

WARP V

PATTERNS OF CONFLICT

17 Nov 76

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BACKGROUND

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GOAL

- Improve our capacity for independent action

This may mean we need to

- Deprive our adversary of his capacity for independent action.

QUESTIONS

- How do we realize such a goal by waging war?
- Does history give any insight or suggest any useful pattern?

HISTORICAL PATTERN

Early Commanders

- Alexander
- Hannibal
- Belisarius
- Jenghis Khan
- Tamerlane

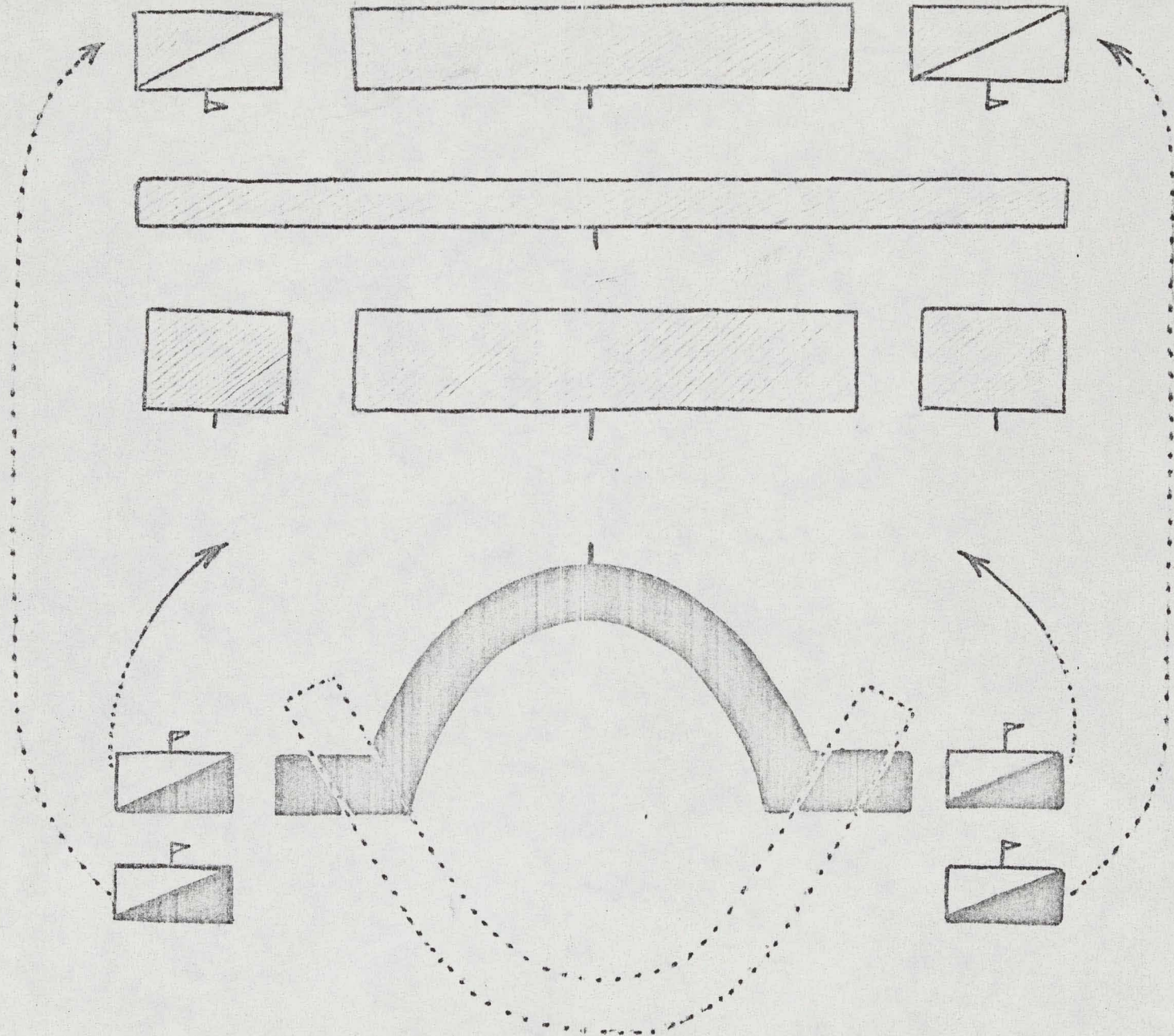
Theme

- Surprise
- Deception
- Mobility
- Cohesion
- "Firepower"
- Shock

Action

- Defensive/Offensive
"lure and trap"
- Offensive/Defensive

BATTLE OF CANNAE



A hand-drawn map of Central Asia. At the top, three lines representing rivers or routes are labeled 'Jenghis KHAN', 'Juji', and 'Jagotai Chépe'. On the left, a body of water is labeled 'SEA of ARAL'. Below it, a river is labeled 'OXUS'. To the right of the Oxus is a region labeled 'KIZIL-KUM'. Further right, another river is labeled 'SIR DARVA'. At the bottom, two cities are marked with dots and labeled 'BOKHARA' and 'SAMARKAND'. Arrows point from the north towards these cities, indicating the direction of movement. The map is drawn with simple lines and text on a light background.

•HERAT

HISTORICAL PATTERN

18th Century Theoreticians

- Saxe
- Bourcet
- Guibert
- Du Teil

Theme

- Mobility/Fluidity of Force
- Dispersion and Concentration
- Plan with Several Branches
- Operate on a Line to Threaten Alternative Objectives
- Concentrate Direct Artillery Fire on Key Points to be Forced.

Action

- Napoleon was deeply influenced by the ideas of the above men. In early campaigns he applied these ideas as the basis for generating surprise and deception to defeat superior forces. In later campaigns he relied increasingly on pure offensive power in the form of infantry columns, massed direct artillery fire, and heavy cavalry going against regions of strong resistance -- at an eventually crippling cost in casualties.
- American Colonists, Spanish and Russian Guerrillas, in unexpected ways, used Mobility/Fluidity of Force as basis for Dispersion and Concentration to harass, confuse, and finally defeat the British and French under Napoleon.

IMPRESSION

The ideas of Saxe, Bourcet, and Guibert seem to be at home with either Regular or Guerrilla Warfare.

HISTORICAL PATTERN

19th Century Technology

- Railroad/Telegraph
- Quick Fire Artillery
- Machine Gun
- Repeating Rifle
- Barbed Wire
- Trenches

Early Trends

- Emphasized Massed Firepower and Rail Logistics to Support it
- Increased Emphasis on a Holding Defense and Flanking Maneuvers on a broad front to gain a decision
- Use of Frontal assaults by infantry supported by artillery barrages against regions of strong resistance

Results

- Huge armies and massed firepower and other vast needs supported through a narrow fixed logistics network suppressed surprise, deception and mobility of any operation.

KEY POINTS

- The fixed location of the railroads coupled with the massing of enormous supplies "telegraphed" any punch hence minimized the possibility of surprise, deception and mobility to gain a decisive edge.

- In this sense, technology was being used as a crude club that generated frightful and debilitating casualties on all sides during the:
 - American Civil War (1861-65)
 - Austro-Prussian War (1866)
 - Franco-Prussian War (1870)
 - Boer War (1899-1902)
 - Russo-Japanese War (1904-05)
 - World War I (1914-18)

WORLD WAR I

- PLANS AND EXECUTION
- STAGNATION
- FINALE

WORLD WAR I

Action

- Offensives conducted on Wide Fronts
- Evenness of advance maintained to protect flanks and provide artillery support as advance makes headway
- Reserves thrown in whenever attack held up -- against points of strong resistance

Reaction

- Defense organized into depth of successive belts of fortified terrain
- Massed artillery and machine gunfire designed to arrest and pin down attacker
- Counter-attack to win back lost ground

Result

- Stagnation and enormous attrition since advances made generally as expected and along paths of hardened resistance because of dependence upon railroads and choice of tactics of trying to reduce strong points by massed infantry and firepower.

WORLD WAR I

A WAY OUT

Idea

- Infiltration Tactics
- Guerrilla Tactics

Authors

- Capt Laffargue
- Gen Von Hutier?
- Gen Ludendorf
- T.E. Lawrence

WORLD WAR I

Infiltration Tactics!

Action

- Brief but intense artillery bombardment
- Assault by constantly reinforced teams of specialists (stormtroopers), trained for cohesion, and equipped with light machine guns, light mortars and grenades, with orders to avoid opposition and pour (infiltrate) into any gaps they could find or create.
- Follow-up teams of infantry, machine gunners, and light artillery would mop-up isolated strong points of resistance.
- Reserves would be fed in from the rear to enlarge gaps and breaches along paths of least resistance. In this way reserves would be employed to support success instead of trying to redeem failure against regions of heavy resistance.

Idea

- Achieve a tactical breakthrough in order to gain the opportunity to apply the strongest form of attack: envelopment.

WORLD WAR I

Infiltration Tactics

- Result

- Immediate success at platoon/company/battalion level coupled with ultimate failure at corps/army level.

- Why?

- Ludendorf violated his own concept by his tendency to use strategic reserves to reinforce hardened resistance -- hence at the strategic level, he seduced himself into supporting failure not success.
- Logistics too inflexible to support rapid/fluid penetration and deeper exploitation of breakthrough.
- Communications too immobile to allow command to quickly identify and reinforce successful advances.

WORLD WAR I

Guerrilla Warfare (a'la T.E. Lawrence)

Action

- Gain support of population. Must "arrange the minds" of friend, foe and neutral alike. Must "get inside their minds".
- Must "be an idea or thing invulnerable, without front or back, drifting about like a gas" (fluidity-of-action). Must be an attack-in-depth.
- Tactics "should be tip-and-run, not pushes but strokes" with "use of the smallest force in the quickest time at the farthest place".
- Should be a war of detachment (avoiding contact and presenting a threat everywhere) using mobility/fluidity-of-action and environmental background (vast unknown desert) as basis for "never affording a target" and "never"being" on the defensive except by accident and in error".

Idea

- Disintegrate existing regime's ability to govern.

IMPRESSION

- Infiltration tactics a'la Ludendorf seem to be similar in nature to Irregular or Guerrilla tactics a'la Lawrence.
- ✓ • Why? Both use fluidity-of-action and cohesion of small units to concentrate strength against weakness -- but at different levels of concentration.

BETWEEN WORLD WAR I AND II

- Lightning War (Blitzkrieg)

- Infiltration Tactics of 1918 were mated with:

- Tank
 - Motorized Artillery
 - Tactical Aircraft
 - Motor Transport
 - Better Communications

by

- JFC Fuller
 - Heinz Guderian

- Result:

- Blitzkrieg to generate a breakthrough by piercing a region about 1-2 kilometers wide at two or three points on a narrow front with armor, motorized infantry, and follow-up infantry divisions supported by tactical aircraft.

- Guerrilla War

- Guerilla Strategy and Tactics were codified by Mao Tse-Tung.

- Result:

- Modern Guerrilla Warfare has become an overall political, economic, psychological and military framework for "total war".

WORLD WAR II

Blitzkrieg

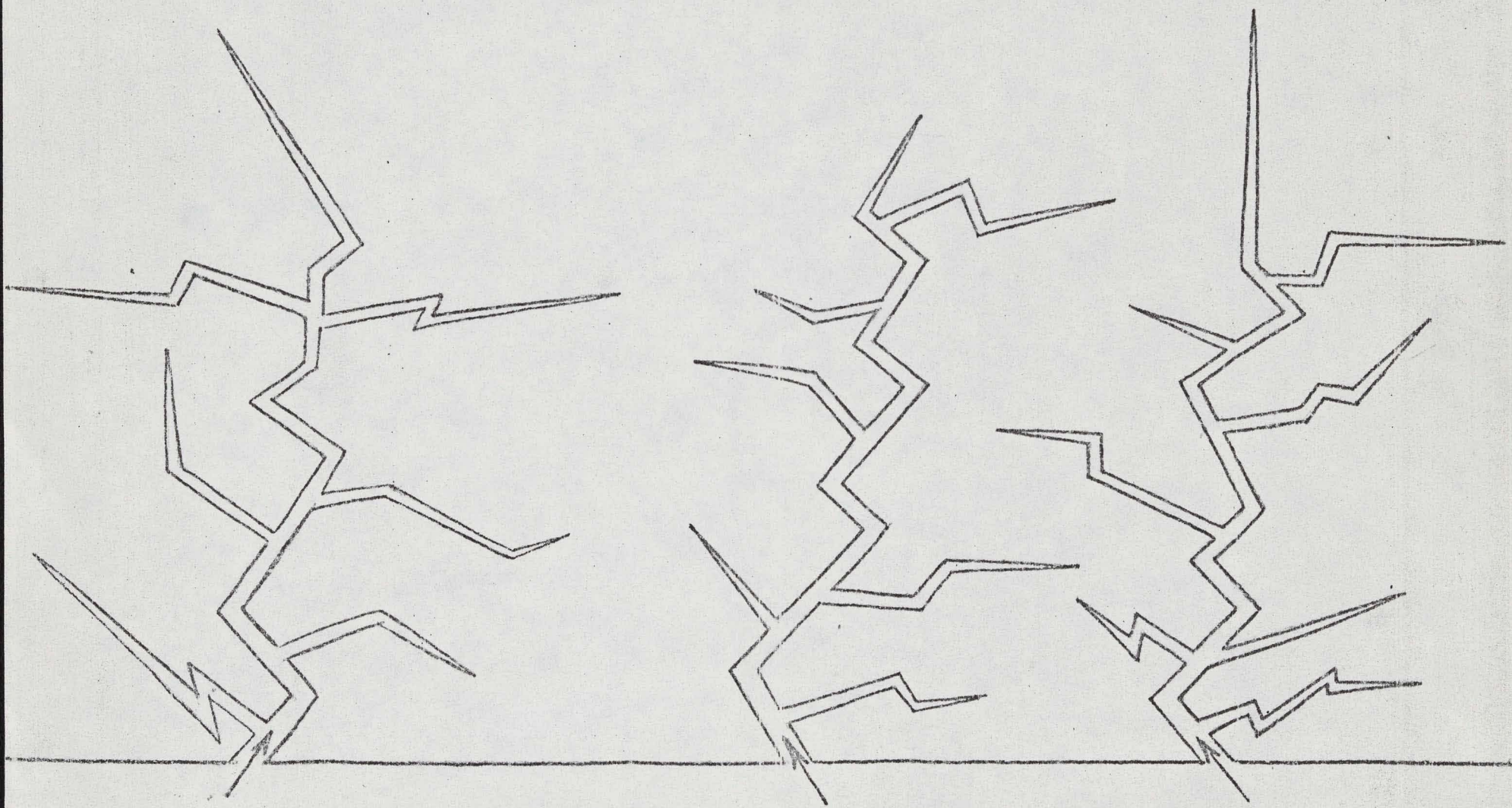
Action

- Brief but intense (or possibly no) preliminary bombardment by artillery and/or air
- Armored reconnaissance teams (leading armored columns) advance rapidly to contact adversary on a narrow front from regions of least expectation and along paths of least resistance.
- Assault by constantly reinforced armored combat teams of tanks, assault guns, infantry, and combat engineers together with close air support to open breaches and gaps along paths of least resistance.
- When breakthrough occurs follow-on relatively independent mobile/armored teams, led by armored reconnaissance, blow-through to penetrate (at max. speed) into adversary's rear along paths of least resistance. Objective is envelopment to destroy command and lines of communication.
- Motorized or foot infantry further back supported by artillery and armor pour-in to wipe-out isolated pockets of resistance, enlarge the breaches and gaps along paths of least resistance and secure the captured terrain or encirclement against possible counter-attack.

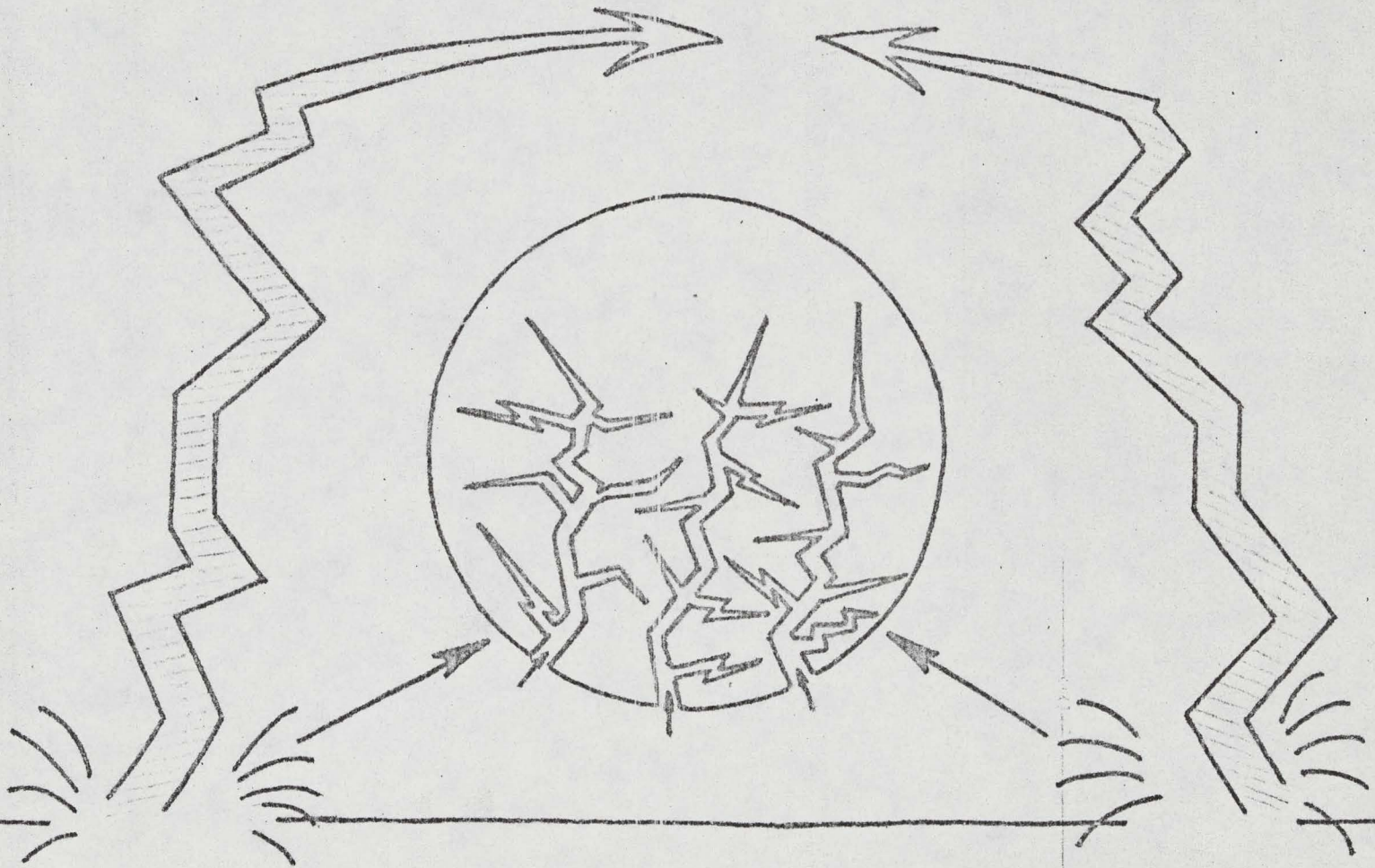
Idea

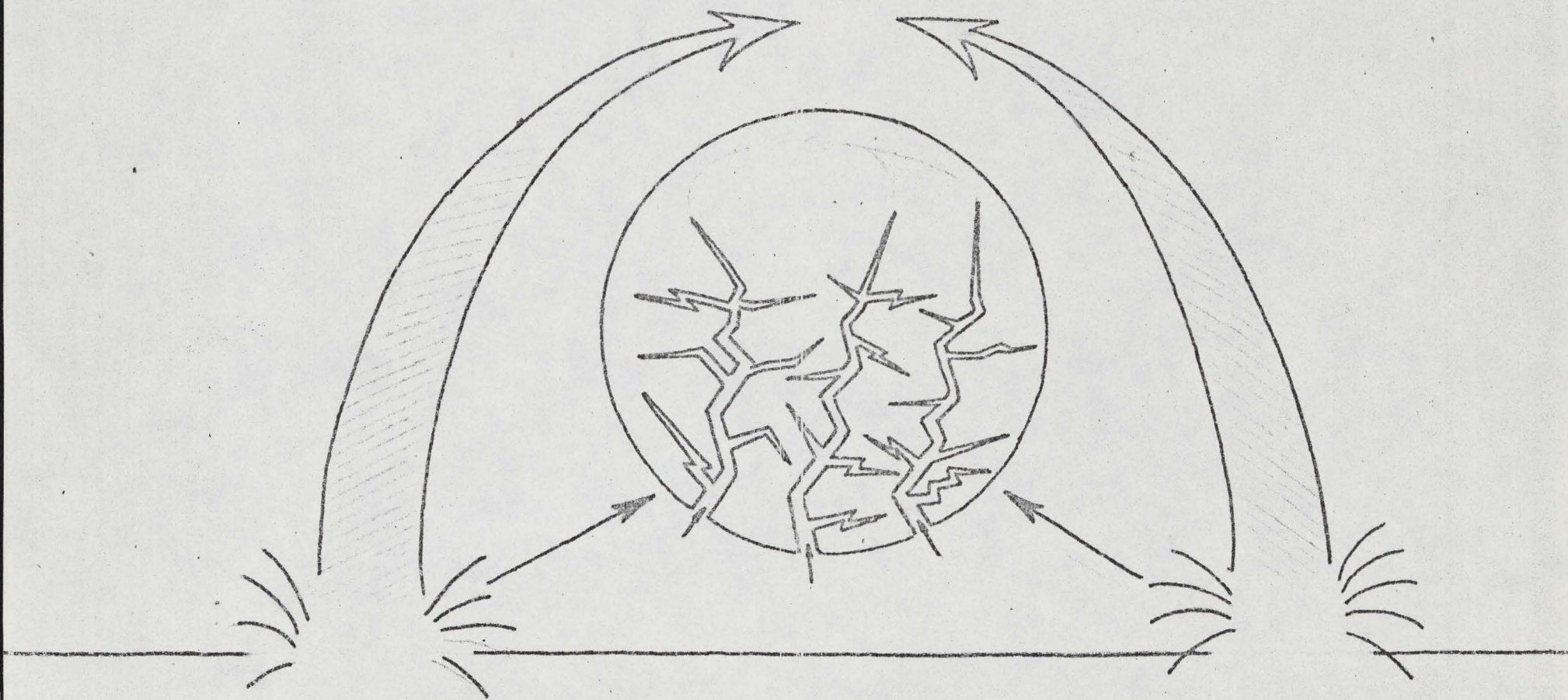
- Conquer an entire region in the quickest possible time by using fast tempo/fluidity-of-action and cohesion of armored teams as basis for quick concentration and shifting of attacking and reserve forces against an adversary's command, communications and support structure in order to confuse, disorder, and finally shatter his will or capacity to resist.

IMPRESSION OF THE BLITZKRIEG

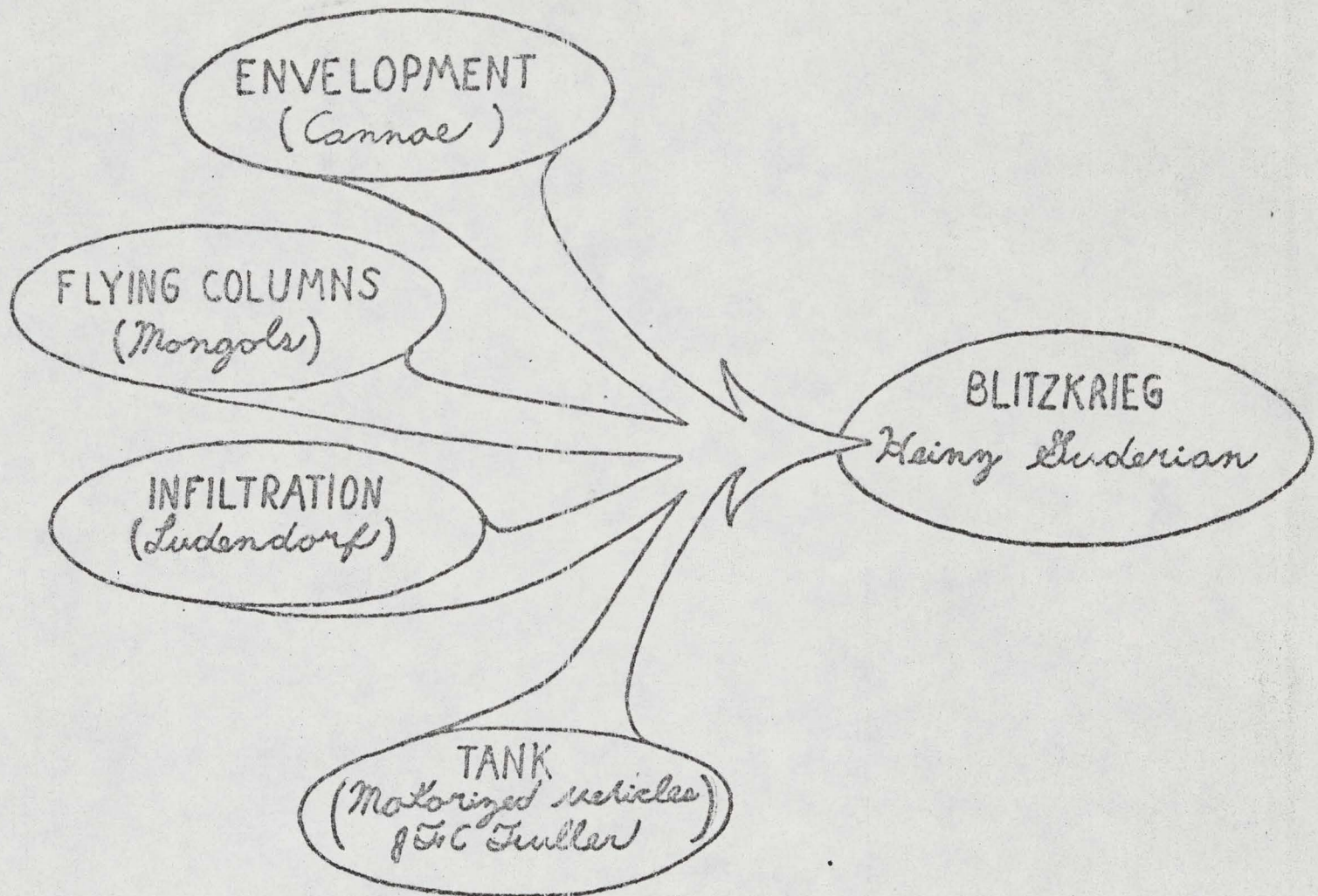


Impression of the Lincen





Creation of the Blitzkrieg



WORLD WAR II

Blitzkrieg

Key to Success

- Fast tempo/fluidity-of-action and cohesion of armored teams to permit repeated and rapidly shifting concentration of strength against weakness thereby generate doubt and uncertainty which magnify into panic and chaos.
- Decentralized command with wide freedom for lower level combat leaders to exploit opportunities generated by rapid action within a broad loosely woven scheme laid down from central command.
- Superior mobile communications to maintain cohesion and to enable higher command levels to allocate reserves and support and to shift center of overall action. *of overall effort*
- Essential and only essential logistics tail to support high speed movement and rapid shifts among routes of advance.

Guerrilla Campaign

Action

- Solicit support of population, set up organization, sanctuary and communications network without arousing adversary's intelligence and security apparatus.
- Employ tiny cohesive bands for fluid hit-and-run raids against lines of communications (to gain arms and supplies) but retreat and melt into environment when faced by superior police and armed forces.
- Force adversary into harsh anti-population reprisal and suppression measures.
- Harass ever larger adversary concentrations (in front, flank, and rear) with ever larger bands by ambush against supply columns and patrols and by infiltration or sneak attack against isolated strongpoints. Disperse to avoid open combat or a major assault by superior forces.
- Demonstrate adversary weakness by carefully selected attack against major force units using methods of conventional warfare.

Idea

- Defeat adversary by continuously using fast tempo/fluidity-of-action and cohesion of small bands as basis for dispersion, concentration and shifting of forces to harass, confuse and ultimately destroy his will or capacity to resist.

GUERRILLA CAMPAIGN

KEY TO SUCCESS

- Support of population (both psychological and physical) that willingly furnishes recruits, intelligence, transportation, shelter, refuge, food, money and medical aid.
- Continuously demonstrate government weakness and force government to harsh anti-population measures.
- ✓ • Fast tempo/fluidity-of-action coupled with cohesion of tiny bands and environmental background as basis for "never affording a target" and never "being" on the defensive except by accident and in error."
- Sanctuary (or base) as safe area to which guerrillas "can retire, voluntarily or involuntarily, for rest, recuperation, repair of arms, clothing, and equipment, and where recruits can be indoctrinated, trained and equipped."

BLITZ RESULTS

Successful

- Poland 1939
- France 1940
- Balkans 1941
- Russia 1941
- North Africa 1941-42
- Russia Summer 1942
- Russia Feb-March 1943
- Advance Thru France 1944
- Manchuria 1945
- Middle East 1967
- Middle East 1973

Unsuccessful

- Russia Winter 1941-42
- Russia Fall, Winter 1942-43
- North Africa 1942
- Russia Summer 1943
- Ardennes Winter 1944-45

GUERRILLA RESULTS

Successful

•	American Colonies	1775-81
•	Spain	1808-14
•	Russia	1812
•	Arabia	1916-18
•	China	1927-49
•	Russia	1941-45
•	Yugoslavia	1941-45
•	Indochina	1945-54
•	Algeria	1954-62
•	Cuba	1956-59
•	South Vietnam	1958-75

Unsuccessful

•	Greece	1944-49
•	Phillipines*	1946-54
•	Malaya*	1948-60

*Regime excercised particular care
not to inflict casualties and to
protect population.

? KEY QUESTION ?

- Why have Blitz and Guerrilla Warfare been so extraordinarily successful?

FUNDAMENTAL MESSAGE

Action

- Blitz and Guerrillas concentrate or disperse more quickly from or to lower levels of distinction (team cohesion) without losing cohesion of overall effort.
- Put another way, Blitz and Guerrillas "get inside adversary's" Mind-Space-Time Framework.

Result

- Such activity by Blitz and Guerrillas make them appear ambiguous (unpredictable) and awesome which magnifies into confusion, disorder and panic among their adversaries -- in accordance with Godel's Proof, the Heisenberg Principle and the Second Law of Thermodynamics.

?NATURAL QUESTION?

How can we defend against or counter the Blitz?

COUNTER-BLITZ

Action

- Screen of forward outposts and patrols to report on adversary activity and warn of any incursion.
- Fast moving armored reconnaissance teams, working with air, make contact to determine strength/direction of thrust and continuously harass by repeated delaying actions and hit-and-run attacks in order to erode cohesion and slow momentum of Blitz attack.
- High speed mobile anti-tank infantry/armored teams, with close air and artillery support, move-in to stiffen favorable defense positions and deliver repeated sharp/intense (but short) flank counter-attacks to break-up cohesion of thrust and drain away momentum of Blitz offensive.
- Swift armored combat teams, held in reserve, in cooperation with air, concentrate to rapidly drive a shallow and/or deep flank counterstroke in order to envelop and destroy Blitz offensive in detail (counterstroke launched while adversary is moving forward).

Idea

- Smash Blitz offensive by using fast tempo/fluidity-of-action and cohesion of counter-Blitz combat teams as basis for quick concentration and shifting of forces to harass, shatter Blitz cohesion and finally envelop it in order to destroy adversary's capacity to resist.

NOTE

Counter-Blitz imposes a greater stress upon friendly combat teams (as opposed to Blitz combat teams) -- however results gained can far outweigh those of Blitz offensive.

PATTERN FOR SUCCESSFUL OPERATIONS

- Goal
 - Deprive an adversary of his capacity for independent action.
- Plan
 - Select initiative (or response) that is least expected.
 - Move along path of least resistance (to reinforce success).
 - Pursue direction which permits many branches and threatens alternative objectives.
- Action
 - Exploit fast tempo and fluidity-of-action as basis for either quick concentration or fluid dispersion;
- Support
 - Superior mobile communications
 - Minimum essential logistics

}

to sustain appropriate pace of operations within available resources.
- Command
 - Decentralized to encourage lower level tactical initiative to exploit opportunities as they present themselves.

Illumination

Attributes

- Fast Tempo
- Fluidity of Action



Permits

Tactics

- Concentration of Firepower and Forces
- Dispersion



Illumination

Attributes

- Fast Tempo
- Fluidity of Action

permits

Tactics

- Concentration
- Dispersion

Strategy

- Select initiative (or response) that is least expected
- Move along path of least resistance
- Pursue direction that threatens alternative objectives

generates

Outcome

- Uncertainty
- Confusion
- Disorder
- Chaos

GOING BACK TO THE BEGINNING

Can we not say that
the presence of:

- Uncertainty
- Confusion
- Disorder
- Chaos *Panic*



Indicates that
adversary has been:

- Surprised
- Deceived
- Distracted
- Shocked

PATTERNS OF CONFLICT

Reveal

An Asymmetric Fast Transient Conception
of Tactics and Strategy

IMPLICATIONS

IMPLICATION

- Operations
- Acquisition
- Support