

ART 1.4 Conduct Direct Fires

Conduct lethal and nonlethal direct fires. Examples of direct-fire systems include small arms, tanks, antitank weapons, automatic weapons, directed energy, optical, acoustic, and blunt trauma weapons. ART 1.4 includes attack helicopter fires and direct fire tied directly to battlefield movement. (FM 3-90) (USACAC)

Note: ART 6.1.2 (Destroy Aerial Platforms) includes the attack of aerial targets.

ART 1.7.1 (Site Obstacles) addresses the elements of direct fire planning, such as the integration of indirect fires, obstacles and terrain, and air and ground assets with control measures designed to mass fires.

NO.	Scale	Measure
01	Yes/No	Unit direct fires contributed to accomplishing unit mission.
02	Yes/No	Conduct of direct fires done was done per established rules of engagement.
03	Yes/No	Unit used correct weapon to engage target.
04	Time	To get complete attack on direct fire target after detecting and identifying target.
05	Time	To suppress targets.
06	Percent	Of probability of suppressing a target.
07	Percent	Of probability of a hit.
08	Percent	Of probability of a kill given a hit.
09	Percent	Of missions flown and fired to achieve desired target damage.
10	Percent	Of available direct fire weapon systems engaging direct fire targets.
11	Percent	Of direct fire targets not engaged.
12	Percent	Of enemy performance degraded due to direct fire attack.
13	Percent	Of direct fire attacks that result in collateral damage.
14	Percent	Of direct fire attacks that result in friendly or neutral casualties.
15	Number	Of direct fire attacks that result in collateral damage.
16	Number	Of direct fire attacks that result in friendly or neutral casualties.

Supporting Collective Tasks:

Task No.	Title	Proponent	Echelon
07-2-3027	Integrate Direct Fires (Platoon-Company)	07 - Infantry (Collective)	Company