

WHAT PDU'S CAN ENABLE FIRE SUPPORT TRAINING AND OPERATIONS

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PDU's are critical for fire support as it incorporates a myriad of weapon systems, communication systems, and associated effects. In training and combat, they are necessary to plan, coordinate, and execute. Furthermore, increased standardization is required, as the recent failure of the Afghan Army indicates we must be able to provide fire support and intelligence to a myriad of allies, of which their defense depends on American fire support.

The transmit and signal PDU is the most important, because all fire support is dependent on communication of at least 1 km to distances of thousands of km's. If allies are not able to employ this PDU, then the IntercomSignalPdu can serve as a stand in for purely training purposes. This enables allies who are developing their militaries the abilities to train in various stages of immaturity.

The FirePdu would serve as a baseline Pdu for fire support engagements along with the DetonationPDU. The EntityDamageStatus is also required. These three Pdu's are pertinent to enable the fire support loop, from firing, to impact, to effects. The EnvironmentalProcessPdu gives the advanced details needed for fire support effects to terrain needed to provide fidelity to the battlefield during maneuvers. The PointObjectStatePdu will help provide further details needed to ensure effects are captured.

If fire support management and planning is the focus, the EventReportRPdu, and RecordRPdu may enable tracking of data, which provides insight to enable learning. Last, to increase realism during live fire support training, elements of the LiveEntityPdu may enable live, virtual, and constructive to enhance realism during the training event.