



MCoE C-IED Integration Office (CIO)



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The Maneuver Center of Excellence



One Team One Fight!

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Agenda



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- Purpose
- Introduction
- AtN Overview
- Attack the Network Doctrine SME Support
- Staff Attack the Network Training
- EDGE Overview
- Questions

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Purpose



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The purpose of this briefing is to provide an overview of what the MCoE Attack the Network (AtN) Team and the Staff AtN Mobile Training Team (MTT) can provide battalion commanders, their staffs, and their units.

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Introduction



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- C-IED Integration Office OIC – MAJ Andy Koontz 545-8835
- C-IED Integration Office NCOIC – SSG William Walker 545-0183
- AtN Team Lead- Mr. Michael Grant 626-2325
- AtN MTT POC for operations: Mr. Patrick Ryan, 545-6577

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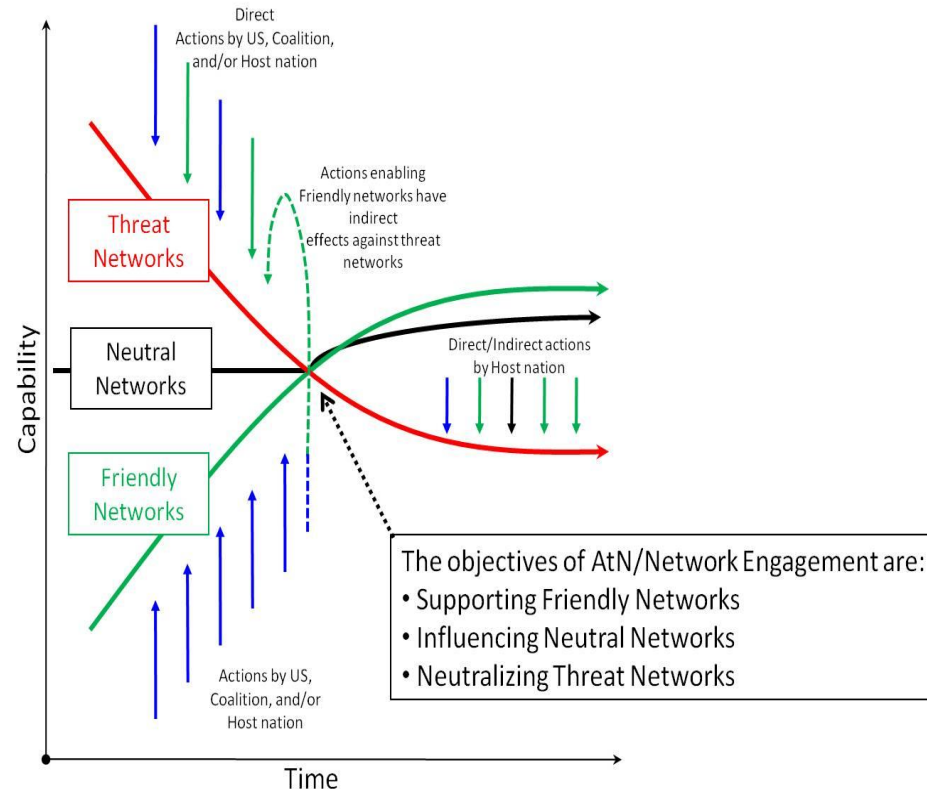
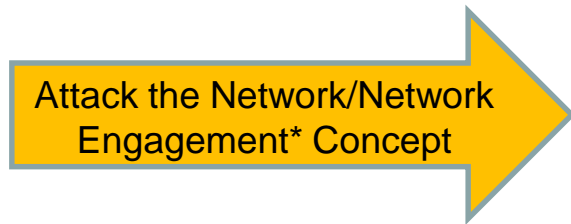
Attack the Network Overview



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Attack the Network Definition

The AtN framework consists of activities that employ lethal and nonlethal means to support friendly networks, influence neutral networks, and neutralize threat networks. AtN is conducted continuously and simultaneously at multiple levels (tactical, operational, and strategic) throughout unified action partner organizations.



*Network Engagement is the title of ATP 5-0.6 (currently with editor).

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AtN Support



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What can the CIO Office provide for your Unit?

- AtN training at the BDE & BN staff level
- AtN training at the company level
 - Training can be tailored to meet the demands of the audience
- Enhanced Geo-social Dynamic Environment (EDGE) practical exercise
- Discuss current, emerging, and concept doctrine to prepare your unit for deployment, CTC Rotations, etc.
- Other AtN type enablers?
- Current Doctrine
 - ATP 3-90.37, Countering Improvised Explosive Devices, July 2014
 - U.S. Army C-IED Strategy (current)
- Developing Doctrine
 - ATP 5-0.6, Network Engagement, currently at Editor (October 2015)
 - JP 3-15.1, being reviewed for potential revision/update
 - Army Regulation 11-XX, The Counter Improvised Explosive Device Program Draft Coordination
 - U.S. Army C-IED Strategy

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Staff Attack the Network MTT



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Brigade and below Attack the Network (AtN) Battle Staff training is provided to Army units through MCoE's Mobile Training Team (MTT). The current training emphasis is on IED, Crime and Narcotic networks, however units are starting to request Theater Specific AtN TNG. AtN training is based on the operational framework developed by MCoE:

Doctrinal AtN

Framework

Understand the Mission

Frame the Operational Environment (OE)

Understand the Networks

Organize for the Fight

Interact with & Engage the Networks

Assess the Effort

• **EDGE Capstone SIM Exercise**

3 Day AtN MTT TSP Modules

- Introduction to AtN Methodology
- Understand the Mission

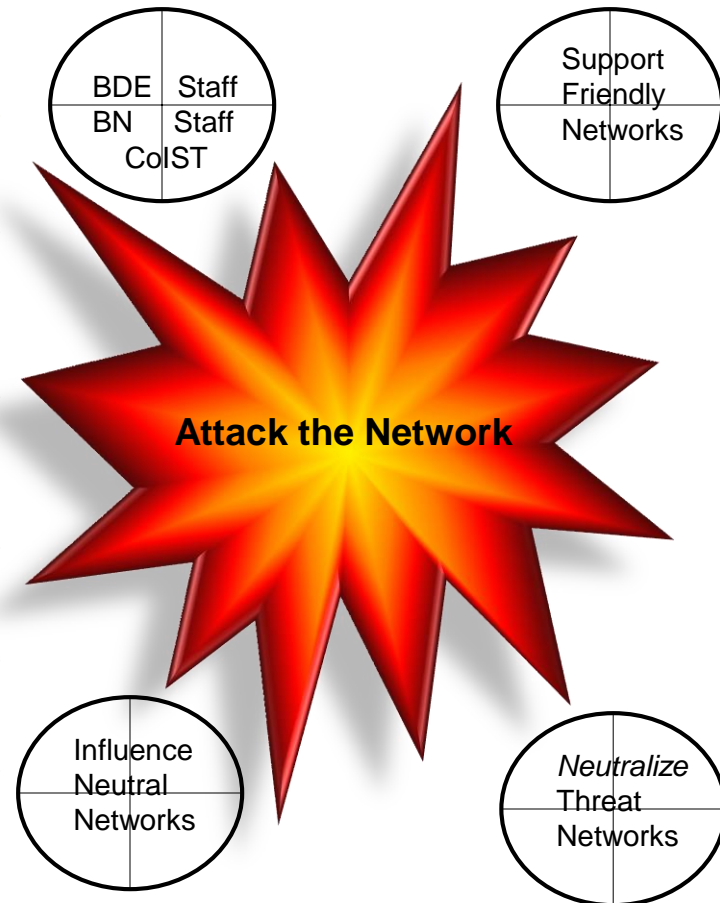
- Define the Operational Environment
- Operational Environment Analysis Staff Exercise

- Network Concepts
- *Network Activities Staff Exercise*
- Intelligence and Analytical Tools
- *Intelligence Staff Exercise*
- *Exploitation*

- AtN Enablers and Staff Organization

- Information Collection and Joint ISR
- Engage the Network
- *Network Analysis Staff Exercise*

- Assessment
- *Targeting/Assessment Staff Exercise*





AtN MTT



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Key Tasks

- Provide quality Attack the Network training to deploying units
- Improve and update Attack the Network Training Support Package/Lesson Plans to support Attack the Network Training Army wide
- Utilize EDGE to facilitate Attack the Network Training and provide simulated Operational Environment to enhance training

Training Venue – 3 days

Days 1 & 2	Day 3
PRE-Test	EDGE
10 Classes	AARs
5 AOR STAFFEXs	Post Test
Staff Groups Briefs	Student Survey
AARs	

Enhanced Dynamic Geo-Social Environment (EDGE)

- Immersive simulation based on Unreal game engine (Unreal ver. 3)
- Single player or networked multi-player teams
- Based on AtN Doctrine: Support, Influence, Neutralize (SIN)
- Focused on the 6 Pillars of AtN
- Object is for player to interact with the environment and Non-Player Characters (avatars) to make decisions based on AtN doctrine and Commander's Intent for the mission.





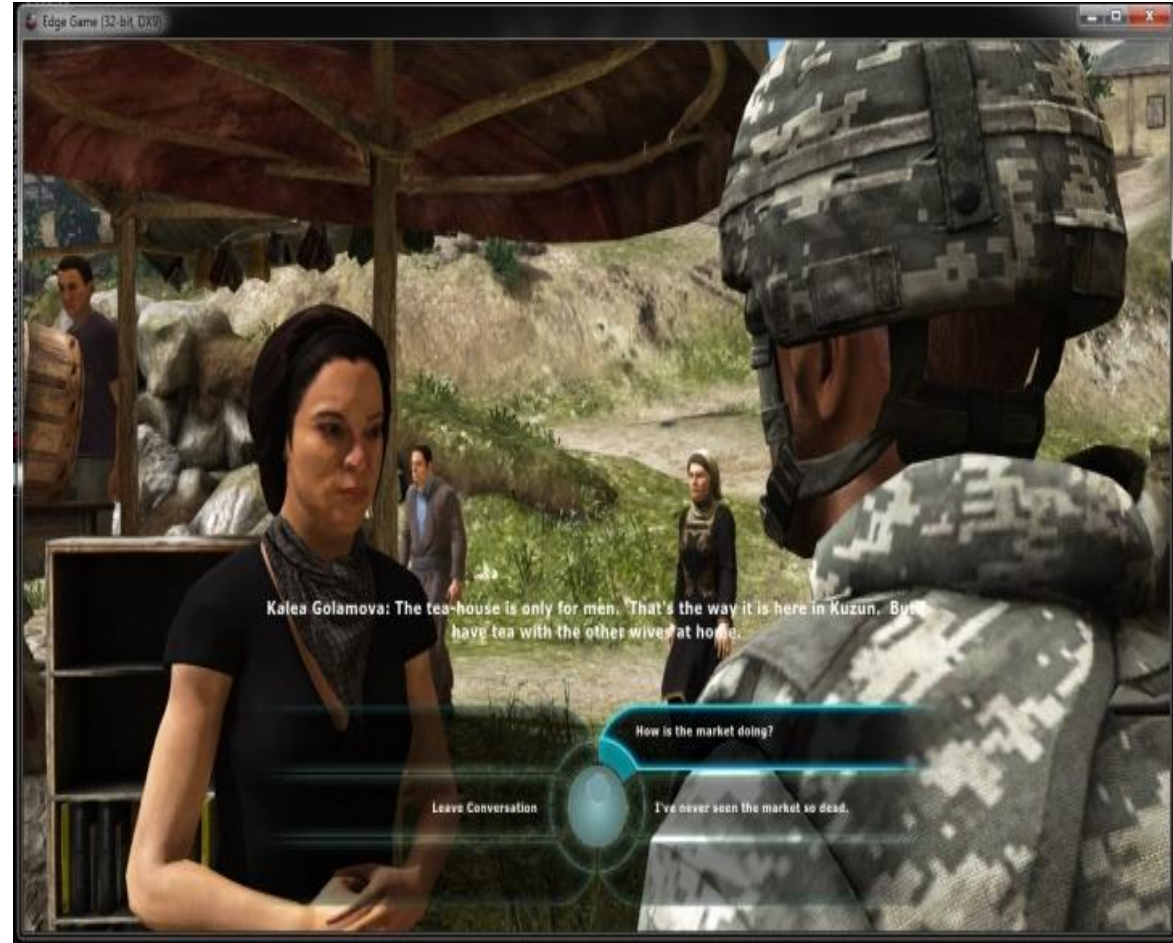
Enhanced Dynamic Geo-Social Environment Virtual PE Process



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Soldiers interact with over 20 different virtual villagers. AtN-related actions include:

- Identifying villagers as friendly, neutral or threat.
- Reviewing intelligence/results from previous day(s) operations.
- Making decisions on conducting new operations.
- Employing available enablers to gain and exploit information on local networks.
- Best decisions result in best outcomes along SIN Lines of Effort



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