Necessary:

* Distance/Direction/Grid Location
* Point target or line?
* Size of target (determine type of round)
* Tactical purpose (screen/destroy) (determine type of round and fuse time)
* Air space clear?
* Danger close?

Would like:

* Type of Target
* Description of target (i.e. armored or not)
* Weather/Temperature

Determinations:

* Type of round
* Amount of rounds
* Which type of artillery