ONR Focus Area Forum: “Expeditionary warfare: Littoral Maneuver.”

“How We Operate and Fight in the Littorals”

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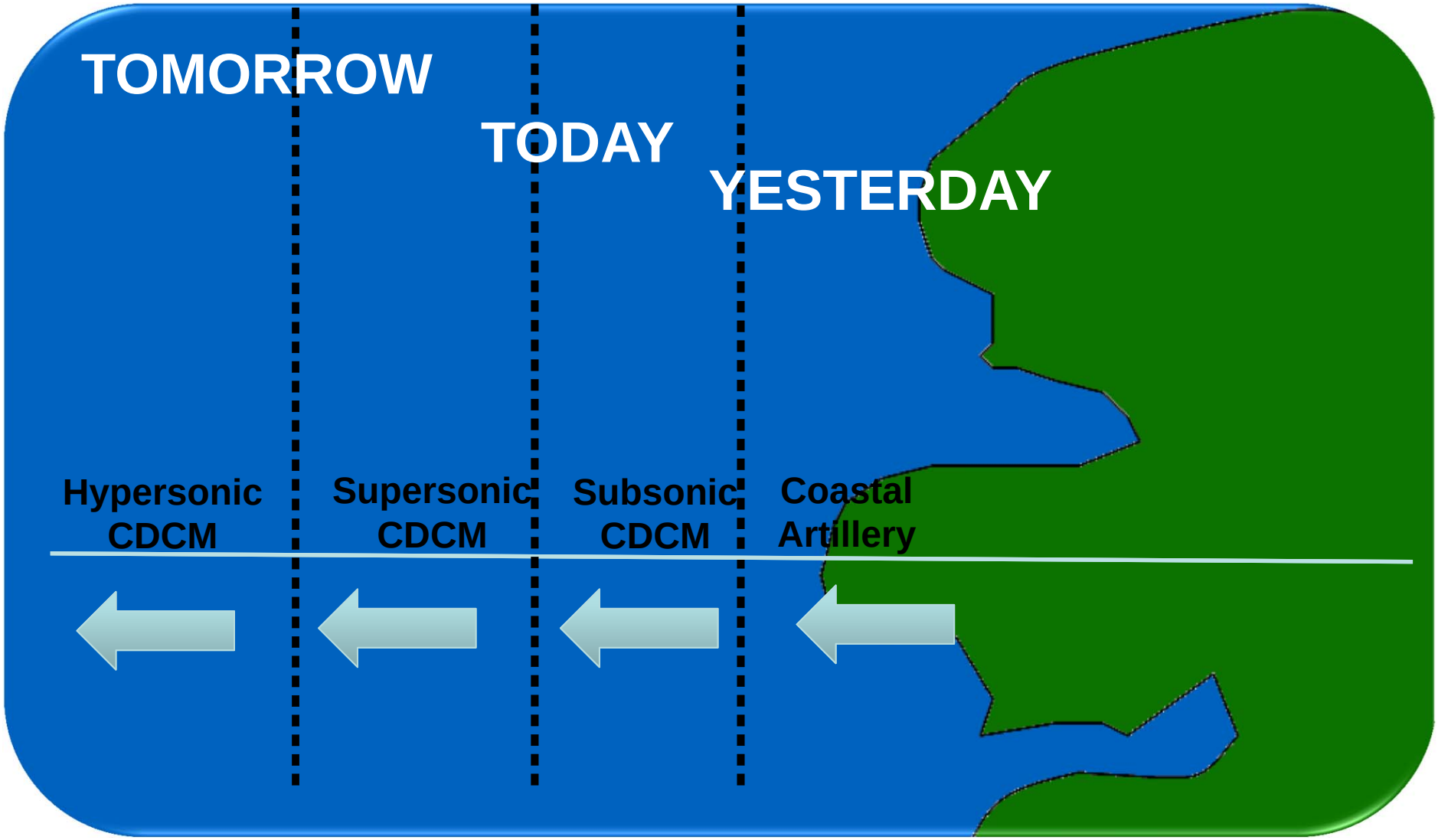
Why a New Strategy?



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Assumptions

- ***Neutralizing key pieces of the A2AD system creates significant opportunity for maneuver (ELINT; Long range radar)***
- ***All conditions may not be met prior to mission executio***n due to political imperatives resulting in elevated risk
- Confined coastal areas with complex terrain and ***'human-saturated' operating environments will limit the ability to set conditions without forces ashore***
- Given the nature of our adversaries ***all CDCMs will not be destroyed prior to closing amphibious ships; therefore CRUDES support is essential***
- The closer we operate to an adversary coastline the greater the protection required
- Amphibious ship force development requirements will be not be met however, sufficient forces will be available to conduct the operation
- Weather / Sea State: conditions support maritime operations to include well deck and flight deck ops for at least three days
- CSGs are available to support advance force operations and protect and support the amphibious force

Maintaining Maneuver in A2/AD Environments

If

The Marine Corps Embraces Maneuver Warfare…..

…And

The DoN Has Already Invested Billons of Dollars to Support Maneuver Warfare….

…And

The threat continues to evolve…

…Then

Can the Marine Corps develop CONOPS that by fully leveraging existing systems, reduce procurement costs of future capabilities while maintaining littoral maneuver against future A2/AD threats?

Or…

Is affordable maneuver achievable?

Yes!

"The modern aviation combat element provides significant capability gains that have not yet been fully incorporated into operating concepts." ACWG Report

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Friendly Conditions

Enemy Capabilities

~ 300 nm

- ❑ C4ISR Infrastructure Defeated/Disabled
- ❑ ASCM/ASBM Neutralized
- ❑ Local Maritime Superiority; SLOCs Open
- ❑ IAD Neutralization
- ❑ Protected Air/Surface Maneuver Corridors
- ❑ Local Sub Threat Defeated
- ❑ IO/IW/Cyber in Scheme of Maneuver
- ❑ Theater and Tactical BMD in Place

ASCM/ASBM
Hyper/Supersonic Missiles
Sortied Naval Surface Force
Aircraft (FW)
Subs
Integrated Air Defense (IAD)
Theater/Tactical Ballistic Missiles

+

Super/Sub sonic Missiles
UAS (Group 4)
Mines (hydrography dependent)

+

- ❑ ASCM/CDCM Defeated
- ❑ IAD Neutralized
- ❑ Naval Forces Neutralized
- ❑ Sea Echelon Area Established

Flight Deck Ops

25-30 nm

+

G-RAMM
Large Caliber Tube Artillery
Aircraft (Rotary Wing)
UAS (Group 3)
FAC/FIAC
MLRS

+

Well Deck Ops

- ❑ IAD Defeated
- ❑ Air Corridor / Axis of Advance Established
- ❑ Naval Corridor/Assault Lanes Established
- ❑ FAC/FIAC Defeated
- ❑ Amphibious Ships Protected
- ❑ Landing Craft Protected

12 nm

+

Medium Caliber Tube Artillery
UAS (Group 2)
Midget Subs

+

7 nm

+

- ❑ Amphibious Vehicle Protected
- ❑ Landing Site Overwatch/Security Established

Light Caliber Tube Artillery
Large Mortars
UAS (Group 1 and Micro)

+

Beach

+

- ❑ In Stride Breaching capability
- ❑ Lodgment Established
- ❑ JLOTs or Pier-side activities

Physical Obstacles IVO Beach
Direct Fire Weapons

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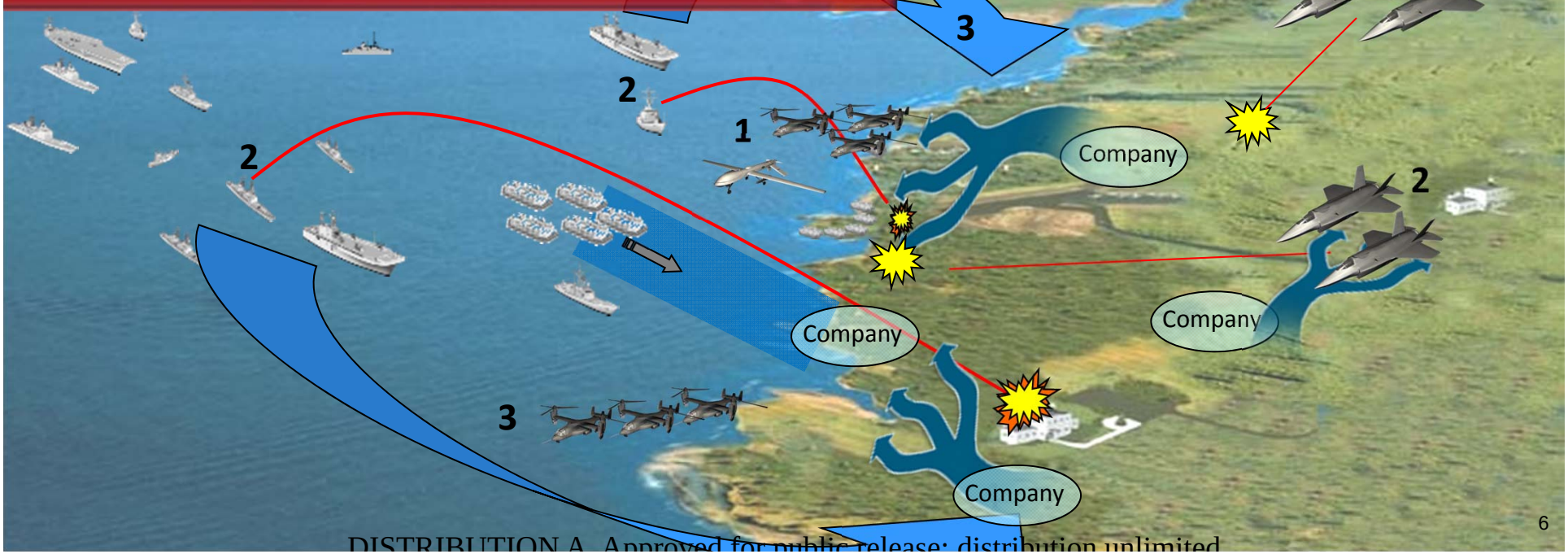
How Should We Fight?

1. Supporting Ops to know, blind, & shape
2. Advance Force / Pre Landing to create opportunity
   - Create & locate gaps / Control Landing Sites
3. Assault to exploit opportunity
   - Vert / Surface Assault
   - Secure Landing sites / Maneuver
4. Assault Reinforcement to exploit weakness or succeed



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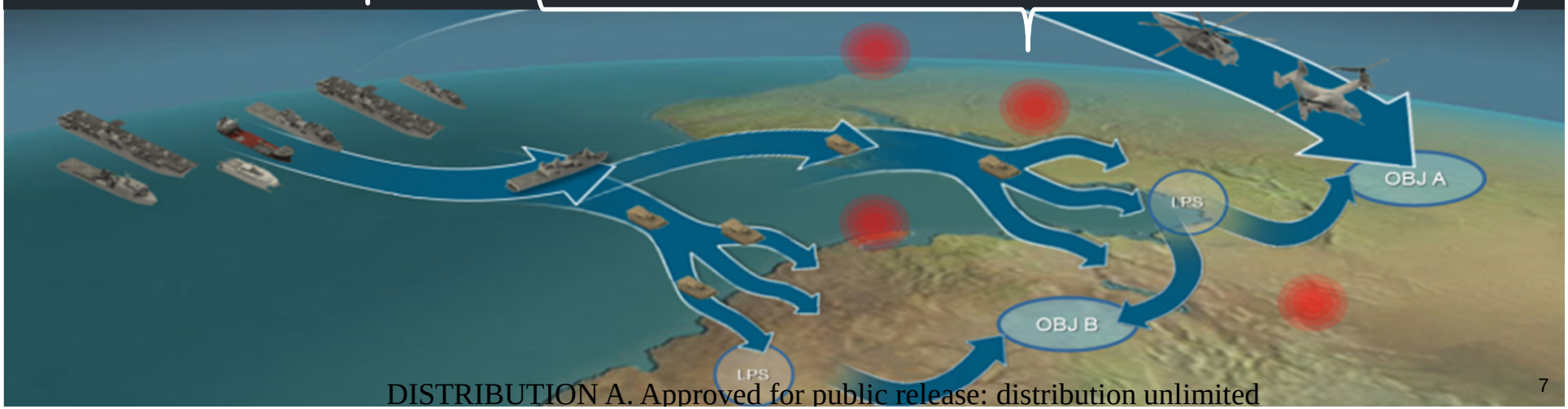
Amphibious Activities Related to Range and Task

- **Fight at and form the Sea**
  - Sea Control / Denial
  - Shaping to set conditions for closure
  - Aviation operations commence at distance
  - Maneuver to weaken defenses & raise enemy signature
- **Closing the force**
  - ***Defeat IADS and integrated CDCM threat***
  - Requires CRUDES protection for amphib ships
  - Neutralize enemy capabilities to enable local superiority
  - Surface & Air maneuver to seize entry points
  - Follow on distributed operations to seize landing sites

Advance Force /Pre-assault

- **Speed & Extended Littoral Maneuver**
  - Enables distributed maneuver through entry points to secure landing sites
  - Complicates enemy targeting
  - Launch self-deploying amphibious vehicles from ~12 NM greater than current capability (Current AAVs splash at 1-7 NM)
- **Conducting the Assault**
  - Landing Sites: identified and controlled
  - Maneuver through established lanes to secured sites
- **Lodgment**
  - Capacity available to control and maintain the lodgment
  - Lodgment infrastructure seized and / or expeditionary infrastructure developed

Land the assault & reinforcing echelons



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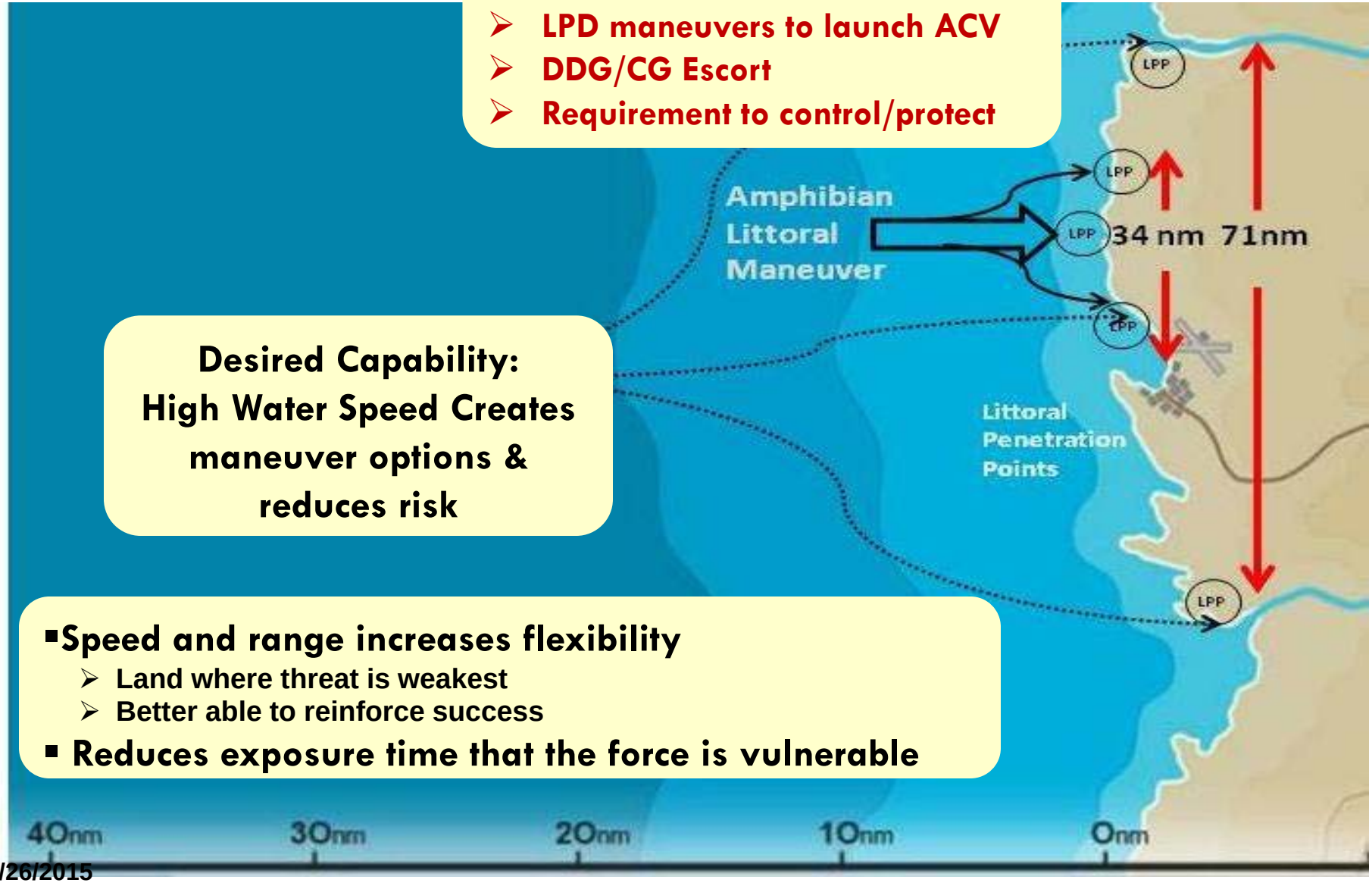
(U) Speed, Range & Threat

Programmed Capability

- LPD maneuvers to launch ACV
- DDG/CG Escort
- Requirement to control/protect

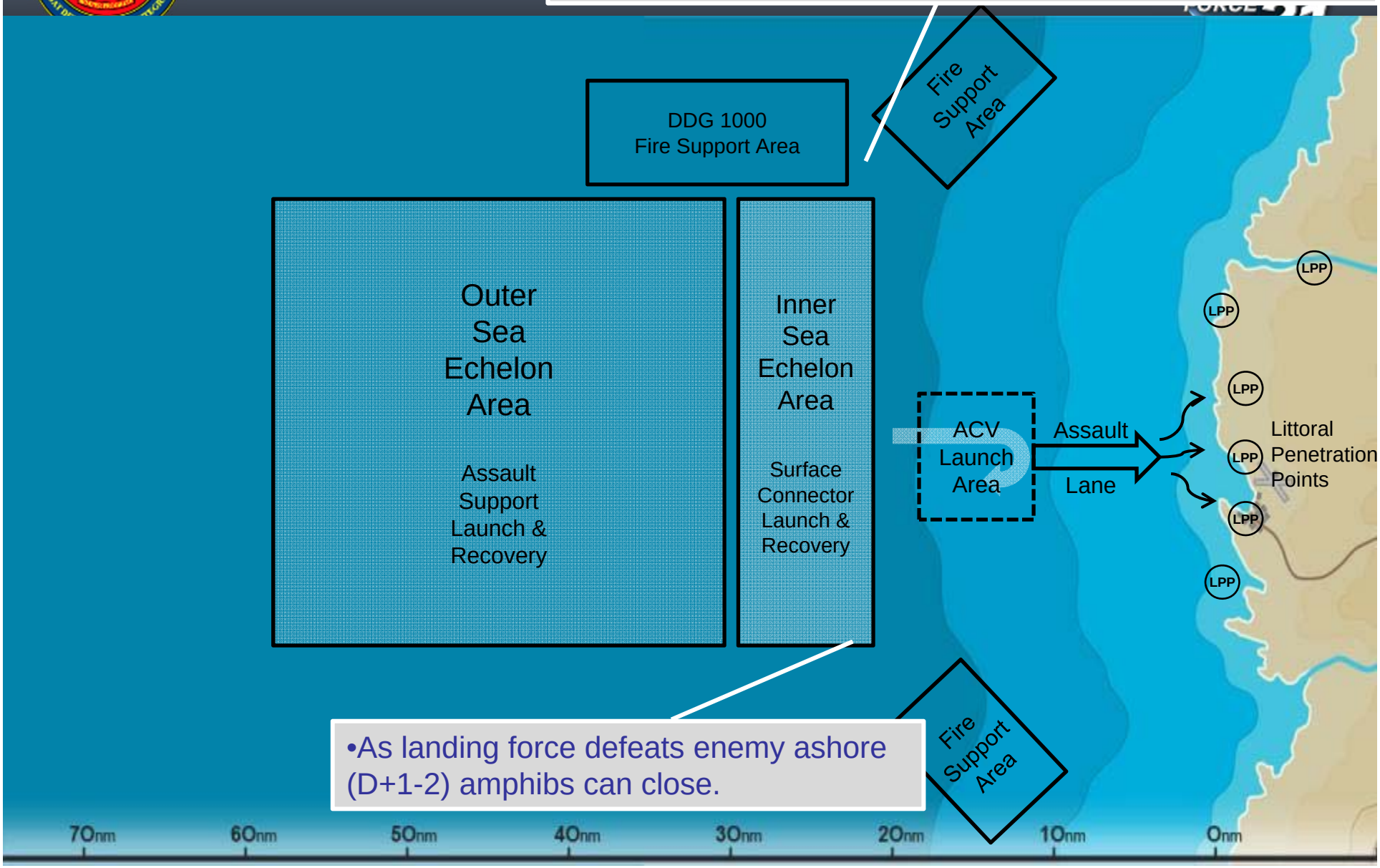


Desired Capability:
High Water Speed Creates maneuver options & reduces risk

- **Speed and range increases flexibility**
  - Land where threat is weakest
  - Better able to reinforce success
- **Reduces exposure time that the force is vulnerable**

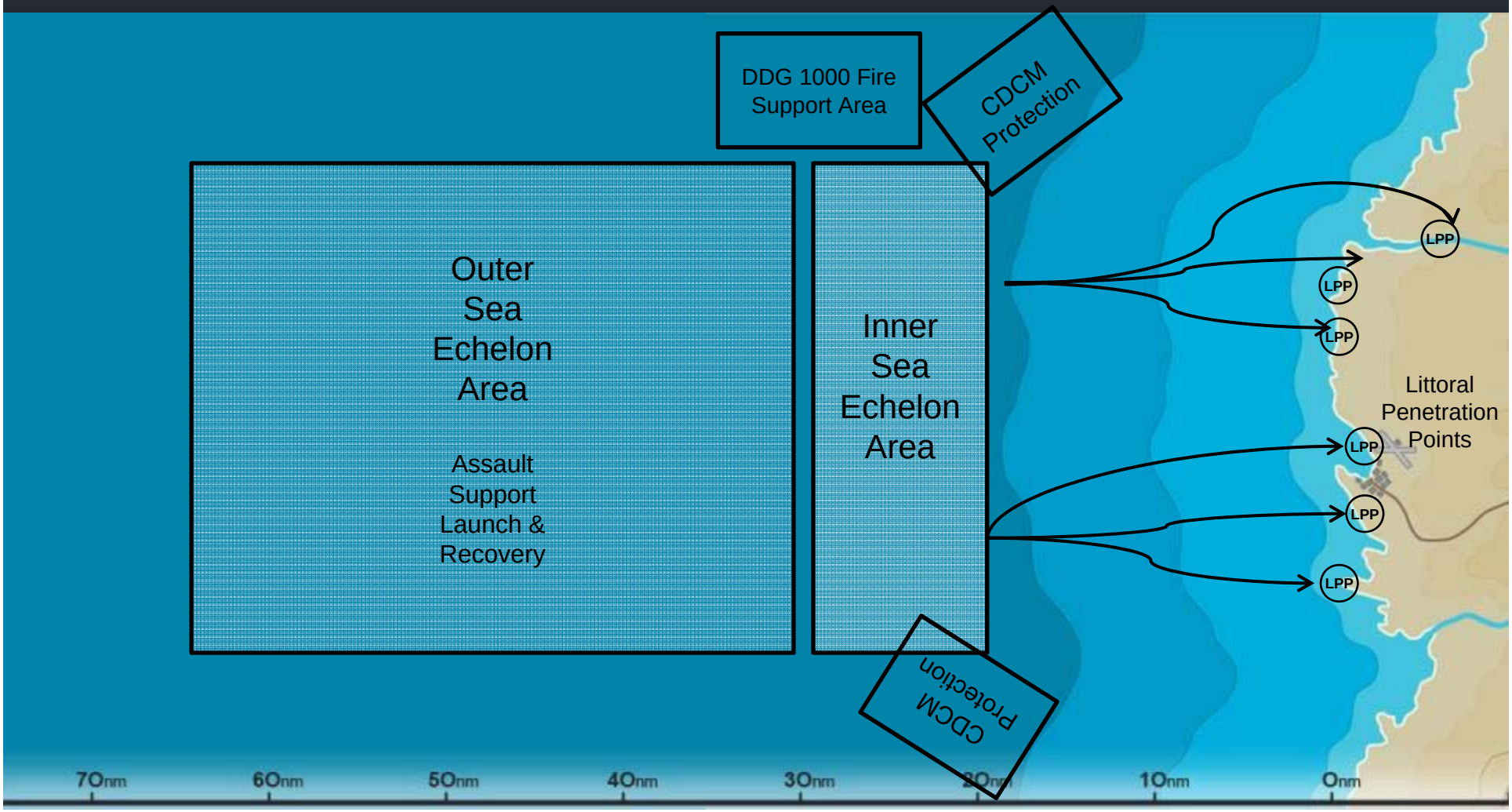
ACV Impact

•Night ACV launch from LPD 17 to mitigate threat;
•ACVs maneuver ashore through distributed penetration points;



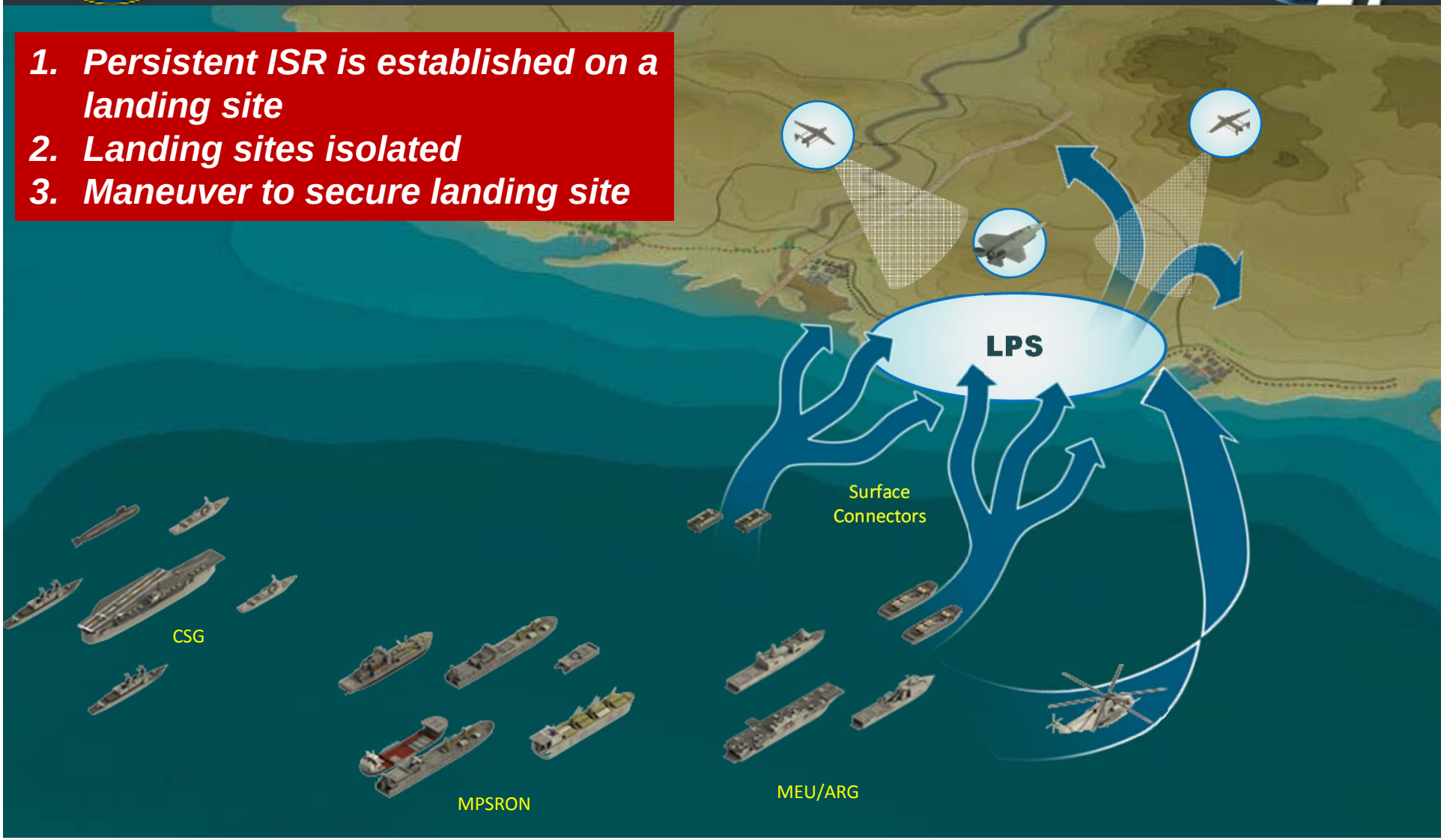
•As landing force defeats enemy ashore (D+1-2) amphibs can close.

Impact of Speed



Landing Site Control Requirement

1. ***Persistent ISR is established on a landing site***
2. ***Landing sites isolated***
3. ***Maneuver to secure landing site***



Landing sites must be controlled to protect from direct fire regardless of means of maneuvering ashore!

Summary: Why Speed Matters

- **Systems approach including C2, maneuver capability, fires, ISR, ability to sustain**

- Ships enable naval maneuver creating conditions for littoral maneuver
- Speed enable littoral maneuver from distance reducing exposure to ships
- Speed over distance enables maneuver options
- Speed limits exposure of the landing force
- Speed reduces risk and creates opportunity & enhances ***littoral maneuver***

- **Threat + Proximity = Risk**
- **Distance / Speed + Maneuver / Time = Security**
- **If Security > Risk = Opportunity**

Questions