

ART 6.7.1.6 React to Enemy Indirect Fires

If armored vehicles are available, personnel mount, and the vehicles move out of the impact area in the direction and designated distance ordered by the unit commander.(FM 3-21.75) (USAIS)

NO.	Scale	Measure
01	Yes/No	Unit reaction to enemy indirect fires allowed the unit to complete its mission.
02	Yes/No	Unit retained its cohesion.
03	Yes/No	Collateral damage due to the friendly response to enemy direct fires did not result from violations of the law of war or rules of engagement.
04	Time	To report contact to the higher commander.
05	Time	For personnel to either close hatches on the combat vehicles in which they are riding, seek shelter in positions with suitable overhead cover, or seek shelter offered by the terrain immediately around them.
06	Time	For vehicles to move out of the impact area.
07	Time	For dismounted individuals caught without suitable shelter in the impact area to improve their chances of surviving by digging in using resources immediately available to them.
08	Time	To conduct counterbattery or countermortar fires.
09	Percent	Of Soldiers performing immediate action drill correctly.
10	Percent	Of enemy casualties due to friendly counterbattery or countermortar fires.
11	Percent	Of friendly casualties.
12	Number	Of friendly and noncombatant casualties.
13	Number	And types of friendly systems rendered nonmission capable by enemy indirect fires.

Supporting Collective Tasks:

Task No.	Title	Proponent	Echelon
01-2-5177	React To Enemy Air Attack When Conducting Aerial Tactical Missions	01 - Aviation/Aviation Logistics	Company

		(Collective)	
34-3-0009	React to Indirect Fire (Platoon - Squad)	34 - Combat Electronic Warfare and Intelligence (Collective)	Platoon