Section II. Antiarmor Techniques

The following discussion considers antiarmor operations from a perspective of weapons employment. The introduction of the engagement area (EA) model establishes the basic framework for posturing weapons/units in the defense against an armored force. The EA is a concept that assists commanders in focusing their planning, coordination, and allocation of resources toward the goal of defeating enemy armor.

3201. Methods of Engagement

There are two general methods of antiarmor engagement--HAW-MAW-LAW and massed-surprise fire. These two methods of engagement are not types of defense. Rather, they define the range relative to a weapon's maximum effective range at which friendly antiarmor weapons engage enemy armor. In practice, a defense usually employs techniques reflecting both methods of engagement.

a. HAW-MAW-LAW. HAW-MAW-LAW refers to heavy antiarmor weapons (TOWs and tanks), medium antiarmor weapons (Dragons, Javelin), and light antiarmor weapons (AT-4s, Predators). The HAW-MAW-LAW concept embodies two ideas: the categorization of weapons and the employment of those weapons. Weapons are categorized by range, not weight. (See fig. 3-20.)

(1) **Employment of HAW-MAW-LAW.** HAW- MAW-LAW is a concept in which friendly antiarmor weapons engage enemy targets at their maximum effective ranges. The concept has evolved to include engaging with air, artillery, and NSFS at their maximum effective ranges. The idea is to destroy enemy armor as far forward of the friendly positions as possible. This method of engagement is normally employed against large armored formations.

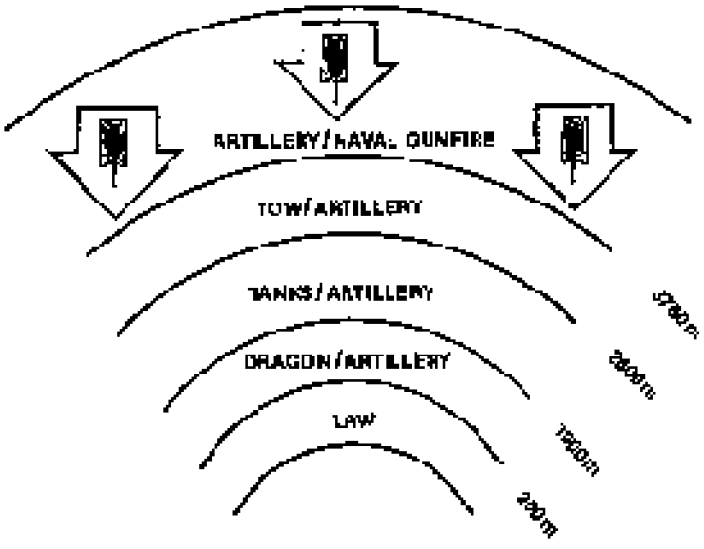


Figure 3-20. HAW-MAW-LAW.

(2) Disadvantages and Advantages of Employing HAW-MAW-LAW. The major disadvantages of HAW-MAW-LAW are: increased likelihood of early detection of friendly positions and longer exposure to enemy direct and indirect fire.

Secondly, flank shots may be more difficult to obtain at longer ranges. The advantage is that friendly weapons engage enemy armor for a longer period of time, normally allowing for greater attrition of enemy armored forces forward of the friendly positions (See fig. 3-21.).

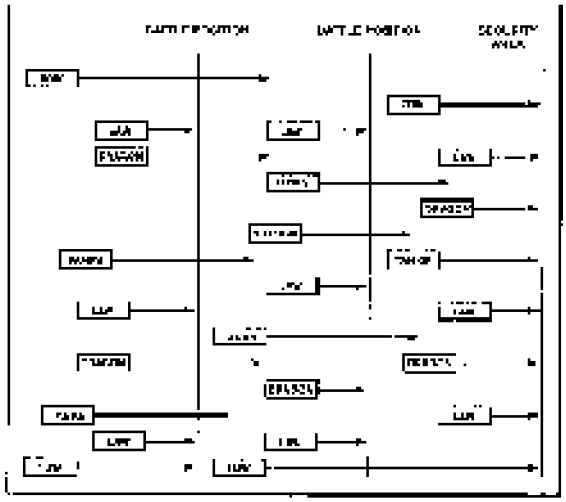


Figure 3-21. HAW-MAW-LAW Achieving Depth.

b. Massed Surprise Fires. This method of engagement concentrates all direct fire weapons on the enemy force *simultaneously.* This method will usually achieve more initial "kills" on first engagement, but at a much closer range. The disadvantage of this method is that it doesn't take advantage of each weapon's maximum effective range. Stand-off allows MAGTF antiarmor assets to engage targets at a greater range than our enemy can possibly return fires. Another disadvantage of massed surprise fire is that the , the mass and momentum of an enemy armored attack may still carry the force into friendly positions. This method is ideal in the ambush of individual or small armor units. (See fig. 3-22.)

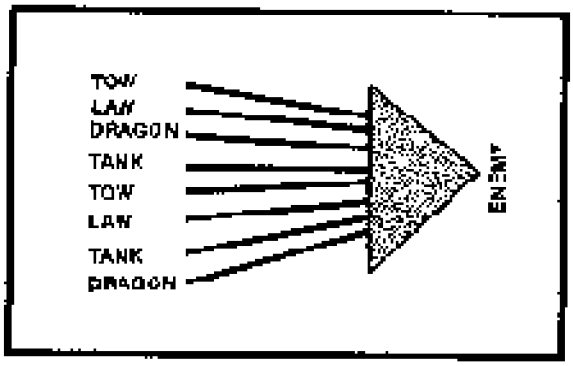


Figure 3-22. Massed-Surprise Fire.

c. Engagement Considerations. Generally the method of engagement chosen usually depends on the size of the enemy armored force; e.g., HAW-MAW-LAW would be employed against a large force and massed-surprise fire would be employed against a smaller force. However, other factors should be considered in addition to the size of the enemy force. However, all the factors of METT-T should be considered. Some of the key factors for consideration include terrain, point-of-aim, and positioning to counteract enemy artillery fire.

(1) Terrain. Terrain often limits the engagement ranges of antiarmor weapons. Studies of the '73 Arab-lsraeli War show the average tank-to-tank kill in the Golan Heights was between 350 and 500 meters; in the Sinai Desert, it was 500 to 800 meters. The maximum effective range of the tanks involved was appproximately 1,500 meters. Studies of Central Europe in indicate that 55 percent of the ground is considered close terrain. The following ranges can be expected in any Central European scenario:

Beyond 2,500 m 6% of all line-of-sight distances
Beyond 2,000 m 10% of all line-of-sight distances
Beyond 1,500 m 17% of all line-of-sight distances
Beyond 1,000 m 45% of all line-of-sight distances
Beyond 500 m 67% of all line-of-sight distances

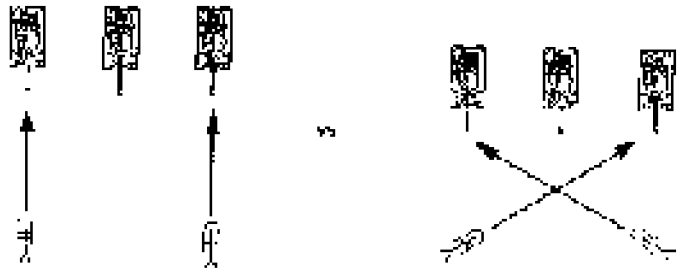


Figure 3-23. Engagement Methods.

(2) Point of Aim. Early generation MAW and LAW systems such as the Dragon and AT-4 may require flank shots to be effective against later model Soviet MBTs. In theory, these systems can achieve flank shots by firing across the front of a linear defense but engaging targets from an angle that is oblique to the oncoming enemy's direction of attack. However, the effect is decreased engagement range, whether or not each weapon is firing at its maximum effective range. (See fig. 3-23.)

Another positioning alternative to accommodating MAW-LAW flank shots is to position these systems forward or rearward of the HAW systems. This alternative may utilize either method of engagement. (See fig. 3-24.)

(3) Positioning to Counteract Enemy Artillery Fire. The Marine Corps, having limited tank assets, relies more on ATGMs than a land army. Since ATGMs are vulnerable to artillery suppression, commanders may be forced to disperse weapon systems--laterally and in depth--to counteract the results of enemy massed indirect fires. Depending on the factors of METT-T, this could result in either method of engagement being employed or a combination of both methods.

3202. Engagement Area

EA is a designated area along likely enemy avenues of approach where the commander intends to destroy an enemy force through massed, converging fires. The EA is the key to organizing the antiarmor defense. The commander analyzes the terrain and determines the likely enemy avenues of approach. At this point, he determines the location and lateral limits of the EA(s). (See fig. 3-25.) The EA serves as a basis for the positioning of forces and the allocation

of supporting arms and obstacles. The EA concept is sometimes referred to as *armor kill zone* or *fire sack* (Former Soviet Army).

Whether the EA is positioned in the security area, forward edge of the battle area (FEBA), main battle area, rear area or combination of these--is dependent on METT-T. A significant aspect of Estimate of the Situation Process (METT-T) --is a comparison of antiarmor weapon system capabilities in terms of range and lethality, relative to the enemy armor force. Put simply, where do you position the weapon to get the proper angle of fire to destroy the enemy vehicles?

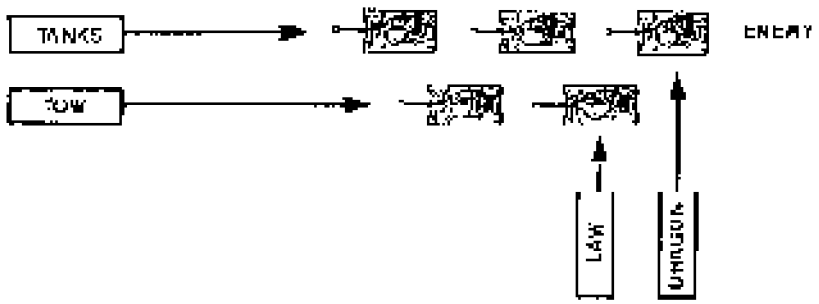


Figure 3-24. Front and Flank Combination Engagement

EAs may located in the security area, FEBA, main battle area, or rear area. The EA should be positioned where enemy armored formations are vulnerable to antiarmor fires, such as open areas or choke points. Ideally, these areas can be covered from a number of directions by a large number of mutually supporting antiarmor weapons. An EA is delineated as an area covered by fire within two or more *target reference points* (TRP). TRPs are easily recognizable points on the ground (either natural or man-made) used to initiate, distribute, and control fires. (MCRP 5-2A). The EA may be further subdivided into *sectors of fire*. Sectors of fire are defined areas which are covered by individual, crew served weapons or weapons of a unit (JP 1-02 NATO). Sectors of fire help units achieve: mutual support among firing positions, interlocking fire for area coverage, and recognizable lateral limits as references for the control of fires.

In most cases, an EA forward of the FEBA is associated with a relatively linear position (the defense may have a number of subsequent battle positions) employing the HAW-MAW-LAW method of engagement. The location of the EA is based on the assumption that the majority of antiarmor weapons systems can achieve kills against enemy armor from the frontal or oblique angles, thereby preventing enemy armor penetration.

An EA within the main battle area, regardless of the method of engagement, attempts to maximize flank shots at the expense of enemy penetration of the FEBA. While this type EA might appear the least preferred, it may be the most common, considering weapon capabilities compared to enemy armor.

Figure 3-25. Location of Engagement Areas.

A defense may contain both type of EAs, with a particular EA oriented toward a type of armor target (See fig. 3-26.) For example, an EA forward of the FEBA might be employed against BMPs, allowing the leading tanks to penetrate the FEBA. The enemy tanks may be channeled into smaller kill zones within the battle area and destroyed by MAWs and LAWs or by a counterattacking tank force.

The following discussion will focus on weapon positions, not unit positions, even though their governing principles are often the same. Unit positions will be considered in the broader context of the defense in later sections.

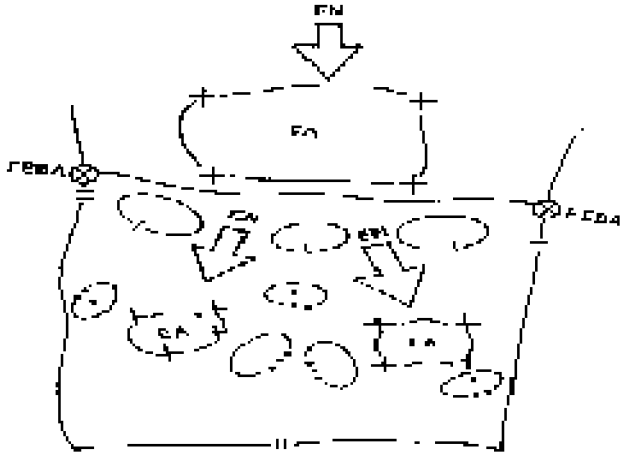


Figure 3-26 Engagement Area (Combination).

3203. Weapon Positioning

The concept of the ambush guides antiarmor weapon positioning. The position of the antiarmor weapon should provide protection and effect surprise while allowing the weapon to fire a lethal shot. The position should exploit the advantages of the weapon system while minimizing its vulnerabilities.

a. Cover and Concealment. Cover is protection from enemy fire; concealment is protection from enemy sight. Within the time allotted for preparation, every effort should be directed toward improving these aspects of a weapon position. See figures 3-27 and 3-28 for examples of cover and concealment. There are three types of protection

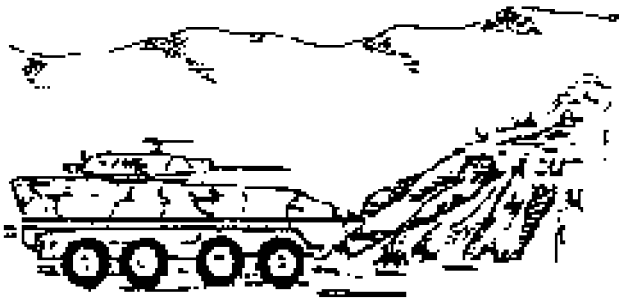
afforded ground mobile antiarmor weapons--hide position, turret defilade**,** and hull defilade. (See figs. 3-29 through 3-31.)

Movement of personnel in and around the position and failure to conceal from overhead observation are the most consistently neglected aspects of concealment for both ground mounted and mobile antiarmor weapons systems. Movement of personnel should be minimized. Vehicles should utilize their camouflage nets whenever possible. Noise and light discipline should be enforced.

Figure 3-27. Concealment Using Natural Terrain.

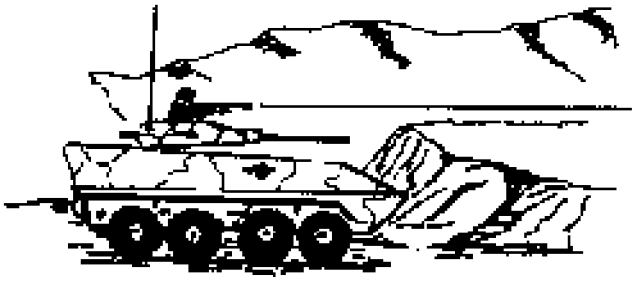
Ground mounted weapon systems, possessing no armor protection , should also develop overhead peotection to counter enemy artillery bursts.

Figure 3-28. Overhead Protection.



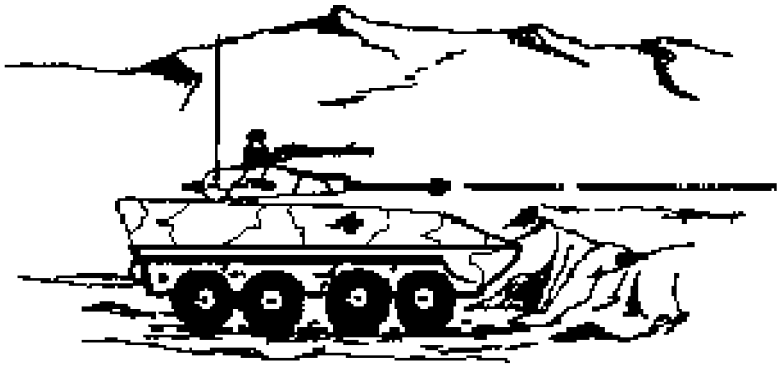
A vehicle is in the hide position when no part of the vehicle or commander is exposed to the front.

Figure 3-29. Hide Position.



A tank or LAV is in turret defilade (also referred to as turret-down) when the entire vehicle is in defilade (behind cover), but the commander can still observe to the front from the turret.

Figure 3-30. Turret Defilade.



Hull defilade (also referred to as hull-down) is when the turret is the lowest part of the vehicle exposed. This position allows the vehicle to fire its primary weapon while still protecting its hull or body.

Figure 3-31. Hull Defilade

b. Dispersion. Dispersion is the most effective passive measure a commander can utilize to negate the effects of threat artillery. Weapons should be dispersed both laterally and in depth so a single volley from an artillery battery would not prevent coverage of a given sector. The following examples in figures 3-32 and 3-33 depict the principle of dispersion. The enemy artillery battery is depicted firing an open sheaf.

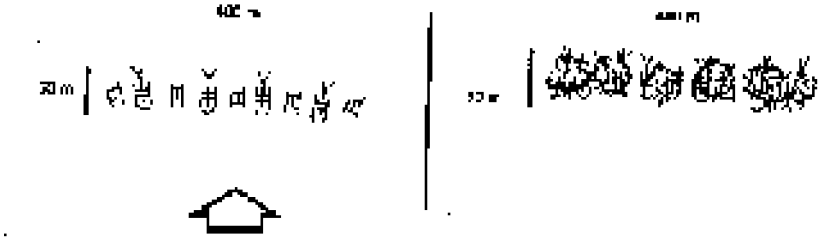


Figure 3-32. Inadequate Dispersion.

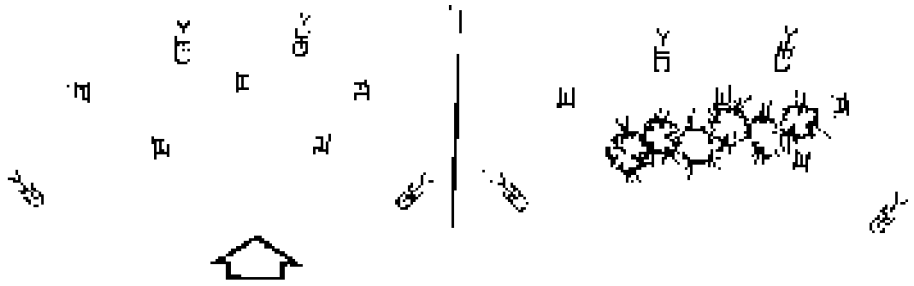


Figure 3-33. Lateral and In-Depth Dispersion.

c. Mutual Support. Mutual support is that support which units render each other against an enemy, because of their assigned tasks, their position relative to each other and to the enemy, and their inherent capabilities (Joint Pub 1-02). The principle of mutual support is applicable to positioning and fire control. Individual weapons and vehicles are never employed separately. Units or elements are assigned overlapping primary and secondary sectors of fire. If one unit or element is attacked or forced to displace, the mutually supporting unit or element can continue to cover the assigned sector. Antiarmor weapons like tanks and TOWs may be dispersed a considerable distance apart and still be able to cover the same sector. The other aspect of mutual support is protection against dismounted attack. Where required, antiarmor weapons should be positioned in the vicinity of infantry for security. (See fig. 3-34.)

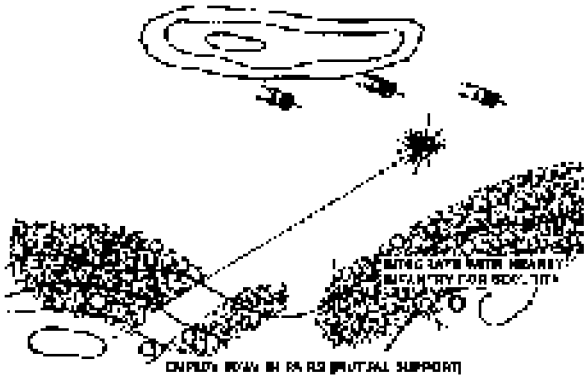


Figure 3-34. Mutual Support Between Weapons.

d. Standoff Range. The standoff range is the distance that a weapon's maximum effective range exceeds that of an opposing weapon's maximum effective range. The advantage of the standoff range is higher accuracy at longer ranges. For example, when a TOWs maximum effective range of 3,750 meters exceeds a tank's maximum effective range of 2,000 meters, there is a standoff of 1,750 meters. Therefore, a TOW system may be employed to maximize its *standoff* range by engaging the tank well beyond the tank's range. (See fig. 3-35.)

Figure 3-35. Standoff Range.

e. Flank Shots. Seeking flank shots is a method by which personnel position antiarmor weapons systems on the flanks of the assaulting enemy force. It is not always feasible in every situation. (See fig. 3-36.) Earlier generation MAW (Dragon) and LAW (M72A2) systems required flank or rear shots to be effective, since their chemical energy warheads are significantly degraded by composite and/or reactive armor (especially on the front slope of the tank). Flank shots are desirable because:

1. Flank shots provide the largest visual target.

2. Detection and suppression capabilities of most threat armored vehicles- vision ports, laser range finder, crew, and firepower- are oriented to the front.

3. Armored vehicles generally have more armor on the front than sides.

However, the lack of a flank shot does not prevent gunners equipped with newer generation LAW, MAW, and HAW systems from engaging targets due to top-attack technology.

1. Top-attack strikes the thinner armor normally found on top of an armored vehicle rather than the heavier frontal and side plates (TOWIIB, Javelin, and Predator)

2. Soft-launch signature decreases probability of detection (Javelin and Predator)

3. The gunner is not exposed to track the missile to the target (Javelin and Predator)

Although flank shots are not necessary, they are still desirable from a standpoint of enhanced gunner survivability due to enemy counter action.

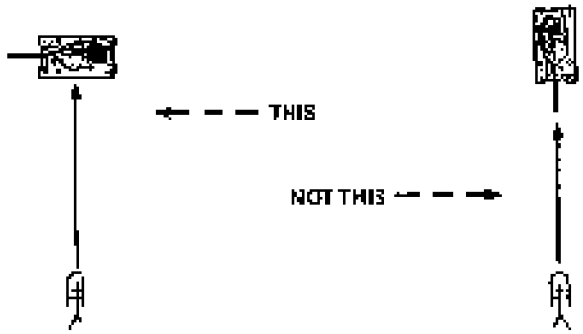


Figure 3-36. Flank Shot.

3204. Fire Control

The first step the commander exercises in fire control is the designation of the EA itself. The EA provides the framework for all subsequent considerations of fire control. The following principles are the basis for effective fire control procedures:

· Use each weapon in its best role.

· Engage the enemy as rapidly as possible to minimize friendly exposure.

· Expose only those weapons needed to fire.

· Distribute fires to ensure complete coverage of enemy targets.

· Engage the most dangerous threats first.

· Maximize integration of indirect fires, direct fires, with natural/ manmade obstacles..

· Fire first. The weapon that fires first has an advantage.

· Engage one target with one weapon. Avoid overkill.

· Establish *simple* and *complete* fire control procedures.

· Centralize the control of antiarmor fires.

· Centralize and mass artillery fire.

· Designate the responsibility for an EA to one individual (e.g. battalion or company commander).

a. Sector of Fire. A sector of fire is an area which is required to be covered by fire by an individual, by a weapon, or a unit (Joint Pub 1-02). Sectors of fire ensure adequate distribution of massed fires within the EA. Sectors of fire are normally delineated by boundaries formed by natural terrain features that allow, whenever possible, ease of identification. The sector of fire may extend from the weapon to a distant boundary, or it may be an enclosed area located some distance from the weapon or unit. (See fig. 3-37.)

Normally, a specific type of weapon(s) will have a sector of fire. The sector of fire may overlap with another type of weapon's sector of fire. In this case, engagement criteria might further define each weapons role. (See fig. 3-38.)

The terrain and the number and type of weapons available dictate how sectors of fire are assigned. They should be assigned so that an EA is completely covered by the appropriate fire. Mutual support is enhanced by assigning *primary* and *secondary* sectors of fire. One unit's (weapon) secondary sector of fire may correspond to another unit's (weapon) primary sector of fire. Fire may be shifted to the secondary sector, on order, when there are no targets in the primary sector. In accordance with sectors of fire, primary, supplementary, and alternate positions are normally planned for each weapon system.

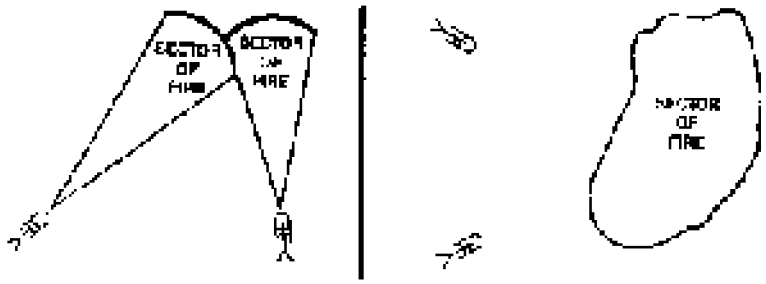


Figure 3-37, Sector of Fire.

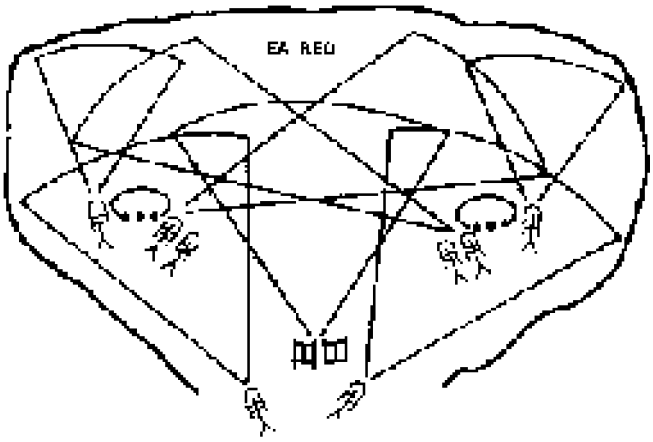


Figure 3-38. Overlapping Sectors of Fire.

b. Target Reference Point. A TRP is an easily recognizable point on the ground (either natural or manmade) used for identifying enemy targets or controlling fires. (MCRP 5-2A) A TRP is used for controlling the fires of more than one direct fire weapon or tactical unit firing into the sector. It may be used to *distribute* or *converge* the fires of antiarmor weapons. TRPs are numbered sequentially using a three-digit number. When a TRP is recommended and accepted as an indirect fire target, it is given a number from an assigned block of target identification numbers. Such a number has two letters and four numbers; for example AC1000. (See fig. 3-39.)

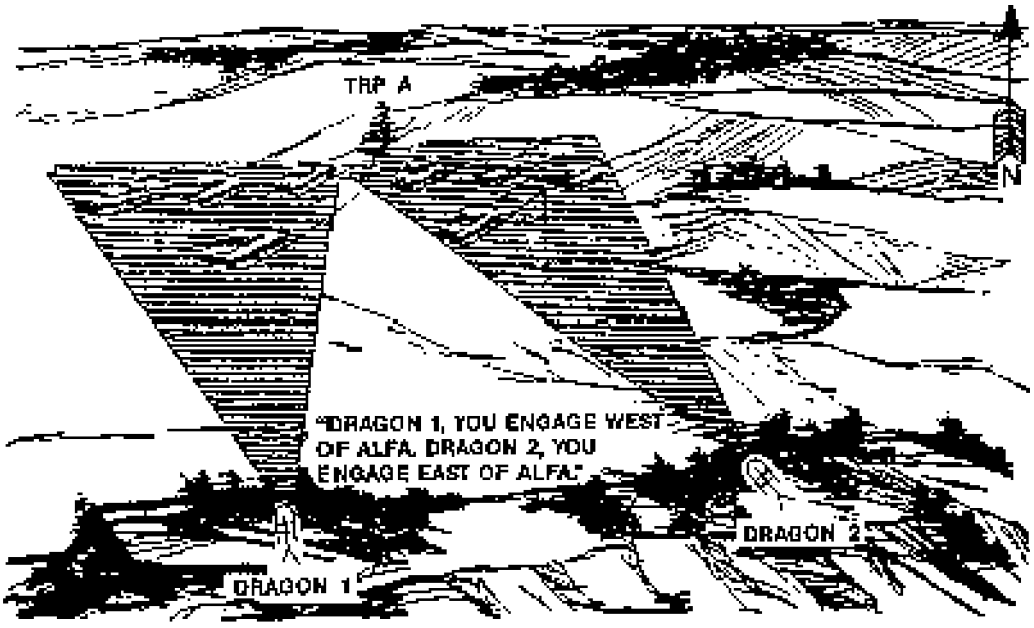


Figure 3-39. Target Reference Point.

c. Priority of Engagement. Priority of engagement is a sequence of targets that establishes the precedence (not the order of accomplishment) in which the targets should be attacked. This term relates primarily to direct fire antiarmor weapons. It is sometimes referred to as priority of targets. It is somewhat similar to the artillery term--target precedence. Commanders normally provide general guidance to their subordinate units on priority of engagement. It

may have to be amplified at each succeeding subordinate tactical level in accordance with the antiarmor capability of each subordinate tactical echelon.

Priority of engagement is often general guidance provided to a unit, however it may also take the form of specific engagement guidance provided to an antiarmor weapon squad or crew. Different weapons systems within a unit may have different priorities of engagement due to differing capabilities or the tactical scheme.

Antiarmor fires can be distributed rapidly and controlled effectively if a priority of engagement is assigned to each weapon system or if each team is assigned a specific type of vehicle to engage. For example, one team can engage tanks while another engages command and control vehicles and IFVs. Engagement priorities are useful when there are overlapping sectors of fire or when communication is lost.

In addition to engagement priorities based on types of vehicles, the level of danger to the antiarmor weapon system must be considered. There are three categories of danger to the individual gunner that may modify the priority of engagement. *The categories are most dangerous, dangerous, and least dangerous.* The *most dangerous* category denotes an enemy weapon that can engage, is engaging, or is preparing to engage a friendly weapon. If two or more of them are present, engage the closest one first. The *dangerous category* signifies an enemy weapon that could engage that could engage a friendly weapon but has not seen it yet. The *least dangerous* indicates an enemy weapon which cannot engage or is not powerful enough to destroy a friendly weapon.

d. Methods of Initiating Engagement. There are two methods of initiating engagement--*on-order fire control* and *event-oriented fire control.* Either one may be used with the HAW-MAW-LAW or Massed Surprise fire method of engagement.

The first method, *on-order fire control,* is used when the commander gives the command for his elements to begin engaging the enemy. This method assumes that there are reliable communications and that the commander is in a position to see his entire EA or sector. The second method, *event-oriented fire control,* is the guidance that each gunner is given about what enemy action or event is to occur before he fires; e.g., the event could be when the first enemy tank crosses the trigger line or when a specific number of enemy armored vehicles cross the trigger line.

There are two fire control measures that are related to the methods of initiating *engagement--maximum engagement line* and *trigger point.* The *maximum engagement line* is a constructed line within which targets can be engaged. Normally, it is never more than the TOW or M1 tank's maximum effective range. This line will normally be the range limit of the sector of fire. The *trigger point,* sometimes referred to as trigger line, is a location on the ground where the enemy comes within the effective range of a given weapon system. This line is where weapons systems fire on the enemy. The firing may be on-order or event-oriented. The trigger point is selected with consideration given to reaction time of the firing unit, time of flight of the projectile, and the rate of march of the enemy. (MCWP 3-16 *Tactics, Techniques and Procedures for Fire Support Coordination).* (See fig. 3-40.)

The maximum engagement line and the trigger point may coincide. The dimensions are normally designated by TRPs.

e. Fire Commands/Fire Patterns. Fire commands and fire patterns are methods of fire control that allow squads, sections, and platoons to engage enemy armor in the most economical and efficient manner. They may be incorporated in on-order or event-oriented initiated engagements. To be effective, fire commands and fire patterns should be rehearsed.

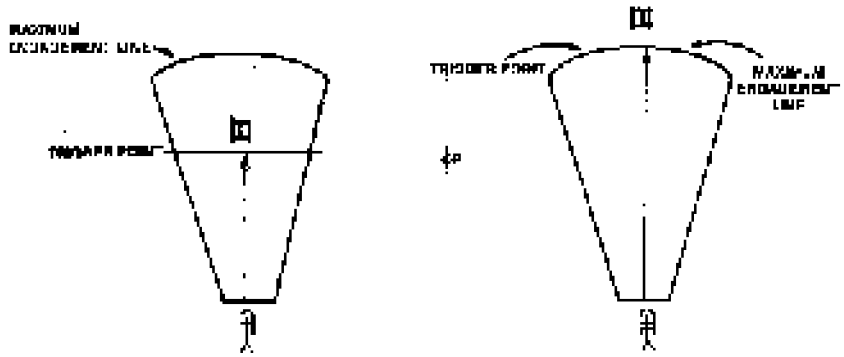


Figure 3-40. Trigger Point.

(1) Fire Commands. Fire commands are clear and concise commands that contribute to speed and accuracy in engaging armor formations. Fire commands will vary slightly, depending on the type of antiarmor weapon system. However, all initial fire commands contain the following five items as shown in figure 3-41.

Subsequent fire commands include those commands used to adjust, shift, and cease fire. They normally include only those elements necessary to accomplish these actions.

ALERT	"BRAVO Six Four, This is BRAVO Six One.
TARGET DESCRIPTION	Five Tanks
TARGET LOCATION	West of TRP Zero Zero Six
FIRE CONTROL METHOD (optional)	Depth
EXECUTION	At My Command, FIRE."

Figure 3-41. Sample TOW Section Fire Command.

(2) Fire Patterns. Fire patterns are standard techniques for the distribution of antiarmor fires on multiple targets. Fire patterns are announced as part of a platoon or section fire command. Fire patterns are normally used by tank and LAR platoons and TOW and Dragon sections. There are three basic fire patterns: frontal, cross, and depth. (See figs. 3-42 through 3-44.)

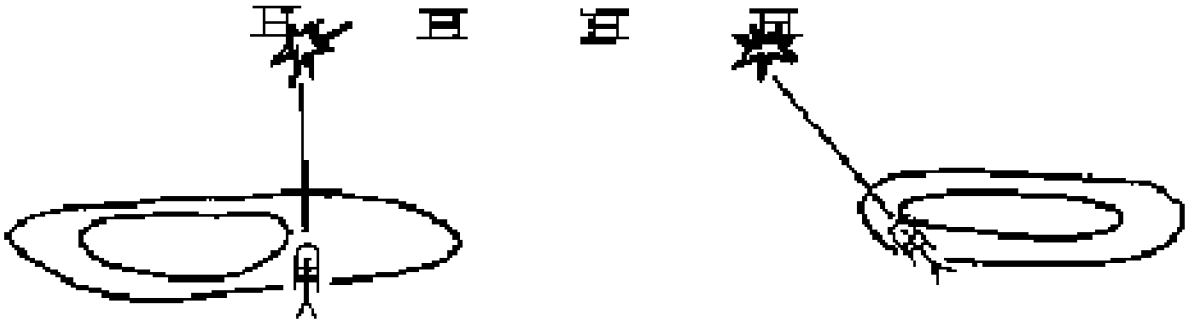


Figure 3-42. Frontal Fire Pattern.

(a) Frontal Fire Pattern. The frontal fire pattern is most effective against an enemy armor column. This angle allows for flank shots and the gunners are not in the general observation area of the armor vehicle crew. The frontal fire pattern is least effective against an armor force deployed on line and assaulting directly toward the antiarmor weapons.

(b) Cross Fire Pattern. The cross fire pattern is used when enemy vehicles are deployed on line and assaulting directly toward the antiarmor weapons. This fire pattern requires that each weapon engage a target on the opposite flank. As targets are destroyed, fire is shifted toward the center of the formation. Cross fire creates flank shots and oblique shots. It requires good communication. The cross fire pattern decreases the time each gunner has to engage multiple targets compared to the frontal fire pattern, since the gunner is not engaging the enemy at the maximum effective range of his weapon relative to the FEBA.

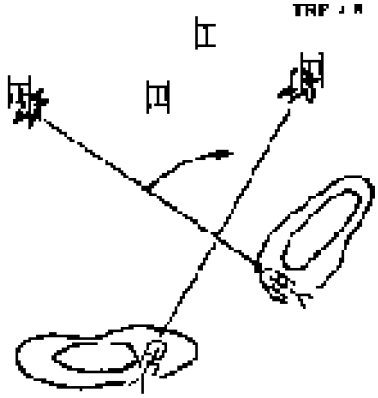


Figure 3-43. Cross Fire Pattern.

(c) Depth Fire Pattern. The depth fire pattern is employed when targets are exposed in depth. One section engages the nearest targets while the other section engages the farthest targets. As targets are destroyed, fires shift toward the center. This is especially effective against armored units in column or march formations. Like the cross fire pattern, depth fire may begin with event-oriented initiation, but requires good communication for subsequent control.

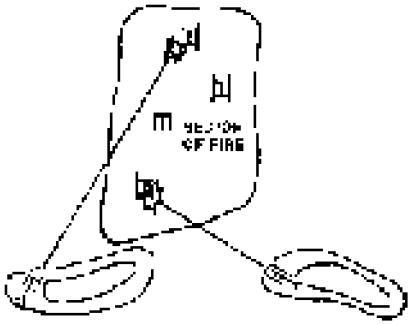


Figure 3-44. Depth Fire Pattern.

f. Kill Windows. The kill window is an exposed area between two covered areas that allows an ATGM gunner to track the target after firing until time of impact. The gunner must be aware of the time if takes the missile to reach various ranges after he fires . The TOW missiles time of flight out to it's maximum effective range of 3750 meters is 20 seconds, the Dragon missiles time of flight out to it's maximum effective range of 1000 meters is 11.2 seconds, and the Javelin missiles time of flight out to it's maximum effective range of 2000 meters is 14.5 seconds.. The gunner should assume worst case conditions--the enemy vehicle moving at its top speed, approximately 10 meters per second. (See Fig. 3-45.)

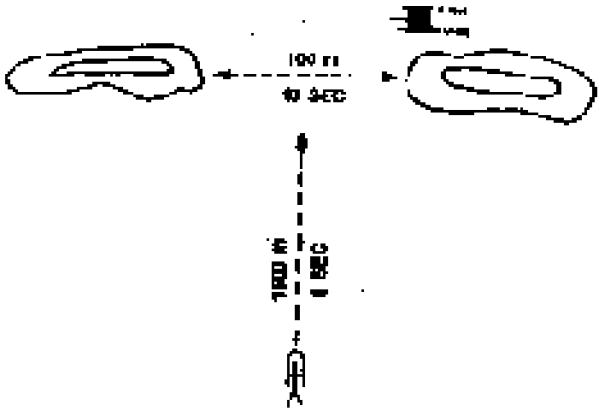


Figure 3-45. Kill Window.

g. Primary, Alternate, and Supplementary Positions. Primary, alternate, and supplementary positions all contribute to effective fire control. A **primary position** a place for a weapon, a unit, or an individual to fight that provides the best means to accomplish the mission (MCRP 5-2A). The primary position is the best available position from which the assigned sector of fire can be covered**.** An **alternate position** is the position given to a weapon, unit, or individual to be occupied when the primary position becomes untenable or unsuitable for carrying out its task. The alternate position is located so that the individual can continue to fufill his original task (MCRP 5-2A). A **supplementary position** is that location which provides the best sectors of fire and defensive terrain along an avenue of approach other than the primary avenue of approach the enemy is expected to attack along, for example, a flank avenue of approach (MCRP 5-2A). The supplementary position is a secondary position that does not cover the same sector of fire as the primary position. Supplementary positions are prepared to deal with an attack from a different direction. The unit carries out a different mission from a supplementary position. Where feasible, all antiarmor

weapons should be assigned primary, alternate, and supplementary positions. Covered and concealed routes between positions are essential to ensure rapid displacement and to prevent detection of movement. (See fig. 3-46.)

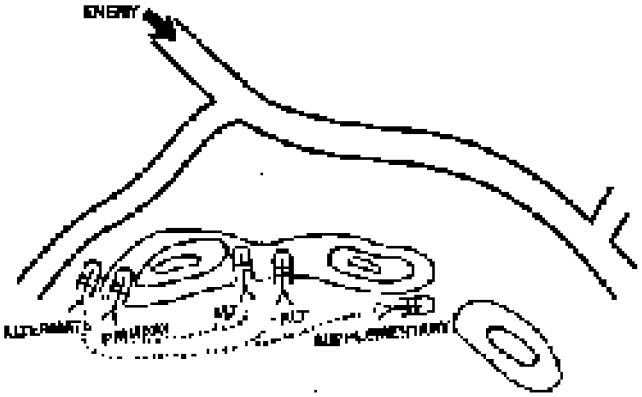


Figure 3-46. Positions.

h. Range Cards. A range card is an oriented sketch prepared for a *weapon* position. Two copies of the range card are made. One copy is retained by the crew and the other is forwarded to the next higher command. (See fig. 3-47.)

At a minimum, the range card should contain the following elements:

· Weapon positions (primary, supplementary, and alternate).

· Sectors of fire.

· Maximum engagement line.

· Range and azimuth to TRPs.

· Dead space.

· Magnetic north.

· Unit designation, time, and date.

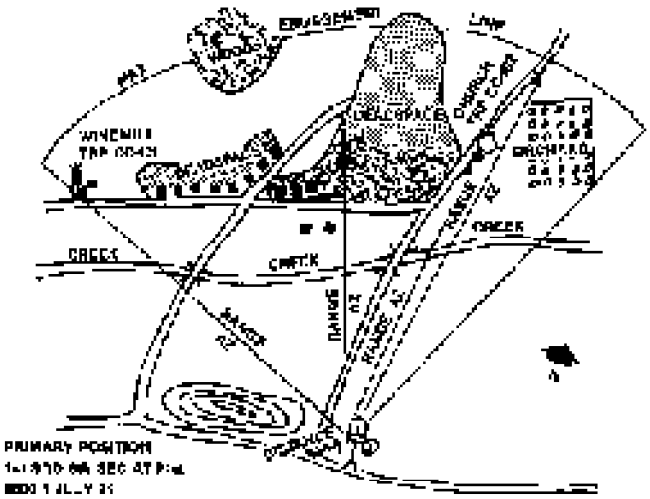


Figure 3-47. Range Card.

i. Platoon/Section Sector Sketch. A sector sketch is an oriented sketch prepared for a unit position. The sector sketch is a consolidation of the individual weapon range cards. Two copies of the sector sketch are made. One copy is retained by the preparer and the other is forwarded to the next higher command. Once the sector sketches are consolidated by the company commander and indirect fire targets are assigned, the sector sketch becomes the completed platoon fire plan sketch. Figure 3-48 is an example of a tank platoon sector sketch that has been developed into a platoon fire plan.

- Engagement area.
- Main terrain features and ranges to them.
- Primary and secondary sectors of fire.
- Maximum engagement lines.
- Trigger line (if used).
- Target reference points.
- Dead space.
- Obstacles.
- Indirect fire targets (sketch becomes the fire plan).

The reader should recognize that the fire control measures presented in this section are to be integrated with those more familiar control measures such as phase lines, check points, and the fire support control measures discussed in previous sections. Disengagement criteria--a critical fire control measure in the defense-- will be discussed in a later section.

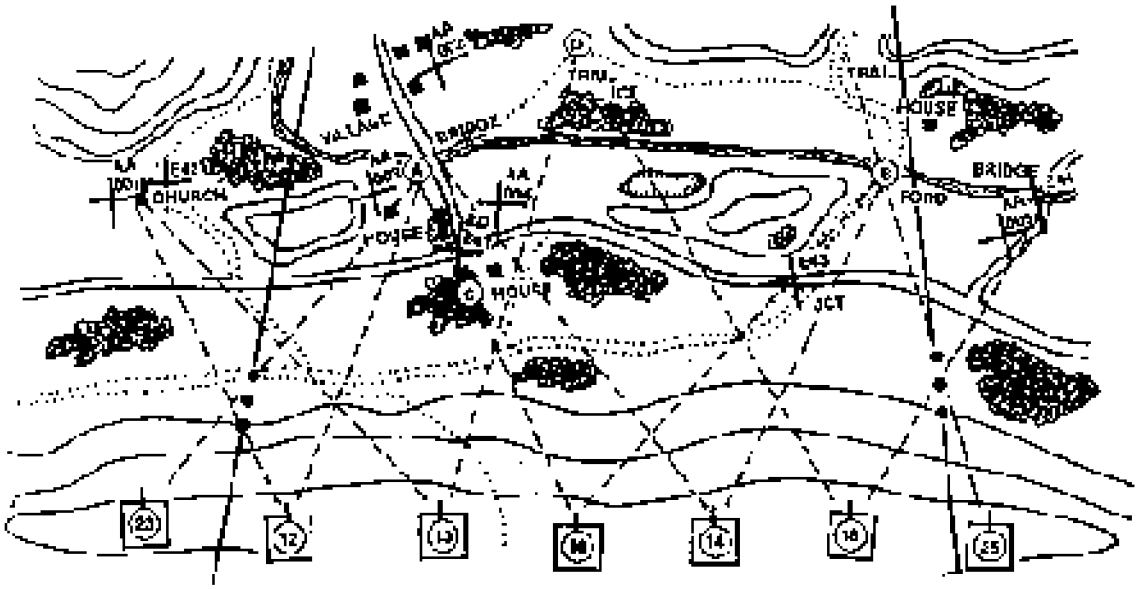


Figure 3-48. Platoon Fire Plan.

3205. Tank Killer Teams

Tank killer teams, sometimes referred to as armor killer teams, are normally squad-sized, task-organized units with independent missions armed with MAWs and LAWs. Tank killer teams destroy enemy armor without becoming decisively engaged. They are also used to call for and adjust indirect fires and to report on enemy movement. Tank killer teams may use helicopters or vehicles for mobility. Their primary technique of engagement is the ambush with massed-surprise fire.

The roles assigned tank killer teams include but are not limited to the following missions:

· Employed in dead space forward of the FEBA to canalize the enemy into EAs.

· Employed at night near the FEBA along primary or secondary avenues of approach as an economy of force measure.

· Employed in gaps between positions that cannot be covered by direct antiarmor fires.