CALL FOR FIRE

INFANTRY LEADER'S REFERENCE CARD

REFERENCE: ATP 3-21.10 and ATP 3-21.90

HEADQUARTERS DEPARTMENT OF THE ARMY JUNE 2018

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ARTILLERY AND MORTAR CALL FOR FIRE

The majority of fire support to a company is provided by indirect fire support systems. Indirect fire support systems include mortars and field artillery cannon and rocket systems. (See ATP 3-09.32 for a detailed listing of indirect fire system capabilities and characteristics). Indirect fire support systems may be under direct command of the maneuver battalion/company or may be in a supporting role. Indirect fire targets during movement are planned on probable locations of enemy attempts to attack the movement.

Call for fire is the request for fire containing data necessary for obtaining the required mortar and artillery fire on a target. The ability for mortars and artillery to engage targets from reverse-slopes and areas of defilade is a tremendous advantage, especially in adverse terrain. As with other operations, employing indirect fires in adverse terrain and climate does have its challenges. Unique challenges include—

- Unpredictable weather conditions affecting accuracy of rounds.
- Targets located on peaks and steep terrain making adjustments difficult.
- Intervening crests requiring placement of observers on dominating heights for overwatch.
- Limited terrain suitable for firing positions to cover a particular movement.
- Mortar and artillery locations ideal for range and coverage unsuitable due to intervening adverse terrain features.
- Locations tactically positioned but in an area with difficult or limited access.
- Shifting mortar and artillery assets to alternate locations requiring significant time and engineering and logistical efforts.
- I. OBSERVER IDENTIFICATION: Use call signs from the signal operating instructions (SOI).

II. WARNING ORDER:

- a. Type of Mission.
 - (1) Adjust Fire.
 - (2) Fire for Effect.
 - (3) Suppression.
 - (4) Immediate Suppression/Immediate Smoke.
- b. Size of Element to Fire.
 - (1) Omission indicates a request for one field artillery battery.
 - (2) Larger units by stating size desired.
- c. Method of Target Location:
 - (1) Grid: No announcement.
 - (2) Polar Plot: Announce the word "POLAR."
 - (3) Shift from a Known Point: Announce the word "SHIFT" followed immediately by the designation (Target [TGT] Number) of the known point.
 - (4) Laser Polar Plot: The first direction center (FDC) needs to know as quickly as possible if the observer is using a laser. Although the data are still polar, the backup computer system (BUCS) uses a different format from the fire mission index. Form the initial transmission of the call for fire, the FDC will know which of its four mission formats to display; for example, ADJUST FIRE, LASER, POLAR, OVER.

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III. TARGET LOCATION:

- a. Grid: Two character six digit grid, for example, NA123456.
- b. Polar: Direction and distance to the target from the observer's position.
- c. Shift: Direction to the target.

Lateral Shift (left/right) in meters.

Range Shift (add/drop) in meters.

Vertical Shift (up/down) in meters, if significant.

IV. TARGET DESCRIPTION: A word picture of the target (for example, the number and type of vehicles/personnel observed).

V. METHOD OF ENGAGEMENT:

- a. Type of Adjustment:
 - (1) Area Fire: Standard without request.
 - (2) Precision Fire: Used only with destruction or registration missions.
- b. Danger Close: Announced when applicable.
- c. Trajectory:
 - (1) Low Angle: Standard without request.
 - (2) High Angle: Upon request of observer or when required due to masking terrain.
- d. Ammunition:
 - (1) Type of projectile desired in Fire for Effect phase.
 - (2) Type of fuze action desired in Fire for Effect phase.
 - (3) Volume of fire desired in Fire for Effect state in rounds per howitzer.
 - (4) Distribution: Type of sheaf desired. Parallel is standard without request.

VI. METHOD OF FIRE AND CONTROL:

- a. Method of Fire:
 - (1) Center platoon/center section (one weapon) is standard for adjustment phase.
 - (2) Battery/platoon right/left on request.
 - (3) Time interval (5 seconds is standard when [2] above is used).
- b. Method of Control:
 - (1) Fire when ready: Standard- no request required.
 - (2) At my command: Weapons fire at observer's command.
 - (3) Cannot observe: Fire will not be observed.
 - (4) Time on target: Rounds land at a specified time.
 - (5) Continuous illumination: FDC will determine when to fire.
 - (6) Coordinated illumination: Observer determines when illumination is fired.
 - (7) Cease loading: Used on mission with two or more rounds in effect.
 - (8) Check firing: Temporary halt in firing.

DANGER CLOSE

The term DANGER CLOSE will be included in the Method of Engagement portion of the call for fire when the target is within 600 meters of any friendly troops for both mortars and field artillery. When adjusting naval gun fire, the term DANGER CLOSE will be announced when the target is located within 750 meters when using 5-inch or smaller naval guns. For naval guns larger than 5-inch, DANGER CLOSE will be announced when the target is within 1000 meters.

The creeping method of adjustment will be used exclusively during DANGER CLOSE missions. The forward observer (FO) should make range changes by creeping the rounds to the target using corrections of no more than 100 meters.

TARGET LOCATION

I. GRID:

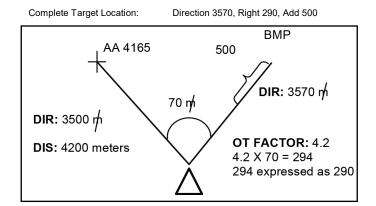
- a. Determine a two character, six digit grid for the target.
- b. Determine a grid location to the target and send after the call for fire and before any subsequent corrections.

II. POLAR:

- a. Determine the grid location to the target.
- b. Determine the distance from the observer to the target.
- c. Determine if any significant vertical interval exists.

III. SHIFT:

- a. Determine the grid direction to the target.
- b. Determine the lateral shift to the target from the known point.
 - W = RM (mil relation formula)
 - W = Width of lateral shift (the unknown)
 - R = Distance to the known point divided by 1000 and rounded to one decimal place.
 - M = Measured angle in mils from the known point to the target.
- c. Determine the range shift from the known point to the target.



BRACKETING GUIDE

If estimated range

To the target is:	Then	Initial bracket is:
0 to 1000 meters		100 meters
1000 to 2000 meters		200 meters
2000 meters and beyond		400 meters

Note: Estimated range to the TARGET is the basis used for choosing the initial bracket.

RANGE CORRECTIONS

In conducting an adjustment on a target, the observer should establish a range bracket as early in the adjustment as possible. When the first definite range spotting is made, the observer should make a range correction that will cause the next round to be spotted opposite that of the previous round. For example, if the first definite range spotting is SHORT, the observer should ADD a sufficient amount to obtain an OVER spotting on the next round. Likewise, if a spotting is OVER, he should DROP a sufficient amount to obtain a SHORT on the next round. The observer then cuts each range correction in half, successively moving each round closer to the target.

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DEVIATION CORRECTIONS

The distance in meters that the burst is to be moved left or right is determined by multiplying the deviation in mils (the deviation spotting) by the observer-target (OT) distance in thousands of meters (the OT factor). Deviation corrections are expressed to the nearest 10 meters. A deviation correction of 20 meters or less is considered a minor deviation and will be ignored during the fire mission.

The OT factor is determined by rounding your estimated range to the target to the nearest thousand and expressed in thousands.

OT distance greater than 1000 meters. Example $\frac{1800}{100} = \frac{2000}{2} = 2 = OT$ factor of 2 round to the nearest thousand meters 1000 1000 1

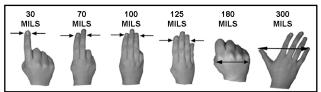
OT distance less than 1000 meters. Example 800 = 0.8 OT factor Round to the nearest 100 meters

The computed deviation correction is announced to the FDC as LEFT (RIGHT) so much, the direction of the correction being opposite that of the spotting.

DETERMINING DIRECTION TO A TARGET

Determining direction is an essential skill for the FO. Direction is an integral part of terrain-map association, adjustment of fire, and target location. There are five methods to determine direction:

- a. USING A COMPASS. Using an M2 or lensatic compass, the FO can measure direction. The FO will add/subtract the GM angle to determine the grid direction to send to the FDC.
- b. **SCALING FROM A MAP.** Using a protractor or an OF fan (observed fire fan), the FO can scale direction from a map to an accuracy of 10 mils.
- c. MEASURING FROM A REFERNCE POINT. Using a reference point with a known direction, the FO can measure the angle between the reference point and his target and ADD/SUBTRACT the measured angle TO/FROM the known direction to determine the direction to the target. The angle between the reference point and the target can be measured with binos or with the hand measurement technique as depicted below.
- d. ESTIMATING. With a thorough terrain map analysis the FO can estimate direction by visualizing the eight cardinal directions (N, NE, E, SE, S, SW, W, NW).
- e. USING OTHER MEASURING DEVICES. The FO can use other measuring devices such as an aiming circle, battery commander's scope, or a laser device which can provide direction to the nearest mil. The FO should try to be as accurate as possible and the use of mils is preferred. All measured directions sent to the FDC will be rounded to the nearest 10 mils.



ESTIMATING ANGLES IN MILS WITH THE HAND

SENDING THE CALL FOR FIRE

The standard call for fire is transmitted using field artillery radiotelephone procedures in three radio transmissions:

- a. Observer's identification and warning order.
- b. Target location.
- c. Target Description, Method of Engagement, and Method of Fire and Control. The simplified call for fire (used only with suppress and immediate suppression missions) is sent in one radio call containing, at a minimum the observer's identification, warning order, and target location.

Battle Damage	Assessment																										
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		UP/DOWN																									
Corrections	Direction	ADD/DROP																									
Cor	Observer-Target Direction	LEFT/RIGHT																									
		n Your call sign	Adjust Fire	Fire for Effect	Suppress	Immediate Suppression/Immediate Smoke	tion	nt/Target L/R A/D	ionL/RA/D		Degree of Protection	Size and Shape (length/width or radius)		For Example - What is it, What Action Digging/Stationary/Moving	ent Ammunition	Distribution		Any Additional Request	Method of Fire	Method of Control	For Example - When Ready, On my Command, Continuous Fire/ Illumination, Repeat, Check Fire						
		FDC/FSE call sign				Imme	Grid Target Location	Shift Known Point/Target	Polar Your Location		Type 1	Activity	Number	For Example - W	Type of Adjustment	Danger Close	Mark				For Example - W						
	1. Observer Identification 2. Warning Order				3. Target Location			4. Target Description			5. Method of Engagement				6. Method of Fire and Control												
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EXAMPLE: STANDARD CALL FOR FIRE

OBSERVER

FIST/FDC T2F18 THIS IS T2F24, ADJUST FIRE, T2F24 THIS IS T2F18, ADJUST FIRE, OUT.

OVER.

GRID 123456. OVER.

GRID 123456. OUT.

3 TANKS AND 3 BMPs IN THE OPEN. 3 TANKS AND 3 BMPs IN THE OPEN. DPICM IN EFFECT, AT MY COMMAND DPICM IN EFFECT, AT MY COMMAND, OVER. AUTHENTICATE PAPA BRAVO, OVER.

I AUTHENTICATE CHARLIE, OUT.

EXAMPLE: SIMPLIFIED CALL FOR FIRE

T2F18 THIS IS T2F24, IMMEDIATE	T2F24 THIS IS T2F18, IMMEDIATE
SUPPRESSION TGT AB 3001, OVER.	SUPPRESSION TGT AB 3001, ATHENTICATE
	TANGO FOXTROT, OVER.

I AUTHENTICATE DELTA, OUT.

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