



***Mission Planning, Military
Decision Making Process
and Troop Leading
Procedures***



Where to Begin

- Troop Leading Procedures
- Deliberate/Hasty Planning
- Orders, Rehearsals, and Brief Backs
- Utilize Planning Tools
- Find, Fix, Finish, Exploit, Analyze, and Disseminate (F3EA)
Targeting Methodology





Troop Leading Procedures



TLP

1. Receive the Mission
2. Issue the WARNO
3. Make a tentative plan
4. Initiate movement
5. Conduct recon
6. Complete the Plan
7. Issue OPORD
8. Supervise/Rehearse

Criticality
Accessibility
Recoverability
Vulnerability
Effect
Recognizability

Situation
Mission (5 Ws)
General Instructions
Specific Instructions
Timeline

**OPTION #1
RAPID PR PLANNING**
1. Mission/Situation analysis
2. Develop a COA
3. Refine and validate the COA
4. Implement

-SMEAC
-COA Sketch

**OPTION #2
DELIBERATE PLANNING**
1. Mission Analysis
2. Situation Analysis
3. COA Development
4. COA Analysis (wargame)
5. COA Comparison
6. Decision

Analytical Tools

METT-TC

- Mission
- Enemy
- Time
- Terrain (OCOKA)
- Troops
- Civilian Considerations

PMESII-PT

- Political
- Military
- Economic
- Social
- Information
- Infrastructure
- Physical Environment
- Time

COAs

- Feasible
- Acceptable
- Suitable
- Complete
- Distinct



Troop Leading Procedures



1: Receive the Mission

- Perform an initial assessment of the situation (Verify and Validate information)
- Analyze: CARVER (Criticality-Accessibility-Recoverability-Vulnerability-Effect-Recognizability)
- Answer the 5 Ws: Who-What-When-Where-Why
 - Commander's Intent is most important to ID
- Obtain/analyze relevant information
 - METT-TC
 - PMESII-PT
- Allocate time available for planning and preparation



Troop Leading Procedures



2: Issue WARNORD

- Outlines what team needs to do right now to support planning and preparation
- Don't delay just to wait for additional information, brief the team when you have relevant data
- *Initial WARNORD format:*
 - *Situation*
 - *Mission*
 - *General (TC)/Specific (TL) Instructions*
 - *Timeline*
- Situation may dictate more/less detail (METT-TC)



Troop Leading Procedures



2 Cont: Issue WARNORD

- Situation
 - Minimum details are given to include only the information the team needs to prepare
- Mission
 - Brief but clear statement of what the team is to accomplish and the location or area in which it is to be done
 - Should answer the 5 W's
- *General (TC)/Specific (TL) Instructions*
 - General and special organization (i.e. equipment carried by all vs. equipment carried by team member)
- Timeline
 - Times and places for rehearsals, inspections, etc.



Troop Leading Procedures



2 Cont: Issue WARNORD

- Timeline considerations
 - Determine the useable time available to both you and your subordinates
 - Identify Critical Times such as:
 - Key times dictated by HHQ
 - Briefs/Rehearsals
 - Aircraft Take off
 - Reverse Planning - Build your timetable starting with the conclusion of the mission and working backwards with identified critical times to present time
 - Use Time Management Tools
 - 1/3 rule-1/3 of time allocated for planning, and 2/3 of time allocated for preparation/movement
 - Modern information systems, team architecture, standing TTP/SOPs may allow for a 1/5 – 4/5 planning ratio



Troop Leading Procedures



3: Make Tentative Plan

RAPID PLANNING (Crisis Response Operations)

- Default to the logic that a ***timely and effective solution*** is more important than the optimal solution through detailed planning/COA development
- TC/TLs must determine when to apply rapid versus detailed planning

Steps to rapid plan development for Crisis operations:

1. Perform mission and situation analysis (METT-TC)
2. Develop a COA (Insert/Infil/AOO/Exfil/Extract)
3. Refine and validate the COA
4. Implement

Note: TLP steps may occur simultaneously/continuously



Troop Leading Procedures



4: Initiate Movement

- Initiate any movement necessary
 - To continue mission preparation
 - Position the team for execution
- Provide **clear and purposeful direction**
- Initial movement is usually sometime before making a tentative plan
- Essential when time is short



Troop Leading Procedures



5: Conduct Reconnaissance

- Minimum action necessary is a map/imagery study
- Gather information from any assets on scene
- When time and circumstances allow
 - Use UAS live video feed in JOC, or any other assets available
- Focus on information gaps identified during mission analysis



Troop Leading Procedures



6: Complete Plan/7: Issue OPORD

- Step 6 - Complete the Plan
 - Incorporate the results of planning time/analysis/recon into the selected COA
 - Make final coordination with adjacent units and HHQ
- Step 7 - Issue OPORD
 - 5 Paragraph format: Situation, Mission, Execution, Admin/LG, Command/Signal (SMEAC)
 - Supplemented by COA sketch if time permits
 - Normally issued verbally if time sensitive response



Troop Leading Procedures



8: Supervise/Rehearse/Refine

- Conducted throughout all TLP steps
- Supervise and assess mission/team preparation
- Perform coordination with adjacent units
- Rehearsal of Concept (ROC drill)
 - Go over Insertion Plan
 - Actions on the Objective (AOO)
 - Terrain model use
- Communications checks (minimum rehearsal)
- Refine the plan



METT-TC



- Mission– (Raid, Ambush, Recce, etc.)
- Enemy – (Composition, Disposition, Strength)
- Troops – (Assets Available, your own troops capabilities/limitations)
- Time – (Utilize backwards planning, find Decision Points)
- Terrain – (OCOKA)
- Civilians – (Friendly/enemy, target discrimination, etc.)



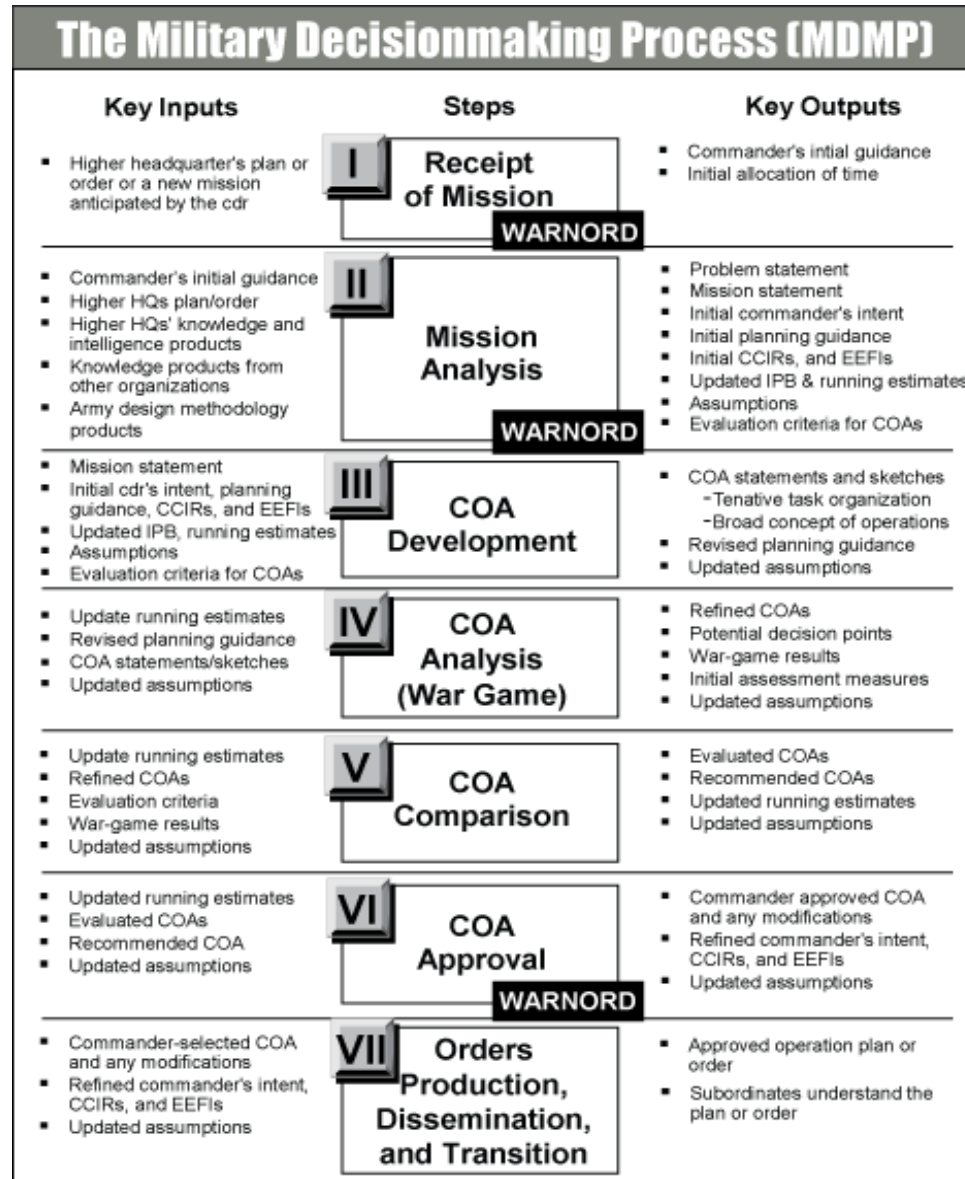
OCOKA (Terrain Analysis)



- Obstacles (cliffs, rivers, etc.)
- Cover and Concealment
 - Discriminate between cover and concealment, identify for routes and Actions on Objective
- Observation and Field of Fire (for Recon, Observation Post, etc.)
 - Know both friendly and enemy weapon system maximum effective ranges, find dead space (where your weapons, or enemies weapons cannot reach)
- Key Terrain (gives decisive tactical advantage to you or the enemy)
- Avenues of Approach (identify routes for both friendly and enemy forces, consider escape routes as well)



CDR's Estimate Process





Decision Making Process

- Mission Analysis
- COA Development
- COA Synchronization/Wargame
- OPORD Development
- Rehearse





Mission Analysis

- Mission Analysis
 - Assets available
 - Identify specified and implied tasks
 - Identify constraints placed on mission by **others**
 - Identify limitations of your own team
 - List facts and assumptions
 - Restate the mission relative to your team





Course of Action Development



- COA Development/Selection/Decision
 - METT-TC
 - Come up with multiple COAs
 - Include Task Org, Concept Sketch, Pros/Cons, and Timeline
 - Determine selection criteria
 - Utilize a decision matrix and rank/rate each COA against every aspect (I.E. speed, surprise, simplicity, etc)
 - Can weigh certain factors more or less depending on CDR's Intent/Mission Analysis
 - Decide on the COA



COA Synch/Wargame



- Synchronizing
 - List assets against timeline in a synch matrix
 - Identify what assets/your team will be doing at those times
 - Identify friction points to find RFI's and emplace control measures/utilize assets to the utmost
- Wargame
 - Against the enemy's most likely COA
 - Identify flaws in the plan/timing in synch matrix



OPORD Development



- **OPORD**
 - Situation – Overall situation going on in AOR. Think METT-TC and include recent reports
 - Mission – A brief sentence that succinctly answers the 5 W's of what the team is to execute
 - Execution – The most important piece of the OPORD – Gives a detailed plan of what the team is to do from the start of the mission to the end
 - Support/Admin/Logistics – Gives troop sustainment, supply requests, etc.
 - Command and Control– Location of CC, succession of command, comm's signals, etc.



Rehearse



- Rehearse
 - Group Leader Briefs
 - Key leaders in the group will brief their key tasks in the mission
 - Rehearsal of Concept (ROC) Drill
 - Team will rehearse concept of mission
 - Communications Check
 - Time will dictate how in depth rehearsals will be



Summary



- Begin with TLP's (METT-TC, OCOKA, etc.)
- MDMP
 - Mission Analysis
 - COA Development (Decide on COA)
 - COA Synch/Wargame
 - OPORD Development
 - Situation, Mission, Execution, Admin, Command and Control
 - Rehearse