

# Defensive Operations: How to Hold What You Take



This article is part of the [Antistasi Commander's Handbook](#).

## Battle Quotes

“Defense is the stronger form of fighting.”

— Carl von Clausewitz

## 1. PURPOSE

To establish the doctrinal framework for organizing and conducting defensive operations. Capturing an objective is only the first phase of an operation; consolidating and holding that ground against a guaranteed enemy counter-attack is the measure of true success. This document provides the principles required to turn a temporary victory into a permanent gain.

## 2. SITUATION

Following the seizure of any objective of value—be it an outpost, a factory, or a town—personnel must assume that a swift and violent enemy counter-attack is imminent. The enemy possesses the numbers and armored assets to attempt to retake lost territory immediately. Our defense must therefore be planned with urgency and executed with discipline.

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### a. The Defender's Dilemma

**We are outnumbered, outgunned, and cannot afford a prolonged, static fight.** A simple wall of guns facing the enemy will be identified, flanked, and destroyed. A passive defense is a failed defense.

### b. The Defender's Advantage

**We choose the ground on which we will fight.** The interval between capturing an objective and the arrival of the enemy QRF is our greatest asset. This time must be used to prepare the battlefield to our overwhelming advantage.

## Battle Quotes

“He who is prudent and lies in wait for an enemy who is not, will be victorious.”

— Sun Tzu

## 3. CONCEPT OF OPERATIONS

Our defense is not a static line to be held at all costs. It is an elastic, active system designed to absorb the enemy's initial shock, bleed them of momentum and manpower, and create an opportunity for a decisive counter-attack that shatters their assault. This concept is built on three pillars.

graph TD; subgraph "Guerrilla Defense"; A[

### 1. Preparation

*Shape the Battlefield*

] --> B; B[

### 2. Defense in Depth

*Bleed the Enemy*

] --> C; C[

### 3. The Counter-Attack

*Shatter the Enemy*

]; end style A fill:#1b4f72,stroke:#333,stroke-width:2px,color:#fff style B

fill:#9A6A23,stroke:#333,stroke-width:2px,color:#fff style C fill:#962D2D,stroke:#333,stroke-width:2px,color:#fff

## a. The Three Pillars of Guerrilla Defense

### (1) Preparation of the Battlefield

**The fight is won or lost before the first shot of the counter-attack is fired.** All available time must be devoted to shaping the terrain.

## Battle Quotes

“Give me six hours to chop down a tree and I will spend the first four sharpening the axe.”

— Abraham Lincoln

**(a) Observation**

*Post Observation Posts (OPs) on all likely avenues of approach. Early warning is the trigger for all subsequent defensive actions.*

**(b) Fields of Fire**

**Position forces and weapons with clear, interlocking fields of fire.** Cut down brush or move objects that obstruct your primary weapon systems. Every position must be supported by another.

**Insurgent Commander's Note**

Destroyed foliage will "regrow" i.e., the next time the server is restarted, all destroyed foliage & buildings/objects return.

**(c) Obstacles**

*Use mines, roadblocks, and disabled vehicles to disrupt, slow, and canalize the attacking force into designated kill zones. An enemy forced to dismount in the open is an enemy ripe for destruction.*

**(2) Defense in Depth**

```
graph TD
  direction LR
  subgraph "Enemy Attack Vector"
    E[Enemy Force]
  end
  subgraph "Defensive Layers"
    SA["Security Area  
OPs & Early Warning  
Detect & Report"] --> MBA
    MBA["Main Battle Area (MBA)  
Obstacles & Kill Zones  
Destroy Attackers"]
    R["The Reserve  
Concealed  
Counter-Attack Force"]
  end
  E --> SA
  SA --> MBA
  MBA --> R
  R --> MBA
  end E --> SA
  classDef enemy fill:#641E16,color:#fff
  class E enemy
```

**The enemy must fight through multiple layers, not a single hard shell.** Each layer weakens the attacker and drains their initiative.

**(a) The Security Area**

*The outermost layer. This is the domain of your OPs and early warning screens. Their job is not to fight, but to detect the enemy and report their composition, direction, and size before falling back to the main defensive positions.*

## (b) The Main Battle Area (MBA)

*This is where you intend to destroy the enemy. Positions are mutually supporting and built around key terrain and heavy weapons. The MBA should be covered by your interlocking fields of fire and obstacles.*

## (c) The Reserve

*A designated element, held back in a covered and concealed position. The reserve is NOT a group of resting soldiers; it is the commander's decisive arm, committed at the critical moment to counter-attack, reinforce a failing position, or block a breakthrough.*

### Battle Quotes

*"He who defends everything defends nothing."*

— Frederick the Great

## (3) The Counter-Attack

**A passive defense gives the initiative to the enemy. Seize it back.** The counter-attack is the culmination of your defensive plan.

### (a) The Objective

*The counter-attack is not a blind charge. It is a planned assault against a specific enemy element at a specific location (e.g., "Assault the enemy squad that has breached the northern wall").*

### (b) The Trigger

*The counter-attack must be initiated based on a pre-determined trigger. Example: "Once the enemy BMP is destroyed, Team B will counter-attack from the west." This ensures a coordinated action at a moment of enemy vulnerability.*

### Battle Quotes

*"The defensive form of warfare is not a simple shield, but a shield made up of well-directed blows."*

— Carl von Clausewitz

## 4. TACTICAL APPLICATION

### (1) Interlocking Fields of Fire

**No position fights alone.** The concept of interlocking or overlapping fields of fire means positioning your automatic weapons so that the fire from one weapon can cover the ground that another weapon cannot. An enemy squad attempting to flank Position A must walk directly into the kill zone of Position B. This web of fire is the foundation of a strong defense.

```
graph TD
    subgraph "Defensive Positions"
        PosA[Position A]
        PosB[Position B]
    end
    subgraph "Enemy Approach"
        Enemy[Enemy Squad Advancing]
    end
    subgraph "Kill Zone"
        KZ[Kill Zone]
    end
    PosA -- "Field of Fire (Covers Center & Right of KZ)" --> KZ
    PosB -- "Field of Fire (Covers Center & Left of KZ)" --> KZ
    Enemy -- "Enters Kill Zone" --> KZ
    style KZ fill:#962D2D,stroke:#333,stroke-width:1px,color:#fff
    style PosA fill:#8FBC8F,stroke:#333,stroke-width:1px
    style PosB fill:#8FBC8F,stroke:#333,stroke-width:1px
    style Enemy fill:#F08080,stroke:#333,stroke-width:1px
```



### (2) Tactical Use of Obstacles

**Obstacles are not just walls; they are tools to manipulate enemy behavior.** Placed correctly, they force the attacker to conform to our plan. An obstacle is only effective when covered by observation and fire. The four tactical effects of obstacles are: Disrupt, Turn, Fix, and Block.

```
graph LR
    A["Disrupt: Break up enemy formations, disrupt tempo, and command & control"] --> B["Turn: Force enemy to change direction into a vulnerable area"]
    B --> C["Fix: Slow the enemy advance within an area to allow for targeting with fires"]
    C --> D["Block: Physically stop the enemy's advance and deny access to an area"]
```

1. **Disrupt:** Breaks up enemy formations and slows their tempo. A scattered minefield or random vehicle wrecks on an open approach forces vehicles to slow down, maneuver individually, and makes them easier to engage. It breaks the momentum of their assault.
1. **Turn:** Diverts an enemy force from one avenue of approach to another. A well-placed roadblock or destroyed vehicle on a main road forces the enemy column onto a secondary, less-protected route—a route that leads directly into a prepared kill zone (Engagement Area).
1. **Fix:** Halts the enemy in a specific location, preventing them from moving. The goal is to hold them in the Engagement Area long enough for defensive fires (machine guns, anti-tank) to have maximum effect. Anti-personnel mines and concertina wire are excellent for fixing dismounted infantry.
1. **Block:** To completely deny the enemy access to a specific area. This is used for critical

locations you cannot afford to have the enemy reach, such as a flanking route or the direct path to your command post. This requires a complex, covered obstacle like a destroyed tank wedged between two buildings.

```
graph TD
    direction TB
    subgraph "Enemy Avenue of Approach"
        E_Force[Enemy Armor Column] --> D_Zone
    end
    subgraph "Defensive Obstacle Plan"
        D_Zone((Disruption Zone))
        ScatteredMines[Scattered Mines] -- "Slows & separates column" --> T_Obs
        T_Obs((Turning Obstacle))
        DestroyedTruck[Destroyed Truck on Road] -- "Forces enemy off main road" --> EA
        EA((Engagement Area / Kill Zone))
        MinesWire[Mines & Wire] -- "Fixes enemy in place" --> E_Destroyed[Enemy Destroyed]
        AltRoute[Alternate Route] -- "Denied by Blocking Obstacle" --> B_Obs[Roadblock]
        T_Obs --> AltRoute
    end
    subgraph "Friendly Fire Support"
        MG1[MG Position] -- "Covers EA" --> EA
        AT[AT Position] -- "Covers EA" --> EA
        MG2[MG Position] -- "Covers EA" --> EA
    end
    classDef enemy fill:#943126,color:white,stroke:#333,stroke-width:2px
    class E_Force enemy
    style D_Zone fill:#FDF2E9,stroke:#D35400
    style T_Obs fill:#FCF3CF,stroke:#F1C40F
    style EA fill:#FADBD8,stroke:#C0392B
    style B_Obs fill:#EAEDED,stroke:#7F8C8D
```

## 5. THE DEFENSIVE CHECKLIST

Before the enemy arrives, every leader must be able to answer the following:

### (1) Identify Avenues of Approach

**Where will the enemy attack from?** Analyze the terrain and road network.

### (2) Determine Key Terrain

**What ground, if lost, will un hinge the entire defense?** Prioritize its fortification.

### (3) Position Key Weapons

**Where do the machine guns, anti-tank weapons, and marksmen go?** Place them to cover key terrain and avenues of approach.

### (4) Emplace Obstacles

**Where will mines and roadblocks cause maximum disruption?** Ensure they are covered by observation and fire.

### (5) Establish a Reserve & Counter-Attack Plan

**Who is the reserve?** What is their position, their route, and their trigger to launch the counter-attack?

## (6) Disseminate the Plan

**Does every fighter know their position, sector of fire, and the counter-attack plan?!**

### Insurgent Commander's Note



A wall is a target. A web is a trap. We do not build walls of men and hope they hold. We weave traps of interlocking fire, obstacles, and planned counter-attacks to ensnare and destroy the enemy.

## 6. SUMMARY

A successful defense is proactive, not reactive. It is an aggressive, calculated action designed to absorb an enemy's attack and then strike a decisive blow. By preparing the battlefield, fighting in depth, and executing a planned counter-attack, a small irregular force can defeat a numerically superior conventional adversary. Hold what you take, and you break the enemy's will. Cede ground, and you lose the war.

### Battle Quotes

“Those skilled in defense hide in the most secret recesses of the earth; those skilled in attack flash forth from the topmost heights of heaven. Thus they are able to preserve themselves and win complete victory.”

— Sun Tzu

### Battle Quotes

“Come and get them.” (*Molon Labe*)

— King Leonidas of Sparta, at the Battle of Thermopylae

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