

National Defense Industry Association

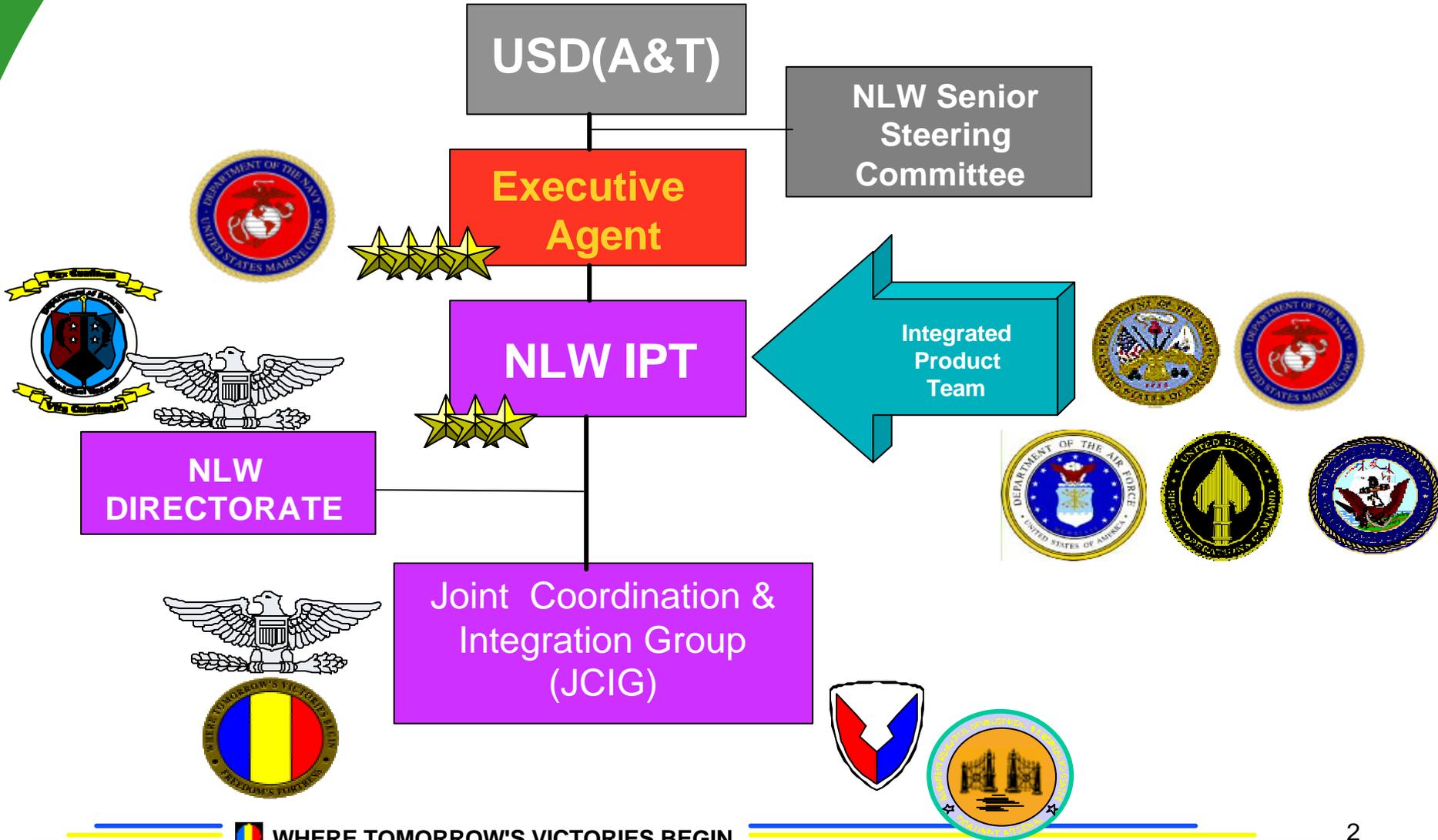
(Mines – Countermines – Demolition – Non-Lethal)

Non-Lethal Capabilities & The Objective Force

LTC Mike Avery
U.S. Army Central Action Officer (CAO) for
Non-Lethal Weapons
4 Jun 02



DoD Joint NLW Program



Army Roles in NLW

Central Action Officer - CAO

Concept approved in Spring 1999. Each service appoints one key officer as CAO to serve as the single POC for NLW matters affecting that service. Meetings held quarterly to coordinate among the services in preparation for JCIG/JIPT.

Joint Coordination & Integration Group (JCIG) Voting Member

Each service and USSOCOM provide voting representatives nominated and designated by their respective service. The group oversees the NLWP and makes recommendations to the JIPT; assists in developing doctrine and coordination of Service NLW MNS and and ORDs.

Army Roles in NLW



Single Proponent for U.S. Army Non-Lethal Applications

- The U.S. Army Military Police School (USAMPS, at Fort Leonard Wood, MO) is the designated single proponent for Army Non-Lethal Applications, effective 12 Sep 00.
- USAMPS serves as the U.S. Army Training and Doctrine Command's single voice for all developments and initiatives to field NL capabilities.



Concept for Non-Lethal Capabilities in Army Operations

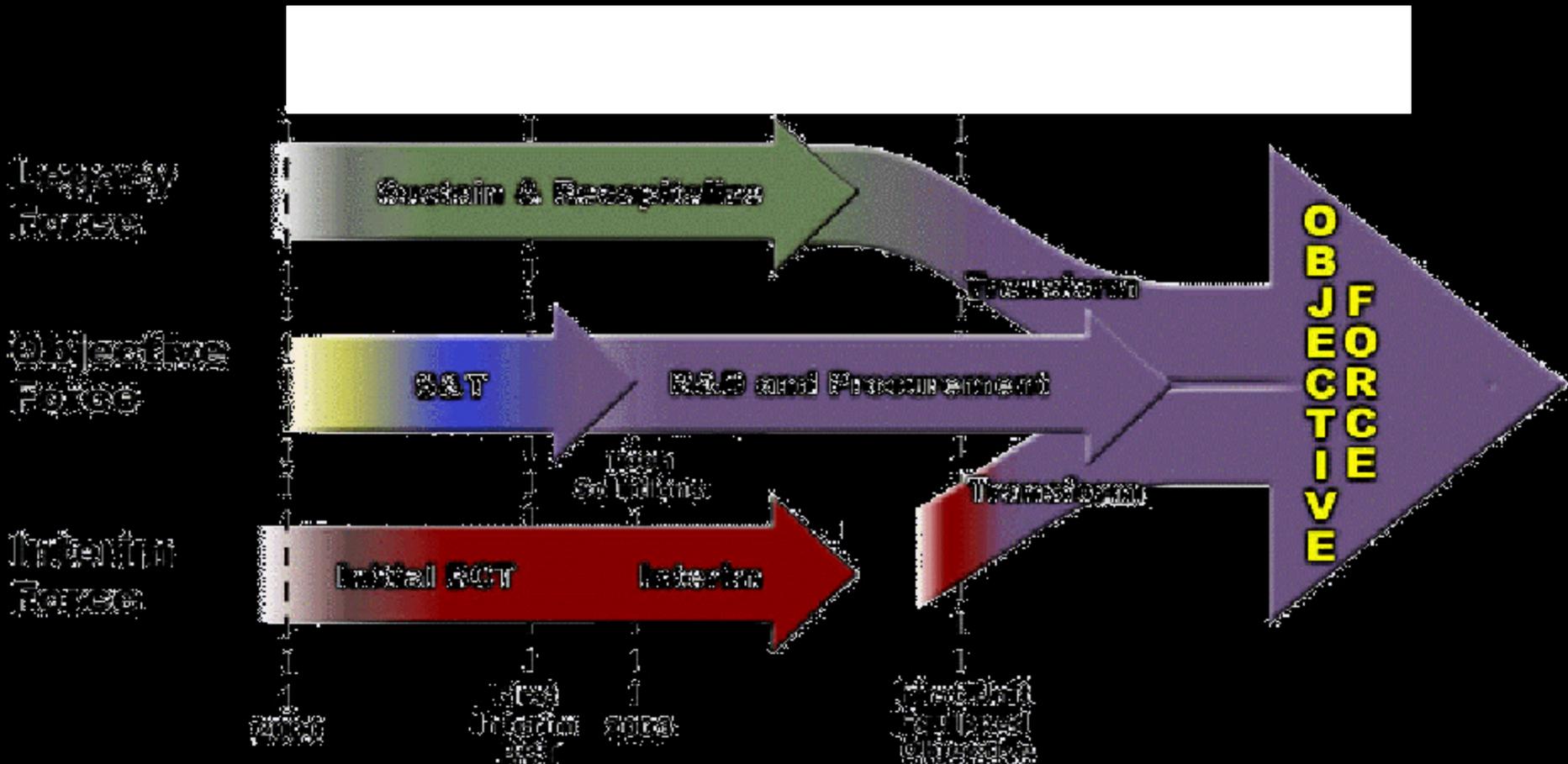


- Use NLW to **delay, disrupt, or degrade** threat forces, combat functions, and facilities in pursuit of operational and tactical objectives with the **minimum force necessary**.
- Provide the commander **additional options** for:
 - **Operational offensive measures:** Riot control, interdiction of tactical/strategic resources, conflict intervention, hostage retrieval, Military Operations on Urban Terrain.
 - **Defensive operations:** Force Protection
- **Required Capabilities**
 - Affecting Human Capabilities
 - Defeating Materiel Systems
 - Providing Security and Surveillance
 - Attacking Materiel Support Systems/Infrastructure

TRADOC PAM 525-73,
Dec 96



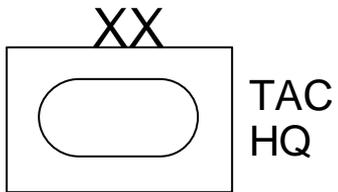
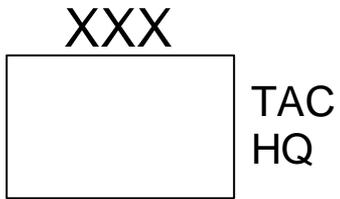
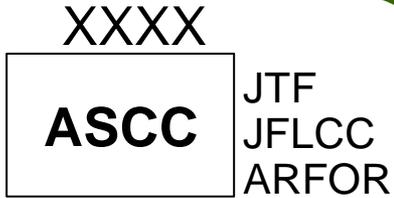
The Army Transformation



... Responsive, Deployable, Agile, Versatile, Lethal, Survivable, Sustainable

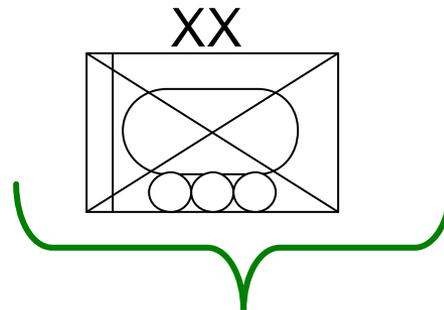
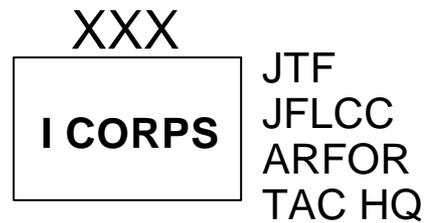
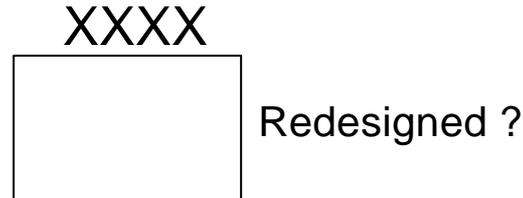
Transformation

LEGACY



*Transforms
to*

INTERIM



**Incorporates as much
of UE design as possible**

OBJECTIVE FORCE

UE₂ ?

UE₁ ?



Echeloned Forces

CINC

Enable Full Spectrum Joint, Coalition, and Interagency operations...

- **Units of Employment--** Link ground forces and joint assets from battle to campaign:

- ✓ Combined arms air-ground task force
- ✓ Resource and execute decisive operations
- ✓ Designate Objective Areas
- ✓ Coordinate multi-service, interagency, multi-national, and non-governmental activities
- ✓ Coordinate long range fires, aviation and sustainment
- ✓ Provide C4ISR and tactical direction to Units of Action

Unit design based on:

- *Span of control*
- *Complexity of task-purpose*
- *Combined arms*
- *Relationships*
- *Autonomy*
- *Continuity of effects*
- *Adaptability*
- *Agility / Versatility*
- *Unit robustness*
- *Modularity*
- *Cohesion*

Units of
Employment

- **Units of Action --**

- ✓ Standing combined arms units that can be committed independently
- ✓ Reconfigurable to mission need
- ✓ Close with and destroy enemy forces in integrated engagements
- ✓ Finish decisively by fire and maneuver and tactical assault

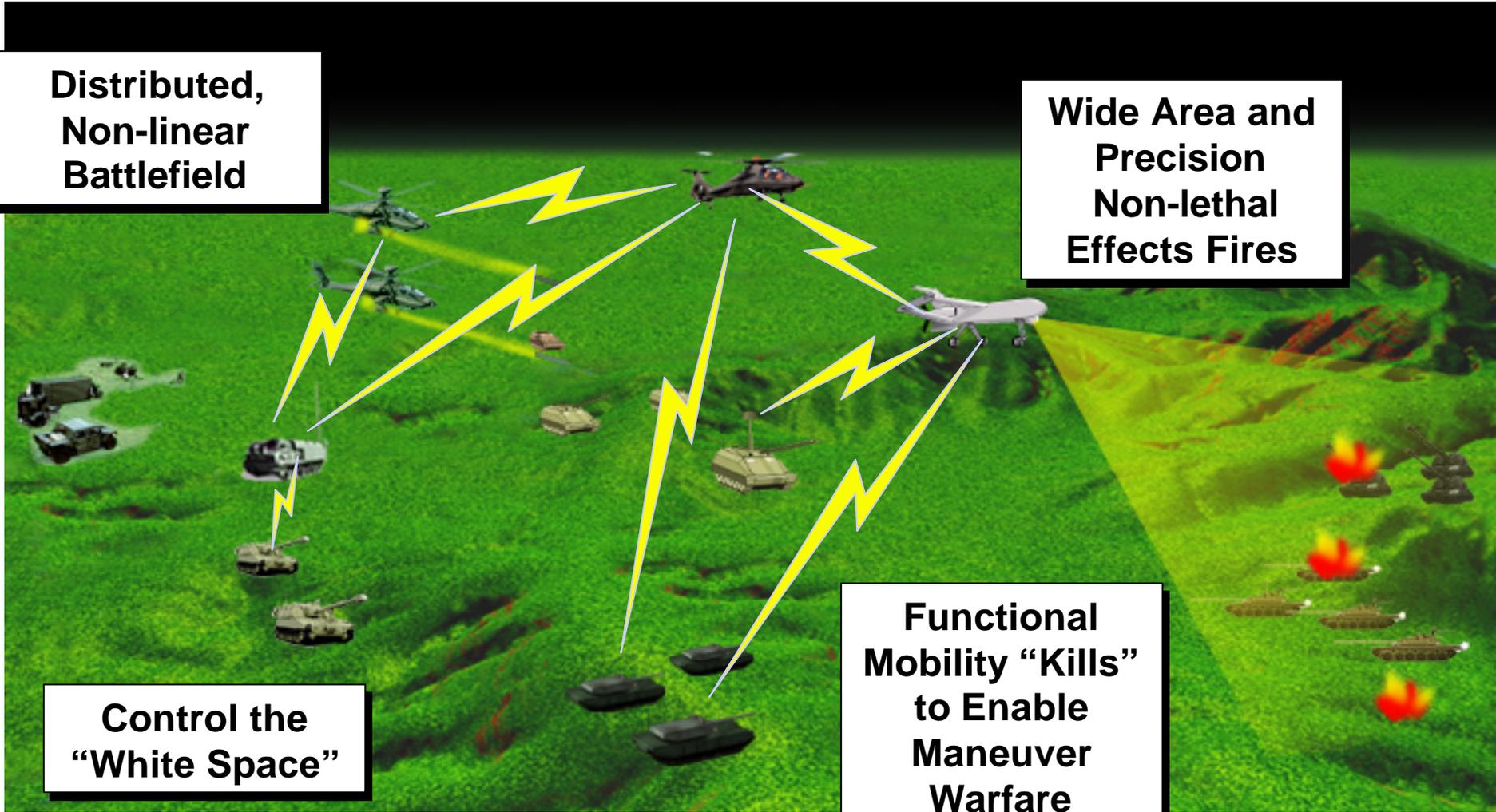
Units of
Action



NL Fires for the Objective Force

**Distributed,
Non-linear
Battlefield**

**Wide Area and
Precision
Non-lethal
Effects Fires**



**Control the
“White Space”**

**Functional
Mobility “Kills”
to Enable
Maneuver
Warfare**



Objective Force Non-Lethal Rqmts (Initial)

- NL Requirements are nested between emerging requirement documents
- Capabilities: (effects & potential means)
 - Isolate the immediate battlespace to prevent interference in friendly operations by noncombatants , deny the enemy shielding and prevent collateral damage
 - Use against noncombatants & combatants
 - Precisely engage/suppress enemy formations ...based on proximity to civilians
 - LOS/BLOS/NLOS
 - Kinetic & Non-Kinetic Energy; Anti-traction
 - Incapacitating or Behavior changing
 - Scalable (Lethal to Non-Lethal) - Rheostatic
 - Precision(point) & Wide area(area)
 - FCS based – System & Soldier

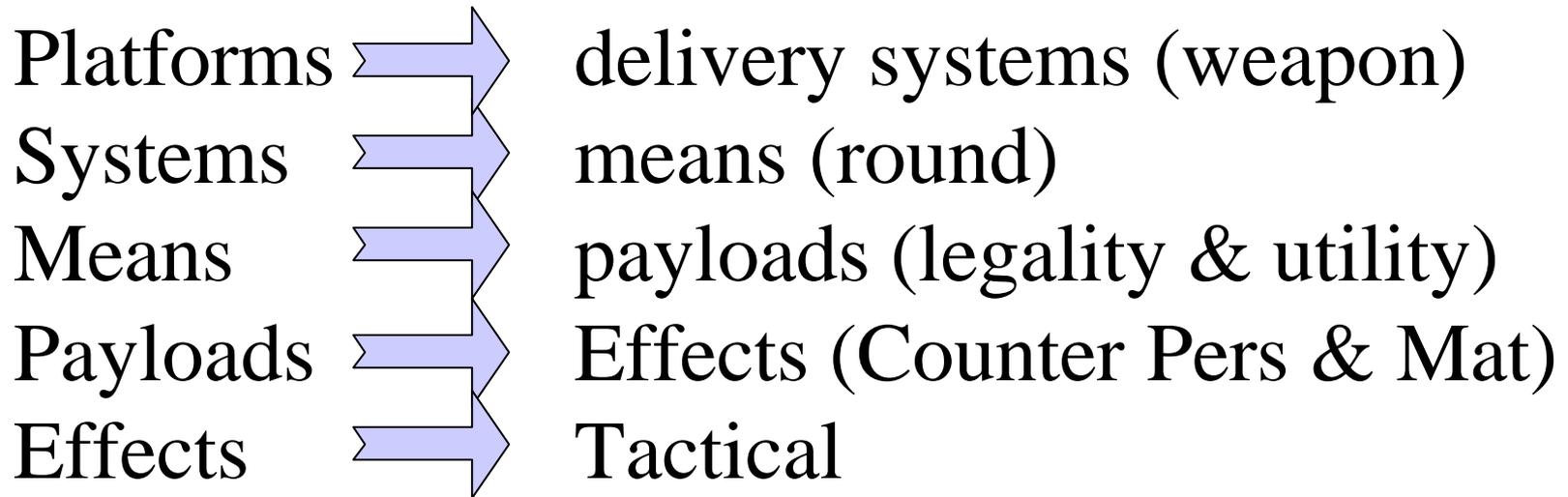


Non-Lethal in the Objective Force is...

- causing effects that mitigate the advantages of the enemy and his terrain
- capitalizing on our own capabilities to shape battle-space and achieve decisive operations
 - disrupt, disintegrate, defeat, destroy
- enabling soldiers with full spectrum capability using a System of Systems Concept
- not necessarily constrained to weaponry



How we have been doing business...



This process has served us well during the early evolution of non-lethal programs and has generally supported the legacy and interim forces at the small tactical unit level.



The NL variables...not your standard fight

- Purpose (offensive / defensive)
- Affect people (physiological / psychological)
- Affect materiel (temporary / permanent)
- Affect terrain
- Interpreting Human Intent
- Proximity to the Target Area (Danger Close)
- Standoff (to the target / from the shooter)
- High-tech = High-costs



Non-Lethal processes for the future...

To support the non-lethal in the Objective Force, the following must occur...

- Effects - Tactical / Operational / Strategic
- Broader than weaponry
- Payloads options
- System of Systems (FCS)



The path ahead for Non-Lethal...

- Must support Legacy, Interim and Objective Forces at the same time
- Greater focus on effects – with an understanding of the 2nd & 3rd order responses
- Continue to be innovative-
 - Personnel
 - Materiel
 - Environment (terrain & atmosphere)



Questions?

