



# MQA-8 BDE ARMY PLANNING PROCESS (MDMP)



**PREREQUISITES:** MQA-7

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

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



# OVERVIEW



- ◆ DIVISION OPORD BRIEF
- ◆ MISSION ANALYSIS (MA)
- ◆ COURSE OF ACTION (COA)
- ◆ WARGAMING
- ◆ BDE OPORD BRIEF
- ◆ RECONNAISSANCE & SURVALENCE (R&S)
- ◆ FIRE SUPPORT (FS) REHEARSAL
- ◆ COMBINED ARMS REHEARSAL (ROCK DRILL)
- ◆ FM REHEARSAL
- ◆ EXAMPLE MDMP



# DIVISION OPORD BRIEF



- ◆ Attendees - BDE CC, BDE S3, FSCOORD, Bn CC's, FSO, and ALO
- ◆ It's a Division brief to the BDE CC
- ◆ Last for 30-60 minutes
- ◆ S2 can give a heads-up on the information brief before the formal briefing
- ◆ Can ask questions after the brief



# DIVISION OPORD BRIEF



- ◆ Five major types of battles
  - ◆ Hasty Attack (HA)
  - ◆ Movement to Contact (MTC)
  - ◆ Deliberate Attack (DA)
  - ◆ Hasty Defense (HD)
  - ◆ Defense in Sector (DIS)
- ◆ Enemy Defense – CRP, MRP, MRC, CAR, RAG, and DAG
- ◆ Enemy Offense – CRP, FD, FSE, AGMB/ED, MB, ED, RAG, and DAG



# MISSION ANALYSIS (MA)



## ◆ MA Meeting

- ◆ 1 - 2 hours

- ◆ How to use CAS

  - ◆ Enemy method of fighting

  - ◆ Good guys method of fighting

- ◆ Build EA's (Example on next slide)

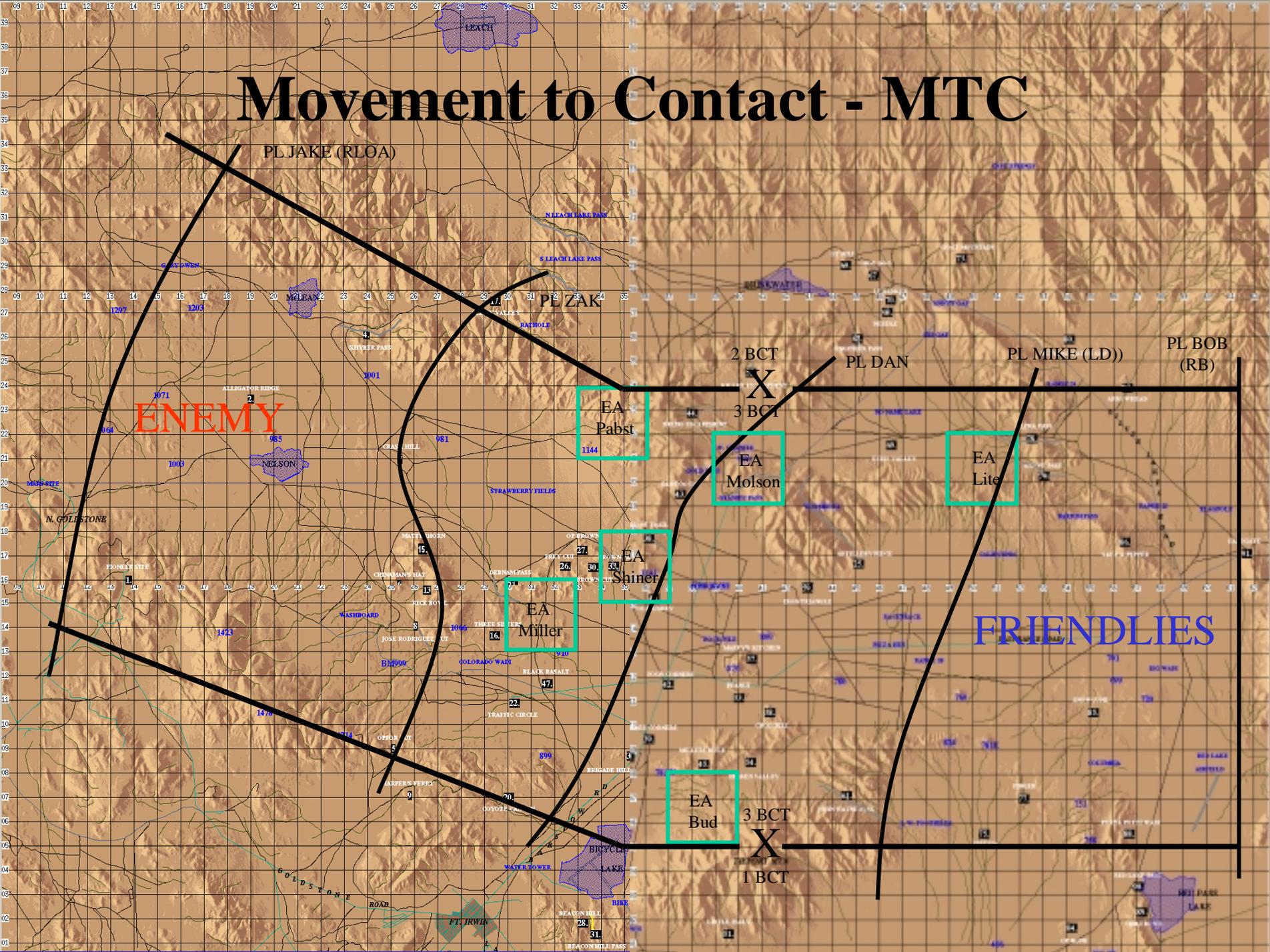
## ◆ MA Briefing

- ◆ Tell BDE CC best CAS employment

- ◆ Get BDE CC guidance

- ◆ Get BDE CC expected BDA

# Movement to Contact - MTC



ENEMY

FRIENDLIES

PL JAKE (RLOA)

PL ZAK

PL DAN

PL MIKE (LD)

PL BOB (RB)

2 BCT  
X  
3 BCT

3 BCT  
X  
1 BCT

EA Pabst  
1144

EA Molson

EA Lite

EA Sainer

EA Miller  
16

EA Bud

1

2

1003

985

3001

981

1423

1478

890

899

477

20

21

22

23

24

25

26

27

28

29

30

31

32

33

34

35

36

37

38

39

40

41

42

43

44

45

46

47

48

49

50

51

52

53

54

55

56

57

58

59

60

61

62

63

64

65

66

67

68

69

70

71

72

73

74

75

76

77

78

79

80

81

82

83

84

85

86

87

88

89

90

91

92

93

94

95

96

97

98

99

100

101

102

103

104

105

106

107

108

109

110

111

112

113

114

115

116

117

118

119

120

121

122

123

124

125

126

127

128

129

130

131

132

133

134

135

136

137

138

139

140

141

142

143

144

145

146

147

148

149

150

151

152

153

154

155

156

157

158

159

160

161

162

163

164

165

166

167

168

169

170

171

172

173

174

175

176

177

178

179

180

181

182

183

184

185

186

187

188

189

190

191

192

193

194

195

196

197

198

199

200

201

202

203

204

205

206

207

208

209

210

211

212

213

214

215

216

217

218

219

220

221

222

223

224

225

226

227

228

229

230

231

232

233

234

235

236

237

238

239

240

241

242

243

244

245

246

247

248

249

250

251

252

253

254

255

256

257

258

259

260

261

262

263

264

265

266

267

268

269

270

271

272

273

274

275

276

277

278

279

280

281

282

283

284

285

286

287

288

289

290

291

292

293

294

295

296

297

298

299

300

301

302

303

304

305

306

307

308

309



# COUSE OF ACTION (COA)



- ◆ COA Given by BDE CC
  - ◆ Get familiar with it
  - ◆ Figure how to best support it
- ◆ COA not given by BDE CC
  - ◆ Most likely COA
  - ◆ Most dangerous COA
  - ◆ ALO can help S2 and ADA
  - ◆ May start immediately after MA



# WARGAMING



- ◆ Most important players – S2, S3, FSO, and ALO
- ◆ ALO next to FSO and same priority as FSO
- ◆ ALO on the MAP board
- ◆ Flow – hit each element once per phase or critical event
  - ◆ S2 – Enemy set
  - ◆ S3 – Army set
  - ◆ FSO – Artillery set
  - ◆ ALO – USAF set
  - ◆ Etc...

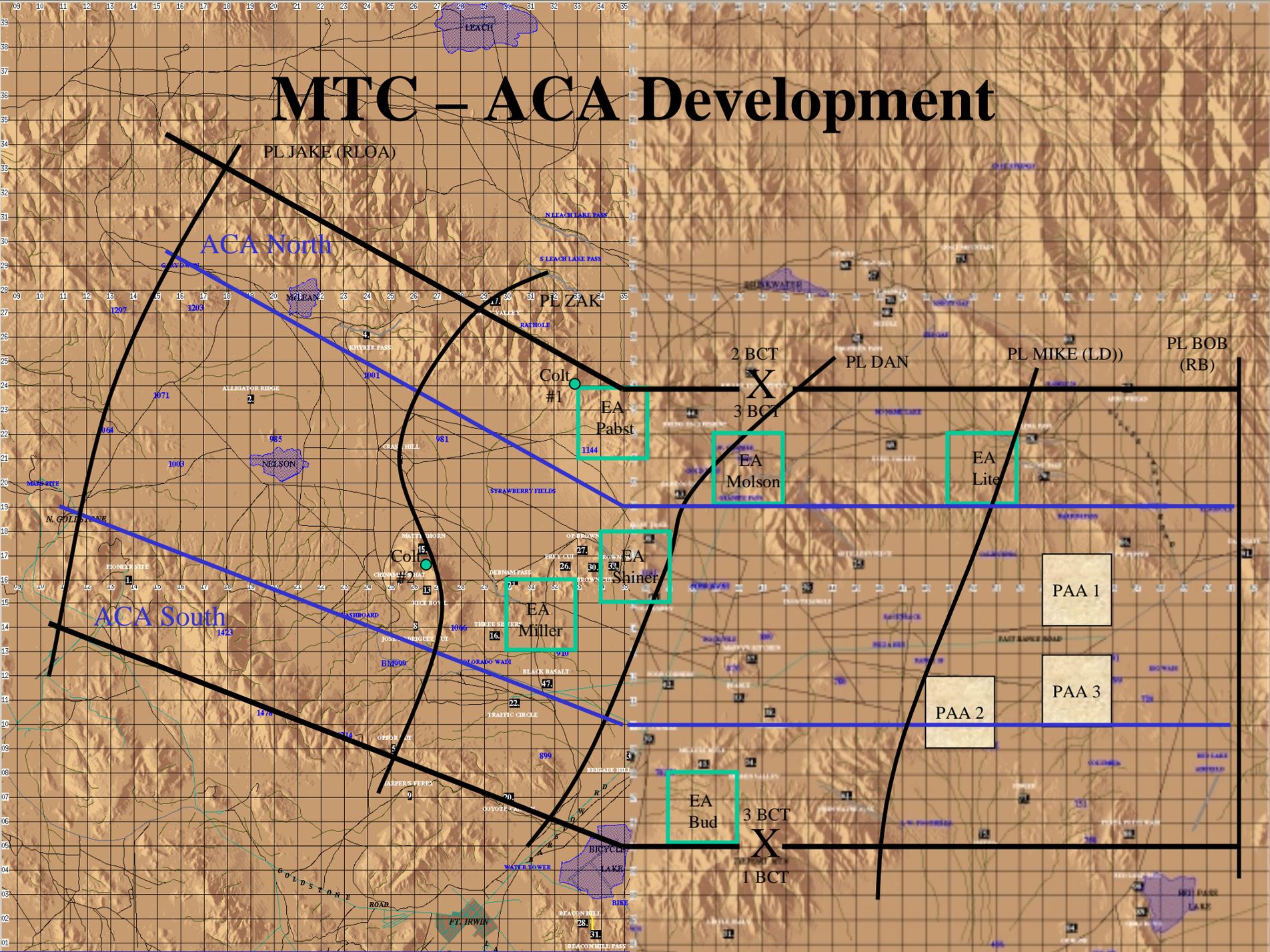


# WARGAMING



- ◆ Speak up every rotation after the FSO
  - ◆ Don't get passed by or pushed out!
  - ◆ “No Change” if nothing to add
- ◆ When giving information ask
  - ◆ S2 for timing and make sure S3 agrees
  - ◆ Ask artillery battery positions
- ◆ Draw EAs on S3 graphics before brief
- ◆ Coordinate SEAD and Artillery fire for EAs
- ◆ Give S3 Air information to fill out 1972's

# MTC - ACA Development





# WARGAMING



- ◆ Speak during every rotation through element bosses!!!
- ◆ Determine the ECT

## Essential CAS Task (ECT) #1

What: AFAC on station at 0700, Fighters on station at 0715

Task: Disrupt/Delay the FSE in EA Bud and EA Miller

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



# WARGAMING



## Essential CAS Task (ECT) #2

- What: AFAC on station at 0815, Fighters on station at 0830
- 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



# WARGAMING



- ◆ Observer plan
- ◆ TACPs
  - ◆ Re-supply
  - ◆ Force protection
    - ◆ High value asset
    - ◆ 4 armed Soldiers with TACPs
    - ◆ Bradley's or M113's with ammo
  - ◆ NFAs
- ◆ 3 – 7 hour meeting





# BDE OPORD BRIEF



- ◆ A brief to the Bn CC's
- ◆ Coordinate with FSO on when to speak
- ◆ Tell Bn CC's
  - ◆ What BDE CAS is doing
  - ◆ What Bn CAS can do
  - ◆ Who they have to do their CAS
  - ◆ Explain how the CAS will get to the target and what the targets are
- ◆ Brief lasts about one hour



# RECONNAISSANCE & SURVALENCE (R&S)



- ◆ Only if Air Force personnel forward of the FLOT
- ◆ Where observers go
- ◆ How they get there
- ◆ Protection
- ◆ Re-supply
- ◆ When they LD
- ◆ Good meeting for FLO or Senior ETAC
  - ◆ Must know timing
  - ◆ Must know plan



# FIRE SUPPORT REHEARSAL (FS REHEARSAL)



- ◆ Artillery walk through
- ◆ ALO has big part, must tell
  - ◆ How many fighters
  - ◆ When fighters on station
  - ◆ Explain ECTs
  - ◆ Walk through how each ECT will happen
    - ◆ ACA plan
    - ◆ Timing
    - ◆ How long ACAs open
    - ◆ Observers and artillery fire plan
- ◆ Meeting last one hour



# COMBINED ARMS REHERSAL (ROCK DRILL)



- ◆ Final Practice for BDE CC step through
- ◆ When time for CAS brief
  - ◆ Stand next to FSCOORD
  - ◆ Speak up and don't let CAS be passed by
  - ◆ Read through ECT
  - ◆ Point to ACAs and EAs
  - ◆ Talk primary and secondary observers
- ◆ Rock Drill last about 1.5 hours



# FM REHEARSAL



- ◆ Done on fire net secure
- ◆ When aircraft on station
- ◆ ACA route
- ◆ Timing
- ◆ Target
- ◆ Observers
- ◆ SEAD and marking
- ◆ Done in HMMWV or FSO track



# EXAMPLE MDMP



- ◆ Division OPORD Brief
  - ◆ Listen for the BDE task
  - ◆ Listen for flank BDE task
  - ◆ Listen for size of force
  - ◆ Listen for any know locations of enemy





# EXAMPLE MDMP



## ◆ MA

- ◆ Ask S2 for enemy order of march
- ◆ Figure out which elements are good CAS targets
- ◆ Determine where is best location for EAs
- ◆ Determine order of target priority
- ◆ Determine what the shifts should be
- ◆ Make MA brief for CAS





# EXAMPLE MDMP



## ➤ MA Brief

### ➤ Tell the BDE CC what CAS should do:

“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.”

### ➤ BDE CC will give his guidance at end of brief :

“I want CAS to Disrupt/Delay the AGMB 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. The MB is the priority target for CAS”

### ➤ The above quotes incorporate exactly what should be in the brief. What to engage, where to engage, when to shift, and what is the priority.





# EXAMPLE MDMP



## ◆ COA

- ◆ Help S2 & ADA with enemy fixed wing
- ◆ COA might be directed by BDE CC



# EXAMPLE MDMP



- ◆ Wargaming
  - ◆ Pre-draw EAs On S3 graphics
  - ◆ Determine initial ACA plan before brief
    - ◆ A-10: 5K (Low threat) / 7K (Hi threat)
    - ◆ F-16: 5-7K (Low threat) / 10K (Hi threat)



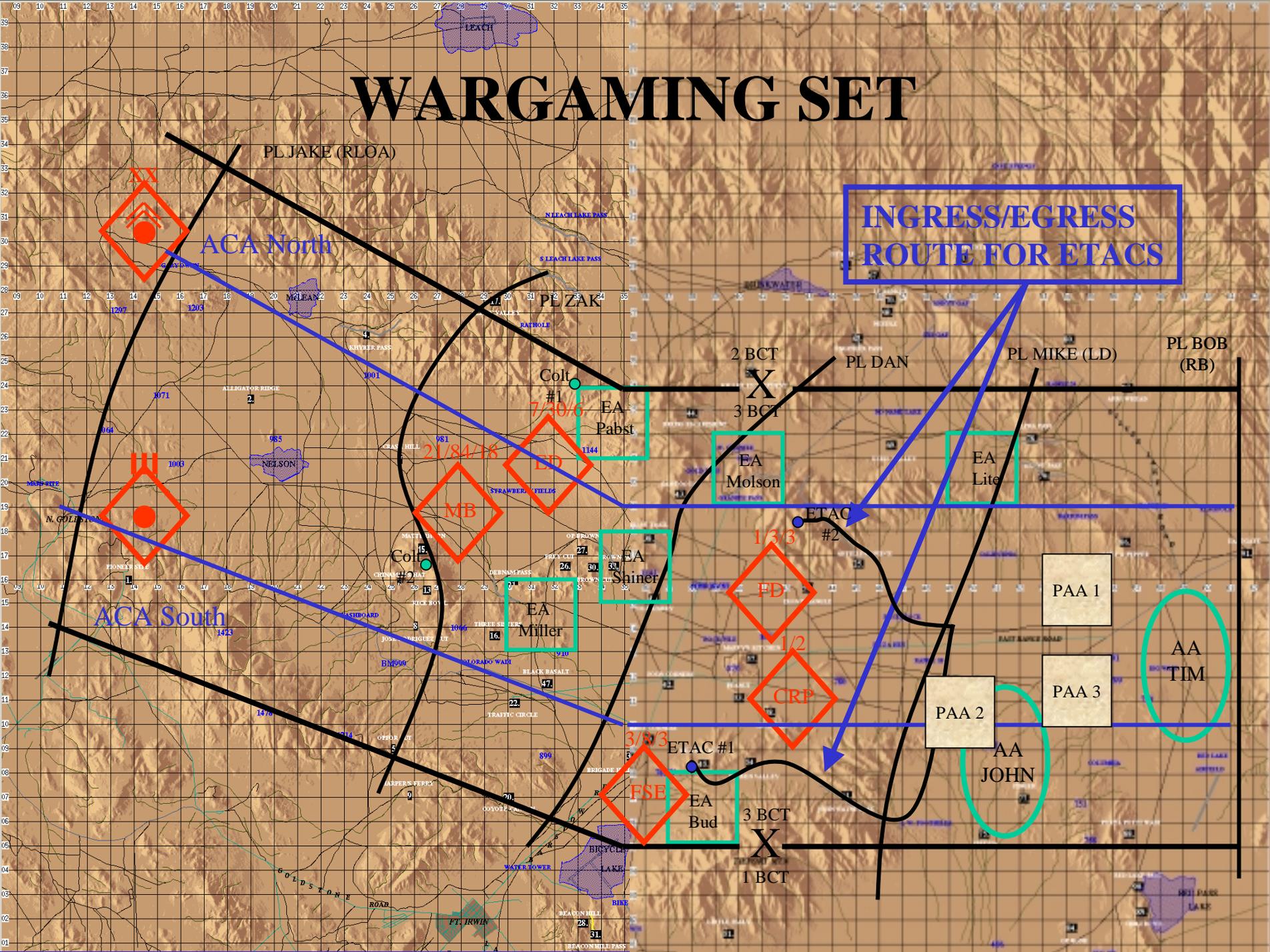


# EXAMPLE MDMP



- ◆ Wargaming (Continued)
  - ◆ Explain the ACA plan to the FSO
    - ◆ Convince FSO to not have primary fire plan through the ACA
    - ◆ Explain timing and how the ACAs will be opened
  - ◆ Determine ETAC placement / observation
    - ◆ Ingress route
    - ◆ Egress route
    - ◆ Re-supply
    - ◆ Force protection
  - ◆ Work with FSO about COLT deep eyes for CAS

# WARGAMING SET





# EXAMPLE MDMP



## ◆ Wargaming (continued)

### ◆ Determine ECTs

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

What: AFAC on station at 0700, Fighters on station at 0715

Task: Disrupt/Delay the FSE in EA Bud and EA Miller

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



# EXAMPLE MDMP



## ➡ Wargaming (continued)

### Essential CAS Task (ECT) #2

- What: AFAC on station at 0815, Fighters on station at 0830
- 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



# EXAMPLE MDMP



- ◆ Wargaming (continued)
  - ◆ Fill out CAS Annex and give to FSO and S3 Plans (example in Attachment 5)
  - ◆ Give S3 Air 1972 information (example in Attachment 6)



# EXAMPLE MDMP



## ◆ OPORD BRIEF

- ◆ Brief Bn CC's what CAS will do for them
  - ◆ 2-7 CAV will have Destroyer 33 vic grid PV3808 on Millers Mole to destroy the FSE.
  - ◆ Give task, purpose, end-state, shift for Destroyer 33
  - ◆ Do the same as first two bullets for Destroyer 36 in the north
- ◆ Look at the Bn CC's when speaking
- ◆ End by saying "Subject to your questions, I'll be followed by the \_\_\_\_\_."



# EXAMPLE MDMP



## ◆ R & S REHEARSAL

- ◆ Only if put ETACs forward of the LD
- ◆ A conformation of where the observers are going
  - ◆ Make sure Destroyer 33 and 36 know what other friendlies will be near their location
  - ◆ Where friendlies are in front of them
- ◆ Many times the Bn put to many observers where the BDE already has some



# EXAMPLE MDMP



## ◆ FS REHEARSAL

- ◆ For each ECT run through
  - ◆ ACA activation
  - ◆ Timing
  - ◆ Observer



# EXAMPLE MDMP



## ◆ FS REHEARSAL

### ◆ ECT #1 example

- ◆ Initiate 4 minute hack
- ◆ At 3+00, Activate ACA south
- ◆ At 3+15, SEAD fired from PAA 2 below 9000' MSL
- ◆ At 3+20, Activate informal ACA with no fires SW of PV4313 above 9000' MSL and close ACA south
- ◆ A-10 do three passes from a wheel for 15min w/ Destroyer 33 having eyes on
- ◆ At 19+00, Activate ACA south and close informal ACA
- ◆ At 20+00, Close ACA south
- ◆ Continue with ECT #2 and #3



# EXAMPLE MDMP



## ◆ CAR

- ◆ Say exactly what is in the ECT's
- ◆ Have ETAC's stand on the map
- ◆ Briefly discuss routing, timing, and observer



# EXAMPLE MDMP



◆ CAR

◆ Play video



# EXAMPLE MDMP



## ◆ FM REHEARSAL

- ◆ Varies from unit to unit
- ◆ Get with the FSO on exactly what he wants said
- ◆ FSO may want the ALO collocated
- ◆ 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, artillery guy says they checked fires and had the last round as a ground burst illumination
- ◆ Run through the same process for ECT #2 and #3



# REVIEW



- ◆ DIVISION OPORD BRIEF
- ◆ MISSION ANALYSIS (MA)
- ◆ COURSE OF ACTION (COA)
- ◆ WARGAMING
- ◆ BDE OPORD BRIEF
- ◆ RECON & SURVALENCE (R&S)
- ◆ FIRE SUPPORT (FS) REHEARSAL
- ◆ COMBINED ARMS REHEARSAL (ROCK DRILL)
- ◆ FM REHEARSAL
- ◆ EXAMPLE MDMP



# QUESTIONS

