



EMPLOYMENT OF ARMOUR IN OPERATIONS OF WAR

REFERENCE

- **General Staff Publication Armour.**
- **Training Tactics.**



INTRODUCTION

ARMOUR



AIM

To acquaint SOs with armr in order to emp it effectively in all types of Ops

SEQUENCE

- Role, Tasks, Characteristics and Limitations.
- **Employment of Armour.**
- **Cooperation with Infantry and Other Arms.**
- Armoured Fighting Vehicles and Organization.
- Conclusion.

DIFFERENCE BETWEEN ARMOURD AND RECONNAISSANCE

Ser	Feature	Armoured Regiment	Recce Regiment
(a)	(b)	(c)	(d)
1	Primary Role	Offensive cbt (shock action)	Intelligence gathering and early wng
2	Main Vehicles	Main battle tks	Light AFVs, scout cars, light tks
3	Firepower	Heavy (main gun, machine guns)	Light (machine guns, autocannons)
4	Protection	Heavy armr	Light armr
5	Speed & Stealth	Moderate speed, low stealth	High speed, high stealth
6	Tactical Use	Direct engagement	Avoids engagement unless nec



ARMoured REGIMENT - RECONNAISSANCE REGIMENT





ROLE

Ser	Armoured Regt	Recce Regt
(a)	(b)	(c)
1	Aggressive mob act to destroy en armr.	Conduct med recce.
2	Close cbt in conjunction with inf.	Provide sy.
3	Shock act.	Engage in mob offensive Ops.
4		Peacetime Ops in sp of civ auth.
5		Ceremonial duties.



CHARACTERISTICS

Ser	Armoured Regt	Recce Regt
(a)	(b)	(c)
1	Fire Power	Fire Power
2	Protection	Protection
3	Mobility	Mobility
4	Flexibility	Flexibility
5	Shock Action	Communication



LIMITATIONS

Ser	Armoured Regt	Recce Regt
(a)	(b)	(c)
1	Human Factor.	Crew Fatigue.
2	Dependence on log sp and servicing.	Replenishment.
3	Tactical limitations.	Vulnerability.
	a. Vulnerability to close quarter fighting.	a. Field of view and fire are limited.
	b. Sensitivity to gr and obsts.	b. Vulnerable to short-rng anti-armr wpns.
	c. Holding of gr.	
	d. Darkness and bad vis.	
	e. Size, wt and noise.	



EMPLOYMENT OF ARMOUR





FUNDAMENTALS

- Intelligence.
- Concentration.
- Decisive Act.



Intelligence.

- Maximum int and info on **en disposns** must be obtained.
- **Terrain info** is great imp as an unfavourable gr or an undetected **obst** may jeopardise the Op.
- All aval sources should be exploited to obtain **trn** and **en info**.
- This info must be disseminated down to the units well in adv.



Concentration.

- Maximum avail tks must be **emp en-masse** at **the critical pt.**
- Concentrations must be in-depth and should be **directed at key features** with clearly defined **objs** and **msns**.
- The desired decision is obtained with speed **without any switches** or **changes** in the plan.



Decisive Act.

- A favourable and final decision can be imposed only through an offensive Op.
- Armour is an arm of the decision in the land battle and **emp at the right time** and **place** with **sufficient str.**
- Armoured tps should be kept concentrated, dep, and controlled for delivering the decisive blow.



BASIC ESSENTIALS

- Aggressive and bold emp.
- Mobility.
- Flexibility.
 - Grouping.
 - Fire sp.
 - Relief of tps already engaged with the en.
 - Movement.
 - Security.
 - Coordination with flanking tps.
 - Logistic sp.



- Surprise.
- Cooperation.
 - Inter-arm cooperation.
 - Armuor air team.
- Controlled dispersion.
- Fire and mnvr.



- Maintenance of Momentum.
- Flexibility in plg.
 - Retaining the initiative.
 - Balanced grouping and loc of res.
 - Exploitation of the weakest pt.
 - Logistics sp.

EMPLOYMENT OF ARMoured REGIMENT

- An armrd regt is **seldom** employed **without any supporting arms**.
- Require some **essn sp** in the form of **arty, AD, inf, engrs, and air**.
- **Tactical grouping, handling mov, and emp** should be considered.



➤ Basic Considerations.

- All **fundamentals** and **essns** of armr tactics.
- The **guideline** to plan the **emp of tks** with the effect of trn:
 - ✓ Advance with a **min of outside sp** when the **enough space for dep and mnvr** is avail.
 - ✓ In a **close ctry**, full dep is **seldom** poss.
 - ✓ When **trn restricts armr mov** where the **mnvr is imposs**, **tkes are less eff.**
 - ✓ Greater asst is reqd by **inf, AD, and arty** when trn **restricts armr mov.**
- The bulk of the unit should move on rds and trs until contact is imminent.



- **When moving tactically, the dists between tks and sub-units depend on:**
 - ✓ Terrain.
 - ✓ Visibility.
 - ✓ Availability of fire posns.
 - ✓ Mission.



- **No hard and fast rules or yardsticks for the dists between tks and sub-units and considerations are as fols:**



In an Attack.

- The **dists is relatively closer** to ensure the concentration of fire along atk frontage.
- **All tks and tps should be in vis contact** for the ability to sp.



In Defence.

- **Visual contact between tps is not essn**, if the posns of the neighbouring tps are known.
- The intervening area is eff covered by **obsn and interlocking fire**.
- The **tks within the tp should be in vis contact** and at least two guns must be able to fire on any given pt.



TACTICAL EMPLOYMENT

➤ In an Armoured Formation. The imp pts on tactical emp:

- Grouping.

- ✓ The max striking power could be achieved only by emp a regt as a whole.
- ✓ An armd regt can be grouped with a bn equipped with ICVs or a part of the bn, when require a balanced CT.

- Tank vs Tank Fight.

- ✓ In tank battles, the **mov must be combined with the firepower** to gain an advtg against en tks.
- ✓ **Dug-in inf is very useful where en tks can be drawn onto A tk guns.**



Armoured Regiment in an Infantry Division.

- **Concentration.** Employ the unit as concentrated as poss.
- **Infantry and Tank Cooperation.** Require fighting in conjunction with armr.
- **Grouping.** Frequent regrouping should be avoided.
- **Anti-tank Defence.** Troop is much more eff when it fights together.
- **Counter-attack.** Deployed centrally from where it can carry out all tasks.
- **Counter Penetration.** Prepared and coord with inf, engr and other sp.
- **Movement.** Tanks should not be moved unnec.
- **Logistic Support.** Normal admin, repair, and rec.

EMPLOYMENT OF RECONNAISSANCE REGIMENT

- A **recee regt** is **highly mob** with an **armd striking elm** supported by **mtd inf**.
- The **admin org** of the **regt** is **flexible** to allow **sqns** to operate independently for **limited pds**.
- The **regt** is **more eff**, when working closely **under the unit comd**.



➤ Offensive.

- The **seizing** an imp tactical feature for a limited time.
- **Holding** of an imp tactical feature for a limited time.
- **Carrying out raids in mob Ops.**



➤ Security or Protective Tasks.

■ Mobile Tasks.

- ✓ Covering troops.
- ✓ Provisioning a flank guard.
- ✓ Escorting convoys.

■ Static Tasks.

- ✓ Holding an outpost line.
- ✓ Watching an exposed flank.
- ✓ Protecting bridges on the flanks or rear.
- ✓ Landing grs against airborne attk.



➤ Defensive Tasks.

- Holding a sector by the mob def.
- Holding the line of an obst by establishing blks.
- Mobile res of firepower.
- Provision of an imm C-attk force in conjunction with other arms.
- Containing penetrated en until a C-attk is launched.
- Covering a threatened gap/flank.



➤ Pursuit.

- The regt is capable of pursuit with AFVs, mtd asslt sects, and close sp wpns.
- It should form the center of a pursuit force with inf and arty UC.

➤ Traffic Control. The regt can be emp on tfc con and crossing con duties:

- During a major mov by a corps or div.
- Breaching of a minefield.
- River crossing.

➤ Internal Control. The presence of the asslt tps the regt can be eff emp in an IS role.

ARMOUR IN OPERATION OTHER THAN WAR

➤ Wheel vehs can be utilised due to the capabilities with light armr as:

- **Support the close fight** as a part of a combined arms team using **accurate anti-armr fires and direct fires**.
- Use thermal sights to greatly enhance the **ni fighting caps** of the combined arms team.
- **Detach quickly from the parent unit** and be emp during the initial stages of contingency or reinforcing Ops.
- **Secondary armament** can be used eff.
- Accomplish **rapid mov** and **limited penetrations**.
- **Exploit success** and pursue defeated en elms as a part of a larger force.



➤ The armour can be eff performed by in OOTW:

- Guard (with rft).
- Screen.
- Zone or area recce.
- Route recce and sy.
- Counter-recce.

IN CONTEMPORARY OPERATIONAL ENVIRONMENT

➤ Armour envisages based on the contemporary and future threat or Op envrmt:

- Counter-terrorism.
- Counter violent extremism.
- Military aid to civ auths.
- United nation peace sp Ops.
- Humanitarian asst and disaster rel Ops.



COOPERATION WITH INFANTRY AND OTHER ARMS







ARMOUR AND INFANTRY

➤ The cooperation between armour and inf is built on:

- Mutual trust.
- The knowledge of each other's caps.
- Limitations.
- Duties of each other to enhance interoperability.

➤ It reqd sound and detailed plg prior to an Op.

➤ All tps must maint efficient radio comm.



➤ Offensive Tasks.

- Armoured regt may be emp in an attk either when **armr is predominant** or **inf is predominant**.
- Armour/inf employment in offensive Ops:
 - ✓ Tanks leading.
 - ✓ Infantry leading.
 - ✓ Tanks and inf on the same axis.
 - ✓ Tanks and inf on a different axis.
 - ✓ Tanks stand back and sp inf by fire.



■ Tanks Leading.

- ✓ Tanks are led against light opposition, in very open ctry, and in an asslt where inf is mtd.
- ✓ Tanks and inf move to the obj at the best speed.
- ✓ Tanks move from bound to bound using fire and later direct.
- ✓ The task of the armd regt in the attk is to over-run or secure the gr.
- ✓ Kind of attk:
 - Frontal attks.
 - Flanking attks.
 - Envelopment; the en is encircled by moving around from one or both flanks.
 - Combination of any of the above.



■ Infantry Leading.

- ✓ Infantry moves to the obj at their own speed and by the best route.
- ✓ Tanks give supporting fire from the most advantageous fire posn.
- ✓ Some tks should accompany the leading inf into the asslt.
- ✓ The timing of arrival at the obj is the same time as the leading inf.
- ✓ Infantry could be supported by tks in the fol manner:
 - Assault by forming a **part of the asslt ech.**
 - **Fire sp.**
 - A combination of the above.



- **Tanks and Infantry in the Same Axis.**
 - ✓ **Control will be easier** when tks and inf move on the same axis that the going is suit for both arms.
 - ✓ This may be the **best solution with inexperienced tps.**
 - ✓ Care must be taken that the inf does not cover the fire of the tks.
 - ✓ This method has the **disadvtg** that the inf will be exposed to the en arty fire.
 - ✓ The tks also highly vul to en arty.



- **Tanks and Infantry in Different Axis.**
 - ✓ The **tk**s supporting fire can be applied at right angles to the inf axis of adv.
 - ✓ The **fire to be continued with safety to the final stage of the asslt** where **arty** and **mortar** fire have to be **lifted** as a **safety measure**.
 - ✓ Each **arm has the liberty to select its route** considering the most suitable gr for them to move.



■ Tanks Stand Back and Support Infantry by Fire.

- ✓ This may be nec if the gr is mined, boggy, or imposs for the tks to move.
- ✓ The tks must be **positioned as far fwd as poss** so that the sp is most accurate and eff.
- ✓ The disadvtg is that it **does not allow the tks' shock action** to inspire the inf.
- ✓ Both arms must agree on when tks may be released on completion of an attk.
- ✓ Some tks will probably have to remain to deal with C-attk threats and some may have to remain indefinitely in close sp.
- ✓ Tanks should be released when poss to permit replenishment of fuel and ammo.



ARMOUR AND INFANTRY IN ATTACK

➤ Tasks of Armour.

- To **destroy en wpns**, which **hold up the inf** and which the inf cannot destroy themselves.
- **Clearing a path for the inf** through the en wire and anti-pers minefields.
- **Provide firepower** to maint the momentum of the attk.
- **To assist the inf against C-attks** imm after the obj has been seized.
- **Destruction of strong pts.**
- Destroying **the en armr** in sp of inf.
- **Exploitation.**



➤ Tasks of Infantry.

- **To seize and hold the obj.**
- **To engage and destroy close range Atk wpns** which become a threat to the tks.
- **The closer the ctry, the higher** should be the **proportion of inf to tks.**
- **Continuing the attk**, if unforeseen obsts or Atk fire hold up the tks.
- **Protection of armr** in the assy area and the FUP, at ni or in close ctry.
- **Leading armr adv at ni** and in close ctry.
- **Assisting tks in maintaining the momentum of adv** by clearing opposition.
- **Protecting tks from tk-hunting parties** while passing through built-up areas, jungles, or close ctry.



DEFENSIVE OPERATIONS

TASKS OF ARMOUR

- Security force Ops.
- Mobile def.
- Area def.
- Act as covering tps and covering force.
- To counter en armd pen.
- To act as mob res.



ARMOUR AS A MOBILE RESERVE

- To launch a spoiling atk.
- Tank destruction prior to, or during the resistance stage of the battle.
- To rft a threatened sect.
- Counter pen.
- Counter atk.

COOPERATION WITH OTHER ARMS

- Artillery and AD.
- Engineers.
- Combat Svc units.
- Air Sit:
 - Supplementing and sometimes replacing arty sp.
 - Providing info in-depth and early wng.



➤ Artillery and Air Defence.

- Support from AD is reqd to neut en air power since **armr is vul from the air.**
- Since arty has the cap to **conduct air recce with drones**, it will be highly eff to couple with a recce regt to conduct aerial recce.
- Armour also can eff engage with the tgts after proper air recce.



➤ Engineers.

- The primary role of the SLE is to improve the going for the tks and vehs to the battlefield.
- Engineers need to **improve the mobility of armr** where natural or manmade obsts hinder its movs.



➤ Combat Service Support Units.

- That is the responsibility of the staff offrs to keep the CSS regts in the vicinity to facilitate the progress of the battle and the dep of armr.
- Since **armr depends on logs backups, CSS units must keep in touch** with armr and need to place their areal delivery plan timely.

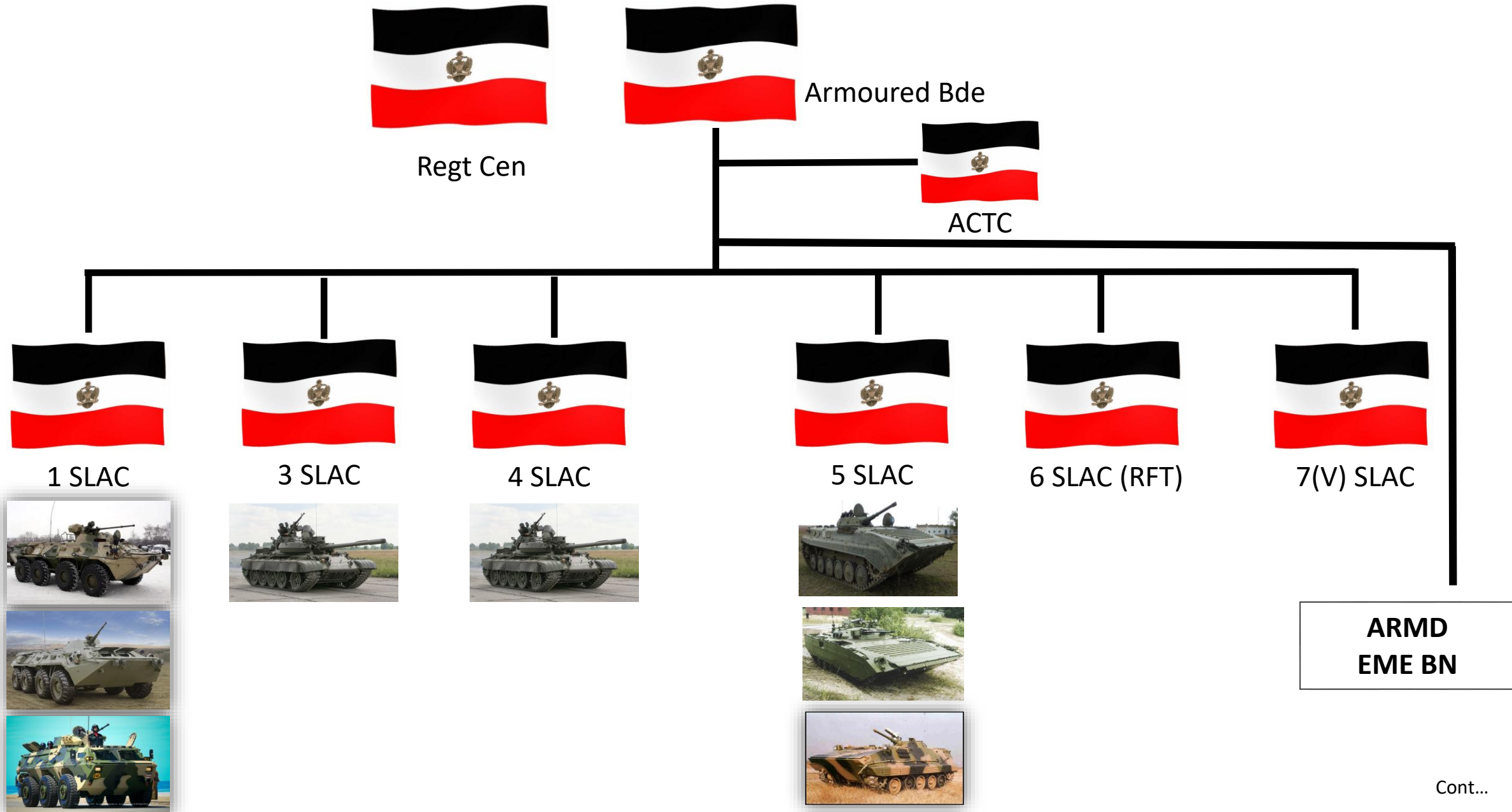


➤ Air Situation.

- **Air sp plays an imp part by supplementing and replacing arty sp as well as providing info, and early warning.**
- **It is the prime responsibility of the Op comd and staff offrs to ensure air superiority in the battle.**
- **It helps to utilise armr eff in the battle without hindrance.**
- **Elements of SLAF should be included as far as poss to enhance the regt recce and surv capabilities.**

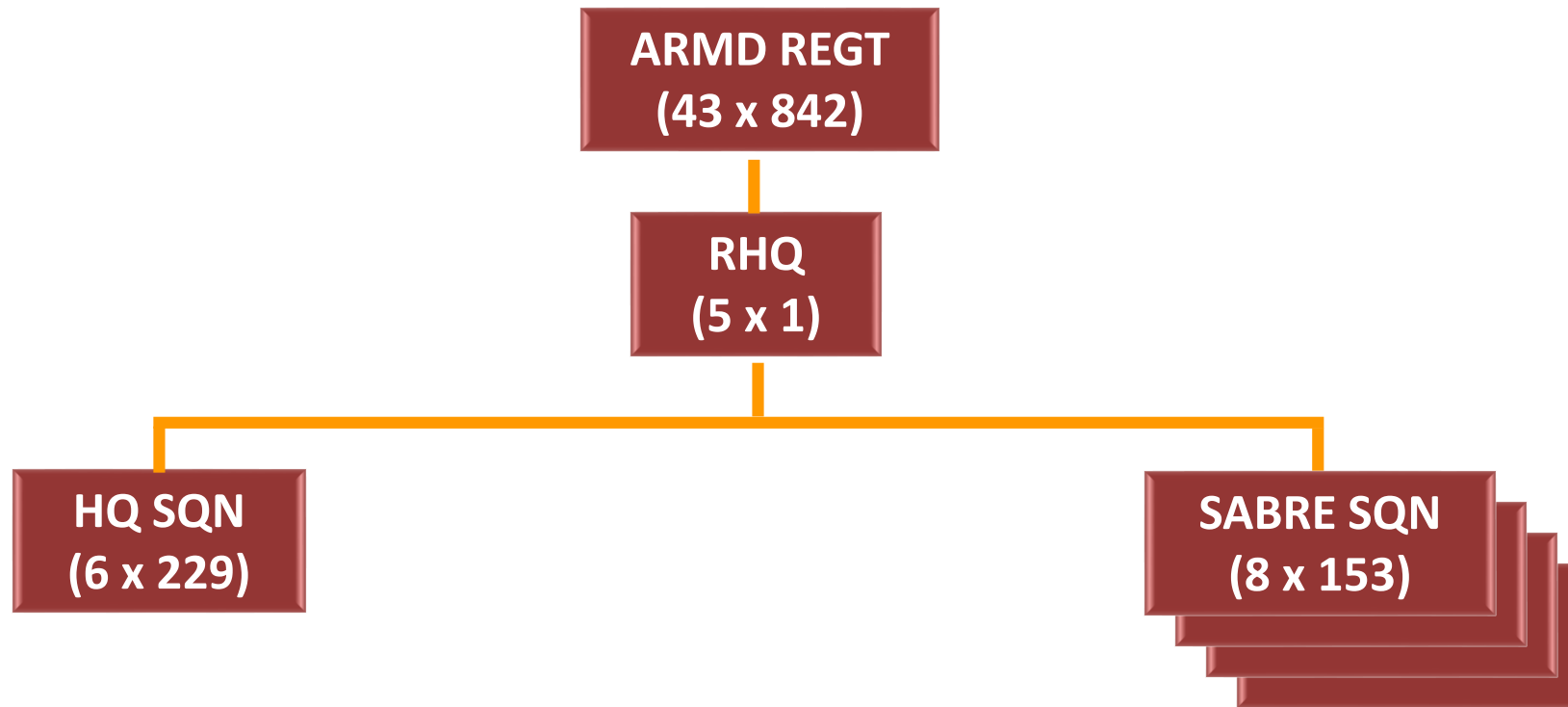


ORGANIZATION OF SRI LANKA ARMoured CORPS



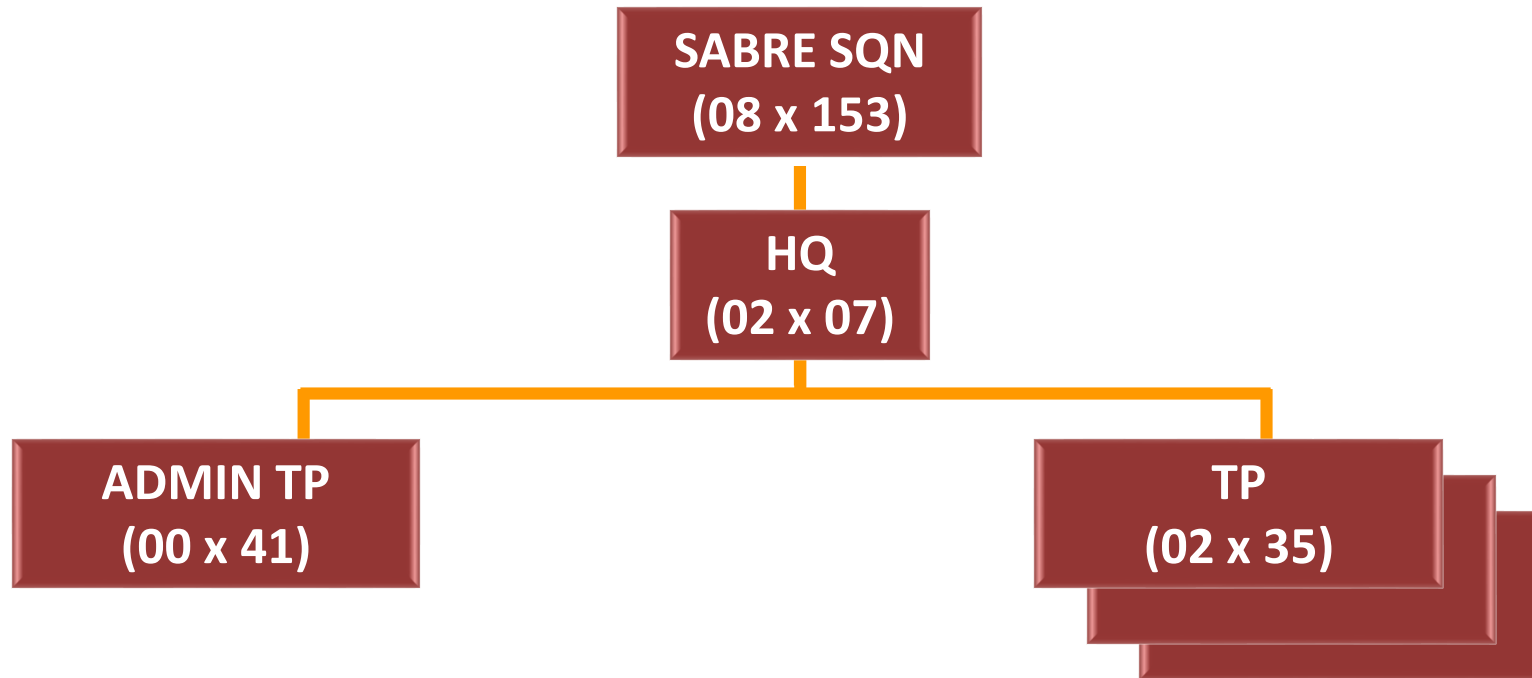


ORGANISATION OF AN ARMoured REGIMENT





ORGANISATION OF A SABRE SQUADRON





ARMoured FIGHTING VEHICLES OF SRI LANKA ARMoured CORPS



1. Country: Czech Republic
2. Armament : 100 mm Main,
12.7 mm AA, 7.62 mm co –ax
3. Weight : 36 tons
4. Crew : 04
5. Armour : 203 mm
6. Rd Speed : 45 kmh
7. Fuel Consumption : 1.9 km/l

T 55 A





1. Country: Russia
2. Armament :
30 mm Cannon
7.62 mm co –ax
3. Weight : 14.5 tons

BTR 80 A AFV





1. Country: Russia
2. Armament :
30 mm Cannon
7.62 mm co –ax
3. Weight : 14.3 tons
4. Rd Speed : 65 kmh
5. Afloat : 7 kmh
6. Fully Amphibious

BMP 2





T 63 -2 ICV

1. Country: China
2. Armament :12.7 MM MG or 40 mm AGL, 7.62 mm co -ax
3. Weight : 13 tons
4. Crew : 10
5. Rd Speed : 60 kmh
6. Afloat : 6 kmh
7. Fuel Consumption : 0.89 km/l





1. Country: China
2. Armament : 73 mm Main, 7.62 mm co –ax
3. Weight : 13 tons
4. Crew : 11
5. Rd Speed : 65 kmh
6. Afloat : 7-8 kmh
7. Fuel Consumption : 2.0 km/l

T 86 (T) ICV





1. Country: China
2. Armament : 73 mm Main ,
7.62 mm co –ax
3. Weight : 14.0 tons
4. Crew : 11
5. Rd Speed : 65 kmh
6. Afloat : 6 kmh
7. Fuel Consumption : 1.5
km/l

T 85 ICV



CONCLUSION

RE-CAP

- Evolution of Battle Tks.
- Development of Armr Vehs.
- Evolution of Armr Tac.
- Role, Tasks, Characteristics and Limitations.
- Employment of Armr.
- Cooperation with Inf and Other Arms.
- Armoured Fighting Veh and Org of SLAC.

“If the tanks succeed, then victory follows”.

Heinz Guderian

