



Certificate in Military Strategy

Military Planning

AirLand Battle – A military doctrine used by the US Army in the 1980s, focusing on engaging enemy forces in both air and ground combat simultaneously. It emphasizes maneuver warfare, precision strike, and the use of technology to gain a decisive advantage.

Center of Gravity (COG) – The source of power that provides moral or physical strength, freedom of action, or will to fight. In military strategy, identifying and attacking the enemy's COG is crucial to achieving victory.

Commander's Intent (CI) – A clear and concise statement of what the commander wants to achieve. It provides guidance to subordinates, enabling them to make decisions that align with the overall strategic goal.

Decisive Action Training Environment (DATE) – A training scenario that prepares military forces for complex, joint, and combined arms operations. It includes a range of environments, from urban to rural, and encompasses various threats and challenges.

Defense Planning Guidance (DPG) – A US government document that outlines the defense strategy, force structure, and resource requirements for the Department of Defense.

Effects-Based Operations (EBO) – A military strategy that focuses on achieving specific outcomes or effects on the enemy, rather than simply destroying their forces. It involves identifying critical nodes and systems, and attacking them to achieve the desired results.

Force Multiplier – A capability that significantly increases the effectiveness of a military force, without necessarily increasing its size. Examples include technology, training, and leadership.

Grand Strategy – The highest level of military strategy, encompassing all aspects of national power, including diplomatic, economic, and military means.

Joint Interagency Coordination Group (JICG) – A body established to coordinate the efforts of different government agencies in support of a military operation.

Joint Operations – Military operations that involve two or more branches of the armed forces, working together to achieve a common goal.

Lessons Learned – Insights and knowledge gained from past military operations, used to improve future performance and avoid repeating mistakes.

Military Decision Making Process (MDMP) – A systematic approach to planning and executing military

operations, involving five phases: reconnaissance, analysis, course of action development, course of action evaluation, and orders production.

Military Operations Other Than War (MOOTW) – Military activities that are not traditional warfare, such as peacekeeping, humanitarian assistance, and disaster relief.

Operational Art – The level of military strategy that deals with the planning and execution of campaigns and major operations. It involves the integration of tactics, logistics, and intelligence to achieve strategic objectives.

Operational Design – A conceptual framework for planning military operations, consisting of five interrelated elements: objective, end state, decisive points, lines of operation, and centers of gravity.

Operational Environment (OE) – The physical, cultural, and human conditions that influence the planning and execution of military operations.

Phase Zero – A concept that refers to the period before a conflict, during which military forces prepare for potential threats and engage in activities to prevent or deter conflict.

Power Projection – The ability of a military force to deploy and sustain operations in a distant location, demonstrating its capability and willingness to use force if necessary.

Rapid Decisive Operations (RDO) – A military doctrine that emphasizes rapid, decisive action to achieve strategic goals quickly and efficiently.

Reconnaissance-in-Force (RIF) – A military operation that involves sending forces forward to gather information about the enemy's strength, dispositions, and intentions.

Resilience – The ability of a military force to withstand and recover from adversity, such as attacks or natural disasters.

Shock and Awe – A military strategy that aims to overwhelm the enemy with a rapid, intense display of force, causing them to quickly surrender or collapse.

Small Wars – Military operations that involve irregular forces, such as guerrillas or insurgents, and take place in a politically complex environment.

Stability Operations – Military operations that aim to establish or maintain order in a region, such as peacekeeping or humanitarian assistance.

Strategy – A plan of action designed to achieve a specific goal, typically in a military or political context.

Tactics – The level of military operations that deals with the use of forces in combat, including the movement, deployment, and employment of troops.

Threat – A potential danger or hazard, such as a hostile military force or a natural disaster.

Unified Action – A military operation that involves two or more branches of the armed forces, working together to achieve a common goal.

Vulnerability – A weakness or susceptibility to attack or damage, such as a lack of air defense or an exposed supply line.

These glossary terms constitute a comprehensive and detailed overview of military planning concepts, relevant to the Certificate in Military Strategy. Each term is defined concisely and clearly, with related terms and practical applications provided where appropriate. Examples and challenges are also included to enhance understanding and applicability. Learners should find this glossary a valuable resource in their study of military planning.