

VIRTUAL INTELLIGENCE SERVICE

VICTORIA PER INTELLECTUM

ORDER OF BATTLE

NOTE: This document and structure is a simplification and a compromise between real world organization and DCS limitation, while respecting that this is a hobby and not anyones job.



References

https://www.globalsecurity.org/military/library/policy/army/fm/3-90/ch2.htm



Content

EXPLANATION
Ground Forces
Headquarters
Armor Division
Air Defense Division
Artillery Battalion
Armor Brigade
Logistics Battalion

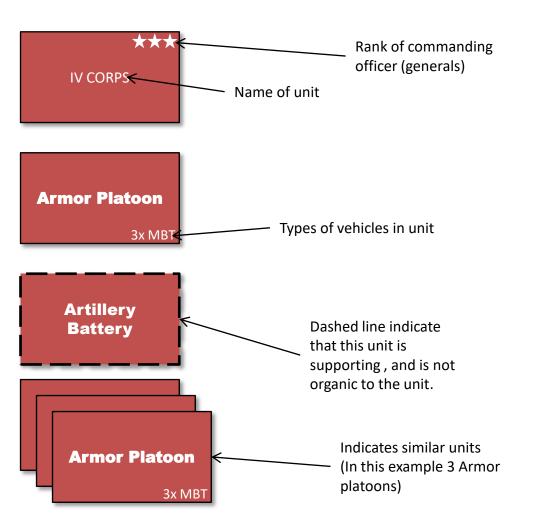
Named units

IV. Corps

Air Defence Forces (Airforce)
Air Defence Forces



Explanation: Symbols



Maneuver units:

Armor, Mechanized and Motorized

Brigade

Brigade is the normal fighting unit (contains air defence, manueuver unit, logistics and artillery)

Division:

Offensive or defensive, this is the normal unit size for a sector

Corps:

A full front, contains additional Corps resources and a headquarter.

Explanation #2

Ground Forces

Ground forces are the combat manuever forces. This includes air defense forces assigned to the ground forces in direct support to protect the combat maneuver forces

Main maneuver ground forces are divided into:

- -Motorized: Wheeled infantry (APC)
- -Mechanized: Tracked Infantry Fighting Vehicles
- -Armor: Main Battle Tanks

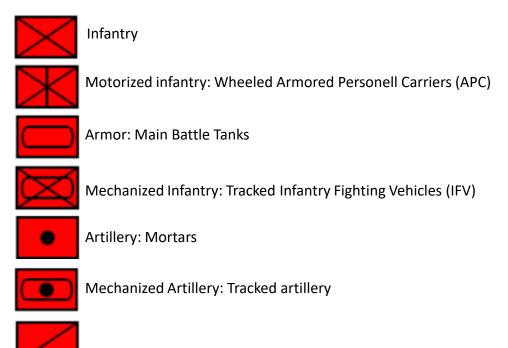
These three are the main fighting force of any enemy unit. They are supported by Artillery, Air Defenses, Logistics, Recon

Air Defence Forces

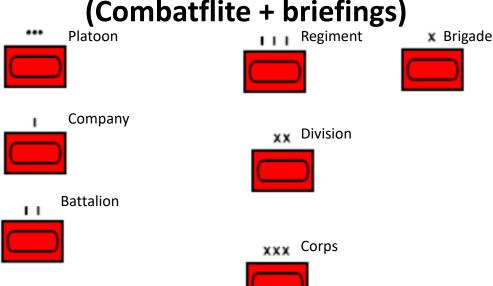
Air Defence forces are Air Defences controlled by the Air Force

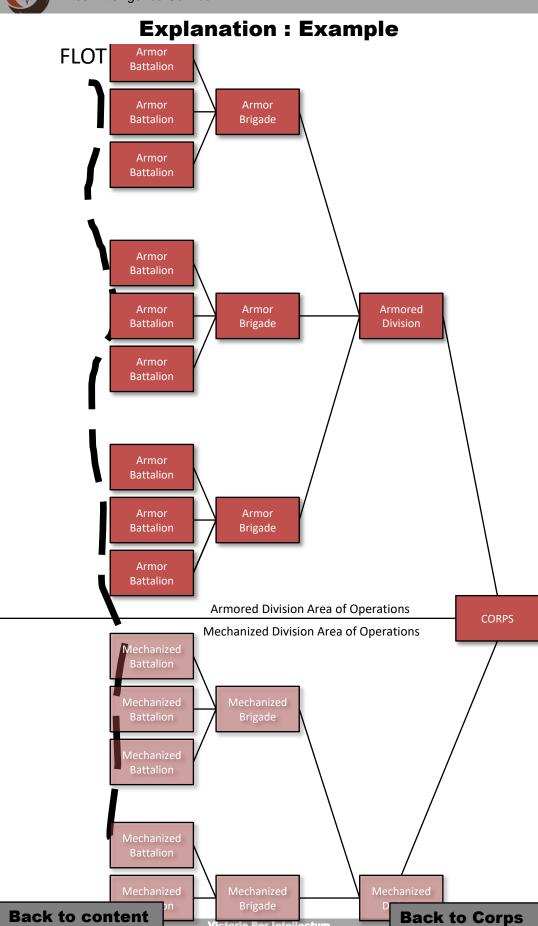
Symbols (Type and size)

UNIT TYPES (Combatflite + briefings)



UNIT SIZES (Combatflite + briefings)

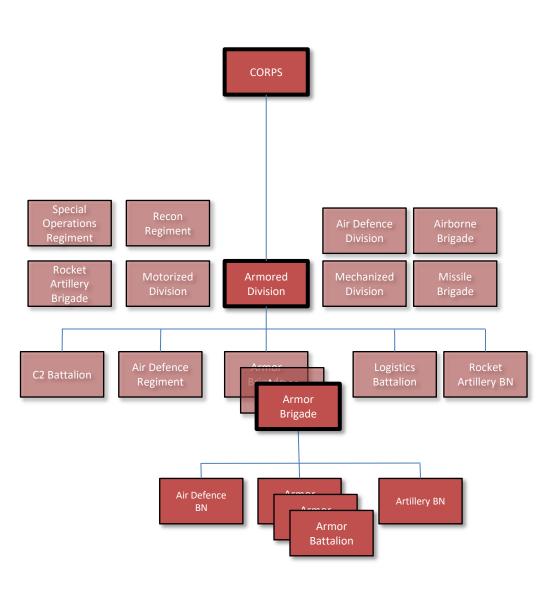




Same example, with military FLOT symbols X X ХX X XXX



Explanation: Hierarchy

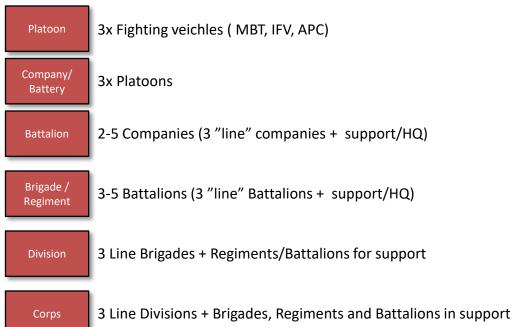


Under the Corps, the Motorized, Armored and Mechanized Divisions have their own structure. In this example, the Armored Division is shown.

Below Armor Division is the Armor Brigade, also shown.

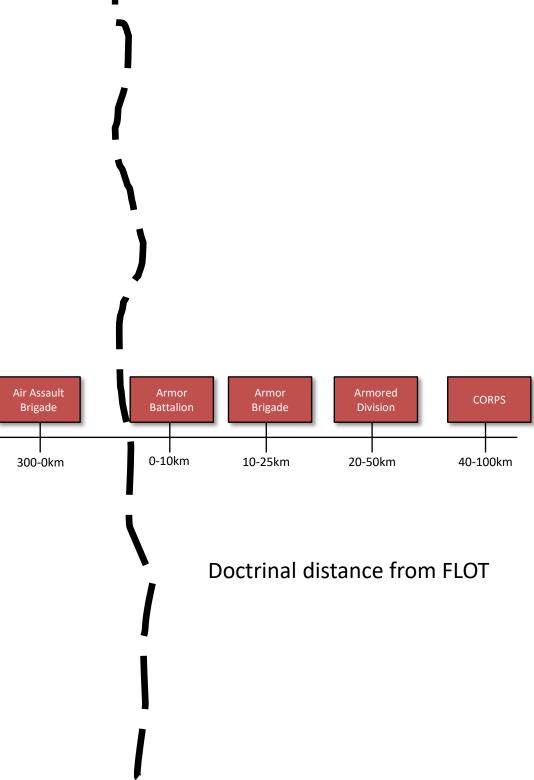


Explanation



NOTE: "line" refer to main combat unit such as armor, mechanized or motorzed infantry. These are the main fighting force

Explanation: Distances



NOTE: Air Assault Brigade jumping in behind enemy lines



Indicators

Here are indicators that can be used to identify activity that the enemy is doing:

- •BM-21 launch or movement into firing positions.
 - Preparing offensive / Attack
- •RW activity deep into enemy territory
 - Insertion of Long Range Recon
- •FW (transport) activity deep into enemy territory
 - Airborne Assault (Many FW transports)
 - Long range Recon (If only a single AC is in use, or flying tactical, low level)
- Artillery at a certain point (point target)
 - Trying to kill the target
- Artillery at an area
 - Suppression, to cover for movement / attack
- •Fill out many more.....
- Artillery units in firing position (spread out, IAW a template)
- General convoy movement
 - Upcoming action (offensive), in a certian amount of time

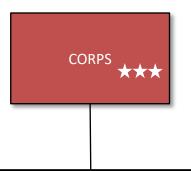
GROUND FORCES

This section includes information about the combat maneuver forces

This section contain generic information about unit size and organization



Corps



Armored Division

Motorized Division

Mechanized Division

SA-6 Battalion

SA-6

SSM Missile Regiment Rocket Artillery
Brigade

MLRS

Special Operations Regiment

★ Airborne Brigade

SCUD

Reconissance
Regiment

★ Helicopter Regiment

Logistical Regiment

NOTE: Click on symbol for link

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Headquarters

The following section contains information about the various headquarters.

There are 2 variants of each headquarter level (echelon)

Defensive

Static headquarter at own territory. At their own / homebases.

C2 Bunkers.

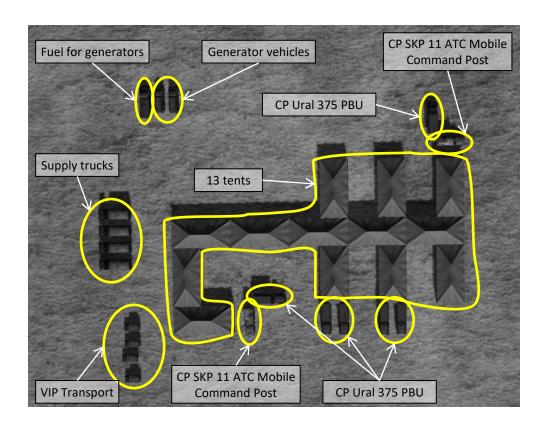
Offensive

Mobile headquarters that can move with the force as the offensive move forward.

Vehicles and tents



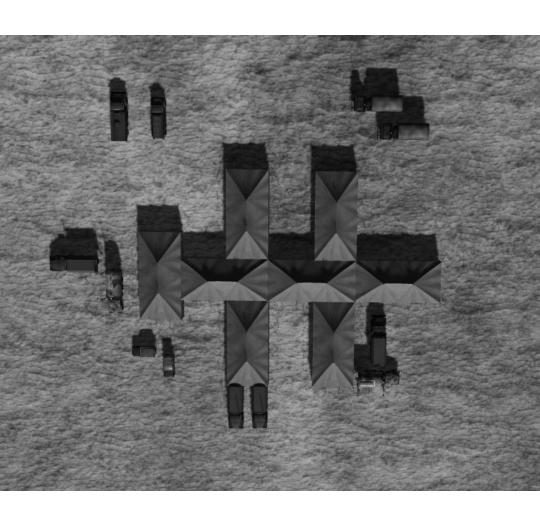
Corps HQ



Corps HQ is in rear area and are protecteded by a SA6 Battalion.

All Corps Headquarters will have the same layout on the tents. Amount of vehicles may vary but will as a minium contain what is shown on this picture.

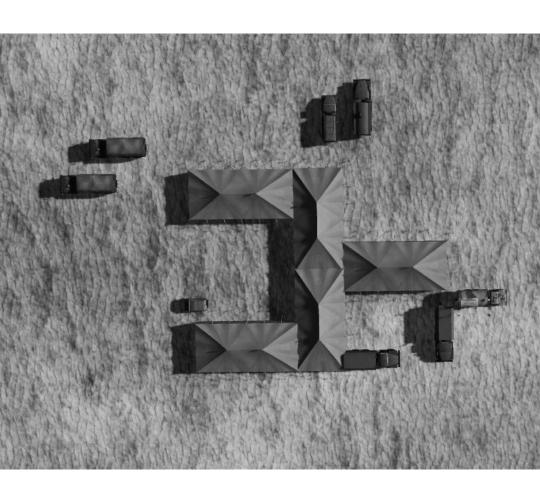
Divison HQ



All Division Headquarters will have the same layout on the tents



Brigade HQ



All Brigade Headquarters will have the same layout on the tents

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ARMOR Division

Armor Div

Armor Brigade

Logistics Battalion FARP Supply points

Rocket Artillery BN

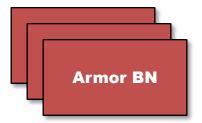
MLRS (BM-21)

Air Defence Regiment



ARMOR Brigade

Armor Brigade

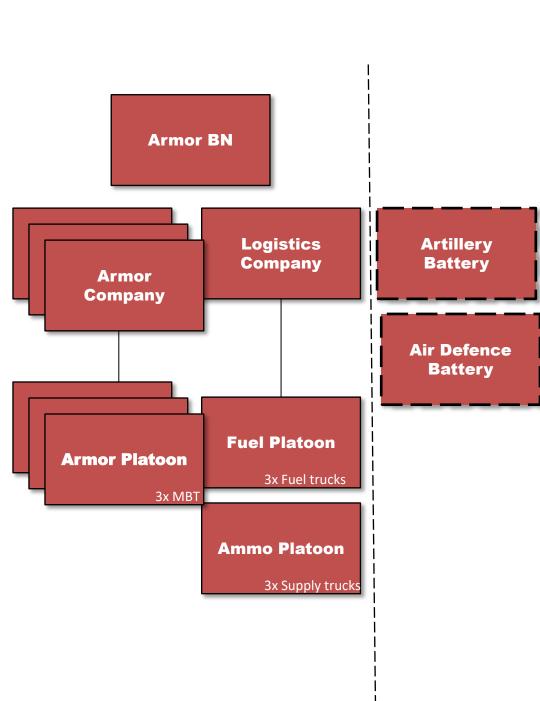


Artillery BN

Air Defence BN



Armor BN





Mechanized Division

Mechanized Div

Mechanized Brigade

FARP Logistics
Supply points Battalion

Mechanized Brigade MLRS (BM-21)

Rocket Artillery BN

Mechanized Brigade

Air Defence Regiment

Vehicles Tents

C2 Battalion



Motorized Division

Motorized Div

Motorized Brigade FARP Logistics
Supply points Battalion

Motorized Brigade MLRS (BM-21)

Rocket Artillery BN

Motorized Brigade Air Defence Regiment

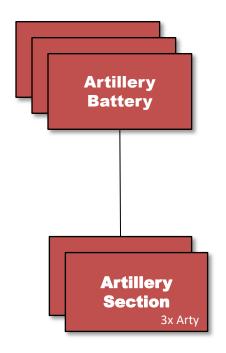
Vehicles Tents

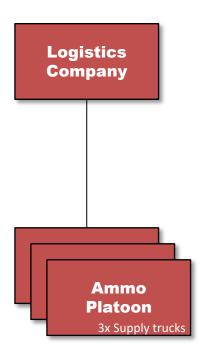
C2 Battalion



Artillery Battalion

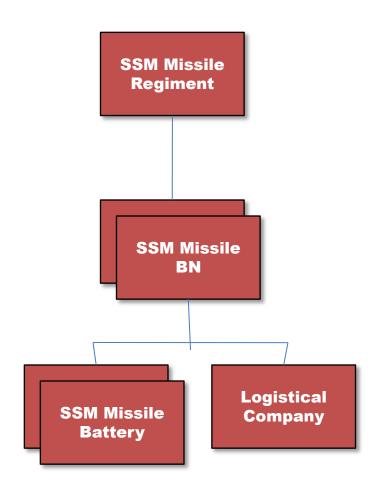
Artillery BN







SSM Missile Regiment



2x TEL (launcher vehicles) per battery

Rocket Artillery Regiment

Rocket Artillery Regiment

Air Defence Regiment

Air Defence Regiment

Air Defence Battalion SA-8 BN

4x

Launchers

SA-15 BN

4x

Launchers

+ CP

Sborka

SA-11 BN

Air Defence Battalion

Air Defence Battalion



Air Defence Battalion supportgs Maneuver Regiment 1x Air Defence Battery supporting a maneuver BN

Air Defence Battery

Air Defence Battery

Air Defence Platoon

Air Defence Platoon comes in 4 Different variants:

#1: 1x ZSU23/4 + SA-9 (Motorized) #2: 1x ZSU23/4 + SA-13 (Mechanized)

#3: 1x ZSU23/4 + SA-8 (Armor)

#4: 1x SA-19+ SA-9 #5: 1x SA-19 + SA-13 #6: 1x SA-19 + SA-8

Helicopter Regiment

Helicopter Regiment

Attack Helicopter Squadron Transport Helicopter Squadron

Logistical Regiment

Logistics Regiment

FARP BN

Logistical BN

2x FARPs

Large supply point in the rear. Transfer to frontline Divisions

Ammo Fuel Food

Specific vehicles: (same throughout all echelons)

Ammo:

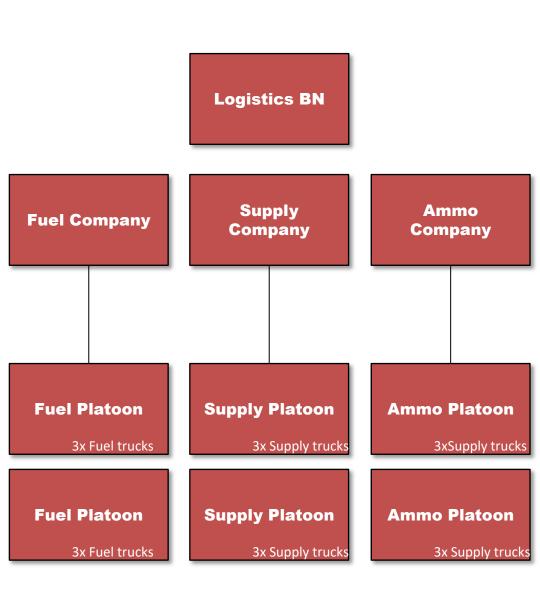
Fuel:

<u>Food:</u>

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Logistics Battalion



Recon Regiment

Reconissance Regiment



Long Range Recon Battalion

Special Recon Battalion





1 Recon Battalion per Division, 1 Company per Brigade (used to recon the Brigades main axis of advance)

Long Range Recon:

Long range Recon uses RW, plane (parachute) or infiltrates by foot, deep behind enemy lines.

Primary task to locate logistics, Artillery and C2 of enemy forces or to prepare LZ for the Airborne Brigade.

Special Recon:

Uses Electronic warfare, both for jamming, direction finding, and collecting intelligence on enemy forces.

NOTE: Recon units due to its nature of collecting intelligence operates close to the FLOT, or on the enemy side of the FLOT.

Recon BN



Recon Company

Recon Company Recon Company

Recon Platoon

Recon Platoon

Recon Plato

NOTE: Recon Company is either tracked or wheeled In each platoon there are 2 vehicles Recon units work together in pairs.





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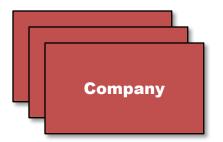
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Special Recon BN





CP URAL-375 PBU



NOTE: Special Recon BN only operate in company sized in order to use Electronic Warfare (EW) in a proper way.

Each Company have 6 CP URAL 375 PBU (vehicle identified by the antenna used for EW and HQ UNIT

- The veichles always operates as pairs. So if you see 2 CP URAL-375 PBU it is likely part of the Special Recon BN (unless they are located in one of the HQ, then it belongs to the C2 of the HQ).
- Special Recon BN can be used either in support of the frontline combat forces (collecting intelligence, jamming, direction finding).

Companies may also be assigned certain areas in the rear where they are doing force protection, for example by jamming various frequencies.

Air Assault Brigade

Air Assault Brigade



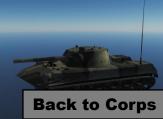
Air Assault Artillery BN

Inserted via IL-76MD
One IL-76 can carry 3 BMD (1
Airborne Platoon)

IFV BMD-1 ARV BTR-RD SPH 2S9 NONA







Air Assault Battalion

Air Assault Battalion



27 vehicles

Air Assault
Anti-tank
Company

ARV BTR-RD

9 vehicles

Air Assault Artillery Company SPH 2S9 NONA

6 vehicles

42 vehicles total = 14 IL-76 to move one Air Assault BN

+ LOGISTICS: NEED TO BE ADDE

Inserted via IL-76MD
One IL-76 can carry 3 BMD (1
Airborne Platoon)

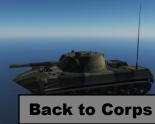
IFV BMD-1

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ARV BTR-RD



SPH 2S9 NONA



SPECIAL UNITS

The following section will cover special units/formations that can be encountered on the battlefield.

VIP General Escort

When generals are moving around on the battlefield, they are transported in UAZ-469 vehicles in convoys.

For a 3 star general, the convoy will consist of 2x BTR-80 (one at the front, and one in the rear), one ZSU 23/4, and 3x UAZ-469 veichles.

For a 2 star general, the convoy will consist of 2x BTR-80 (front and rear guard), 1x ZSU 23/4 and 2x UAZ-469

For a 1 star general, the convoy will consist of 2 x BTR-80 (front and rear guard), 1x ZSU 23/4 and 1x UAZ-469.

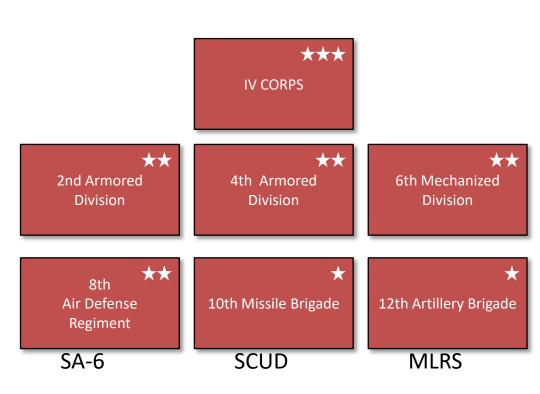
Generals typicly move back and forth between the various HQ's in order to coordinate or recive mission/tasks. Or visits troops to boost morale.



Specific units

This next section will contain specific units (named units)

IV Corps



14th Special
Operations Regiment

16th Air Defense Divison

Air Defense Forces

This section includes information about the Air Defense Forces protecting critical installations.

The Air Defense Forces are static locations

Controlled by the Air Force.

Air Defense Division

Air Defence Div

SA-3 Regiment SA-2 Regiment SA-6 Regiment

SA-2 BN

SA-3 BN

SA-6 BN

SA-6 Regiment

SA-6 Regiment

SA-6 BN

Early Warning Battery

Air Defence Battery

Air Defence Brigade

8th Air Defense Brigade

SA-10

Air Force

Mission types

CAP
SWEEP
Strike /Bombing
CAS
SEAD/DEAD
Anti-ship
AAR
Airlift / Transport
Airborne Assault

Packages