ART OF THE POSSIBLE

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"Plans are nothing; planning is everything."
- Dwight D. Eisenhower *(1890-1969)*

CLASH OF CIVILIZATIONS







"Invincibility lies in the defense; the possibility of victory in the attack."
- Sun Tzu

How did I get here and what did I learn along the way













ONE OF THESE THINGS IS NOT LIKE THE OTHER









"Strategy without tactics is the slowest route to victory. Tactics without strategy is the noise before defeat."

- Sun Tzu

THESE TWO ARE CLOSER THAN WE THINK

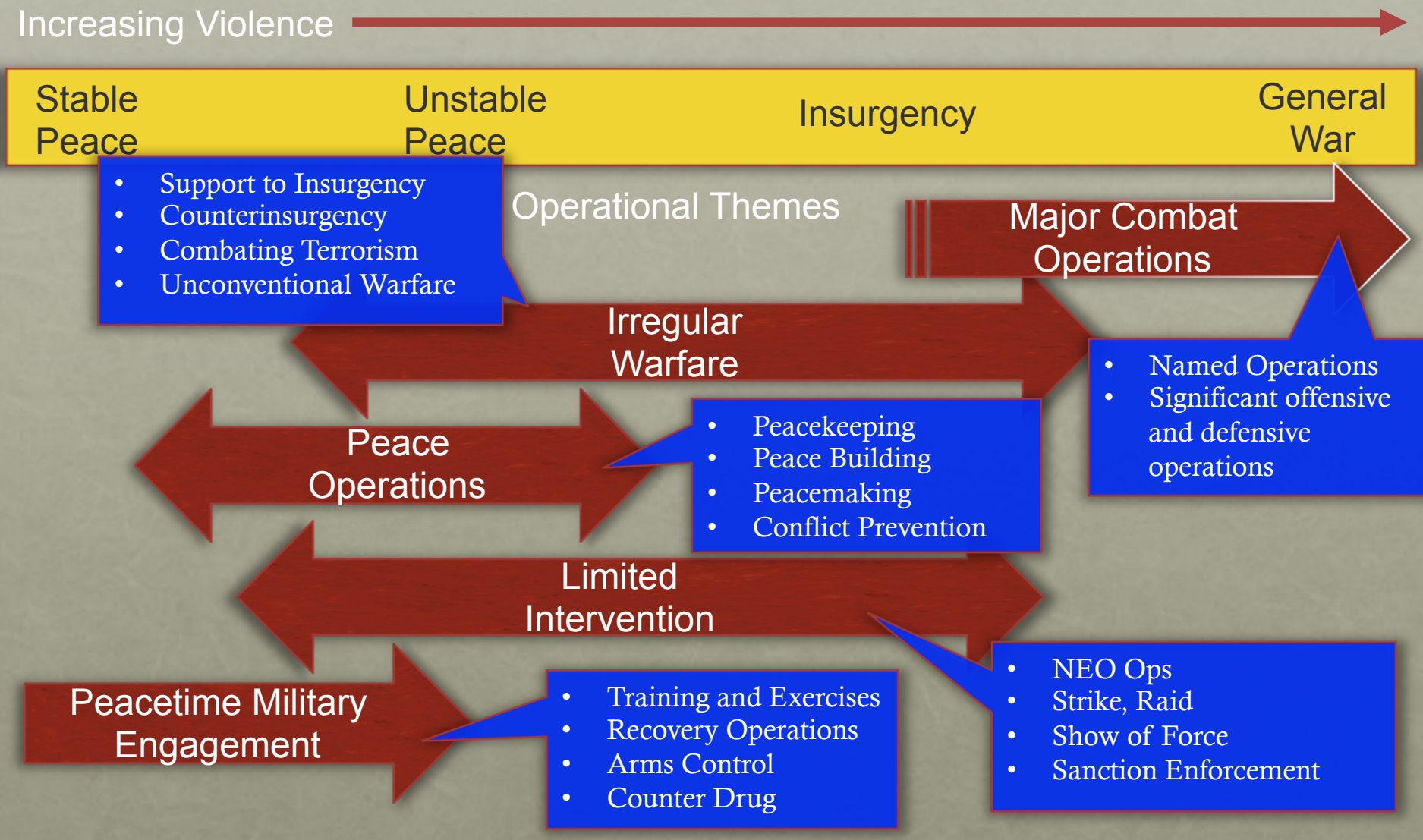




"Every citizen should be a soldier. This was the case with the Greeks and Romans, and must be that of every free state."

-Thomas Jefferson

SPECTRUM OF CONFLICT



ELEMENTS OF FULL SPECTRUM OPERATIONS

Offensive Operations

Primary Tasks
- Movement to Contact
- Attack
- Exploitation
- Pursuit

Purposes
- Isolate, Disrupt, Destroy
- Seize key terrain
- Deprive enemy of resources
- Deceive and divert enemy

Defensive Operations

Primary Tasks
- Mobile Defense
- Area Defense (Static)
- Retrograde

Purposes
- Deter or Defeat Offensive Operations
- Gain Time
- Achieve Economy of Force
- Protect a Populace, Critical Assets and Infrastructure

Stability Operations

Primary Tasks
- Civil Security
- Civil Control
- Support to Governance
- Support to Infrastructure Development

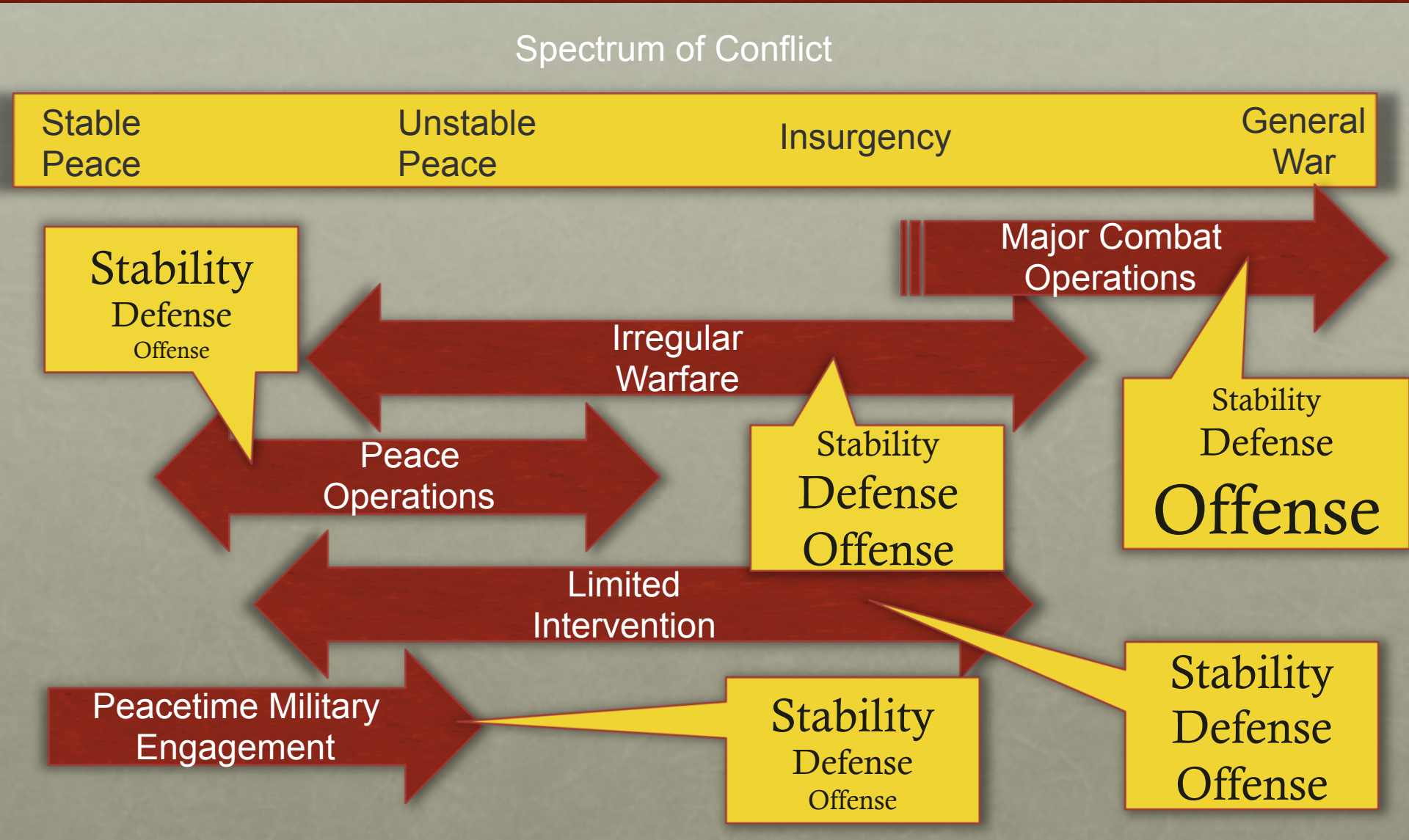
Purposes
- Provide a Secure Environment
- Meet the Critical Needs of the Populace
- Gain Support for the Host-Nation
- Shape the Environment for Success

Civil Support Operations

Primary Tasks
- Civil Law Enforcement
- Provide Support in Response to disaster or Terrorist Attack

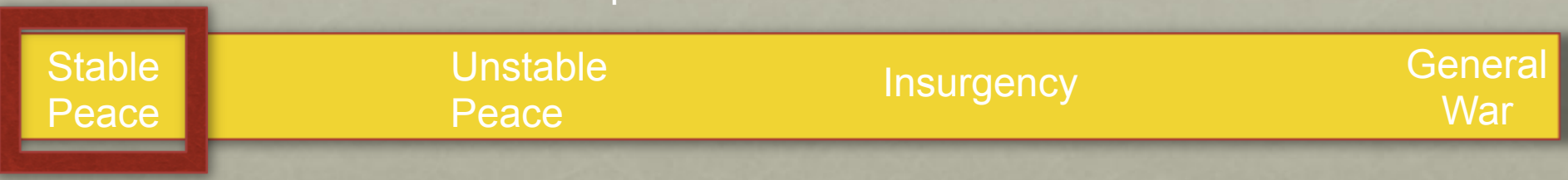
Purposes
- Save Lives
- Restore Essential Services
- Maintain Law and Restore Order
- Protect Infrastructure and Property

COMBINING ELEMENTS



"SCHRIEVER WARGAME"

Spectrum of Conflict



- Training and Exercises
- Recovery Operations
- Arms Control
- Counter Drug

- Space/Cyberspace Exercise
- Multi-Service (Army, Navy…)
- Multi Agency (DIA, NSA, Etc…)
- Multi Nation (AUS, UK, CAN…)

Peacetime Military Engagement

Stability
Defense
Offense

"STUXNET"

Stable Peace | Unstable Peace | Insurgency | General War

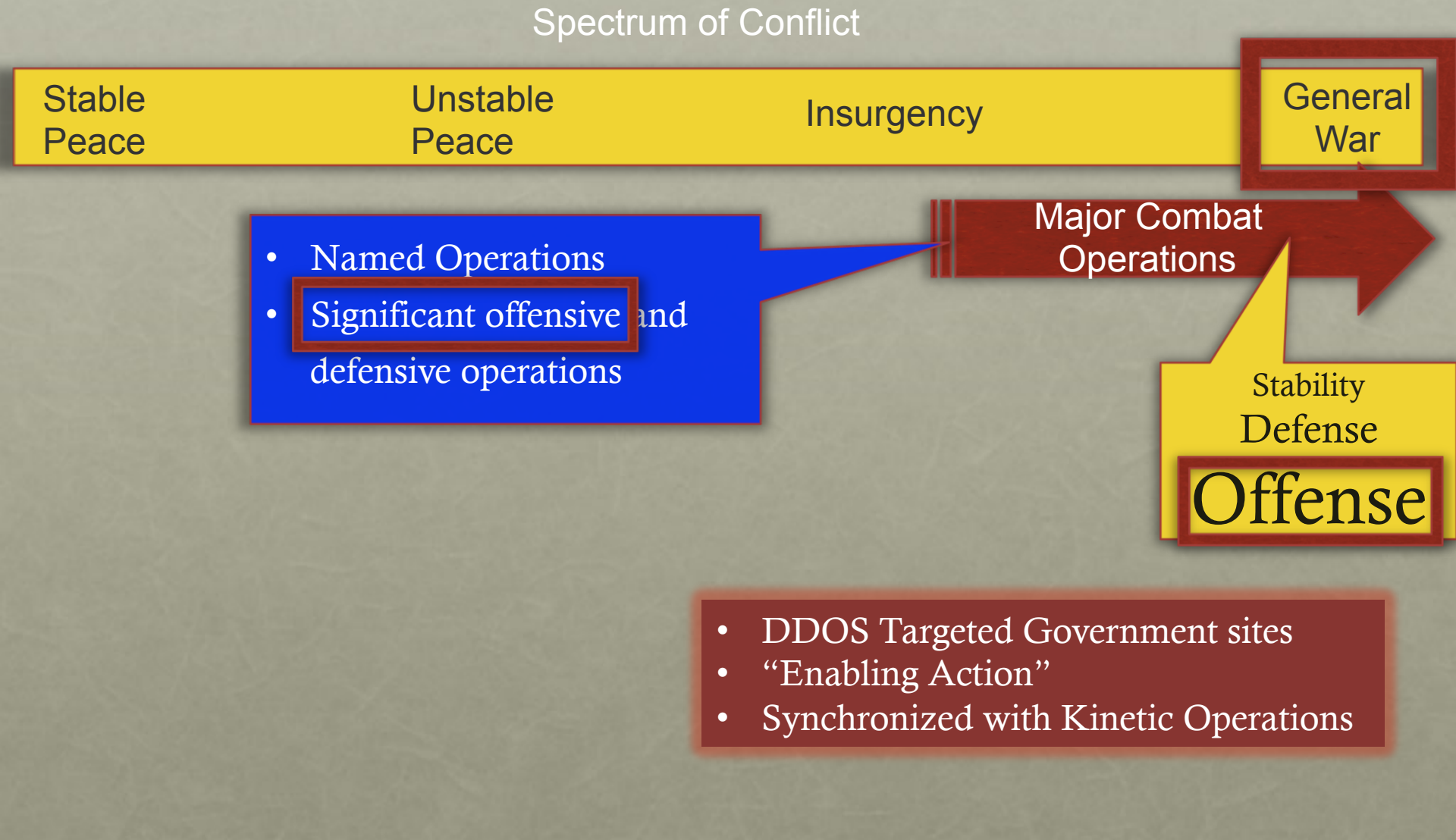
- NEO Ops
- Strike, Raid
- Show of Force
- Sanction Enforcement

- ????? vs Iran
- Non-Kinetic Strike
- Specific target
- Designed to Degrade a Capability
- No Follow on Actions

Limited Intervention

Stability
Defense
Offense

RUSSIA VS. GEORGIA (2008)



ART OF THE POSSIBLE??



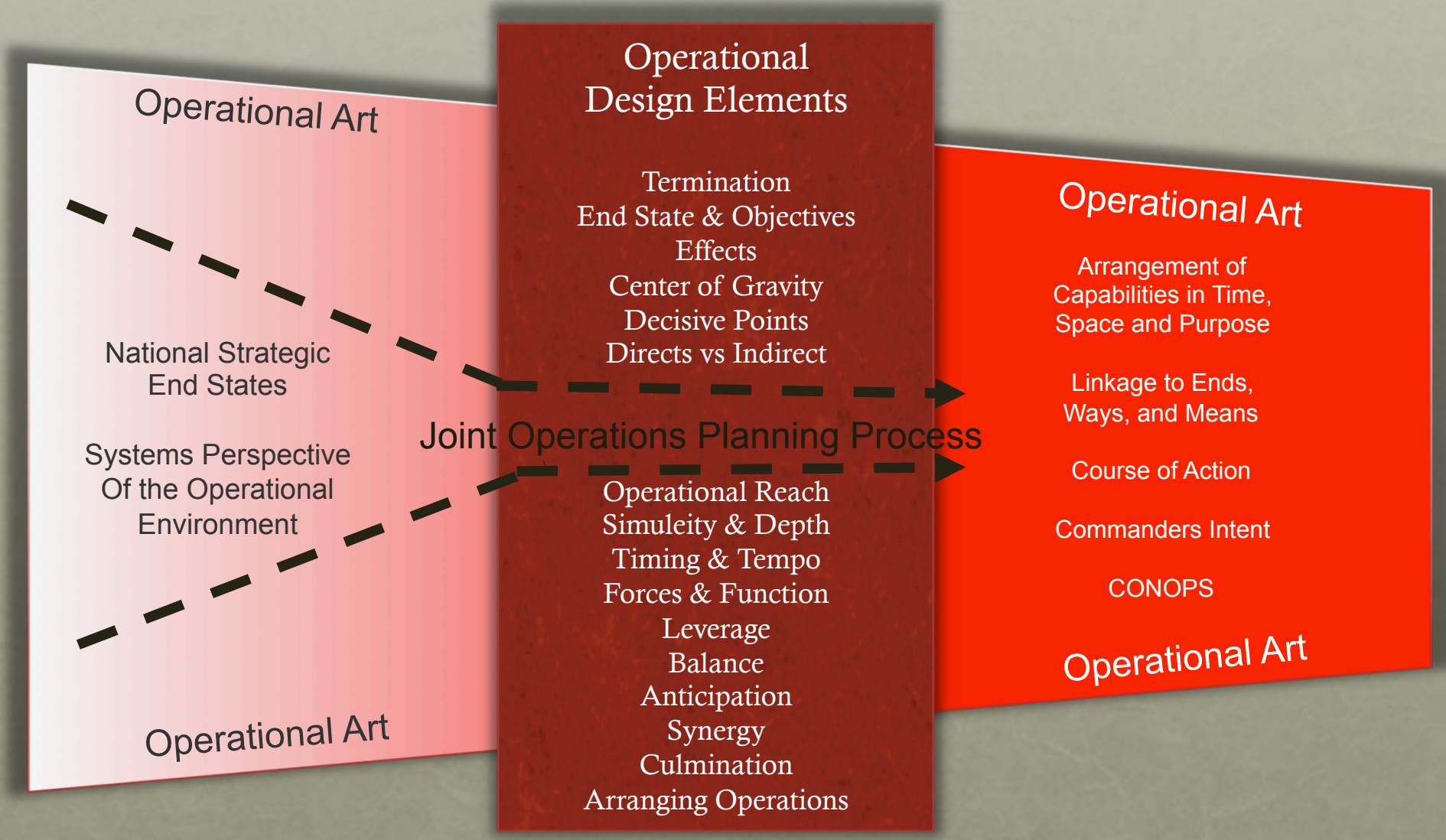
DID HOLLYWOOD DO THEIR HOMEWORK?

- Based on the article "*Farewell to Arms*" by John Carlin
- Focused on the "Execution"
- IO Campaign
- Part of a bigger plan?
- "Preparation of the Battlespace"





OPERATIONAL DESIGN



EFFECTS BASED PLANNING

•Center of Gravity
- The source of poser the provides moral or physical strength, freedom of action of will to act

COG

•Critical Capability
- Those means that are considered crucial enablers for a COG to function

CCs

•Critical Requirements
- The conditions, resources, and means that enable a critical capability to become fully operational

CRs

•Critical Vulnerabilities
- Those aspects or component of CRs that are deficient, or vulnerable to direct or indirect attack in a manner achieving decisive or significant results

CVs

E/S

•(Military) End State
- A point in time and/or circumstances beyond which the President does not require the military instrument of national power as the primary means to achieve remaining national objectives

OBJs

•Objectives
- A Clearly defined, decisive, and attainable goal toward which every military operations should be directed
- Prescribe friendly goals

EFFs

•Effects
- A physical and/or behavioral state of a system that results from an action, a set of actions, or another effect
- Describes system behavior in the operational environment

Tasks

•Tasks
- Direct friendly action

Center of Gravity - "The hub of all power and movement, on which everything depends"

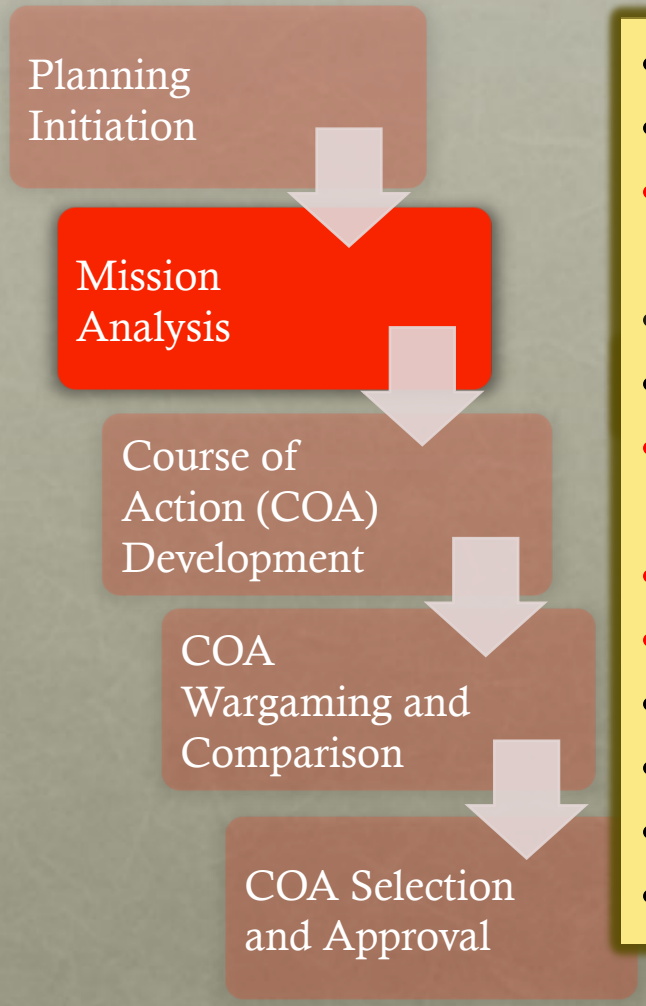
Clausewitz

JOINT OPERATIONS PLANNING PROCESS



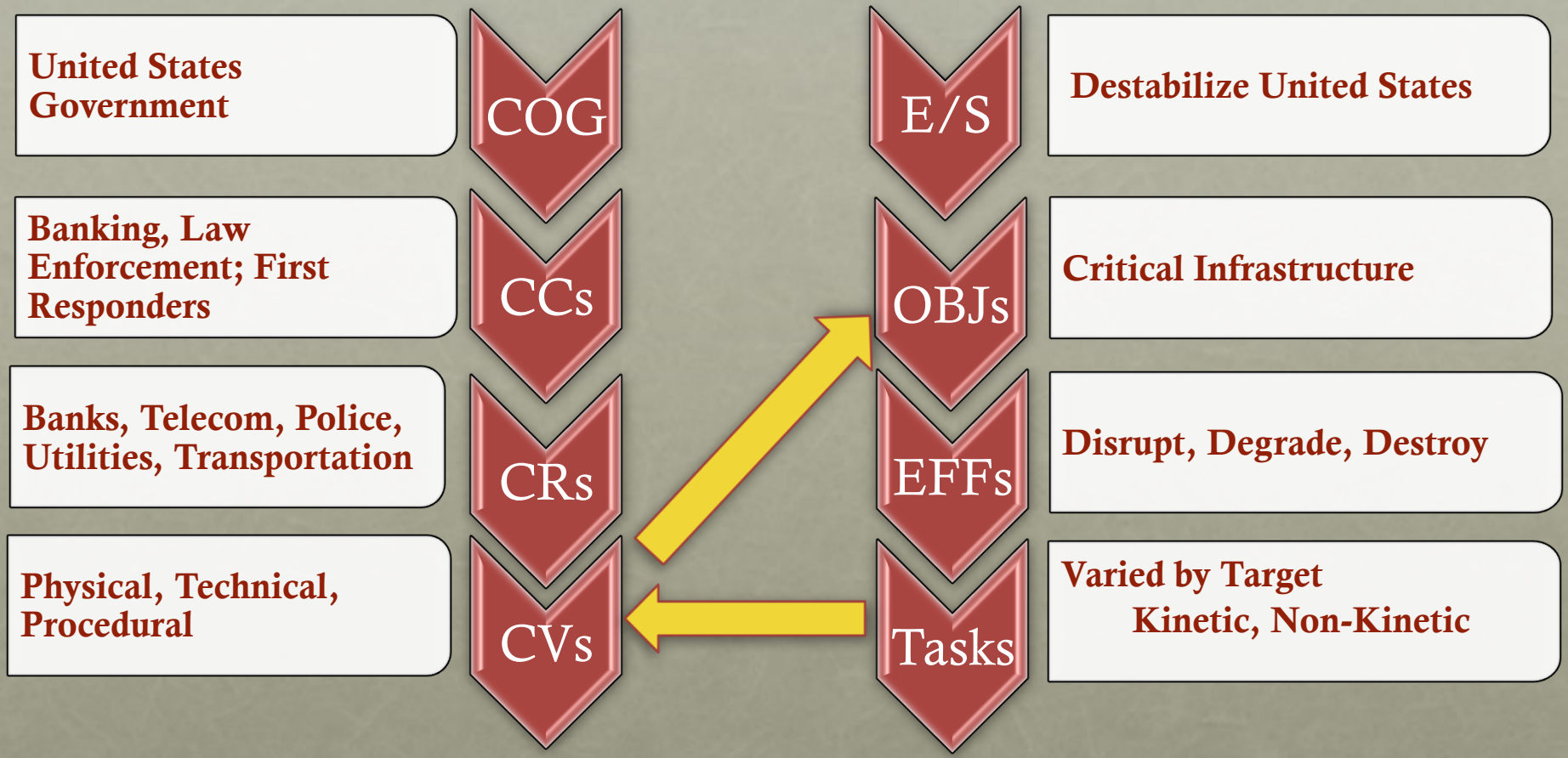
"In preparing for battle I have always found that plans are useless, but planning is indispensable."
Dwight D. Eisenhower

MISSION ANALYSIS

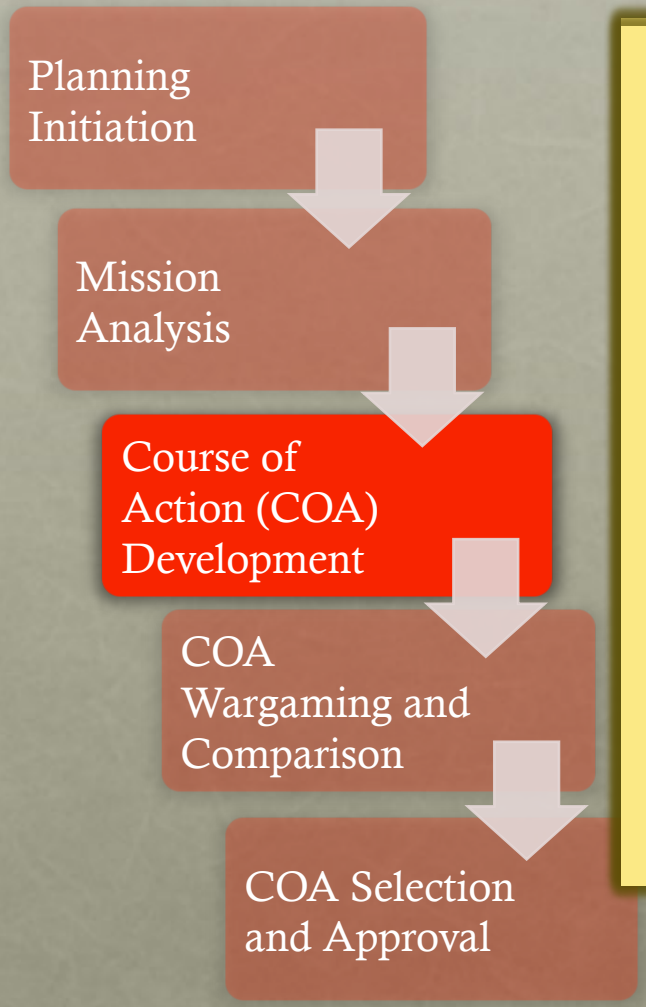


- Determine known facts
- Analyze the higher commander's intent
- **Determine specified, implied and essential tasks**
- Determine operational limitations
- Develop assumptions
- **Determine own & enemy's center of gravity**
- **Determine initial commanders CCIR's**
- **Conduct initial force structure**
- Conduct initial risk assessment
- Develop mission statement
- Develop mission analysis brief
- Prepare initial staff estimates

MISSION TO TASK

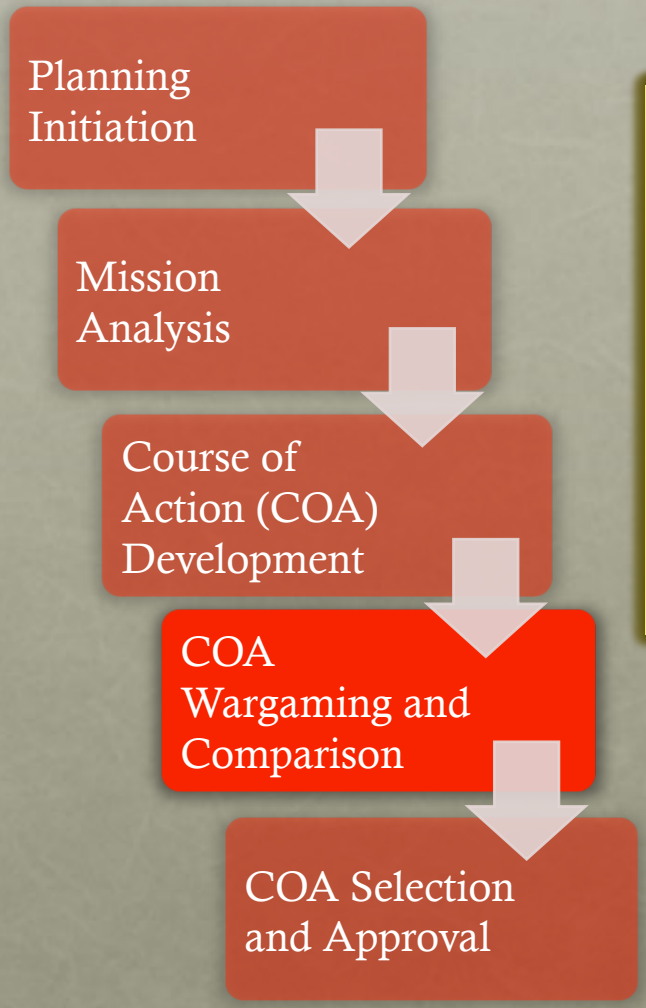


COA DEVELOPMENT



a. Adequate
b. Feasible
c. Acceptable
d. Distinguishable
e. **Complete**
   - **Objective, effects and tasks**
   - **Major forces required**
   - **Concepts for deployment, employment, and sustainment**
   - **Time estimates for achieving objectives**
   - End state and mission success criteria

COA WARGAMING



- **Potential Decision Points**
- Governing Factors
- **Potential Branches and Sequels**

- Refine the COA
- Revise Staff Estimates

GABRIEL'S PLAN



Complete IPB

Kill the "Help"

"House Cleaning"

"Kill McClain"

(Sequal)

Transportation

Government
DHS, SSA, Etc..

Financials

Utilities

"Fire Sale"

Attack Triggers Data transfer To SSA

Attack Wall Street

(Sequal)

"Woodlawn"

Evac SSA

Secure & Prep SSA

Begin Data Transfer

"Download 20%"

Mission Complete

Phase 0

Phase 1

Phase 2

OPEN A BOOK
(….OR GO ONLINE)

- Joint Pub 3-0 – Joint Operations
- **Joint Pub 3-13 – Information Operations**
  - **CNO**, EW, MILDEC, PSYOPS, OPSEC
    - **CNO (CND, CNE, CNA, Net Ops)**
- Joint Pub 3-60 - Targeting
- Joint Pub 5-0 – Joint Operations Planning
- Field Manual 3-0 – Operations
- Field Manual 3-90 – Tactics

http://www.dtic.mil/

Questions?

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