

Table D-3. Event Matrix.

NAMED AREA OF INTEREST	NO EARLIER THAN	NO LATER THAN	EVENT/INDICATOR
1	H + 6	H + 12	Brigade-sized forces moving north.
2	H + 6	H + 12	Brigade-sized forces moving north.
3	H + 12	H + 24	Orangeland forces enter Blue-land. Northern Operational Group driving on Jesara oil-fields.
4	H + 14	H + 24	Orangeland forces seize junction of Highways 7 and 8. Northern Operational Group turns northwest toward Jesara.
5	H + 18	H + 24	Orangeland forces enter Teal-ton. Northern Operational Group driving on Jesara.

e. Decision Support Template and Matrix

The decision support template is normally developed during COA wargaming. It is derived from doctrinal, situational, and event templates. The decision support template depicts decision points, time phase lines associated with movement of threat and friendly forces, the flow of the operation, and other information required to execute a specific friendly COA. The decision support template is a key planning tool for use during transition and execution. The decision support matrix provides a recap of expected events, decision points, and planned friendly actions in a narrative form. It shows where and when a decision must be taken if a specific action is to take place. It ties decision points to named areas of interest, targeted areas of interest, CCIRs, collection assets, and potential friendly response options. The decision support template and matrix may be refined as planning progresses after the war game. See figure D-5 and table D-4.

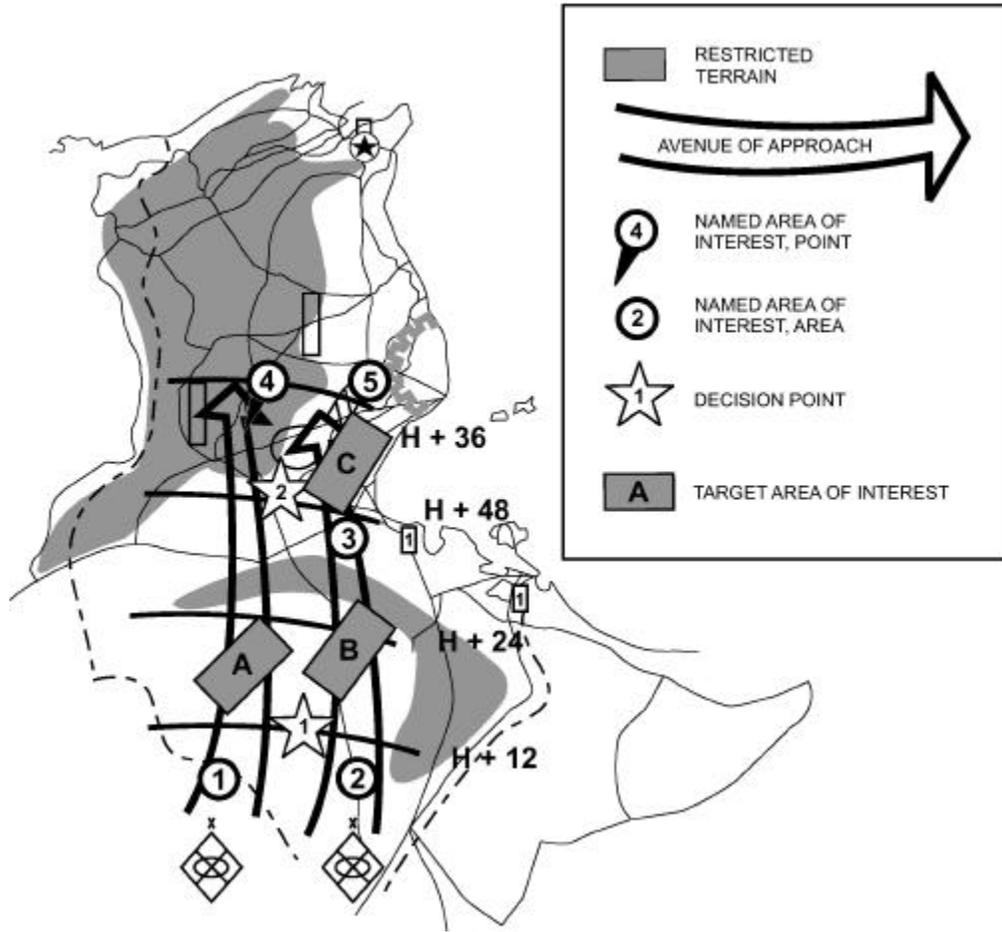


Figure D-5. Decision Support Template.

Table D-4. Decision Support Matrix.

EVENT NUMBER	EVENT	NO EARLIER THAN/NO LATER THAN	NAMED AREA OF INTEREST	TARGETS AREAS OF INTEREST	FRIENDLY ACTION
1	Orangeland forces enter Blueland, Northern Operational Group division driving on Tealton.	H + 14/H + 24	1, 2	A, B	Covering force withdraws; Marine aircraft wing (MAW) conducts interdiction west of phase line TEAL.
2	Orangeland forces seize junction of Highways 7 and 8. Northern Operational Group turns northwest on Jesara.	H + 18/H + 24	3, 4	C	1 st and 3 ^d Marine Divisions (MARDIVs) execute branch plan HAWK.

2. Planning Support Tools

Planning support tools support the commander's and staff's planning effort by recording and displaying critical planning information on the COAs and the commander's decisions and guidance. They aid the commander in decisionmaking by displaying critical information in a useful format. Planning support tools include the COA graphic and narrative, synchronization matrix, COA war game worksheets, and the comparison and decision matrix.

a. Course of Action Graphic and Narrative

The COA graphic and narrative are a visual depiction and written description of a COA. They clearly portray how the organization will accomplish the mission, identifying the who (notional task organization), what (tasks), when, where, how, and why (intent). It should include the tasks and purpose of the main effort, supporting efforts, and reserve. It also includes maneuver control measures, such as boundaries. The COA narrative and graphic, when approved by the commander, forms the basis for the concept of operations and operations overlay in the OPLAN or OPORD. See figure D-6.

Table D-5. Synchronization Matrix—Continued.

TIME/EVENT		PRE D-DAY	D-DAY – D + 2	D + 3 – D + 4	D + 5 – D + 6
Logistics	Sustainment	Logistic Throughput Plan.			
	Transport	Movement Control Plan.			
C2				MEF assumes tactical control of Blueland Forces in the vicinity of Tealton.	
	Information warfare and C2 warfare	Build enemy electronic order of battle nodal analysis.	Attack Northern Operational Group C2 nodes.		

c. Course of Action War Game Worksheet

The COA war game worksheet is used during the war game to record friendly action, enemy reaction, and friendly counter-action involved in each COA. It is also used to capture critical information that may be identified during the war game, such as potential CCIRs, decision points, and named areas of interest. See table D-6.

Table D-6. Course of Action War Game Worksheet.

COA 1, STAGE A; BOX: MOST LIKELY							
ACTION	REACTION	COUNTER ACTION	ASSETS	APPROX. TIME	DECISION POINT (DP)	CCIR	REMARKS
MARDIV envelops Orangeland forces north of Gray City.	102 ^d and 103 ^d Armored Brigades counter-attack.	MAW interdicts moving enemy forces. MARDIV engages and destroys enemy armor at long range.	Surge MAW attack assets to interdict enemy armor.	D + 3	DP 3	Will 102 ^d and 103 ^d Armored Brigades move west to counter-attack.	MARDIV has priority of close air support.

d. COA Comparison and Decision Matrix

The COA comparison and decision matrix is a planning support tool designed to assist the commander and staff in recording the advantages and disadvantages of each COA as it is compared against the commander’s evaluation criteria. It may reflect various techniques for weighing the COA against the commander’s evaluation criteria, as shown below in tables D-7 and D-8. The commander may use the COA comparison and decision matrix to aid his decisionmaking process during the selection of a COA for execution.