operation. It will address the use of firepower and artillery systems, information warfare systems, sustainment, casualty evacuation, medical support and manoeuvre support. Liaison with higher echelon staffs would likely be necessary during this phase, and their help in developing the Brigade support plan would be sought. The key deliverable from this phase is a support plan.

The impact of the political-operational leadership diarchy on this process is unclear, but likely to involve at least some form of cross-check or consensus building activity involving both the commander and political officer – this potentially has significant impacts on the quality of decision making at formation level.

It's also noteworthy that the decision point comes so early in the process, and that COAs do not appear to be formally 'tested'. The potential exists for the coordination and support plans to diverge in intent and focus from the original COA selection and decision by the commander (and political officer).

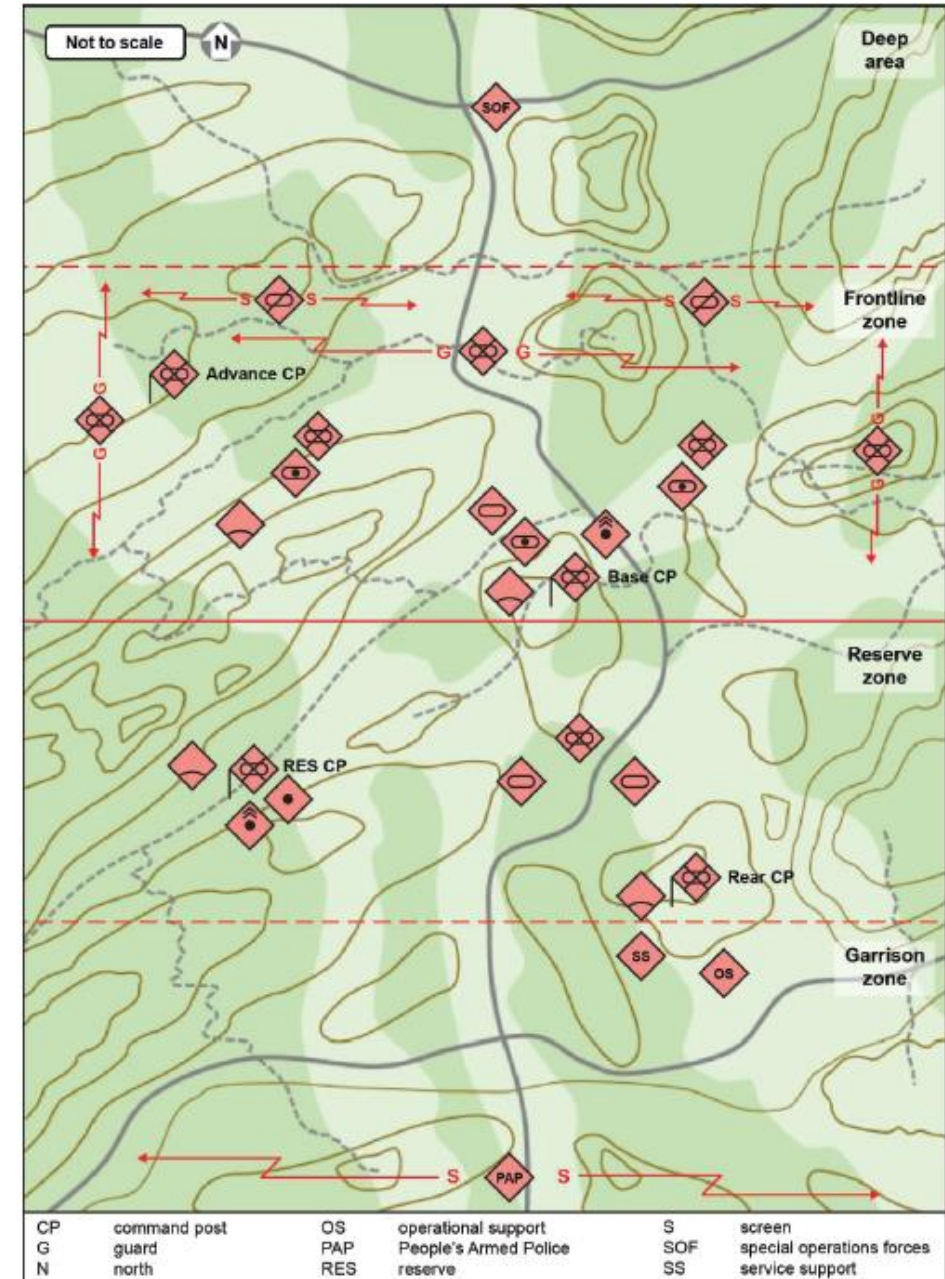


Command Post Structures

Considering the OPA BTG as an operational system, it is likely to structure its C2 function in up to four separate command posts. These nodes and their likely functional composition are outlined in the table below. Personnel and equipment would be drawn from the brigade headquarters unit, and HQ elements of direct command units.

Node	Role	Staff Functions	Comments
Base CP	Act as primary C2 node for a CA Bde	C2 Recon & Intel Firepower Coord EW Cyber Engineers Battlefield Management Political	1. COMD, COFS and PSOs likely present
Advanced CP	Forward CP designed to enhance C2 in key aspects of the battle	C2 Recon & Intel Firepower	1. Deputy COMD/Political Officer and his staff present 2. Near the ME, well concealed and protected
Rear CP	Backup node focused on support functions	Log & equipment support Rear area security Combat support Service Support Political Security	1. Comd of the Cbt Spt or Svc Spt group will lead
Reserve CP	Redundant node	Duplicates base CP functions, with less capacity	1. May act as interim CP during step-up 2. Will be used if other CPs are destroyed or compromised

In offensive operations, the BTG CPs will be located in the diagram below.



BTG – Operational System Composition

A key output of the OPA planning process is the design and structure of an operational system. Operational systems are established with five general categories of groupings:

- 1. Command Groups**
- 2. Offensive Groups**
- 3. Defensive Groups**
- 4. Firepower Strike Groups**
- 5. Support Groups**

Organic and attached units are allocated to one or other of these groups according to the commander’s appreciation of the tactical situation and mission. The composition of these groups can and does change during operations as situations develop – for example, it is not uncommon for a Cover Group (a Defensive Group sub-element) to withdraw to depth and constitute a brigade reserve once its cover mission is complete. The following tables outline the potential sub-groups that could be constituted within each of the overall operational systems’ main groupings and gives an indication of an Olvanan brigade’s likely allocation of troops.

Command Groups

Group	Core Tasks	Troops
Command & Communication Group	Comms and network architecture to support C2 of the operational system	Comms company within the CA Bde Service Spt Bn
Recon & Intel Group	Develops recon plan, conducts recon and disseminates intelligence	Recon Bn and the HQ unit's intelligence section
Firepower Coord Group	Integrates firepower capabilities of all types into a coherent synchronised plan	C2 elements of organic and assigned tube & rocket artillery, missiles, fixed & rotary wing air, as well as network, electromagnetic & information attack assets
Electronic & Network Warfare Group	Electronic reconnaissance, interference, targeting, network defence	Electronic countermeasure forces, network warfare forces
Battlefield Management Group	Manages personnel and admin functions	Personnel staff officer and supporting staff
Political Work Group	Political support, including managing political messaging of the commander and ensuring synergy of purpose for all troops. Additionally coordinates propaganda and psychological warfare actions (offensive and defensive)	Political officer and supporting staff

Defensive Groups

Group	Core Tasks	Troops
Cover Group	Counter recon, defence, screen, cover the deployment of the main line of defence. Withdraw to depth for security or reserve tasks on completion of cover mission NOTE: an element will attempt to remain behind enemy lines	Light armour Light arty AT, AD, EW
Frontier Defence Group (FDG)	This will be split into a Main Defensive Direction Group and a Secondary Defensive Direction Group (i.e. ME and SE) Hold the line, blunt enemy attacks, inflict casualties, inform COMD of opportunities to commit reserve and counterattack forces	Note these groups will typically be larger in positional defence Typically two FDGs are established, each based on a Mech Inf Bn with SP arty and SPAAG in direct support
Depth Defence Group	Primary task is to conduct counterattacks. Will reinforce weak areas of the FDG, defeat aerial incursions, and encircle, isolate and assault any enemy operating in rear areas. NOTE: commitment of the Depth Defence Group represents the decisive point in a defensive battle	This grouping will be larger in mobile defence: the decisive element. High proportion of armour and mech infantry with arty and AT support Likely based on a Mech Inf Bn (+) supported by both tube and rocket arty and SHORAD.
Combat Reserve Group	Maintains security and reinforces the main defence line. Will also move to block enemy penetrations, follow on and support the DDG's counterattack, or conduct counterattacks in its own right if the DDG is dislocated or degraded	Light mobile troops or troops on rest after previous action (e.g. Cover Group after retiring from forward positions) In a CA BDE, likely to be based on the 4 th Mech Inf Bn's residual elements. Arty and AD support drawn from FDGs and DDG when committed

Defensive Groups

Group	Core Tasks	Troops
Artillery Group	Positioned in deep areas. Tube artillery is used to provide general fire support, whilst rocket artillery is reserved for annihilation, suppression and counterfire tasks. When available, missile units will conduct deep, precision strike. Fire support tasks will include: support to scouting and security, disrupt enemy advances, support defensive groups, disrupt or defeat enemy flanking attempts, suppress enemy artillery, strike key targets	122mm and 155mm artillery Light and heavy rocket launchers SRBMs and cruise missiles (unlikely at bde level unless the Bde is the ME for a Group Army)
Air Firepower Strike Group	Highly mobile reserve, used to attack enemy penetrations, support friendly counterattacks, act as mobile artillery, target enemy artillery, act as AT. Will potentially be employed as a deep penetration force to attack C2, EW and logistics units	Ground attack: manned RW, armed UAS, suicide UAS
Anti-Tank Group	Usually employed as a reserve and committed when enemy AFV appear. Will provide direct fire support if no enemy AFV are present	ATGM AT guns (assault guns)
Mobile Artillery Group	Provides direct, close fire support to offensive and defensive groups. Used to suppress, destroy enemy positions, obscure, illuminate, for short range counterfire tasks, and to disrupt enemy reinforcements and counterattacks	82mm MOR 120mm rapid fire MOR 122mm SP HOW
Air Defence Group	Deny airspace and conduct air ambushes. Deployed in depth with weighting and dispositions according to the value of the assets protected.	Include both sensors and CPs as well as weapon systems SHORAD MANPADS SPAAGs

Offensive Groups

Group	Core Tasks	Troops
Advance Group	Similar to an advance guard, provides security for the main body, screens and conducts counter-recon. Will also secure key terrain and initiate contact with the enemy. May shift to security or reserve roles following initial contacts	Bde Recon Bn, including UAS, EW and Ground Survl Radar support
Frontline Attack Group	Conducts the initial assault on an enemy position, aiming to breakthrough and capture the enemy first line. Typically divided into assault teams and firepower teams, with an ideal allocation of 1:1. Will transition to a security role for Depth Attack and Thrust Manoeuvre Groups once they commence follow-on operations	Includes armour, infantry, firepower units (Bn level MOR and possibly Bde arty assets). Will also include AD, AT, ENG, Chemical Defence, and ECM troops.
Depth Attack Group	Expands a breach created by the Frontline Attack Group. Breaks into the depth of the enemy defence, seizes critical terrain and annihilates enemy depth positions. Will also occupy defensive positions in preparation for enemy counterattack.	Best available armour Mechanized infantry AD, AT, ENG, Chemical defence and ECM troops
Thrust Manoeuvring Group	Continues the attack against the enemy's depth, targets command nodes, supply nodes and key terrain. Will also be used to cut-off avenues of retreat and disrupt counterattacks.	Highly mobile armour force Potentially airmobile forces Light arty, AT, AD, ENG and EW assigned
Combat Reserve Group	Reinforces Frontline Attack Group or Depth Attack Group if necessary. Also used to spoil enemy counterattacks.	Recently used armoured units on rest cycle, or lighter mobile units with AT and ENG support

Support Groups

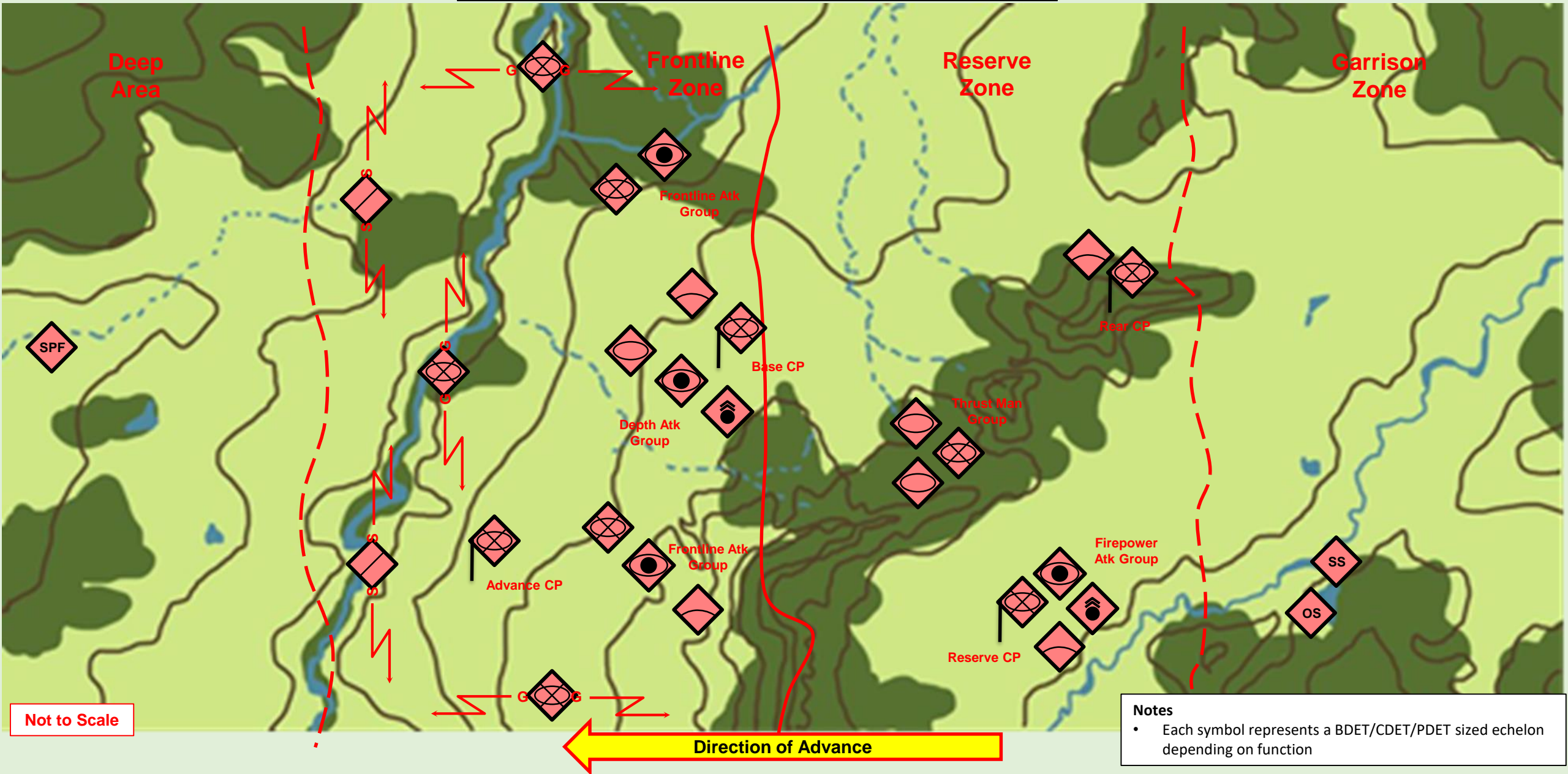
Group	Core Tasks	Troops
Combat Support Group	Focused on reduction of obstacles, enhancing mobility, developing protection and conducting anti-chemical and communications tasks. Will also be key to deception operations, assisting with camouflage and smokescreen generation	Based on the CA BDE CBT SPT BN Includes ENG, mobility support, protection, chemical defence, and communications troops
Rear Area Support Group	Establishes and sustains the supply and logistics support for the BDE. Comprises two sub-groups: Equipment Support Group and Logistics Support Group	Based on the CA BDE SVC SPT BN
Psychological Warfare Group	This group has three tasks: present a clear picture of the enemy's psychological situation, conduct psychological attacks, and protect friendly troops from psychological attack. It will work with the political group to build consensus and morale among OPA units	Likely includes members of the Bde HQ unit MI section's IO Team and reps from any supporting units assigned from higher echelons

OPA Control Measures

The apportionment of ground in an Olvanan brigade's area of operations closely parallels the way that Western militaries think about control measures. They allocate zones in the offense and defence that align with our own. The following tables outline the basics for both offensive and defensive control measures.

Zone	Definition	Application – CA BDE
<i>Offensive Operations – Control Measures</i>		
Deep Area	Territory beyond reach of organic sensors and weapons	The area past which CA BDE rocket artillery and targeting support can operate, i.e. beyond the 20 to 40km range of the PHL-11 122mm rocket launchers. Units in this zone will be more autonomous and receive less support.
Frontline Zone	Territory in which main offensive action occurs	Within range of all brigade artillery. The forward edge of this zone is a security zone with security, recon and counter-recon elements operating.
Reserve Zone	To the rear of the Frontline Zone	Houses the Depth Attack Group, C2 groups, firepower groups, and forward logistics. Will also hold the CA BDE counterattack force and any follow-on forces
Garrison Zone	Rear areas not occupied by the Offensive Groups	Houses logistics, EW, long range artillery. Depending on where operations are occurring, it is possible that elements of the 84 th Internal Security Force may be assigned to expeditionary operations to lead security operations in this zone.
<i>Defensive Operations – Control Measures</i>		
Deep Area	Same definition as for Offensive Operations	Independent units will conduct reconnaissance and disruption prior to enemy contact.
Frontal Blocking Zone	These are the forward most defensive areas.	Primary actions will include screens, reconnaissance and counter-reconnaissance. Forces here aim to disrupt, canalise and slow advancing enemy forces.
Frontier Defence Zone	Contains the main line of defence (Frontier Defence Group)	The bulk of the defensive group is deployed here, tasked with slowing, disrupting and degrading attacking enemy units. Most fortifications and defensive engineering works will be found here.
Depth Defence Zone	Depth Defence Group Firepower Strike Groups Firepower Coordination Group	The purpose of this zone is to enable deployment of the Depth Defence Group to defeat the enemy's main effort.
Rear Defence Zone	Combat Reserve Group, long-range firepower assets and forward logistics support	If possible, a secondary defensive line will be established in this zone to provide a fallback in the event of forward zones being overrun.

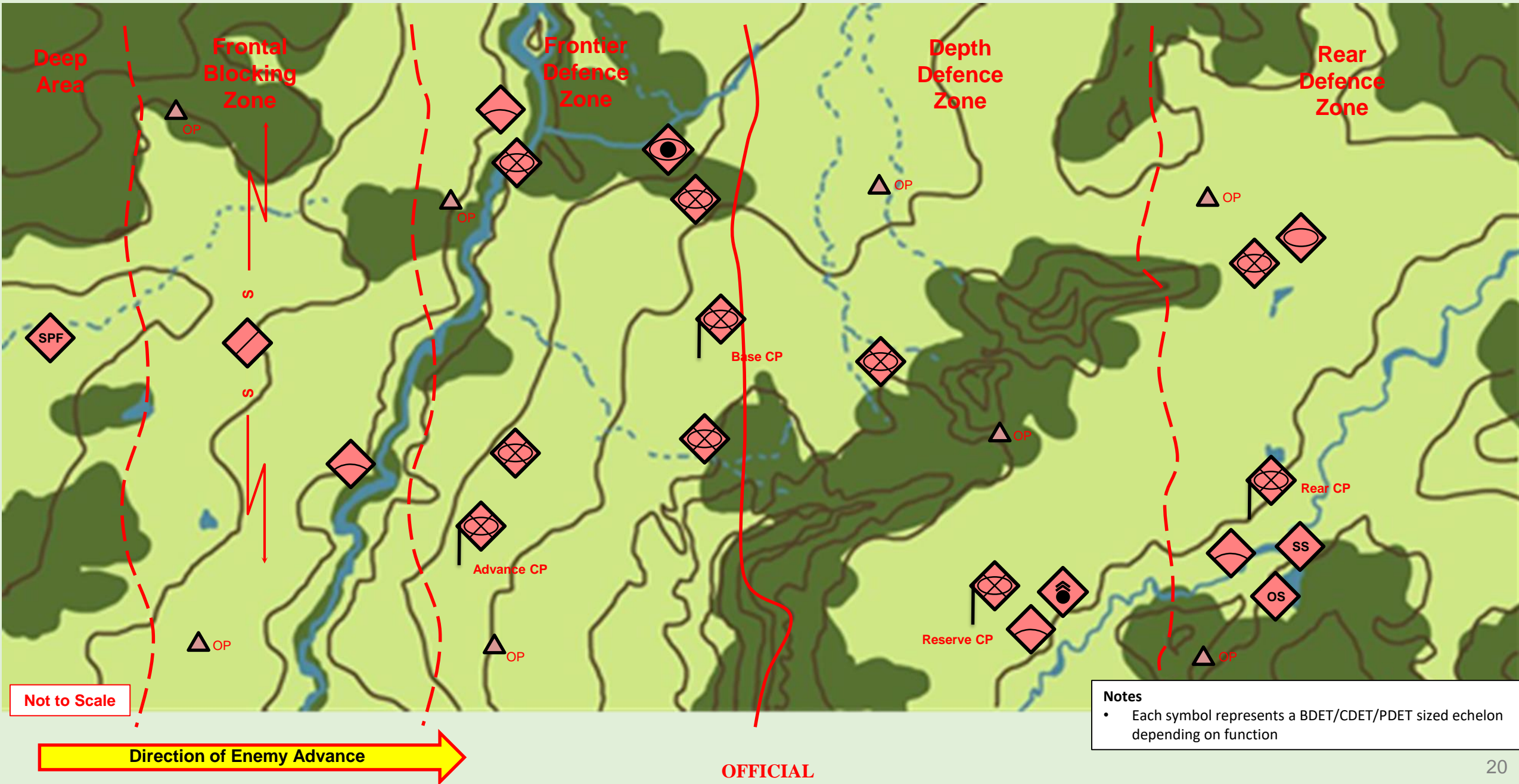
OLV Offensive Battlefield Zones – Mech BTG



Notes

- Each symbol represents a BDET/CDET/PDET sized echelon depending on function

OLV Defensive Battlefield Zones – Mech BTG



Deception & Tactical Information Operations

Deception objectives are key to OPA planning and they view attacks that do not directly target an opponent physically as being at least equal to, if not more important, than lethal actions. Having said that, as a counterpoint, the importance placed on deception and espionage is arguably not unique to the Olvanans – with effective planning and forethought, they can be deceived and their deception actions countered.

Principles and Deception Objectives

Therefore, close study of the practice of deception by the Olvanans is worthwhile. The OPA will use deception and information warfare to achieve the following outcomes:

1. Isolate by disabling communications systems and networks.
2. Encourage the belief that a position is indefensible by rendering vulnerable nodes ineffective.
3. Employ deception measures to encourage the belief that resistance is futile.

In practice, this means deception, trickery and concealment will be used as integral elements of tactical actions. They will be directed in an effort to manipulate to the OPA's advantage, an enemy commander's state of mind, the morale of his forces, and their situational understanding.

Information superiority is a key concept for the OPA. They see it as 'high ground' or 'key terrain' in any conflict, in part because it is cost effective: 'win without fighting' is one of Sun Tzu's maxims and the OPA's approach to tactical information operations aligns with it. The OPA definition of an information system is accordingly broad, including sensors, information management systems, communications systems, and decision making centres at all echelons.

Information superiority requires the following effects to be achieved: deprive an enemy of information, disrupt their ability to control information, and ensure friendly freedom of action in the information domain. A simple way of expressing the outcome of these efforts is that the OPA will work to ensure they drive a dominant narrative in a contest of wills between forces, even at tactical echelons.

The principles they follow in achieving these effects are:

- Actively attack – seize information superiority early.
- Target nodes – identify, isolate, and target key nodes in enemy information systems (i.e. sensors, processing, and network backbone components).
- Achieve synthesis – align and synchronise multiple IW efforts.
- Protect tightly – build systems with resilience and redundancy, and use information attack capabilities to undermine enemy IW attacks.

The concept of System Warfare in conjunction with the OPA's view of the importance of information warfare will mean that they target particular system types in order to undermine an opponent's operational system. At a tactical level the OPA will support deception and information operations by targeting the following:

- Sensors
- C2 nodes
- Information management systems
- Communications networks
- Decision making systems

Note that the OPA consider Psychological Warfare a discrete and separate domain of operations in its own right, with extensive effort focused on Psychological Attack and Defence as a means of achieving a 'soft kill' – i.e. imposition of one's will on an opponent through non-lethal means. This targets human thought, emotion and spirit, aiming to reduce morale and the will to resist. Whilst Psychological Warfare actions are summarised below under IW modes of action, in OPA planning they would be dealt with as a discrete effort, and at BTG level led by the Political Officer.

IW & Deception Capabilities and Tactics

IW capabilities and tactics used for targeting, and defending, information systems are outlined in the tables below.

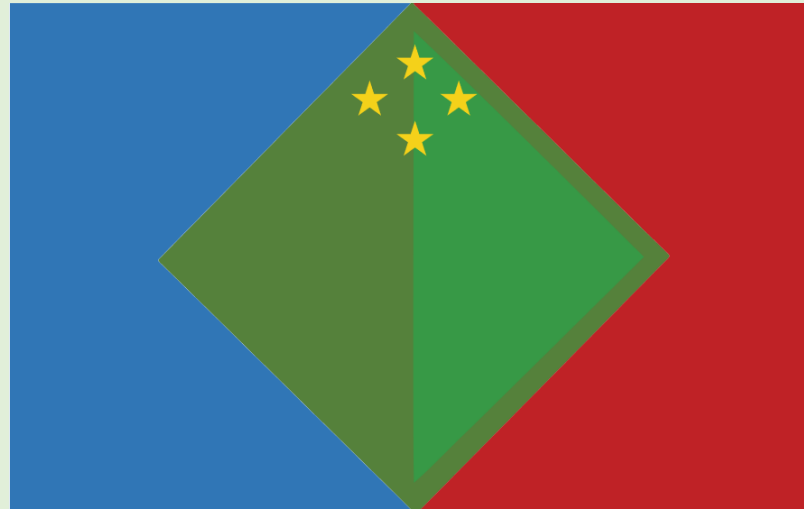
Information Attack

IW action	Capabilities	Effects & Characteristics
Electromagnetic Attack	<p><i>Electronic reconnaissance</i> (electromagnetic and other recon platforms – e.g. JN-1105 Portable Comms EW)</p> <p><i>Electromagnetic suppression</i> (EW jammers – e.g. CPS-7 & LRZT5.3 cell phone jammers)</p> <p><i>Electromagnetic deception</i> (Simulations of friendly, notional or actual capabilities)</p>	<ul style="list-style-type: none"> Gather intel on enemy IW platforms. Jam, suppress, neutralise enemy info systems. Manipulate enemy info systems.
Network Attack	<p><i>Computer virus attack</i> (pre-programmed viruses, activated when desired)</p> <p><i>Hacker invasion</i> (active coding experts, working in real time)</p>	<ul style="list-style-type: none"> Penetrate enemy information systems, ideally undetected Acquire, extract and /or manipulate enemy's information Manipulate enemy situational understanding
Physical Attack	<p><i>Manoeuvre forces</i></p> <p><i>Firepower assault</i> (Arty and rocket strikes)</p> <p><i>Energy weapons</i> (anti-radiation missiles, laser, microwave systems)</p>	<ul style="list-style-type: none"> Destroy enemy information systems at close range Destruction at extended range. Preferred method. Destruction by specialist systems when appropriate
Psychological Attack	<p><i>Psychology of understanding</i> (Camouflage, concealment, feints, demonstrations, disinformation, loudspeakers, smoke or fire, decoys, unmanned equipment, leaflets, digital messaging)</p> <p><i>Psychology of conviction</i> (PSYOPs to encourage antiwar sentiment, homesickness, fear) e.g. OPAAF Y-8XZ (High New 7) PSYOPS aircraft</p>	<ul style="list-style-type: none"> Target enemy's situational understanding, mindset and morale. Get inside their decision cycle and cause inefficient, faulty decisions. Target enemy's fighting spirit, will, morale. Create division between lower ranks and senior ranks

Information Defence

IW action	Capabilities	Effects & Characteristics
Electromagnetic Protection	<p><i>Counter-electronic reconnaissance</i> (active & passive systems used to prevent enemy collection, e.g. JN-1601 HF Intercept & Jamming Station)</p> <p><i>Counter-electronic jamming</i> (Weaken or eliminate effect of enemy jamming – e.g. XD-D11G HF Anti-jamming communication radio)</p>	<ul style="list-style-type: none"> Suppression of enemy collection systems, concealment of friendly signals, decoy or spoof signals, physical targeting of enemy collection systems Hardening of IW systems, use of more powerful/ resistant emitters, monitoring of information to identify disinformation
Network Protection	<p><i>Computer Virus Defence</i></p> <p><i>Hacker defence</i></p>	<ul style="list-style-type: none"> Passive: prevent, disrupt, delay intrusion Active: identify and stop intrusion after it occurs
Physical Protection	<p><i>Force strength and firepower</i> (defensive and security activities, e.g. defensive ops and counter-fires)</p> <p><i>Quality protection</i> (physical barriers, underground structures, camouflage, concealment, and armour)</p>	<ul style="list-style-type: none"> Preclude, pre-empt, neutralise, defeat direct lethal attack on IW systems Harden, hide IW systems
Intelligence Protection	<i>Counterintelligence</i> (monitoring, investigation, input to tactical planning, use of disinformation to redirect)	<ul style="list-style-type: none"> Defeat enemy recon, surveillance, espionage, and conceal friendly ops and capabilities
Psychological Protection	<p><i>Psychology of understanding</i></p> <p><i>Psychology of conviction</i> (Political officers primary role: enhance resilience and psychological well-being)</p>	<ul style="list-style-type: none"> Defeat enemy deception and minimise disinformation efforts: support a clear and accurate tactical picture Maintain cohesion, morale and will to fight: counter propaganda, political education.

Olvanan Offensive Operations



Offensive Operations

Olvanan considers offensive actions as the decisive form of land warfare. Even when conducting operational and strategic defensive operations, the OPA will seek to conduct tactical offensive actions as a way to destroy the enemy's will to fight.

Offensive actions are central to the OPA's philosophy of warfare. Historically, the OPA has emphasised the *spirit of the attack* as the only way their military can overcome the technological, firepower and training superiority of their opponents. In keeping with their principles of warfare, the OPA will seek to **destroy the enemy rather than take ground**. Utilising a mixture of manoeuvre, deception and firepower, the OPA will seek to preclude enemy actions, isolate enemy forces, and then fight the isolated enemy forces into annihilation. Firepower is also used not only to enable manoeuvre, but also as an effective offensive tactic in itself, employing massed fires to destroy, neutralise or fix opponents.

Offensive actions are employed to accomplish one or more of the following objectives:

- Destroy, defeat, or neutralise formations, personnel or equipment
- Enable friendly freedom to manoeuvre
- Restrict enemy freedom to manoeuvre
- Gain information
- Gain control of key terrain
- Disrupt enemy operations

Principles of the Offence

1. **Concentration**. This principle mirrors the Olvanan Principles of Warfare by the concentration of overwhelming combat power against the enemy at key times and locations.

2. **Perspective**. This principle focusses on two characteristics required from OPA leaders. Specifically these are the need for understanding a higher-echelons' mission and the second for a need to know their own strengths and weaknesses to maximise the effectiveness of offensive operations.
3. **Depth**. OPA doctrine places emphasis on the need for depth in all offensive operations. This depth can be physical, virtual (e.g. Cyber/EW) or psychological (e.g. disrupting enemy OODA loop). The primary objective in utilising depth is to isolate enemy formations physically, psychologically or temporally and then defeating him in detail (divide and conquer).
4. **Coordination**. The OPA identifies that cooperation between different organisations is a key enabler of offensive actions. The three different components of effective cooperation are plans should include both primary and backup plans, any changes that take place as the situations evolves should be coordinated with adjacent units, and finally, efforts should be coordinated across the force as a whole with every subordinate unit supporting the main effort.
5. **Adaptation**. The OPA recognises that adaptability has not been a traditional strength within the OPA. Whilst there is growing emphasis on the independence of commanders and decentralised command approach on the battlefield, the OPA recognises it is still lacking in this area. Instead adaptability is achieved through extensive contingency planning to unexpected occurrences.
6. **Bravery**. The OPA places a high premium on personal bravery. Commanders at all levels are expected to lead from the front and by example. Aggressive offensive actions are highly encouraged with the OPA with the political officers responsible for building and maintaining a culture of bravery.
7. **Focus**. This principle falls into two categories; firstly it instructs leaders to prioritise their efforts, and secondly it demands that leaders properly resource their subordinates with the tasks asked of them.

Phases of the Offence

OPA offensive operations are divided into five phases. Whilst some operations may be broken down into further sub-phases depending on the complexity of the operation, the following are the primary offensive phases.

1. **Advance.** This phase is also called the moving-in phase and is the initial phase to offensive operations. In modern terms, this phase usually encompasses the actions taken between the time a mission is received until initial contact is made. These actions can include:
 - Security throughout the combat area
 - Reconnaissance
 - Counter-reconnaissance
 - Deception operations
 - Preparatory fires
 - Air defence actions
 - Engineers conducting mobility/counter-mobility tasks
 - Protection operations
 - EW activities
2. **Unfold.** This phase consists of the actions taken to set the conditions for annihilation. Subordinate units will conduct rapid advances in accordance with the commanders scheme of manoeuvre, seeking to position themselves appropriately for the decisive phases. During initial contact, units maintain contact and develop situational understanding. The primary objective of the Unfold phase is to ensure that the enemy is isolated and contending with numerous dilemmas, preferably from multiple directions. The enemy commander should be confused and enemy forces disrupted. During this phase the OPA commander will utilise his recon assets to glean as much information on the enemy as possible.

3. **Initiate.** This phase commences when the main effort begins its assault on the objective. The main effort will target the enemy's centre of gravity with the supporting efforts attempting to fix the forward elements of the enemy. Attacks are ideally launched from multiple directions. If possible, the enemy commander's decision cycle is interrupted so that reinforcements or other manoeuvres do not concentrate in opposition of the main effort. This phase ceases once the enemy centre of gravity has been seized by the main effort.
4. **Annihilate.** This phase commences when the enemy is confused and demoralised following the seizure or fall of its centre of gravity. Ideally the enemy will have been encircled physically or psychologically, and mutual support between units is no longer possible. Isolated units are attacked and destroyed before they can retreat. Fire support is used extensively to suppress and demoralise the enemy, but also to ensure that the enemy cannot break out of the annihilation zone. This phase is concluded once the objective force has been destroyed, routed or surrendered.
5. **Continuing Operations.** This phase commences immediately when it is clear that the objective force has been destroyed, routed or has surrendered. The main focus of this phase is the pursuit of the fleeing enemy to ensure that they cannot consolidate defensive lines and that pressure is kept on the enemy by maintaining contact. Units may change postures from combat to movement depending on the commanders scheme of manoeuvre. If contact with the enemy is lost, or the remnants of the enemy is destroyed, the force may revert to the advance phase until new contact is made with the following enemy defensive lines.

Offensive Tactics

The OPA utilises several tactical actions during the offensive. The specific use of each tactic will depend on the situation and the principles of the offence. Each offensive tactic can be utilised at any echelon (BTG down to PDET) noting that the lower the echelon, the less available groupings can be assigned. Each tactical action can be used independently, sequentially or simultaneously. Note that there is a high degree of coordination needed to execute each tactical action. The OPA expects to be able to utilise a form of battle management system in order to coordinate the various tactical groups.

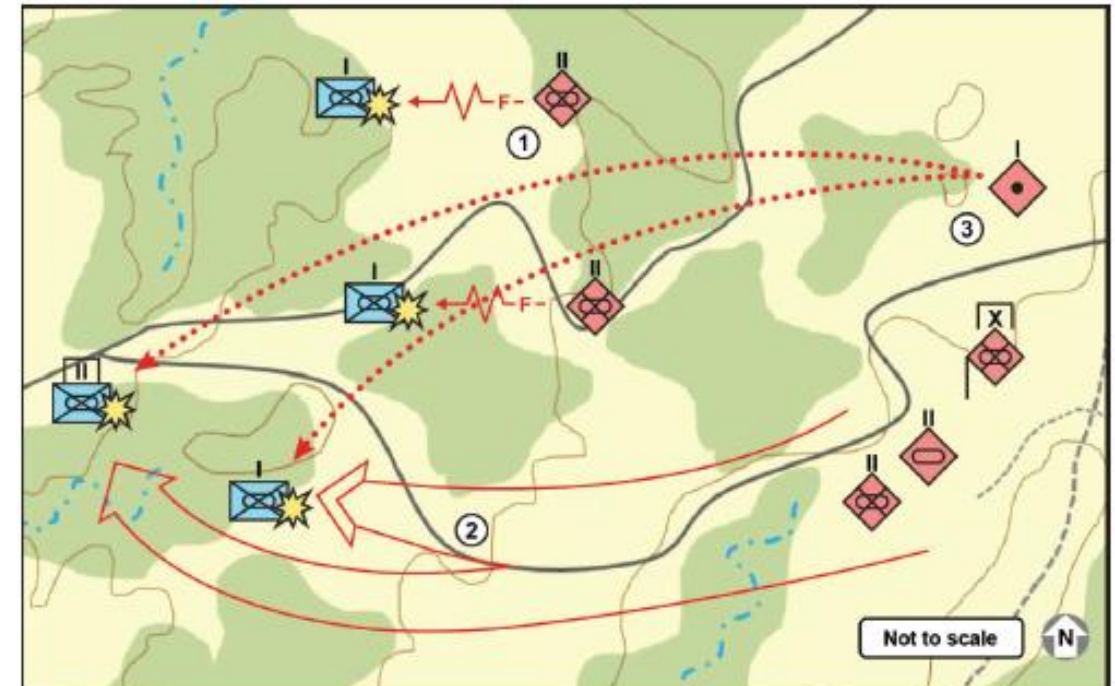
ENVELOPMENT

There are two primary methods of envelopment, simple and complex. A Simple Envelopment aims to assault the enemy along a single flank. Note that the definition of a flank is considered wider within OPA doctrine than traditional Western doctrine. In OPA doctrine, a flank can exist not only to the physical left and right of the enemy, but also in the air, under ground, or in the virtual world.

In the Simple Envelopment, the Frontline Attack groups will aim to fix the forward elements of the enemy whilst the Depth Attack and/or Thrust Manoeuvre Groups outflank to attack the enemy's centre of gravity.

In a Complex Envelopment, multiple flanking attacks are conducted instead of along a single axis. **Deception plays a critical role in the success of any envelopment attack.** The enemy must not know the axis of attack of the main effort until the last possible moment to prevent enemy reinforcements or counter-attacks to be conducted.

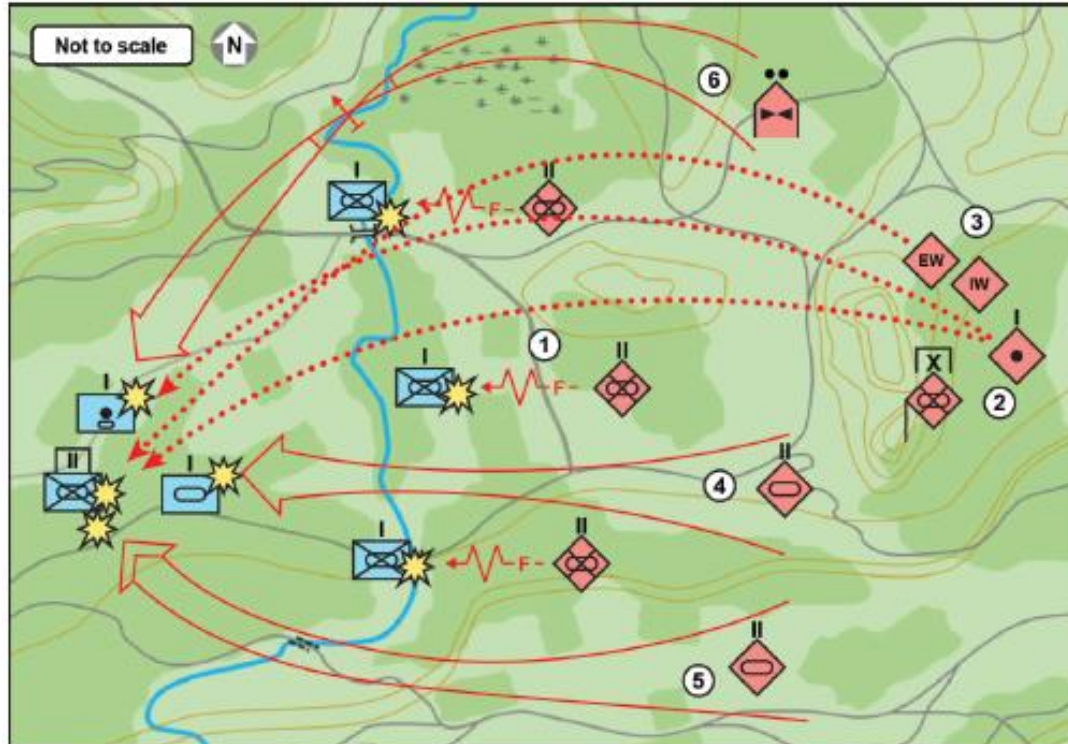
Simple Envelopment



Simple Envelopment

- 1. Distraction:** Frontline assault groups perform feint attacks to fix defences and deceive the enemy about the main assault's direction.
- 2. Envelopment:** Depth and thrust groups envelop the enemy's vulnerable flank, penetrating their defences and targeting key areas in the deep zone.
- 3. Fire Support:** The firepower group supports the main assault, disrupting enemy responses and demoralizing them at critical moments.

Complex Envelopment



Complex Envelopment

1. **Feint Attacks:** Frontline assault groups conduct feint attacks to fix defences and deceive the enemy about the main assault's direction.
2. **Fire Support:** The firepower group targets enemy artillery and command elements to disrupt and suppress enemy forces.
3. **EW/IW group:** EW/IW groups exploit digital vulnerabilities, suppress communications, and enhance deception efforts.
4. **Centre Envelopment:** The depth attack group executes an envelopment to isolate forward enemy units and force reserve commitment.
5. **Flank Envelopment:** The depth attack group then envelops the enemy flank, penetrating into the rear and threatening their exposed side.

Offensive Tactics

PENETRATION

A Penetration is an offensive tactic wherein a mobile or fast-moving element defeats an enemy line or defence, preferably through an area of weakness, and continues to press forward into the enemy's rear area, bypassing enemy areas of strength. A Penetration is rarely employed in isolation. Instead it is typically used in conjunction with other wider tactical actions such as Envelopment.

Penetrations can also be utilised in the air and cyber domains or in the EW spectrum using the same basic principles: target enemy weak points and bypass strong points in order to threaten vulnerable areas behind the main lines of defence.

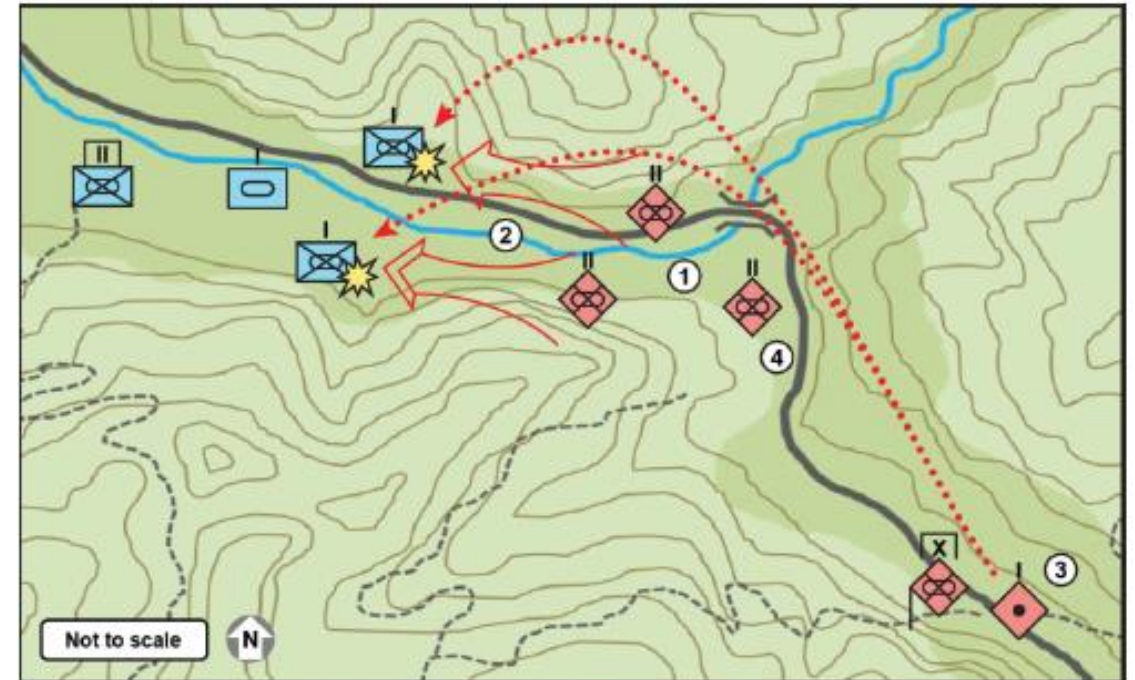
There are four types of Penetration actions: **Frontal Attack**, **Depth Attack**, **Infiltration** and **Storming Attack**.

Frontal Attack

A Frontal Attack, as the name suggests, is conducted where a penetration is attempted directly against an enemy's position of strength. **This method of Penetration is not preferred** and is only used if no other options are available (such as an attack in terrain that forces the canalising of friendly forces such as jungle or mountain passes). Deception plays a limited role in this attack, but is utilised where possible. Overwhelming superiority in numbers and firepower plays a more crucial role in the success of this tactical action.

Other enablers such as IW and EW can play a crucial role in weakening the enemy's morale and resolve. Where possible, Frontal Attacks should be carefully planned and executed to maximise the use of enablers.

Frontal Attack (example)



Frontal Attack

- Situation:** An offensive group, constrained by terrain, launches a frontal attack on a strong enemy position with two frontline attack groups.
- Main Effort:** The primary assault concentrates a B-det to penetrate the enemy's main defensive line, with a supporting attack to prevent enemy reinforcement.
- Fire Support:** Heavy bombardment aids in breaking through enemy defences.
- Exploitation:** A depth group prepares to exploit any breakthrough and assault the enemy's rear area.

Offensive Tactics

Depth Attack

A Depth Attack is an offensive tactic where a force focusses on attacking targets deep behind the enemy's forward positions through a series of deep penetrations. A Depth Attack is typically the main effort of a given battle and can employ a vertical element of mobility (air assault).

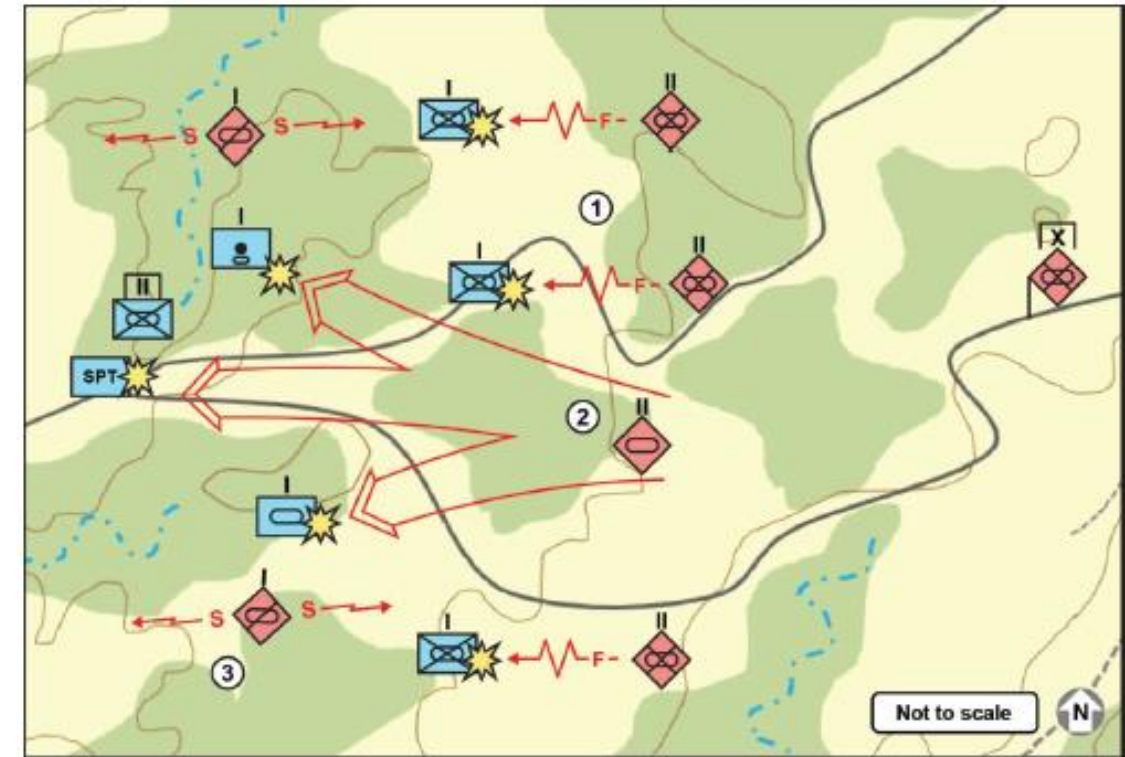
In accordance with System Warfare, key targets for a Depth Attack include high value targets such as the enemy's C2 nodes, supply bases, reserve troop concentrations and artillery units. In addition to attacking high value targets, Depth Attacks will also seek to encircle and isolate the enemy, allowing their destruction in detail.

Depth Attacks may employ one or multiple points of entry, they may be staged and synchronised. Deception plays a significant role in masking the main effort through the use of obscurants, feints and fixing actions on the enemy's forward lines to ensure that the main effort meets the least enemy resistance.

The Depth Attack Group is typically employed (as the group name suggests) in this main effort. Support is provided by the Frontline Attack Groups to fix the enemy and prevent reinforcements or counter attacks from interfering with the main effort.

The timing and direction of the Depth Attack are key decision points in the battle, and commanders are encouraged to position themselves close to the main effort as such decisions are typically not delegated.

Depth Attack (example)



Depth Attack

- Engagement:** Frontline attack groups engage with probing attacks and fix forces, identifying weak points and creating opportunities for penetration.
- Penetration:** Depth group exploits these weaknesses, penetrates into the enemy rear area, targeting enemy reserves, support, headquarters, and artillery units.
- Flank Security:** Flank security units screen the flanks, protecting the depth group from counterattacks.

Offensive Tactics

Infiltration

Infiltration has been utilised by the OPA as a backbone of their tactics to overcome the superior firepower of their adversaries throughout history. The aim of Infiltration is to close with and conduct an **undetected penetration of the enemy's defences by using stealth, rapid movement, and deception.**

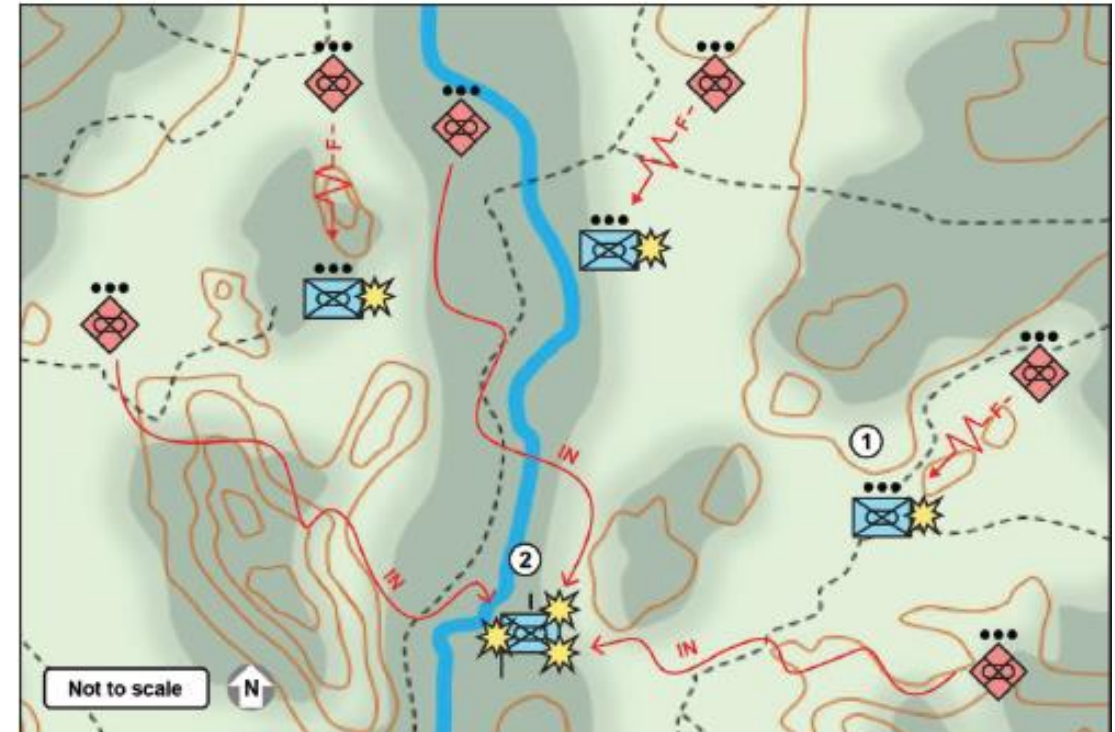
Naturally this requires terrain to enable masked movements such as jungle, urban or other close terrain. Due to the need for stealth, Infiltration is typically conducted by light infantry in the dismounted role as vehicles have a higher detection threshold. Light ATVs may be utilised in Infiltration due to their lower detection signature.

The advantages of the Infiltration is that they can offset the enemy's advantages in firepower. By closing the distance and conducting penetrating manoeuvres covertly, enemy firepower cannot be used effectively prior to close combat.

The disadvantage of Infiltration is that it is difficult to achieve with larger formations. Having said that, Infiltration can be effective when used with other penetration attacks such as light infantry infiltrating the enemy's forward lines in conjunction with an armoured Depth Attack along a separate flank.

Finally, Infiltration is time consuming and limited in scope due to the typically dismounted nature of the attacking force. Note that Infiltration requires a high degree of autonomy by commanders at the lowest levels (typically no lower than Platoon Commander) in order to exploit weakly defended avenues of approach. Additionally the use of massed fires is avoided (except as a form of deception) in order to maintain stealth until the last possible moment.

Infiltration (example)



Infiltration Strategy

1. **Probing Attacks:** Probing attacks are conducted on the enemy perimeter in order to fix enemy units and disrupt enemy defences, intended to reveal enemy positions and open opportunities for infiltrating units to penetrate the enemy's perimeter.
2. **Infiltration:** Infiltrating units assess the situation, attack key command nodes, and disrupt communications, isolating forward defensive units for destruction or forcing their withdrawal.

Offensive Tactics

Storming Attack

A Storming Attack is a thoroughly prepared, high-intensity assault against an entrenched, **isolated** opponent. Storming Attacks occur after penetrations have defeated the enemy's main defensive lines and most enemies have been forced to retreat or been annihilated.

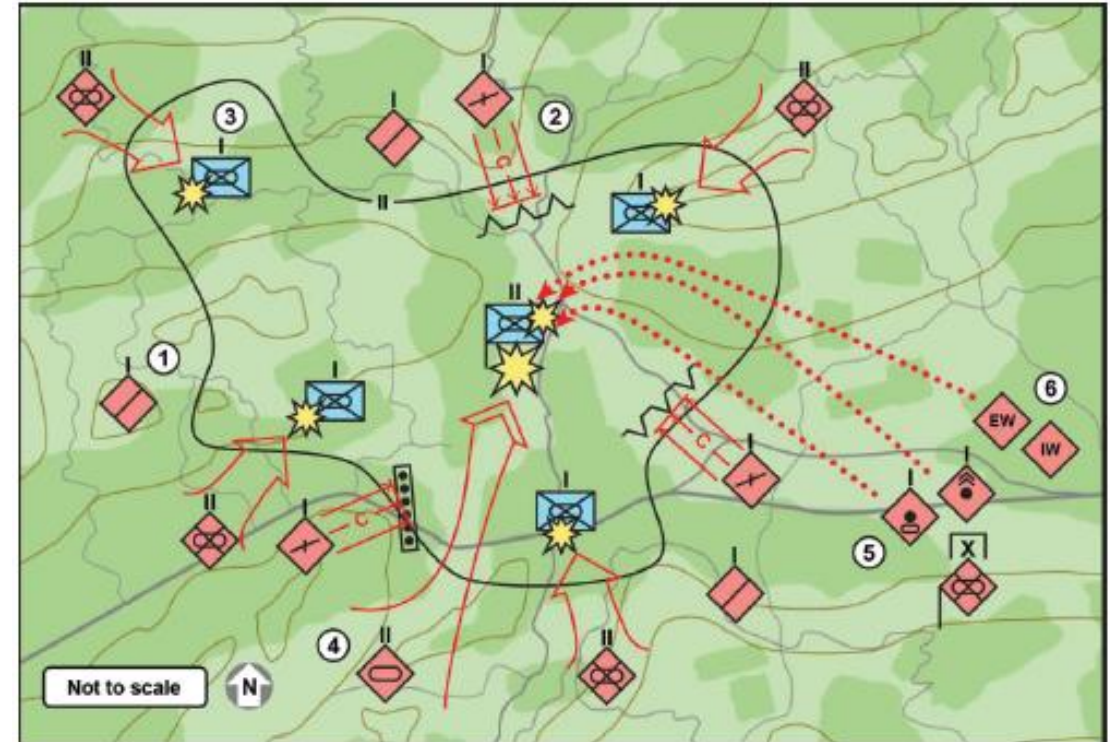
Storming Attacks are conducted during the Annihilation phase as the remnants of the isolated enemy are destroyed. Storming Attacks place great emphasis on reducing obstacles, firepower and manoeuvre integration, and aggressive action at the point of contact.

Extensive use of enablers such as IW and EW are conducted in order to reduce the enemy's morale and resolve, either forcing them to surrender or retreat. Massed fires are also utilised.

The main decision the commander must make in the assault phase is the deployment of armour. Three methods for armour deployment are prescribed: in front, in close support, and in rear support. The decision on how to employ the armour is dictated by terrain and the enemy AT capabilities. In open terrain, the armour is in front. In tighter terrain, the armour will be in close support, whilst in restrictive terrain of if the enemy has substantial AT capabilities, armour is used in rear support.

The assault itself needs to be carried out bravely and with aggression. As enemy units are suppressed and surrounded, they face a choice of surrender or annihilation.

Storming Attack (example)



Storming Attacks

1. **Recon:** Units scout enemy weaknesses, then screen the assaulting force.
2. **Engineers:** Engineers clear obstacles and minefields, coordinating with reconnaissance to plan the assault.
3. **Assault:** Frontline attack groups target isolated enemy units, intensifying as command structures falter.
4. **Fire Support:** The firepower group launches mass fire assaults to disrupt operations and lower enemy morale.
5. **EW/IW:** EW and IW groups attack electronically and informationally to amplify isolation and block communications with relief forces.

Offensive Tactics

PURSUIT ATTACK

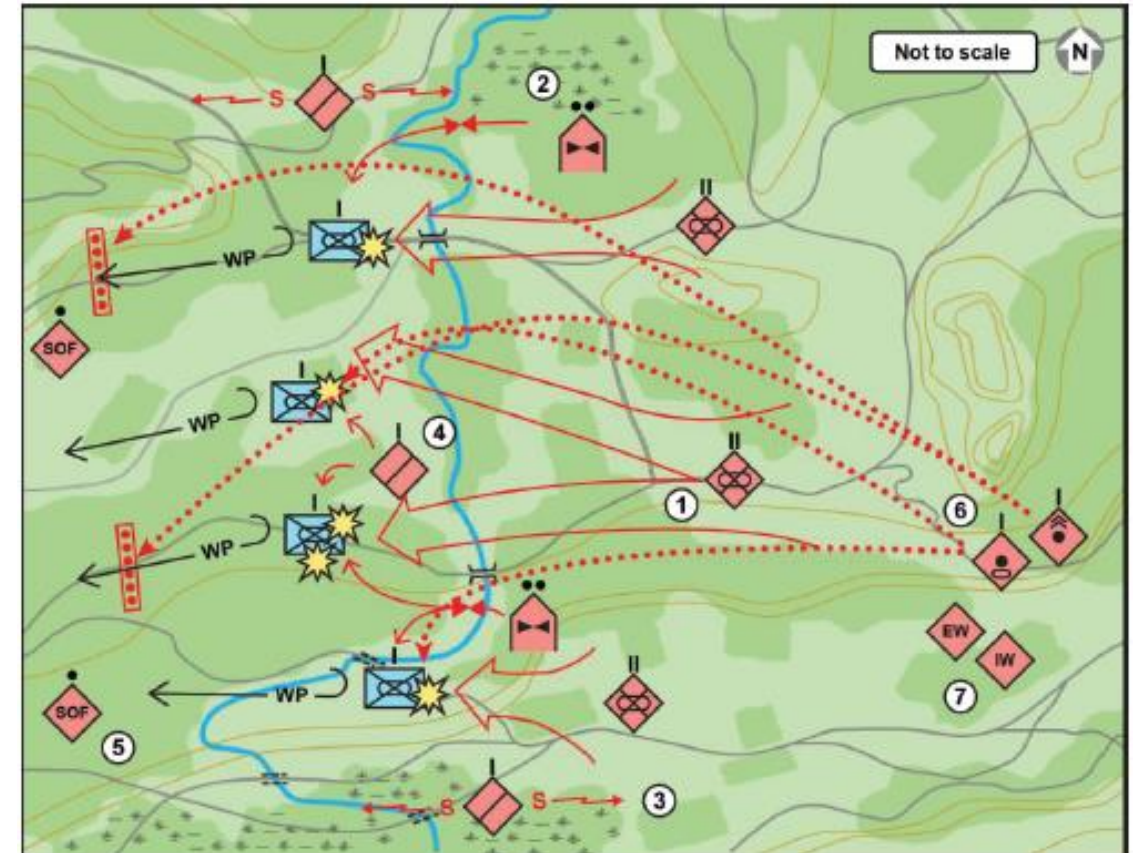
Pursuit Attack is conducted when a friendly unit needs to maintain contact with an enemy conducting retrograde operations. This most often occurs when the enemy has been defeated, but was not surrounded and was able to retreat.

Pursuit Attack requires maintaining contact with the enemy and conducting quick attacks as required or where possible. This is done in order to prevent the enemy from conducting rear security operations and therefore prevent them from consolidating or establishing a strong defensive position.

Pursuit Attack does not necessarily need to take the form of a ground manoeuvre. Other capabilities can achieve the pursuit effects of maintaining contact with the enemy. These other capabilities can include artillery fires, air attack, countermobility operations such as scatterable minefields, and armed UAS.

Highly mobile units like SOF, air mobile or guerrilla forces can also be used in Pursuit Attacks to harass a retreating enemy. A unit conducting Pursuit Attacks is vulnerable to counterattacks or other spoiling operations, especially as they are operating beyond their lines of communication. It is important that flanking security operations are conducted in support of the pursuing forces.

Pursuit Attack (example)



Pursuit Assault

1. **Chase:** B-Dets keep pressure on retreating enemy, preventing rear-guard actions or new defences.
2. **Air Support:** Helicopters harass and disorganize enemy during retreat.
3. **Flank Security:** Recon units screen the flanks, preventing surprise attacks, while others maintain contact with the retreating forces and conduct deep reconnaissance.
4. **Deep Ops:** SOF disrupts enemy logistics and escape routes, disrupting enemy reinforcements.
5. **Firepower group:** Howitzers target enemy forces while rocket artillery attacks retreating units and lay hasty minefields.
6. **EW/IW:** The EW group isolates the enemy by disrupting communications, while the IW group amplifies the victory's propaganda value.

Offensive Tactics

FIREPOWER ATTACK

Firepower Attack is a tactic where a number of firepower capabilities are massed on a specific target to achieve an offensive effect. The defining characteristic of the Firepower Attack is that it does not require the physical occupation of ground or key terrain or close contact with the enemy. Instead Firepower Attack is used **to isolate or annihilate enemy units**, canalise enemy movements, penetrate enemy defences, reduce morale or affect the enemy's OODA loop.

There are generally seven types of Firepower Attack used by the OPA. They are:

Advance Fire, Fire Support, Information and Firepower Assault, Depth Firepower, Counter-counterattack Firepower, Annihilation Firepower, and Air Defence Firepower.

Advance Fire

Advance Fire is fire that targets the enemy positions of other key assets prior to follow-on operations. It is comparable in Western doctrine to Preparatory Fire. Advance Fire typically targets reconnaissance, C2 nodes, security and artillery units. The purpose of Advance Fire is to neutralise, destroy, or degrade key enemy capabilities in support of future offensive operations.

Fire Support

Fire Support consists of those fires that are integrated closely with the Advance or Initiate phase of offensive operations. During the Advance phase, the primary mission for Fire Support is to suppress or destroy enemy recon units, along with enemy artillery units that may target friendly advancing units. During the Initiate phase, Fire Support will be utilised to target key enemy positions and capabilities, creating weak points or breaches in the enemy's defensive line.

Information and Firepower Assault

Information and Firepower Assault is also referred to as the **blitz** – a specialised tactic where physical fires and information attacks are carefully synchronised to maximise the combined arms effect against the enemy. Physical fires destroy, degrade, or neutralise key targets whilst information attacks (through IW and EW) targets enemy morale, cohesion and communication. The blitz is employed at the key point in an overall offensive operation, targeting the enemy's centre of gravity.

Depth Firepower

Depth Firepower targets the enemy's key assets in deep areas. Key targets include logistics hubs, enemy reserves, and C2 nodes. The primary mission of Depth Firepower is to **create or enhance the isolation effect on enemy forces.**

Counter-counterattack (C-CATK) Firepower

As the name suggests, the form of firepower attack specifically targets an enemy counterattack. C-CATK Firepower missions are reserved for the point in time when the enemy's counterattack has been clearly detected and identified.

Annihilation Firepower

Annihilation Firepower attempt to destroy isolated or encircled troops. This may be in support of Storming Attacks or destroying the enemy independently. This form of attack includes targeting possible routes for retreat, or enemy forces trying to relieve the isolated enemy forces.

Air Defence Firepower

Air Defence Firepower uses ground based defensive counter-air systems (SAMS, MANPADS, SPAAG) in an aggressive forward positioned manner. The purpose of Air Defence Firepower is to deny airspace to the enemy or to destroy or attrit enemy aircraft.

Offensive Tactics

AMBUSH

The Ambush is an age old offensive tactic used by all militaries throughout history. The OPA has historically emphasised the use of the Ambush to offset enemy advantages in firepower or protection.

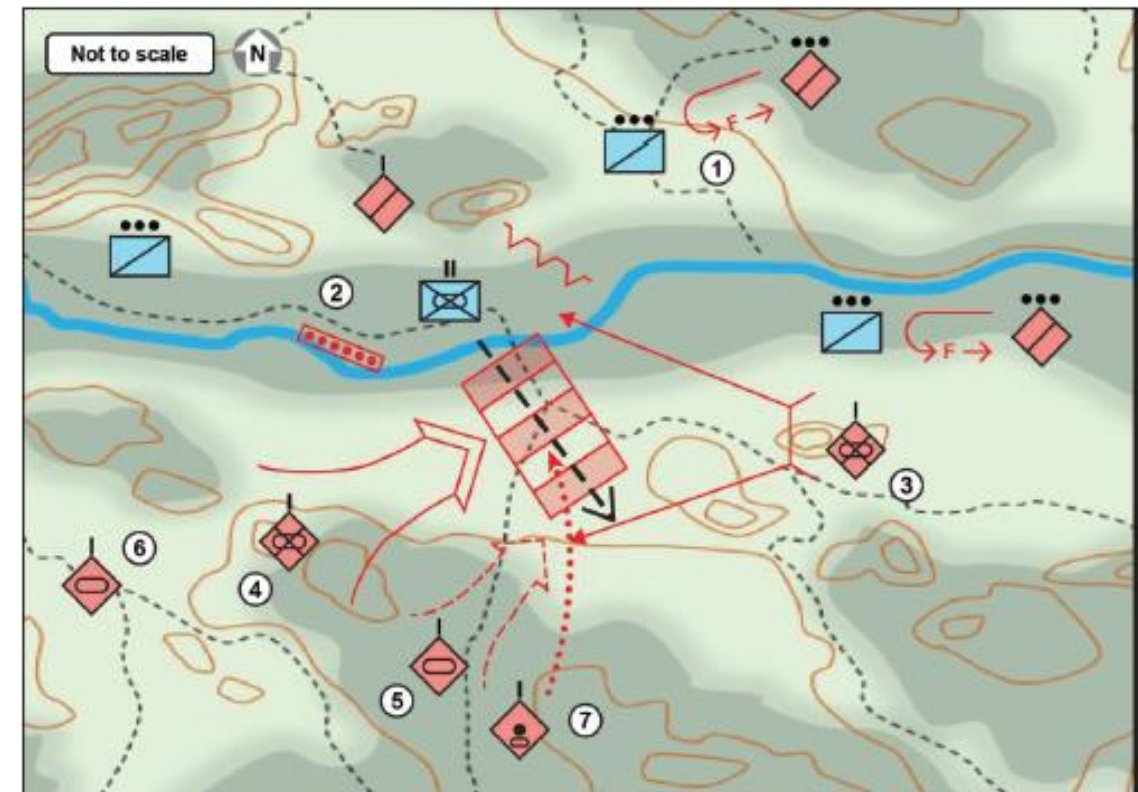
The OPS recognises three types of Ambush: the **Waiting Ambush**, the **Decoy Ambush**, and the **Forced Ambush**.

The Waiting Ambush is employed when the enemy travels along a predictable approach such as roads where friendly forces can lie in wait before initiating the ambush. A Decoy Ambush is similar to the Waiting Ambush, but instead of waiting for the enemy to move along a known route, employs a decoy to trick the enemy into moving into the ambush zone.

Finally the Forced Ambush employs the use of direct actions such as feints, demonstration, or countermobility activities that forces the enemy into an ambush zone.

Good concealment and deception is needed to ensure that the Ambush is executed correctly and that the enemy does not know they are about to enter the ambush zone until it is too late.

Ambush (example)



Ambush Setup

1. **Recon:** B-Det recon units mislead enemy scouts to keep ambush hidden.
2. **Route Control:** Mines and barriers direct enemy into kill zone.
3. **Initiation:** The concealed main ambush group initiate the ambush from support-by-fire positions.
4. **Flank Attack:** The flank group engage the enemy's exposed flank.
5. **Pursuit Group:** prepares to assault and chase the retreating enemy.
6. **Interception group:** the concealed interception group prepared to aid in pursuit or intercept any reinforcements.
7. **Firepower group:** delivers pre-registered artillery fire into the ambush zone.

Offensive Tactics

RAID

A Raid is an offensive action designed to strike and surprise an unsuspecting enemy. The primary characteristic of the Raid is the employment of a hit and run approach. The Raiding Force conducts the Raid and then in most cases breaks contact and rapidly retreats.

The purpose of the Raid may be to harass, probe or destroy isolated enemy units. Raids can also include the destruction or capture of high value targets such as C2 nodes, EW equipment or logistics hubs. The OPA recognises five different types of Raids: Rapid, Long-Range, Sabotage, Sneak and Harassing.

Rapid Raids are analogous to the Western doctrine of a meeting engagement. A unit unexpectedly comes across the enemy, transitions to an attack posture, conducts an aggressive attack until the commander deems it complete. Rapid Raids are typically used as spoiling actions against counterattacks.

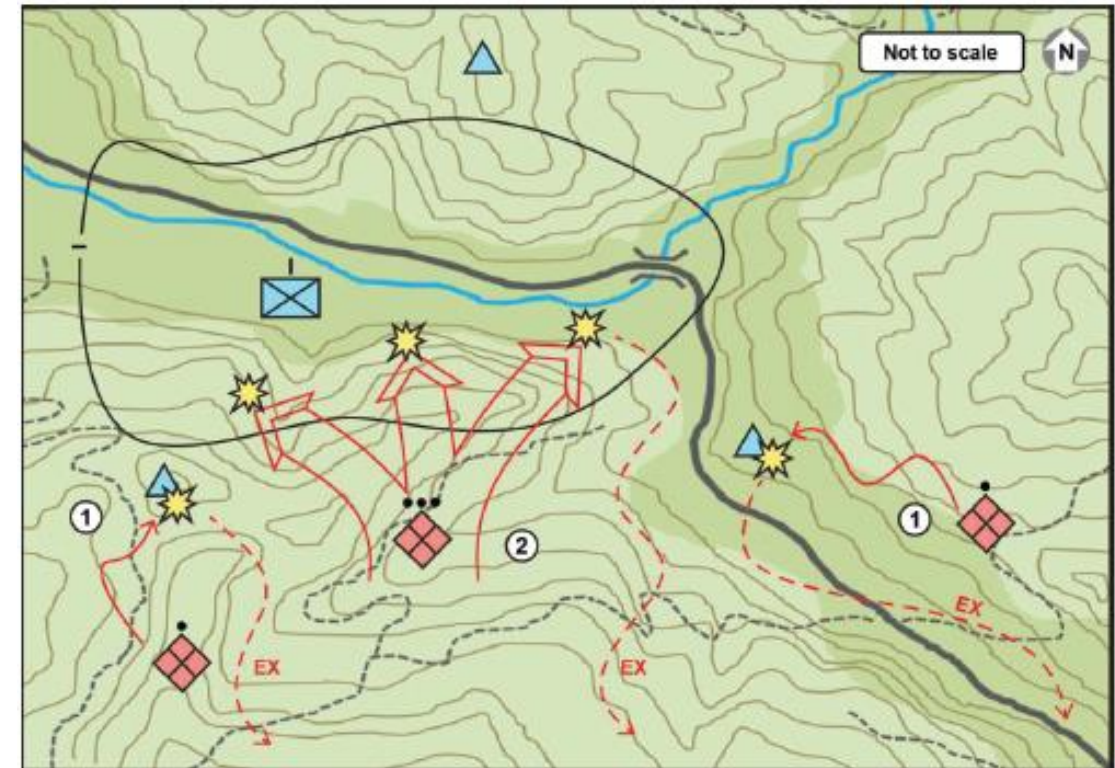
Long Range Raids are not defined by the distance a Raid is conducted but how deep behind the enemy's main defensive line the Raid is conducted. They are usually conducted by light, highly mobile forces such as SOF or Recon units.

Sabotage Raid is as the name suggests utilised to target a specific high value asset for destruction. Infiltration is the preferred method of attack followed by a quick retreat. Key targets for Sabotage Raids include C2 nodes, key intersection and roadways, ammunition stockpiles and other high value target such as aircraft.

Sneak Raids are small scale short distance raids designed primarily to make use of local conditions such as night or bad weather to conceal the raiding force. Sneak Raids may attempt to capture prisoners for intelligence, probe enemy defences, or conduct reconnaissance.

Harassing Raids is one intended to annoy, disrupt or confuse the enemy. It can be used to provoke an enemy response.

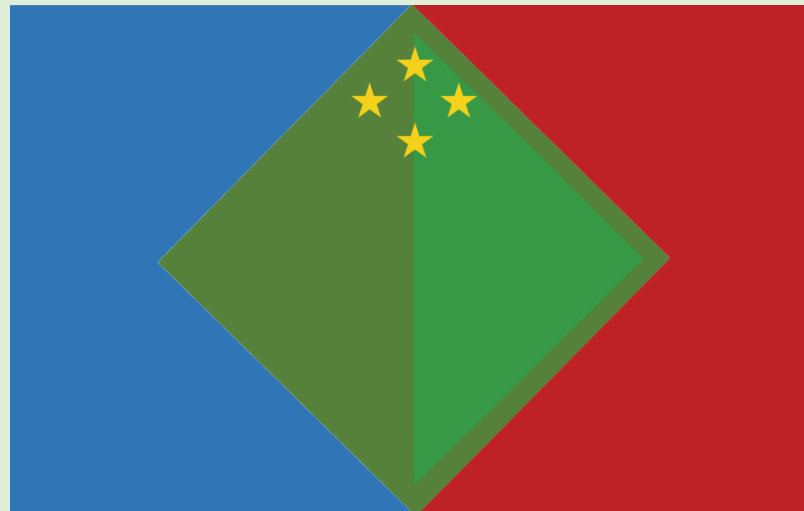
Sneak Raid (example)



Sneak Raid

1. **Objective:** An infantry company conducts a sneak raid to capture prisoners, scout enemy positions, and disrupt defences through quick hit-and-run tactics.
2. **Execution:** The main body assaults multiple points along the enemy's defensive line, to sow confusion and prevent a coordinated counterattack. The operation is brief, withdrawing swiftly with prisoners and intel before a strong enemy response can form.

Olvanan Battle Drills



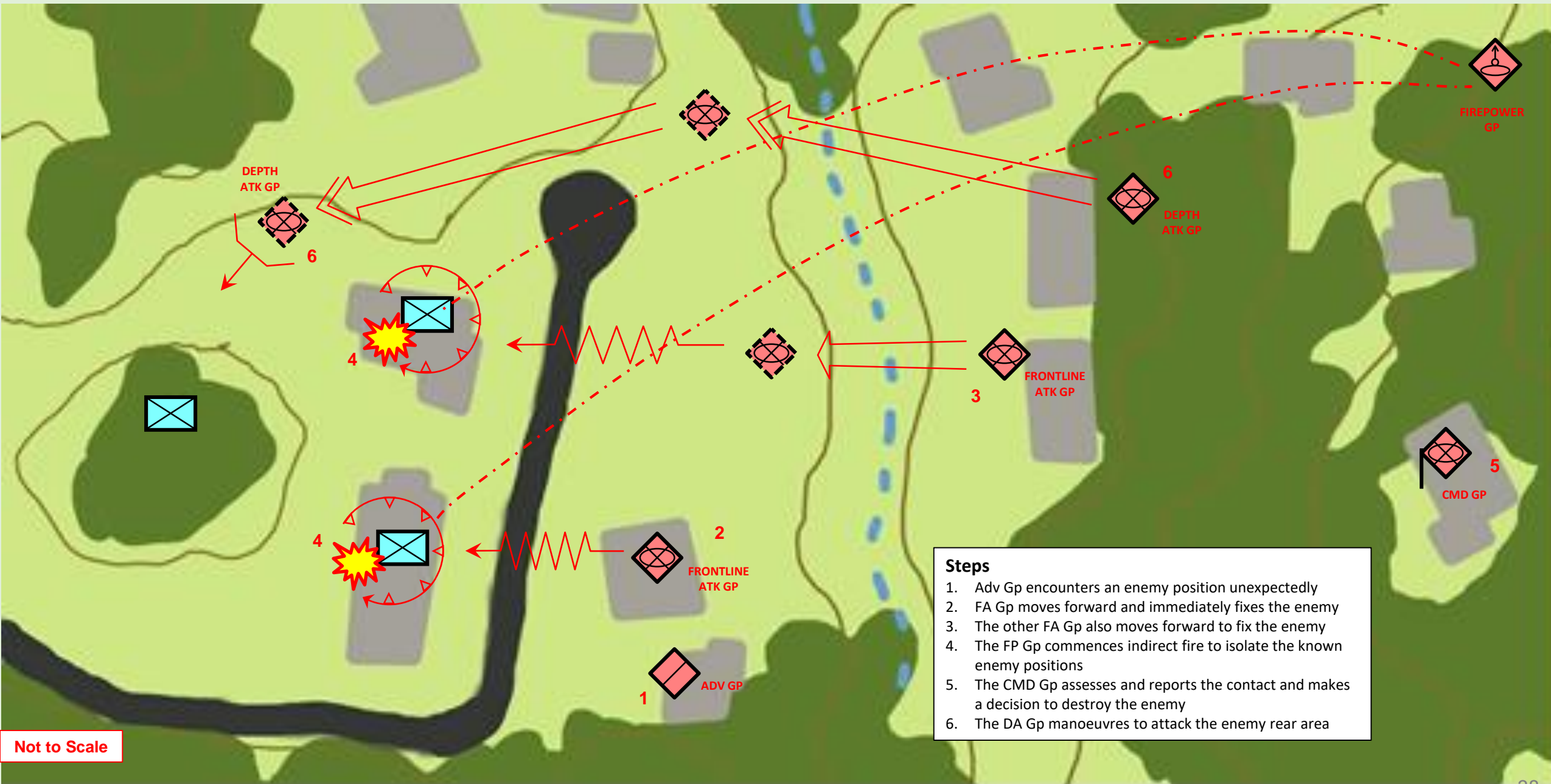
Battle Drills

The OPA sees the use of Battle Drills as a means of controlling tempo in combat. In an army that relies heavily on officers for command and control, with less autonomy and initiative being given to more junior ranks, the use of Battle Drills enables the OPA to react to a given situation much more quickly. Unlike Western armies, which views Battle Drills above Platoon level as lacking in flexibility, the OPA sees Battle Drills employed all the way up to BDET level as a way to react faster and maintain the initiative.

The functional tactical groupings that the OPA uses provides a guide for responsibilities and tasks for each tactical group. For example, a Frontline Attack Group will know that in any Battle Drill during the offensive, their task would be to engage and fix the enemy. Each tactical group knows what their assigned role is during most tactical situations. This enables the extensive use of Battle Drills.

The following examples are Battle Drills used by the OPA for a given offensive tactical situation, though it is by no means exhaustive. Where Battle Drills are not specifically noted in the Primer, users should refer to the TC 7-100.2 OPFOR Tactics, Chapter 5 for additional details.

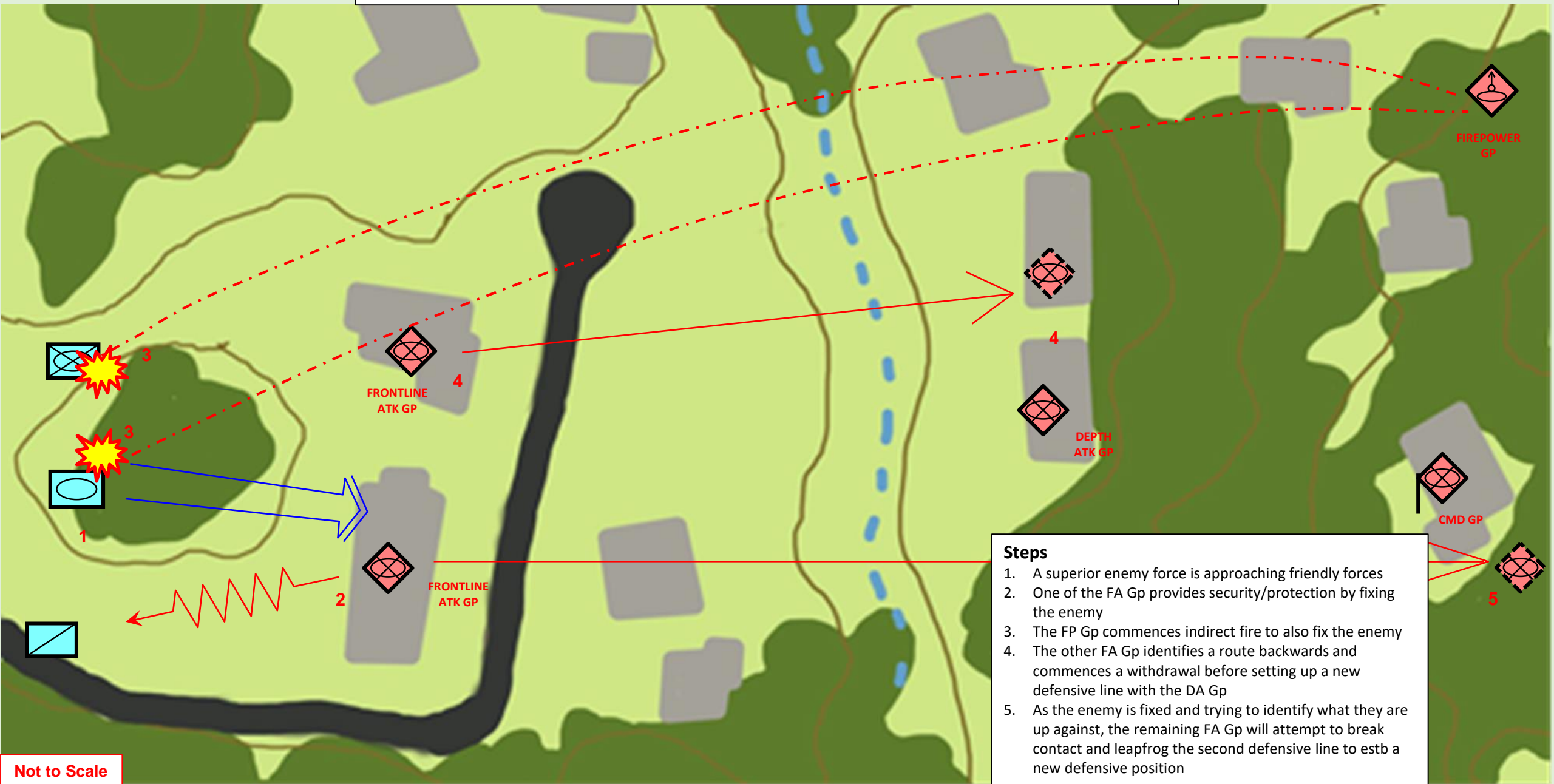
OLV BDET Battle Drill – Actions on Contact



- Steps**
1. Adv Gp encounters an enemy position unexpectedly
 2. FA Gp moves forward and immediately fixes the enemy
 3. The other FA Gp also moves forward to fix the enemy
 4. The FP Gp commences indirect fire to isolate the known enemy positions
 5. The CMD Gp assesses and reports the contact and makes a decision to destroy the enemy
 6. The DA Gp manoeuvres to attack the enemy rear area

Not to Scale

OLV BDET Battle Drill – Break Contact



OLV BDET Unopposed Wet Gap Crossing



BDET Groupings

Advance Group (ADV GP)

- Provides screen for the main body
- Conducts counter-recon tasks

Frontline Attack Group (FA GP)

- Conducts initial assault aiming for a breakthrough
- Fixes enemy in place

Depth Attack Group (DA GP)

- Expands on breach created by FA GP
- Breaks into the depth of enemy defences
- Prepares for enemy counterattack

Thrust Maneuvering Group (TM GP)

- Continues attack on enemy depth
- Targets command and logistic nodes
- Conduct cut-off or disrupt counterattacks

Firepower Group (FP GP)

- Provides indirect fire support to the maneuver groups

Engineer Recon Patrol (ERP)

- Engineer squad attached to ADV Gp

Mobility Support Detachment (MSD)

- Engineer detachment task organised to clear obstacles

Not to Scale

OLV BDET Unopposed Wet Gap Crossing

Notes

- Any wet gap crossings will rely heavily on deception to ensure that the enemy does not know the exact location of the crossing
- The Olvanans will prefer an unopposed crossing and will actively avoid opposed crossings utilizing the cover of darkness and deception
- If opposed, the Olvanan will secure the far bank as far forward as possible to eliminate direct fire/observation from the enemy on the crossing, utilizing amphibious elements or air mobile elements (if available)

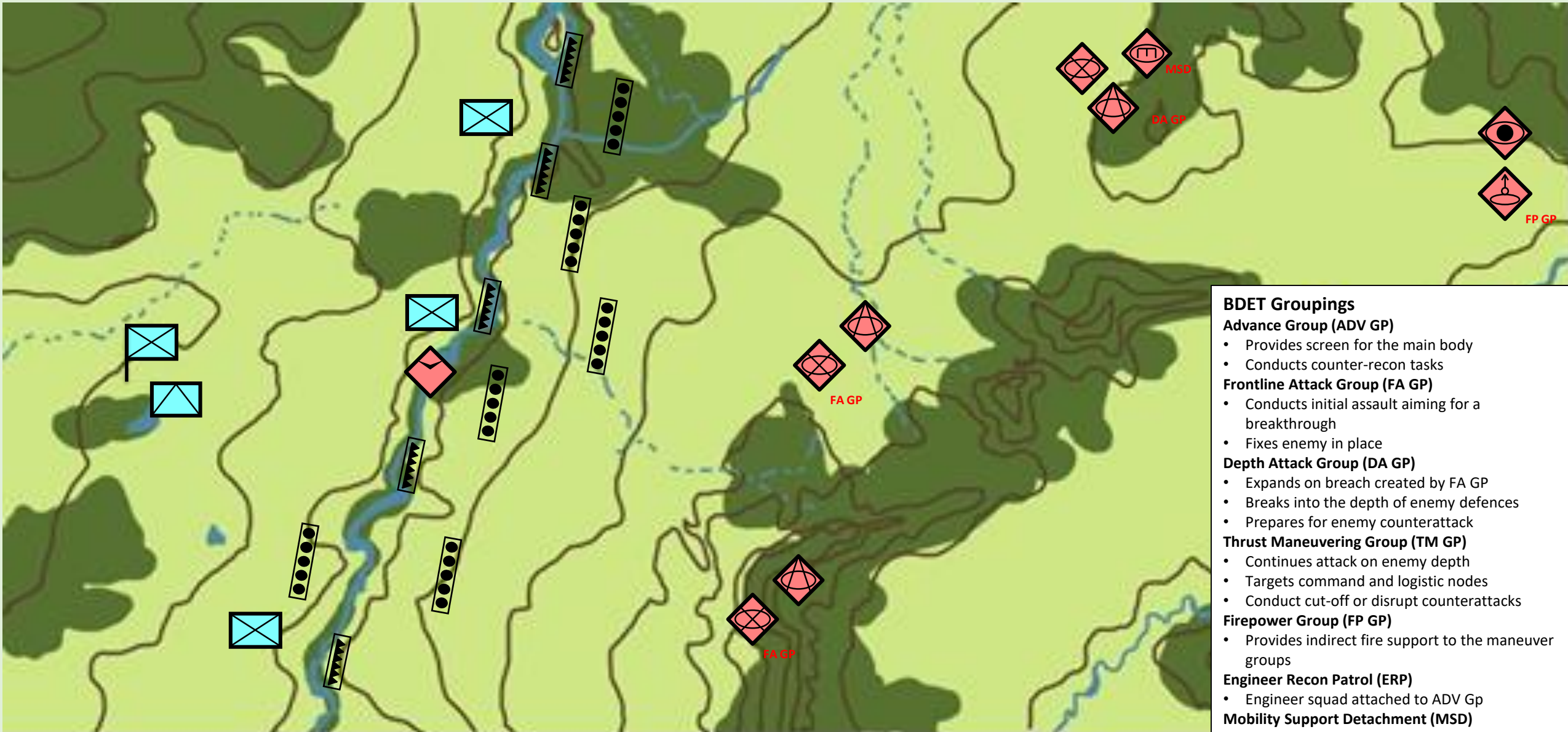


Steps

1. UAS identifies possible crossing sites
2. Adv Gp ERP confirms best crossing location
3. Adv Gp will attempt to cross river and estab positions on far bank covertly
4. FA Gp secures home bank
5. DA Gp crosses river and secures far bank
6. MSD moves forward and commences bridging the wet gap
7. TM Gp continues to act as the Commander's Reserve
8. The BDET will cross the wet gap leaving behind the Pontoon Bridge Platoon to maintain the bridge
9. Security of the crossing site will be handed over to BTG follow on elements

Not to Scale

OLV BDET Battle Drill - Simple Envelopment Obstacle Breach



BDET Groupings

Advance Group (ADV GP)

- Provides screen for the main body
- Conducts counter-recon tasks

Frontline Attack Group (FA GP)

- Conducts initial assault aiming for a breakthrough
- Fixes enemy in place

Depth Attack Group (DA GP)

- Expands on breach created by FA GP
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- Provides indirect fire support to the maneuver groups

Engineer Recon Patrol (ERP)

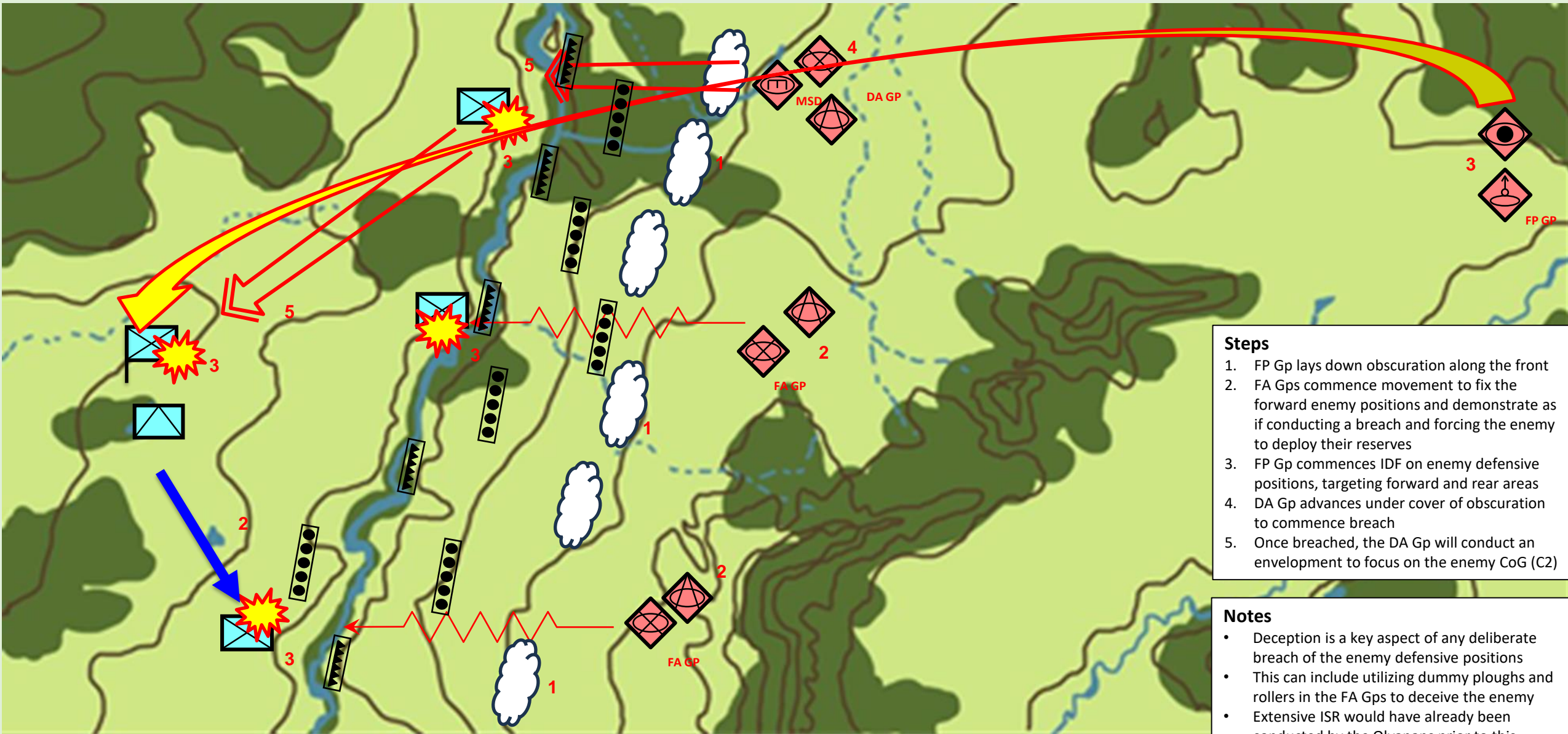
- Engineer squad attached to ADV Gp

Mobility Support Detachment (MSD)

- Engineer detachment task organised to clear obstacles

Not to Scale

OLV BDET Battle Drill - Simple Envelopment Obstacle Breach



Steps

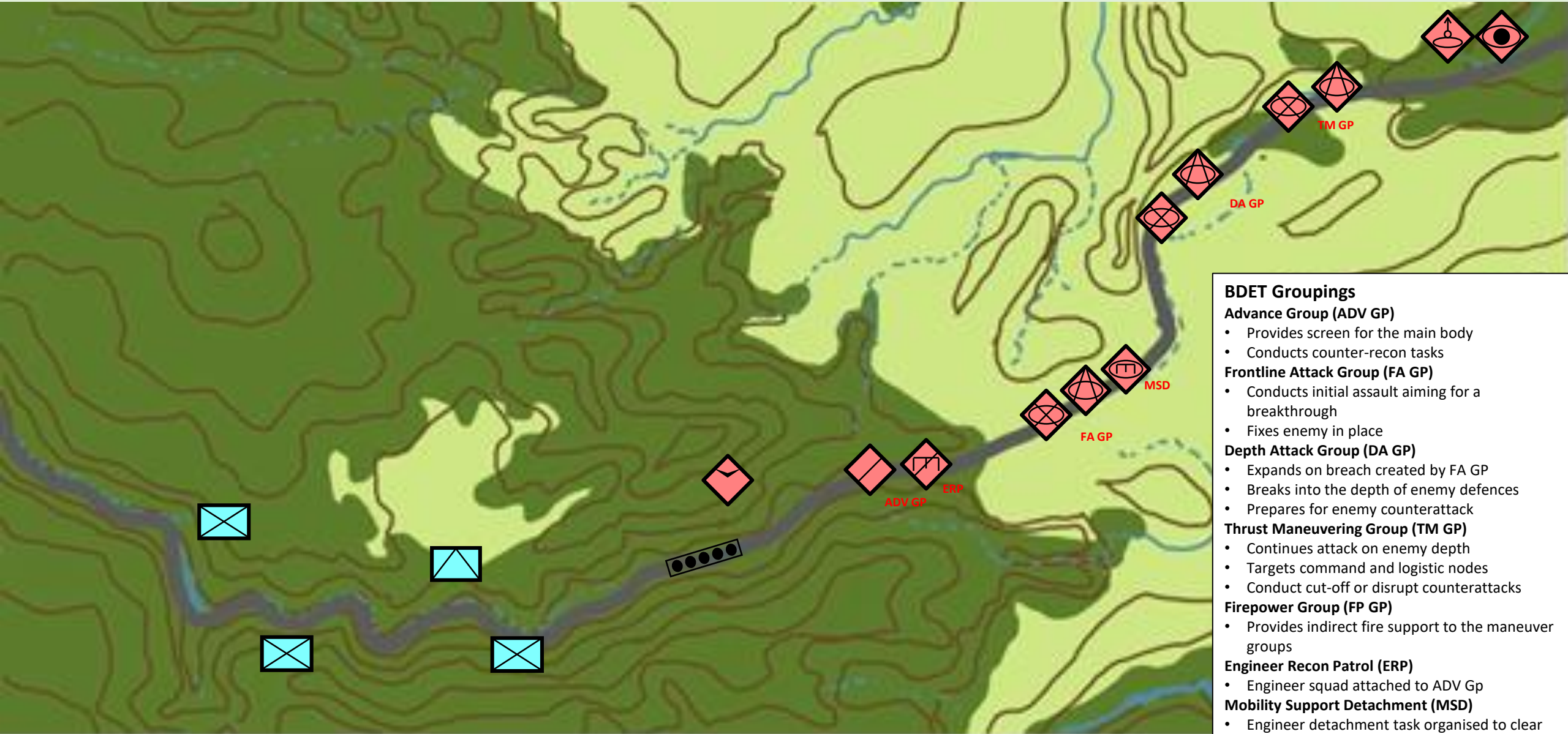
1. FP Gp lays down obscuration along the front
2. FA Gps commence movement to fix the forward enemy positions and demonstrate as if conducting a breach and forcing the enemy to deploy their reserves
3. FP Gp commences IDF on enemy defensive positions, targeting forward and rear areas
4. DA Gp advances under cover of obscuration to commence breach
5. Once breached, the DA Gp will conduct an envelopment to focus on the enemy CoG (C2)

Notes

- Deception is a key aspect of any deliberate breach of the enemy defensive positions
- This can include utilizing dummy ploughs and rollers in the FA Gps to deceive the enemy
- Extensive ISR would have already been conducted by the Olvans prior to this operation

Not to Scale

OLV BDET Situational Breach along MSR

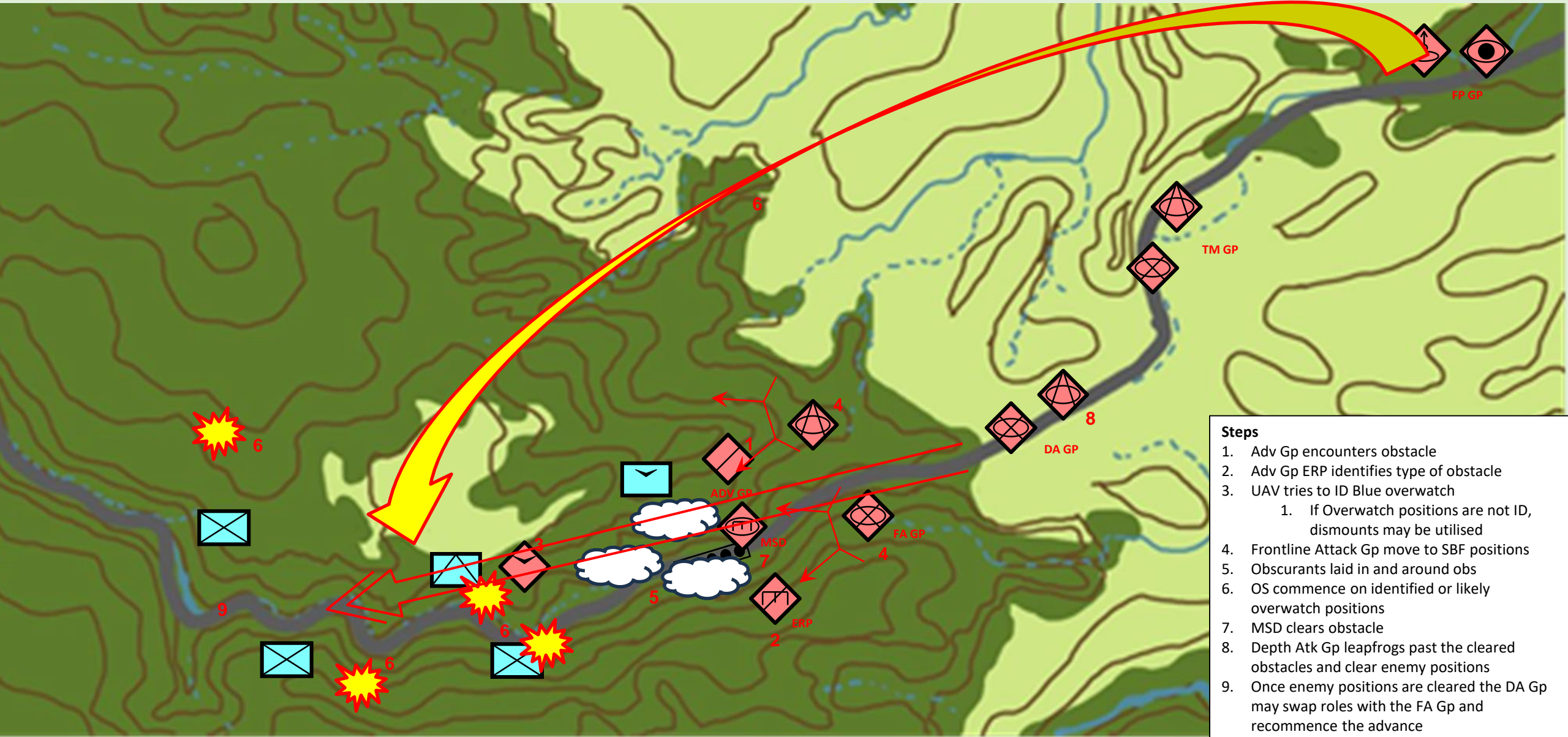


BDET Groupings

- Advance Group (ADV GP)**
 - Provides screen for the main body
 - Conducts counter-recon tasks
- Frontline Attack Group (FA GP)**
 - Conducts initial assault aiming for a breakthrough
 - Fixes enemy in place
- Depth Attack Group (DA GP)**
 - Expands on breach created by FA GP
 - Breaks into the depth of enemy defences
 - Prepares for enemy counterattack
- Thrust Maneuvering Group (TM GP)**
 - Continues attack on enemy depth
 - Targets command and logistic nodes
 - Conduct cut-off or disrupt counterattacks
- Firepower Group (FP GP)**
 - Provides indirect fire support to the maneuver groups
- Engineer Recon Patrol (ERP)**
 - Engineer squad attached to ADV Gp
- Mobility Support Detachment (MSD)**
 - Engineer detachment task organised to clear obstacles

Not to Scale

OLV BDET Situational Breach along MSR

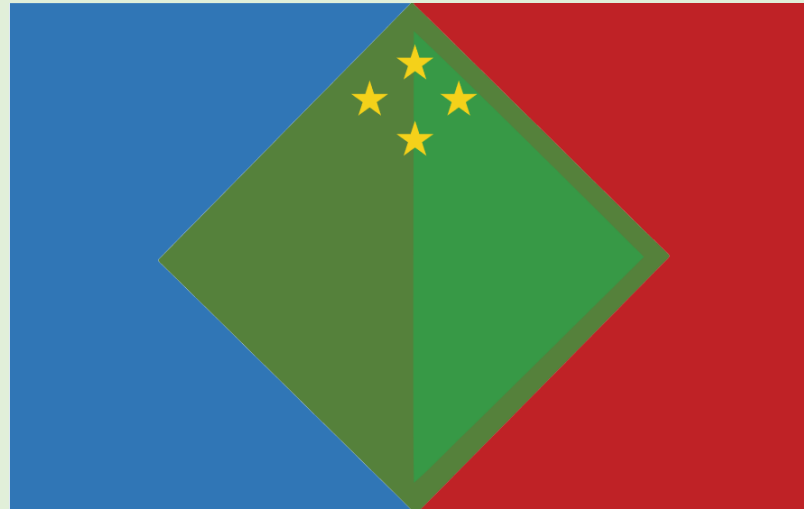


- Steps**
1. Adv Gp encounters obstacle
 2. Adv Gp ERP identifies type of obstacle
 3. UAV tries to ID Blue overwatch
 1. If Overwatch positions are not ID, dismounts may be utilised
 4. Frontline Attack Gp move to SBF positions
 5. Obscurants laid in and around obs
 6. OS commence on identified or likely overwatch positions
 7. MSD clears obstacle
 8. Depth Atk Gp leapfrogs past the cleared obstacles and clear enemy positions
 9. Once enemy positions are cleared the DA Gp may swap roles with the FA Gp and recommence the advance

Not to Scale

OFFICIAL

Olvanan Defensive Operations



Principles of the Defence

The Olvanans' four key defensive principles—depth, consolidation, integration, and flexibility—guide commanders to effectively thwart attacks and transition to offensive operations.

- **Depth:** Modern defence-in-depth integrates multi-domain measures and emphasizes counterattacks, requiring prioritization of key defence areas and strategic use of space to trade for time.
- **Consolidation:** Consolidation involves massing combat power at crucial points and times, using terrain and deception, and deploying forces thoughtfully to enhance defensive effectiveness.
- **Integration:** Integration ensures coordinated defence through careful planning, use of terrain and firepower, effective protection of forces, and countering enemy moves with obstacles and firepower.
- **Flexibility:** Flexibility allows defensive forces to adapt and manoeuvre, making use of surprise and localized initiatives to counter enemy tactics and maintain an adaptable defence.

Changes in the Defensive Environment

Increasing Arduousness

Modern combat has become more difficult for defenders due to multi-domain threats, including physical, information, electromagnetic, and psychological attacks. Enhanced enemy firepower systems, like long-range strikes and cyber capabilities, now target the full depth of defensive formations, leaving no safe space on the battlefield. Defending commanders must ensure that their forces can withstand, not only the physical effects from the enemy, but also from information, electromagnetic, and psychological attacks.

Erosion of Traditional Advantages

Defenders once benefited from concealment, terrain use, and communication superiority, but these advantages are diminished by advanced reconnaissance, precision strikes, and electronic warfare. The enemy can now effectively target deep areas once considered secure, reducing the defender's traditional depth advantage.

More Dynamic Defence

Static defence is obsolete; modern defence requires dynamic actions, rapid movement, and decisive concentration of combat power. Information superiority and mobility enable defenders to respond quickly to threats, emphasizing decentralization and lower-echelon command autonomy. The hasty defence, once a last resort, is now a cornerstone of defensive strategy.

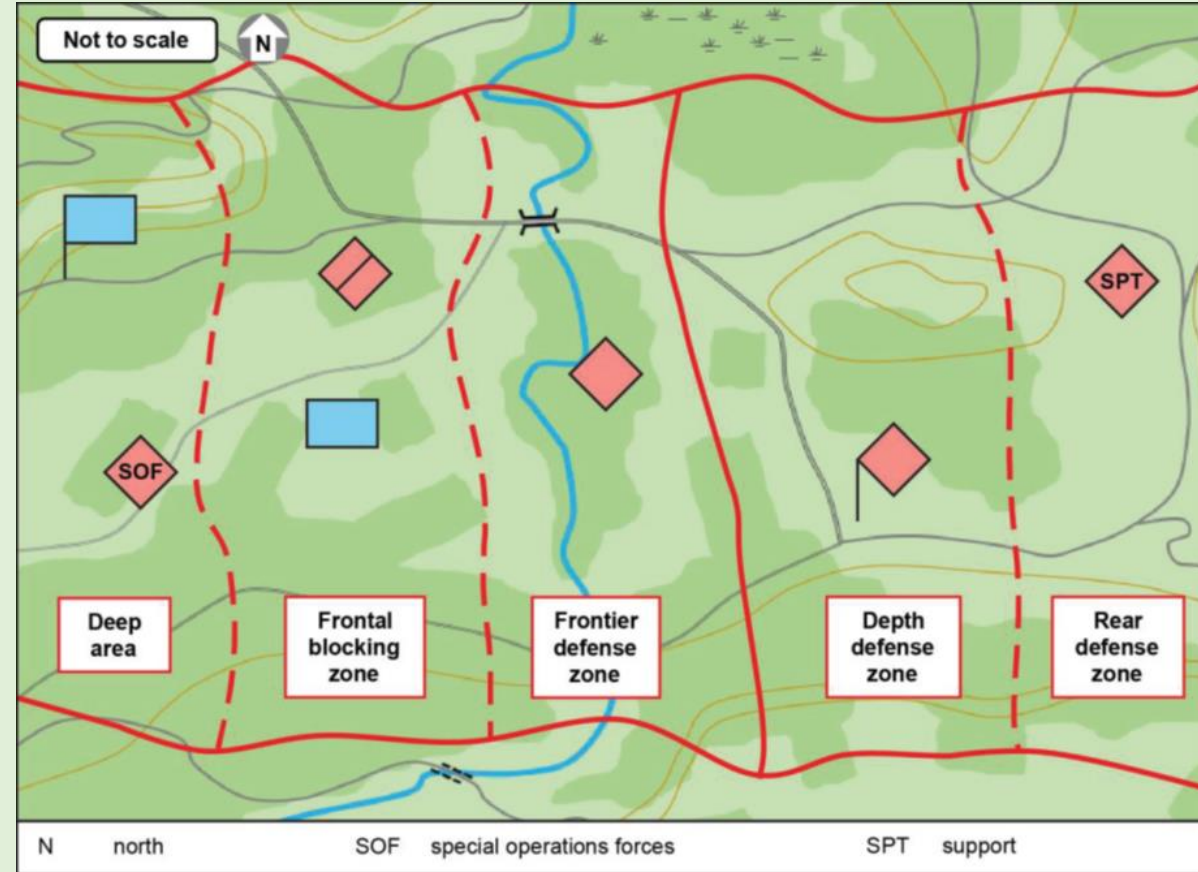
Increased Importance of Offensive Actions

Offensive actions, including counterattacks, are crucial within a defensive operation. A well-executed counterattack can disrupt and defeat enemy actions by exploiting firepower, reconnaissance, and the elements of surprise and initiative. The PLAA's defence strategy focuses on depth attacks and manoeuvring to isolate and destroy enemy forces.

Defensive Operations

Defensive Zones

- **Deep Area:** Deep areas are beyond the reach of a defensive group's weapons but are used for reconnaissance and counter-reconnaissance, supported by SOF, air, and missile assets, to disrupt enemy advances and gather intelligence.
- **Frontal Blocking Zone:** The frontal blocking zone, positioned 3 to 5 km ahead of the main body, serves as an early warning and disruption area, with units performing screening and reconnaissance to delay the enemy and provide time for decision-making.
- **Frontier Defence Zone:** The frontier defence zone is the main defensive area, containing key defence points and most combat power, where units conduct strong defences and fortify positions to force enemy commitment and counterattack opportunities.
- **Depth Defence Zone:** The depth defence zone, located behind the frontier zone, houses counterattack forces and reserves, focusing on reacting to enemy assaults, protecting against air and artillery attacks, and maintaining concealment.
- **Rear Defence Zone:** The rear defence zone supports logistics and equipment, includes rear security units, and protects against deep artillery and air strikes, ensuring mobility for retrograde or reinforcement movements.

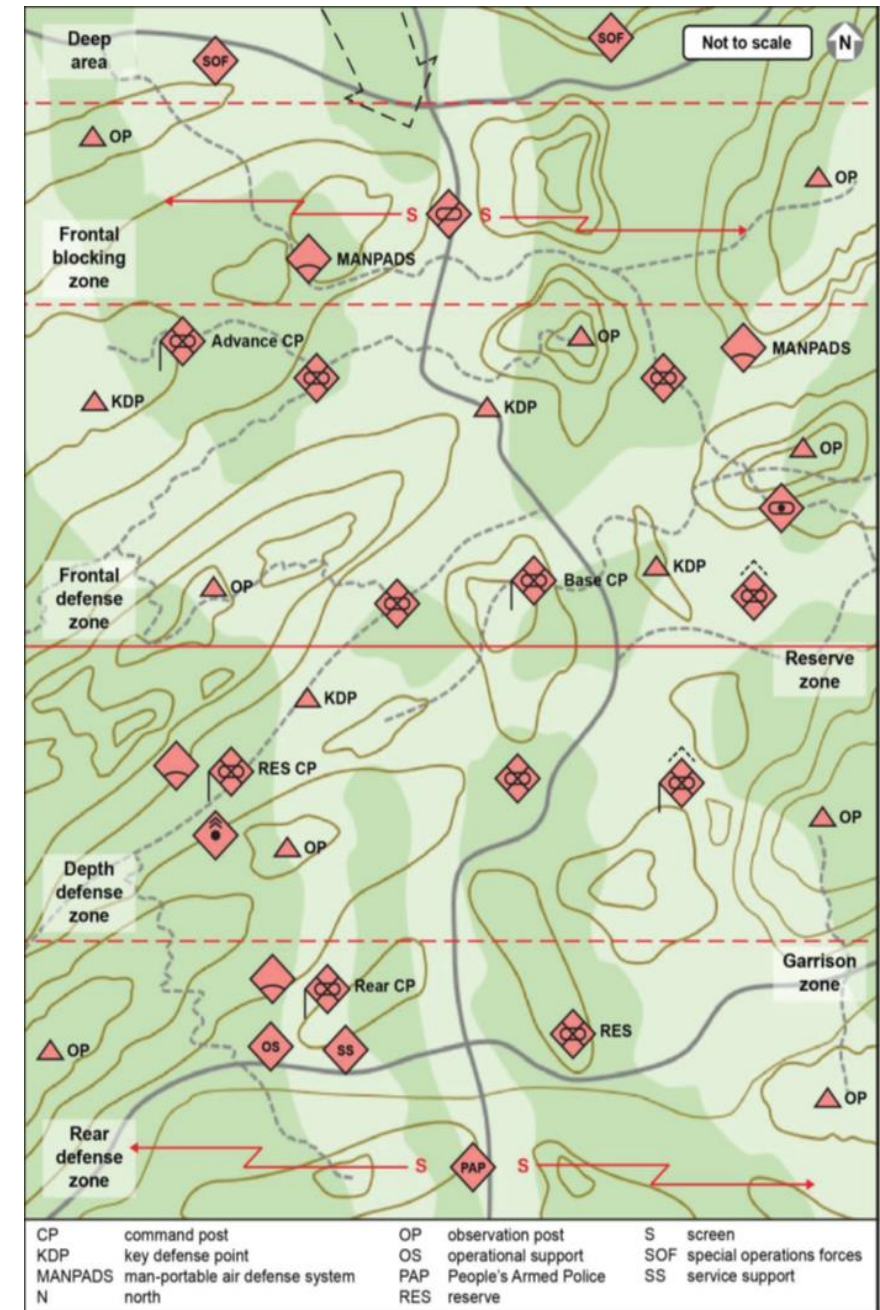


Defensive Considerations

Positional Defence and **Mobile Defence** represent the main tactical approaches to Olvanan Defence strategies. The two approaches are applied to support their assertive Defence philosophies to enable manoeuvre and offensive operations.

Maintaining mobility and flexibility is critical to the application of these Defensive strategies and they use a combination of **Simple defence** and **Complex Defence** positions to achieve the tactical outcome.

- **Positional Defence Operations** will commonly be used in conjunction with **Complex Defence** to secure Key Defence Points (KDP) and more static positions, with a dominant focus on all round defence that will provide pivot points and nodes that facilitate the wider **Defensive Zone**.
- **Mobile Defence Operations** will commonly be used in conjunction with **Simple Defence** to enable flexible, mobility and a more offensive defence profile, with **Simple Defence** positions typically focussing on one dominant avenue of approach and reduced prepared positions.



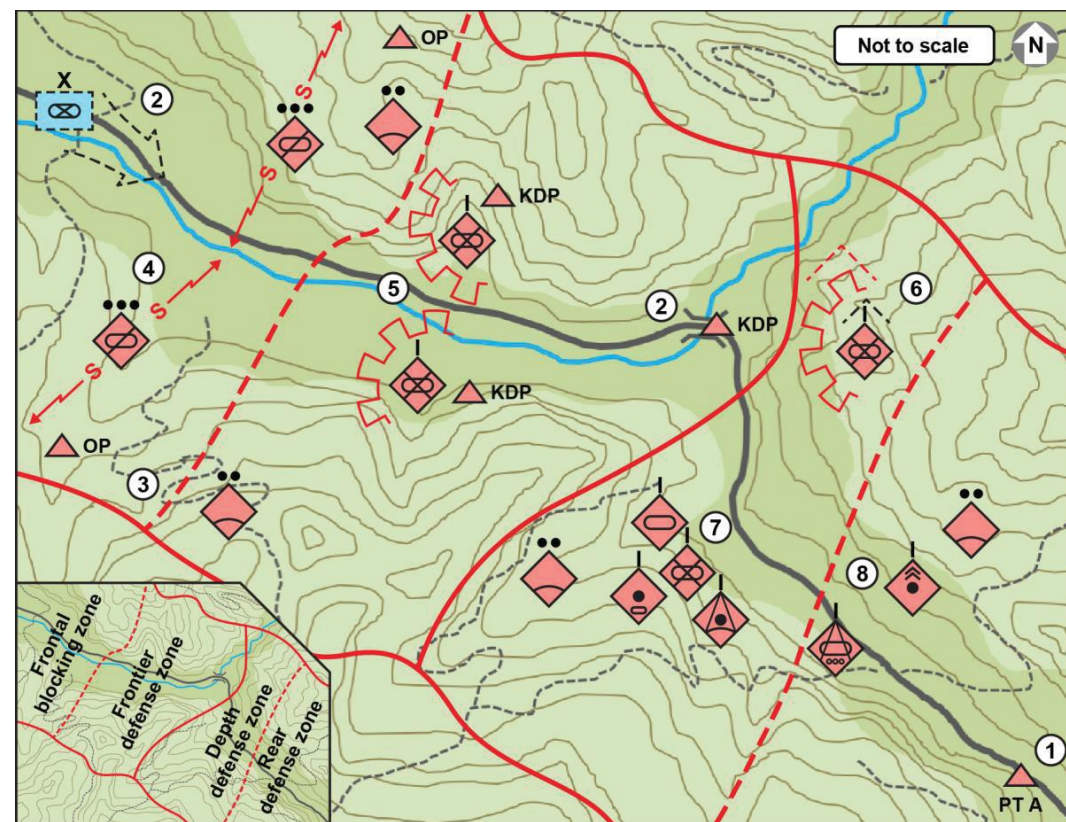
Positional Defensive Operations

Positional defensive operations rely on entrenched positions, defensive terrain, obstacles, and stubborn resistance, focusing on defending key terrain and delaying enemy forces rather than enabling rapid troop relocation. These operations are static, not decisive, and should be part of a larger defensive strategy, aiming to deplete enemy strength and buy time for offensive actions elsewhere.

Key Principles:

- **Keep the Defensive Zone Small:** Positional defence requires high troop density within a smaller defensive zone to concentrate combat power, restrict enemy manoeuvrability, and support defensive entrenchments.
- **Prepare Sufficiently:** Commanders must plan and anticipate positional battles, allowing time for building fortified positions and integrating firepower, which requires considerable time and preparation.
- **Emphasize Holding Positions:** Operations should focus on holding strong terrain to force the enemy to expend resources, enabling defensive commanders to create plans that reduce enemy morale and combat capabilities, and buy time for other operations.

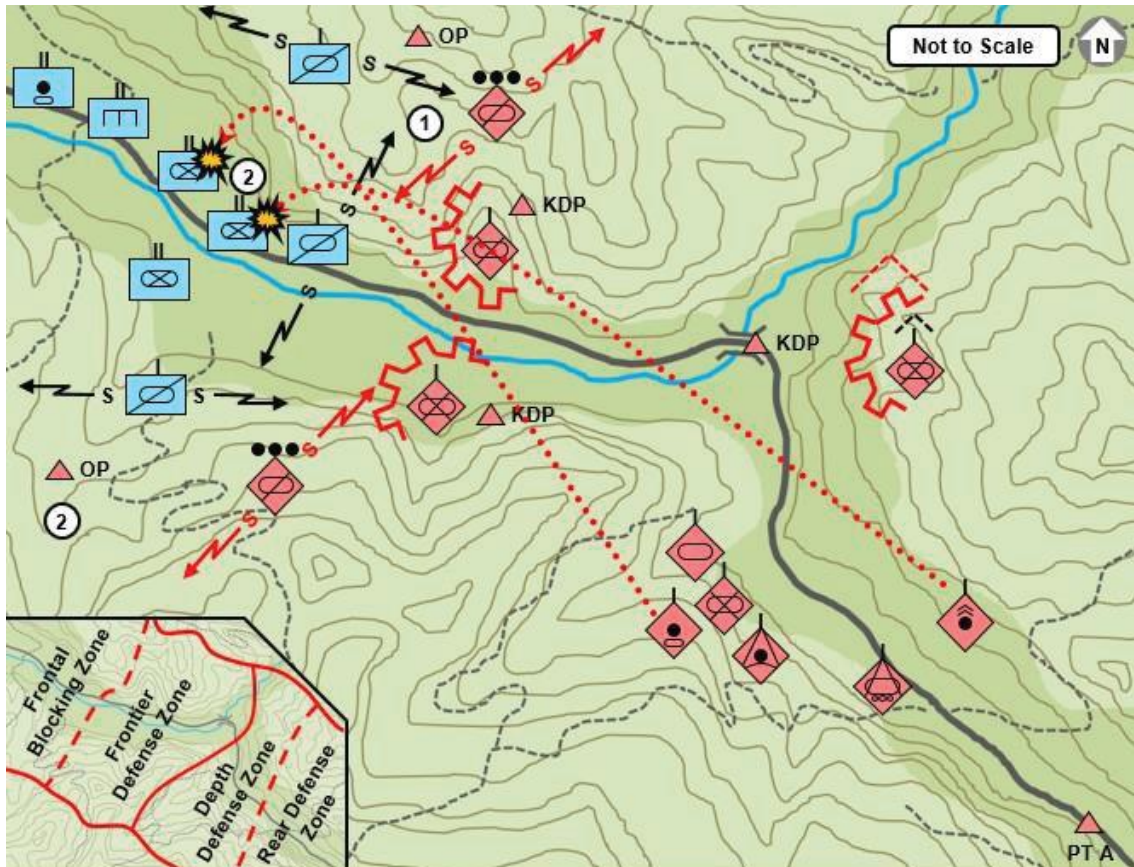
Positional Defensive Operations – 1 of 4



Phase 1: Setup

1. **Objective:** Block enemy from reaching point A, expecting approach from northwest towards a bridge.
2. **Deployment:** MANPADs and ops units spread out; cover group for recon; frontier group fortifies riverbanks; deception east of bridge; depth group hidden south; artillery and reserves southeast.
3. **Anti-air:** Ops and MANPAD units are deployed throughout the defensive zone.
4. **Cover group:** Cover group conducts reconnaissance and screens the main body.
5. **Frontier defence group:** The frontier defence group fortifies positions on both sides of the river.
6. **Deception group:** A deception group is deployed east of the bridge.
7. **Depth defence group:** Is concealed along the main road south of the bridge.
8. **Firepower and reserve:** Light rocket artillery and an anti-tank reserve occupy the southeast.

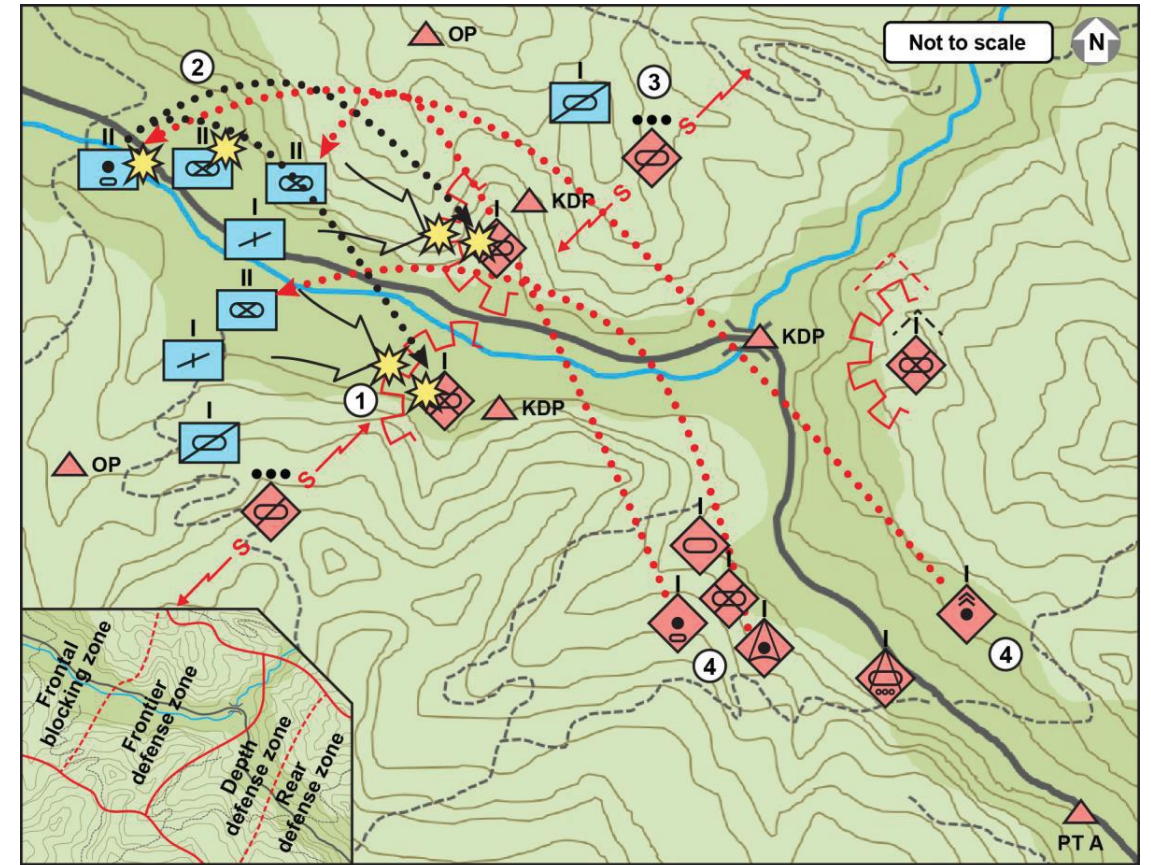
Positional Defensive Operations – 2 of 4



Phase 2: Initial Contact

1. **Engagement:** Cover group encounters enemy scouts, initiating recon and counter-recon in the blocking zone.
2. **Artillery Support:** Forward observers direct fire to disrupt and damage enemy main force.

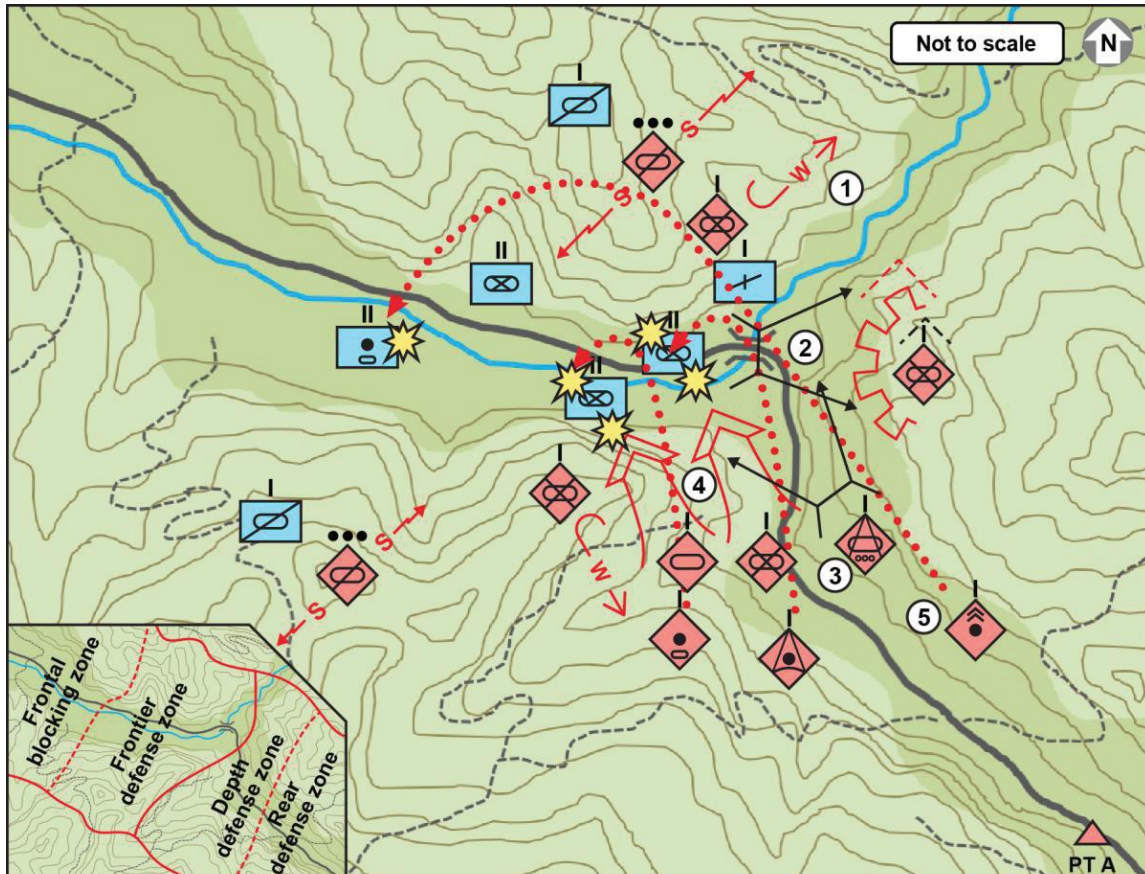
Positional Defensive Operations – 3 of 4



Phase 3: Main Assault

1. **Frontier defence group:** holds against enemy mechanized and engineer attacks, utilizing fortifications and favourable terrain.
2. **Counter recon:** Own artillery targets enemy artillery positions once revealed.
3. **Counter recon:** Frontier defence scouts resist enemy reconnaissance attempts to locate the main body.
4. **Firepower group:** Tube artillery and mortars target the enemy assault, while rocket artillery targets enemy self-propelled guns when they fire.

Positional Defensive Operations – 4 of 4



Phase 4: Counter Manoeuvre

1. **Withdrawal:** Frontline defence units withdraw after inflicting significant casualties and disrupting enemy movement.
2. **Bridge Capture:** Enemy takes bridge, sets up fire support, mistakenly targets decoy positions.
3. **Ambush:** Depth group's guns fire from concealed positions; depth main force emerge from concealment and assaults the enemy flank.
4. **Suppression:** Firepower group conduct counter fire efforts to suppress and neutralize enemy artillery continue.

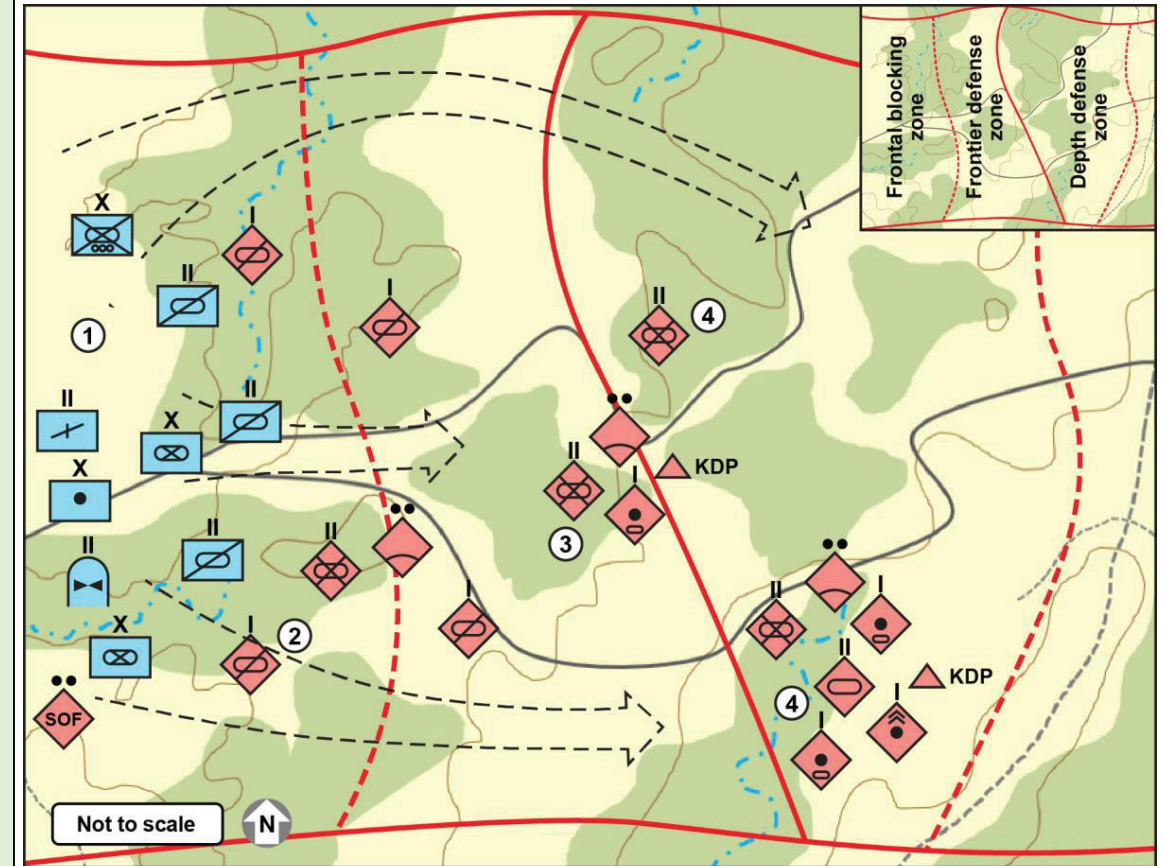
Mobile Defensive Operations

These operations combine blocking actions with counterattacks to decisively defeat an opponent, using armoured or mechanized forces for manoeuvre and concentrated combat power. Integrated firepower, information warfare, and engineering support help isolate and annihilate enemy units or force their withdrawal.

Key Principles:

- **Plan and Execute Quickly and Decisively:** Mobile defences are reactionary and require quick planning and execution, with adaptable plans that allow for situational changes and instruct units on key defensive positions and countermeasures.
- **Assume a Large Defensive Zone:** Conducted over a wide area, these operations force enemy dispersion and rely on mobility to concentrate combat power, allowing for rapid transfer of strength and adaptable offensive or defensive actions.
- **Focus on the Offense:** Emphasizing tactical-level attacks and counterattacks, mobile defences seek decisive engagement and uses raids, ambushes, and information warfare to support the main counterattack effort.
- **Emphasize Flexibility and Mobility:** Success depends on massing combat power at critical points, requiring flexible, mobile units that can quickly adapt to shifting battle conditions and conduct offensive actions across various areas.
- **Assume Command and Communication Challenges:** Commanders must train subordinates to act independently when isolated, establishing robust command and communication structures while enabling operations without direct communication.

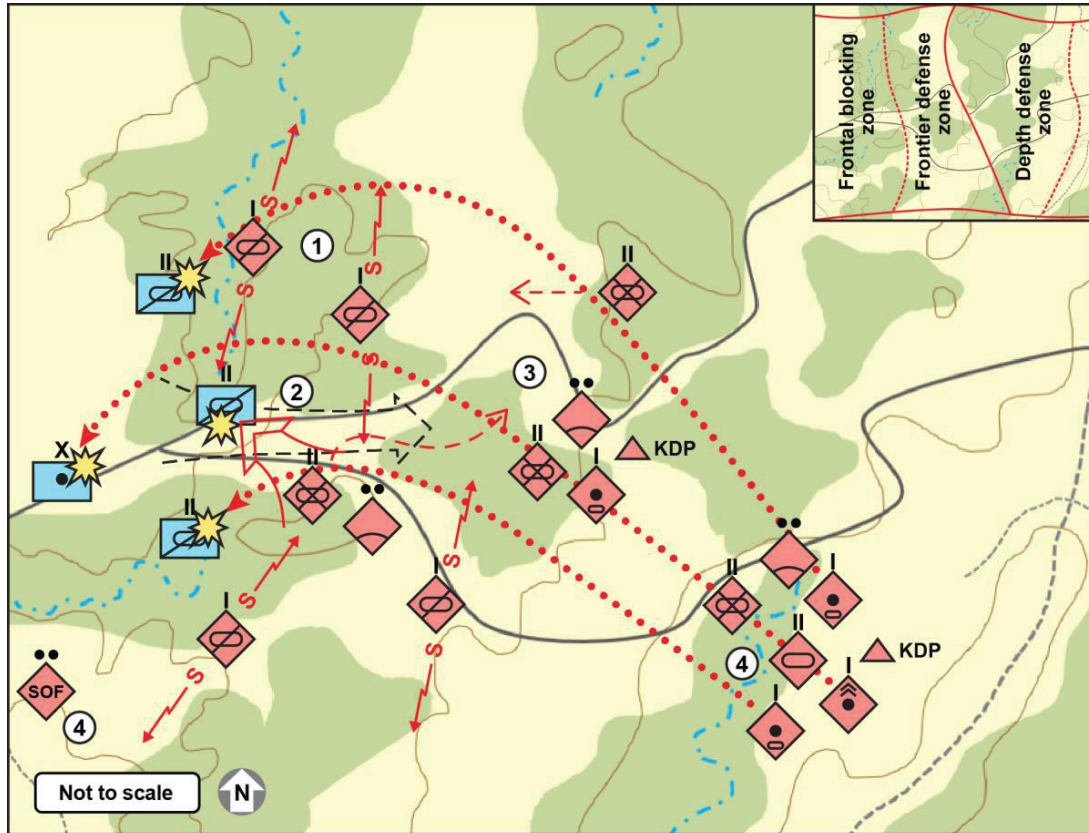
Mobile Defensive Operations – 1 of 4



Phase 1: Preparation

1. **Objective:** A defensive group conducts a mobile defence against a superior force, to Defeat and destroy enemy units.
2. **Cover Group:** Sets up in the frontal blocking zone for reconnaissance and mobility.
3. **Frontier Defence Group:** Adds additional screening and recon with a B-det and recon units.
4. **Depth Defence Group:** Three battalions plan to out manoeuvre larger enemy units with focused firepower

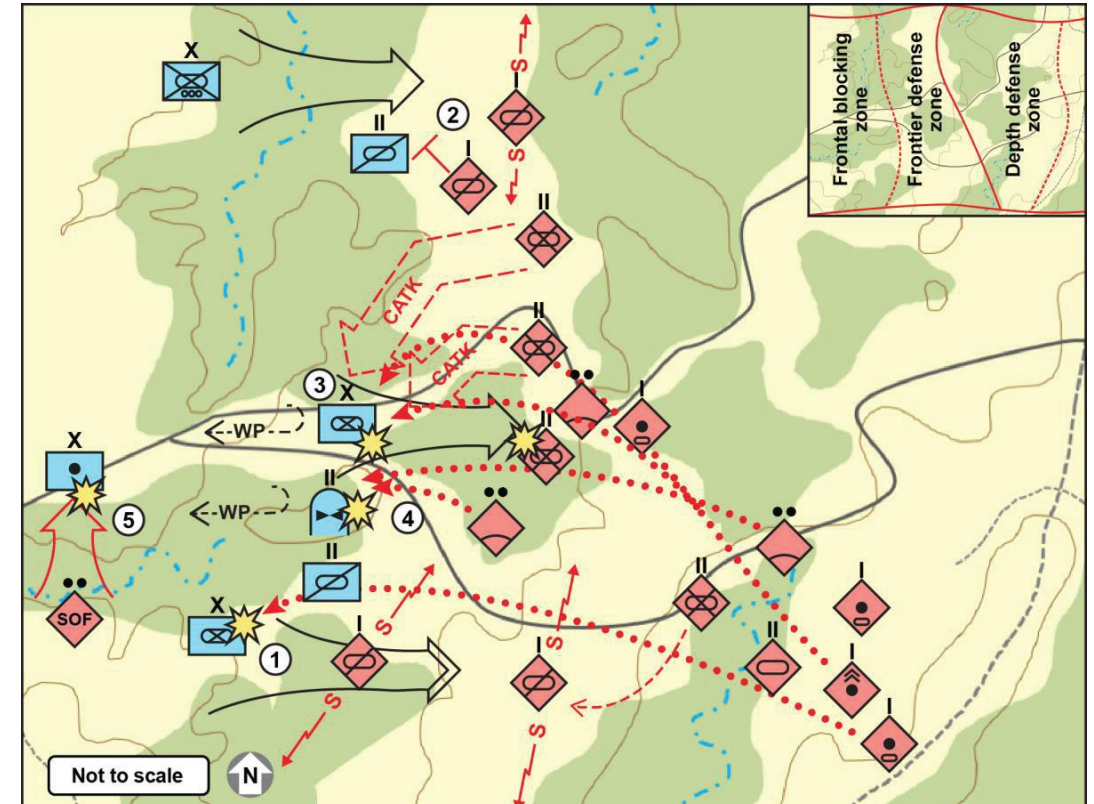
Mobile Defensive Operations – 2 of 4



Phase 2: Initial Engagement

1. **Recon Fight:** Cover group screens and counters enemy scouts, disrupting their recon efforts.
2. **Surprise Raid:** Medium B-det attacks enemy scout unit, causing significant damage.
3. **Defensive Line:** Mechanized B-det form a defence line with two additional B-dets.
4. **Counter fire:** Rocket battalion outranges and suppresses enemy artillery, guided by SOF.

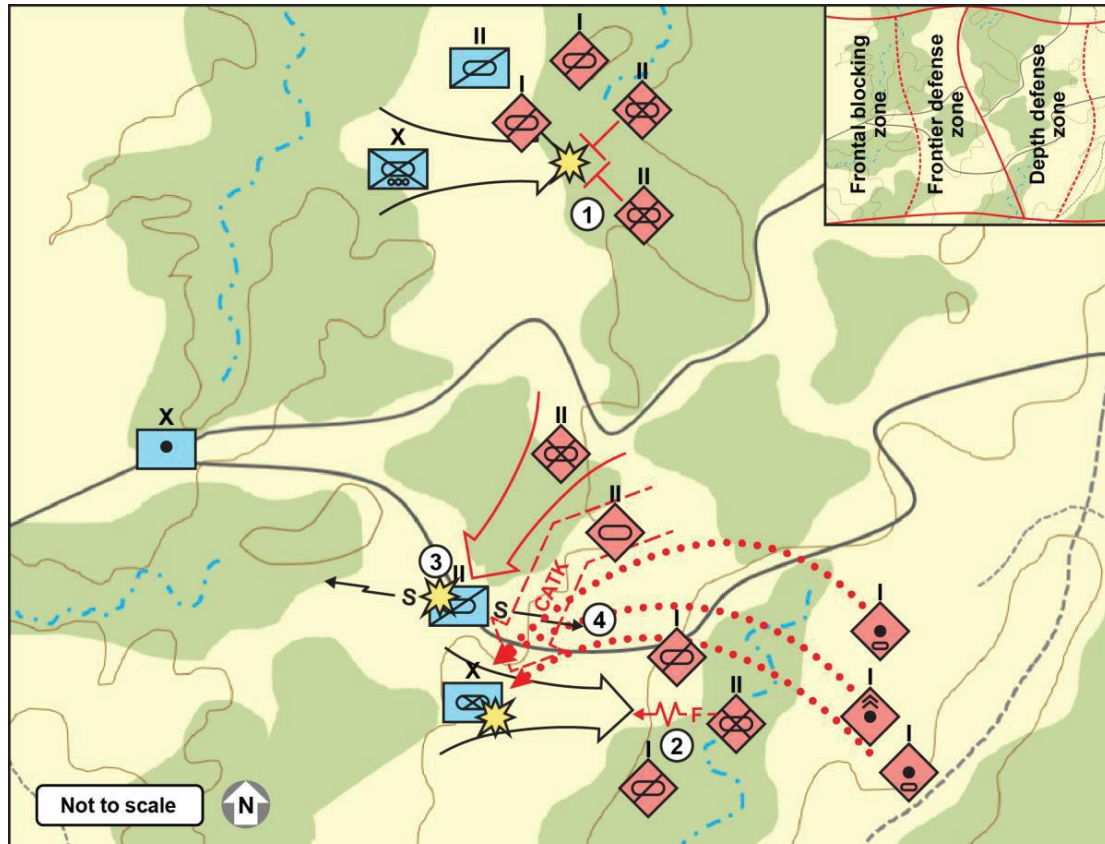
Mobile Defensive Operations – 3 of 4



Phase 3: Main Defence

1. **Southern Front:** Cover group slows enemy main assault with units screen and disrupt the superior enemy force.
2. **Northern Flank:** Blocking and diversion tactics push enemy north, protecting the central counterattack.
3. **Centre Counterattack:** deprived of effective scouting, the enemy assaults an inferior force, only to be counterattacked and forced to withdraw, isolating their wings.
4. **Air Defence:** Medium-range air defence forces enemy aircraft to lower altitudes, where an ambush inflicts severe damage, leaving the main assault without air support.
5. **SOF Raids:** Disrupt enemy artillery support from the rear, disrupting their fire support.

Mobile Defensive Operations – 4 of 4



Phase 4: Exploitation

1. **Northern Reinforcement:** Additional units block and isolate northern enemy forces.
2. **Main Effort Resistance:** Depth group B-det holds firm despite being outnumbered, fixing enemy in place.
3. **Flank Pressure:** Mechanized B-det unit attacks enemy recon, stressing the main force's flank.
4. **Decisive Counterattack:** Heavy B-det strikes enemy's main body flank with concentrated firepower in a counterattack.

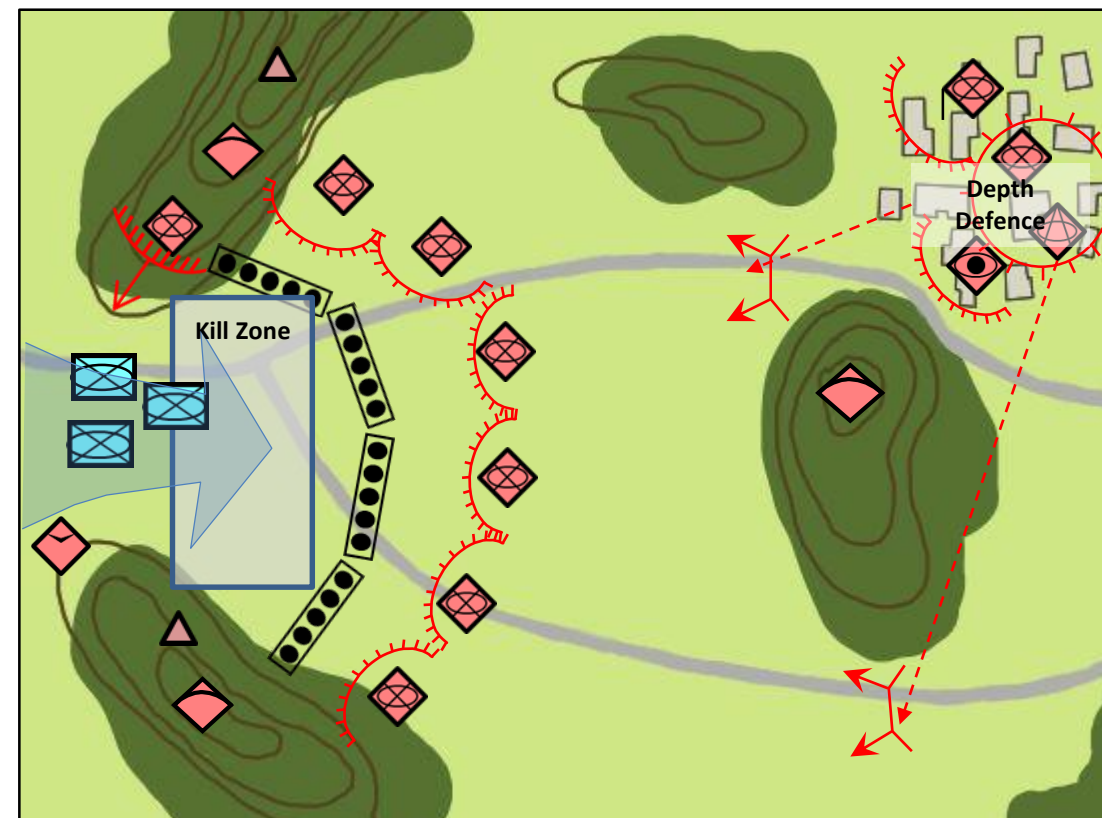
Simple Battle Position (SPB)

Defence of a Simple Battle Position (SBP): An SBP is oriented on the enemy's most likely approach and may use restrictive terrain and engineering efforts to hinder enemy movement, aiming to prevent or defeat penetrations.

Functional Elements:

- **Cover Group:** Tasks include defeating enemy reconnaissance, determining enemy force details, and targeting enemy combat systems, often using combat security outposts (CSOPs) and ambush teams.
 - **CSOPs:** Positioned ahead of the battle zone, they prevent enemy reconnaissance, force premature enemy deployment, and can ambush, attack by fire, delay, disrupt, or fix enemy forces. CSOPs withdraw if overmatched.
 - **Ambush Teams:** Concealed ahead of the battle zone, they target key enemy forces with surprise flanking or close-range fire.
- **Frontier Defence Group:** Responsible for defeating attacking forces and manoeuvring to counter penetrations or the seizure of other SBPs.
- **Depth Defence Group:** Provides tactical flexibility, augments forces in the disruption zone, rehearses counterattack routes, and can conduct counterattacks, counter penetration, anti-landing defence, assist in breaking contact, or act as a deception element.
- **Combat Reserve Group:** Provides combat service support, command and control, supporting fire (direct and indirect), nonlethal actions (jamming, psychological warfare), engineer support to the defending force, and reinforces the main defence line.

Simple Battle Position (example)



Defence of a Simple Battle Position (SBP)

1. **Counter-Reconnaissance:** Defenders actively counter enemy reconnaissance, especially in the disruption zone, using electronic warfare to locate enemy scouts. The reserve can quickly respond to threats in battle or support zones.
2. **Engagement in Zones:**
 - a. **Disruption Zone:** Use firepower to slow and reduce enemy forces before they reach main defences.
 - b. **Battle Zone:** Aim to stop attackers. If penetrated, use reserves or reposition forces to counterattack or reclaim positions.
 - c. **Support Zone:** Provides necessary support to other zones and repositions to avoid destruction or assist in counterattacks if the SBP is compromised.
3. **Deception Tactics:** Create fake positions and signatures to mislead attackers about defence strengths and locations, serving both protective and tactical deception roles.

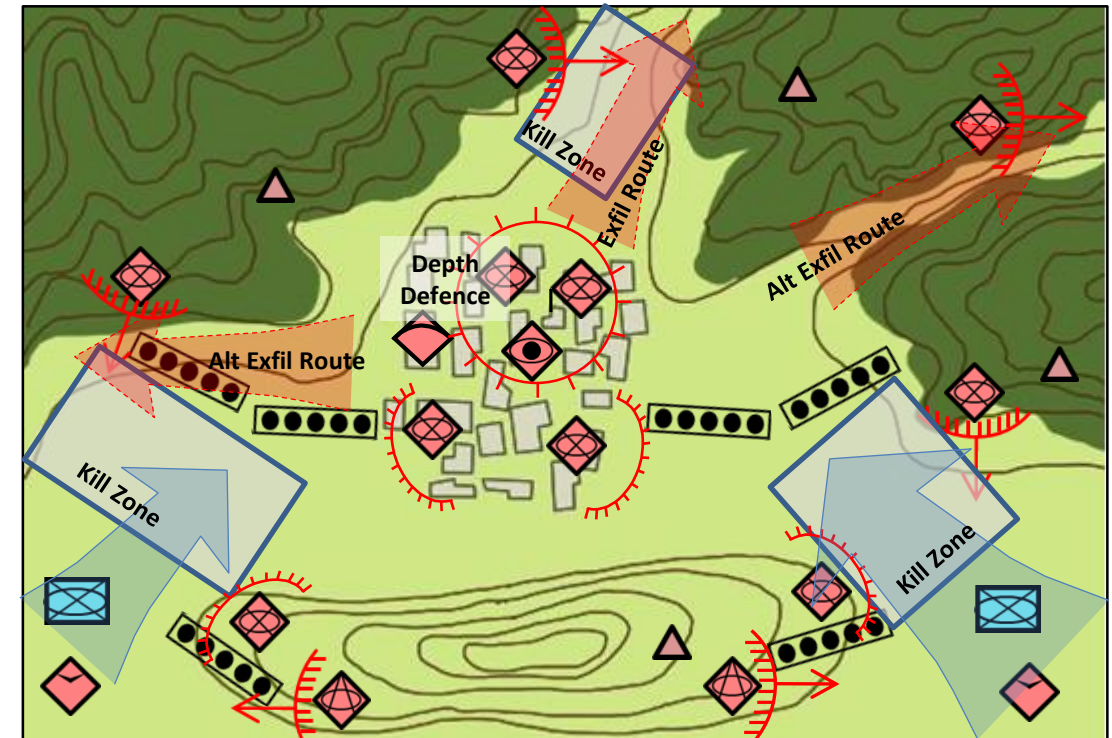
Complex Battle Position (CBP)

CBPs protect units from detection and attack, aiming to preserve combat power until offensive action is possible. Defenders engage only when they can defeat aggressors, withdrawing if overmatched. CBPs use restrictive terrain, engineer efforts, camouflage/cover/concealment/deception (C3D), and cultural standoff to avoid detection and attack. C3D measures help avoid enemy contact, and units remain dispersed to counter precision strikes. Cultural standoff uses cultural differences to protect from enemy weapon systems, like using non-combatant areas as bases of fire.

Functional Elements:

- **Cover Group:** Detects attackers and provides early warning, using CSOPs, ambush teams, and indirect fire assets like mortars. They remain in position during attacks to maintain reconnaissance capabilities.
- **Frontier Defence Group:** Responsible for defeating attackers and covering the withdrawal of the support element if needed.
- **Depth Defence Group:** Provides tactical flexibility, augmenting disruption elements for security and performing tasks like counterattacks, counter-penetration, anti-landing defence, and deception, without revealing the CBP location.
- **Combat Reserve Group:** Provides combat service support, command and control, supporting direct and indirect fire, nonlethal actions (e.g., jamming, psychological warfare), engineer support to the defending force, and reinforces the main defence line.

Complex Battle Position (example)



Defence of a Complex Battle Position (CBP)

1. **Purpose:** Protect units from detection and attack, preserving combat power for future offensive actions. Defenders engage only if victory seems possible; otherwise, they withdraw to conserve forces.
2. **Defence Strategy:**
 - a. Use terrain and engineering to prevent enemy approach and occupation.
 - b. Employ C3D (Camouflage, Concealment, Cover, Deception) and cultural standoff to avoid detection and attack.
 - c. Disperse forces to minimize damage from precision strikes; move non-combat vehicles to reduce battlefield signature.
3. **Execution of Defence:**
 - a. Primarily use passive security measures; active defence with fires when attack is imminent.
 - b. Battle zone defenders aim to repel attackers or cover unit withdrawal if overwhelmed.
 - c. If penetrated, reserves might delay enemy while main units withdraw.
 - d. Support zone units assist other zones and are among the first to withdraw if necessary.

Consolidate or Withdraw

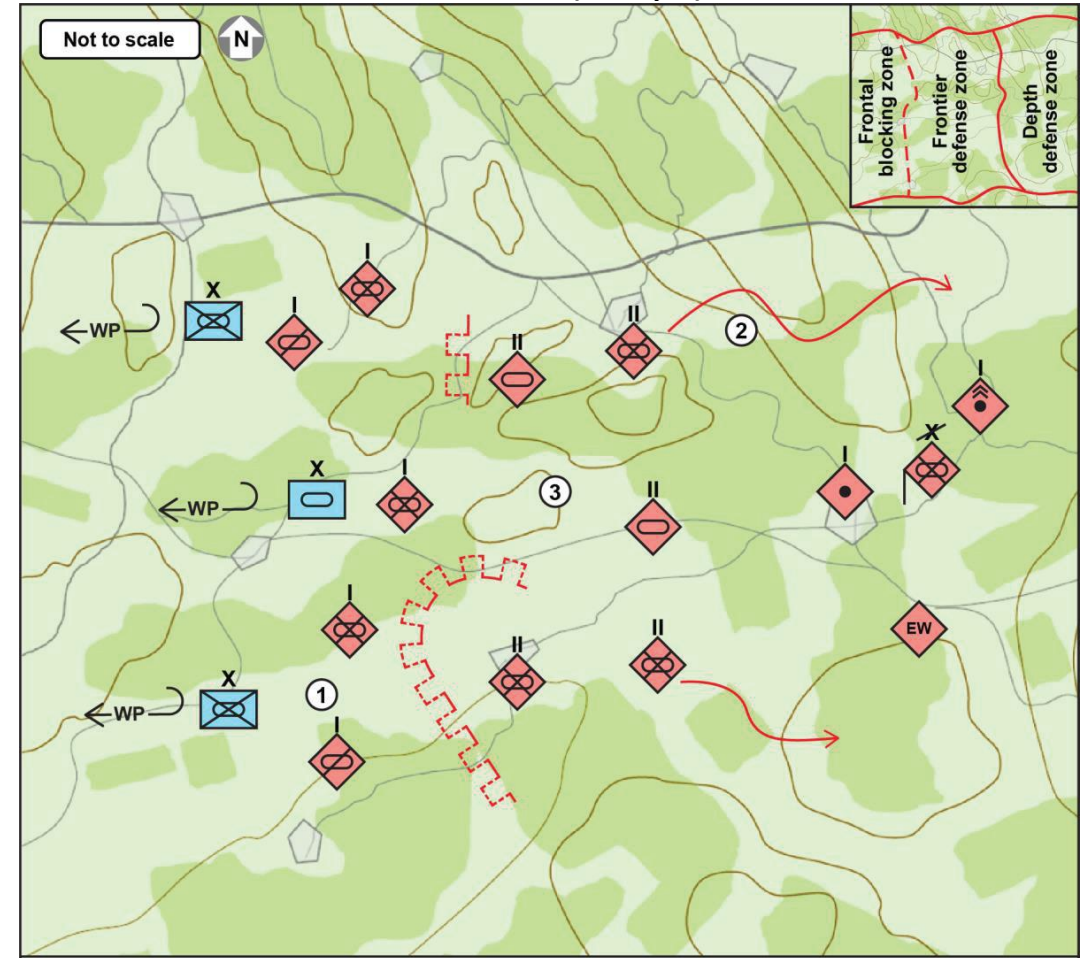
Consolidate Operations

Decision Making Post-Counterattack: After a counterattack, commanders must decide whether to launch a follow-on attack into enemy territory, hold and fortify the current position, or withdraw. This decision depends on factors like casualties, troop readiness, enemy vulnerability, and potential advantages of each action.

Withdrawal Considerations: If the counterattack fails or casualties are severe, an orderly withdrawal may be necessary, involving alternating retrograde operations and blocking actions to avoid enemy pursuit. Air defence is crucial to counter air attacks, and units must use concealment to protect against firepower during withdrawal. Firepower or artillery groups should prioritize counter fire for withdrawing units.

Withdrawal Order of Precedence: The withdrawal sequence begins with the cover group leaving the frontal blocking zone, followed by support and logistics groups exiting the rear, and then the main body and artillery groups leaving the frontier defence zone. The reserve group conducts rear guard or screening actions, ensuring other groups reach safety. A new defensive zone should be established quickly in an accessible, defensible assembly area.

The Consolidate (example)



The Consolidate

1. **Pursuit:** Cover group harasses the retreating enemy with firepower to prevent regrouping.
2. **Reorganization:** The heavily hit frontier defence group retreats for recovery and becomes the reserve.
3. **Defensive Setup:** Depth and reserve groups take over primary defence roles, fortifying positions for future engagements or counterattacks.

Consolidate or Withdraw

Withdrawal Operations

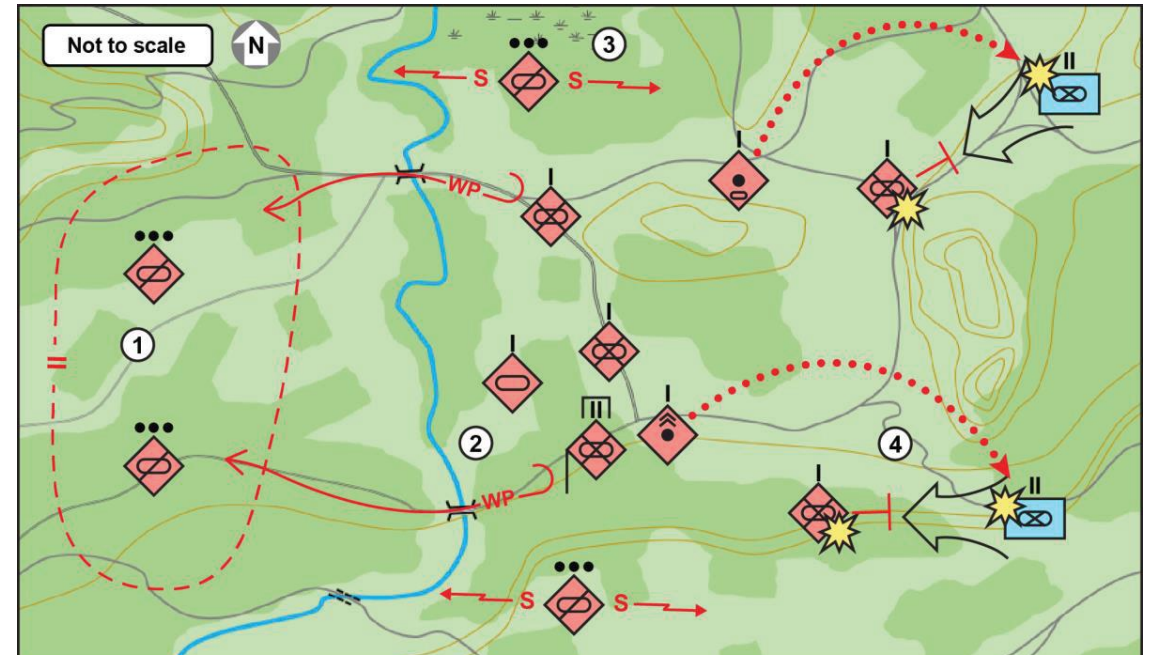
A withdrawal is a planned retreat, categorized as either active or compelled. Active withdrawals aim to take up a better position, support adjacent units, avoid enemy firepower, or lure the enemy into overextending. Compelled withdrawals occur in response to an enemy attack when continued resistance is unwise or impossible.

Withdrawals are risky as they are conducted in direct contact with the enemy, often against superior forces. Effective withdrawals require integrating combat power and methods to protect the withdrawing unit and avoid enemy exploitation. Active withdrawals are well-planned, while compelled ones require rapid, flexible execution.

The withdrawal process begins with cover and screen forces moving to a rear assembly point to establish a new security zone. Rear security and logistics elements follow, with the main body withdrawing next, timed to maximize environmental concealment. The rear guard and firepower elements withdraw last, delaying and disrupting enemy pursuit.

At the new assembly area, the defensive group quickly establishes a new defensive position, evacuates casualties, reorganizes, and re-establishes contact with adjacent units.

The Withdrawal (example)



The Withdraw

1. **Repositioning:** Defensive group retreats from an indefensible spot, with the cover group scouting for a new defensive setup.
2. **Rapid Movement:** The Main Body move quickly to minimize vulnerability to enemy attacks.
3. **Flank Security:** Operations secure the flanks during the move to prevent ambushes.
4. **Rear-Guard Action:** Units at the rear block and delay, using firepower to stall pursuers, buying time for the group to establish a new defence line.

The Counterattack

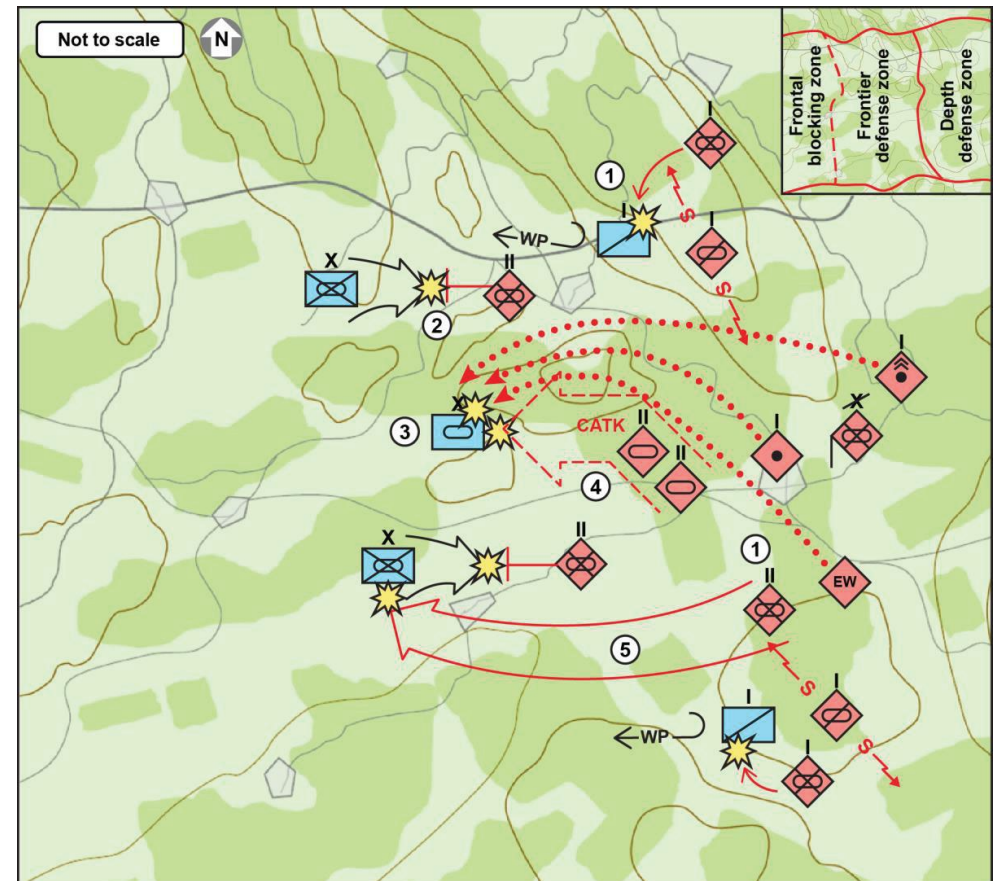
Purpose and Execution: The counterattack, or mobile assault, is the climax of a defensive operation, aiming to disintegrate the enemy attack and force a retreat or annihilation. It involves massing combat power to penetrate enemy flanks at their weakest points, often utilizing the depth defence or combat reserve group.

Timing and Strategy: The counterattack should occur when the enemy is overextended and low on supplies, often after a resolute defence. It can include several phases, which may happen simultaneously or sequentially.

Phases of Counterattack:

- **Concentrate Fire:** Initiate the counterattack by concentrating firepower on the enemy's strongest elements, such as armoured spearheads, using indirect fire, direct fire, and information attacks. This disrupts the enemy, creates casualties, and opens a path for the counterattack.
- **Seal Off Breakthroughs:** Neutralize or defeat any enemy breakthroughs in the counterattack zone before advancing. This prevents breakthroughs from threatening the counterattack and isolates remaining enemy units, facilitating their destruction or withdrawal.
- **Multi-domain or Multidirectional Assault:** Execute a small-scale offensive operation with penetrations from multiple directions and domains. Direct frontal assaults are preferred for fixing the enemy, while pincer movements target exposed flanks but require more time and risk exposure to enemy artillery.
- **Hold Key Defence Points:** As the counterattack progresses, evaluate its effectiveness. Continue the attack or consolidate gains if successful, or assume a defensive posture if not. Deploy defensive groups to hold key defence points (KDPs) and block enemy reinforcements or supporting attacks to secure the counterattack's gains.

Counterattack (example)



Counterattack Execution

1. **Counter-Recon:** Cover group persists in neutralizing enemy scouts, exposing enemy flanks.
2. **Blocking Actions:** Frontier defence group holds against secondary enemy attacks, maintaining line integrity.
3. **Focused Firepower:** Artillery and EW targets the main enemy thrust to disrupt and weaken their advance.
4. **Main Body Counterattack:** Depth group engages, leveraging mobility and surprise for local superiority, aiming to break enemy momentum.
5. **Flank Attack:** Reserve forces strike the enemy's exposed side, aiming to isolate and compel retreat.

The Resist - Resist the Enemy's Assaults

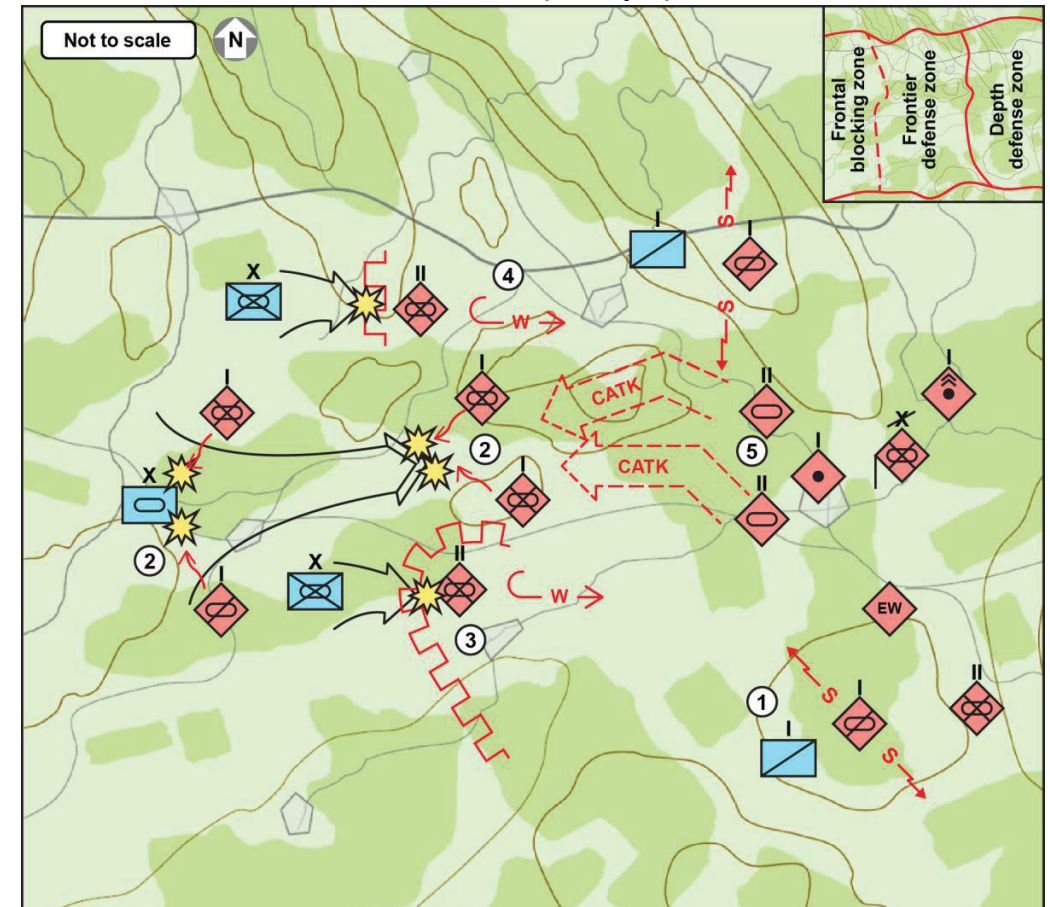
Main Defensive Effort: The resistance phase focuses on blunting the enemy's main assault, which involves manoeuvre, firepower, and information attacks. The goal is to sap the enemy's combat power, cohesion, and morale to make them vulnerable for counterattacks and transition to offense.

Guidelines for Resistance: Commanders follow three main guidelines during resistance: wage simultaneous resistance, prioritize combat strength, and use proper countermeasures.

- **Wage Simultaneous Resistance:** Resist enemy attacks targeting the defensive zone's full depth using a comprehensive approach. This can include symmetric actions, like armoured reserves meeting armoured thrusts, or asymmetric tactics, such as electromagnetic attacks to neutralize enemy air assaults. Utilize interior lines of communication and terrain knowledge for flexible force movement. Resistance involves blocking actions (defending key positions to stop or delay the enemy) and repositioning actions (conducting strategic withdrawals while inflicting casualties).
- **Prioritize Combat Strength:** Prioritize combat resources effectively by committing reserves and repositioning units to counter enemy thrusts with the minimum necessary force. Minimize unnecessary movement to maintain combat effectiveness and reduce vulnerability to enemy actions. Quality reconnaissance and intelligence are crucial for informed prioritization.

Use Proper Countermeasures: Defensive actions are inherently reactionary, requiring commanders to assess and counter enemy capabilities effectively. Build operational systems to anticipate and counter enemy actions, deploying combat power to counteract penetrations and assaults as they unfold.

The Resist (example)

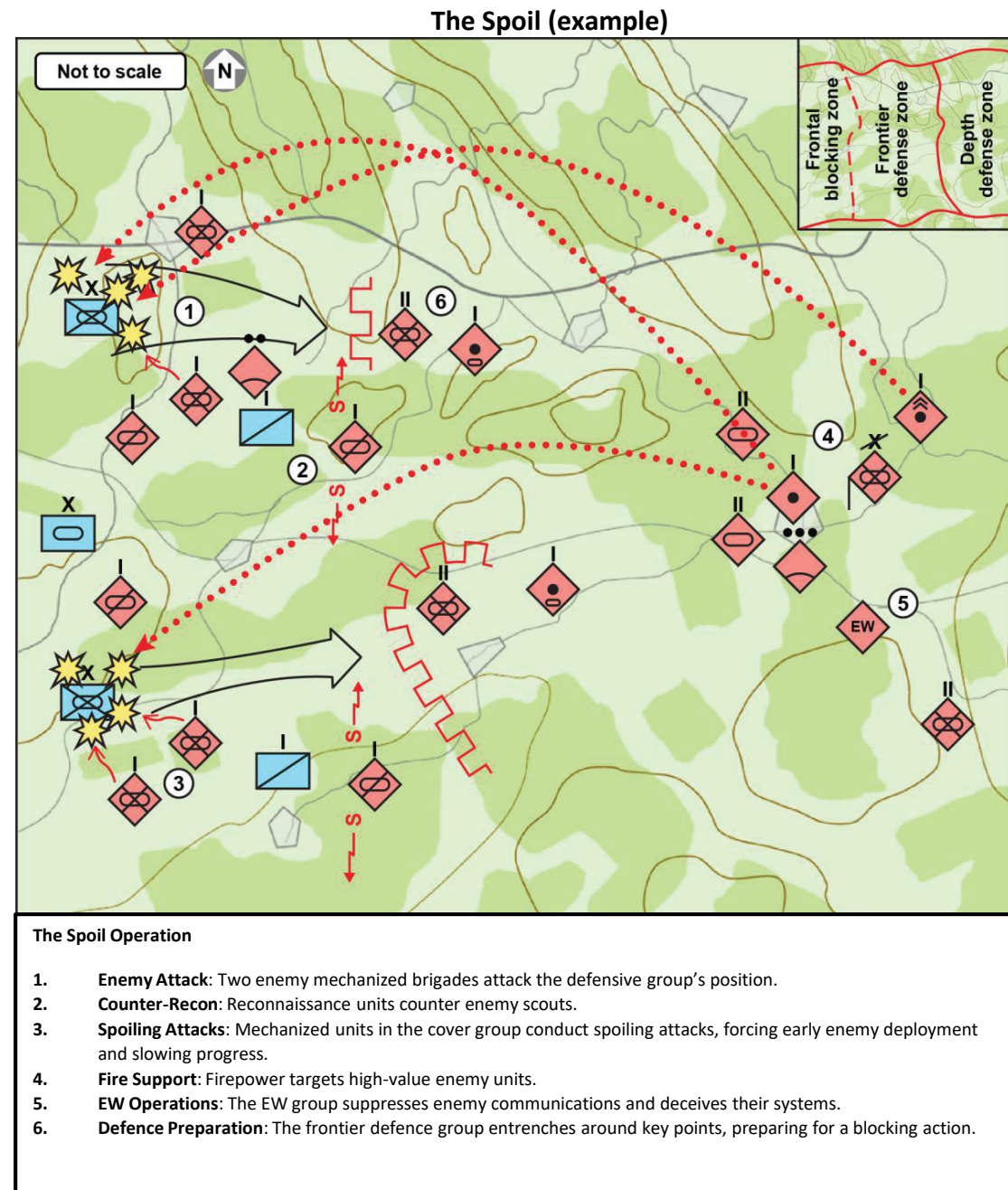


The Resist Strategy

1. **Counter-Recon:** Units keep thwarting enemy scouts to mask the main counterattack setup.
2. **Disruption:** Cover group launches spoiling attacks to disrupt and steer the enemy towards the planned counterattack zone.
3. **Frontline Defence:** Frontier units fiercely defend key positions, using entrenchments to withstand enemy efforts to isolate and destroy them.
4. **Retrograde Movement:** B-det slowly withdraws, preventing deep enemy penetrations.
5. **Counterattack Preparation:** Depth group advances to counterattack positions as the enemy's movements become clear, setting the stage for a decisive counterstrike.

The Spoil - Spoil the Enemy's Preparations

- **Objective:** Reconnaissance identifies the enemy's presence and disposition, the defensive group aims to disrupt the enemy's offensive plans through spoiling attacks and firepower assaults. These efforts are not decisive but enable main defensive actions and counterattacks.
- **Spoiling Attacks:** These limited-scope offensive actions, also known as harassing attacks, aim to disrupt enemy movement, reduce morale, and manipulate decision-making. They target key formations or capabilities, using hit-and-run tactics like raids to engage enemies in vulnerable states, such as during movement. High-value targets include communication systems and LOCs. Forces conducting these attacks act independently and focus on disrupting command and communication, inflicting casualties, and slowing the enemy's advance.
- **Firepower Assaults:** Utilizing artillery or firepower strike groups, firepower assaults target enemy forces with massed fire. They may involve predetermined firepower assault zones along expected enemy approaches. The aim is to decimate enemy formations when vulnerable, such as during movement or halts in open terrain. Integration with spoiling attacks maximizes accuracy and effectiveness, but commanders must avoid unnecessary exposure to enemy counter fire. Mobile artillery or deception tactics can be used to protect artillery forces during assaults.



The Breakout

Breakouts are vital when units are encircled or in danger of encirclement. Olvana emphasizes the ability to break out while preserving manpower and avoiding destruction. Success requires overcoming fear, rapid manoeuvre, and careful deception to concentrate combat power at a weak point, breaking through to a secure position.

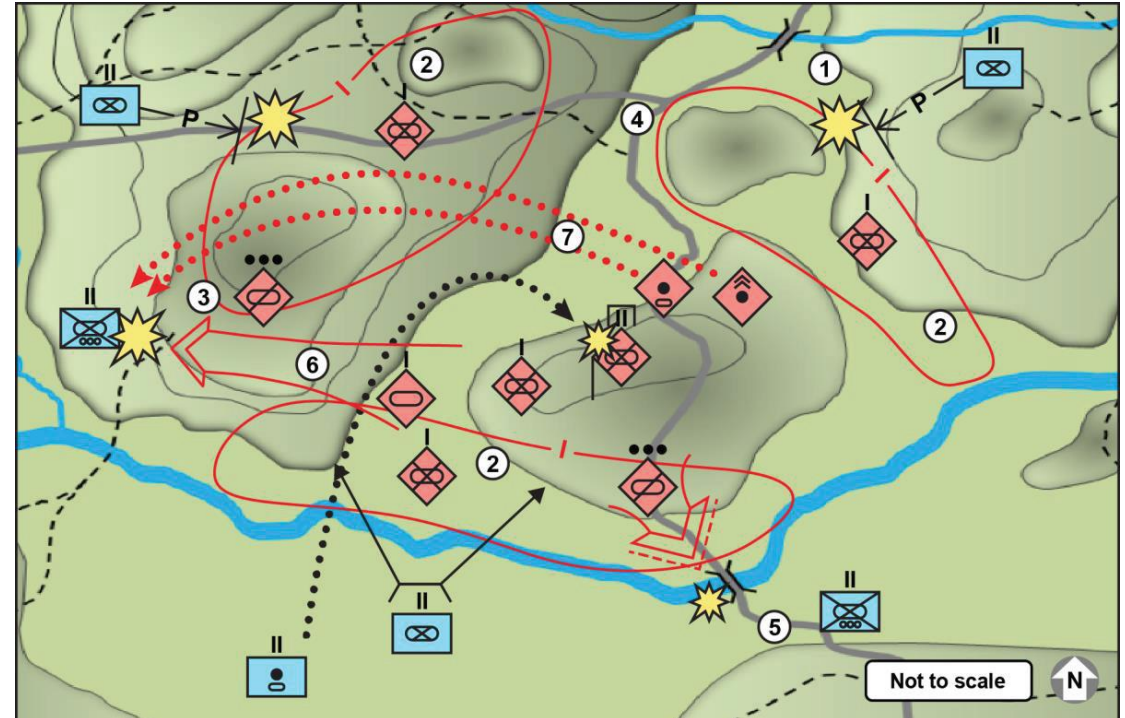
Encircled units, often weakened by multi-domain assaults, face unpredictable and constant enemy attacks, making extensive planning impossible. Successful breakouts depend on coordination with supporting units, particularly firepower groups, despite enemy efforts to suppress communication. Commanders may employ creative methods or independent actions to seize opportunities.

Rapid planning and simple, concealable plans are crucial. The first objective is building a defensible position, using terrain and interior lines to create a 360-degree perimeter. Units are organized into a frontier group for defence and a reserve group for the breakout.

Coordination with external firepower support is key, despite its difficulty. Breakout attacks should involve multiple, mutually supporting penetrations at enemy weak spots, maintaining deception and morale. Success is achieved by feeding additional troops into successful breaches.

During the withdrawal, the unit secures the egress route against enemy counterattacks, with blocking actions and firepower. The higher commander must ensure a secure defensive position for the retrograde, anticipating and defeating enemy pursuit with spoiling attacks and air defence.

The Breakout (example)



Breakout from Encirclement

- 1. Situation:** A defensive group, surrounded, decides to breakout.
- 2. Preparation:** The group sets up a robust defensive perimeter to withstand attacks.
- 3. Reconnaissance:** Identifies a weak enemy position to the west, contrary to where the enemy expects the breakout.
- 4. Strategy:** Commander opts for an unexpected breakout direction for surprise.
- 5. Deception:** A platoon performs a feint in an anticipated direction to mislead the enemy.
- 6. Assault:** An improvised assault group attacks through the weak point, aiming for local superiority despite being outnumbered.
- 7. Support and Withdrawal:** Limited firepower aids the assault. Success leads to one company covering the withdrawal to a new position.