



#### **Agenda**





### Brigade's Background

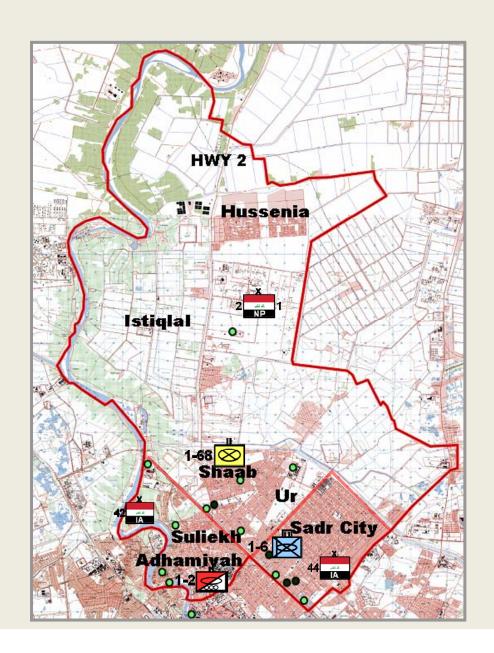
- Third deployment to Iraq
- Stabilized unit
- Deployed in Dec 07. Redeployed in Feb 09
- 50% of the Brigade deployed to other parts of Iraq
- = Mosul, W. Baghdad, and the Green Zone. Picked up other units once in theater.



#### 3<sup>rd</sup> Brigade Area of Operations

## North East Baghdad

- Civilian population: 4 million
- Congested urban setting
- Rural farmland
- Shia/Sunni mixed
- Sadr City = densely populated - 2.5 million.

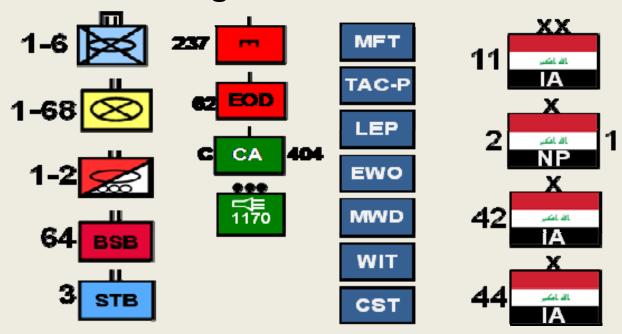




## 3<sup>rd</sup> Brigade Organization In Iraq "Plug and Fight"

- Very Diverse
- Stryker, Airborne, and Mechanized Units
- About 4000 Soldiers

**Task Organization in Theater** 



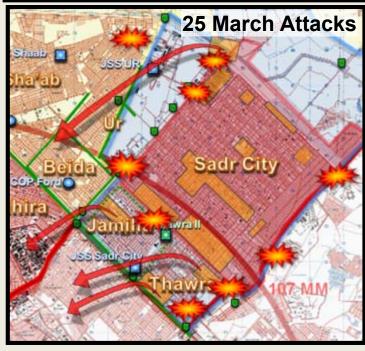


# The Battle For Sadr City (March to May 2008)

#### **Background**

- August 2007: Muqtada al-Sadr issues freeze Order/Cease fire
- December 2007: Sadr City restricted to Most Coalition operations
- 23 to 31 March: Criminal militias fire 86 Rockets at the Green Zone
- 25 March: Sadr Lifts Freeze; Militias Attack US and Iraqi Army across Baghdad
- 25 March to 15 May: Two month battle in Sadr City to defeat rocket teams and Shia Militia.





#### Sadr City Operations

- Operation Striker Denial 26 March-14 April

  Defeat militia rocket teams in Sadr City
- Seize key terrain at rocket points of origin
- Enemy in prepared positions
- City became a minefield/ House to house fighting ensued

- •Block enemy from using South Sadr City to launch rockets
- 2.5 mile Concrete TWall to deny the Enemy key terrain

•Fired 818 Tank rounds and 12,091 25mm rounds Enemy Contact By Week









# Lessons Learned (Sadr City)

- Three dimensional maps
- Iraqi Army in the lead
- Wheeled based to heavy force in less than 48 hours
- Joint/Combined Arms effort: Tanks, Brads, Apaches, UAVs, fixed wing, snipers, and engineers
- Dedicated "Scouts" in the Ops Center (TOC).
- Tank/Bradley armament saved lives
- Paladins fired terrain denial in our support zones to protect flanks

Bottom line: The enemy could not compete with overwhelming firepower and continuous ops



### Challenges

- In the beginning, Seeing the Enemy
- Task organization
  - Air space deconfliction
  - TOC/OP center multiple competing missions
  - Legacy battalion versus digitized
- Rules of Engagement.
  - Shoot/ Don't shoot scenarios
  - Maintaining precision in our fire power
  - "you don't need my permission to pull the trigger"

### Questions?

