

## **Engineer Rally Point**

CUI





## Terrain Shaping at the CTC: A View From The ENG Company

### Key Terrain Shaping Questions

- Has EA DEV and obstacle integration changed or is it the same with new tools?
- What type of tools/munitions do we need to properly shape terrain in LSGCO?
- How do we shape terrain in open and rolling terrain like NTC given current obstacle capability? What about heavily wooded terrain?
- □ How effective are we at integrating obstacles for a defense?

### **Desired Endstate**

 ✓ Junior and mid-level leaders gain insight on effective terrain shaping TTPs and multicompo interoperability best practices.



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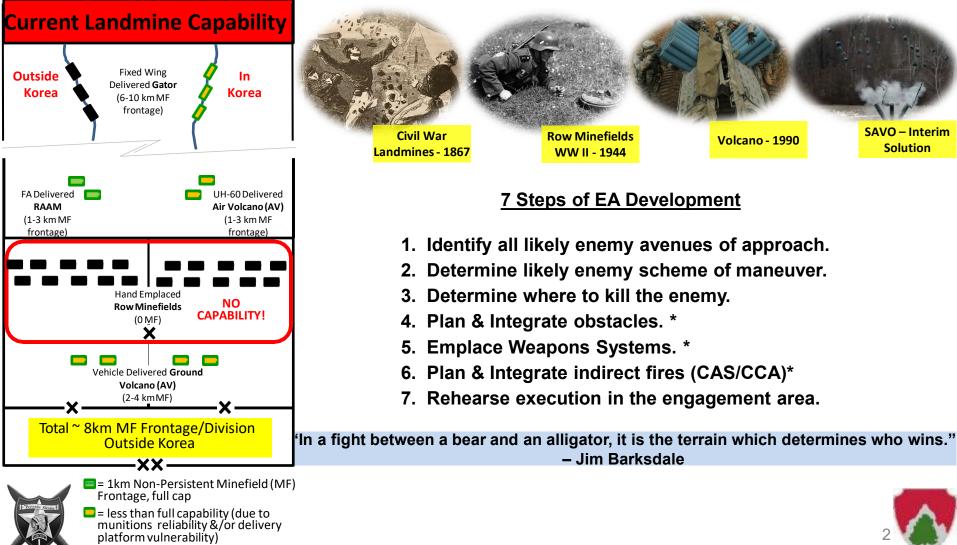
= no capability

# **Terrain Shaping: A**<sup><sup>m</sup></sup>**Complex Function**



LTC David Stalker, 23 BEB Commander

Throughout history, forces have attempted to turn, fix, block, disrupt and deter others through ever-evolving obstacle solutions. Successful defensive operations in military history have led to operational success and are characterized by applying the 7 Steps of Engagement Area Development.



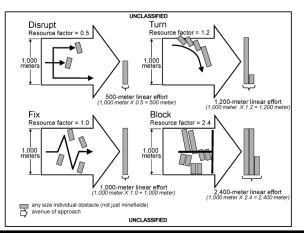


Combined Arms Obstacle Integration MAJ Brad Laux, 23 BEB XO



**Obstacle Integration** – "The actions that commanders and staffs apply to ensure that the employment of obstacles supports the commander's intent and concept of operations." **ATP-3-90.8** – **para 3** 

1. Obstacle Design (Art)



2. Obstacle Resourcing (Science)



3. <u>Obstacle SitingScience</u>



#### Anticipating Offensive-Defensive Transitions:

- Top-down Planning requires Bottom-up Refinement
- Early integration of TF ENGs (ENG have seat at Table)

#### Countermobility Operations are Resource-Intensive:

- Must identify early to facilitate timely execution
- Open and rolling terrain requires obstacle systems to cover large areas rapidly

#### Advantages

**SBCT** in the Defense

- Ability to maneuver & rapidly reposition
- Ability to dismount infantry
- ATGM assets
- Organic mortar assets
- Ability to mass fires
- Digital communication systems
- Defense in restricted terrain
- Sustain for 72 hours

*How do we capitalize on these?* 

#### **Limitations**

- Stryker survivability
- Defense of an open area
- Max effective range of weapons systems
- Limited standoff
- Limited engineer assets
- Vulnerability to Indirect Fire

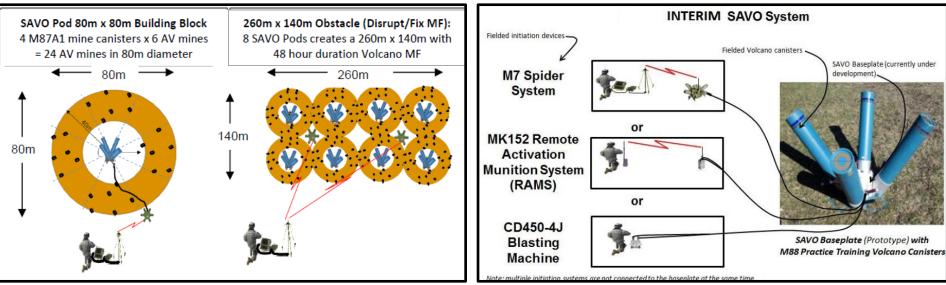
#### How do we mitigate these?





# Standoff Activated Volcano Obstacle (SAVO)

MAJ Brad Laux, 23 BEB XO



#### **Terrain Shaping Challenges:**

- National Policy and Global Norms
- Current systems approaching obsolescence

#### SAVO fills critical gaps in Directed Tactical Obstacles:

- Increased portability providing more flexibility in minefield employment
- > Still requires "man in the loop" activation
- Can be recovered and reused prior to mine deployment





SAVO Interim Training Packet: https://www.milsuite.mil/book/docs/DOC-1088405





## **Company: NTC Northern Corridor**



#### **CPT Matt Schultes, CEC CDR**

MTOE Vehicles	Combat Load	$\sim$	E1AAV E1AAV
	2x SAVO, 8x Canister, Marking Material, CD450J Blasting Machine		ASR SAN JUAN
0000	2x SAVO, 8x Canister, Marking Material, SLAM, RAMS-RF		E1BWG E1BWT E1BSW 250m
	2x SAVO, 8x Canister, Marking Material, CD450J Blasting Machine		
	2x SAVO, 8x Canister, Marking Material, SLAM, RAMS-MI		1800m E1CWT E1CAV
	80x Can VOL, CCL D (300m TSC)	Е5АНО	Resources Required
	12x SAVO, 48x Canister, Marking Material, Specialty Equipment		4 CCL-D 8x SAVO 160x VOL Canisters

#### Lessons Learned

- Map recon does not reflect ground conditions for terrain shaping.
- Able to leverage SAVO + Volcano to mitigate impacts of wire shortage.
- SAVO excellent for uneven terrain and can be set up during RPOL.
- SAVO adds flexibility, but all available assets should be leveraged for achieving Combined Arms

			2////////				
ISO 2-3 IN TF Patriots (Drinkwater)							
	Proposed	Executed	% Complete				
AVD	540 m	650 m	120% m				
Berm	0 m	283 m	283% m				
тѕс							
DSC	3530 m	2228 m	63% m				
SSC							
Frat Fence	250 m	2793 m	1117% m				
HDP	0 ea	9 ea	ea				
TDP							
VFP							
Crew Served							
	Planned	Executed					
VOLCANO	1 ea	1 ea	100% ea				
RAAM	1 ea	0 ea	0% ea				
SAVO	1 ea	1 ea	100% ea				
CRATER	2 ea	2 ea	100% ea				
SLAM	0 ea	2 ea	ea				
		-					







# Platoon: NTC Hidden Valley



#### 1LT Camm Johnson, Sapper Platoon Leader

#### **SAVO Employment Considerations**

#### Selection of Terrain:

- Level the base plates (+/- 15 degrees)
- Micro-terrain ("Walk the ground")
- Complementary Obstacle Emplacement

#### Space Management:

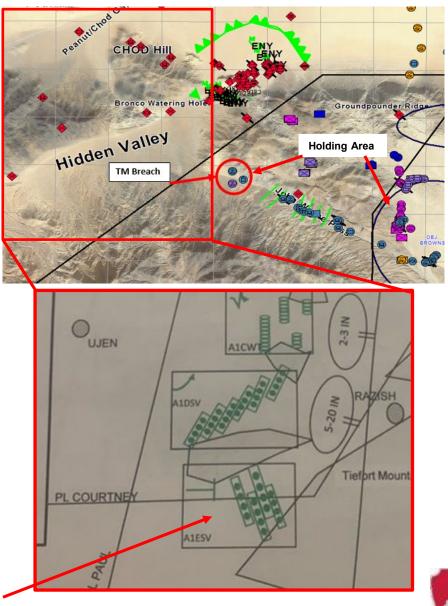
- Transportability: Plan for and rehearse load plans
- Terrain manager to "own the space"
- Creative management techniques

#### Time Horizons per Task:

SAVO Emplacement (Day vs. Night)

#### Lessons Learned

- Train as you Fight
- Train on Basics 10 level (STT)
- Breadth Qualified Alternates







## **Multi-Component Interoperability**



### SFC Leake, Sapper PSG; SSG Madriz, S3 NCO

#### Active Duty and Reserve Component Interoperability

#### Human Dimension:

- Build the Team Early (Virtual IPRs, CDR Dialogue, Integrate PLTs into Annual Training)
- Implement LPDs to achieve common visualization and understanding of capabilities

#### **Procedural Dimension:**

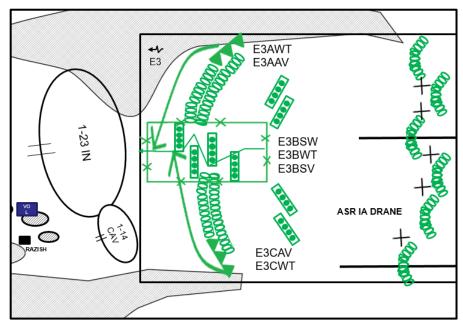
- TACSOP and TTP Integration
- Apply trained NCO's to "on the job" teach

#### **Technical Dimension:**

 Ensure proper systems for secure communications (Right Personnel – Equipment - Location)

#### Terrain Shaping Interoperability TTPs

- 1. Baseline Training for all Components
- 2. Leader Certification and Company Crosstalk
- 3. Embed Talent
  - NCO's on Ground
  - System Experts (JBCP)











# How do we train this?



**CPT Matt Schultes, CEC CDR** 

#### How do we train for defense?

- Early integration with maneuver forces. Ensure shared understanding in capability and limitations of Engineer Force.
- Leader Development Programs that assess realworld events for effectiveness in shaping terrain for maneuver force.
- Ensure Leaders incorporate terrain shaping in training scenarios.

#### **Develop Training Plan**

- Build Leader Expertise EQT I
- SAVO/SLAM Sergeants Time Training EQT II
- EQT III-VI Scenario Inclusion/Reinforcement
- Early Integration with Supported Maneuver Units

#### Recommendations

- Increase TADS availability + quality at Home Station/CTCs.
- Add more Mobile Training Team (MTT) support.

Mission	FY Training Week	1PLT	(Sapper)	2 PLT (RCP)	3PLT (MS)	Ř
Engineer Qualificaiton Table I	TW 15					
Driver's Training	TW 16					
Buddy Team LFX	TW 17					
Team Leader Academy	TW 18					
REBS MTT	TW 19					
Panther NET/NEF	TW 20					
Weapon Qualification Density	TW 21					
Engineer Qualificaiton Table II	TW 22					
Urban Breaching Demo Range	TW 24					
Company FTX	TW 25					
Squad LFX	TW 27					
7ID Obstacle Course Construction	TW 28-30					
Change of Command Inventories	TW 31-34					
Cadet Summer Training	TW 35-46					
REBS Technical Manual Verification	TW 46					
Stryker Gunnery	TW 47					
Wildland Firefighting PTDO/Training	TW 48					
Wildland Firefighting - Dixie California	TW 49-52					
Brigade Training Cycle	TW 01-04					
NTC 22-03 Outload	TW 07-12					





What does the Regiment need to Focus On

LTC David Stalker, 23 BEB Commander

#### > How certain are you that we would win if we went to war with a near-peer threat?

- Azerbaijan's drones owned the battlefield in Nagorno-Karabakh (2020)
- Ukrainian / Russian War (2022)
- > Do we need to change the way we think about terrain shaping operations?
  - Importance of masking
  - Deception ISO terrain shaping









# **Q&A Session**

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# **CLOSING REMARKS**

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