

TARANTULA TM CHIEF OPD
COA DEVELOPMENT/WARGAMING
13 OCT 97
T03

REFERENCES

FM 101-5, MAY 1997

- +GREEN TEAM PACKET, SCORPION TM
- +COGS XO COURSE NOTES
- +TCDC NOTES
- +CALL NEWSLETTER NO. 95-12 TACTICAL DECISION MAKING
- +CALL NEWSLETTER NO 93-3 THE BATTALION AND BRIGADE BATTLE STAFF
- +NTC EXPERIENCE AS BN S3
- +SLIDE NOTES

COA DEVELOPMENT

- COMMANDER MUST INVOLVE ENTIRE STAFF IN THE PROCESS
- CDR's GUIDANCE/INTENT FOCUS THE STAFF
- CDR's PARTICIPATION HELPS THE STAFF GET QUICK, ACCURATE ANSWERS DURING THE PROCESS. REDUCES TIME.
- EACH COA MUST MEET THE FOLLOWING REQUIREMENTS:
 - SUITABILITY. MUST ACCOMPLISH MISSION AND COMPLY WITH CDR's GUIDANCE.
 - FEASIBILITY. UNIT MUST BE ABLE TO ACCOMPLISH MISSION.
 - ACCEPTABILITY. ADVANTAGE GAINED BY EXECUTION MUST JUSTIFY THE COST IN RESOURCES, ESPECIALLY CASUALTIES.
 - DISTINGUISHABILITY. EACH COA MUST DIFFER SIGNIFICANTLY.
 - COMPLETENESS. MUST BE A COMPLETE MISSION STATEMENT.

HVY/LT BATTLE RHYTHM BRIEFED DURING LTP

1200	CONTINUE MISSION INSTRUCTIONS ISSUED (USUALLY LATER IF TF SUCCESSFUL)
➤ 1330	BCT ISSUES OPORD
➤ 1400	ISSUE TF R/S ORDER
➤ 1600	MISSION ANALYSIS BRIEF/COLLECTION PLAN BRIEF
➤ 1700-2100	TF AAR WINDOW
➤ 2100	COA DEVELOPMENT
➤ 2200	COA APPROVAL
➤ 2200-2400	COA ANALYSIS/WARGAMING
➤ 2400-0300	OPORD PREP
➤ 0300-0600	OPORD APPROVAL/REPRO/REHEARSAL
➤ 0600-0730	TF OPORD ISSUE /CONFIRMATION BRIEF
➤ 0900-1000	CO OPORD ISSUE
➤ 1100-1200	PLT OPORD ISSUE
➤ 1200-1400	CO REHEARSALS (TF CDR,S3,CSM ATTEND)
➤ 1430-1530	TF REHEARSAL
➤ 1600-1730	BDE REHEARSAL
➤ 2000	LD/PZ POSTURE
➤ 2000-UTC	H HOUR/MOVEMENT TO OBJ/AOO

STEPS TO COA DEVELOPMENT

- NORMALLY SIX STEPS TO COA DEVELOPMENT
 - ANALYZE RELATIVE COMBAT POWER
 - GENERATE OPTIONS
 - ARRAY INITIAL FORCES
 - DEVELOP SCHEME OF MANEUVER
 - ASSIGN HEADQUARTERS
 - PREPARE COA STATEMENT AND SKETCHES

COA DEVELOPMENT

STEP 1 ANALYZE RELATIVE COMBAT POWER

- EFFECT CREATED BY COMBINING THE ELEMENTS OF MANEUVER, FIREPOWER, PROTECTION, AND LEADERSHIP
- ANALYZE FORCE RATIOS AND DETERMINE/COMPARE EACH FORCES STRENGTHS AND WEAKNESSES
- DON'T DEVELOP/RECOMMEND A COA BASED ON NUMBERS. METHOD LARGELY SUBJECTIVE. CONSIDER TANGIBLES AND INTANGIBLES
- BY COMPARING STRENGTHS/WEAKNESSES PLANNERS CAN DEDUCE PARTICULAR VULNERABILITIES FOR EACH FORCE THAT MAY BE EXPLOITABLE OR REQUIRE PROTECTING
- THIS STEP PROVIDES PLANNERS WITH WHAT MIGHT BE POSSIBLE,
- NOT A SPECIFIC COA

COA DEVELOPMENT

STEP 2 GENERATE OPTIONS

- A GOOD COA SHOULD BE CAPABLE OF DEFEATING ALL ENEMY COAs
- OPTIONS SHOULD FOCUS ON ENEMY COAs ARRANGED IN ORDER OF PROBABLE ADOPTION (I.E. MPCOA, MDCOA)
- BRAINSTORMING PREFERRED TECHNIQUE FOR GENERATING OPTIONS. STAFF MUST REMAIN UNBIASED AND OPEN-MINDED
- STAFF MUST CONSIDER DOCTRINAL REQUIREMENTS FOR OPERATION
- THE STAFF DETERMINES THE DECISIVE POINT, MAIN EFFORT, SUPPORTING EFFORTS, THEN PURPOSES OF THE MAIN AND SUPPORTING EFFORTS, THEN THE ESSENTIAL TASKS FOR THE MAIN AND SUPPORTING EFFORTS
- DETERMINE IF COA(s) SATISFY SELECTION CRITERIA. AVOID THE "THROWAWAY" COA

COA DEVELOPMENT

STEP 3 ARRAY INITIAL FORCES

- DETERMINE THE RATIO OF FRIENDLY TO ENEMY UNITS REQUIRED FOR EACH TASK
- DETERMINE PROPOSED FEBA FOR DEFENSE OR LD/LC FOR OFFENSE
- ARRAY FORCES STARTING WITH ME AT THE DECISIVE POINT AND THEN SUPPORTING EFFORTS.
- ARRAY FORCES TWO LEVELS DOWN. AT TF LEVEL ARRAY FOCUSES ON GENERIC PLATOONS. CONSIDER ALL COMBAT MULTIPLIERS
- INITIAL ARRAY IDENTIFIES TOTAL # UNITS NEEDED. IF # ARRAYED IS < THAN # AVAILABLE, PUT REMAINING UNITS IN POOL FOR USE DURING SCHEME OF MANEUVER DEVELOPMENT. IF # ARRAYED IS MORE > THAN # AVAILABLE A SHORTFALL IS IDENTIFIED

COA DEVELOPMENT

STEP 4 DEVELOP THE SCHEME OF MANEUVER

- DESCRIBES HOW THE ARRAYED FORCES WILL ACCOMPLISH THE COMMANDER'S INTENT. CENTRAL EXPRESSION OF THE CONCEPT OF THE OPERATION
- REFINE THE INITIAL ARRAY OF FORCES AND USE GRAPHIC CONTROL MEASURES TO COORDINATE THE OPERATION AND SHOW THE RELATIONSHIP OF FRIENDLY FORCES TO ONE ANOTHER, THE ENEMY, AND THE TERRAIN
- UNITS CONVERTED FROM GENERIC TO SPECIFIC TYPES OF UNITS SUCH AS LT, AR, MECH (TM?)

COA DEVELOPMENT

STEP 4 (CONTINUED)

- THE SCHEME OF MANEUVER INCLUDES THE FOLLOWING:
 - PURPOSE OF THE OPERATION
 - STATEMENT OF WHERE THE COMMANDER WILL ACCEPT RISK
 - ID OF CRITICAL EVENT AND PHASES (IF PHASED)
 - DESIGNATION OF ME AND TASK/PURPOSE
 - DESIGNATION OF SUPPORTING EFFORT AND TASK/PURPOSE
 - DESIGNATION OF RESERVE, COMPOSITION, LOCATION, T/P?
 - ADDRESS SEQUENCE OF THE ATTACK/Framework OF DEFENSE
 - OUTLINE OF THE MOVEMENT OF THE FORCE
 - ID MANEUVER OPTIONS THAT MAY DEVELOP DURING OPN (BRANCHES/SEQUELS?)
 - LOCATION OF EAs/OBJECTIVES
 - RESPONSIBILITIES FOR AREA OF OPERATIONS
 - CONCEPT OF FIRES
 - C2 ATTACK PRIORITIES
 - PRESCRIBED FORMATIONS OR DISPOSITIONS WHEN NECESSARY
 - PRIORITIES FOR EACH CS/CSS ELEMENT ISO OPERATION
 - INTEGRATION OF OBSTACLE EFFECTS WITH MANEUVER AND FIRES
 - CONSIDERATIONS OF EFFECTS OF WEAPONS OF MASS DESTRUCTION

COA DEVELOPMENT

STEP 4 CONTINUED

- SELECT CONTROL MEASURES TO CONTROL SUBORDINATE UNITS DURING THE OPERATION, CLARIFY RESPONSIBILITIES AND SYNCHRONIZE COMBAT POWER AT THE DECISIVE POINT, AND MINIMIZE RISK OF FRATRICIDE
- CONTROL MEASURES USED SHOULD BE MINIMUM TO EXERCISE CONTROL OVER THE OPERATION WHILE ALLOWING AS MUCH FREEDOM OF ACTION TO SUBORDINATE COMMANDERS
- USE ANY ADDITIONAL FORCES TO ADD DEPTH TO THE BATTLEFIELD SUCH AS R&S OR RESERVE FORCES

COA DEVELOPMENT

STEP 5 ASSIGN HEADQUARTERS

- ASSIGN HEADQUARTERS TO GROUPINGS OF FORCES CREATING TASK ORGANIZATION
- CONSIDER SPAN OF CONTROL. NO LESS THAN 2, NO MORE THAN 5 PLATOONS
- CONSIDER SPECIAL C2 REQUIREMENTS SUCH AS PASSAGE OF LINES, RIVER CROSSINGS, OR AIR ASSAULTS

COA DEVELOPMENT

STEP 6 DEVELOP COA STATEMENTS AND SKETCHES

- DEVELOP A STATEMENT AND SKETCH FOR EACH COA
- STATEMENT PORTRAYS HOW UNIT WILL ACCOMPLISH THE MISSION AND SCHEME OF MANEUVER
- SHOULD INCLUDE MISSION, ENDSTATE, AND ADDRESS THE BATTLEFIELD FRAMEWORK
- STATEMENT AND SKETCH COVER WHO (TASK ORGANIZATION), WHAT (TASKS), WHEN, WHERE, HOW, AND WHY (PURPOSE) FOR EACH SUBORDINATE UNIT AND ANY SIGNIFICANT RISKS AND WHERE THEY OCCUR FOR THE FORCE

COA DEVELOPMENT

STEP 6 CONTINUED

- AS A MINIMUM THE SKETCH SHOULD INCLUDE THE ARRAY OF FORCES AND CONTROL MEASURES SUCH AS:
 - UNIT BOUNDARIES
 - UNIT MOVEMENT FORMATIONS (NOT SUBORDINATE UNITS)
 - FEBA/LD/LC, SUBSEQUENT PHASE LINES
 - R&S GRAPHICS
 - GROUND AND AIR AXIS OF ADVANCE, DIRECTION OF ATTACK, INFIL LANES, ROUTES (SP/RP), LANES
 - AAs, BPs, STRONGPOINTS, ATTACK PSNs, ASSAULT PSNs, EAs, OBJs
 - OBSTACLE CONTROL MEASURES/OBSTACLE EFFECT GRAPHICS
 - FIRE SUPPORT COORDINATION MEASURES
 - DESIGNATION OF ME, SEs, AND DP
 - LOCATION OF COMMAND POSTS
 - ENEMY KNOWN OR TEMPLATED LOCATIONS
- ENHANCE THE SKETCH WITH TERRAIN FEATURES TO HELP ORIENT USERS

COA DEVELOPMENT

STEP 6 (CONT) PRODUCTS (INITIAL)

- COA GRAPHICS/OVERLAY/STATEMENT
- ENEMY SITTEMP/EVENT TEMPLATE
- CONCEPT OF FIRES (ESSENTIAL FIRE SUPPORT TASK/PURPOSE/METHOD AND ENDSTATE FOR CAS, FA, MTRS)
- OBSTACLE INTEGRATION CONCEPT (OBSTACLE OVERLAY/BREACH PLAN)
- CONCEPT FOR ADA SUPPORT
- CONCEPT FOR DECON/SMOKE
- CSS CONCEPT OF SUPPORT
- C2 PLAN
- COMMANDER'S INTENT

COA DEVELOPMENT

COURSE OF ACTION ANALYSIS

- ATTEMPTS TO VISUALIZE THE FLOW OF THE BATTLE
- FOCUSES STAFF ON EACH PHASE OF OPERATION
- ITERATIVE PROCESS USING ACTION, REACTION, COUNTERACTION
- MOST IMPORTANT STEP IN PROCESS AND SHOULD BE ALLOCATED THE MOST TIME
- TIMELINE MUST BE FOLLOWED
- WARGAMING TESTS A COA (IF MORE THAN ONE) OR IMPROVES A DEVELOPED COA
- MAY CHANGE EXISTING COA OR DEVELOP A NEW COA AFTER UNFORESEEN CRITICAL EVENTS, TASKS, OR PROBLEMS

WARGAMING

**MURPHY'S LAW OF COMBAT
(#59/82)**

**NO PLAN SURVIVES THE FIRST CONTACT
INTACT!**

**DON'T WASTE TIME TRYING TO DEVELOP A
100% SOLUTION**

RULES

- REMAIN OBJECTIVE. DON'T TAKE PRIDE IN OWNERSHIP OF COA
- ACCURATELY RECORD ADVANTAGES/DISADVANTAGES
- CONTINUALLY ASSESS COA SELECTION CRITERIA. IF IT FAILS, REJECT COA
- AVOID DRAWING PREMATURE CONCLUSIONS AND GATHERING FACTS TO SUPPORT CONCLUSIONS
- AVOID COMPARING COURSES OF ACTION

WARGAMING

RESPONSIBILITIES

•XO. COORDINATES ACTIONS OF THE STAFF DURING THE WARGAMING.
S1. ANALYZES COA TO PROJECT POTENTIAL PERSONNEL BATTLE LOSSES. DETERMINE HOW CSS PROVIDES PERSONNEL SUPPORT DURING OPERATIONS

•S2. ROLE PLAYS THE ENEMY COMMANDER. IDS CRITICAL ENEMY DECISION POINTS IN RELATION TO FRIENDLY COA, PROJECTS ENEMY REACTIONS TO FRIENDLY ACTIONS AND PROJECTS ENEMY LOSSES. FOR FRIENDLY FORCE IDENTIFIES INFORMATION REQUIREMENTS, REFINES THE SITEMP EVENT TEMPLATE AND THE DECISION SUPPORT TEMPLATE. PARTICIPATES IN TARGETING PROCESS AND ASSISTS IN IDENTIFICATION OF HVTs

•S3. SELECTS THE TECHNIQUE FOR WARGAMING. ENSURES WARGAME COVERS EVERY OPERATIONAL ASPECT OF THE MISSION, RECORDS EACH EVENTS STRENGTHS AND WEAKNESSES AND ANNOTATES THE RATIONALE

WARGAMING

RESPONSIBILITIES (CONT)

•S4. ANALYZES EACH COA TO ASSESS ITS SUSTAINMENT FEASIBILITY. DETERMINES CRITICAL REQUIREMENTS FOR EACH SUSTAINMENT FUNCTION. IDS POTENTIAL SHORTFALLS AND RECOMMENDS ACTIONS TO REDUCE OR ELIMINATE EFFECT ON COA. PREDICTS REQUIREMENTS FOR COA. ENSURES THAT MOVEMENT TIMES AND ASSETS WILL SUPPORT THE COA

•SPECIAL STAFF (MTR PL, ADA PL, ENG PL, SMOKE PL, MED PL, ETC) HELPS THE COORDINATING STAFF BY ANALYZING THE COAs IN THEIR OWN AREA OF EXPERTISE, INDICATING HOW THEY CAN BEST SUPPORT THE MISSION

WARGAMING

WARGAMING STEPS

KNOWN ITIC TS/D INTS
ETER
/AR/
W/ BATT

WARGAMING

STEP 1 GATHER THE TOOLS

BL
-POST MAP
FF ESTIMATES
ITMP/EVENT TEMPLA
CORDERT/ ECO
-COMP ET RA
-MAP OF

WARGAMING

STEP 2 LIST ALL FRIENDLY FORCES

- CONSIDER ALL AVAILABLE COMBAT, COMBAT SUPPORT AND COMBAT SERVICE SUPPORT UNITS
- PAY ATTENTION TO COMMAND/SUPPORT RELATIONSHIPS
- FRIENDLY FORCES LIST REMAINS SAME FOR ALL COA

WARGAMING

STEP 3 LIST ASSUMPTIONS

- IDENTIFIED DURING THE MISSION ANALYSIS
- REFINED IN COA DEVELOPMENT
- DO NOT ASSUME AWAY PROBLEMS
- DON'T PAINT WORST CASE SCENARIO
- MUST BE NECESSARY AND VALID
- BECOME FACTS AS THEY ARE ADDRESSED/ANSWERED

WARGAMING

STEP 4 LIST KNOWN CRITICAL EVENTS/DPS

- EVENTS THAT TRIGGER SIGNIFICANT ACTIONS OR DECISIONS (COMMITMENT OF THE RESERVE). COMPLICATED ACTIONS REQUIRING A DETAILED STUDY (PASSAGE OF LINES)
- CE LIST INCLUDES MAJOR EVENTS FROM CURRENT LOCATION THROUGH CONSOLIDATION/REORGANIZATION
- DPS ARE EVENTS/LOCATIONS ON THE BATTLEFIELD WHERE TACTICAL DECISIONS ARE REQUIRED DURING MISSION EXECUTION
- LIST CE/DPS FOR EACH ENEMY COA WARGAMED
- DPS RELATE TO CEs WHICH ARE TIED TO NAIs/TAIs
- KEEP LIST MANAGEABLE. MORE PLANNING TIME=LONGER LIST. LESS PLANNING TIME=SHORTER LIST. WHEN TIME IS SHORT, REDUCE TO ONLY ESSENTIAL CRITICAL EVENTS AND DECISIONS POINTS

WARGAMING

STEP 5 DETERMINE EVALUATION CRITERIA

- USED TO EVALUATE THE RELATIVE EFFECTIVENESS OF ONE COA TO ANOTHER FOLLOWING THE WARGAMING
- MAY INCLUDE ANYTHING THE COMMANDER DESIRES. SOME CONSIDERATIONS INCLUDE:
 - PRINCIPLES OF WAR
 - CHARACTERISTICS OF OFFENSE/DEFENSE
 - COMMANDER'S GUIDANCE/INTENT
 - RISK

WARGAMING

STEP 6 SELECT THE WARGAME METHOD

- THERE ARE THREE TECHNIQUES USED FOR WARGAMING. THE BOX, BELT, AVENUE IN DEPTH
- TECHNIQUES CAN BE USED SEPARATELY OR IN COMBINATION
- BELT. DIVIDES THE BATTLE FIELD INTO BELTS RUNNING THE WIDTH OF THE AO. GOOD WHEN USING PHASED OPNS OR WHEN ENEMY DEPLOYED IN ECHELONS (DEFENSE)
- BOX. DETAILED ANALYSIS OF A CRITICAL AREA SUCH AS AN EA. MOST USEFUL WHEN TIME IS LIMITED SUCH AS IN A HASTY ATTACK. STAFF ASSUMPTION THAT FRIENDLY UNITS CAN HANDLE MOST OF SITUATIONS ON THE BATTLEFIELD AND FOCUS ATTENTION ON ESSENTIAL TASKS (ACTIONS ON THE OBJECTIVE, BREACH, POL)
- AVENUE IN DEPTH. FOCUSES ON ONE AVENUE OF APPROACH AT A TIME BEGINNING WITH THE ME. TECHNIQUE GOOD FOR OFFENSIVE COAs

WARGAMING

STEP 7 SELECT A METHOD TO RECORD/DISPLAY THE RESULTS

- TWO METHODS. SYNCHRONIZATION MATRIX AND SKETCH NOTE
- SYNCHRONIZATION MATRIX.
 - ALLOWS STAFF TO SYNCHRONIZE THE COA ACROSS TIME/SPACE/PURPOSE IN RELATION TO ENEMY COA
 - CAN BE READILY TRANSLATED INTO A DECISION MAKING PRODUCT SUCH AS A DST/DSM
 - FIRST ENTRY IS TIME/PHASE, 2D ENEMY MPCOA, 3RD DP_s FOR FRIENDLY COA, THEN MANEUVER UNITS, CS/CSS UNITS AND OTHER FUNCTIONS WHICH THE STAFF WANTS TO HIGHLIGHT (BOS)
- SKETCH NOTE (WARGAME WORKSHEET).
 - USE SEQUENCE NUMBERS TO REFERENCE NOTES
 - USE WORKSHEET TO IDENTIFY ALL PERTINENT DATA FOR A CRITICAL EVENT
 - REFERENCE TASKS AND ASSETS, EXPECTED ENEMY ACTIONS AND REACTIONS, FRIENDLY COUNTERACTIONS AND ASSETS, TIME TO ACCOMPLISH TASK, DP_s, CCIR, CONTROL MEASURES

WARGAMING

STEP 8
WARGAME THE BATTLE AND
ASSESS THE RESULTS

- FORESEE THE DYNAMICS OF THE BATTLE USING ACTION, REACTION AND COUNTERACTION
- ANALYZE EACH SELECTED EVENT BY IDENTIFYING THE TASKS THE FORCE MUST ACCOMPLISH ONE LEVEL DOWN, USING ASSETS TWO LEVELS DOWN
- CYCLE BEGINS WITH ACTION. ACTIONS ARE EVENTS INITIATED BY THE SIDE WITH THE INITIATIVE. CONTINUE CYCLE UNTIL CRITICAL EVENT IS COMPLETED
- CONSIDER ALL POSSIBLE ENEMY FORCES (OUTSIDE OF AO) THAT COULD CATK
- CONTINUALLY EVALUATE THE NEED FOR BRANCHES TO THE PLAN THAT PROMOTE SUCCESS
- CONDUCT RISK MANAGEMENT DURING WARGAMING

WARGAMING

MURPHY'S LAWS OF COMBAT
(#40/82)

FOR EVERY ACTION THERE IS AN EQUAL
AND OPPOSITE CRITICISM!

XO CONTROL THIS. YOU ARE THE REFEREE!

STEP 8 (CONT) RESULTS OF WARGAMING

- REFINEMENT/MODIFICATION TO THE COA, ID BRANCHES/SEQUELS THAT BECOME O/O OR BPT MISSIONS
- REFINEMENT OF LOCATION/TIMING OF THE DECISIVE POINT
- ID KEY/DECISIVE TERRAIN AND HOW TO USE IT
- REFINEMENT OF EVENT TEMP
- REFINEMENT OF TASK ORGANIZATION
- ID TASKS TO MANEUVER UNITS, COMBAT SUPPORT UNITS
- ALLOCATE COMBAT, CS, CSS UNITS TO SUBORDINATE CDRs
- DEVELOP A SYNCH MATRIX/DST

WARGAMING

STEP 8 (CONT) RESULTS OF WARGAMING

- ESTIMATE DURATION OF EACH CRITICAL EVENT/ENTIRE OPERATION
- PROJECT PERCENTAGE OF ENEMY FORCES DEFEATED AT CRITICAL EVENTS/OVERALL
- ID LIKELY TIMES AREAS FOR ENEMY USE OF WMD AND FRIENDLY NBC REQUIREMENTS
- ID LOCATION AND COMMITMENT OF THE RESERVE
- ID ENEMY MDCOA
- ID LOCATION OF CDR/S3/XO AND KEY CMD POSTS
- IDENTIFY ADDITIONAL CRITICAL EVENTS
- ID ADDITIONAL REQUIREMENTS FOR CS AND CSS SUPPORT

WARGAMING

STEP 8 (CONT) RESULTS OF WARGAMING

- DETERMINE REQUIREMENTS FOR DECEPTION AND SURPRISE
- REFINE C2 REQUIREMENTS, INCLUDE CONTROL MEASURES AND UPDATED OPERATIONAL GRAPHICS
- FINALIZE CCIR AND IR WITH THE LAST TIME INFORMATION IS OF VALUE
- FINALIZE R&S PLAN AND GRAPHICS FOR THE BASIS OF THE COLLECTION PLAN. INCORPORATE CCIR
- DEVELOP FIRE SUPPORT, ENGINEER, AIR DEFENSE, INFORMATION OPNS, CSS PLANS, AND GRAPHICS
- ID/CONFIRM LOCATION OF DPs, NAls, TAls AND INFORMATION NEEDED TO SUPPORT THE DECISION POINTS
- DETERMINE THE TIMING OF FORCE CONCENTRATION AND INITIATION OF THE ATTACK OR COUNTERATTACK

WARGAMING

STEP 8 RESULTS OF WARGAMING

- DETERMINE MOVEMENT TIME AND TABLES
- ID/EVALUATE/ANALYZE STRENGTHS/WEAKNESSES OF COA
- INTEGRATION OF THE TARGETING PROCESS. ID/CONFIRM HPTs AND DETERMINE ATTACK GUIDANCE
- SYNCHRONIZE SMOKE OPERATIONS
- ID ADDITIONAL HAZARDS, ASSESSING THEIR RISK, DEVELOP CONTROL MEASURES TO REDUCE RISK FROM ALL IDENTIFIED HAZARDS AND DETERMINING RESIDUAL RISK

WARGAMING

WARGAMING RESULTS BRIEFING

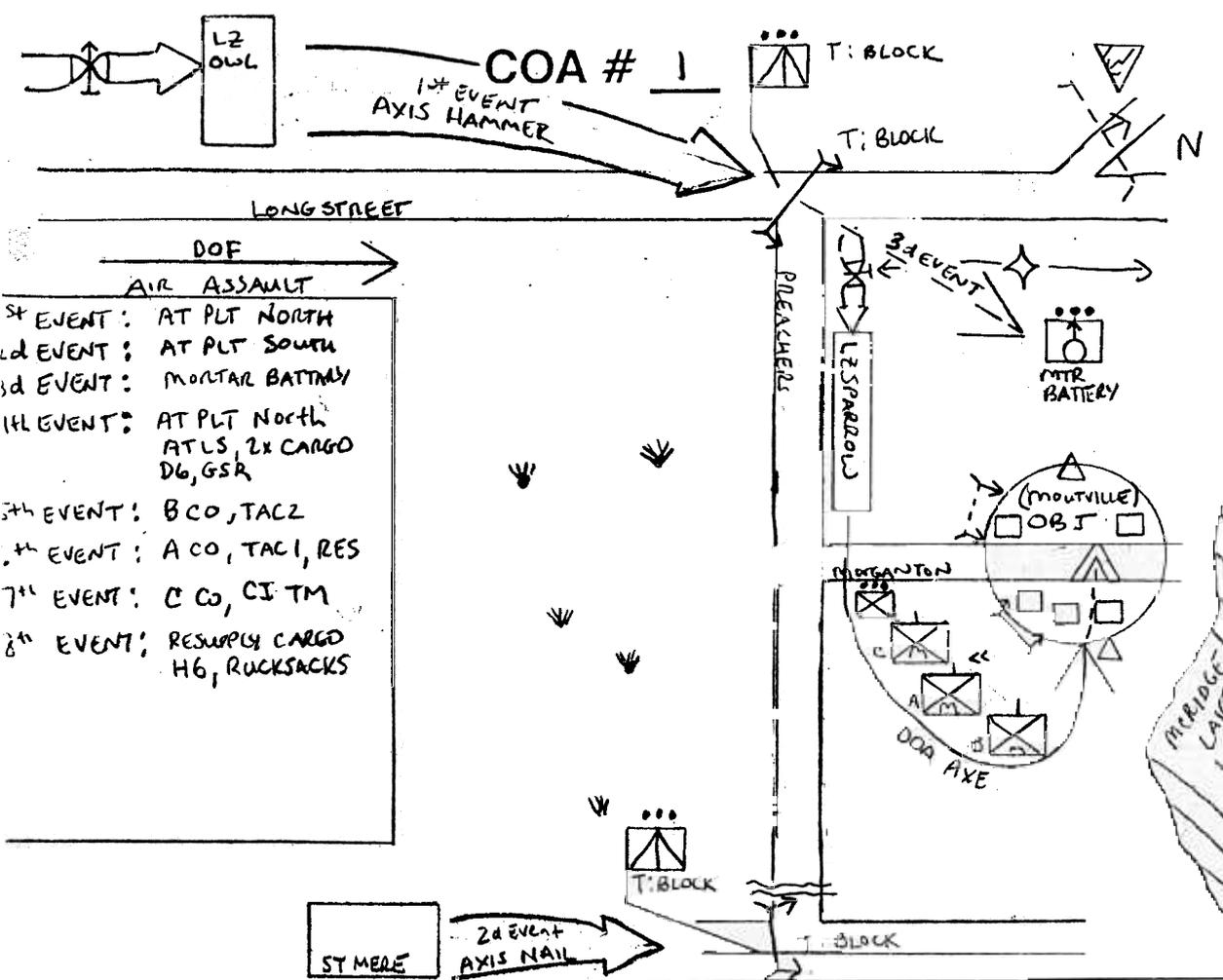
•NOT REQUIRED. IF REQUIRED BY TF CDR, XO CONDUCTS USING FOLLOWING FORMAT AS A GUIDE:

- REFINEMENTS/MODIFICATIONS TO THE COA
- TASK ORGANIZATION
- SYNCHRONIZATION REQUIREMENTS
- PROJECTED % OF ENEMY FORCES DEFEATED
- ADDITIONAL SUPPORT REQUIREMENTS
- ADDITIONAL C2 REQUIREMENTS
- POTENTIAL BRANCHES/SEQUELS
- DECISION POINTS
- CCIR
- HPTs

WARGAMING

COA #

ADA	M/CM/S	SECURITY	RISK	
FIRES	CAS	C2	FUTURE	
MISSION	1. 2.			RESERVE
				PLANNING PRIORITIES
				TASK
				PURPOSE
				SE
				TASK
				PURPOSE
				TASK
				PURPOSE
				SE
				TASK
				PURPOSE
				ME



- DOF AIR ASSAULT**
- 1st EVENT: AT PLT NORTH
 - 2nd EVENT: AT PLT SOUTH
 - 3rd EVENT: MORTAR BATTALY
 - 4th EVENT: AT PLT NORTH
ATLS, 2x CARGO
DG, GSR
 - 5th EVENT: B CO, TACZ
 - 6th EVENT: A CO, TAC1, RES
 - 7th EVENT: C CO, CI TM
 - 8th EVENT: RESUPPLY CARGO
H6, RUCKSACKS

MISSION TF 1-504 PIR CONDUCTS AN AIR ASSAULT, 4-HOUR TO SEIZE OBJECT (MOUNTVILLE), IOT FACILITATE THE DESTRUCTION OF 91st ASSAULT BN C2 NODE.

TASK DESTROY	ME ←
PURPOSE DISRUPT 91st ASLT BN C2 OPNS	A
TASK SEIZE	SE
PURPOSE GAIN Foothold AND FACILITATE ME DESTRUCTION OF C2 NODE	B
TASK SEIZE	SE
PURPOSE PROTECT THE WEST FLANK OF THE TF ME	C
TASK BLOCK	SE
PURPOSE ISOLATE THE OBJ TO PREVENT ESCAPE OF ENEMY FORCES AND DEFEAT CATK FORCES	D
PLANNING PRIORITIES	RESERVE
1. REINFORCE THE ME	
2. ASSIST W/ CASEVAC	

FIRES NEUT FSR/2/MAN ON OBJ NEUT. CATK FORCES	CAS HCAS ONCE TAC ESTABLISHED	C2 TAC1 w/ A CO TAC2 w/ C CO TOC LOCATED AT HOLLAND DZ
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ADA ADW: YELLOW WCS: LIGHT	M/CM/S POE M/CM/S POS B/A/C CO.	SECURITY SCOUTS ID C2 NODE 1-17 CAV SCREENS IN THE EAST
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FUTURE
ESTABLISH HASTY DEFENSE IN MOUNTVILLE

RISK
SMALL RESERVE

ANNEX C

TIME				
ENEMY ACTION				
INTEL				
M A N E U V E R	Deep			
	Security			
	Close			
	Reserve			
	Rear			
AIR DEFENSE				
FIRE SUPPORT				
IEW				
M/CM/S				
CSS				
C2				

COMMANDER'S CRITICAL INFORMATION MATRIX

(RECORD OF WARGAMING INFO CRITICAL TO CDR'S DECISIONS)

DP W/ SKETCH IF APPLICABLE	TGT INDICATOR (NAI) OBSERVER	DECISION POINT LOCATION	TARGET LOCATION OBSERVER	ASSET DESIRED EFFECT ON TGT	TRIGGER LINE (IF APPLICABLE) OBSERVER	BDA/EFFECT INDICATOR (NAI) OBSERVER

NOTES: _____
