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

How long does it take for artillery to target and fire?

Retargeting time?

Break into data set, for both target and targetter.

Vectors from each firer to target, choose firer, same gun, movement time x seconds, targeting radius,

Have an artillery piece, make up values for each attribute for what artillery should have, how long takes to target, how big is blast radius, hit stationary targets, see how long it would take to fire on stationary targets.