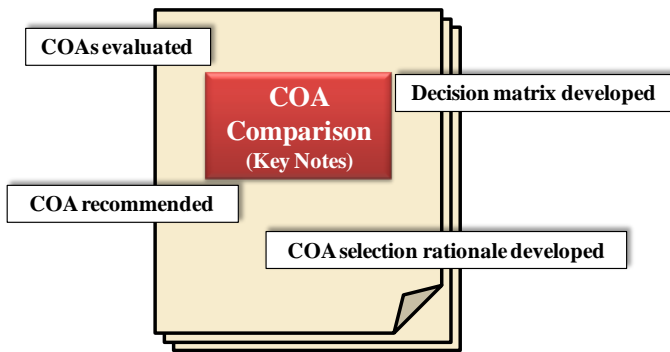


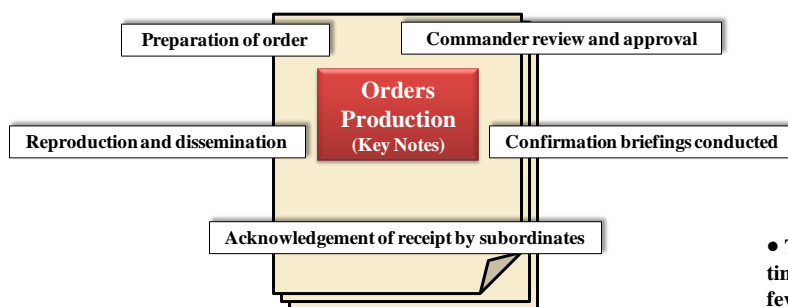


# The New MDMP (3 of 3)

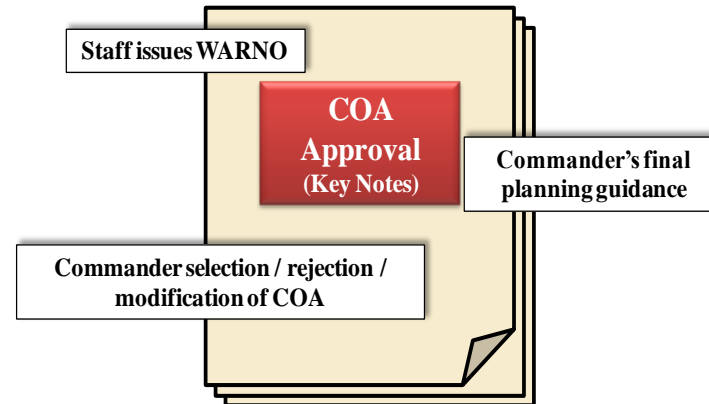
(Highlights and "Takeaways")



- Analysis of advantages and disadvantages should be derived straight from the advantages and disadvantages from the end of each turn in the war game. Apply the evaluation criteria based on how they affect the individual WFFs or staff sections. Each staff section should use whatever mechanics it needs to determine how to fill in the decision matrix.
- While the evaluation criteria and the decision matrix create a quantitative representation of the comparison between COAs, the Commander still relies on the art, as well as the science, when making the decision. If you say one COA is better than another one, be prepared to back it up. When you use a decision matrix, ensure everybody knows if a lower or higher number is better. While this sounds simplistic, it causes problems sometimes. Your decision matrix should be a tool in your TACSOP / PSOP.
- During the COA Decision Briefing, do not let the Commander make a decision based solely on the numbers from the decision matrix. This can be risky. Be prepared to defend your decision matrix. Include any updated IPB, assumptions, and answers to RFIs. This is the briefing when the Commander expects to hear your recommended COA. There is no such thing as a tie. He has a staff to help him make decisions.



- The S-3 / XO and Commander must decide which annexes will be included in the OPORD. Many times, the amount of information that pertains to your unit in a HHQ product can be reduced to a few lines and included in the base OPORD.
- Subordinate elements, for the most part, do not have planning staffs. Think brevity and clarity. Give them only what they need to be successful. **DO NOT COPY AND PASTE FROM THE HHQ OPORD** (except maybe the ROE from Annex C). Refine your portion and "nug" out only what pertains to your elements.
- Ensure you provide subordinate elements with the best product possible based on the time available. Spend 99% of your time on the OPORD and 1% on formatting. A semi-colon vice a colon will not save a life on the battlefield, nor will capitalization or underlining.



- The Commander decides which commander he will assign to your previously-unassigned headquarters. The Commander will choose the staff-recommended COA, a COA the staff didn't recommend, make a recommendation that the staff take certain things from one COA and add them to another COA, or may reject all of the COAs, forcing the staff back to COA Development.
- The Commander may or may not have any further guidance for you based on the level of understanding he has about the COA Analysis and the COA he has chosen. This is the Commander's final opportunity to review risk management and the staff's risk mitigation considerations. From this point on, he accepts risk.
- Issuance of a WARNO (generally referred to as WARNO 3) is normally the final WARNO published prior to the OPORD. The format of this WARNO should be annotated in your TACSOP / PSOP. It should be published fairly quickly after COA Decision and should include those things that subordinate commander's need to continue their planning such as:
  - Mission
  - Commander's Intent
  - Updated CCIR / EEFI
  - Concept of operations
  - The AO
  - Principal tasks to subordinate units
  - Preparation and rehearsal instructions
  - Final time line for operations
  - Completed operations graphics
  - Any further products already prepared and ready for your subordinate elements.

**Note:** This MDMP process chart is different than Figure B-1 in FM 5-0, *The Operations Process* (26 March 2010), as it includes the additional "key inputs and outputs" listed at Figures B-2, B-3, B-5, and B-14. Differences include changes to verbiage and completely different sets of inputs and outputs. Commanders and battle staffs should take the time to compare Figure B-1 with subsequent MDMP step figures. Bold blue text highlights differences.

Key Inputs	Steps	Key Outputs
<ul style="list-style-type: none"> <li>Higher headquarters plan or order or a new mission anticipated by the commander</li> </ul>	<b>Step 1: Receipt of Mission</b>	<ul style="list-style-type: none"> <li>Commander's initial guidance</li> <li>Initial allocation of time</li> </ul>
<ul style="list-style-type: none"> <li>Higher headquarters' plan or order</li> <li>Higher headquarters' intelligence and knowledge products</li> <li>Knowledge products from other organizations</li> <li>Updated running estimates</li> <li>Initial commander's guidance</li> <li>COA evaluation criteria</li> <li>Design concept (if design precedes Mission Analysis)</li> </ul>	<b>Step 2: Mission Analysis</b>	<p style="text-align: center;"><b>WARNING ORDER</b></p> <ul style="list-style-type: none"> <li>Approved mission statement</li> <li>Initial commander's intent</li> <li>Initial planning guidance</li> <li>Initial CCIRs and EEFI</li> <li>Information themes and messages</li> <li>Updated IPB products</li> <li>Updated running estimates</li> <li>Assumptions</li> <li>Resource shortfalls</li> <li>Updated operational timeline</li> <li>COA evaluation criteria</li> </ul>
<ul style="list-style-type: none"> <li>Approved mission statement</li> <li>Initial commander's intent and planning guidance</li> <li>Design concept (if developed)</li> <li>Specified and implied tasks</li> <li>Assumptions</li> <li>Updated running estimates and IPB products</li> <li>COA evaluation criteria</li> </ul>	<b>Step 3: Course of Action (COA) Development</b>	<p style="text-align: center;"><b>WARNING ORDER</b></p> <ul style="list-style-type: none"> <li>Commander's selected COAs for war-gaming with COA statements and sketches</li> <li>Commander's revised planning guidance to include:           <ul style="list-style-type: none"> <li>- War-gaming guidance</li> <li>- Evaluation criteria</li> </ul> </li> <li>Updated running estimates and IPB products</li> <li>Updated assumptions</li> </ul>
<ul style="list-style-type: none"> <li>Updated IPB products</li> <li>Updated running estimates</li> <li>Updated commander's planning guidance</li> <li>COA statements and sketches</li> <li>Updated Assumptions</li> </ul>	<b>Step 4: COA Analysis (War Game)</b>	<ul style="list-style-type: none"> <li>Refined COAs</li> <li>Decision support templates and matrixes</li> <li>Synchronization matrixes</li> <li>Potential branches and sequels</li> <li>Updated running estimates</li> <li>Updated Assumptions</li> </ul>
<ul style="list-style-type: none"> <li>War-game results</li> <li>Evaluation criteria</li> <li>Updated running estimates</li> <li>Updated assumptions</li> </ul>	<b>Step 5: COA Comparison</b>	<ul style="list-style-type: none"> <li>Evaluated COAs</li> <li>Recommended COAs</li> <li>COA selection rationale</li> <li>Updated running estimates</li> <li>Updated assumptions</li> </ul>
<ul style="list-style-type: none"> <li>Updated running estimates</li> <li>Evaluated COAs</li> <li>Recommended COA</li> <li>Updated assumptions</li> </ul>	<b>Step 6: COA Approval</b>	<ul style="list-style-type: none"> <li>Commander-selected COA and any modifications</li> <li>Refined commander's intent, CCIRs, and EEFI</li> <li>Updated assumptions</li> </ul>
<ul style="list-style-type: none"> <li>Commander-selected COA with any modifications</li> <li>Refined commander's intent, CCIRs, and EEFI</li> <li>Updated assumptions</li> </ul>	<b>Step 7: Orders Production</b>	<p style="text-align: center;"><b>WARNING ORDER</b></p> <ul style="list-style-type: none"> <li>Approved operation plan or order</li> </ul>

CCIR commander's critical information requirement  
COA course of action

EEFI essential element of friendly information  
IPB intelligence preparation of the battlefield