

# **MQA-8 BDE: MILITARY PLANNING PROCESS - MDMP**

**PREREQUISITES:** MQA-7

**REQUIRED READING:** ALO Smart Book; Squadron TACP Handbook

**PURPOSE:** Familiarize ALO with military planning process and operation order (OPORD).

## **Introduction - (Slide 2)**

The military planning process is actually called the military decision making process (MDMP). The purpose of brigade level MDMP is to produce an “order” for the entire brigade combat team (BCT) to execute, in accordance with tasks listed in the division order. MDMP will cover the process from getting the order from division all the way to the rock drill (walk a rock terrain of the battle) with the brigade (BDE) commander and battalion (Bn) commanders. There are several critical ALO inputs into the MDMP process to ensure smooth and effective CAS employment. The areas of the MDMP process are as follows:

- Division OPORD Brief
- Mission Analysis (MA)
- Course of Action (COA) Development
- Wargaming
- BDE OPORD Brief
- Reconnaissance & Surveillance (R&S)
- Fire Support (FS) Rehearsal
- Combined Arms Rehearsal (CAR or Rock Drill)
- Frequency Modulating (FM) Rehearsal
- Example MDMP for Movement to Contact Battle

## **Division OPORD Brief – (Slide 3 - 4)**

The Division OPORD is where the BDE CC, BDE S3, FSCoord, Bn CC's, FSO, and ALO will hear a briefing from Division personnel explaining what their assets see the enemy doing (an example Division OPORD brief can be found in attachment 1). The OPORD will also cover what the Division CC wants the BDE CC to accomplish during the battle. Division personnel will do most of the talking, but there will be questions normally at the end of the brief. As the ALO, you most likely will not ask questions unless you're sure it is something big that is being overlooked or hand waived. This meeting will normally last about 30-60 minutes. Normally, Division personnel will stay after the briefing to answer more specific questions. This is the best time to clarify any questions you may have concerning CAS employment.

If possible, try and get an advance copy of the briefing from the S2. This, along with reading annex B (Intel of the Enemy) of the order, will help you prepare for the briefing and will make you more informed (next slide).

During the Division OPORD brief, the ALO will find out what type of battle the BDE will fight. Types of battles are Hasty Attack (HA), Movement to Contact (MTC), Deliberate Attack (DA), Hasty Defense (HD), and Defense in Sector (DIS). Based on the type of fight and the doctrinal method in which the enemy will fight, will allow the ALO to decide on how best to employ CAS and where. There are two major methods in which the enemy will fight. Defensively and offensively.

Defensive: One tactic the enemy might use (realize that there are others as well) in the defense is to move forward of their final battle positions until the Blue forces set off a trigger to send them back to their final battle positions. The battle positions will stay manned until the point of being over run. At this point, the Combined Arms Reserve (CAR) will reinforce them. One CAS game plan would be to initially use CAS at the Blue force's point of

penetration (POP) of the enemy's final battle position. As the Blue forces approach the POP, CAS would then shift to engage the CAR or repositioning Motorized Rifle Platoons (MRPs) with the ability to move forward to troops in contact. An example of CAS usage in this example can be found on attachment 3.

Offensively: When the enemy is in the offensive, the enemy will send a variety of forces toward the Blue force. One example (again there are other ways the enemy might fight) is the enemy will send a reconnaissance team (CRP) forward. CRP's normally consist of two to three vehicles and are not a good CAS target. The second force to move forward is the Forward Detachment (FD) (10 minutes behind the CRP). This force normally consists of five or six vehicles, which is once again not a good CAS target. The third force is the Forward Security Element (FSE) (15 minutes behind the FD) with approximately 10 vehicles and might be a target for CAS. The mission of the FSE is to fix the Blue forces. The fourth enemy force is the Advance Guard Main Body (AGMB), which normally moves forward 15 to 30 minutes behind the FSE. The AGMB is a great target with 15 to 20 vehicles, some of which are armored. The AGMB will screen for the Main Body (MB). The MB is 30 minutes to 1 hour behind the AGMB and can have up to 50 plus vehicles. The MB is an excellent CAS target and usually has the highest priority for destruction. The enemy may choose to do an enveloping maneuver. When that happens, the AGMB will be called an Envelopment Detachment (ED). Make sure the possibility for an ED is considered when the engagement area's (EA)'s are planned. Behind the MB will be the Regimental Artillery Group (RAG) and the Divisional Artillery Group (DAG), which should be engaged by MLRS and 155 rounds. An example of this possible battle can be found in attachment 4.

### **Mission Analysis – (Slide 5 - 6)**

The Mission Analysis (MA) has two parts, the MA and the MA brief. MA is a 1-2 hour meeting where the entire BDE staff determines what the Brigade Combat Team (BCT) needs to do to win the battle. The ALOs biggest contribution is when and how to use CAS to crush the enemy. Ask the S2 how the enemy will fight and what the Blue Forces will most likely do. Next, build some effective EA's (example on slide 6) and targets along with a course of action for CAS. That plan is the one you will brief the Brigade CC at the MA brief. An example of what to brief is "to engage CAS first on the FSE in the south near Division Hill/ hidden valley and shifting to the MB when identified in the brown pass or Colorado wadi. On order, shift to delay/disrupt the ED in granite pass." Continue by explaining the need for a shift back to MB if engagement of the ED is required for maximum CAS effectiveness.

The MA brief is just a chance for the BDE staff to suggest to the BDE CC what should be done. At the end of the brief, the BDE CC will stand up and give his guidance. He should give specific instructions on what he wants CAS to accomplish. Unfortunately, CAS is normally left out or not addressed in enough detail. Don't let the BDE CC leave until he gives CAS guidance. It should include what he wants attacked and when he wants the CAS shifted to different targets. An example is "I want CAS to Disrupt/Delay the FSE near Hidden Valley and Division Hill. CAS will shift to the MB when 5+ armor is sighted in the Brown Passes or Colorado wadi and is determined to be the MB. On order (O/O), shift to the ED when 4+ armor sighted in Granite Pass or A, B Passes." This guidance might not be given in exact numbers until after the wargaming is complete, but the detail in the guidance needs to be very close to this because shifts are very important and will help in the planning and execution of CAS. It is also good if the BDE CC can tell you what kind of BDA or better yet what type of "effect" he expects from attacking the different elements. A good rule of thumb measuring CAS lethality is two vehicles killed per pass when blue forces are in the defense and one vehicle killed per pass when blue forces are on the offense. Realize that real world problem occur like confusing talk-ons, weather, comm. problems, etc... That means the ALO must be realistic with BDA numbers. Never over estimate BDA because you will lose credibility with the Army.

### **Course of Action Development – (Slide 7)**

The BDE CC will sometimes gives the Course of Action (COA) to the BDE staff, but not always. If the BDE CC doesn't give the COA, then the BDE staff will have to come up with a most likely and a most dangerous COA. There is not a whole lot the ALO does during this phase, except advising the S2 and ADA on how the enemy will employ their fixed wing aircraft. Realize that the COA might happen during the MA or just after if the BDE CC doesn't dictate one.

## Wargaming – (Slides 8 – 14)

War-gaming is the longest meeting in the planning process. It will last anywhere from three to seven hours. This is where the brigade staff will step through the entire battle. It is extremely important that the S2, S3, FSO, and ALO are around the main planning map. The other BDE staff members don't need to be close to the map and can stand back. Don't let the Army push the ALO away from the FSO or the map. The ALO is essential to wargaming. Army doctrine teaches "Fires then Maneuver." CAS is an important direct fire weapon and should be integral to the wargaming process. If you use this concept as justification for increased involvement in the MDMP, the FSO and most likely the S3 will agree and have the ALO as a main planning person. Remember that CAS is not just a part of the "Fires" label. CAS can kill, delay, disrupt, and shape on the level of a task force. That is a lot of direct firepower and the BCT needs to understand that CAS can be the equivalent to another maneuver force and should not just lumped into the FSO shop as "supporting" fires.

The wargaming will normally start with the S2 setting the enemy up with a given phase and time. Next, the S3 will go through the Army set-up. The FSO will then brief on how he will place his artillery and COLTs. The ALO must be prepared to brief the "Air" part after the FSO (next slide). Even if the only thing said is "No change." (The ALO will probably be asked to verify TACP insertion placement and timing.) When it comes time to speak about CAS, make sure you have the correct timing and that the S2 and S3 agree about the timing. Also, this is a great time to coordinate with the FSO on pre-planned CAS fire missions and SEAD. If there is an EA where CAS should occur, then give the FSO the coordinates of the center of the EA for his pre-planned fire mission. If there isn't an EA, then figure out where it should be for CAS and draw it on the S3 graphics. (It's a good idea to have the CAS EA's on the graphics before wargaming starts, so integration with the FSO and S3 may be required prior to the brief.) The ALO will also want to explain (not draw) the ACA's and explain how they will work with the FSO. In order to make the ACA's work; you need to have the FSO nail down where he is going to put the Artillery. Realize that the S2 timing is normally 30 minutes or more late. Make sure S3 Air adjusts for that in the Form 1972 request (next slide). An example of ACA placement is on slide 10. Normally an ACA is five to seven kilometers wide for A-10s and is only covers the ingress and egress routes. For the attack, informal ACAs will be made. An example is to work an ORD-5 and have no fires above 8000' MSL west of the 39 north-south grid line and north of the 11 east-west grid line (next slide).

The wargaming will have many rotations through each element boss. What that means is that every critical event will have at least one round of staff members explaining what their elements are doing. Speak-up at every turn even if you just say "No change." That way the Army won't forget about you.

Wargaming is also where Essential CAS Tasks are determined and documented. Essential CAS Tasks follow the BDE CC's guidance and integrates CAS with EA's and times. An example is as follows:

### **Essential CAS Task (ECT) #1**

What: AFAC on station at 0700, Fighters on station at 0715  
 Task: Disrupt/Delay the FSE in EA Miller and EA Bud  
 Purpose: Prevent the FSE from fixing the TF and creating favorable combat ratios for the TF's.  
 End-state: Two vehicles destroyed per pass. Expect three passes.  
 Shift: 5+ Armored vehicles in EA Shiner or EA Miller, identified as MB will shift CAS to ECT #2, the MB

(next slide)

### **Essential CAS Task (ECT) #2**

What: AFAC on station at 0815, Fighters on station at 0730  
 Task: Disrupt/Delay the MB in EA Shiner and EA Miller  
 Purpose: Piecemeal the MB and create favorable combat ratios for the TF's.  
 End-state: Two vehicles destroyed per pass. Expect five passes.  
 Shift: 4+ Armored vehicles in EA Pabst, EA Molson, or EA Lite, identified as ED will shift CAS to ECT #3, the ED

**Essential CAS Task (ECT) #3**

|            |  |
|------------|--|
| What:      | AFAC on station at 0930, Fighters on station at 0945   |
| Task:      | Fix, delay, and disrupt the ED in EA Molson, EA Pabst, and EA Lite                             |
| Purpose:   | Prevent the ED from penetrating the BDE flank.   |
| End-state: | Two vehicles destroyed per pass. Expect three passes.  |
| Shift:     | TF in position to engage ED with favorable combat ratios will shift CAS back to ECT #2, the MB |

Once the ECTs have been made (next slide), it is necessary to determine how to observe and execute the ECTs. Remember the importance of force protection and re-supply before TACPs are put in beyond the FLOT. TACPs are high valued assets and require four soldiers four protection or a Bradley/M113 with required ammunition. TACPs are not as expendable as the Army thinks. Also, remember to have No Fire Areas (NFAs) around vehicles and personnel forward of the FLOT. Get with the FSO to establish NFAs. An example placement of ETACS, EAs, and ACAs are on slide 14.

At the end of this meeting, give the plans personnel a copy of the CAS Annex. In some brigades the FSE will do the CAS Annex for you, but will require the ALO to provide all relevant information. (See CAS Annex sheet attachment 5.) It is best to give the S3 plans a computer copy on diskette (next slide).

**BDE OPORD Brief – (Slide 15)**

The purpose of the BDE OPORD brief is to brief the Bn CCs on the BDE's plan. You will have a briefing part and will normally follow the FSO. Coordinate with the FSO exactly when the ALO will speak. Obviously, the FSO won't call the ALO if all the ALO will say is "No change."

When the ALO speaks, it should be brief and to the point. Remember to talk directly to the Bn CCs and explain what CAS is doing for the BDE and what CAS can do for the Bn. If CAS is not planned for the Bn usage, then just give an overview of the BDE CAS fight. When speaking, use a pointing stick and point to the exact location of CAS and how it is getting there. The OPORD brief will last from one to one and a half hours. An example BDE OPORD is in attachment 2.

**Reconnaissance & Surveillance (R&S) – (Slide 16)**

The ALO only needs to attend the R&S planning if there are any Air Force personnel forward of the FLOT. The purpose of this meeting is to iron out the exact locations of the observers, how they will get there, how will they be protected and re-supplied. There may also be talk about how, where and when the different teams will line of departure (LD). The Fighter Liaison Officer or Senior ETAC can attend this meeting for the ALO, but must be fully briefed on the battle timing and plan.

**Fire Support Rehearsal – (Slide 17)**

The FS Rehearsal is an artillery walk through of the battle. The ALO has a big part in this practice. When it is time to speak, tell the FSO how many fighters the BDE will get, when the fighters will be on station, the CAS task, the CAS purpose, the CAS end-state, and when the CAS will shift to the next target (reference the ECTs above). Walk them through how this will happen. Tell them what ACA's will open and for how long, how you will incorporate the fires with the pre-planned fire missions, and where the attack will happen. You might want to go through the CAS hack for practice. Need a seven-minute hack for NTC because fire missions must be cleared through the Ravens and Army O/C's before they are fired. In war there will not be wasted minutes allowing a four or five minute hack. Go through all the steps for each ECT. The rehearsal normally last about one hour.

**Combined Arms Rehearsal – (Slide 18)**

The CAR or "Rock Drill" is the final practice with all commanders to step through the critical events of the battle. You will need to coordinate with the BDE CC and FSCOORD on when you will speak. A good trick is to

walk up and stand right beside the FSCoord when you feel it is time to talk CAS. If he isn't already speaking, whisper to him that it is time to talk CAS. Some CC's want the ALO to speak whenever CAS would be available.

When briefing, go straight through the ECT and recite it exactly as you have written. Then take the pointing stick and walk the terrain and explain the ACA ingress and egress routing (to include time each is open) and where the attack will happen. Also explain the primary and secondary observers for the attack. Remember to be brief and to the point, but don't leave out critical information. The Brigade CC should specify exactly what he wants to hear about CAS, so ask him if you don't know before the CAR. The CAR will not last more than one and a half hours.

### **FM Rehearsal – (Slide 19)**

The FM rehearsal is a FS rehearsal done on the FM radio on the Fire Support net. This is accomplished in the secure mode. Get with the FSO ahead of time to confirm what he wants the ALO to say. Normally the ALO will pass when aircraft are on station, ingress route, egress route and possibly the CAS hack. The FM rehearsal can be done from the HMMWV or the FSO track.

### **Example MDMP for Movement to Contact Battle – (Slide 20 – 39)**

#### **Division OPORD – (Slides 20 – 21)**

The ALO will listen to the Division staff brief 3 BDE MTC order. The enemy composition and assets will be briefed and are displayed on slide 21. The important thing to listen to is exactly what the division G2 already sees with his assets and what the friendly forces are doing on 3 BDE flanks. In a MTC, the goal is to find the enemy and destroy it, so do not expect much help from the Division G2. The G2 will know what size and composition force the BDE will be up against (next slide).

#### **MA – (Slides 22 – 23)**

During the MA (next slide), the ALO needs to figure out where to engage the enemy so CAS can cause devastating effects. First, the ALO must ask the S2 what the enemy order of march is expected to be. In this MTC battle, the order of march is as follows (next slide):

1. Reconnaissance team will most likely set-up near division hill and the peanut.
2. The FD will skirt the north wall and try to engage the Blue Forces and establish a defense using the terrain.
3. The FSE, 15 minutes after the FD will try to fix the Blue Forces near Division Hill and Hidden Valley.
4. The ED, 30 minutes after the FSE, will try to envelope the Blue Forces by maneuvering through the pass in the north wall (Bruno Escarpment and Granite Pass). The ED will continue through Echo Valley to engage Blue Forces from the northern flank.
5. The MB, 60 minutes after the ED, will maneuver along the route, which showed greatest success. Expect the MB to travel through Brown Pass and through the central corridor past Division Hill.

#### **MA Brief – (Slides 24 – 25)**

When you speak to the BDE CC (next slide), be precise like "CAS should engage the FSE in the south near Division Hill/ hidden valley and shifting to the MB when identified in the brown pass or Colorado wadi. On order, shift to delay/disrupt the ED in granite pass. Shift back to the MB when ED destroyed or Reserves in position to engage the ED." Expect a just as detailed guidance from the BDE CC. If he does not give you the guidance then explain in private why it is important he gives you exact orders like "I want CAS to Disrupt/Delay the AGMB near Hidden alley and Division Hill. CAS will shift to the MB when 5+ armor is sighted in the Brown Passes or Colorado wadi and is determined to be the MB. On order (O/O), shift to the ED when 4+ armor sighted in Granite Pass or A, B Passes. The MB is the priority

target for CAS.” The ALO needs what to engage, where to engage, when to shift, and what is the priority target (next slide).

### **COA – (Slide 26)**

The ALO (next slide) can be very helpful to the S2 and ADA in determining possible enemy fixed wing routes. One possible route for the enemy would be to hug the north wall and use Brown Pass to conceal them until they pop. Another possible route would be along the southern wall and POP over Brigade Hill. There is not much else the ALO can do to help the Army on the COA. Some BDE CC’s will dictate the COA (next slide).

### **Wargaming – (Slides 27 – 33)**

Now is the time to figure out exactly how to bring devastating firepower to bear on the enemy with CAS. First the ALO needs to draw the EAs on the S3 graphics prior to the wargaming. On slide 28; there is an example of where to place EAs. Think about where the enemy will be bottled up or funneled through an obstacle (natural terrain or engineer obstacle.) During the wargaming, determine where the ACAs will be located. A good rule of thumb for the width of the ACA is as follows:

A-10: 5K (Low threat) / 7K (Hi threat)

F-16: 5-7K (Low threat) / 10K (Hi threat)

Next (next slide), explain the ACA plan to the FSO. The ALO must convince the FSO not to put his firing batteries in the primary use ACAs unless he is willing to shut down his fires for long periods of time. The ALO will need to explain the timing and how the ACA will actually work. If most artillery fires will be fired in the north, then have the southern ACA the primary ACA for ingress and egress. Just realize that the planes cannot be predictable to the enemy or else they will be shot down.

Now it is time to work through the observation plan for the attacks. ETACs are a high valued asset and should not be sent away from the Bn unless they have the re-supply, ingress route, egress route, and force protection details worked out. Be prepared to battle the FSO and S3 about the placement of the ETACs. Do not buckle under their pressure to send the ETACs deep. Remember the cost of losing them and make sure every detail is addressed and the Army is willing to give the ALO the required items to send the ETACs where they want them.

To help in the observation plan, the ALO might want to see if the COLTs can call in the deeper CAS. Normally, the FSCOORD (Fire Support Coordinator) will not want the COLTs doing direct control. A method that works is to have the COLT platoon leader in the TOC (Tactical Operations Center) talk to his guys on the FM radio and stand right by the ALO calling the indirect CAS. That way the grids can be updated quickly and handed off to the CAS aircraft. Another way is to have the COLTs on SATCOM (Satellite communications) and have a SATCOM at the ALO table.

Once the observers have been determined (next slide), it is time to build the ECTs. They are built by starting with the ground commander’s intent for CAS. The CC’s intent will set the wording. Be conservative with the amount of vehicle CAS can destroy on each pass. If CAS does better than you think, then the Air Force looks good. But if CAS kills less than anticipated, it appears like we don’t do our job well. Remember that there will be problem inherent to CAS such as bad talk-ons, communications problems, delays from the Army on what they want to hit, AAA (Anti-aircraft artillery), SAMs (Surface to air missiles), and weather. Factor all considerations into the ECT and determine when the fighters need to arrive to meet the ground CC’s intent for CAS. An example can be taken from the CC’s desire for CAS to Disrupt the FSE in EA Bud and EA Miller. Attacks will be done in EA Miller if CAS arrives a little ahead of time. That is not a problem since CAS is flexible. Attack the enemy where he is. The passes are great and the Colts should have eyes on as the bunch up before the pass. The sooner the force is piecemealed, the better chance the Army forces have in defeating the enemy. The ECT is as follows:

**Essential CAS Task (ECT) #1**

**What:** AFAC on station at 0700, Fighters on station at 0715  
**Task:** Disrupt/Delay the FSE in EA Miller and EA Bud  
**Purpose:** Prevent the FSE from fixing the TF and creating favorable combat ratios for the TF's.  
**End-state:** Two vehicles destroyed per pass. Expect three passes.  
**Shift:** 5+ Armored vehicles in EA Shiner or EA Miller, identified as MB will shift CAS to ECT #2, the MB

In this example, the S2 determined that the FSE would LD at 0630 and would arrive at EA Bud one hour latter based on the terrain. The ALO needs to have fighters ready to employ at 0730. To make that happen, the AFAC must arrive at 0700 to get the AO update, CC intent for CAS, communications plan, ACA plan, observer plan, and where the engagement areas are located. The brief will take about 15 minutes. The fighters arrive at 0715 ready to be brief by the AFAC. The AFAC to fighter brief can take anywhere from five minutes to 15 minutes base on the restrictions. With this example, the fighters will be ready to employ between 0720 and 0730 just as the FSE is arriving at EA Bud.

The same process is done for the ECT #2. The one difference is that there might be a need to shift quickly to ECT #3 and then back to ECT #2. Reference the following two ECTs.

**Essential CAS Task (ECT) #2**

**What:** AFAC on station at 0815, Fighters on station at 0730  
**Task:** Disrupt/Delay the MB in EA Shiner and EA Miller  
**Purpose:** Piecemeal the MB and create favorable combat ratios for the TF's.  
**End-state:** Two vehicles destroyed per pass. Expect five passes.  
**Shift:** 4+ Armored vehicles in EA Pabst, EA Molson, or EA Lite, identified as ED will shift CAS to ECT #3, the ED

**Essential CAS Task (ECT) #3**

**What:** AFAC on station at 0930, Fighters on station at 0945  
**Task:** Fix, delay, and disrupt the ED in EA Molson, EA Pabst, and EA Lite  
**Purpose:** Prevent the ED from penetrating the BDE flank.  
**End-state:** Two vehicles destroyed per pass. Expect three passes.  
**Shift:** TF in position to engage ED with favorable combat ratios will shift CAS back to ECT #2, the MB

According to the S2, the ED and the MB might LD abreast each other and cause a simultaneous attack in the central corridor and in echo valley. This is great for CAS because CAS can flex to the north where there are not many friendly forces and piecemeal and delay the ED until the Blue Forces can reposition. Once Blue Forces repositioning is complete, CAS can move back to the primary CAS target of the MB and widdle it away into a sizable piece for the Task Forces (the Army likes to have at least a two to one ratio).

Don't forget the flexibility of air power. It is something the Army cannot do and need that capability to bail them out of precarious situations. Forcing the ground CC to give CAS a focus of shifts will allow seamless flow in the TOC during operations. There will be no questioning of what the ground CC wants done at a particular time during the battle. The staff might want to radio the CC but there are normally communications problems when an immediate response is needed. The communications problem can be avoided by good guidance from the CC and good wargaming abilities.

Once the CAS game plan for the battle is complete (next slide), fill out the CAS annex (see attachment 5). Once completed, give a copy to the BDE planners and another copy to the FSO. Sometimes, the FSO will put all CAS information in the Fires annex of the order.

Finally, give the S3 Air all the information to fill out the 1972's. Make sure the S3 Air understands that the 1972's are part of his job and he also knows who to give them to in the Army channels. The same Division G3 Air that the 1972's are given to is the one who should give the BDE the

ATO and the SPINS. Push the issue to make sure all products are received from both ends. As a back up, contact the ALO at Division to make sure the process is working (next slide).

#### **OPORD Brief – (Slide 34)**

The ALO part of the OPORD brief must inform the Bn CC's what CAS will be doing in their sector. Let them know that Destroyer 33 will be in 2-7 CAV sector at vicinity grid PV3808 and point to it on the map. Give the Bn CC's the task, purpose, end-state, and shift for the ETAC's and repeat for Destroyer 36 in the north. If the ETACs will be traveling with the Bn's, then let the Bn CC's know when to expect the ETACs to peel off to the observation points. There may be many possible observation points throughout the battle space so let the Bn CC's know that. When the ALO part of the Brief is complete, end by saying, "subject to you questions, I'll be followed by ...." This give the Bn CC's the opportunity to ask about topics the ALO might have forgotten to discuss (next slide).

#### **R & S Rehearsal – (Slide 35)**

The ALO only attends this meeting if ETACs will be forward of the LD. If they are, make sure that Destroyer 33 and 36 know what friendlies will be near there locations. The COLTs should not be a problem but there might be some Bn scouts near or in front of the ETAC position. That is important to know so as to not call CAS on friendlies. Realize that the Bn might put many redundant eyes out forward and the ALO and ETACs must know where all are located and when they will arrive at the location (next slide).

#### **FS Rehearsal – (Slides 36 – 37)**

During the FS rehearsal, run through each ECT with ACA activation, timing, and what observer will have eyes on (next slide). An example from ECT #1 is to initiate a four-minute hack. At 3+00 the ALO will need to activate ACA south. At 3+15, the ALO must make sure the artillery has fired its last round of SEAD from PAA 2 and that it is a marking round fired with a maximum ordnance (Max ORD) of 9000 feet Mean Sea Level (MSL). At 3+20, activate the informal ACA with no fires south west of PV 4313 above 9000 feet MSL and close ACA south. Keep the informal ACA activated for the A-10's to have three passes with Destroyer 33 having eyes on. Three passes will take about 15 minutes bring the time hack to 19 minutes. At 19 minutes, activate the south ACA and close the informal ACA. Allow the A-10's time to egress and then close the south ACA. Run through the same process for ECT #2 and #3 (next slide).

#### **CAR – (Slides 38 – 39)**

During the CAR, say exactly what is written on the ECT's. As the ALO is speaking, have the ETAC actually stand on the ground map where he will be located. Have the ALO briefly explain and walk how the fighters will ingress, attack, and egress. Point to the ETAC who will be controlling the attack. An example of an ALO briefing at a CAR is in the power point slide (next slide).

#### **FM Rehearsal – (Slides 40)**

The FM rehearsal will vary from unit to unit. Get with the FSO on exactly what he wants said. Sometimes, the FSO will want the ALO to be located with the FSO and shear his handset. Run through the same information discussed in the FS rehearsal. Break when it is time for the artillery to do something. An example is at 3+15, break to allow the artillery guy to say they checked fires and had the last round as a ground burst illumination. Run through the same process for ECT #2 and #3 (next slide).

#### **Conclusion – (Slide 41)**

The MDMP process is long but very beneficial if done correctly. We integrate Air Force assets into the fight and our competence could win or lose the battle for the TF CC. Great planning will smooth out the execution phase and also educate the Army on how deadly the Air Force really is. During an NTC rotation 01-04, the Air

Force killed 11.9 armor vehicles per Air Force personnel while the Army had 0.1 armor vehicles per Army personnel. It ended up that the 11 Air Force personnel destroyed 26% of the enemy force while 5200 Army personnel only killed 74%. Obviously, the Air Force can bring devastating effect to the battlefield and it is through the MDMP process that this kind of destruction can come to bear on the enemy. It will be difficult at times to deal with the Army, but it will be worth it when it comes time for execution. Remember to not let the Army leave the ALO out and don't let them force the ALO to do something which is not best for the BDE CC or the Air Force. The Army will respect the ALO and will not bother him with ridiculous things if proven to know the job well. The Army likes to act tough so be prepared to be tough back. They like it and respect it.

It is also recommended that the FLO does the MA, COA, wargaming, and R&S while the ALO does the Division OPORD, BDE OPORD, FS Rehearsal, CAR, and FM Rehearsal. Any time there is a brief to the BDE CC, it should be done by the ALO.

Remember the tricks to great communication with a BDE CC. Be confident and know your facts. Talk Task, Purpose, End-state, and Shifts when in a formal brief and always be concise. The TACP Handbook has a lot of information and is a good reference to help you through the MDMP process and execution. Don't forget to use it.