Appendix J
ATTACK GUIDANCE MATRIX

This appendix provides an example of an attack guidance matrix.

EXAMPLE OF AN ATTACK GUIDANCE MATRIX

TARGET CATEGORY	SHEET NUMBER OF HIGH PAYS	WHEN[1]	HOW[2]	CONSTRAINT DESCRIPTIONS
C³ 1	25 and 30	I	N/EW	Coordinate attack with EW
FS 2	1, 2, 5, and 18	I	N	DNE MTLR older than 10 min
Mvr 3	46, 48, 50, and 51	I	25%	Last volley RAAMS or ADAM
ADA 4	58	P	S2 or G2	SEAD program
Engr 5		P	N	Countermobility program
RSTA 6	85	P	EW	
REC 7	103 and 105	P	N	
N/CH 8	76 to 82	I	D	Accuracy of 0 to 200 m/TDA required
POL 9		A	D	
Ammo 10	120 and 121	I	D	
Maint 11		P	N	Not high payoff
LIFT 12		P	N	Not high payoff
LOC 13		P	N/G3	Not high payoff

[1]Describes when to attack the target:
- A = as acquired
- I = immediately (Interrupt nonimmediate missions to process.)
- P = plan (Include in a program for later attack when the situation changes.)

[2]How the target is to be engaged:
- N = neutralize
- S = suppress
- D = destroy
- EW = electronic warfare
- X% = percent of casualties

LEGEND:
- ADAM = area denial artillery munitions
- C³ = command, control, and communications
- DNE = do not engage
- engr = engineer
- LIFT = refers to general transports in the opposing force
- LOC = lines of communication for which no special target types are designated
- m = meter
- mvr = maneuver
- maint = maintenance
- MTLR = moving-target-locating radar
- N/CH = nuclear and chemical
- POL = petroleum, oils and lubricants
- RAAMS = remote antiarmor mine sytem
- REC = radio-electronic combat
- RSTA = reconnaissance, surveillance, and target acquisition
- TDA = target damage assessment