

LPD, Deliberate Attack and Course of Action (COA) Development

18 February 2016

Training Objectives

- Develop participants' understanding of the fundamentals of offensive operations and COA Development.
- Participants understand the importance of applying the 8 steps of COA Development from FM 6-0 (May 2014) in the planning of a Deliberate Attack.

References

- FM 3-90.1
 - Offense and Defense Volume 1
 - March 2013
- ADRP 1-02
 - Terms and Military Symbols
 - December 2015
- FM 3-21.10
 - The Infantry Rifle Company
 - July 2006
- FM 5-0
 - The Operations Process
 - March 2010
- ADRP 3-0
 - Unified Land Operations
 - May 2012
- ADRP 3-90
 - Offense and Defense
 - August 2012
- FM 6-0
 - Commander and Staff Organization and Operations
 - May 2014

Agenda

- Characteristics of Offensive Operations
- Sequence of the Offense
- Planning Considerations for Offensive Operations
- Deliberate Attack
- Course of Action (COA) Development
- **Break**
- Tactical Decision Exercise (TDE)

Characteristics of Offensive Operations

- Surprise
 - Strike at a time of place or in a manner for which the enemy is unprepared
- Concentration
 - Massing effects of combat power at the decisive point to achieve the Unit's purpose
- Audacity
 - A simple plan of action executed boldly
- Tempo
 - The rate of military action relative to the enemy

Characteristics of the Offense <cont.>

- Surprise
 - Total surprise is rare and not essential
 - Attack where ENY least expects
 - Attack in limited visibility
 - Attack through restricted terrain
 - Small Unit and infiltration techniques
 - EXPLOIT SUCCESS before the ENY can recover/react

Characteristics of the Offense <cont.>

- Concentration
 - Concentrate combat power
 - Limit ENY's ability to concentrate his combat power
 - Concentrate on ENY weak points or weapon systems

Characteristics of the Offense <cont.>

- Audacity
 - Based on a thorough analysis of the mission
 - Required quick, decisive, daring and original actions – NOT rash
 - Weighs knowledge of Friendly forces, ENY and terrain
 - Indirect approach
 - Maintain a position of advantage
 - Attack flank or rear
 - Exploit success immediately

Characteristics of the Offense <cont.>

- Tempo
 - NOT the same as speed
 - Controlling and maintaining tempo allows for maintaining initiative
 - Promotes surprise, keeps ENY off balance, allows for security, prevents countermeasures
- To achieve
 - Use simple plans
 - Use quick decisions
 - Decentralized control
 - Mission Orders
 - RXLs
 - Sustainment plans

Sequence of the Offense

- Assembly Area (AA)
- Reconnaissance
- Movement to Line of Departure (LD)
- Maneuver
- Deployment
- Assault
- Consolidation and Reorganization

Sequence of the Offense <cont.>

- Assembly Area (AA)
 - Mission preparations
 - PCCs/PCIs
 - Orders process / planning
 - RXLs
 - Sustainment

Sequence of the Offense <cont.>

- Reconnaissance
 - Based on ENY situation and available time
 - Leaders at every level aggressively seek information
 - Includes
 - Terrain
 - Enemy
 - Recon
 - ENY near LD
 - ATK PSN
 - ASLT PSN
 - OBJs
 - Include use of enablers

Sequence of the Offense <cont.>

- Movement to the Line of Departure
 - Conduct time/distance analysis
 - Movement from AA across LD is continuous and IAW BN OPORD
 - Recon route prior to main body SP
 - Support elements and mortars may precede main body for overwatch

Sequence of the Offense <cont.>

- Maneuver
 - Movement ICW fires to achieve an advantage
 - Avoids enemy strengths and focuses on weakness
 - May include deception operations
- Base of Fire Force
 - Portion of the Unit remains stationary and prevents the ENY from influencing the bounding element
- Bounding Force
 - Does not move beyond the range of the base of fire

Sequence of the Offense <cont.>

- Deployment
 - Approach the OBJ in a manner to support deployment prior to the assault
 - i.e. SBF element occupies positions prior to the assault
 - Fires are synchronized with the SBF
 - Minimize assault time
 - Maintain the highest tempo allowed by the terrain and enemy

Sequence of the Offense <cont.>

- Assault
 - Mission dependent (enemy focused, terrain focused)
 - Focus of the Commander's plan for actions on the OBJ
 - Planned off of the identified decisive point
 - Shaping operations' task and purpose are built off of the DO

Sequence of the Offense <cont.>

- Consolidation and Reorganization
 - Consolidation organizes and strengthens newly seized positions that are defensible
 - Reorganization shifts internal resources
 - TRANSITION / follow-on missions

Planning Considerations for Offensive OPNs

- Intelligence
- Movement and Maneuver
- Fire Support
- Protection
- Sustainment
- Mission Command

Planning Considerations for Offensive OPNs (Intelligence)

- Intelligence
 - Gather available resources that describe the enemy and his purpose
 - Gather resources that describe terrain
 - **METT-TC analysis**
 - Continuously conduct ISR collection throughout entire planning process
 - Request information from higher
 - When able, conduct on-ground reconnaissance

Planning Considerations for Offensive OPNs (Movement and Maneuver)

- Movement and Maneuver
 - Review movement and maneuver assets available to determine task organization
 - BPT receive/request additional assets (i.e. engineers)

Planning Considerations for Offensive OPNs (Fires)

- Fires
 - Refine higher's fire plan to meet mission requirements
 - Use METT-TC analysis and plan target and observer locations
 - TTLODAC per target
 - Leads to a Fires Rehearsal
 - Determine and define the purpose of Fires
 - i.e. suppress, fix, obsuration, illumination

Planning Considerations for Offensive OPNs (Protection)

- Protection
 - Based off of enemy analysis
 - Provides air defense plan
 - Consider counter-reconnaissance to preserve combat power

Planning Considerations for Offensive OPNs (Sustainment)

- Sustainment
 - Maintains the momentum of maneuver elements in the attack
 - Performed as far forward as the situation allows
 - Sustainment trains are generally one terrain feature behind the main body (out of ENY direct fire capabilities)
 - Enemy analysis contributes to the security of trains

Planning Considerations for Offensive OPNs (Mission Command)

- Mission Command
 - Find, Fix, Finish, Follow-through
 - Plan to make contact with the smallest element possible
 - Deceive the enemy to mask the decisive operation
- Employ timely and synchronized fires
- Maneuver Platoons
- Locate to maintain a current and accurate picture of the battlefield
- Locate where to best control the attack as it progresses (generally with the DO)
- Prepare to exploit unseen advantages and anticipate to shift efforts

Types of Attack

- Hasty Attack
- Deliberate Attack
 - Pre-planned attack against a strong ENY defense
 - Follows distinct period of preparation to include
 - Reconnaissance / Intelligence collection
 - Planning
 - Task Organization of forces
 - Preparation of Troops and Equipment
 - Coordination
 - Rehearsals
 - Plan refinement

Conduct of a Deliberate Attack

- Attack in Zone
 - Advance within assault distance under lethal and non-lethal supporting fires
- Actions at Probable Line of Deployment
 - Phase line or Check Point
 - Marks transition from movement to maneuver
 - Prepares Unit for probable enemy contact
- Actions on the Objective
 - Combines effects of suppressive fires with maneuver
 - Gains positional advantage over the enemy
 - Often employs a combination of the following
 - Mortars, Artillery and direct fires to destroy or isolate to set conditions
 - Smoke
 - Assault forces maneuver to close with and destroy
 - SBF and fires maintain support during the assault

Questions

- Characteristics of Offensive Operations
- Sequence of the Offense
- Planning Considerations for Offensive Operations
- Deliberate Attack

Course of Action Development

- Key Inputs
 - Mission Statement
 - Initial Commander's intent
 - Planning guidance
 - Commander's Critical Information Requirements (CCIR)
 - Essential Elements of Friendly Information (EEFI)
 - Updated Intelligence Preparation of the Battlefield (IPB)
 - Updated Running Estimates
 - Assumptions
 - Evaluation Criteria for Courses of Action

Course of Action Development

The Process

- Assess Relative Combat Power
- Generate options
- Array forces
- Develop a broad concept
- Assign headquarters
- Develop COA statements and sketches
- Conduct COA briefing
- Select or modify COAs for continued analysis

Course of Action Development

NOTE

- Courses of Action meet the following criteria
 - Feasible
 - Accomplishes the mission within the established time, space and resource limitations
 - Acceptable
 - Balances cost and risk with the advantage gained
 - Suitable
 - Accomplishes the mission within the Commander's intent and planning guidance
 - Distinguishable
 - Differs significantly from other COA (i.e. scheme of maneuver, task org, use of reserve, etc.)

Course of Action Development

NOTE

- Courses of Action meet the following criteria
 - Complete (and therefore incorporates the following)
 - How the decisive operation leads to mission accomplishment
 - How shaping operations create and preserve conditions for the success of the DO
 - How sustaining operations enable shaping and decisive operations
 - How to account for offensive, defensive and stability or defense support for civil authorities tasks
 - Tasks performed and conditions achieved
 - MUST ADDRESS ALL 6 WARFIGHTING FUNCTIONS

Course of Action Development

The Process (Step 1)

- Assess Relative Combat Power
 - Assess two levels down
 - Assess enemy capabilities by WFF against friendly capabilities
 - Identify enemy strengths and weaknesses by WFF vs friendly
- Allows insight into types of operations
- Identifies resource constraints
- Commanders create enemy SITEMP based on assumptions
- Commanders weigh enemy vs friendly capabilities and allocate resources

Course of Action Development

The Process (Step 1)

- Enemy SITEMP
 - Determine ENY Areas of Interest
 - CAS
 - Fires
 - Reserve
 - Rotary assets
 - Determine higher's ENY DO and SOs with task and purpose
 - Determine your ENY (size/type of element) and assets available
 - Red Checkbook two levels down
 - Determine ENY scheme of maneuver based on terrain, task, purpose, TTPs and resources available by WFF (use everything you know)
 - Template ENY placement of key weapons
 - Identify High Payoff Targets

Course of Action Development

The Process (Step 2)

- Generate Options
 - Remain unbiased while brainstorming
 - Determine the following
 - Doctrinal requirements
 - Decisive operation and task and purpose
 - Shaping operations and task and purpose
 - Sustaining operations and task and purpose
 - Compare COAs against screening criteria and Commander's intent

Course of Action Development

The Process (Step 3)

- Array Forces
 - Establish Blue Checkbook
 - Determine the relative combat power to determine each task and purpose
 - Array forces (two levels down)
 - DO
 - SOs
 - Sustaining OPNs
 - Initial array identifies number of elements needed vs required
 - COA is identified as feasible or non-feasible

Table 9-2. Historical minimum planning ratios

<i>Friendly Mission</i>	<i>Position</i>	<i>Friendly : Enemy</i>
Delay		1:6
Defend	Prepared or fortified	1:3
Defend	Hasty	1:2.5
Attack	Prepared or fortified	3:1
Attack	Hasty	2.5:1
Counterattack	Flank	1:1

Course of Action Development

The Process (Step 4)

- Develop a broad concept
 - Describes how arrayed forces accomplish the mission within Commander's intent
 - **Addresses ALL WFFs**
 - Includes
 - Purpose of operation
 - Statement of where the Commander accepts risk
 - Identifies critical transitions (phases)
 - Task & purpose of DO (nested) and SOs
 - Designates sustaining OPNs with task and purpose
 - Designates a reserve
 - ISR operations
 - Security operations
 - Identifies branch plans
 - Assigns subordinate AOs
 - Fires scheme
 - Deception operations
 - Control measures

Course of Action Development

The Process (Step 5)

- Assign headquarters
 - Create a task organization assigning roles to subordinate units
 - Consider span of control and ability of subordinate unit to accomplish/control the task and purpose

Course of Action Development

The Process (Step 6)

- Develop COA statement
 - Clearly portrays how the Unit accomplishes the mission
 - Statement includes
 - Mission
 - Intent
 - Information collection
 - DO, SOs, reserve and sustaining operations
 - Mission Command
 - Fires
 - Accepted risk and mitigation

Course of Action Development

The Process (Step 6)

- Develop COA sketch
 - Portrays generic forces and control measures
 - Sketch includes
 - Unit and subordinate boundaries
 - Movement formations
 - Line of Departure, phase lines and PLDs
 - Information collection graphics
 - Ground/air axes of advance
 - AAs, battle positions, EAs, strongpoints, OBJs
 - Obstacle control measures and tactical mission graphics
 - Fires coordination and airspace coordinating measures
 - Main Effort
 - Location of Mission Command nodes
 - Known/template ENY locations
 - Populated areas

Course of Action Development

The Process (Step 7)

- Conduct COA briefing
 - Updated IPB
 - ENY MLCOA and MDCOA
 - Problem statement
 - Commander's intent
 - COA statements and sketches
 - The rationale for each COA
 - Considerations affecting ENY COA
 - Critical events
 - Deductions from relative combat power analysis
 - Rationale for arrayed Units
 - Reason for selected control measures
 - Impact on Civilian population
 - How the COA addresses minimum essential stability tasks
 - Updated facts and assumptions
 - Refined COA evaluation criteria

Course of Action Development

The Process (Step 8)

- Select or modify COAs for continued analysis
 - Commander issues planning guidance
 - Reject COAs, accept one or more COAs, create a new COA
 - Commander's guidance drives COA Analysis (War Gaming)

Course of Action Development

- Key Outputs
 - COA statements and sketches
 - Tentative Task Organization
 - Broad concept of operations
 - Revised planning guidance
 - Updated assumptions

Questions