

Appendix B

Intelligence Preparation of the Battlefield

IPB is a systematic and continuous process that analyzes enemy, weather, and terrain in an area of operations. The IPB process integrates enemy doctrine and mission with the effects of weather and terrain to evaluate enemy capabilities, vulnerabilities, and probable COAs.

The IPB process is crucial to breaching success. To successfully integrate the threat the force must identify critical intelligence requirements and conduct intelligence gathering using all its available assets. This greatly increases its capability to make counterobstacle decisions and to accomplish the breach. The force that attacks with a plan predicated on a nonexistent, unverified, or poorly integrated threat template sacrifices the initiative to the enemy. An incomplete IPB invites the enemy to attack with unseen obstacles and forces.

When analyzing terrain using the five military aspects of terrain-observation and fire, concealment and cover, obstacles, key terrain, and avenues of approach (OCOKA)—the force engineer focuses on obstacles. He identifies all existing and reinforcing obstacles and the effort required to use or overcome those obstacles.

The S2's threat evaluation consists of a study of the enemy's order of battle (OB) or, when such detailed OB data is not available, a generic doctrinal template. The staff engineer assists the S2 in conducting this threat evaluation. Based on knowledge of the OB, enemy obstacle tactics (such as the Soviet obstacle tactics in *Appendix A*), and the time available to the enemy, the staff engineer evaluates the enemy's obstacle capabilities. This evaluation considers constraints of terrain or weather to quantify minefield, AT ditching, wire obstacle, scatterable mining, and explosive obstacle capabilities.

The S2 relates the threat evaluation to the terrain and weather and develops the situation, event and decision support templates. The situation template is a doctrinal template with terrain and weather constraints applied. The S2 uses his tactical sense and known information to fit enemy forces to specific terrain. The staff engineer assists the S2 by fitting the enemy obstacle information to the situation template based on the obstacle capabilities, obstacle indicators or previous OBSTINTEL, knowledge of enemy obstacle tactics, terrain, and weather, and engineer judgment. As the S2 continues to develop probable enemy COAs, the staff engineer integrates likely enemy obstacle employment.

The next step is the event template. The event template analyzes and identifies significant battlefield events and enemy activities that confirm the enemy's COA. The S2 designates areas where significant enemy events and activities may occur

as NAIs. NAIs focus intelligence collection, R&S, and situation analysis. Surveillance of enemy obstacle activities in NAIs collects important information and reveals the enemy's intentions and actions. Joint analysis of this information by the S2 and the staff engineer is critical to confirming or denying the situation template. The following examples illustrate how obstacle activities help develop the situation:

- A threat force attacking along a mobility corridor and deploying extensive flank obstacles may be planning to envelop from the opposite flank or is anticipating a friendly attack on the obstructed flank.
- Buried minefield, mechanically or hand emplaced, indicate that the enemy is establishing a defense and not simply conducting a short halt before resuming the offense.

The event template is further developed into a DST. The DST relates key battlefield events, decisions, and actions in graphic form. The commander and staff begin developing the DST by using the situation and event templates to identify areas where fires and/or maneuver can influence the action. These areas are designated (NAIs are redesignated) as target areas of interest (TAIs). The commander uses decision points (DPs) to indicate points on the ground where he must make tactical decisions to fire or maneuver his force to a TM. DPs must be chosen to allow the commander enough time and space to react, adjust the plan, and execute accordingly.

The commander uses the DST to make timely breaching decisions during an attack. The situation and event template are tools used to identify a weakness in the enemy defense where the attacker can establish a foothold. The enemy's vulnerability is then targeted by indirect fires and the maneuver plan; the foothold becomes a TAI. NAIs are established to focus on confining the weakness of enemy obstacles and fires. For example, the commander organizing his force for an in-stride breach makes plans for shifting to a deliberate breach. The commander designates a DP on the ground that gives him enough time to reorganize his force and execute a deliberate breach. At this point he must assess the results of his reconnaissance efforts and decide whether to proceed with his in-stride organization or to shift to a deliberate breach.

Time lines are useful adjuncts to decision templating and help guide the continuous intelligence-gathering effort during the breach and attack. The time line may be used by the commander to—

- Focus reconnaissance for hasty minefield emplaced by a retreating force.

- Identify where the threat will employ situational obstacles in response to our attack.
- Anticipate the arrival time of enemy counterattacks.

As a result of the IPB process, the S2 develops intelligence requirements necessary to verify his picture of the battlefield. The commander designates intelligence requirements critical to the success of his plan as PIRs. The commander chooses PIRs based, in part, on the recommendation of the S2 and his engineer. The S2 develops an intelligence collection plan, in coordination with the S3 and engineer, and assigns R&S missions to intelligence collection resources. Enemy employment of obstacles in specific locations (NAIs) may be identified as PIRs, since such information is critical to verifying the entire situation template. Confirming obstacle locations gives the attacker a great deal of information about the location of enemy forces, weapons capability, and organization of fires. This information in turn is used to refine the scheme of maneuver.

Engineer platoons and squads execute reconnaissance missions alone or in conjunction with scouts and other intelligence-gathering assets. Engineers are trained to conduct obstacle and fortification reconnaissance to evaluate the technical nature of these works. Scouts and infantry also conduct obstacle reconnaissance and are experts in tactical maneuver and reconnaissance. By employing engineers, maneuver elements, scouts, GSR, and other assets, the force commander verifies the situation template or corrects the battlefield picture and adjusts his offensive plans.

In the following example, TF Tank has been issued a warning order and a rough situation template from the brigade S2 (see *Figure B-1*). The initial situation template places an enemy MRC, reinforced with undetermined obstacles, astride a mounted avenue of approach. The MRC is the TF objective.

The TF S2 and engineer take the brigade template and update the enemy situation (see *Figure B-2*). The commander approves the PIRs. The S2, S3, and TF engineer prepare a collection plan that includes PIR requests from

brigade intelligence assets such as GSR, artillery direction-finding batteries, and taskings for TF Tank submits (see *Figure B-3*).

The TF Tank reconnaissance plan tasks the scout platoon to conduct detailed reconnaissance of Axis Strike, enemy positions (NAIs 1, 2, and 5), the templated tactical obstacles (NAIs 3 and 4), templated regimental artillery group (RAG) position (NAI 7), and the location of the templated reserve (NAI 8). The scout platoon leader develops his plan to reconnoiter the NAIs. He directs the attached engineer squad to reconnoiter NAIs 3 and 4 on Route Bravo. The scout routes Charlie and Alpha to reconnoiter the other NAIs with his scout sections (see *Figure B-4, page B-4*).

While the R&S plan is executed, the TF Tank staff continues the command estimate. The commander decides on COA 1 for TF Tank's attack (see *Figure B-5, page B-4*). The plan starts taking shape with control measures, task organization, direct and indirect fires synchronization, and the plans phase to transition to a hasty defense. Reports begin to flow in from the scouts and engineers. The hard intelligence reports deny the situation template that was originally completed (see *Figure B-6, page B-5*). The S2 and TF engineer use the reports and build a more accurate picture of the enemy situation. From the updated template, the enemy is oriented differently and shows more countermobility effort along the Axis Strike (see *Figure B-7, page B-5*). The S2 and engineer develop additional NAIs and task the scout platoon to reconnoiter them. TF Tank war-games the plan and adjusts it to attack an anticipated enemy weak point (see *Figure B-8, page B-6*).

Figures B-1 through B-6 illustrate the continuous IPB process that is critical to the attack and success of the breach. The time required to refine the initial (relatively inaccurate) situation template, based on the scout and engineer reconnaissance reports received, is an indicator of staff agility and training (see *Table B-1, page B-6*). The new, detailed intelligence is used as a basis for modifying attack and breaching plans.

Planners use the situation template to identify the enemy elements requiring suppression, including their size and relative locations. From this, they establish the size of the support and assault force and the location of ABF positions and they assign assault objectives. Artillery and smoke targets are identified based on the template. The presence of dismounted infantry and the likelihood of counterattacking forces near the breaching site determine security requirements. Engineers prepare to breach obstacles shown on the template by constructing rehearsal areas for breach preparation that replicate expected obstacles and enemy positions. Finally, the commander war-games using the template, ensuring that he has plans to handle contingencies.

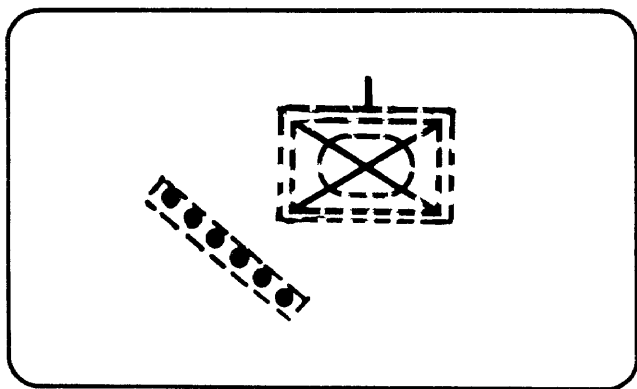


Figure B-1. Initial situation template.

B-2 Intelligence Preparation of the Battlefield

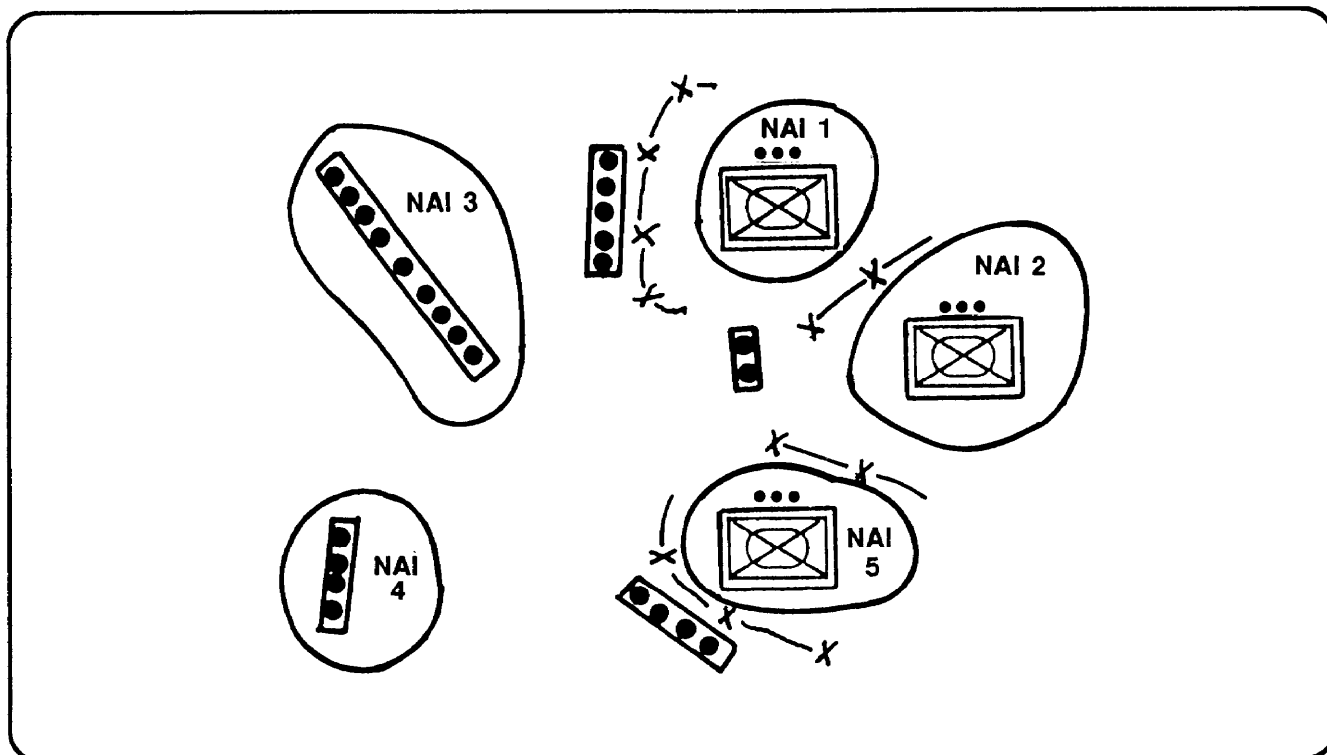


Figure B-2. Refined situation template.

R&S Requests/Responsibilities					Decision Points		
NAI	Higher	RII	TF	Subunit	TF TAI	Activity	Action
1	1st Bde	TF Mech		Scouts	Mortar	Location of enemy forces	Execute TAI 1
2				Scouts	Mortar	Location of enemy forces	Execute TAI 2
3				Engr Sqd		Location of enemy tactical obstacle	
4				Engr Sqd		Location of enemy tactical obstacle	
5	1st Bde		GSR	Scouts	FA	Location of enemy forces	Execute TAI 5
6				Scouts	FA	Location of MRB counter-attack	Execute TAI 6
7				Scouts		Location of RAG	Notify Bde for Div counterbattery
8				Team Tank		Axis Strike to PL Tackle	

Figure B-3. TF Tank intelligence collection plan.

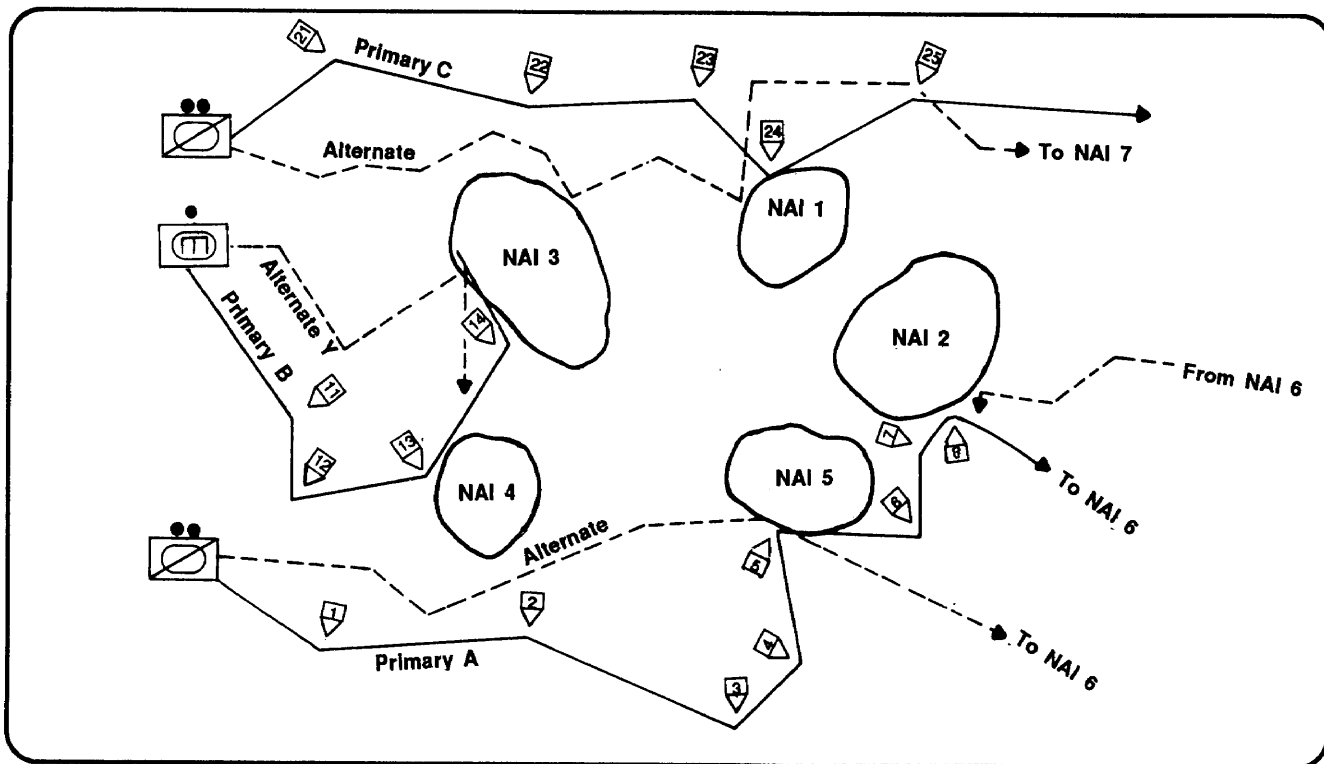


Figure B-4. Scout platoon leader's reconnaissance plan.

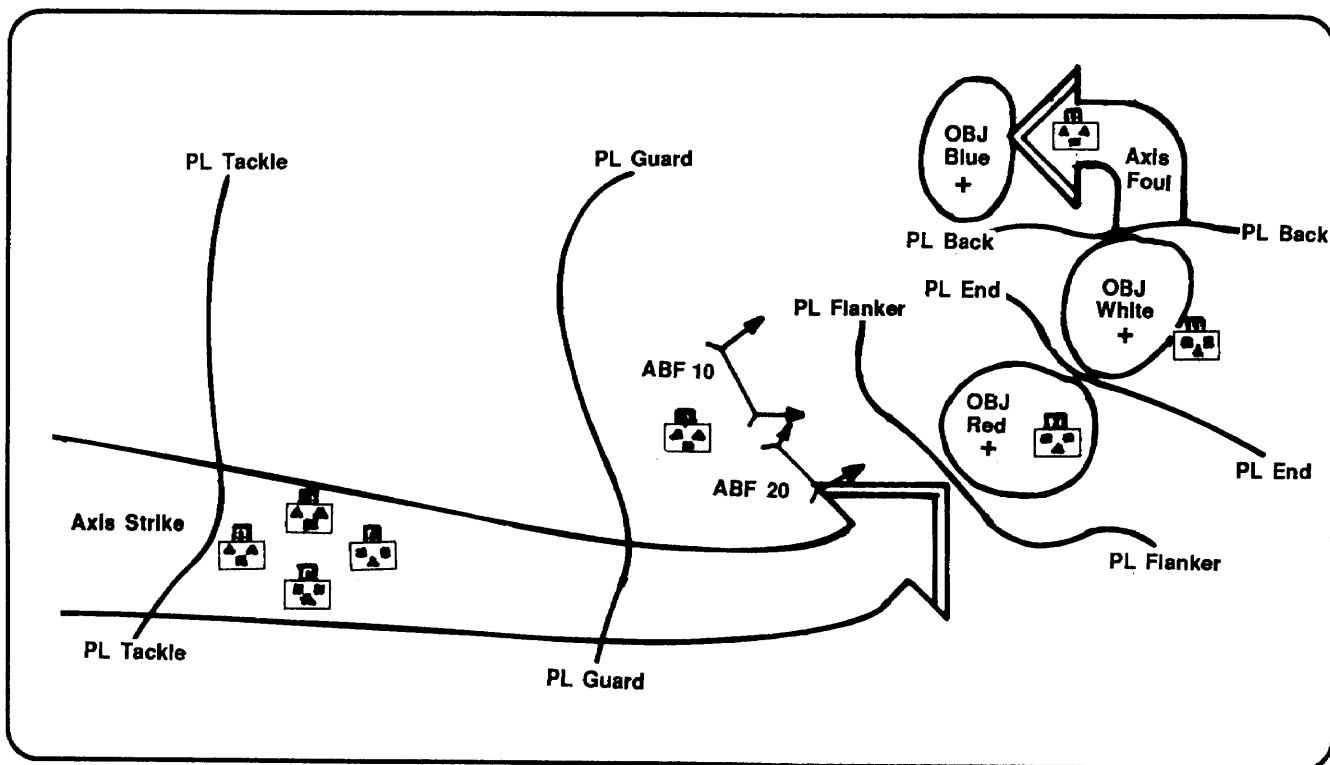


Figure B-5. Initial task force plan based on unconfirmed enemy situation.

B-4 Intelligence Preparation of the Battlefield

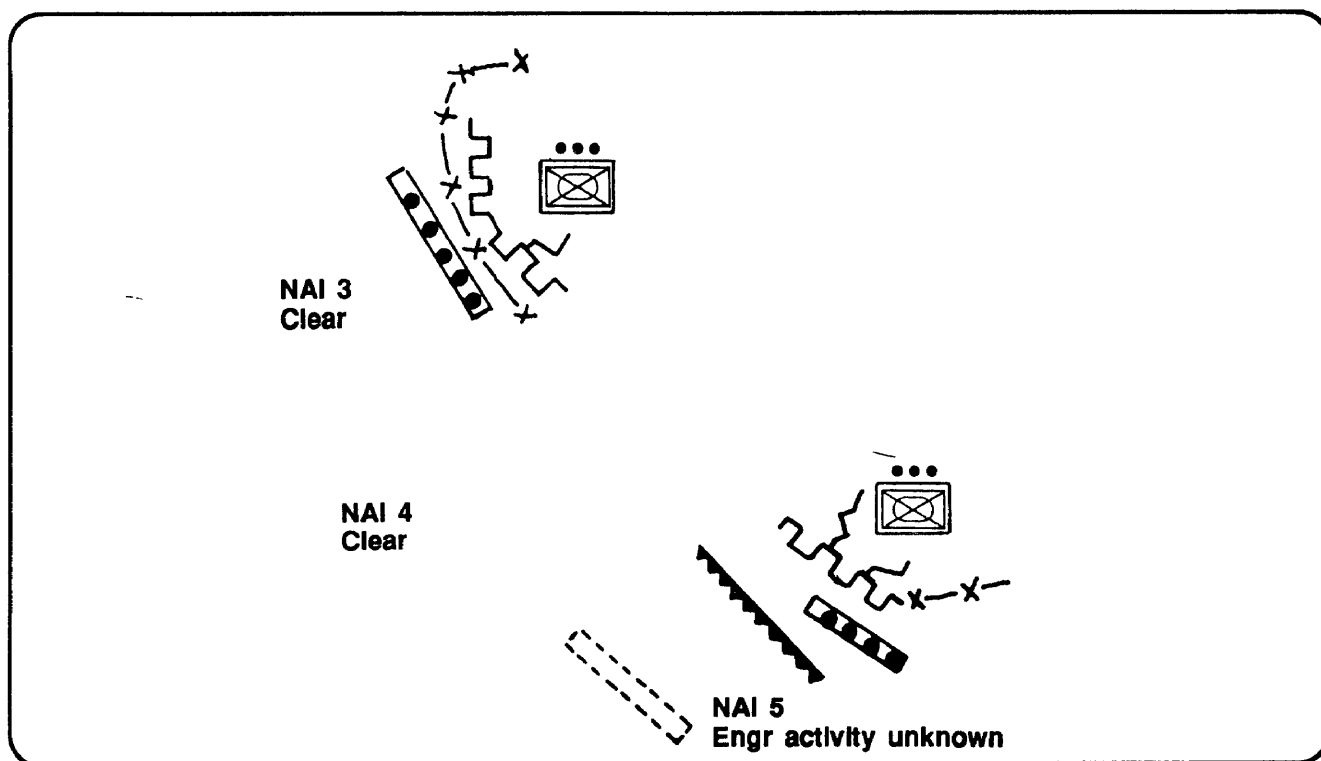


Figure B-6. Hard intelligence from scouts and engineer reconnaissance.

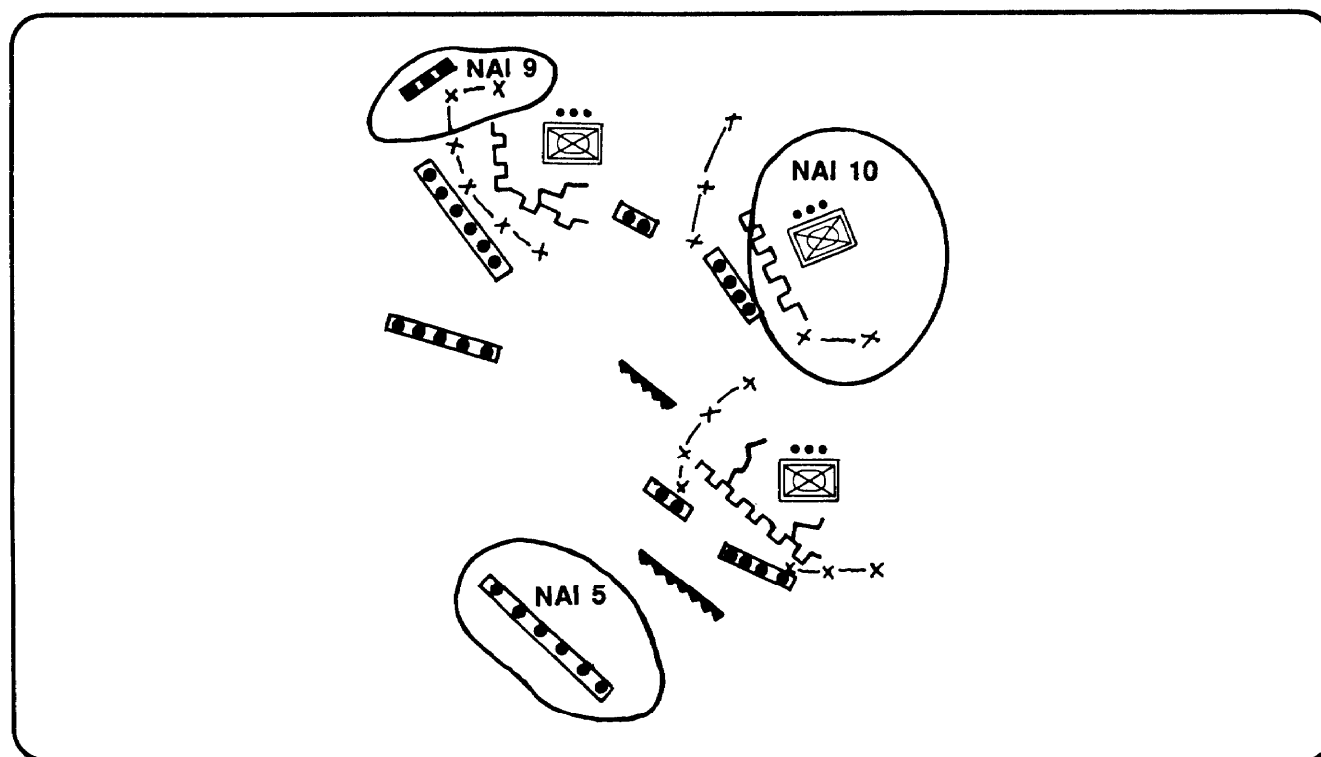


Figure B-7. Updated situation template and refined reconnaissance and surveillance.

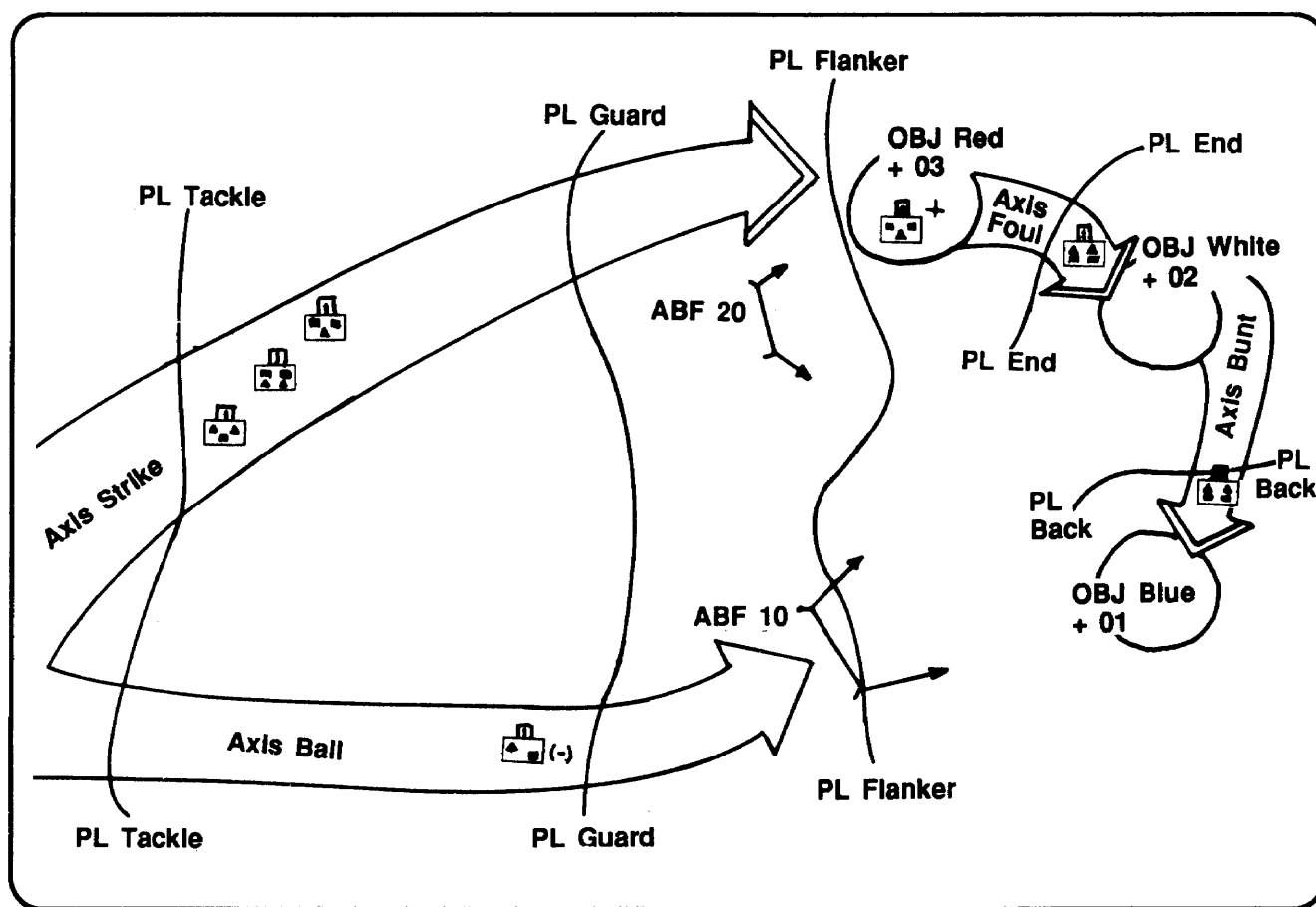


Figure B-8. Refined task force scheme of maneuver.

Table B-1. Obstacle intelligence report.

Line	Item
Alpha	Date-time group (DTG) of observation
Bravo	Location
Charlie	Type of obstacle
Delta	Enemy weapon system covering obstacle (if any)
Echo	Any other information; for example — <ul style="list-style-type: none"> • Terrain restricts bypass • Trip wires detected • Surface-laid • Type of equipment installing obstacle